## Interrupts, Spin Locks, and Preemption

## **Interrupts**

- · Process context vs. Interrupt context
  - system calls run in process context can sleep
  - interrupt handlers run in interrupt context cannot sleep
- Interrupt handler
  - single interrupt will not nest, so hander need not be reentrant
    - but handler can be interrupted by a different interrupt
  - o only time-critical stuff in handlers
    - push rest to bottom half
  - all handlers share one interrupt stack per processor

## **Spin Locks**

- spin\_lock() / spin\_unlock()
  - must not lose CPU while holding a spin lock
    - other threads will wait for the lock for a long time
  - spin\_lock() prevents kernel preemption by ++preempt\_count
    - in uniprocessor, that's all spin lock() does
  - must NOT call any function that can potentially sleep
    - ex) kmalloc, copy from user
  - hardware interrupt is ok unless the interrupt handler may try to lock this spin lock
    - spin lock not recursive: same thread locking twice will deadlock
  - keep the critical section as small as possible
- spin lock irqsave() / spin unlock irqrestore()
  - o disable all interrupts on local CPU, lock, unlock, restore interrupts to how it was before
  - need to use this version if the lock is something that an interrupt handler may try to acquire
  - o no need to worry about interrupts on other CPUs spin lock will work normally

- again, no need to spin in uniproc just ++preempt\_count & disable irq
- spin\_lock\_irq() / spin\_unlock\_irq()
  - o disable & enable irq assuming it was disabled to begin with
  - should not be used in most cases

## **Preemption**

If TIF NEED RESCHED is set, preemption occurs by calling schedule() in the following cases:

- 1. Returning to user space:
  - from a system call
  - from an interrupt handler
- 2. Returning to kernel from an interrupt handler, only if preempt count is zero
- 3. preempt count just became zero right after spin\_unlock(), for example
- 4. Thread running in kernel mode calls schedule() itself blocking syscall, for example

Last updated: 2016-03-31