Syscalls, exceptions, and interrupts, …oh my!

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Announcements

• P4-Buffer Overflow is due tomorrow
  • Due Tuesday, April 16th

• C practice assignment
  • Due Friday, April 19th
Outline for Today

• How do we protect processes from one another?
  • Skype should not crash Chrome.

• How do we protect the operating system (OS) from other processes?
  • Chrome should not crash the computer!

• How does the CPU and OS (software) handle exceptional conditions?
  • Division by 0, Page Fault, Syscall, etc.
Outline for Today

• How do we protect processes from one another?
  • Skype should not crash Chrome.
  • **Operating System**

• How do we protect the operating system (OS) from other processes?
  • Chrome should not crash the computer!
  • **Privileged Mode**

• How does the CPU and OS (software) handle exceptional conditions?
  • Division by 0, Page Fault, Syscall, etc.
  • **Traps, System calls, Exceptions, Interrupts**
Operating System
Operating System

- Manages all of the software and hardware on the computer.
- Many processes running at the same time, requiring resources:
  - CPU, Memory, Storage, etc.

- The Operating System *multiplexes* these resources amongst different processes, and *isolates* and *protects* processes from one another!
Operating System

- Operating System (OS) is a trusted mediator:
  - *Safe control transfer between processes*
  - *Isolation (memory, registers) of processes*
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• Traps, System calls, Exceptions, Interrupts
Privileged (Kernel) Mode
One Brain, Many Personalities

You are what you execute.

**Personalities:**
- hailstone_recursive
- Microsoft Word
- Minecraft
- Linux ← yes, this is just software like every other program that runs on the CPU

Are they all equal?
Trusted vs. Untrusted

• Only trusted processes should access & change important things
  • Editing TLB, Page Tables, OS code, OS sp, OS fp...

• If an untrusted process could change the OS’ sp/fp/gp/etc., OS would crash!
Privileged Mode

CPU Mode Bit in Process Status Register

• Many bits about the current process
• Mode bit is just one of them

• Mode bit:
  • 0 = user mode = untrusted:
    “Privileged” instructions and registers are disabled by CPU
  • 1 = kernel mode = trusted
    All instructions and registers are enabled
Privileged Mode at Startup

1. Boot sequence
   • load first sector of disk (containing OS code) to predetermined address in memory
   • Mode ← 1; PC ← predetermined address

2. OS takes over
   • initializes devices, MMU, timers, etc.
   • loads programs from disk, sets up page tables, etc.
   • Mode ← 0; PC ← program entry point
     - User programs regularly yield control back to OS
Users need access to resources

• If an untrusted process does not have privileges to use system resources, how can it
  • Use the screen to print?
  • Send message on the network?
  • Allocate pages?
  • Schedule processes?
System Call Examples

putc(): Print character to screen
  • Need to multiplex screen between competing processes

send(): Send a packet on the network
  • Need to manipulate the internals of a device

sbrk(): Allocate a page
  • Needs to update page tables & MMU

sleep(): put current prog to sleep, wake other
  • Need to update page table base register
System Calls

System calls called *executive calls* (*ecall*) in RISC-V.

System call: Not just a function call
- Don’t let process jump just anywhere in OS code
- OS can’t trust process’ registers (sp, fp, gp, etc.)

**ECALL instruction**: safe transfer of control to OS

RISC-V system call convention:
- Exception handler saves temp regs, saves ra, …
- but: a7 = system call number, which specifies the operation the application is requesting
User Application

printf()

System Call Interface

Privileged (Kernel) Mode

User Mode

printf.c

Implementation of printf() syscall!
Libraries and Wrappers

Compilers do not emit SYSCALL instructions
• Compiler doesn’t know OS interface
Libraries implement standard API from system API
libc (standard C library):
• getc() → ecall
• sbrk() → ecall
• write() → ecall
• gets() → getc()
• printf() → write()
• malloc() → sbrk()
• …
Invoking System Calls

```c
char *gets(char *buf) {
    while (...) {
        buf[i] = getc();
    }
}

int getc() {
    asm("addi a7, 0, 4");
    asm("ecall");
}
```

4 is number for `getc` syscall
Anatomy of a Process, v1

0xfffffffffc

- system reserved

0x80000000
0x7fffffff

- stack

0x10000000

- dynamic data (heap)

0x00400000

- static data

0x00400000

- code (text)

0x00000000

- (user) gets
  
- (library) getc
Where does the OS live?

In its own address space?
- Syscall has to switch to a different address space
- Hard to support syscall arguments passed as pointers
  . . . So, NOPE

In the same address space as the user process?
- Protection bits prevent user code from writing kernel
- Higher part of virtual memory
- Lower part of physical memory
  . . . Yes, this is how we do it.
Anatomy of a Process

0xfffffffffc

System reserved

0x80000000

Stack

0x7fffffff

Dynamic data (heap)

0x10000000

Static data

0x00400000

Code (text)

0x00000000

System reserved

Top

Bottom
Full System Layout

All kernel text & most data:
• At same virtual address in every address space

OS is omnipresent, available to help user-level applications
• Typically in high memory
Anatomy of a Process, v2

- $0xfffffffffc$
  - system reserved
- $0x80000000$
  - implementation of getc() syscall
- $0x7fffffffffc$
  - stack
- $0x10000000$
  - dynamic data (heap)
- $0x00400000$
  - static data
- $0x00040000$
  - code (text)
- $0x00000000$
  - system reserved

Details:
- $0xfffffffffc$: system reserved
- $0x80000000$: implementation of getc() syscall
- $0x10000000$: dynamic data (heap)
- $0x00400000$: static data
- $0x00040000$: code (text)
- $0x00000000$: system reserved
Inside the ECALL instruction

**ECALL** is s **SYSCALL** in RISC-V

**ECALL** instruction does an atomic jump to a controlled location (i.e. RISC-V 0x8000 0180)

- Switches the sp to the kernel stack
- Saves the old (user) SP value
- Saves the old (user) PC value (= return address)
- Saves the old privilege mode
- Sets the new privilege mode to 1
- Sets the new PC to the kernel syscall handler
Inside the ECALL implementation

Kernel system call handler carries out the desired system call
- Saves callee-save registers
- Examines the syscall ecall number
- Checks arguments for sanity
- Performs operation
- Stores result in a0
- Restores callee-save registers
- Performs a “supervisor exception return” \((SRET)\) instruction, which restores the privilege mode, SP and PC
Takeaway

• It is necessary to have a privileged (kernel) mode to enable the Operating System (OS):
  • provides isolation between processes
  • protects shared resources
  • provides safe control transfer
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• Traps, System calls, Exceptions, Interrupts
Exceptional Control Flow

Anything that *isn’t* a user program executing its own user-level instructions.

**System Calls:**
- just one type of exceptional control flow
- Process requesting a service from the OS
- Intentional – *it’s in the executable!*
Software Exceptions

**Trap**
- Intentional
- Examples:
  - System call
    - (OS performs service)
  - Breakpoint traps
  - Privileged instructions

**Fault**
- Unintentional but possibly recoverable
- Examples:
  - Division by zero
  - Page fault

**Abort**
- Unintentional
- Not recoverable
- Examples:
  - Parity error

One of many ontology / terminology trees.
Hardware support for exceptions

SEPC register
- *Supervisor Exception Program Counter* or SEPC
- 32-bit register, holds addr of affected instruction
- Syscall case: Address of ECALL

SCAUSE register
- *Supervisor Exception Cause Register* or SCAUSE
- Register to hold the cause of the exception
- Syscall case: 8, Sys

Special instructions to load TLB
- Only do-able by kernel
Hardware support for exceptions

Code Stored in Memory (also, data and stack)

Instruction Fetch

new pc

Instruction Decode

x0
x1
register file
x30
x31

Instruction Execute

Forward, Unit

alu

Memory

SEPC

SCAUSE

system reserved

stack

dynamic data [heap]

static data

code [text]

system reserved

+4

compute jump/branch targets

control

detect hazard

extend

Stack, Data, Code

Stored in Memory

Memory

Write -
Effective exceptions: Hardware guarantees
(similar to a branch)
- Previous instructions complete
- Later instructions are flushed
- SEPC and SCAUSE register are set
- Jump to prearranged address in OS
- When you come back, restart instruction
- Disable exceptions while responding to one
  - Otherwise can overwrite SEPC and SCAUSE
Exceptional Control Flow

Hardware interrupts

*Asynchronous*

causd by events external to CPU

- Maskable
  - Can be turned off by CPU
  - Example: alert from network device that a packet just arrived, clock notifying CPU of clock tick

- Unmaskable

Software exceptions

*Synchronous*

causd by CPU executing an instruction

- Maskable
  - Can be turned off by CPU
  - Example: alert from the power supply that electricity is about to go out

- Unmaskable

AKA Exceptions
Interrupts & Unanticipated Exceptions

No **ECALL** instruction. **Hardware** steps in:

- Saves PC of supervisor exception instruction (SEPC)
- Saves cause of the interrupt/privilege (Cause register)
- Switches the sp to the kernel stack
- Saves the old (user) SP value
- Saves the old (user) PC value
- Saves the old privilege mode
- Sets the new privilege mode to 1
- Sets the new PC to the kernel syscall handler
**Inside Interrupts & Unanticipated Exceptions**

**Kernel System Call Handler**
- Saves callee-save registers
- Examines the syscall number
- Checks arguments for sanity
- Performs operation
- Stores result in a0
- Restores callee-save registers
- Performs a SRET instruction (restores the privilege mode, SP and PC)

**Interrupt/Exception Handler** handles event
Address Translation: HW/SW Division of Labor

Virtual → physical address translation!

**Hardware**
- has a concept of operating in physical or virtual mode
- helps manage the TLB
- raises page faults
- keeps Page Table Base Register (PTBR) and ProcessID

**Software/OS**
- manages Page Table storage
- handles Page Faults
- updates Dirty and Reference bits in the Page Tables
- keeps TLB valid on context switch:
  - Flush TLB when new process runs (x86)
  - Store process id (MIPS)
Demand Paging on RISC-V

1. TLB miss
2. Trap to kernel
3. Walk Page Table
4. Find page is invalid
5. Convert virtual address to file + offset
6. Allocate page frame
   - Evict page if needed
7. Initiate disk block read into page frame
8. Disk interrupt when
9. Mark page as valid
10. Load TLB entry
11. Resume process at faulting instruction
12. Execute instruction