LAST TIME

- Introduced UNIX signals
  - A kernel facility that provides user-mode exceptional control flow
- Allows many hardware-level exceptions to be exposed to application processes
  - Timer events (SIGALRM), invalid memory access (SIGSEGV), illegal instruction execution (SIGILL), etc.
- Also allows processes to send signals to each other
  - e.g. terminal sends SIGINT (Ctrl-C) to your program
  - e.g. kernel can send SIGKILL to a runaway process
REENTRANT FUNCTIONS

- A signal handler can interrupt *any other code* in the program
  - *...including function calls that are in progress!*

- Signal handlers must only use **reentrant functions**
  - Functions that can be invoked *multiple times concurrently*, without causing errors
    - i.e. multiple overlapping logical flows through the function
  - Frequently, code in a signal handler will interrupt code in the main program that is using the exact same functions

- Example: `malloc()` is **not** reentrant!
  - Updates large, complex data structures within the heap
  - Two calls to `malloc()` can easily stomp on each other!
  - Must not use `malloc()` within a signal handler!
    (Or, any other function that calls `malloc()`!)
REENTRANT FUNCTIONS AND STATE

- A reentrant function must not manage state across multiple function calls
  - Concurrent invocations will cause state to be corrupted
  - No global state, and no static local variables!

Example:

```c
void do_task() {
    /* Variable remains across function calls! */
    static int count = 0;

    ... /* Do some important task. */
    count++;
    if (count > 100) {
        count = 0;
        periodic_cleanup();
    }
}
```

- Static local variables are retained across multiple function calls (like a global variable visible only within the function)
REENTRANT FUNCTIONS AND STATE (2)

- Concurrent invocations of `do_task()` will not update `count` properly!
  ```c
  void do_task() {
      /* Variable remains across function calls! */
      static int count = 0;

      /* Do some important task. */
      count++;
      if (count > 100) {
          count = 0;
          periodic_cleanup();
      }
  }
  ```

- **Not** reentrant; *must not* be called from a signal handler

<table>
<thead>
<tr>
<th>Logical Control Flow</th>
<th>Signal Handler</th>
</tr>
</thead>
<tbody>
<tr>
<td>Read count into register</td>
<td>Read count into register</td>
</tr>
<tr>
<td>Add 1 to register</td>
<td>Add 1 to register</td>
</tr>
<tr>
<td><em>(...interrupted...)</em></td>
<td><em>(...interrupted...)</em></td>
</tr>
<tr>
<td>Write reg back to count</td>
<td>Write reg back to count</td>
</tr>
</tbody>
</table>
REENTRANT FUNCTIONS AND MUTEXES

Can’t fix this problem with a mutex or semaphore

• First function invocation locks the mutex before accessing the persistent state, but is then interrupted
  • ...but it still holds the lock!

• A second, concurrent function invocation interrupts the first one
  • Can’t acquire the lock because it’s already held!
  • Second invocation will be blocked by the first one!

• Entire system will grind to a halt. Whee.

Locks can be used in a non-blocking manner

• e.g. “try to acquire the lock, but return immediately with a failure code if someone else holds the lock”

  (May limit the usefulness of your signal handler...)
GUARANTEED REENTRANT FUNCTIONS

- A signal handler can only use reentrant functions
- Ideally, the handler will also be reentrant
  - Particularly in cases where one handler handles multiple signals
- Specific UNIX functions are guaranteed to be reentrant by the standard. For example:
  - `alarm()`, `pause()`, `signal()`
  - `mkdir()`, `chdir()`, `rmdir()`, `chmod()`, `chown()`
  - `open()`, `close()`, `read()`, `write()`
  - `fork()`, `execve()`, `exit()`, `kill()`, `wait()`
- Many others are not guaranteed to be reentrant
  - e.g. `malloc()`, `free()`, `printf()`, etc.
  - Must avoid using these functions in signal handlers!
USING NON-REENTRANT FUNCTIONS

- If non-reentrant functions will **never** be called concurrently, can use them in signal handlers...
  - ...but it’s *extremely* difficult to guarantee this, especially in context of maintenance and upgrades!

- Don’t tempt fate! 😊 Program defensively.
Signal Handler Operations

- Usually, handlers perform very simple operations
  - Avoids the dangers of non-reenentrant code!
- Set a flag to record that signal occurred, then return
  - Main loop checks the flag every iteration
  - When flag becomes set, main loop handles the signal then
  - Main loop code can do whatever it wants, since signal handler won’t be doing anything complicated
- Or, simply restart running the program at an appropriate location
  - e.g. an error signal handler can restart a server at the beginning of the program
  - Use something like `setjmp()` and `longjmp()`... but there’s a caveat...
**Pending Signals**

- For each process, the kernel manages two bookkeeping variables for signal handling:
  - `pending` — a bit-vector of signals that are currently pending for the process
    - These signals have been sent to the process, but haven’t yet been received or handled by the process.
  - Each kind of signal has one bit assigned to it.
    - Multiple signals of a particular type sent to a process will not necessarily all be received!
    - If a particular type of signal is already pending, and then is sent again, the second signal is dropped!
      - The `pending` flag for that signal is already set, so it can’t be sent again.
**Blocked Signals**

- The kernel also keeps a **blocked** bit-vector for each process
  - Again, each type of signal has a bit assigned to it
  - If a particular type of signal is blocked then it won’t be delivered to the process
  - Can definitely have a pending signal that is also blocked!
- When the kernel calls a signal handler on a process, that type of signal is automatically blocked
  - Generally, signal handlers don’t need to worry about being interrupted by the same kind of signal again
- Example: a process with a **SIGINT** handler
  - First **SIGINT** received causes **SIGINT** handler to be called
  - Also causes **SIGINT** to become blocked for the process!
  - If another **SIGINT** occurs during handler execution, it is recorded in **pending** bit-vector, but it is not delivered!
**Blocked Signals (2)**

- When a signal handler returns, the blocked signal-type is automatically unblocked
  - When handler returns, signals of that type can begin being delivered again
  - In the case of a blocked pending **SIGINT**, it will subsequently be delivered to the process...

- Several functions for manipulating these signal bit-vectors

  ```c
  int sigpending(sigset_t *set)
  ○ Returns current set of pending signals for the process
  int sigprocmask(int how,
                   const sigset_t *set, sigset_t *oldset)
  ○ Manipulates the set of blocked signals for the process
  • Several other functions too! See CS:APP §8.5.6
  ```
Signals and `setjmp()`/`longjmp()`

- When a signal handler is called, that signal type is automatically blocked for the process.
- When the handler returns, the signal type is unblocked again.
- What happens if we `longjmp()` from inside a signal handler?
- `setjmp()` records:
  - Execution state and registers, specifically the caller’s instruction pointer and the stack pointer.
  - *Does not record any other data beyond this!*
- If we `longjmp()` from signal handler, it **will not** unblock the blocked signal!
Example code:

```c
static jmp_buf restart_env;

void restart_handler(int sig) {
    /* Just restart the program! */
    longjmp(restart_env, 1);
}

int main(int argc, char **argv) {
    signal(SIGHUP, restart_handler); /* SIGHUP restarts */

    if (setjmp(restart_env)) /* Returns 1 if restarting! */
        fprintf(stderr, "Signal received, restarting!");

    load_config(...);
    while (!quit) {
        ... /* Handle incoming requests, or something. */
    }
}
```

This code only handles one SIGHUP! Signal is blocked when first SIGHUP handled, and is never delivered again.
sigsetjmp() AND siglongjmp()

- When using long-jumps from signal handlers, must use `sigsetjmp()` and `siglongjmp()`
  - Nearly identical to `setjmp()` and `longjmp()`...
- `sigsetjmp()` also records blocked-signal mask
  
  ```c
  int sigsetjmp(sigjmp_buf env, int savesigs)
  ```
  - If `savesigs` is true, blocked-signal state is saved
- `siglongjmp()` restores the blocked-signal mask
  
  ```c
  void siglongjmp(sigjmp_buf env, int val)
  ```
  - If corresponding `sigsetjmp()` set `savesigs` to true, then blocked-signal state is also restored here
SIGNS AND LONG-JUMPS

- In general, long-jumps from signal handlers are useful in a very limited set of circumstances
  - Must ensure that it’s actually safe to never return to the code that was interrupted!
  - e.g. don’t leave files in a corrupted state; don’t interrupt `malloc()` or other non-atomic operations

- Setting a flag is generally the safest approach
  - Signal handler sets a flag and then returns
  - Main loop checks the flag regularly, and responds accordingly

- Can only long-jump from a signal handler in certain circumstances
  - e.g. when interrupted operation is atomic, or when signal indicates that normal operation was aborted
SUMMARY: SIGNALS

- Signals share many common traits with hardware exception handling
  - A user-mode version of hardware exceptions
  - Signal handlers must be aware of reentrancy issues, just like hardware exception handlers
  - When a signal handler is invoked, that signal type is blocked until the handler returns
    - Very similar to hardware interrupts and eflags register

- Signals allow us to leverage exceptional control flow in user-mode programs
  - Enables powerful techniques in server programming
  - Are used in most widely-used server programs
    - Web-servers, email servers, DNS servers, databases, etc.
THE UNIX PROCESS MODEL

- UNIX has a simple but powerful process model
- Every process has a context...
  - Kernel must be able to uniquely identify the context of each running process
- Each process has a unique “process ID” (PID)
  - `pid_t getpid()` returns the caller’s process ID
  - `pid_t` is simply an integer
- Every process is started by some other process
  - All processes form a hierarchy
- Each process also has a parent process ID
  - `pid_t getpid()` returns PID of the parent process
  - Parent process must be a running process
    - (More on this in a moment...)
The **init** Process

- Process 1 is the **init** process
  - The ancestor of all processes on the UNIX system
  - Started as the last step of kernel boot sequence
- Responsible for starting various sets of processes to support different operating system “runlevels”
  - Each runlevel represents a set of services or capabilities provided by the system
- Use **init** to switch runlevels: **init runlevel**
  - Runlevel 0 tells the system to shutdown
  - Runlevel 1 is single-user mode
  - Runlevel 2 is multi-user mode with limited networking
  - Runlevel 3 is full multi-user mode
  - Runlevel 5 starts X11 server for graphical logins
  - Runlevel 6 tells the system to restart
**Process States**

- Generally, processes are in one of these states:
  - **Running**
    - The process is currently executing on the CPU, or is waiting to be executed
  - **Stopped**
    - The process is suspended (e.g. by Ctrl-Z from keyboard), and will not be scheduled for execution until it is resumed
    - A process enters this state when it receives **SIGSTOP**, **SIGTSTP**, **SIGTTIN**, or **SIGTTOU** signals
      - **SIGSTOP** – stop signal not from the terminal (keyboard)
      - **SIGTSTP** – stop signal from terminal (i.e. Ctrl-Z from keyboard)
      - **SIGTTIN** – background process tries to read from terminal
      - **SIGTTOU** – background process tries to write to terminal
    - When process is resumed, changes back to Running state
Process States (2)

- **Terminated**
  - The process stops executing permanently
  - Occurs when:
    - The process calls `exit()` or returns from `main()`
    - The process receives a signal whose default action is to terminate

- A process can terminate by calling `exit()`
  - `void exit(int status)`
  - (Or, return an integer value from `main()` function)
  - The exit status of the process is recorded for retrieval by other processes

- `exit()` supports *exit-handlers*
  - Functions to perform tasks at process-termination
  - `int atexit(void (*function)(void))` registers an exit-handler for the process
PROCESS GROUPS

- Every process also belongs to a process group
  - Another `pid_t` value associated with each process
  - Signals can be sent to entire groups of processes
    ```c
    int killpg(pid_t pgrp, int sig);
    ```
- Every process group has a leader
  - The leader’s PID is equal to the group’s PID
  - `pid_t getpgid(pid_t pid)`
    - Reports the process-group ID of the specified process
  - `pid_t getpgrp()`
    - Reports the process-group ID of the calling process
  - `int setpgid(pid_t pid, pid_t pgid)`
    - Sets the process-group ID of the specified process
  - `pid_t setpgrp()`
    - Sets the caller’s process-group ID to its own PID
**STARTING A PROCESS**

- A process can start a child process with `fork()`
  - `pid_t fork()`

- `fork()` is called once, but returns twice!
  - In parent process, return-value of `fork()` is PID of newly spawned child process
    - No other way for the parent to find out the child’s PID
  - In child process, return-value of `fork()` is 0

- Common usage pattern:
  ```c
  pid_t child;

  child = fork();
  if (child == 0) {
      ... /* Do child-process stuff. */
  }
  else {
      ... /* Do parent-process stuff. */
  }
  ```
Starting a Process (2)

- The child process is an *identical duplicate* of the parent process
  - Main difference is that child process has a different process ID, and a different parent-process ID
  - Child is in same process-group as the parent process
- Parent and child processes have identical registers, memory, and stack contents
  - Separate copies, but identical contents
- Address-spaces of both processes are identical
  - Kernel provides illusion of exclusive access to memory
- Parent and child processes execute concurrently
  - Kernel also provides illusion of exclusive access to CPU
  - Logical control flows of parent and child proceed separately
  - Execution is interleaved as determined by the kernel
Starting a Process (3)

- Parent and child processes also have the same open files!
  - Child can also read/write any files that parent had open when the process was forked
    - e.g. standard input, standard output
  - Very important behavior – used to set up “pipes” between processes for inter-process communication
#include <unistd.h>
#include <stdio.h>
int main() {
    pid_t child_pid;
    int x = 1;

    child_pid = fork();
    if (child_pid == 0) { /* Child code. */
        x++;
        printf("Hello from child!  x = %d\n", x);
    } else { /* Parent code. */
        x--;
        printf("Hello from parent!  x = %d\n", x);
    }

    return 0;
}
Simple fork() Example (2)

- Both parent and child process print to stdout...
- Compile and run the program:
  ```bash
  [user@host:~]> gcc -Wall -o procs procs.c
  [user@host:~]> ./procs
  Hello from parent!  x = 0
  Hello from child!  x = 2
  [user@host:~]>
  ```
- Output from both processes is sent to stdout
  - Parent’s stdout is sent to the console...
  - When child is spawned, stdout from parent is copied
- Both processes have identical memory contents
  - Both have variable x at the same memory address
  - Child sees x = 1, since x was 1 in parent process
**Zombies!!!**

- A child process doesn’t immediately go away when it terminates
  - Child process terminates with some status value...
  - Parent process may need to find out the child’s status
- A terminated child process is called a **zombie**
  - The process is dead, but it hasn’t yet been reaped
  - ( Seriously. That’s the terminology.)
- Parent processes reap zombie children by calling:
  - `pid_t wait(int *status)`
    - Waits for some child process to terminate
  - `pid_t waitpid(pid_t pid, int *status, int options)`
    - Waits for a specific child process to terminate
    - Can also wait on children in a process-group, or all children
  - Both report an error if calling process has no children
Reaping Zombie Children

- Status value includes several important details
  - Did the child process terminate normally?
    - i.e. via a call to `exit()` or a return from `main()`
  - Did the child process terminate because of a signal?
    - e.g. `SIGINT` or `SIGKILL`
  - Is the child process actually stopped (suspended) instead of being terminated?

- Several macros to extract these details
  - `WIFEXITED(status)` returns true if child exited normally
    - `WEXITSTATUS(status)` returns the actual exit status
  - `WIFSIGNALED(status)` – returns true if the child process was terminated by a signal
    - `WTERMSIG(status)` returns signal number that terminated it
  - `WIFSTOPPED(status)` – returns true if process was stopped instead of being terminated
    - `WSTOPSIG(status)` returns signal number that stopped it
Next Time

- Continue exploring the UNIX process API