Lecture 21: Signals

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Example code

Example code for today is on course website in `signals.zip`

Signals

Signals

- Software-level communication between processes
- Sending the signal from one process
- Receiving the signal by another process
  - ignore
  - terminate
  - catch signal
- Handled by kernel

Examples

Number	Name	Default	Corresponding Event
1	SIGHUP	terminate	terminal line hangup
2	SIGINT	terminate	interrupt from keyboard
3	SIGQUIT	terminate	quit from keyboard
4	SIGILL	terminate	illegal instruction
5	SIGTRAP	terminate & dump core	trace trap
9	SIGKILL	terminate*	kill process
18	SIGCONT	ignore	continue process if stopped
19	SIGSTOP	stop until SIGCONT*	stop signal not from terminal
20	SIGTSTP	stop until SIGCONT	stop signal from terminal

* = SIGKILL and SIGSTOP cannot be caught

Sending Signals

- From shell with command
  `$ /bin/kill -9 2423`
- From shell with keystroke to running process
  `$ start-my-process`
  CTRL+C
  - CTRL+C: sends SIGINT
  - CTRL+Z: sends SIGTSTP
- There is also a C function and an Assembly syscall

Receiving Signals

- When kernel about to continue process, checks for signals
- If there is a signal, forces process to receive signal
- Each signal has a default action
  - ignore
  - terminate
  - terminate and dump core
  - stop
- Process can also set up a signal handler for customized response

Signal Handler

- Signal handler in C

```
#include "csapp.h"

void sigint_handler(int sig) {
  printf("Caught SIGINT\n");
  exit(0);
}

int main() {
  signal(SIGINT, sigint_handler);
  pause();
  return 0;
}
```

- Now, process writes "Caught SIGINT" to stdout before terminating

Signal delivery, signal masks

Signal delivery

- In general, the OS kernel could deliver a signal to a process at any time
- Delivering a signal:
  - Pushing a special return address of code to restore the CPU state (so that process can continue normal execution when signal handler returns)
  - Creating stack frame for signal handler
  - Setting argument registers for signal handler
  - Jumping to signal handler
- Signals are normally delivered on the process's call stack
  - Really a *thread*'s call stack, more about threads later on
- Process may designate a special area of memory to serve as a stack for received signals

Signals and asynchrony

- Signal delivery could occur before or after *any* instruction
- That means that signals are *asynchronous*
- "Asynchronous" means "could happen at any time" or "ordering is unpredictable"
- Signal handlers are asynchronous with respect to the rest of the program
- This can cause strange behavior!

A C program

```
#include "csapp.h"

#define NCOUNT 100000000
volatile int count = 0;

int main(void) {
  // count up
  for (int i = 0; i < NCOUNT; i++) { count++; }
  printf("count=%d\n", count);
  return 0;
}
```

Note that “volatile” tells the compiler not to optimize away accesses to the count variable

Compiling and executing the program

```
$ gcc -O -Wall -c count.c
$ gcc -o count count.o
$ ./count
count=100000000
```

Nothing surprising happened

Interval timers

- An *interval timer* is a means for notifying the process than an interval of time has elapsed
- Can be "one shot" or repeating
- The `setitimer` system call allows the process to create an interval timer
- When the timer elapses, OS kernel sends `SIGALRM` signal to process
- Let's change the program so that the handler for `SIGALRM` is also incrementing the global counter

Modified version of program

```
#include "csapp.h"

#define NCOUNT 100000000
volatile int stop = 0, nsigs = 0, count = 0;

void sigalrm_handler(int signo) {
  if (!stop) { nsigs++; count++; }
}

int main(void) {
  // handle SIGALRM signal
  code to set up signal handler for SIGALRM

  // arrange for SIGALRM to be delivered once every millisecond
  code to set up interval timer

  // count up
  for (int i = 0; i < NCOUNT; i++) { count++; }
  code to check final counts

  return 0;
}
```

Code to set up signal handler

```
// code to set up signal handler for SIGALRM
struct sigaction sa;
sigemptyset(&sa.sa_mask);
sa.sa_flags = 0;
sa.sa_handler = sigalrm_handler;
sigaction(SIGALRM, &sa, NULL);
```

Note that to install a signal handler, `sigaction` is recommended over `signal`, for reasons we'll discuss soon

Using setitimer

```
// code to set up interval timer
struct itimerval itv;
itv.it_interval.tv_sec = 0;
itv.it_interval.tv_usec = 1000; // 1000 microseconds = 1 millisecond
itv.it_value = itv.it_interval;
setitimer(ITIMER_REAL, &itv, NULL);
```

`ITIMER_REAL` means that the intervals are “real time” (not relative to CPU time used by the process)

Does the final count make sense?

```
// code to check final counts
stop = 1; // tell signal handler to stop incrementing count and nsigs
sleep(1); // wait a bit

printf("count=%d, NCOUNT=%d, nsigs=%d\n", count, NCOUNT, nsigs);
if (count == NCOUNT + nsigs) { printf("  count makes sense\n"); }
else                         { printf("  anomaly detected!\n"); }
```

In theory, the final value of count should be NCOUNT + nsigs

- NCOUNT is the number of increments (to count) in main
- nsigs is the number of calls to the signal handler (which also increments count)

Running the modified program

```
$ gcc -O -Wall -c alarm1.c
$ gcc -o alarm1 alarm1.o
$ ./alarm1
count=100000028, NCOUNT=100000000, nsigs=174
  anomaly detected!
```

What just happened?

Asynchrony and atomicity

- When a program
  - has code paths which execute asynchronously, and
  - the asynchronous paths update shared data

  then anomalous behavior can be observed if either process executes code which is not *atomic*
- "Atomic" means "happens in its entirety, or not at all"
- Incrementing a variable is not (necessarily) atomic

Why increment is not atomic

- The statement `count++;` really means

```
1: tmp = count;
2: tmp = tmp + 1;
3: count = tmp;
```

  where `tmp` is a register
- If `count` is updated by code executing asynchronously, the updated value could be overwritten by step 3
- The anomaly in our program execution shows this happening (the final value of `count` doesn't reflect all of the increments)

Clicker quiz!

Clicker quiz omitted from public slides

Synchronization, signal masks

- "Synchronization" means coordinating asynchronous accesses to shared data to avoid anomalous results
- For programs using signals we can use *signal masks* to synchronize signal handlers with the main program
- Signal mask = set of signals that are temporarily blocked
  - OS kernel will only deliver a signal if it isn't blocked
  - Note that not all signals may be blocked
  - For our example program, we can block `SIGALRM` to avoid the signal handler from executing at the wrong time

Modified main loop

```
sigset_t mask;
sigemptyset(&mask);
sigaddset(&mask, SIGALRM);

// count up
for (int i = 0; i < NCOUNT; i++) {
  sigprocmask(SIG_BLOCK, &mask, NULL);
  count++;
  sigprocmask(SIG_UNBLOCK, &mask, NULL);
}
```

Running the modified program

```
$ gcc -O -Wall -c alarm2.c
$ gcc -o alarm2 alarm2.o
$ ./alarm2
count=100070462, NCOUNT=100000000, nsigs=70462
  count makes sense
```

No anomaly! However, note that the program took a very long time to run (more than 70 seconds) due to the overhead of calling `sigprocmask` in the main loop.

signal vs. sigaction

- Historically, the `signal` system call was used to register a signal handler on Unix systems
- New code should use `sigaction`
- Why?
  - Handlers registered using `signal` may get "unregistered" when the signal arrives
  - `signal` doesn't provide any mechanism for preventing signal handlers from being interrupted by other signals