


Advanced Operating Systems  
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## **Trap/interrupt architectures:**

1. Architectural hints
2. Relations with software and its layering
3. Bind to the Linux architecture

# Single-core traditional concepts

- Traditional single-core machines only relied on
  - Traps (synchronous events wrt software execution)
  - Interrupts from external devices (asynchronous events)
- The classical way of handling the event has been based on running operating system code on the **unique CPU-core** in the system (single core systems) upon event acceptance
- This has been enough (in terms of consistency) even for individual concurrent (multi-thread) applications given that the state of the hardware was time-shared across threads

# Some more insights

The change is visible to any other thread upon is reschedule on CPU

Time-shared threads

Single CPU-core chipset

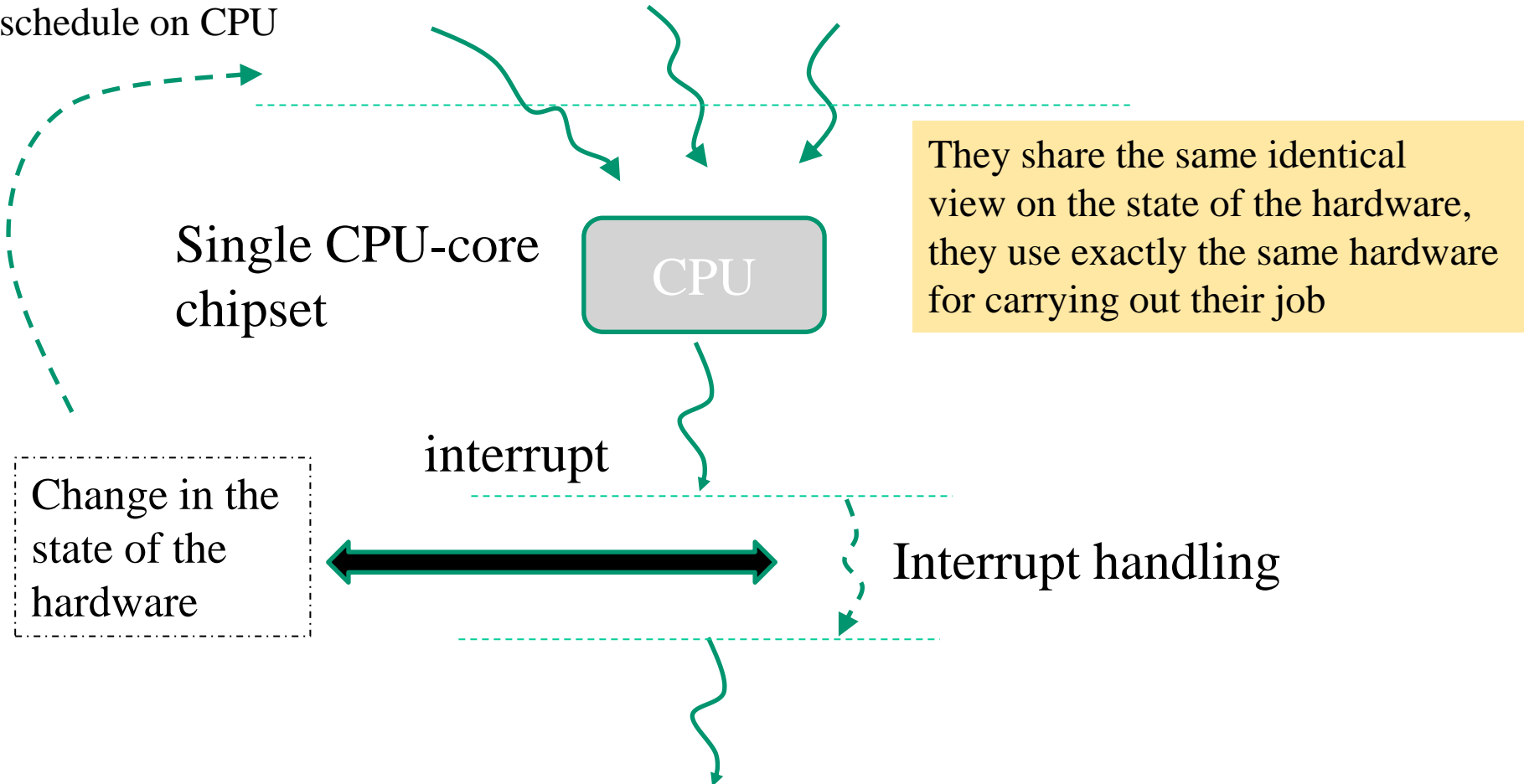
CPU

They share the same identical view on the state of the hardware, they use exactly the same hardware for carrying out their job

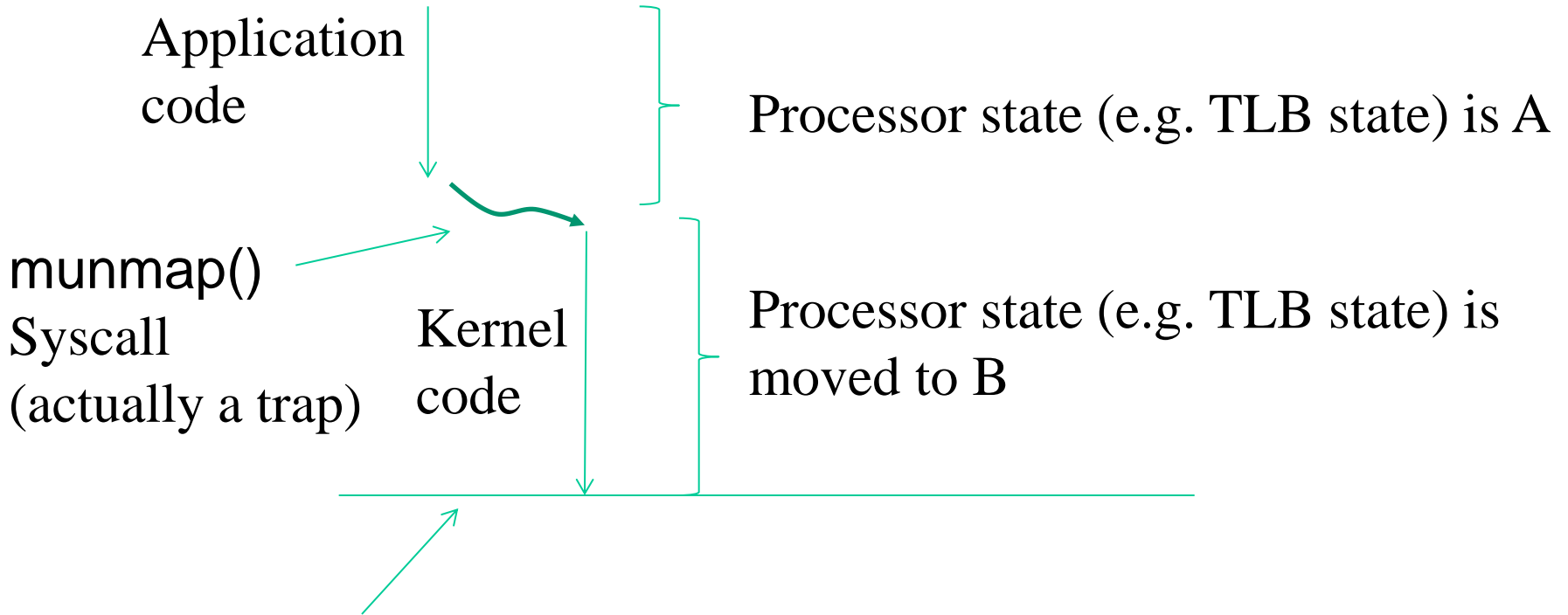
Change in the state of the hardware

interrupt

Interrupt handling

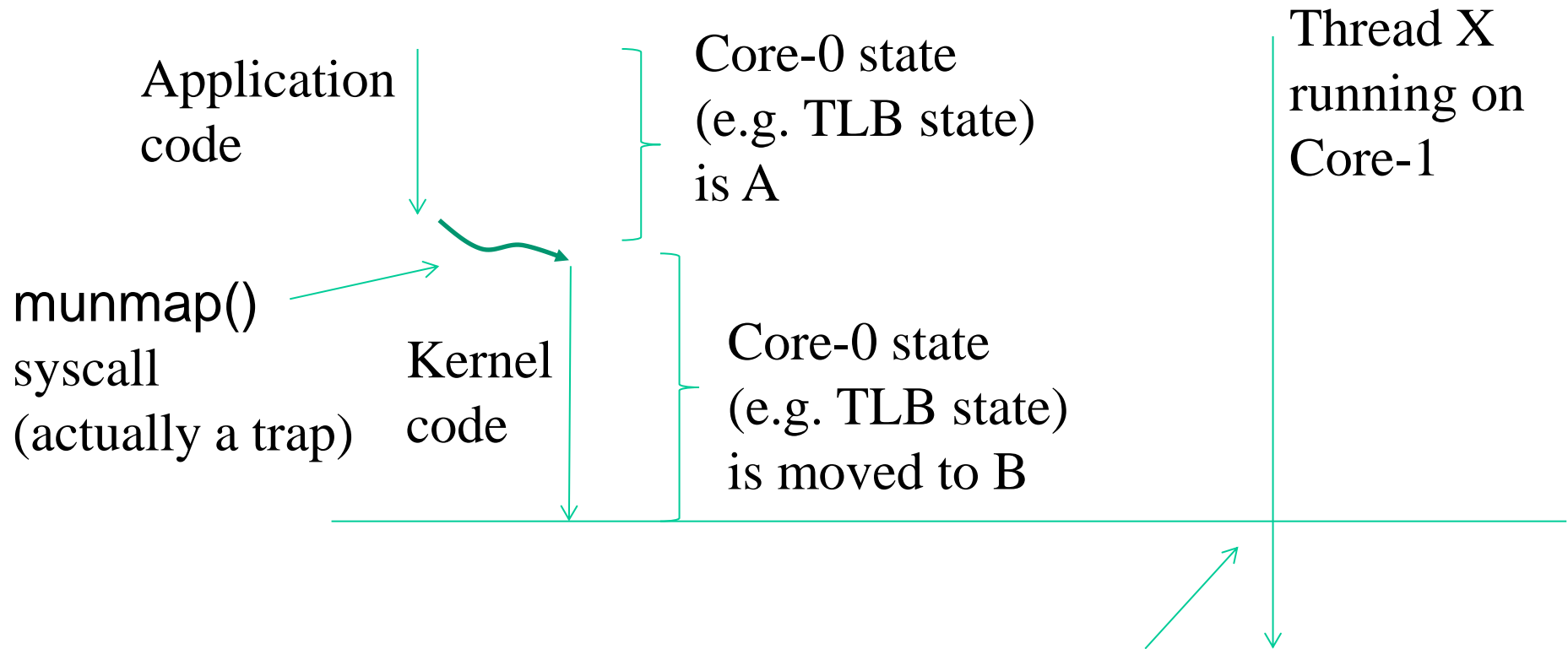


# An example with traps (e.g. syscalls)



from this point any time-shared thread sees the correct final state as determined by trap handling

# Moving to multi-core systems



This thread does not see state B – what if the TLB on Core-1 caches the same page table (the same state portion) as the one of Core-0??

# Core issues

- If the system state is distributed/replicated within in the hardware architecture we need mechanisms for allowing state changes by traps/interrupts to be propagated
- As an example, a trap on Core-0 needs to be propagated on Core-1 etc.
- In some cases this is addressed by pure firmware protocols (such as when the event **is bound to deterministic handling**)
- Otherwise we need mechanisms to propagate and handle the event at the operating system (software) level

# The IPI (Inter Processor Interrupt) support

- IPI is a third type of event (beyond traps and classical interrupts) that may trigger the execution of specific operating system software on any CPU-core
- An IPI is a **synchronous event at the sender** CPU-core and an **asynchronous one at the recipient** CPU-core
- On the other hand, IPI is typically used to put in place cross CPU-core activities (e.g. request/reply protocols) allowing, e.g., a specific CPU-core to trigger a change in the state of another one
- Or to trigger a change on the hardware portion only observable by the other CPU-core

# Priorities

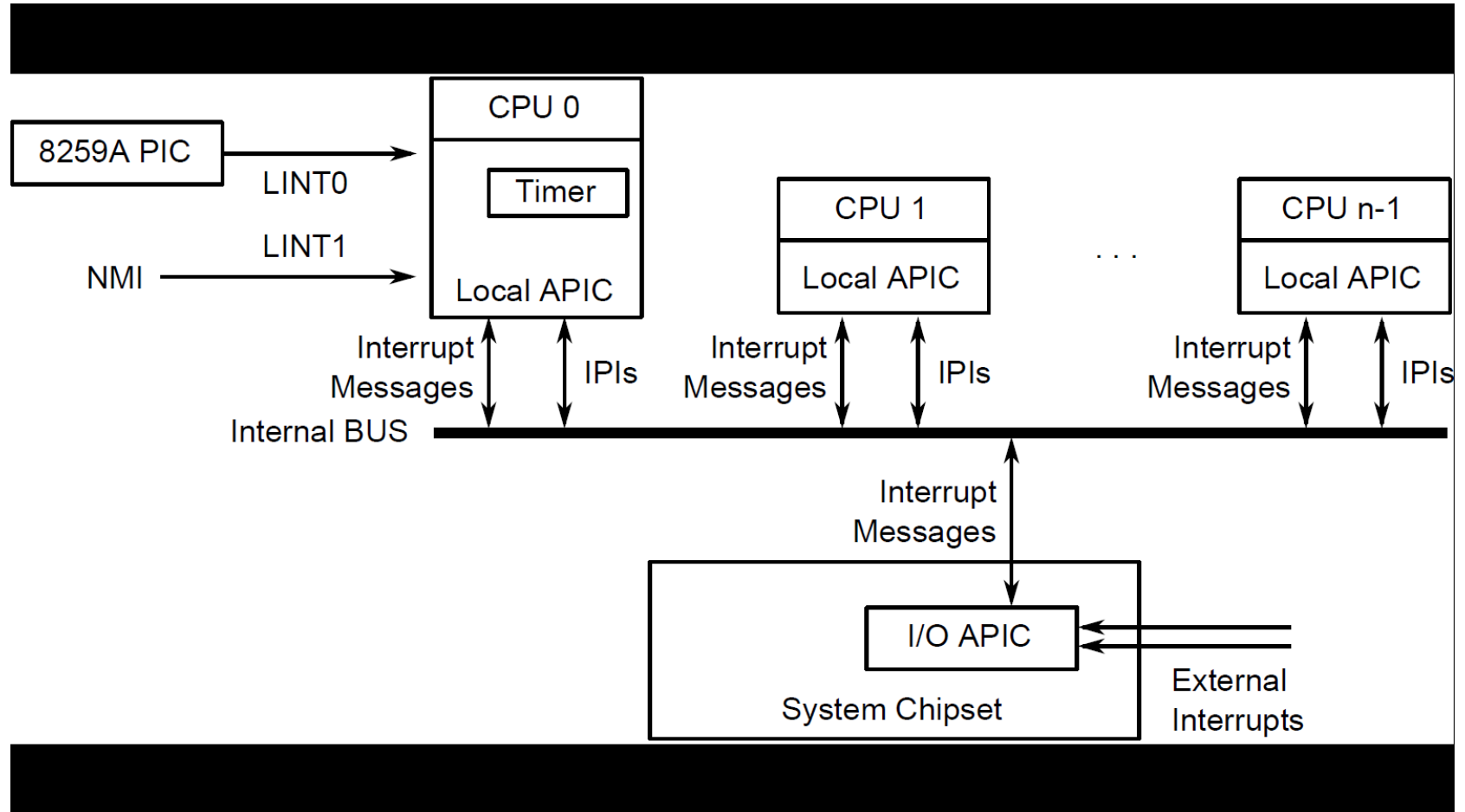
- IPIs are generated via firmware support, but are finally processed at software level (it becomes an OS matter)
- Classically, at least two priority levels are admitted
  - ✓ High
  - ✓ Low
- High priority leads to immediate processing of the IPI at the recipient (a single IPI is accepted and stands out at any point in time)
- Low priority generally leads to queue the requests and process them via sequentialization




# Actual support in x86 machines

- In x86 processors, the basic firmware support for interrupts is the so called APIC (Advanced Programmable Interrupt Controller)
- This offers a local instance to any CPU-core (called LAPIC – Local APIC)
- As an example, LAPIC offers a CPU-core local programmable timer (for time tracking and time-sharing purposes)
- It also offers pseudo-registers to be used for posting IPI requests in the system
- IPI requests travel along an ad-hoc APIC bus

# The architectural scheme



# The architectural scheme evolution



<b>PIC Intel 8259</b>	IRQ0 - IRQ7
<b>Two PIC Intel 8259</b>	IRQ0 - IRQ15
<b>IO-APIC</b>	Max 255 physical hardware IRQ, typical system only around 24 total hardware lines

<b>IRQ 0</b>	System timer. Reserved for the system. Cannot be changed by a user.
<b>IRQ 1</b>	Keyboard. Reserved for the system. Cannot be altered even if no keyboard is present or needed.
<b>IRQ 2</b>	Second IRQ controller. See below for explanation.
<b>IRQ 3</b>	COM 2(Default) COM 4(User)
<b>IRQ 4</b>	COM 1(Default) COM 3(User)
<b>IRQ 5</b>	Sound card (Sound Blaster Pro or later) or LPT2(User)
<b>IRQ 6</b>	Floppy disk controller
<b>IRQ 7</b>	LPT1(Parallel port) or sound card (8-bit Sound Blaster and compatibles)
<b>IRQ 8</b>	Real time clock
<b>IRQ 9</b>	ACPI SCI or ISA MPU-401
<b>IRQ 10</b>	Free / Open interrupt / Available
<b>IRQ 11</b>	Free / Open interrupt / Available
<b>IRQ 12</b>	PS/2 connector Mouse / If no PS/2 connector mouse is used, this can be used for other peripherals
<b>IRQ 13</b>	Math co-processor. Cannot be changed
<b>IRQ 14</b>	Primary IDE. If no Primary IDE this can be changed
<b>IRQ 15</b>	Secondary IDE

# Nomenclature

- IRQ is the actual core associate with the interrupt request (depending in hardware configuration)
- INT in the “interrupt line” as seen by the OS-kernel software
- In the essence  $INT = F(IRQ)$
- The evaluation of the function  $F$  is typically hardware specific
- As it will be clear in a few slides, on x86 processors  $INT = IRQ + 32$
- This means that the first 32 INT lines are reserved for something, else – these are the predefined traps of the hardware architecture

# I/O APIC insights

- I/O APIC tracks how many CPUs are in the current chipset
- It can selectively direct interrupts to the different CPU-cores
- It uses so called local APIC-ID as an identifier of the core.
- Fixed/physical operations
  - ✓ it sends interrupts from certain device to single, predefined core
- Logical/low priority operations
  - ✓ it can deliver interrupts from certain device to multiple cores in a round robin fashion
  - ✓ The destination group is of at most 8 elements (based on internal hardware constraints)

# The Linux interface for APIC

- `/proc/interrupt` tells the actual accounting of the interrupt delivery to the different CPU-cores
- `/proc/irq/<IRQ#>/smp_affinity` tells what is the affinity of interrupts to CPU-cores in the logical/low priority operating mode
- The actual setup of the I/O APIC working mode is hardcoded into kernel boot and is generally observable via the `dmesg` buffer

# Linux core data structures: the IDT

- It is a table of entries that are used to describe the entry point (the GATE) for the handling of any interrupt
- x86 machines have IDTs formed by 256 entries (the max amount of IRQ vectors we can generate with the I/O APIC architecture)
- The actual size and structure of the entries depends on the type of machine we are working on (say 32 vs 64 bit machines)
- Here is a high level view of the actual usage of the entries .....

# Linux IDT bindings

Back here in  
a while



## Vector range

## Use

0-19 (0x0-0x13)

Nonmaskable interrupts and  
exceptions

20-31 (0x14-0x1f)

Intel-reserved

32-127 (0x20-0x7f)

External interrupts (IRQs)

128 (0x80)

Programmed exception for  
system calls (segmented  
style)

129-238 (0x81-0xee)

External interrupts (IRQs)

**239 (0xef)**

**Local APIC timer interrupt**

240-250 (0xf0-0xfa)

Reserved by Linux for future  
use

**251-255 (0xfb-0xff)**

**Inter-processor interrupts**



# What we already saw: idtr

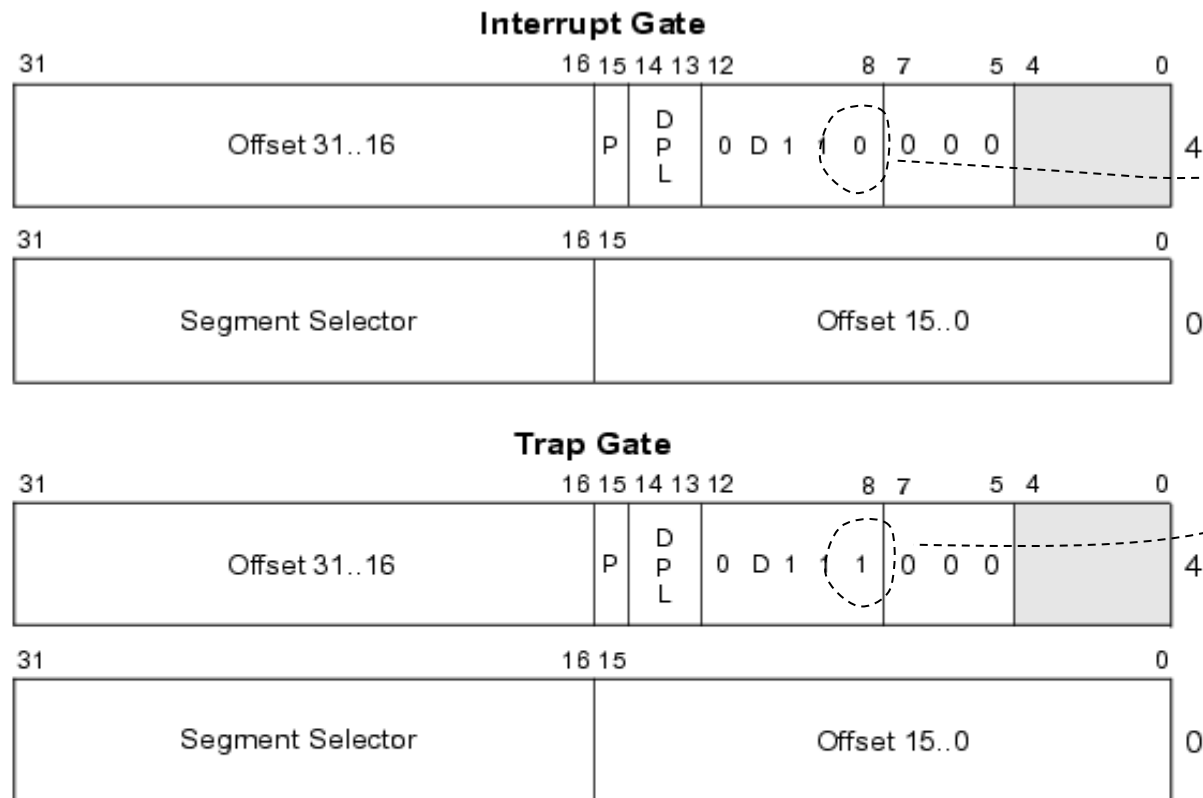
- The **idtr** register (interrupt descriptor table register) keeps on each CPU-core
  - ✓ the IDT virtual address (expressed as a up to 6 bytes – 48bit – linear address)
  - ✓ The number of entries currently present in the IDT (expressed as 2 bytes – up to 256)
- This is a packed structure that we can manipulate with the LIDT (Load IDT) and SIDT (Store IDT) x86 machine instructions

# x86 protected mode

- The elements of the IDT are made up by 32-bit data structures
- In more detail, the data structure is of type `struct desc_struct`
- It is defined in `include/asm-i386/desc.h` as

```
struct desc_struct {  
    unsigned long a,b;  
}
```

# Structure of the x86 protected mode IDT entry



difference

DPL      Descriptor Privilege Level  
 Offset    Offset to procedure entry point  
 P          Segment Present flag  
 Selector   Segment Selector for destination code segment  
 D          Size of gate: 1 = 32 bits; 0 = 16 bits

Reserved

# Recap on relations with the GDT

- The segment identifier/selector allows accessing the entry of the GDT where we can find the base value for the target segment
- **NOTE:**
  - As we already know, there are 4 valid data/code segments, all mapped to base 0x0
  - This is done in order to make **LINUX portable on architectures offering no segmentation support** (i.e. only offering paging)
  - This is one reason why
    - ✓ Protection meta-data are also kept within page table entries
    - ✓ Setting up the offset for a GATE requires a **displacement referring to 0x0**, which can be denoted to the linker by the & operator

# The long mode x86-64 case

```
/* idt.c */
#include "x86_64.h"
#include <inttypes.h>

struct idt_t {
    uint16_t offset_0_15;
    uint16_t selector;
    unsigned ist : 3 ;
    unsigned reserved0 : 5;
    unsigned type : 4;
    unsigned zero : 1;
    unsigned dpl : 2;
    unsigned p : 1;
    uint16_t offset_16_31;
    uint32_t offset_63_32;
    uint32_t reserved1;
}
```

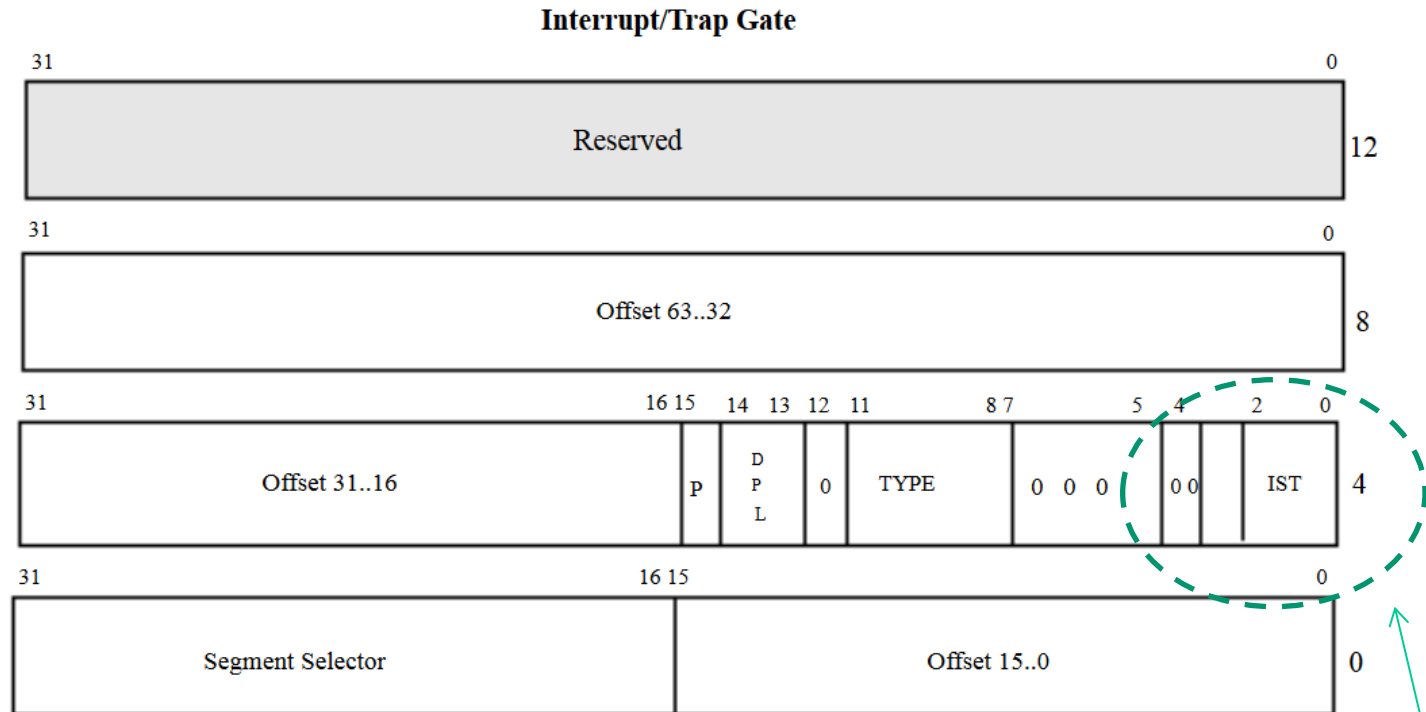


64-bits total

### IDT entry, Interrupt Gates

Name	Bit	Full Name	Description																				
<b>Offset</b>	48..63	Offset 16..31	Higher part of the offset.																				
<b>P</b>	47	Present	can be set to 0 for unused interrupts or for <a href="#">Paging</a> .																				
<b>DPL</b>	45,46	Descriptor Privilege Level	Gate call protection. Specifies which privilege Level the calling <a href="#">Descriptor</a> minimum should have. So hardware and CPU interrupts can be protected from being called out of userspace.																				
<b>S</b>	44	Storage Segment	= 0 for interrupt gates.																				
<b>Type</b>	40..43	Gate Type 0..3	<p>Possible IDT gate types :</p> <table border="1"> <tr> <td>0b0101</td><td>0x5</td><td>5</td><td>80386 32 bit <a href="#">Task gate</a></td></tr> <tr> <td>0b0110</td><td>0x6</td><td>6</td><td>80286 16-bit <a href="#">interrupt gate</a></td></tr> <tr> <td>0b0111</td><td>0x7</td><td>7</td><td>80286 16-bit <a href="#">trap gate</a></td></tr> <tr> <td>0b1110</td><td>0xE</td><td>14</td><td>80386 32-bit <a href="#">interrupt gate</a></td></tr> <tr> <td>0b1111</td><td>0xF</td><td>15</td><td>80386 32-bit <a href="#">trap gate</a></td></tr> </table>	0b0101	0x5	5	80386 32 bit <a href="#">Task gate</a>	0b0110	0x6	6	80286 16-bit <a href="#">interrupt gate</a>	0b0111	0x7	7	80286 16-bit <a href="#">trap gate</a>	0b1110	0xE	14	80386 32-bit <a href="#">interrupt gate</a>	0b1111	0xF	15	80386 32-bit <a href="#">trap gate</a>
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0b0111	0x7	7	80286 16-bit <a href="#">trap gate</a>																				
0b1110	0xE	14	80386 32-bit <a href="#">interrupt gate</a>																				
0b1111	0xF	15	80386 32-bit <a href="#">trap gate</a>																				
<b>0</b>	32..39	Unused 0..7	Have to be 0.																				
<b>Selector</b>	16..31	Selector 0..15	<a href="#">Selector</a> of the interrupt function (to make sense - the kernel's selector). The selector's descriptor's DPL field has to be 0.																				
<b>Offset</b>	0..15	Offset 0..15	Lower part of the interrupt function's offset address (also known as pointer).																				

# Long mode IDT entry structure



DPL

Descriptor Privilege Level

Offset

Offset to procedure entry point

P

Segment Present flag

Selector

Segment Selector for destination code segment

IST

Interrupt Stack Table

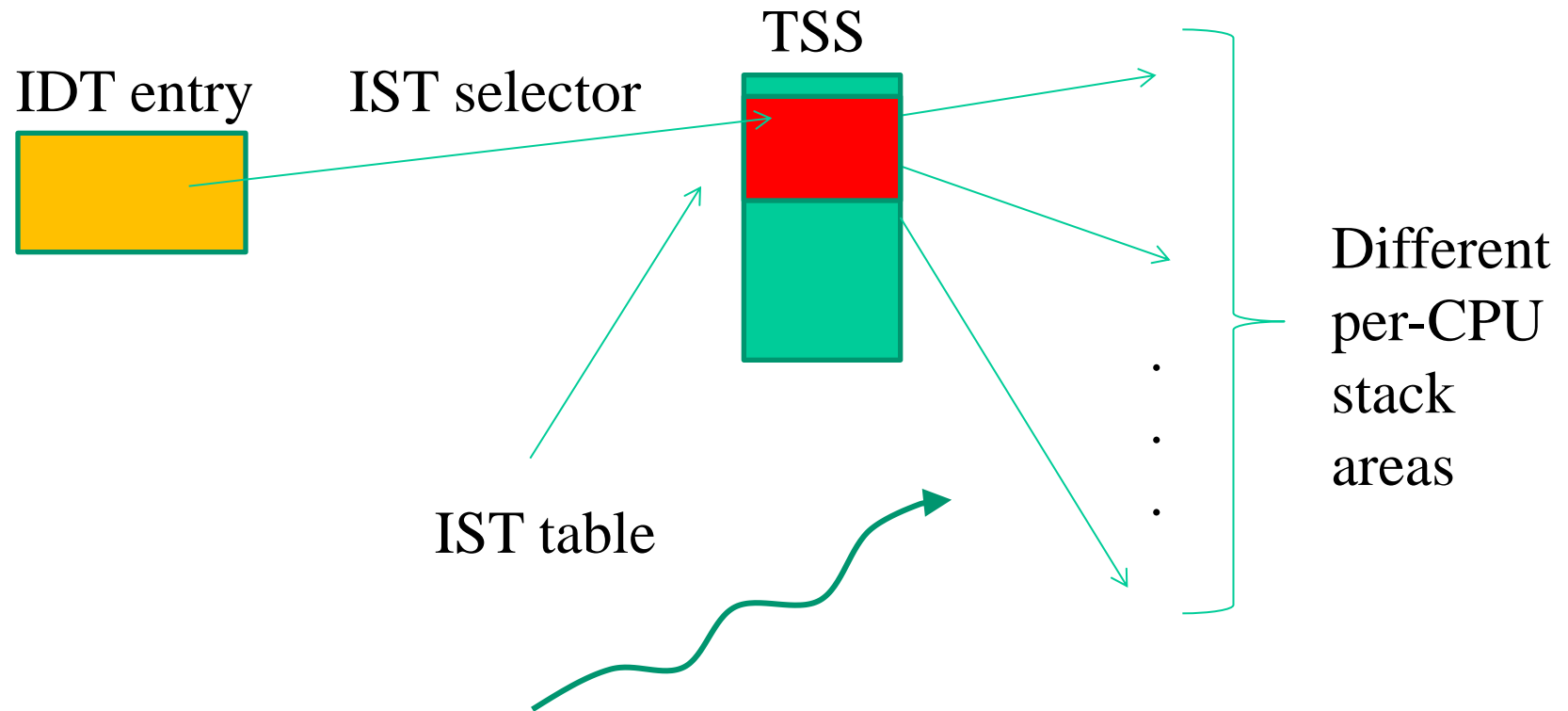
Fully new

# x86 long mode fully new concepts: IST

- The **Interrupt Stack Table (IST)** is available as an alternative to handle stack switch upon traps/interrupts
- This mechanism unconditionally switches stacks when it is enabled on each individual interrupt-vector basis using a field in the IDT entry
- This means that some interrupt vectors can selectively use the IST mechanism
- IST provides a method for specific interrupts (such as NMI, double-fault, and machine-check) to always execute on a known good stack
- The IST mechanism provides **up to seven IST pointers** in the TSS



# A scheme



These are typically the primary stacks (possibly of different size) for processing a given trap/interrupts

Software will then switch to the classical kernel level stack of the running task if nothing prevents it (e.g. a double fault)

# Macros for setting IDT entries (x86 protected mode)

Within the `arch/i386/kernel/traps.c` file we can find the declaration of the following macros that can be used for setting up one entry of the IDT

- `set_trap_gate(displacement, &symbol_name)`
- `set_intr_gate(displacement, &symbol_name)`
- `set_system_gate(displacement, &symbol_name)`

- `displacement` indicates the target entry of the IDT
- `&symbol_name` identifies the segment displacement (starting from 0x0) which determines the address of the software module to be invoked for handling the trap or the interrupt

# Main differences among the modules

- The `set_trap_gate()` function initializes one IDT entry such in away to define the value 0 as the privilege level admitted for accessing the GATE via software
- Therefore we cannot rely on the `INT` assembly instruction unless we are already executing in kernel mode
- The `set_intr_gate()` function looks similar, however the handler activation relies on interrupt masking
- `set_system_gate()` is similar to `set_trap_gate()` however it defines the value 3 as the level of privilege admitted for accessing the GATE

# Variants for x86 long mode

## CODE SNIPPET FROM desc.h

```
409 /*
410  * This routine sets up an interrupt gate at directory privilege level 3.
411  */
412 static inline void set_system_intr_gate(unsigned int n, void *addr)
413 {
414     BUG_ON((unsigned)n > 0xFF);
415     _set_gate(n, GATE_INTERRUPT, addr, 0x3, 0, __KERNEL_CS);
416 }
417
418 static inline void set_system_trap_gate(unsigned int n, void *addr)
419 {
420     BUG_ON((unsigned)n > 0xFF);
421     _set_gate(n, GATE_TRAP, addr, 0x3, 0, __KERNEL_CS);
422 }
423
424 static inline void set_trap_gate(unsigned int n, void *addr)
425 {
426     BUG_ON((unsigned)n > 0xFF);
427     _set_gate(n, GATE_TRAP, addr, 0, 0, __KERNEL_CS);
428 }
```

# **i386/kernel-2.4 examples**

**Handler managing division errors**

**set\_trap\_gate(0,&divide\_error)**

**Handler for non-maskable interrupts**

**set\_intr\_gate(2,&nmi)**

**Handler used for dispatching system calls**

**set\_system\_gate(SYSCALL\_VECTOR,&system\_call)**

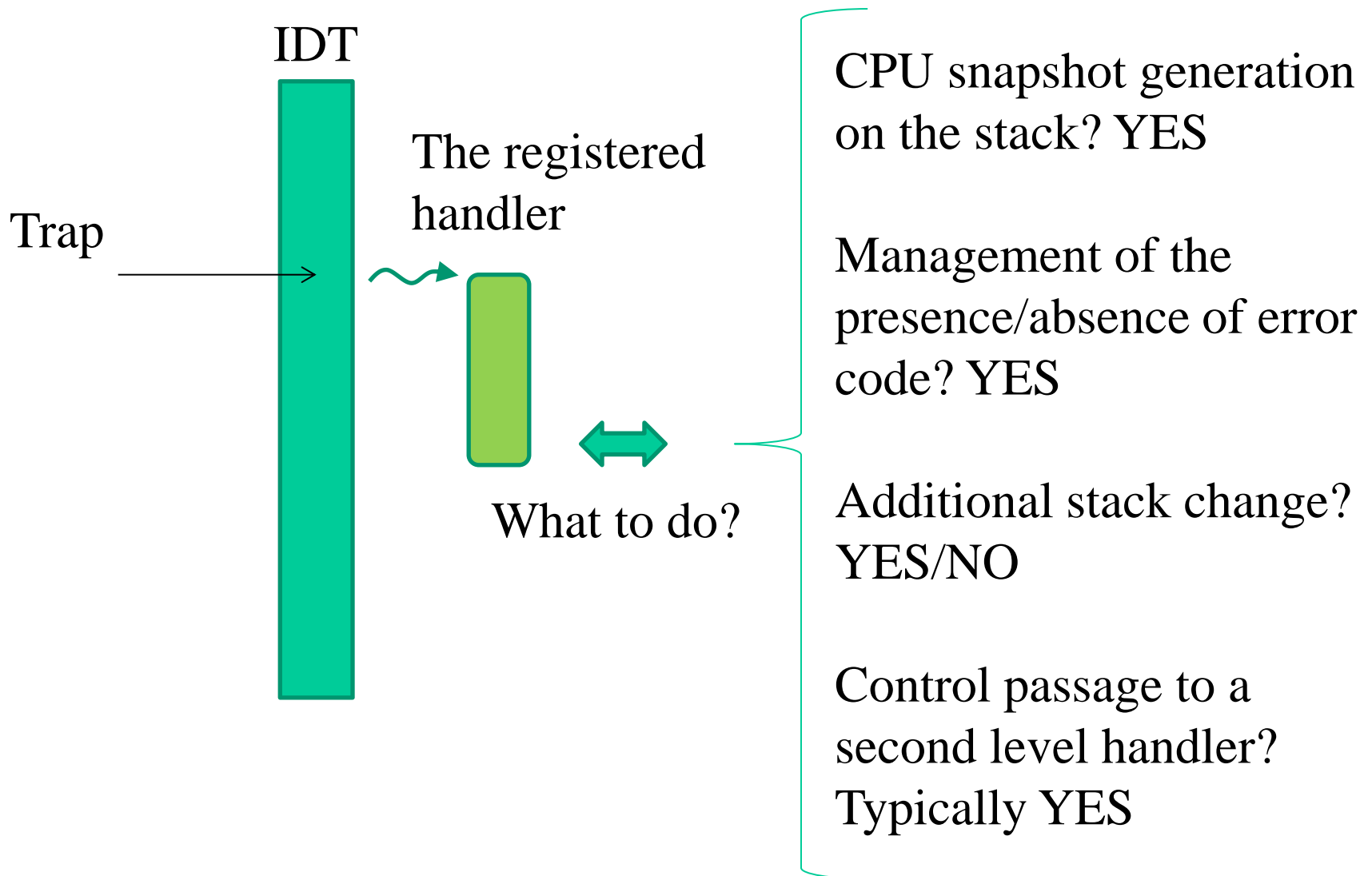
# Reserved vs available IDT entries

- The entries from 0 to 31 are reserved for handlers that are used to manage specific (predefined) events/conditions (such as divide by 0 or page fault) or are already planned for future use ... these are mostly traps
- This is based on hardware design/requirements
- All the other entries are available for system programming purposes
- As an example, the entry at displacement 0x80 has been traditionally used for kernel level access via system calls
- We note that for some of the reserved entries, microcode tasks generate a so called error-code to be passed to the handler .....

# **Reserved vs available IDT entries**

- If needed, the handler needs to be structured such in a way to be aware of the production of the error-code
- Particularly, beyond exploiting the error-code value, it needs to remove it from, e.g., the stack right before returning from trap/interrupt (IRET)
- Non-reserved entries area managed by the microcode with no generation of any error-code value

# Management of trap handlers





# Modular handler management: i386 case

- Trap/interrupt handlers are typically defined via ASM code within `arch/i386/kernel/entry.S` (this file also keeps the specification of the system call dispatcher, which is a trap handler)
- All the handlers associated with predetermined trap/interrupts (namely those from 0 to 31) are managed via an additional dispatcher
- Initially, each handler logs a null-value into the stack in case no error-code is generated in relation to the specific trap/interrupt
- Then it logs into the stack the address of the actual handler-function (typically written in C)

# Modular handler management: i386 case

- After, an assembly module, operating the dispatching, is activated
- This logs the CPU context and gives control to the handler via a conventional call
- Given that the input parameters are passed via the stack, the handlers will need to be compiled with `asm linkage` directives (or more modern `dotrap linkage`)
- ... in more modern Linux kernel flavors (**e.g. x86 long mode**), the layering is a bit more articulated, but the basic concepts are the same
- One thing which is dealt with explicitly is IST and the stack frame redirection

# The actual scheme

trap/interrupt

Logs the pointer to the handler  
(and sometimes also the value 0) onto the stack



handler

jump

Logs the CPU context onto  
the stack



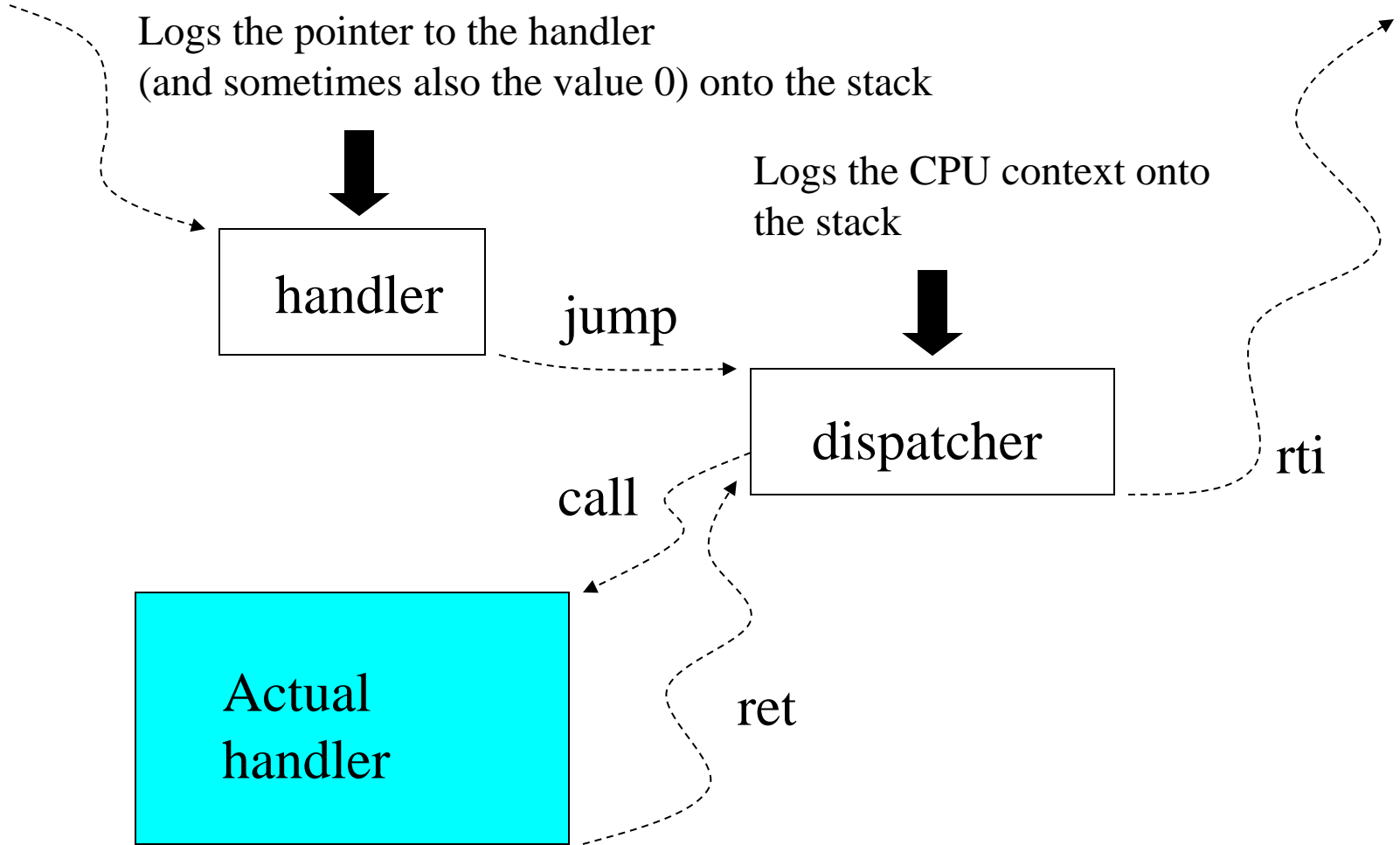
dispatcher

rti

call

Actual  
handler

ret



# Examples

**ENTRY(overflow)**

**pushl \$0**

**pushl \$ SYMBOL\_NAME(do\_overflow)**

**jmp error\_code**

No error code by firmware



**ENTRY(general\_protection)**

**pushl \$ SYMBOL\_NAME(do\_general\_protection)**

**jmp error\_code**

**ENTRY(page\_fault)**

**pushl \$ SYMBOL\_NAME(do\_page\_fault)**

**jmp error\_code**

Error code already posted  
firmware



# The `error_code` block (still i386 case)

- The assembler code block called `error_code` is in charge of logging the CPU context into the stack
- This is done by aligning the stack content with the following data structure defined in `include/asm-i386/ptrace.h`

```
struct pt_regs {  
    long ebx;    long ecx;  
    long edx;    long esi;  
    long edi;    long ebp;  
    long eax;    int  xds; int  xes;  
    long orig_eax; long eip; int  xcs;  
    long eflags; long esp;  int  xss;  
}
```

- The actual handler can take as input a `pt_regs*` pointer and, if needed, an unsigned `long` representing the error-code

# struct pt\_regs for x86 long mode

```
struct pt_regs {  
    unsigned long r15;    ...    unsigned long r12;  
    unsigned long bp;  
    unsigned long bx; /* arguments: non interrupts/non  
tracing syscalls only save up to here*/  
    unsigned long r11;    ...    unsigned long r8;  
    unsigned long ax;  
    unsigned long cx;  
    unsigned long dx;  
    unsigned long si;  
    unsigned long di;  
    unsigned long orig_ax; /* end of arguments */ /* cpu  
exception frame or undefined */  
    unsigned long ip;  
    unsigned long cs;  
    unsigned long flags;  
    unsigned long sp;  
    unsigned long ss; /* top of stack page */  
}
```

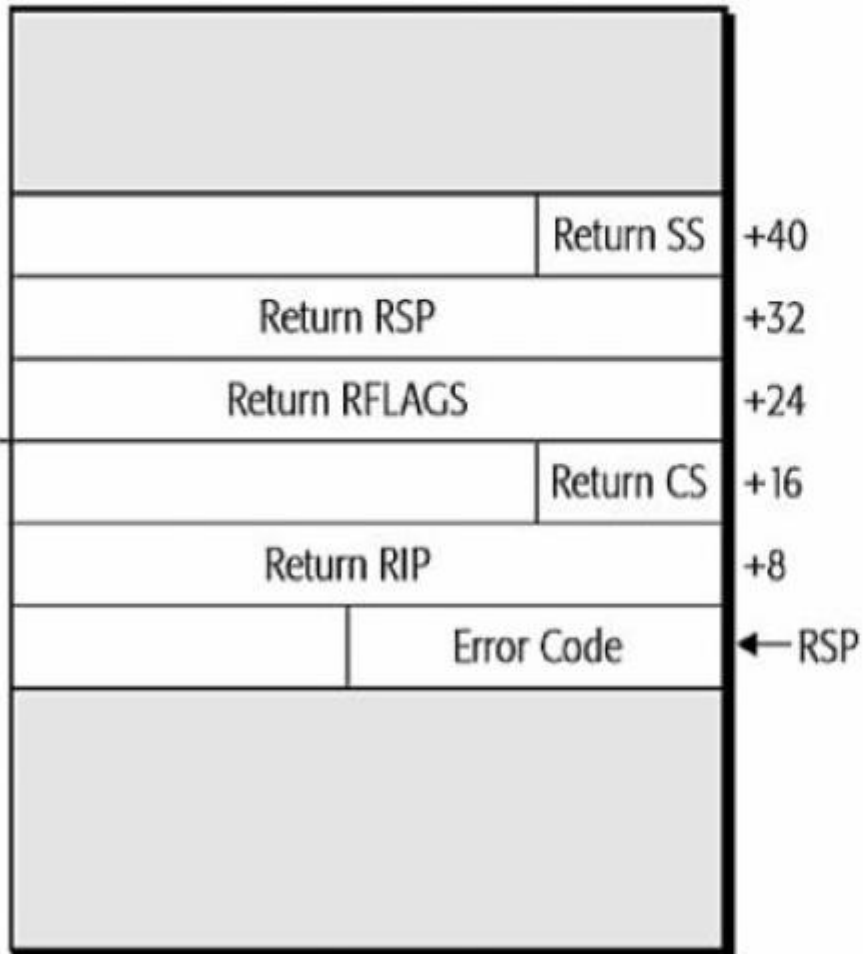
# The page fault handler: main features

- The page fault handler is `do_page_fault(struct pt_regs *regs, unsigned long error_code)` and is defined in `linux/arch/x86/mm/fault.c`
- It takes as input the error-code determining the type of the occurred fault, which needs to be handled
- The fault type is specified via the three least significant bits of `error_code` according to the following rules
  - **bit 0 == 0 means no page found, 1 means protection fault**
  - **bit 1 == 0 means read, 1 means write**
  - **bit 2 == 0 means kernel, 1 means user-mode**

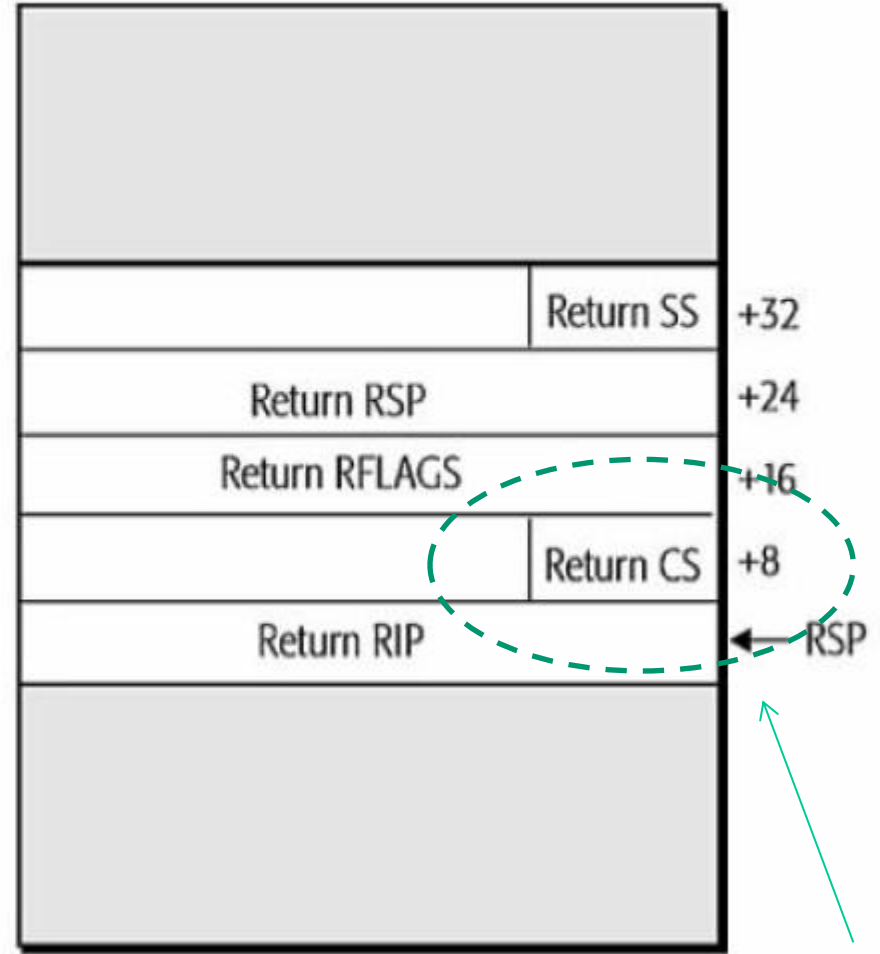
# x86-64 early trap/interrupt stack layout details

## Interrupt-Handler Stack

With Error Code



With No Error Code



Coming from where?



# Back to IPI

- Immediate handling is allowed for the case in which there are no data structures that are shared across CPU-cores that need to be accessed for the handling (kind of stateless scenarios)
- An example is the system-halt (e.g. upon panic)
- Other usages of IPI are
  - ✓ Execution on a same function across all the CPU-cores (exactly like the halt)
  - ✓ Change of the state of hardware components across multiple CPU-cores in the system (e.g. the TLB state)
  - ✓ Manage/initialize per-CPU variables

# Actual IPI usage in Linux: a few examples

## CALL\_FUNCTION\_VECTOR (*vector* 0xfb)

Sent to all CPUs but the sender, forcing those CPUs to run a function passed by the sender. The corresponding interrupt handler is named `call_function_interrupt( )`. Usually this interrupt is sent to all CPUs except the CPU executing the calling function by means of the `smp_call_function( )` facility function.

## RESCHEDULE\_VECTOR (*vector* 0xfc) W

When a CPU receives this type of interrupt, the corresponding handler, named `reschedule_interrupt( )`, limits itself to acknowledge the interrupt.

## INVALIDATE\_TLB\_VECTOR (*vector* 0xfd)

Sent to all CPUs but the sender, forcing them to invalidate their Translation Lookaside Buffers. The corresponding handler, named `invalidate_interrupt( )`

# Actual IPI API

`send_IPI_all( )`

Sends an IPI to all CPUs (including the sender)

`send_IPI_allbutself( )`

Sends an IPI to all CPUs except the sender

`send_IPI_self( )`

Sends an IPI to the sender CPU

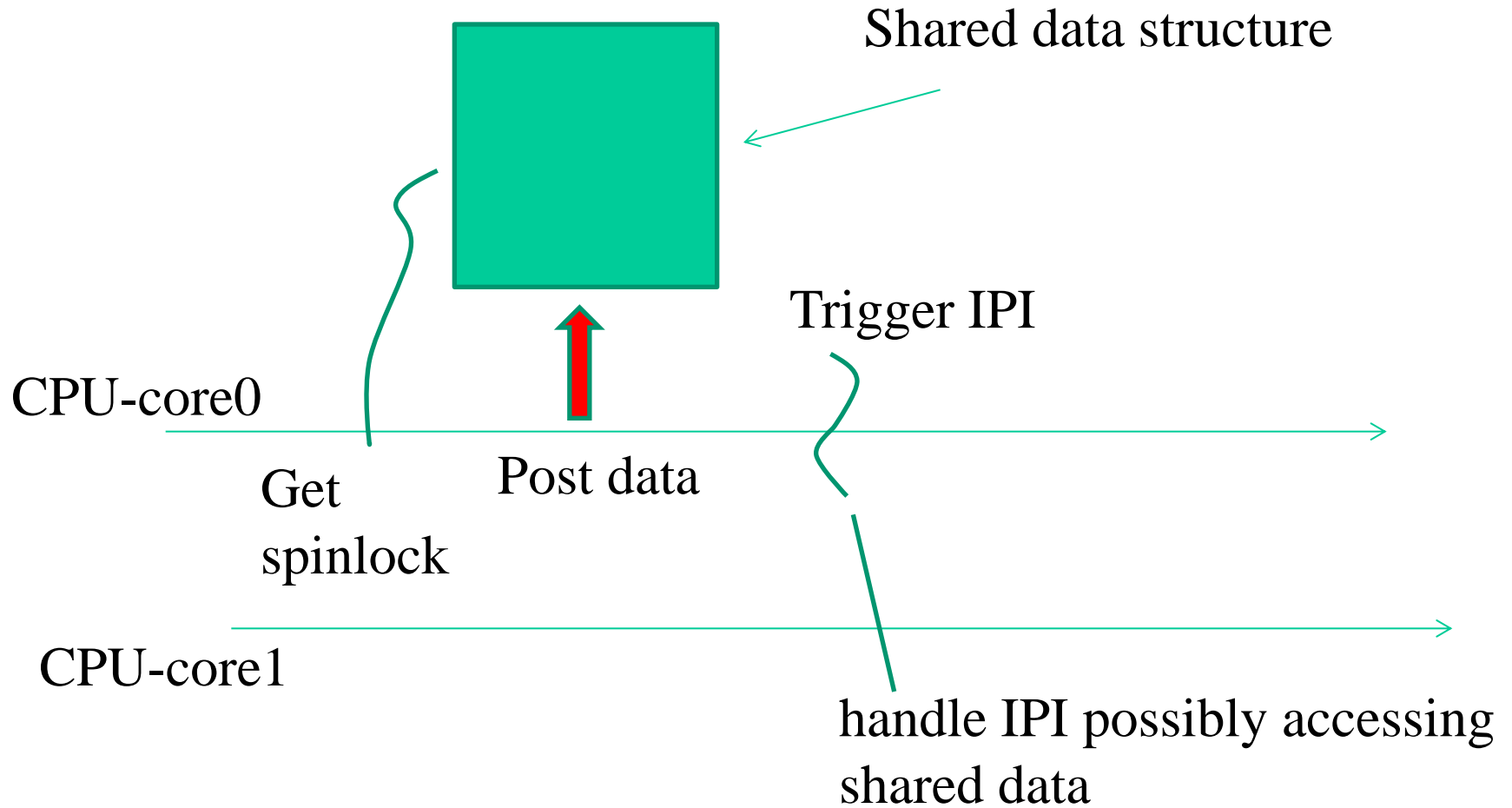
`send_IPI_mask( )`

Sends an IPI to a group of CPUs specified by a bit mask

# Sequentialization of IPI management

- The sequentializing approach is used in case the IPI requires managing a shared data structure across the threads
- This is the typical case of IPI that require specific parameters for correct management
- These parameters are in fact passed into predetermined memory locations accessible to all the CPU-cores, whose position in memory is predetermined
- The classical case is the one of smp-call-function, whose function pointer and parameter are both passed into a global table

# The scheme



```
207 int smp_call_function(void (*_func)(void *_info), void *_info, int wait)
208 {
```

```
.....
215  /* Can deadlock when called with interrupts disabled */
```

```
216  WARN_ON(irqs_disabled());
```

```
217
```

```
218  spin_lock_bh(&call_lock);
```

```
219  atomic_set(&scf_started, 0);
```

```
220  atomic_set(&scf_finished, 0);
```

```
221  func = _func;
```

```
222  info = _info;
```

```
223
```

```
224  for_each_online_cpu(i)
```

```
225      os_write_file(cpu_data[i].ipi_pipe[1], "C", 1);
```

```
226
```

```
227  while (atomic_read(&scf_started) != cpus)
```

```
228      barrier();
```

```
229
```

```
230  if (wait)
```

```
231      while (atomic_read(&scf_finished) != cpus)
```

```
232          barrier();
```

```
233
```

```
234  spin_unlock_bh(&call_lock);
```

```
235  return 0;
```

← Beware this!!

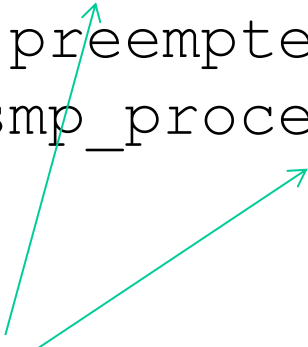
# IPI additional effects

- As noted before, one IPI used by Linux is the **reschedule** one
- This may lead to preemption of the task running on the CPU-core targeted by the IPI
- This may have effects on both
  - ✓ Correctness/consistency
  - ✓ Performance

# Consistency aspects

- What about running a piece of code which is CPU-specific and preemption occur??
- One example

```
struct _the_struct v[NR_CPUS];  
v[smp_processor_id()] = some_value; /* task  
is preempted here... */ something =  
v[smp_processor_id()];
```



We may be targeting different entries



# Performance aspects

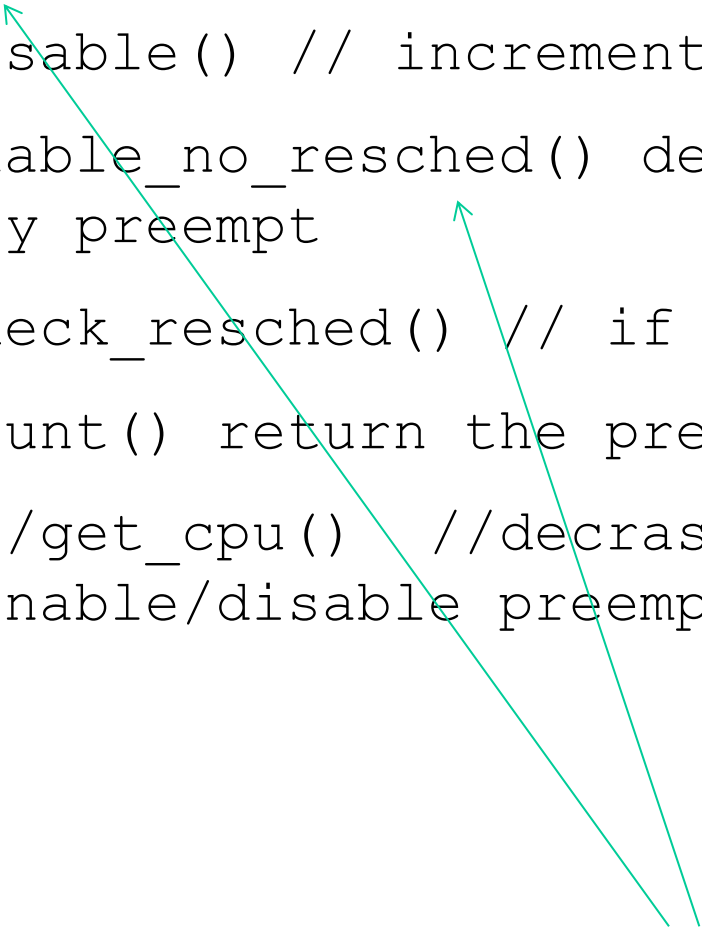
- `smp_call_function()` typically runs with interrupts allowed ... just remember the deadlock issue!!
- But we cannot risk to have some `smp_call_function()` runner getting context switched off the CPU
- Otherwise the release of the `smp_call_function()` resources (e.g. the spinlock) might be delayed
- .... and we might even deadlock anyhow!!

# How to run with interrupts but no actual preemption

- We use per-CPU atomic counters
- If the counter is not zero then no preemption will take place (although we can be targeted by interrupts)
- The check is clearly done via software upon attempting to process the preemption interrupt
- Beware managing the preemption counter explicitly if required!!

# Preemption enabling/disabling API

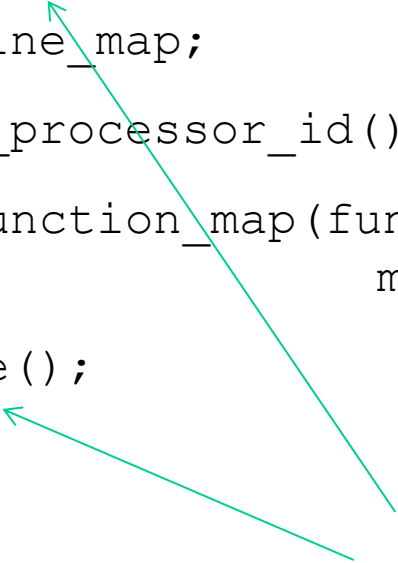
```
preempt_enable() // decrement the preempt counter  
preempt_disable() // increment the preempt counter  
preempt_enable_no_resched() decrement, but do not  
immediately preempt  
preempt_check_resched() // if needed, reschedule  
preempt_count() return the preempt counter  
put_cpu() /get_cpu() //decrease/increase the  
counter (enable/disable preemption)
```



Variants of each other

# Preemption vs SMP function calls

```
int smp_call_function(void (*func) (void *info), void *info, int
nonatomic, int wait) {
    cpumask_t map;
    preempt_disable();
    map = cpu_online_map;
    cpu_clear(smp_processor_id(), map);
    __smp_call_function_map(func, info, nonatomic, wait,
                           map);
    preempt_enable();
    return 0;
}
```



Internal structure with  
preemption awareness

# Be careful

- IPI is an extremely powerful technology
- However you need to consider scalability aspects
- This leads to conclude that IPI schemes involving large counts of CPU-cores need to be used only when mandatorily needed
- The classical example is when patching the kernel on line, e.g. upon mounting a module