W4118 Operating Systems

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Outline

- Interrupt
- Protection
- System call

Interrupt overview of how OS works

□ First, needs to boot OS

- CPU jumps to bootstrapping code at fixed mem location
- Bootstrapping code loads OS from fixed disk location
- OS initializes services
- OS creates first user process → more user processes
- □ Then, OS waits for events: "event driven"
 - No event → OS not involved
 - Event shows up \rightarrow OS handles
 - Interrupts from hardware
 - System calls or exceptions caused by applications (cause interrupt)

Dual mode of operation

- Interrupt handling involves privileged operations
- Hardware protection mechanism
 - Kernel mode: can do all operations, including privileged
 - User mode: can do only non-privileged operations
- Dual mode of operation
 - Interrupt causes CPU to transit from user mode to kernel mode
 - Return from interrupt handling causes CPU to transit from kernel mode to user mode

Interrupt dispatch overview

□ CPU checks for interrupts

```
while (fetch next instruction) {
    run instruction;
    if (interrupt) {
        save EIP
        find and jump to OS-provided interrupt handler // kernel mode
        restore EIP
        // user mode
    }
}
```

Questions

- How does h/w find interrupt handler?
- What does interrupt handler do?

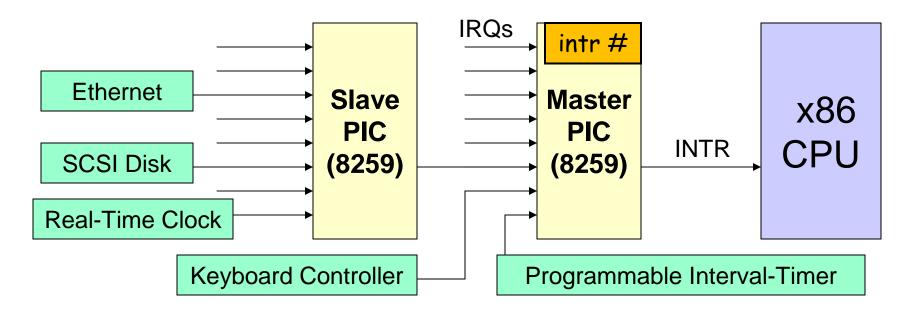
How dos h/w find interrupt handler?

- Each type of interrupt is assigned an interrupt number
- OS sets up Interrupt Descriptor Table (IDT) at boot time
 - Lives in memory, h/w knows its base
 - Each entry is an interrupt handler, also called interrupt routine or Interrupt Service Routine (ISR)
 - Defines all kernel entry points
- H/w finds interrupt handler using interrupt number as index into IDT
 - handler = IDT[intr_number]

What does interrupt handler do?

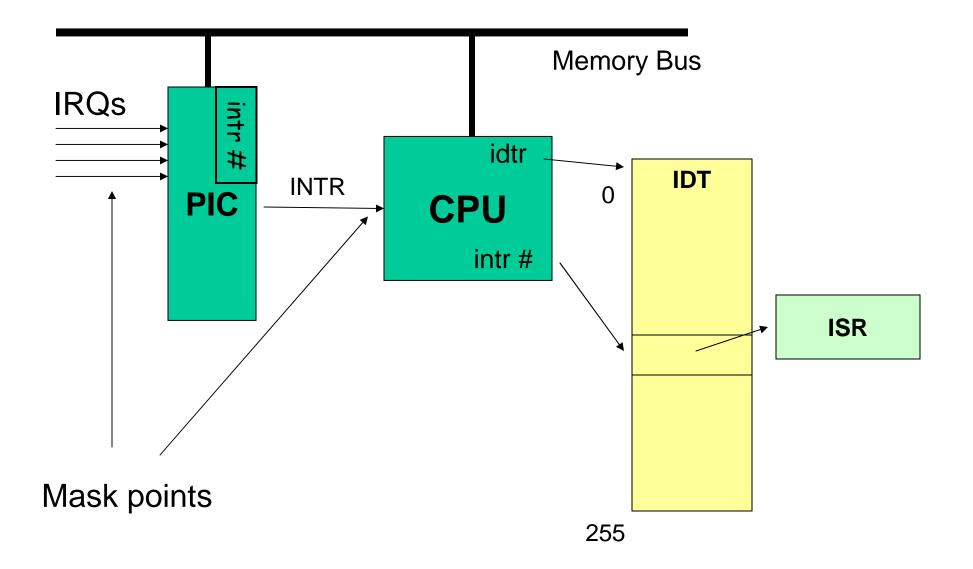
- Device-specific stuff
- Save/restore process state (registers)
- May disable interrupts to avoid further interruption
 - cli() disable interrupts
 - sti() enable interrupts
 - can mask specific interrupts as well
- Want to limit interrupt processing overhead: schedule for later
- Before return from interrupt, may need to do OS book keeping
 - reschedule, signals, etc.

X86 interrupt hardware (legacy)



- □ I/O devices raise Interrupt Request lines (IRQ)
- Programmable Interrupt controller (PIC) maps IRQ to Interrupt Numbers
- □ PIC raises INTR line to interrupt CPU
- Nest PIC for more devices

X86 interrupt dispatch



Interrupt v.s. Polling

Instead for device to interrupt CPU, CPU can poll the status of device

- Intr: "I want to see a movie."
- Poll: for(each week) {"Do you want to see a movie?"}
- Good or bad?
 - For mostly-idle device?
 - For busy device?

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Need for protection

- □ Kernel is privileged
- User applications are untrusted
 - Security: malicious programs read/write data
 - Reliability: buggy programs crash machine
- Must protect kernel from user applications

Hardware mechanisms for protection

- Dual model of operation
 - All operations in kernel mode
 - Non-privileged operations in user mode
 - Well defined interface to transit between modes
- Memory protection
 - E.g, base and limit registers
 - Kernel sets base and limit before creating process
- **Timer** interrupt
 - Kernel periodically gets back control

Example privileged operations

I/O

- Write protected memory region
 - E.g., interrupt descriptor table
- Set base/limit registers
- Load timer interrupt handler

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System call

- Applications cannot perform privileged operations themselves
- Must request OS to do so on their behalf by issuing system calls
- OS must validate system call parameters

Typical system call implementation

Implemented as a software interrupt

- Puts arguments in certain places, e.g., regisers
 - Key argument: system call number
- □ Executes interrupt instruction, e.g., int 0x80
- □ Interrupt generated, switching to kernel mode
- □ Invokes interrupt handler for 0x80
- □ Looks up system call table to find right routine
- Jumps to appropriate system call routine
- Returns to user mode

Next lecture

Interrupts, system calls, and protection in Linux