Operating Systems

Recitation
**Review: Goals of Operating Systems**

- **Protection** and privacy: Processes cannot access each other’s data
- **Abstraction**: OS hides details of underlying hardware
  - e.g., processes open and access files instead of issuing raw commands to the disk
- **Resource management**: OS controls how processes share hardware (CPU, memory, disk, etc.)
Exceptions

- Exception: Event that needs to be processed by the OS kernel. The event is usually unexpected or rare.

```
process

I_{i-1}  \rightarrow  I_i  \rightarrow  I_{i+1}  \rightarrow  \ldots  \rightarrow  H_{I_1}  \rightarrow  H_{I_2}  \rightarrow  \ldots  \rightarrow  H_{I_n}
```

Exception handler (in OS kernel)
RISC-V Exception Handling

- RISC-V provides several privileged registers, called control and status registers (CSRs), e.g.,
  - mepc: exception PC
  - mcause: cause of the exception (interrupt, illegal instr, etc.)
  - mtvec: address of the exception handler
  - mstatus: status bits (privilege mode, interrupts enabled, etc.)

- RISC-V also provides privileged instructions, e.g.,
  - csrr and csrw to read/write CSRs
  - mret to return from the exception handler to the process
  - Trying to execute these instructions from user mode causes an exception → normal processes cannot take over the machine
Typical Exception Handler Structure

- A small common handler (CH) written in assembly + many exception handlers (EHs), one for each cause (typically written in normal C code)

- Common handler is invoked on every exception:
  1. Saves registers x1-x31, mepc into known memory locations
  2. Passes mcause, process state to the right EH to handle the specific exception/interrupt
  3. EH returns which process should run next (could be the same or a different one)
  4. CH loads x1-x31, mepc from memory for the right process
  5. CH executes mret, which sets pc to mepc, disables supervisor mode, enables interrupts
Demo Code

- Log into Athena
- Clone the demo code:
  ```
  git clone git@github.mit.edu:6004/os-demo.git
cd os-demo
  ```
- (Re-)Build the simulation:
  ```
  make clean && make
  ```
- Run the simulation:
  ```
  python run.py
  ```
- The demo code is incomplete, doesn’t print anything yet
  - We will fix the code in this recitation
  - “Ctrl+C” to kill the simulation
Clarification

- The following code is for your understanding
- It uses C syntax we have not seen before
  - Structs
  - Pointers
  - Pointer arithmetic
- This content will not be on the quiz
  - No questions on this implementation of exception handlers (but you need to know the concepts)
  - We will never ask you to write C
  - We will never ask any questions that use complex C syntax (only simple C procedures with \texttt{int} and \texttt{unsigned int} like we’ve seen so far)
Common Exception Handler
RISC-V Assembly code

```
common_handler: // entry point for exception handler
    // save x1 to mscratch to free up a register
    csrw mscratch, x1 // write x1 to mscratch CSR
    // get the pointer for current process state
    lw x1, curProcState
    // save registers x2-x31
    sw x2, 8(x1)
    sw x3, 12(x1)
    ...
    sw x31, 124(x1)
    // now registers x2-x31 are free for the kernel
    // save original x1 (now in mscratch)
    csrr t0, mscratch
    sw t0, 4(x1)
    // finally, save mepc
    csrr t1, mepc
    sw t1, 0(x1)
```
common_handler:
... // we have saved the state of the process
// call function to handle exception
lw sp, kernelSp // use the kernel’s stack
mv a0, x1 // arg 0: address of process state
csrr a1, mcause // arg 1: exception cause
jal eh_dispatcher // calls the appropriate handler
// returns address of state of process to schedule
// restore return PC in mepc
lw t0, 0(a0)
csrw mepc, t0
// restore x1-x31
mv x1, a0
lw x2, 8(x1); lw x3, 12(x1); ...; lw x31, 124(x1)
lw x1, 4(x1) // restore x1 last
mret // return control to program
Case Study 1: CPU Scheduling
Enabled by timer interrupts

- The OS kernel **schedules processes** into the CPU
  - Each process is given a fraction of CPU time
  - A process cannot use more CPU time than allowed
- **Key enabling technology:** Timer interrupts
  - Kernel sets timer, which raises an interrupt after a specified time

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<table>
<thead>
<tr>
<th>Process running in CPU</th>
<th>Time (milliseconds)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kernel</td>
<td>0</td>
</tr>
<tr>
<td>Process 1</td>
<td>10</td>
</tr>
<tr>
<td>Process 2</td>
<td>30</td>
</tr>
<tr>
<td>Process 1</td>
<td>60</td>
</tr>
<tr>
<td>Process 2</td>
<td>80</td>
</tr>
<tr>
<td>Process 2</td>
<td>110</td>
</tr>
</tbody>
</table>

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**Process 1**
- Set timer to fire in 20ms
- Load state (regs, pc, addr space) of process 1
- Return control to process 1

**Process 2**
- Timer interrupt → exception handler runs
- Save state of process 1
- Decide to schedule process 2
- Set timer to fire in 30ms
- Load state of process 2, return control
**EH Dispatcher (in C)**
Dispatches to a specific handler based on “cause”

```c
typedef struct {
    int pc;
    int regs[31];
    ...
} ProcState;

ProcState* eh_dispatcher(ProcState* curProc, int cause) {
    if (cause == TIMER_INTERRUPT)
        return interrupt_timer(curProc); // process scheduling
    else if (cause == 0x08)
        // system call, e.g., OS service “write” to file
        return syscall_eh(curProc);
    else if (cause < 0) // external interrupt
        ...
}
```
Exception Handler (in C)
Implements a round robin scheduler

- Schedule processes one after another, for a fixed amount of time

```c
// an array to store state of all processes
ProcState procTbl[numProcs];

ProcState* interrupt_timer(ProcState* curProc) {
    // in C, this computes the index of curProc in procTbl
    int curPid = curProc - procTbl;
    // compute next pid accounting for roll over
    int nextPid = (curPid + 1) % numProcs;
    return &procTbl[nextPid];
}
```
Case Study 2: I/O

- So far, our OS does not interact with the outside world → Not very useful...

- We will use a display with memory-mapped I/O to print messages to the screen
Reminder: Memory-Mapped I/O

- I/O registers are mapped to specific memory locations
  - These locations are not accessible to normal processes, only to the OS kernel
- Processor accesses I/O registers with loads and stores
Coordinating I/O Transfers

- **Option 1: Polling (synchronous)**
  - Processor periodically reads the register associated with a specific I/O device

- **Option 2: Interrupts (asynchronous)**
  - Processor initiates a request, then moves to other work
  - When the request is serviced, the I/O device interrupts the processor

Pros of each approach?

*Polling is simple*

*Interrupts let the processor do useful computation while request is serviced*
Polling-Based MMIO Display

- Consider a simple character-based display
- Uses one memory-mapped I/O register with the following format:

```
+-----+-----+-----+-----+-----+-----+-----+-----+
| 31  | 30  | 29  | 28  | 27  | 26  | 25  | char |
+-----+-----+-----+-----+-----+-----+-----+-----+
| unused | 7  | 6  | 5  | 4  | 3  | 2  | 1  |
+-----+-----+-----+-----+-----+-----+-----+-----+
| ready | 0  |
+-----+-----+
```

- The **ready** bit (bit 31) is set to 1 only when the display is ready to print a character
- When the processor wants to display an 8-bit character, it writes it to `char` (bits 0-7) and sets the **ready** bit to 0
- After the display has processed the character, it sets the **ready** bit to 1

Let’s see a demo!
dispatcher.c

ProcState* eh_dispatcher(int cause, ProcState* curProc) {
    if (cause == TIMERINTERRUPT)
        return interrupt_timer(curProc); // process scheduling
    else if (cause == SYSCALL)
        // system call, e.g., OS service “write” to file
        curProc->pc += 4;
        return syscall_eh(curProc);
    else
        ...
}

ProcState* interrupt_timer(ProcState* curProc) {
    int nextPid = curProc->pid + 1;
    if (nextPid >= NUM_PROCS) nextPid = 1; // Proc0 is kernel
    print_string("Switching processes on timer interrupt\n");
    return &procTbl[nextPid];
}

Privileged mode print function
**print.c: Fixing print_char**

```c
void print_string(char* s) {
    // Privileged mode function for printing a string
    // iterate through a character array and call print_char
}

// Modification 1 (Wrong):
void print_char(int x) {
    // character display using mmio
    *display_mmio = x; // write to the mmio register
}

// Modification 2 (Correct):
void print_char(int x) {
    // polling-based character display using mmio
    while (*display_mmio < 0x80000000); // wait until ready
    *display_mmio = x; // write to the mmio register
}```
The OS kernel lets processes invoke system services (e.g., access files) via **system calls**.

Processes invoke system calls by executing an instruction that causes an exception:
- **Same mechanism as before!**
System Calls in RISC-V

- `ecall` instruction causes an exception, sets `mcause` CSR to a particular value

- ABI defines how process and kernel pass arguments and results

- Typically, similar conventions as a function call:
  - `System call number` in `a7`
  - Other arguments in `a0-a6`
  - Results in `a0-a1` (or in memory)
  - All registers are preserved (treated as callee-saved)

Let’s see a demo!
System Calls: Example

```
proc1.user.S

. = 0x0
start:
    // do this main loop forever
    mv t0, zero
    li t1, 0x1000
loop:
    addi t0, t0, 1
    blt t0, t1, next
    mv t0, zero
    la a0, hello_string
    li a7, 0x13
    ecall
next:
    j loop

hello_string:
    .ascii "Hello from process 1!\n"

proc2.user.S

. = 0x0
start:
    // do this main loop forever
    mv t0, zero
    li t1, 0x4000
loop:
    addi t0, t0, 1
    blt t0, t1, next
    mv t0, zero
    la a0, hello_string
    li a7, 0x13
    ecall
next:
    j loop

hello_string:
    .ascii "Hello from process 2!\n"
```

"print" system call for user processes 1 and 2

SYS_print = 0x13
dispatcher.c:
adding print system call (2)

ProcState* syscall_eh(ProcState* curProc) {
    // Privileged mode function for printing a string
    // iterate through a character array and call print_char
    int syscall = curProc->regs[REG_a7];
    if (syscall == SYS_getpid) {
        curProc->regs[REG_a0] = curProc->pid;
    } else if (syscall == SYS_print) {
        print_string((char*)va_to_pa(curProc, curProc->regs[REG_a0]));
    } else {
        curProc->regs[REG_a0] = -128;
    }
}

Need to translate virtual (per-process) address to physical address
More on Lecture 18!
Case Study 4: Emulating Instructions
Enabled by illegal instruction exceptions

- mul x1, x2, x3 is an instruction in the RISC-V ‘M’ extension (x1 := x2 * x3)
  - If ‘M’ is not implemented, this is an illegal instruction

- What happens if we run code from an RV32IM machine on an RV32I machine?
  - mul causes an illegal instruction exception (mcause = 2)

- The exception handler can emulate the instruction and return to the program at mepc+4
  - Requires incrementing mepc by 4 before mret
Emulating Unsupported Instructions

- Process running in CPU
  - Process 1 code:
    - ... add a3, a2, a1
    - mul a4, a3, a2
    - xor a5, a4, a3
    - ...

  - Illegal instruction exception
  - Save state of process 1
  - Emulate a multiply instruction in software (e.g., by repeated addition)
  - Load state of process 1
  - Return control to process 1 at instruction following the multiply

- Result: Program believes it is executing in a RV32IM processor, when it’s actually running in a RV32I
typedef struct {
    int pc;
    int regs[31];
    ...
} ProcState;

ProcState* eh_dispatcher(ProcState* curProc, int cause) {
    if (cause == TIMER_INTERRUPT)
        return interrupt_timer(curProc); // process scheduling
    if (cause == 0x02) // illegal instruction
        return illegal_eh(curProc);
    else if (cause == 0x08)
        // system call, e.g., OS service “write” to file
        return syscall_eh(curProc);
    else if (cause < 0) // external interrupt
        ...
}
Illegal Instruction Exception Handler

```
ProcState* illegal_eh(ProcState* curProc) {
    // load_mem fetches instruction
    int inst = load_mem(curProc->pc);
    // check opcode & function codes
    if (((inst & MASK_MUL) == MATCH_MUL) {
        // is MUL, extract rd, rs1, rs2 from inst
        int rd = (inst >> 7) & 0x01F;
        int rs1 = ...; int rs2 = ...;
        // emulate regs[rd] = regs[rs1] * regs[rs2]
        curProc->regs[rd] = multiply(curProc->regs[rs1],
                                     curProc->regs[rs2]);
        curProc->pc = curProc->pc + 4; // resume at pc+4
    } else abort();
    return curProc;
}
```
ProcState* illegal_eh(ProcState* curProc) {
    // load_mem fetches instruction
    int inst = load_mem(curProc->pc);
    ...

    // extract rd, rs1, rs2 from inst
    int rd = (inst >> 7) & 0x01F;
    int rs1 = (inst >> 15) & 0x01F;
    int rs2 = (inst >> 20) & 0x01F;
    ...
}