CS 3502
Operating Systems

Interrupt

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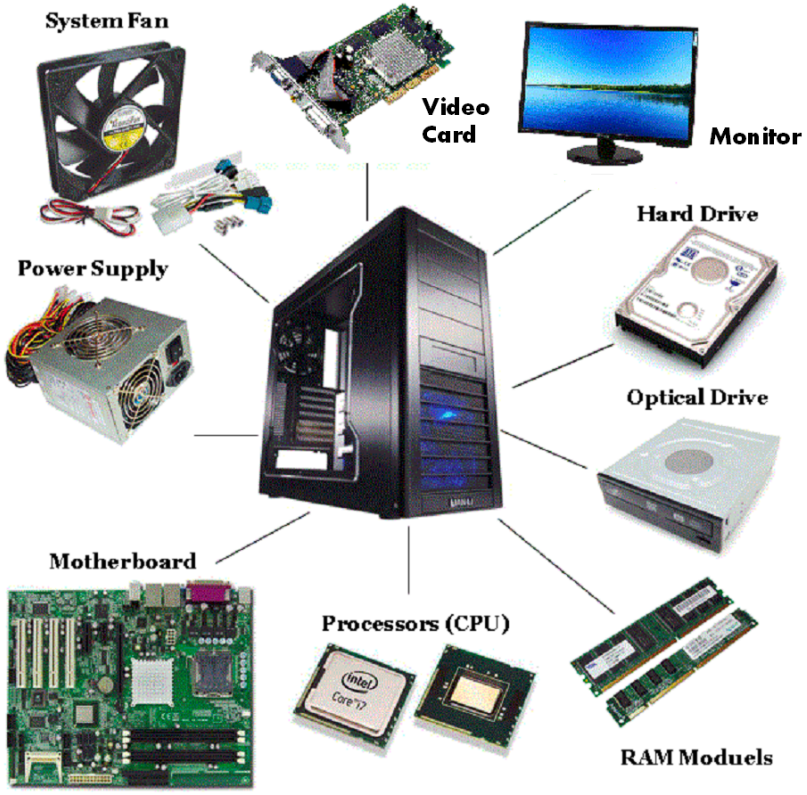
https://kevinsuo.github.io/

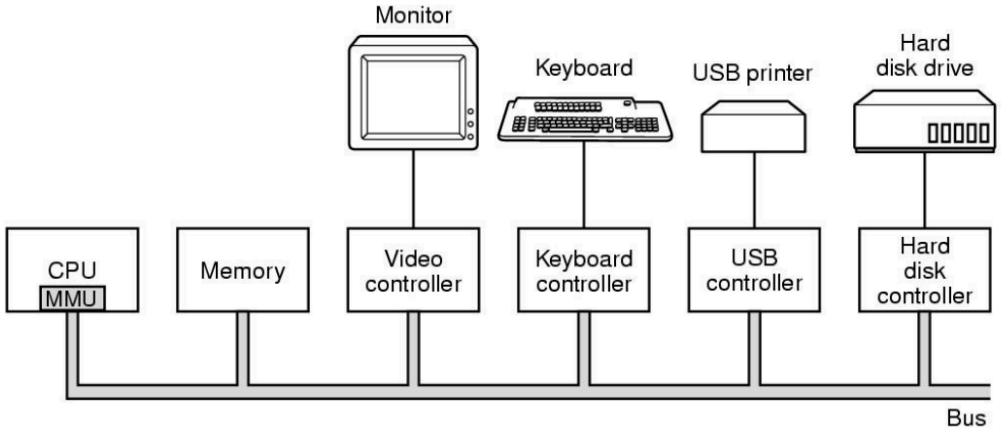
Outline

- What is interrupt?
  - Interrupt vs Polling
  - Advanced programmable interrupt controller
  - Interrupt processing
- Interrupt types and affinity
  - Hardware and software interrupt
  - Interrupt affinity

How can the processor work with hardware



When event happens
When task finishes
When job is ready
When user inputs something
When something is broken
…

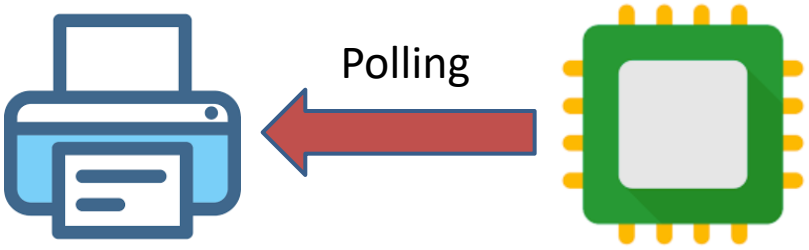


What is Polling?

- How can the processor work with hardware without impacting the machine's overall performance?
  - **Polling: repeatedly check whether the hardware is ready or not**

Randomly Every Ns/min

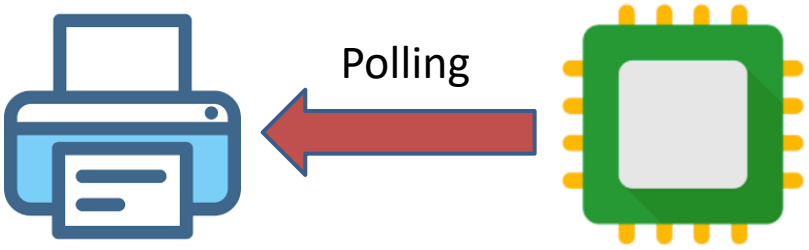
Polling:
1, Increase system overhead. Whether it is task polling or timer polling, it needs to consume the corresponding system resources.



What is Polling?

- How can the processor work with hardware without impacting the machine's overall performance?
  - **Polling: repeatedly check whether the hardware is ready or not**

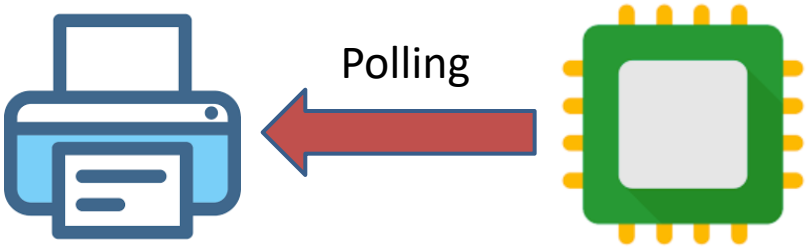
Polling:
2, Unable to sense device status changes in a timely manner. Device state changes during the polling interval can only be discovered on the next poll, which will not be able to meet real-time sensitive applications.



What is Polling?

- How can the processor work with hardware without impacting the machine's overall performance?
  - **Polling: repeatedly check whether the hardware is ready or not**

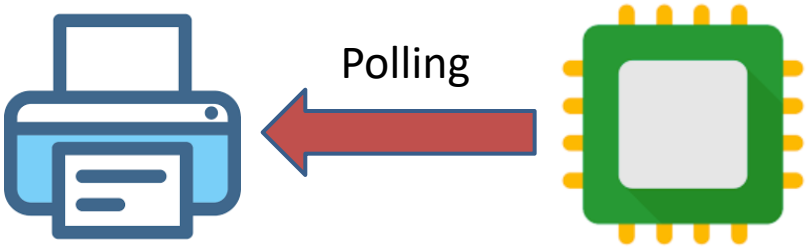
Polling:
3, waste CPU resources. Polling is always in progress regardless of whether the device has changed state. In the real world, the state change of most devices is usually not so frequent, and polling idle will waste CPU time slices.



What is Polling?

- How can the processor work with hardware without impacting the machine's overall performance?
  - **Polling: repeatedly check whether the hardware is ready or not**

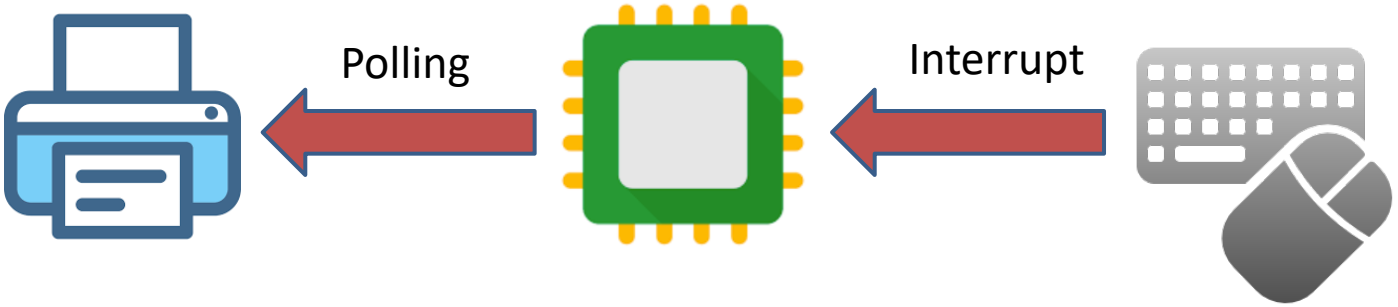
Polling:
1, increase system overhead
2, cannot detect in time
3, waste of CPU resources



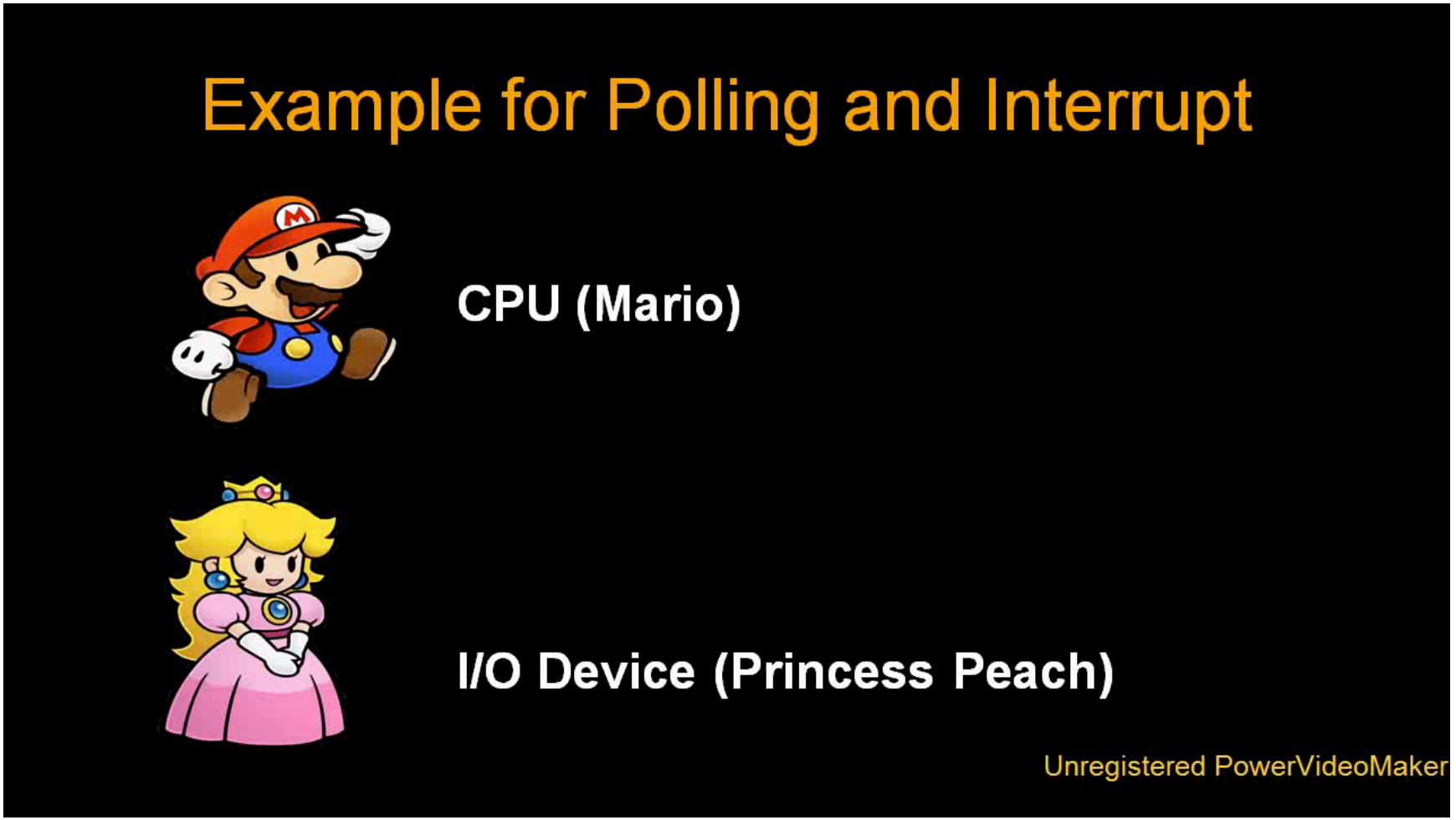
What is interrupt?

- How can the processor work with hardware without impacting the machine's overall performance?
  - Polling: repeatedly check whether the hardware is ready or not
  - **Interrupt: hardware signals to the kernel when attention is needed**

Polling:
1, increase system overhead
2, cannot detect in time
3, waste of CPU resources



Interrupt vs. Polling



Reference: https://www.youtube.com/watch?v=M3nXI_86uLE

Interrupt vs. Polling

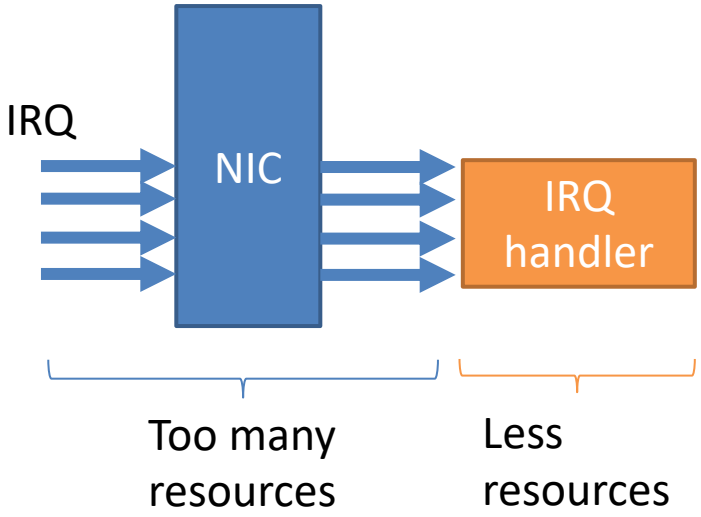
- Polling:
  - increase system overhead
  - cannot detect in time
  - waste of CPU resources

- Interrupt
  - lightweight and save CPU resources
  - handle in time

What will happen if you have too many phone calls?

1. do not have time to work on valuable things
2. might miss some important calls and tasks
3. loss data

Interrupt problem



Interrupt:

Too many **interrupt**

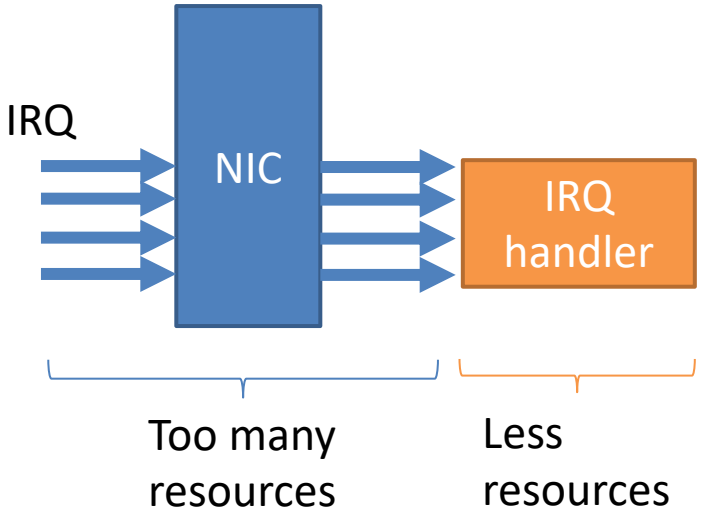
-> Less resources for **IRQ handler**

-> miss some interrupt and data

Phone sounds

Answer the call

Combine Interrupt & Polling



Interrupt:

Too many **interrupt**

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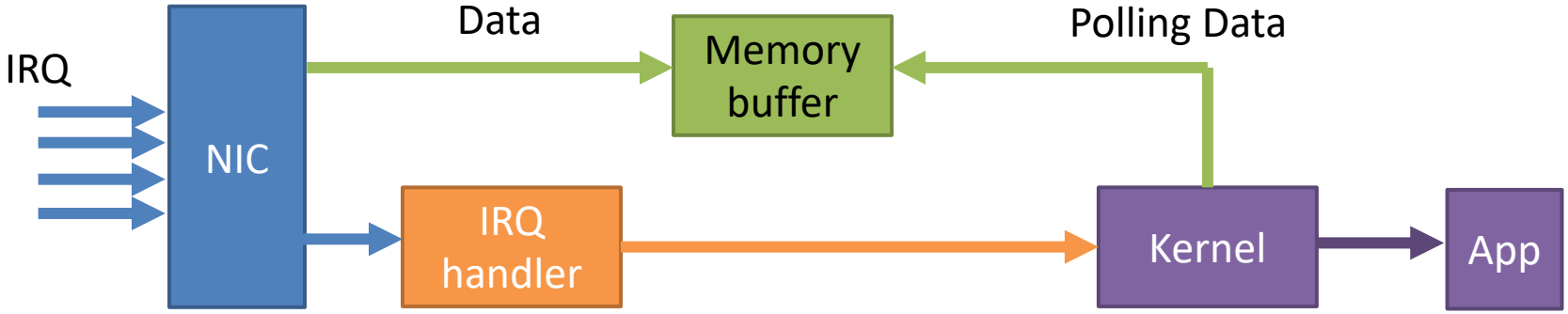
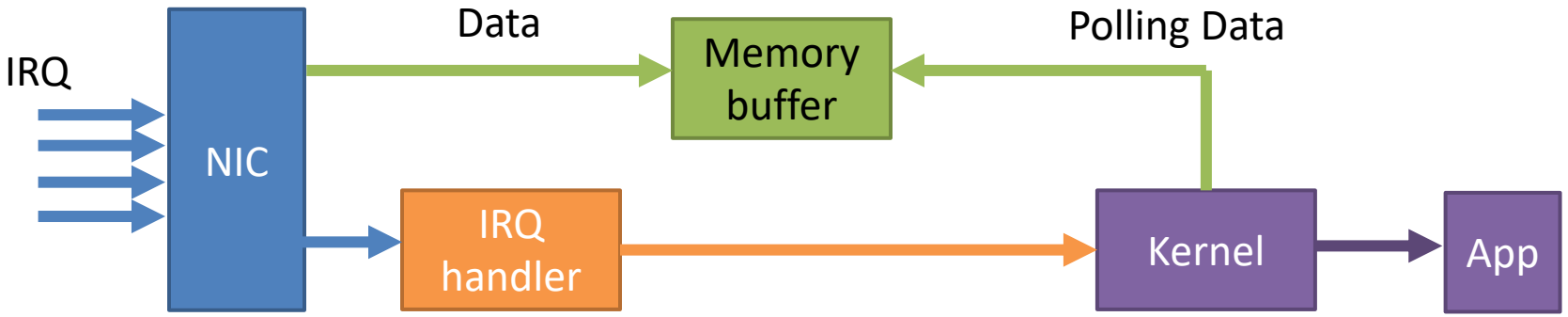
-> miss some interrupt and data



NAPI: network receiving

Combine Interrupt & Polling

- Benefits
  - Avoid frequent interruptions when receiving large amounts of data or requests
  - No need to spend a lot of CPU resources for polling



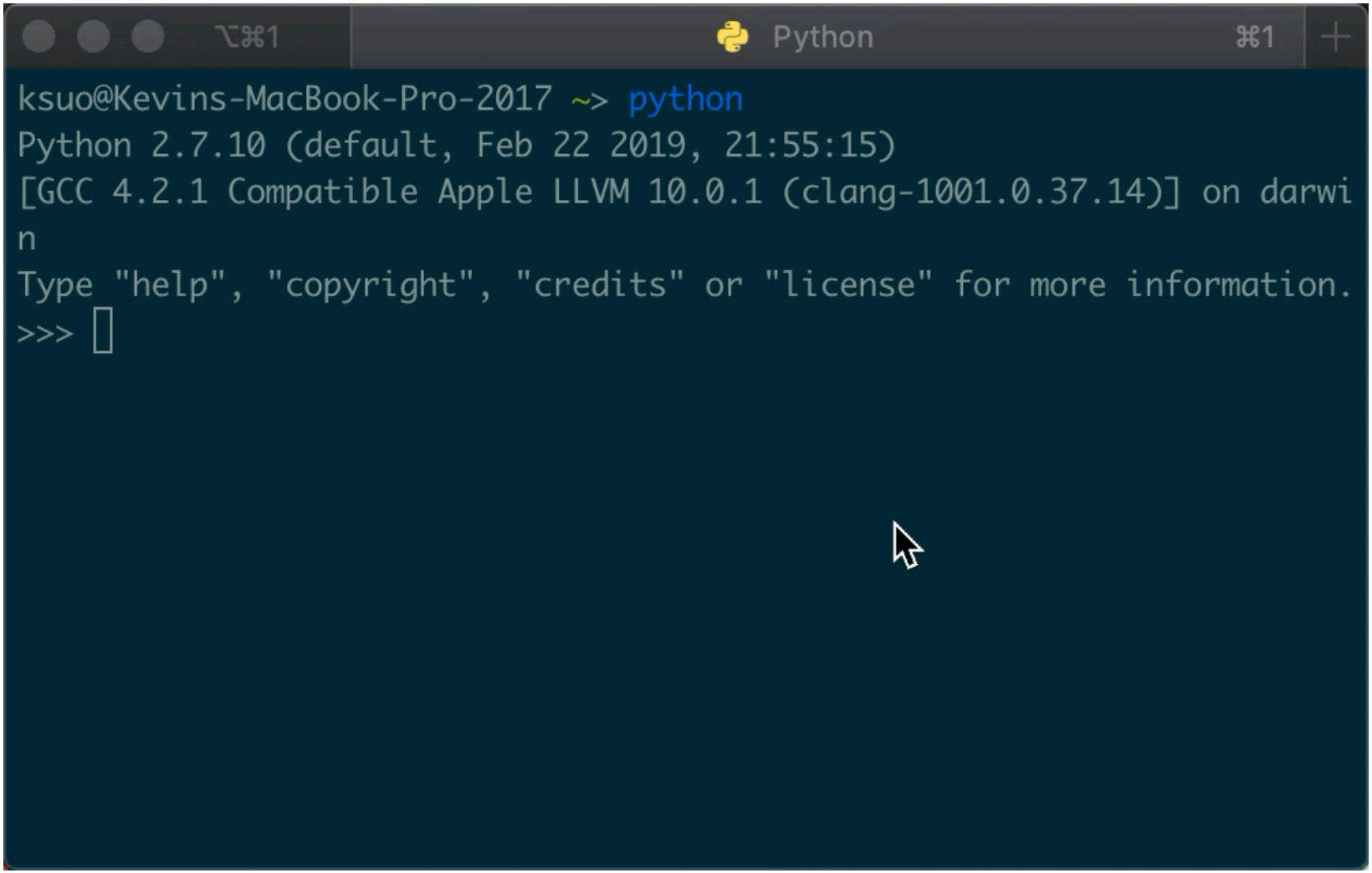
NAPI: network receiving

Exceptions

- An exception indicates that code running on the CPU has created a situation that the processor needs help to address.

- Can you think of examples of software exceptions?
  - Divide by zero -- probably kills the process.
  - Attempt to use a privileged instruction - - also probably kills the process.
  - Attempt to use a virtual address that the CPU does not know how to translate -- a common exception handled transparently as part of virtual memory management.

Exceptions example



Interrupt vs. Exception

- Interrupts are **voluntary**.
  - CPU → kernel: “The process actively asks for assistance.”
- Exceptions are **non-voluntary**.
  - CPU → kernel: "It just tried to divide by zero and I think it needs to be terminated. I need some help with this process. "

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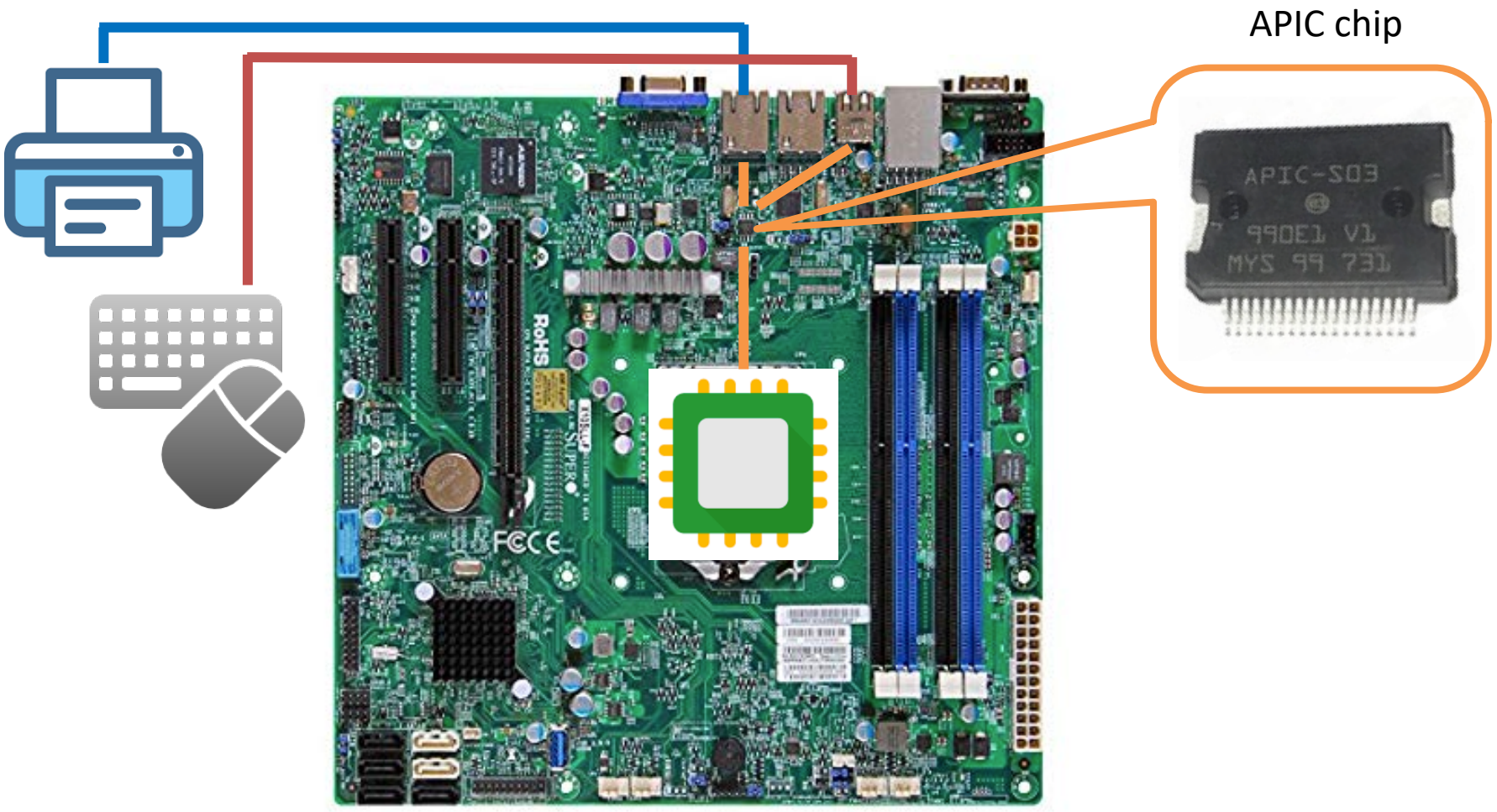
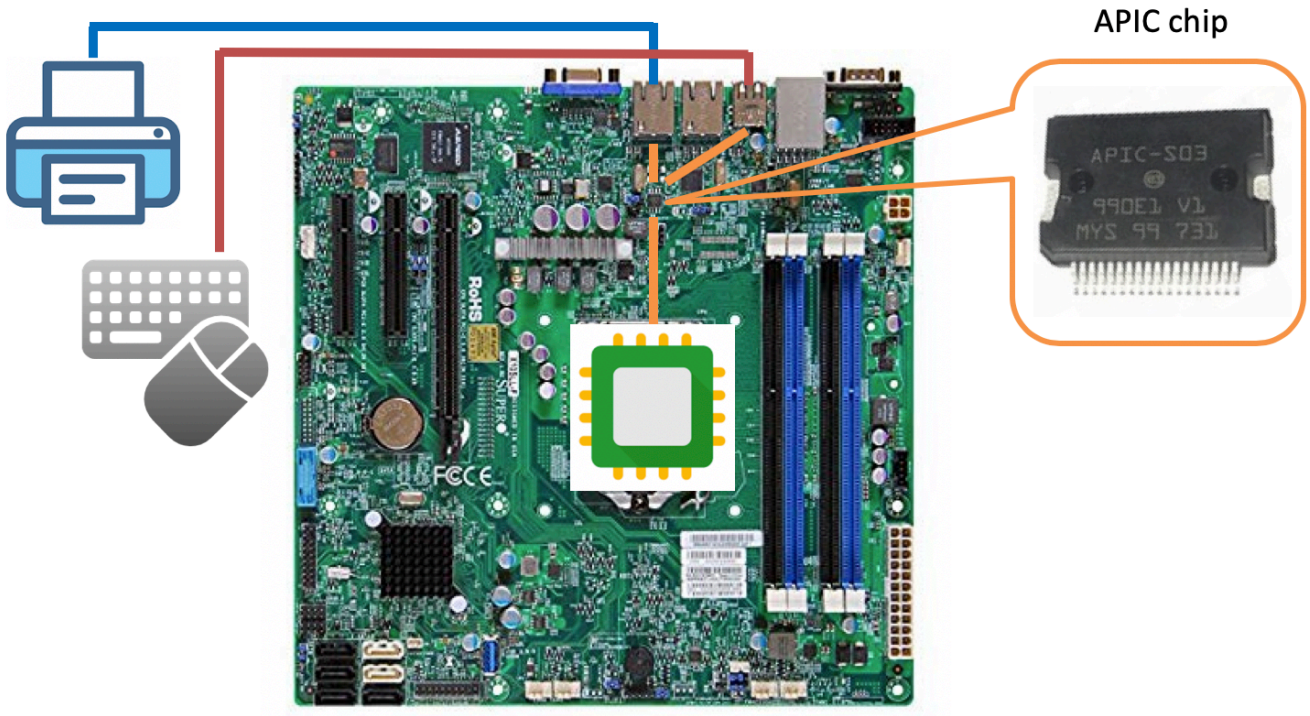
APIC: Advanced programmable interrupt controller



APIC: Advanced programmable interrupt controller

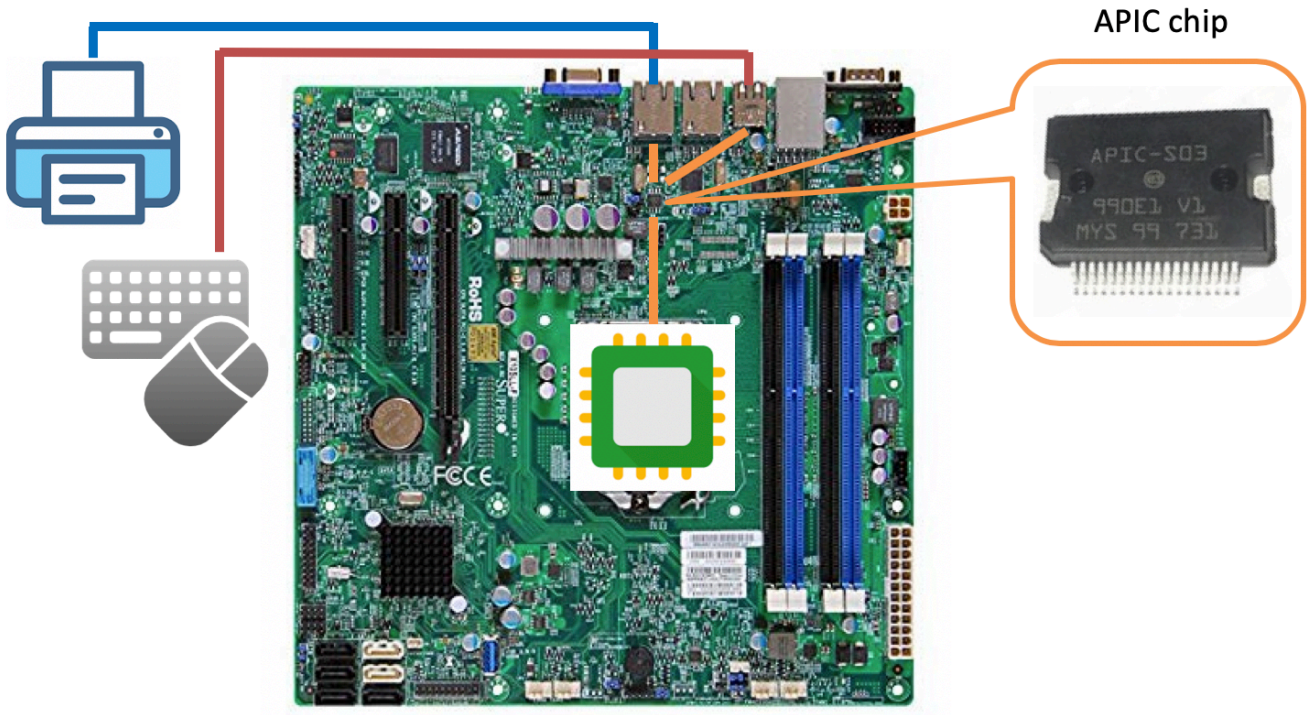
1. Responsible for telling the CPU when a specific external device wishes to ‘interrupt’
   - Needs to tell the CPU which one among several devices is the one needing service



APIC: Advanced progra

Resource	Device	Status
IRQ 0	System timer	OK
IRQ 3		OK
IRQ 4	Communications Port (COM1)	OK
IRQ 6	Standard floppy disk controller	OK
IRQ 8	System CMOS/real time clock	OK
IRQ 10	NVIDIA nForce PCI System Management	OK
IRQ 10	Multimedia Audio Controller	OK
IRQ 13	Numeric data processor	OK
IRQ 14	ATA Channel 0	OK
IRQ 15	ATA Channel 1	OK
IRQ 18	Realtek RTL8139/810x Family Fast Ethernet NIC	OK

2. APIC translates IRQ to interrupt number
   - Raises interrupt to CPU
   - Interrupt # available in register

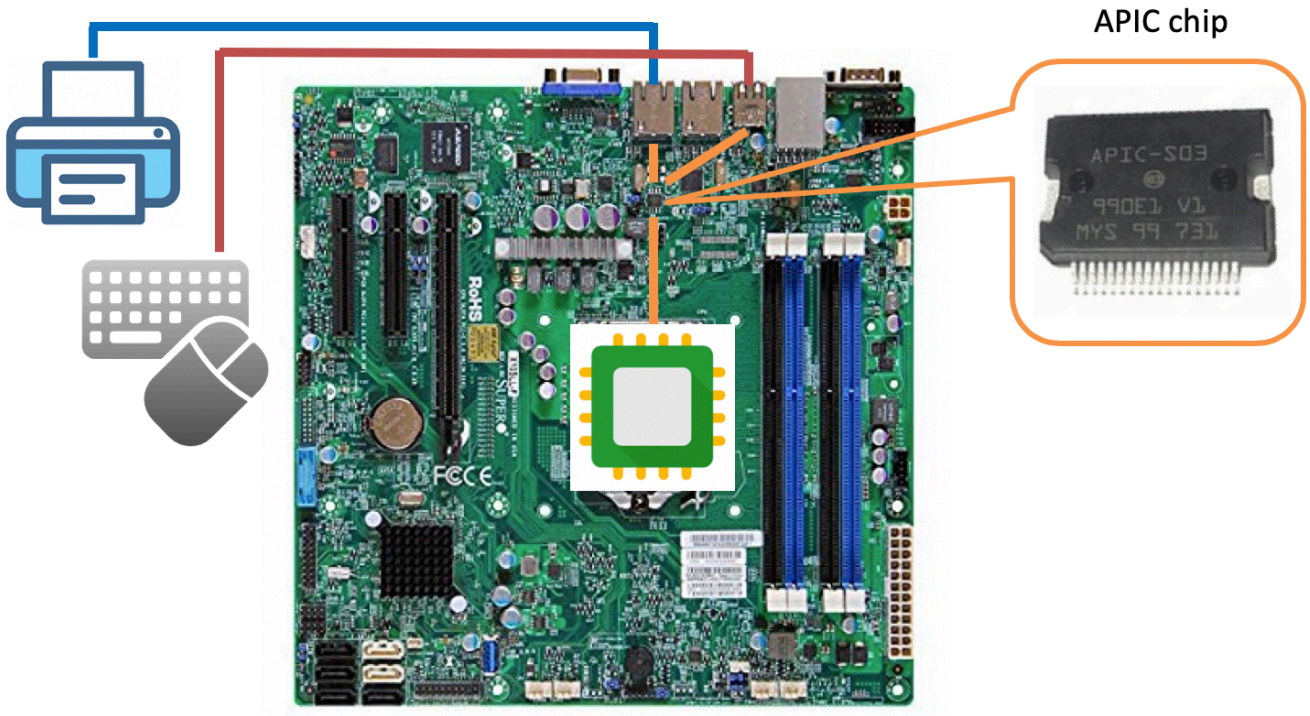


APIC: Advanced programmable interrupt controller

3. Interrupts can have varying priorities

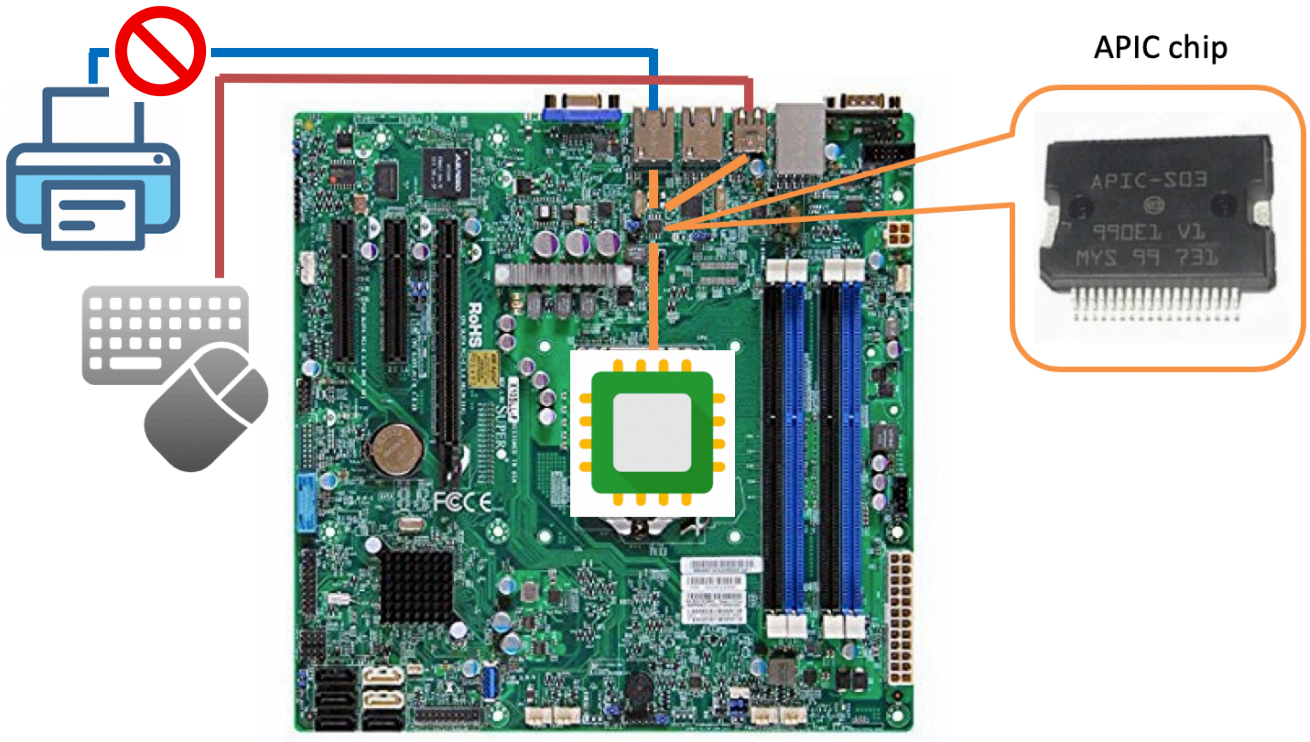
- APIC also needs to prioritize multiple requests

Mouse>Printer



APIC: Advanced programmable interrupt controller

4. Possible to “mask” (disable) interrupts at PIC or CPU



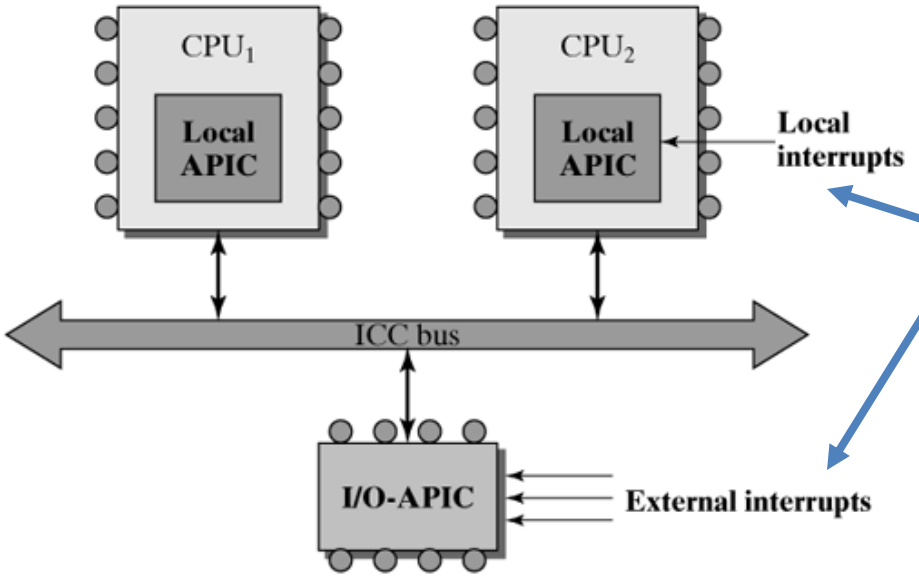
APIC: Advanced programmable interrupt controller

1. Responsible for telling the CPU when a specific external device wishes to 'interrupt'
   - Needs to tell the CPU which one among several devices is the one needing service
2. APIC translates IRQ to interrupt number
   - Raises interrupt to CPU
   - Interrupt # available in register
3. Interrupts can have varying priorities
   - APIC also needs to prioritize multiple requests
4. Possible to "mask" (disable) interrupts at PIC or CPU

APIC:
cat /proc/interrupts

VM on Amazon EC2

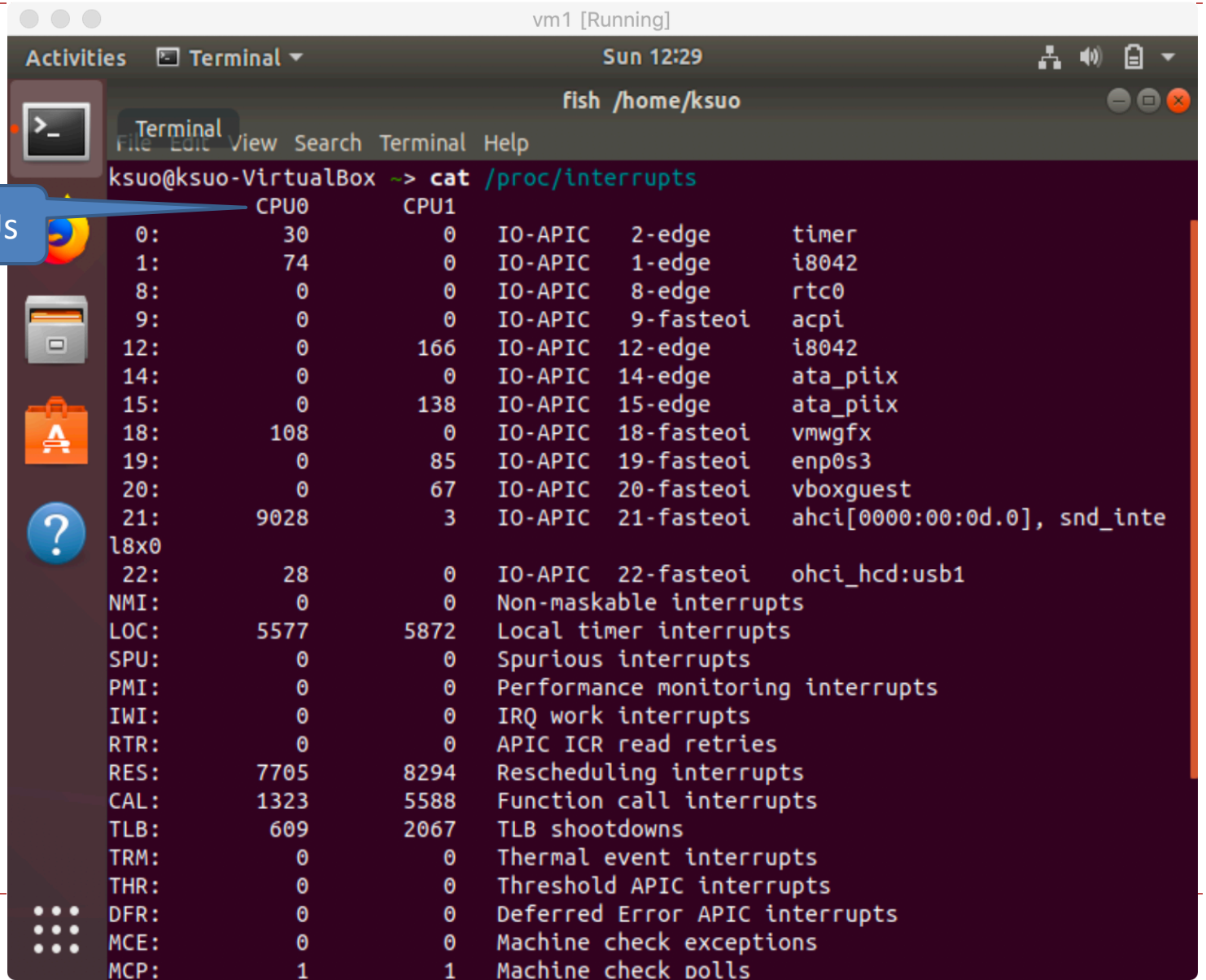
One CPU




```
1. ec2-user@ip-172-31-36-115:~ (ssh)
fish /home/pi/D... ⌘1   ec2-user@ip-172-... ⌘2
[ec2-user@ip-172-31-36-115 ~]$ cat /proc/interrupts
           CPU0
  0:         47   IO-APIC   2-edge      timer
  1:          9  xen-pirq   1-ioapic-edge  i8042
  4:       2599  xen-pirq   4-ioapic-edge  ttyS0
  8:          2  xen-pirq   8-ioapic-edge  rtc0
  9:          0  xen-pirq   9-ioapic-level  acpi
 12:         86  xen-pirq  12-ioapic-edge  i8042
 14:          0   IO-APIC  14-edge      ata_piix
 15:          0   IO-APIC  15-edge      ata_piix
 48:       4827  xen-percpu    -virq      timer0
 49:          0  xen-percpu    -ipi       resched0
 50:          0  xen-percpu    -ipi       callfunc0
 51:          0  xen-percpu    -virq      debug0
 52:          0  xen-percpu    -ipi       callfuncsingle0
 53:          0  xen-percpu    -ipi       spinlock0
 54:        254   xen-dyn    -event     xenbus
 55:      19103   xen-dyn    -event     eth0
 56:       6784   xen-dyn    -event     blkif
NMI:          0   Non-maskable interrupts
LOC:          0   Local timer interrupts
SPU:          0   Spurious interrupts
PMI:          0   Performance monitoring interrupts
IWI:          0   IRQ work interrupts
RTR:          0   APIC ICR read retries
RES:          0   Rescheduling interrupts
CAL:          0   Function call interrupts
TLB:          0   TLB shootdowns
TRM:          0   Thermal event interrupts
THR:          0   Threshold APIC interrupts
DFR:          0   Deferred Error APIC interrupts
MCE:          0   Machine check exceptions
MCP:          1   Machine check polls
HYP:      32046   Hypervisor callback interrupts
ERR:          0
MIS:          0
PIN:          0   Posted-interrupt notification event
NPI:          0   Nested posted-interrupt event
PIW:          0   Posted-interrupt wakeup event
```

APIC: cat /proc/interrupts

two CPUs



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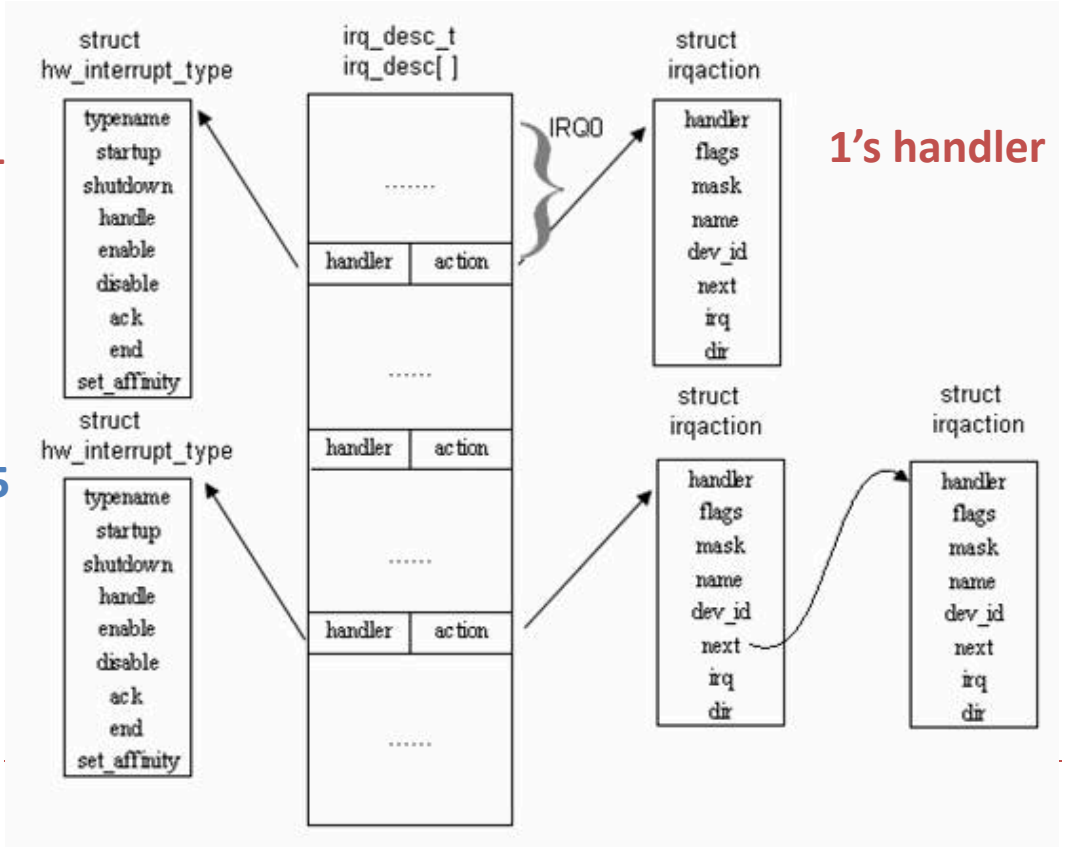
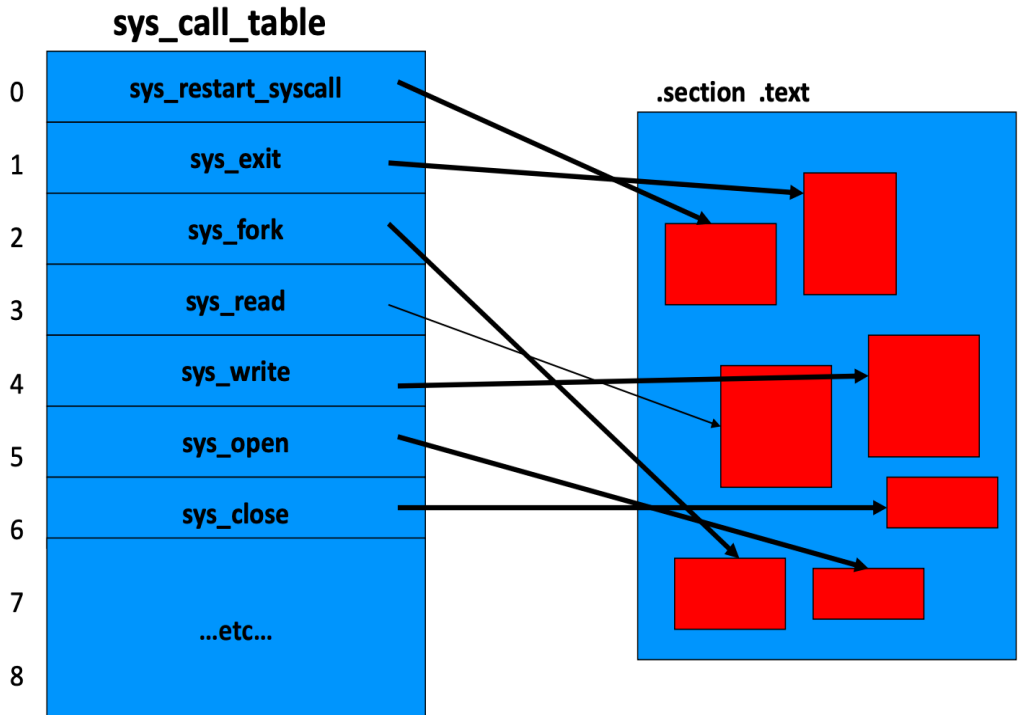
Interrupt Descriptor Table (IDT)

- IDT is in memory, initialized by OS at boot
- IDT associates with each interrupt vector and stores the entry address of the corresponding interrupt handler



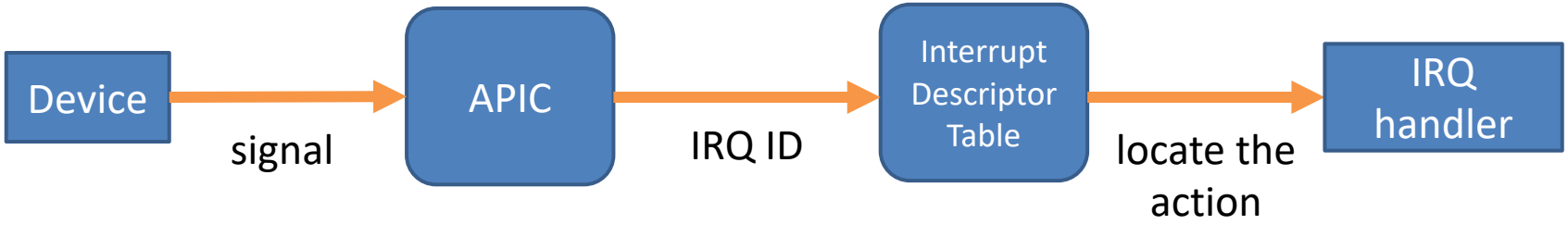
Similar as System call table

- There are approximately 300 system-calls in Linux 2.6.
- An array of function-pointers (identified by the ID number)
- This array is named 'sys_call_table[]' in Linux https://elixir.bootlin.com/linux/v5.0/source/arch/x86/entry/syscall_64.c

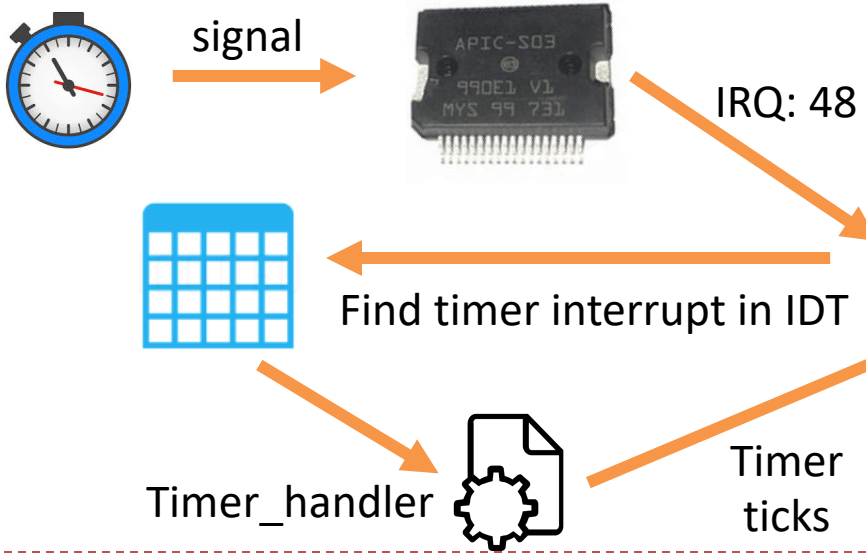


The 'jump-table' idea

The process of interrupt



Take the ***time interrupt*** as an example

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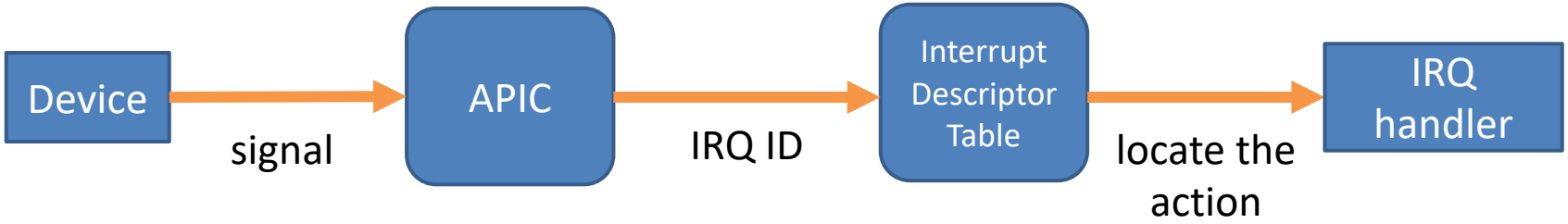
 48:      43857  xen-percpu     -virq      timer0
 49:          0  xen-percpu     -ipi       resched0
 50:          0  xen-percpu     -ipi       callfunc0
 51:          0  xen-percpu     -virq      debug0
 52:          0  xen-percpu     -ipi       callfuncsingle0
 53:          0  xen-percpu     -ipi       spinlock0
 54:        254   xen-dyn    -event     xenbus
```

Interrupt handling



- When an interrupt is triggered (interrupt request, or IRQ), the processor:
  - 1. enters privileged mode,
  - 2. records state necessary to process the interrupt,
  - 3. jumps to a pre determined memory location and begins executing instructions.

Interrupt vs. Exception vs. System call

	Source	Handling	Mechanism
Interrupt	Device, etc.	Asynchronous	Interrupts are handled by the processor after finishing the current instruction. If it finds a signal on its interrupt pin, it will look up the address of the interrupt handler in the interrupt table and pass that routine control. After returning from the interrupt handler routine, it will resume program execution at the instruction after the interrupted instruction.
Exception	Application or kernel unexpected behaviors	Synchronous	Exceptions on the other hand are divided into three kinds. These are Faults, Traps and Aborts. Faults are detected and serviced by the processor before the faulting instructions. Traps are serviced after the instruction causing the trap. Aborts are used only to signal severe system problems, when operation is no longer possible.
System call	Application requests	Asynchronous or Synchronous	A way for programs to interact with the operating system. A computer program makes a system call when it makes a request to the operating system's kernel. System call provides the services of the operating system to the user programs via API.

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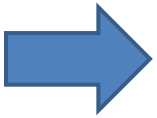
Top-half and bottom-half in interrupts

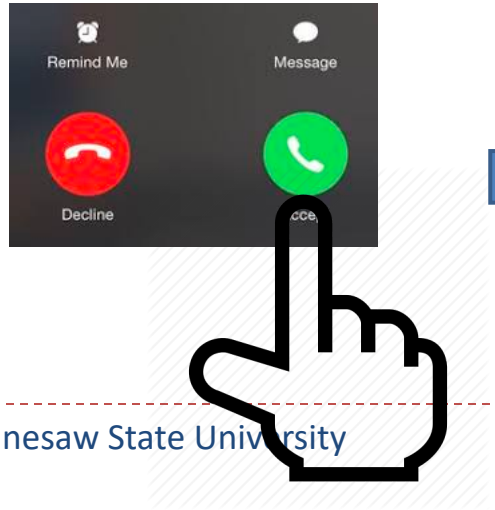
- Top half: the routine that actually responds to the interrupt
- Bottom half: the routine that processes the interrupt

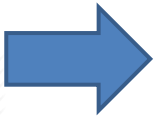
Top half

Bottom half

Phone sounds



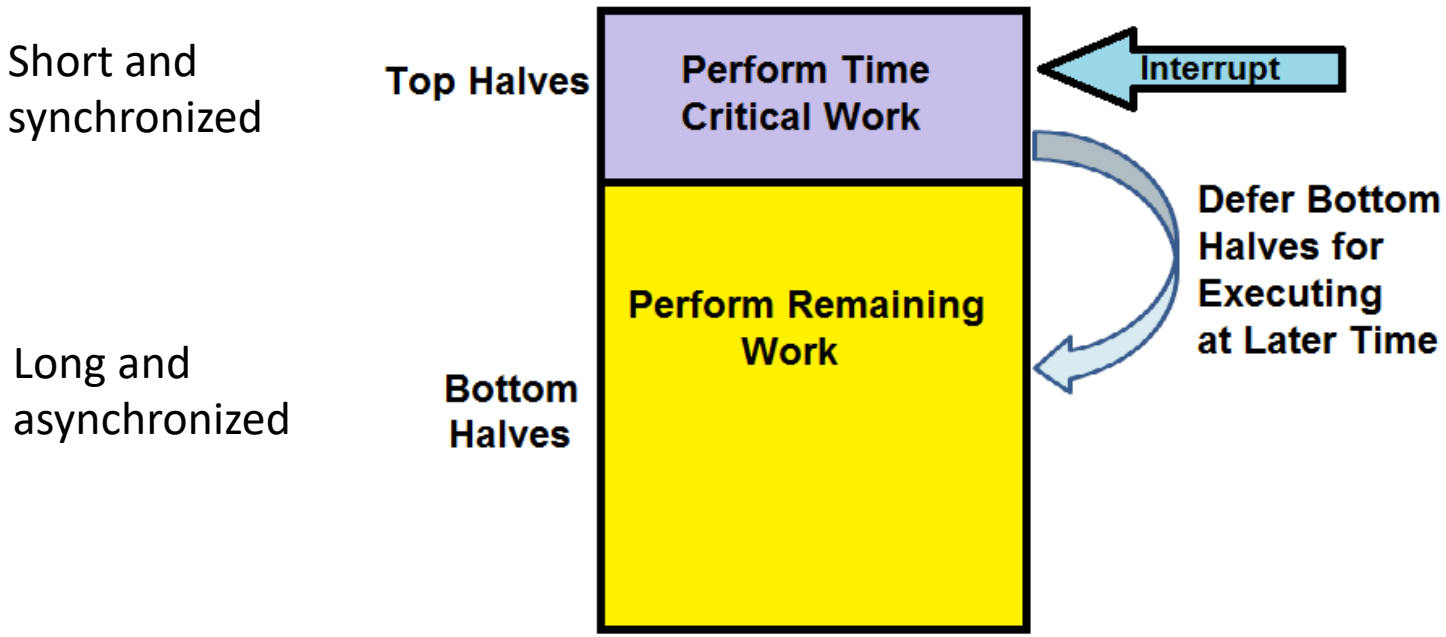




Answer the call

Top-half and bottom-half in interrupts

- Top half: the routine that actually responds to the interrupt
- Bottom half: the routine that processes the interrupt

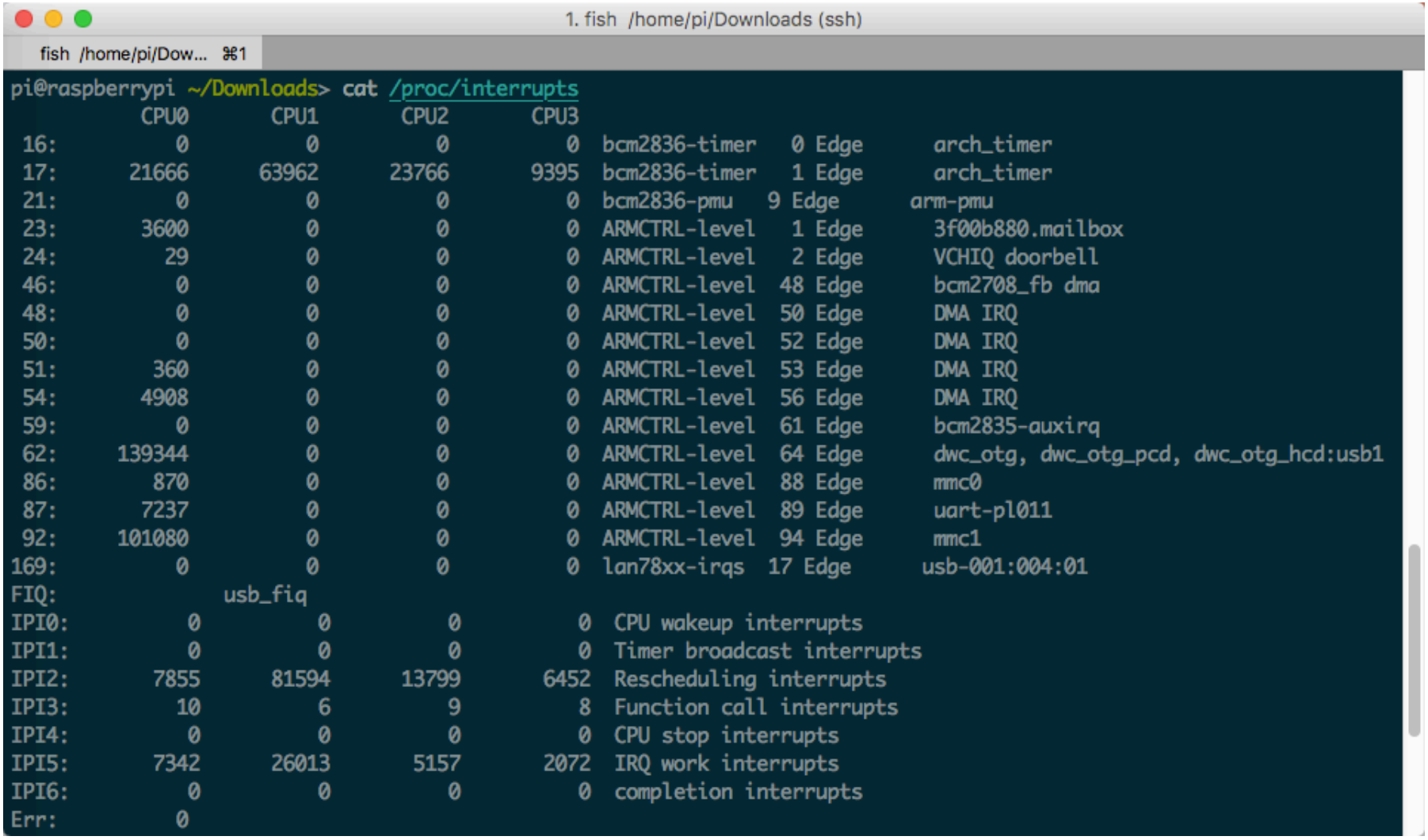


Hardware interrupt

- Hardware interrupts are used to signal that a particular device needs attention:
  - a disk read completed, or
  - a network packet was received, or
  - a timer is ready

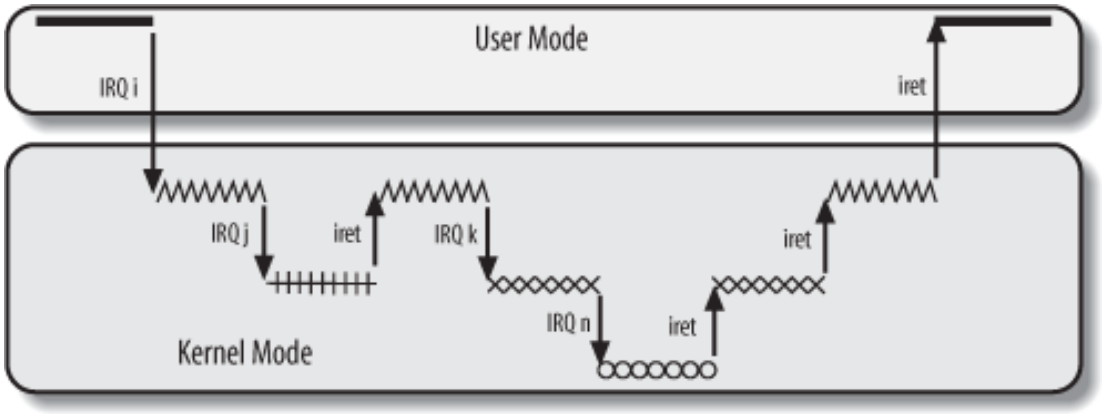
- Processors implement multiple interrupt lines, input wires on which a logic transition (or level) will trigger an interrupt.

Hardware interrupt: cat /proc/interrupts



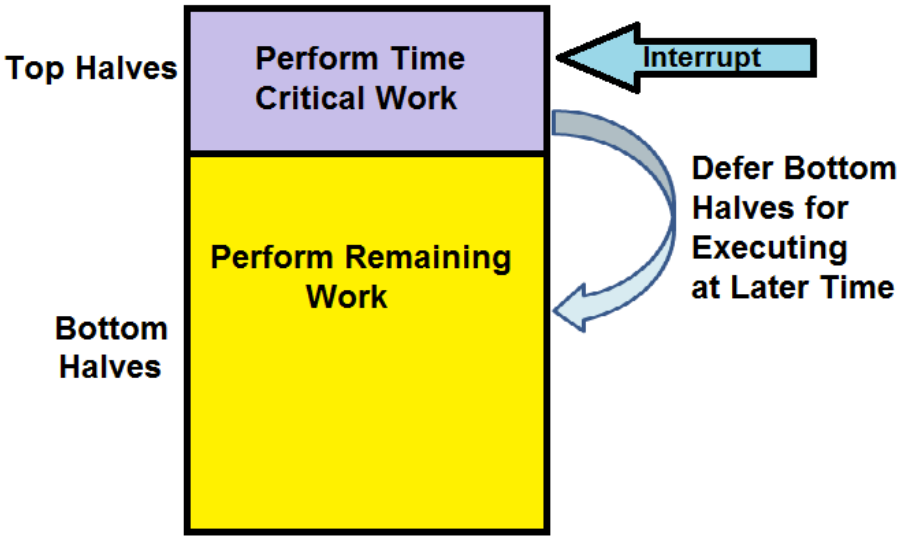
Hardware interrupt feature

- **Definition:** raised by hardware
- **Nest:** hardirq in Linux can be nested
- **Interrupt controller:** IRQ number is provided by APIC



Hardware interrupt feature

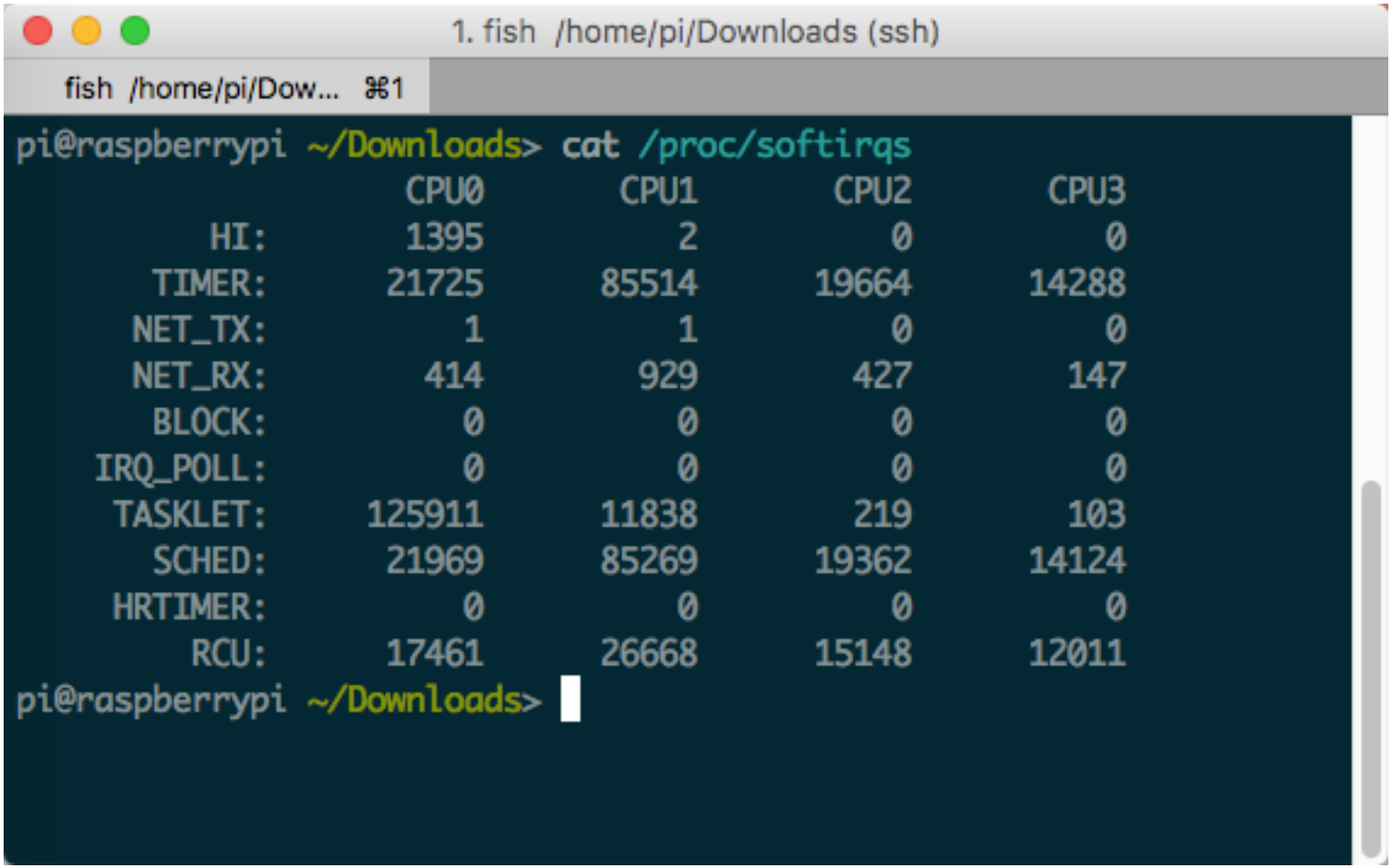
- **Mask:** hardirq can be masked
- **Top/Bottom:** hardirq handler (small) ensures that it completes the task quickly
- **Preemption:** hardirq has priority and can preempt over softirq



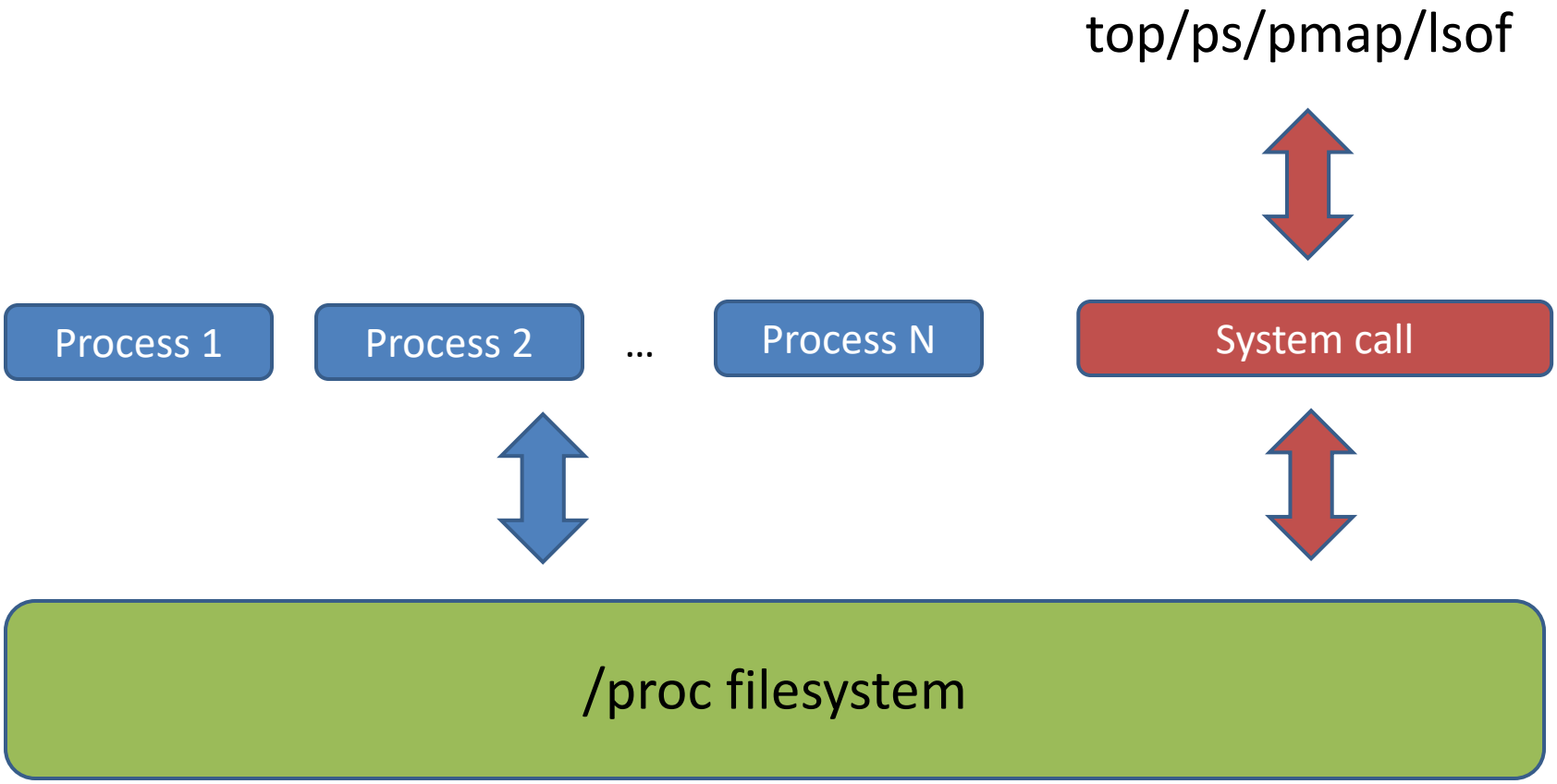
Software interrupt feature

- **Definition:** raised by software or execution
- **Nest:** softirq in Linux cannot be nested
- **Interrupt controller:** softirq does not have IRQ number
- **Mask:** softirq cannot be masked
- **Top/Bottom:** softirq is responsible the bottom-half work of the interrupt
- **Preemption:** softirq cannot preempt with each other

Software interrupt: cat /proc/softirqs

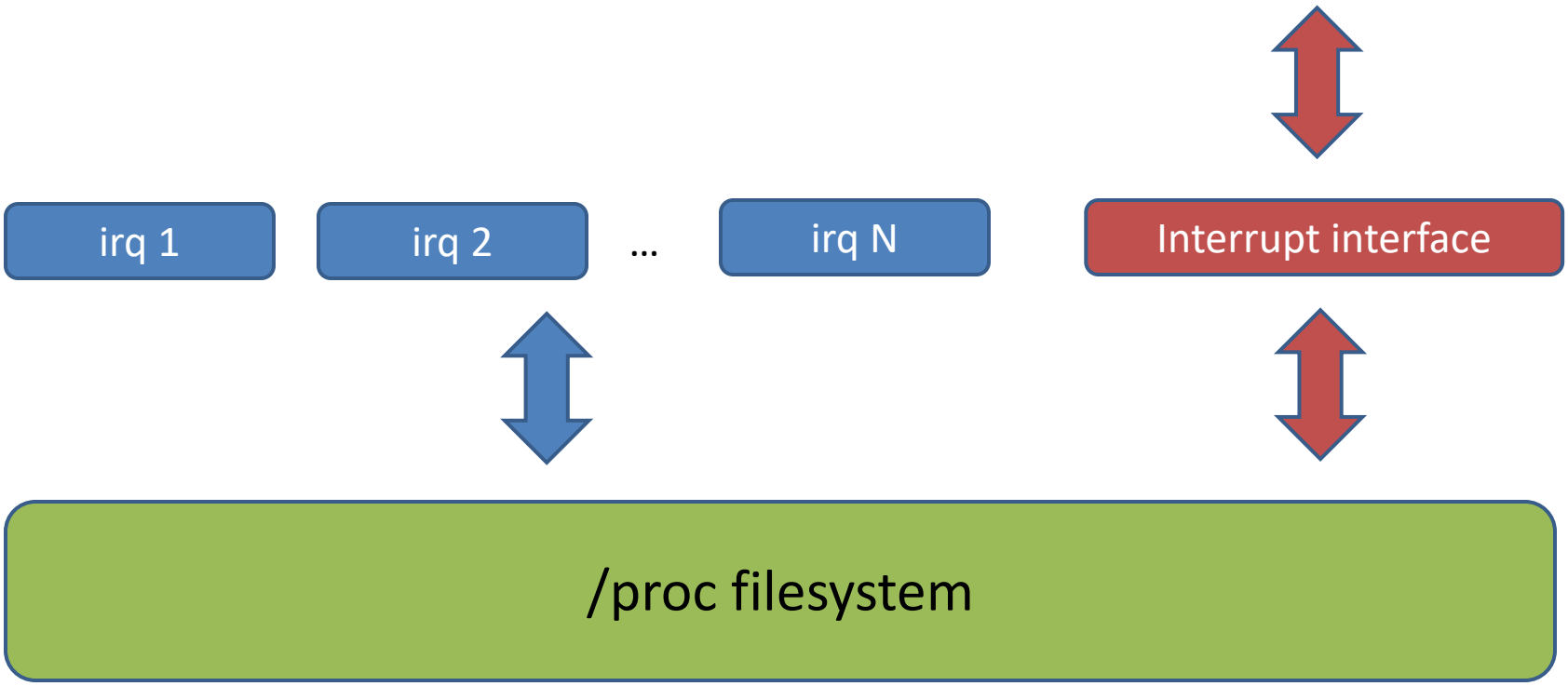


System call: the /proc/ filesystem



Interrupt: the /proc/ filesystem

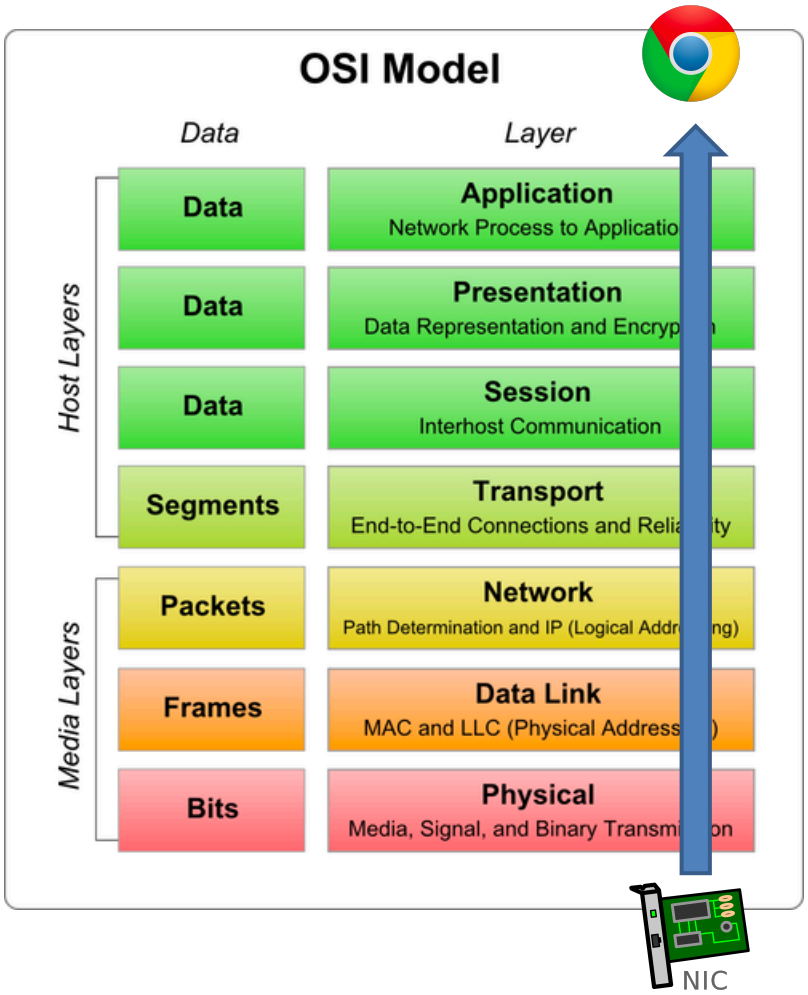
cat /proc/interrupts
cat /proc/softirqs



Hardware IRQ vs. Software IRQ

	Hardware IRQ	Software IRQ
Definition	raised by hardware	raised by software or execution
Nest	can be nested	cannot be nested
Interrupt controller	IRQ number is provided by APIC	softirq does not have IRQ number
Mask	can be masked	cannot be masked
Top/Bottom	hardirq handler ensures that it completes the task quickly	softirq is responsible the bottom-half work of the interrupt
Preemption	hardirq has priority and can preempt over softirq	softirq cannot preempt with each other

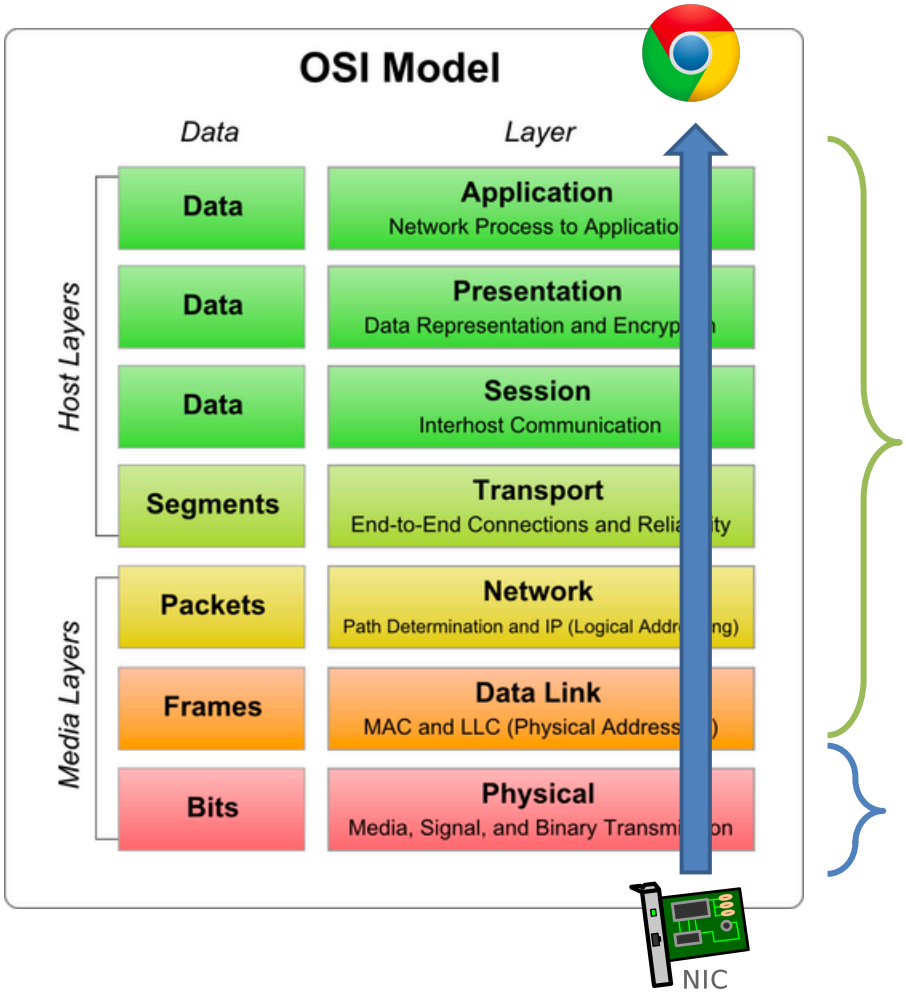
Interrupt example: Network interrupt



SoftIRQ

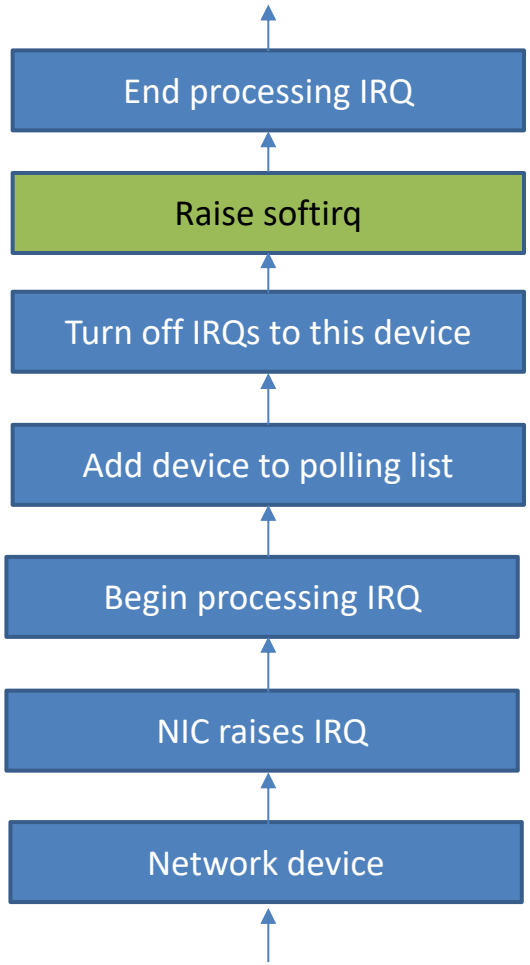
HardIRQ

Interrupt example: Network interrupt

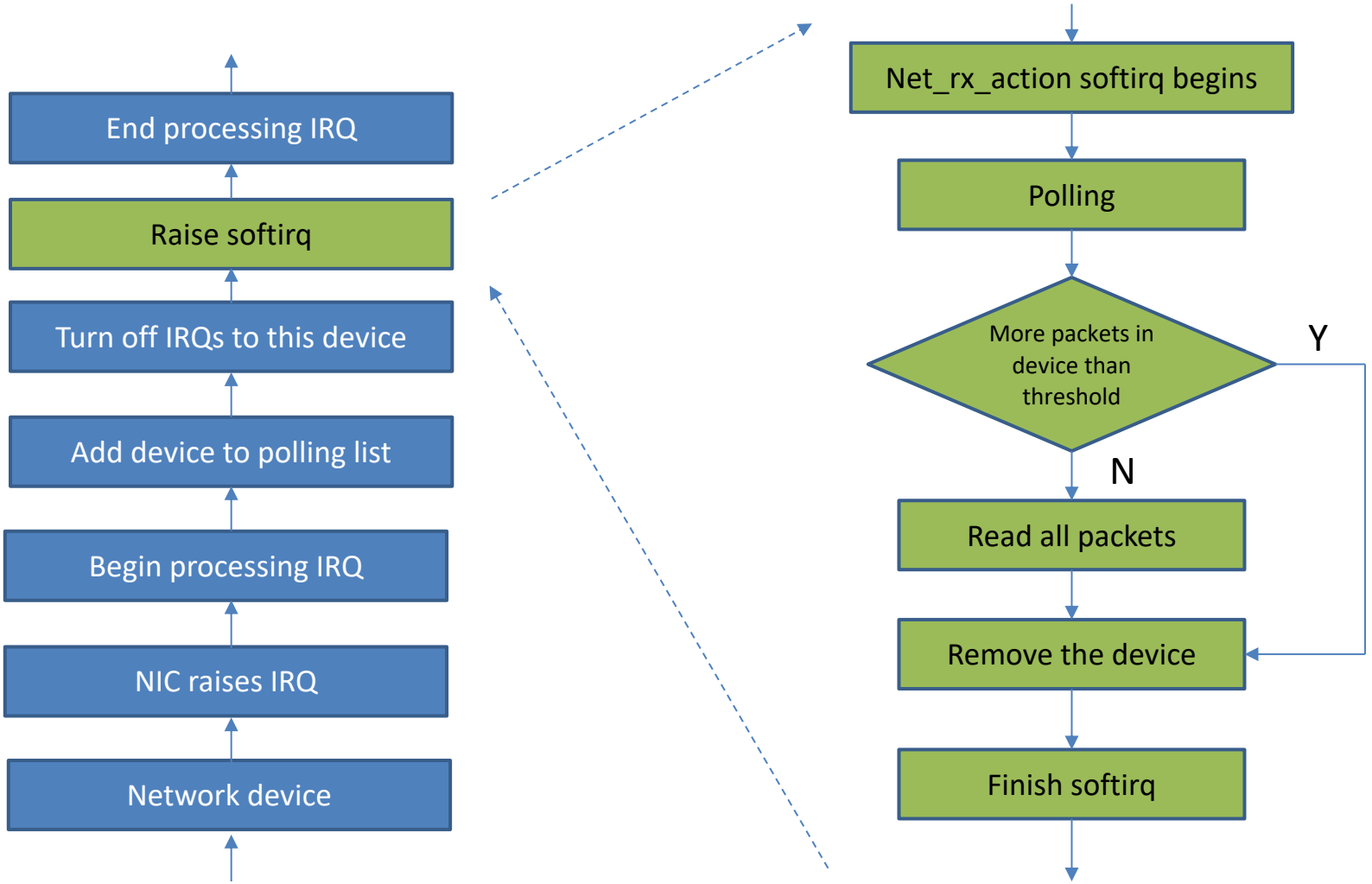


SoftIRQ

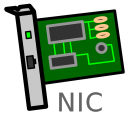
HardIRQ



Interrupt example: Network interrupt



Interrupt example: Network interrupt

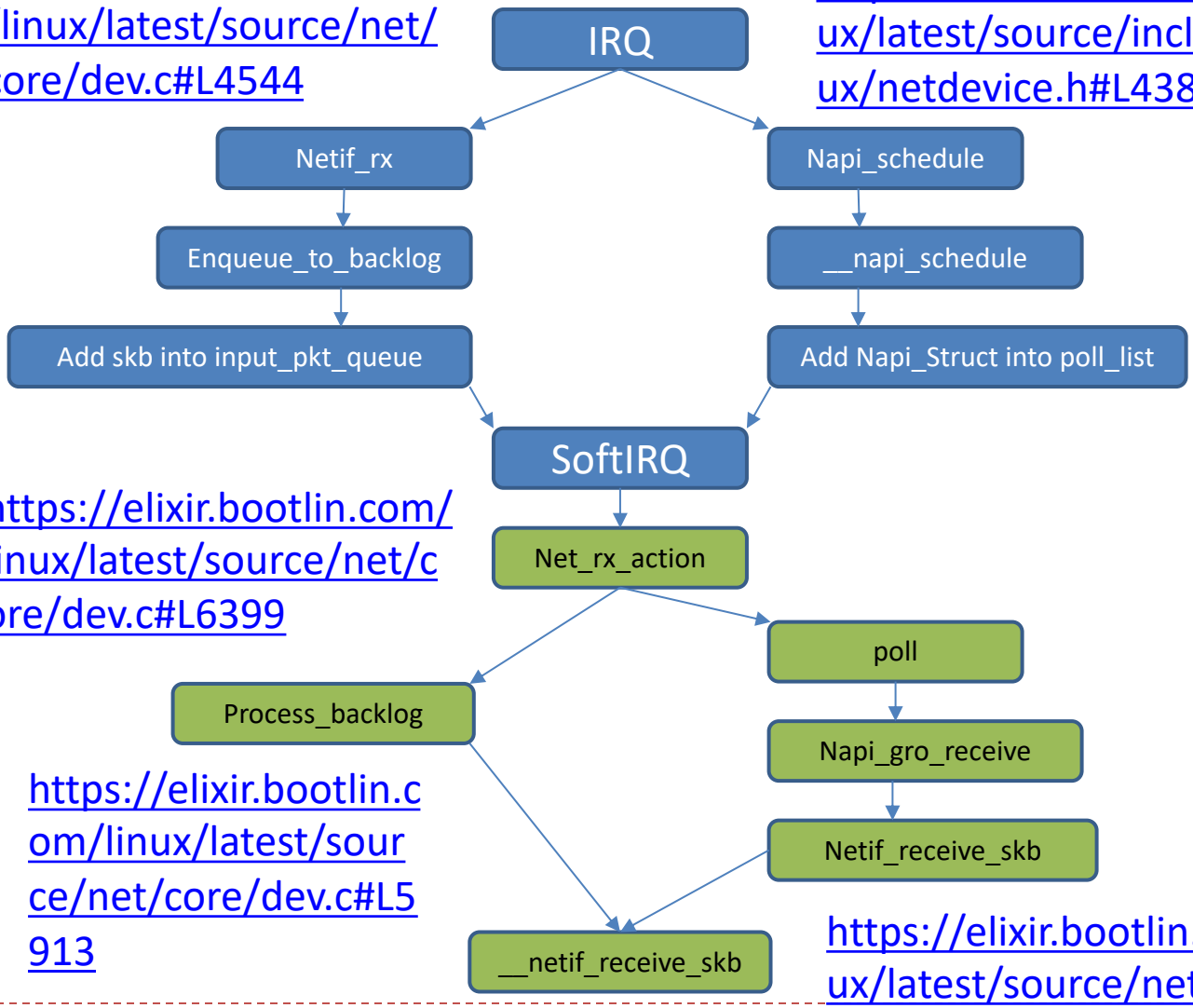


Top half
Hardware
IRQ

Bottom half
Software
IRQ

https://elixir.bootlin.com/linux/latest/source/net/core/dev.c#L4544

https://elixir.bootlin.com/linux/latest/source/include/linux/netdevice.h#L438



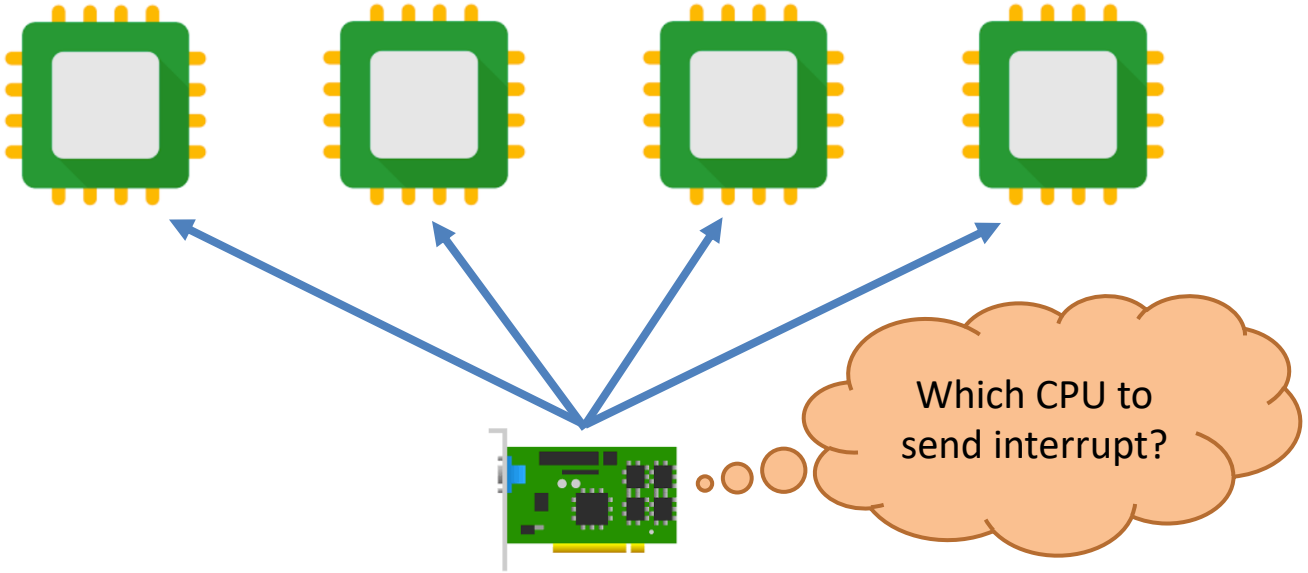
https://elixir.bootlin.com/linux/latest/source/net/core/dev.c#L6399

https://elixir.bootlin.com/linux/latest/source/net/core/dev.c#L5913

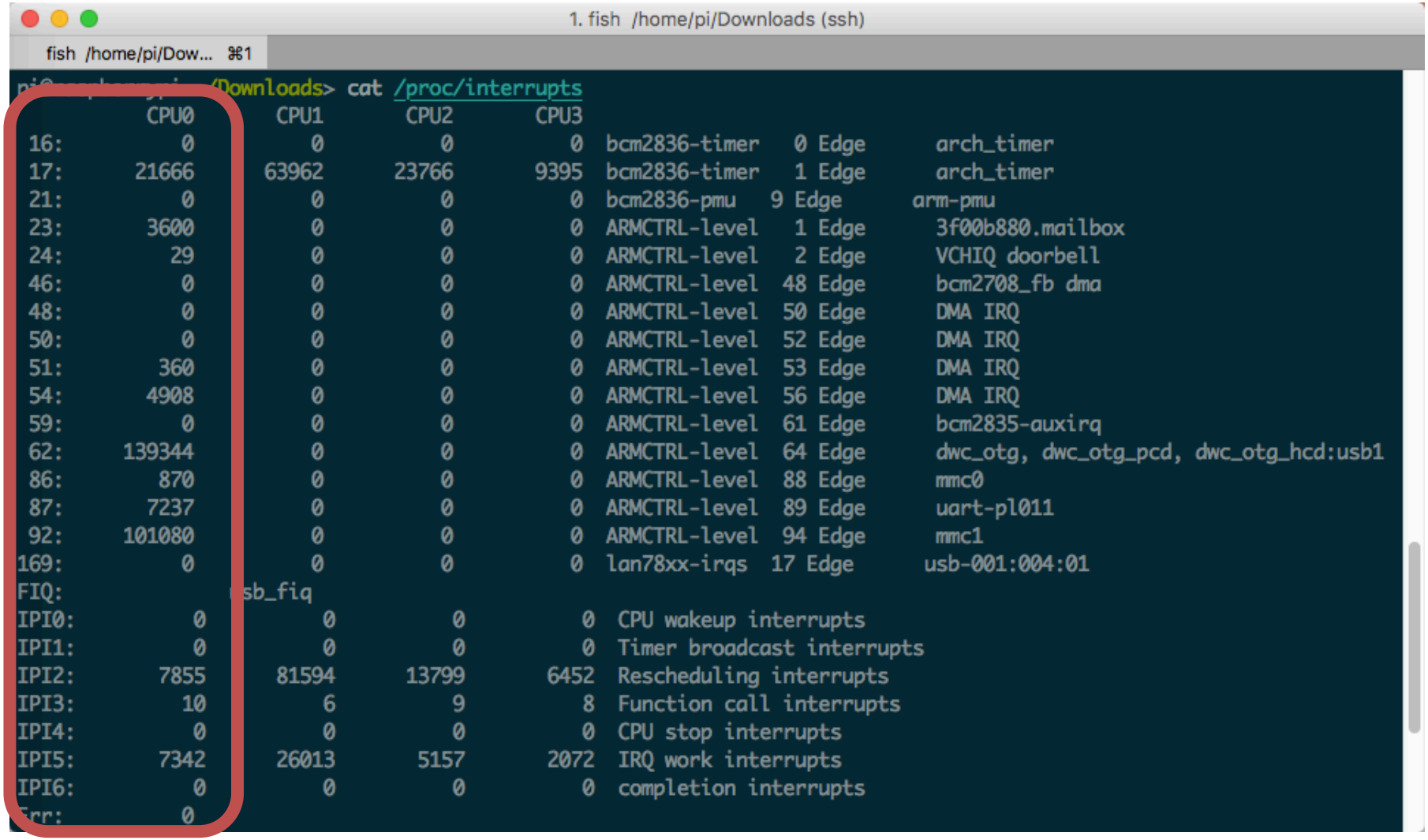
https://elixir.bootlin.com/linux/latest/source/net/core/dev.c#L5265

Interrupt Affinity

- IRQ affinity determines the CPU cores that are allowed to execute the processing for that IRQ
- IRQ affinity can be used to improve application performance (e.g., for multi CPU system like NUMA)



Interrupt Affinity



1. nmon /home/ksuo (ssh)

iperf3 / (ssh) ⌘1 | iperf3 / (ssh) ⌘2 | fish /home/ks... ⌘3 | fish /home/ks... ⌘4 | nmon /home/k... ⌘5 | fish /Users/ton... ⌘6

```
nmon-16f-------------------Hostname=ksuo-2--------Refresh= 2secs ---16:07.40
 CPU Utilisation Stats
ALL    13.0    0.0   17.0  271.4   16.0    0.0   77.0    0.0    0.0    0.0
CPU   User%  Nice%   Sys%  Idle%  Wait% HWirq% SWirq% Steal% Guest% GuestNice%
  1     3.5    0.0    1.0   78.0   16.0    0.0    1.0    0.5    0.0    0.0
  2     5.5    0.0    0.0   93.0    0.0    0.0    0.0    0.0    0.0    0.0
  3     0.5    0.0   15.0    5.5    0.0    0.0   76.0    0.0    0.0    0.0
  4     4.0    0.0    0.5   95.0    0.0    0.0    0.0    0.0    0.0    0.0
```

2. cpubars /home/ksuo (ssh)

cpubars /home/ks... ⌘1

nice user sys iowait irq softirq load: 1.69 1.31 0.82

CPU utilization

CPU cores

Interrupt Affinity

- Read the IRQ affinity of specific hardIRQ

f = 1111, means all 4 CPU cores will receive the interrupt

```
# cat /proc/irq/32/smp_affinity
f
```

- Set the IRQ affinity to specific hardIRQ

Interrupt from IRQ32 will only go to CPU core 1

```
# echo 1 >/proc/irq/32/smp_affinity
# cat /proc/irq/32/smp_affinity
1
```

- SoftIRQ will execute on the core which it is raised and cannot be set with affinity
  - SoftIRQ can be scaled with RPS/RFS in the kernel settings (irq migration)

Conclusion

- What is interrupt?
  - Interrupt vs Polling
  - Advanced programmable interrupt controller
  - Interrupt processing
- Interrupt types and affinity
  - Hardware and software interrupt
  - Interrupt affinity