Events, Co-routines, Continuations and Threads

OS (and application) Execution Models
System Building

General purpose systems need to deal with

• Many activities
  – potentially overlapping
  – may be interdependent
    » need to resume after something else happens

• Activities that depend on external phenomena
  – may requiring waiting for completion (e.g. disk read)
  – reacting to external triggers (e.g. interrupts)

• OS defines it execution model
  – low-level language
  – minimal runtime

Need a systematic approach to execution structure
Execution Models

- Events
- Coroutines
- Threads
- Continuations

Note: Focus is on uni-processor for now, multiprocessors come later in the course.
Events

External entities generate (post) events.
• keyboard presses, mouse clicks, system calls

*Event loop* waits for events and calls an appropriate *event handler*.

*Event handler* is a function that runs until completion and returns to the *event loop*.
Event Model

The event model only requires a single stack

- All event handlers must return to the event loop
  - No blocking
  - No yielding

No preemption of handlers

- Handlers generally short lived
What is ‘a’?

```c
int a; /* global */

int func()
{
    a = 1;
    if (a == 1) {
        a = 2;
    }
    return a;
}
```

No concurrency issues within a handler
Event-based kernel on CPU with protection

Kernel-only Memory
- Event Loop
- Event Handler 1
- Event Handler 2
- Event Handler 3
- Data
- Stack

User Memory
- Scheduling?
- User Code
- User Data
- Stack

CPU
- PC
- SP
- REGS

Huh?
How to support multiple processes?
Event-based kernel on CPU with protection

Kernel-only Memory

User Memory

CPU

- User-level state in PCB
- Kernel starts on fresh stack on each trap
- No interrupts, no blocking in kernel mode
Event-based kernel on CPU with protection

Kernel-only Memory

User Memory

CPU

- User-level state in PCB
- Kernel starts on fresh stack on each trap
- No interrupts, no blocking in kernel mode
Co-routines

Originally described in:


Analogous to a “subroutine” with extra entry and exit points.

Via yield()

• Supports long running subroutines

• Can implement sync primitives that wait for a condition to be true
  – while (condition != true) yield();
Co-routines

yield() saves state of routine A and starts routine B
• or resumes B’s state from its previous yield() point.

No pre-emption, any switching is explicit via yield() in code
What is ‘a’?

```c
int a; /* global */

int func()
{
    a = 1;
    yield();
    if (a == 1) {
        a = 2;
    }
    return a;
}
```
What is ‘a’?

```c
int a; /* global */

int func() {
    a = 1;
    if (a == 1) {
        yield();
        a = 2;
    }
    return a;
}
```

Limited concurrency issues/races as globals are exclusive between yields()
Co-routines Implementation strategy?

Usually implemented with a stack per routine
Preserves current state of execution of the routine
Co-routines

Routine A state currently loaded
Routine B state stored on stack
Routine switch from A → B
- saving state of A a
  - regs, sp, pc
- restoring the state of B
  - regs, sp, pc
A hypothetical yield()

yield:

/*
 * a0 contains a pointer to the previous routine’s struct.
 * a1 contains a pointer to the new routine’s struct.
 * 
 * The registers get saved on the stack, namely:
 * 
 * s0-s8
 * gp, ra
 * 
 */

/* Allocate stack space for saving 11 registers. 11*4 = 44 */
addi sp, sp, -44
/* Save the registers */

    sw   ra, 40(sp)
    sw   gp, 36(sp)
    sw   s8, 32(sp)
    sw   s7, 28(sp)
    sw   s6, 24(sp)
    sw   s5, 20(sp)
    sw   s4, 16(sp)
    sw   s3, 12(sp)
    sw   s2,  8(sp)
    sw   s1,  4(sp)
    sw   s0,  0(sp)

/* Store the old stack pointer */

    sw  sp, 0(a0)

Save the registers that the ‘C’ procedure calling convention expects preserved
/* Get the new stack pointer from the new pcb */
    lw     sp, 0(a1)
nop     /* delay slot for load */

/* Now, restore the registers */
    lw     s0, 0(sp)
    lw     s1, 4(sp)
    lw     s2, 8(sp)
    lw     s3, 12(sp)
    lw     s4, 16(sp)
    lw     s5, 20(sp)
    lw     s6, 24(sp)
    lw     s7, 28(sp)
    lw     s8, 32(sp)
    lw     gp, 36(sp)
    lw     ra, 40(sp)
    nop     /* delay slot for load */

/* and return. */
    j ra
    addi sp, sp, 44       /* in delay slot */
Routine A:

```
yield(a, b)
{
}
```
What is ‘a’?

```c
int a; /* global */

int func() {
    a = 1;
    func2();
    if (a == 1) {
        a = 2;
    }
    return a;
}
```

© Kevin Elphinstone
Coroutines

What about subroutines combined with coroutines

• i.e. what is the issue with calling subroutines?

Subroutine calling might involve an implicit yield()

• potentially creates a race on globals
  – either understand where all yields lie, or
  – cooperative multithreading
Cooperative Multithreading

Also called *green threads*

Conservatively assumes a multithreading model

• i.e. uses synchronisation (locks) to avoid races,
• and makes no assumption about subroutine behaviour
  – Everything thing can potentially yield()
int a; /* global */

int func() {
    int t;
    lock_acquire(a_lock)
    a = 1;
    func2();
    if (a == 1) {
        a = 2;
    }
    t = a;
    lock_release(a_lock);
    return t;
}
A Thread

Thread attributes
- processor related
  - memory
  - program counter
  - stack pointer
  - registers (and status)
- OS/package related
  - state (running/blocked)
  - identity
  - scheduler (queues, priority)
  - etc…
To support more than a single thread we need to store thread state and attributes.

Stored in per-thread thread control block:
- also indirectly in stack
Thread A and Thread B

Thread A state currently loaded
Thread B state stored in TCB B

Thread switch from A → B
- saving state of thread a
  - regs, sp, pc
- restoring the state of thread B
  - regs, sp, pc

Note: registers and PC can be stored on the stack, and only SP stored in TCB
Approximate OS

mi_switch()
{
    struct thread *cur, *next;
    next = scheduler();

    /* update curthread */
    cur = curthread;
    curthread = next;
    /*
    * Call the machine-dependent code that actually does the
    * context switch.
    */
    md_switch(&cur->t_sp, &next->t_sp);
    /* back running in same thread */
}

Note: global variable curthread
OS/161 mips_switch

mips_switch:

/*

* a0 contains a pointer to the old thread's struct tcb.
* a1 contains a pointer to the new thread's struct tcb.
*
* The only thing we touch in the tcb is the first word, which
* we save the stack pointer in. The other registers get saved
* on the stack, namely:
*
*    s0-s8
*    gp, ra
*
*/

/* Allocate stack space for saving 11 registers. 11*4 = 44 */
addi sp, sp, -44
OS/161 mips_switch

/* Save the registers */
sw   ra, 40(sp)
sw   gp, 36(sp)
sw   s8, 32(sp)
sw   s7, 28(sp)
sw   s6, 24(sp)
sw   s5, 20(sp)
sw   s4, 16(sp)
sw   s3, 12(sp)
sw   s2,  8(sp)
sw   s1,  4(sp)
sw   s0,   0(sp)

/* Store the old stack pointer in the old tcb */
sw   sp,  0(a0)

Save the registers that the ‘C’ procedure calling convention expects preserved
OS/161 mips_switch

/* Get the new stack pointer from the new tcb */
    lw sp, 0(a1)
    nop /* delay slot for load */

/* Now, restore the registers */
    lw s0, 0(sp)
    lw s1, 4(sp)
    lw s2, 8(sp)
    lw s3, 12(sp)
    lw s4, 16(sp)
    lw s5, 20(sp)
    lw s6, 24(sp)
    lw s7, 28(sp)
    lw s8, 32(sp)
    lw gp, 36(sp)
    lw ra, 40(sp)
    nop /* delay slot for load */

/* and return. */
j ra
addi sp, sp, 44 /* in delay slot */
.end mips_switch
Thread a

```c
mips_switch(a, b)
{
}
```

Thread b

```c
mips_switch(b, a)
{
}
```

Thread Switch
Preemptive Multithreading

Switch can be triggered by asynchronous external event

- timer interrupt

Asynch event saves current state

- on current stack, if in kernel (nesting)
- on kernel stack or in TCB if coming from user-level

call thread_switch()
Threads on simple CPU

Memory

- Code
- Data
- Stack
- TCB A
- TCB B
- TCB C
- Scheduling & Switching

© Kevin Elphinstone
Threads on CPU with protection

Kernel-only Memory

User Memory

What is missing?

CPU

PC

SP

REGS
Threads on CPU with protection

Kernel-only Memory  User Memory

What happens on kernel entry and exit?

CPU

Stack

User Memory

User Code

User Data

Stack

PC

SP

REGS

Kernel-only Memory

User Memory

Code

Data

Stack

TCB A

TCB B

TCB C

Scheduling & Switching

Stack

Stack

Stack

© Kevin Elphinstone
Switching Address Spaces on Thread Switch = Processes

Kernel-only Memory

User Memory

Scheduling & Switching

Code

Data

Stack

TCB A

TCB B

TCB C

User Code

User Data

Stack

PC

SP

REGS

CPU
Switching Address Spaces on Thread Switch = Processes

Kernel-only Memory

User Memory

CPU

Code
Data
Stack
TCB A
TCB B
TCB C

Scheduling & Switching

User Code
User Data
Stack

PC
SP
REGS
What is this?

Kernel-only Memory       User Memory

- Code
- Data
- Stack
- Stack
- Stack
- TCB A
- TCB B
- TCB C

- Code
- Data
- Stack
- Stack
- Stack
- TCB 1
- TCB 2
- TCB 3

Scheduling & Switching

CPU

PC
SP
REGS

© Kevin Elphinstone
User-level Threads

User Mode

Kernel Mode

Scheduler

Process A

Scheduler

Process B

Scheduler

Process C
User-level Threads

 ✓ Fast thread management (creation, deletion, switching, synchronisation…)

 ✗ Blocking blocks all threads in a process
  • Syscalls
  • Page faults

 ✗ No thread-level parallelism on multiprocessor
Kernel-Level Threads

User Mode

Kernel Mode

Scheduler

Process A

Process B

Process C
Kernel-level Threads

✖ Slow thread management (creation, deletion, switching, synchronisation…)
  • System calls

✔ Blocking blocks only the appropriate thread in a process

✔ Thread-level parallelism on multiprocessor
Continuations

Definition of a Continuation

• representation of an instance of a computation at a point in time
• the state and code where to continue from
Warm-up using python

• Traditional function that returns
  ```python
def func(x):
    return x+1
  ```

• Function with a continuation indicating where to continue
  ```python
def func(x,c):
    c(x+1)
  ```
Continuation Passing Style

• Sample normal function
def func(x,y):
    return 2*x+y

• Function with a continuation indicating where to continue
def mult(a,b,c):
c(a*b)
def add(a,b,c):
c(a+b)
def func(x,y,c):
mult(2,x,lambda v, y=y, c=c: add(v,y,c))
call/cc in Scheme (a functional language)

call/cc = call-with-current-continuation

A function
• takes a function ($f$) to call as an argument
• calls that function with a reference to current continuation ($cont$) as an argument
• when $cont$ is later called, the continuation is restored.
  – The argument to $cont$ is returned from to the caller of call/cc
... 

(call-with-current-continuation f) 

...

(f (x)
  ...
  (x remaining_arg)
)

© Kevin Elphinstone
Note

For C-programmers, call/cc is effectively saving stack, and PC
Simple Example

(define (f arg)
  (arg 2)
  3)

(display (f (lambda (x) x))); displays 3

(display (call-with-current-continuation f)); displays 2

Another Simple Example
(define the-continuation #f)
(define (test)
  (let ((i 0))
    ; call/cc calls its first function argument, passing
    ; a continuation variable representing this point in
    ; the program as the argument to that function.
    ;
    ; In this case, the function argument assigns that
    ; continuation to the variable the-continuation.
    ;
    (call/cc (lambda (k) (set! the-continuation k)))
    ;
    ; The next time the-continuation is called, we start here.
    (set! i (+ i 1))
i))
Another Simple Example

> (test)
  1
> (the-continuation)
  2
> (the-continuation)
  3
> ; stores the current continuation (which will print 4 next) away
> (define another-continuation the-continuation)
> (test); resets the-continuation
  1
> (the-continuation)
  2
> (another-continuation); uses the previously stored continuation
  4
Coroutine Example

;;; This starts a new routine running (proc).
(define (fork proc)
  (call/cc (lambda (k)
             (enqueue k)
             (proc))))

;;; This yields the processor to another routine, if there is one.
(define (yield)
  (call/cc
   (lambda (k)
     (enqueue k)
     ((dequeue))))
Continuations

The concept of capturing current (stack) state to continue the computation in the future

In the general case, as many times as we like

Variations and language environments (e.g. in C) result in less general continuations

• e.g. one shot continuations, setjmp()/longjump()
What should be a kernel’s execution model?

Note that the same question can be asked of applications.
The two alternatives

No one correct answer
From the view of the designer there are two alternatives.

**Single Kernel Stack**
- Only one stack is used all the time to support all user threads.

**Per-Thread Kernel Stack**
- Every user thread has a kernel stack.
A thread’s kernel state is implicitly encoded in the kernel activation stack

• If the thread must block in-kernel, we can simply switch from the current stack, to another thread’s stack until thread is resumed

• Resuming is simply switching back to the original stack

• Preemption is easy

```c
example(arg1, arg2) {
    P1(arg1, arg2);
    if (need_to_block) {
        thread_block();
        P2(arg2);
    } else {
        P3();
    }
    /* return control to user */
    return SUCCESS;
}
```
How do we use a single kernel stack to support many threads?

• Issue: How are system calls that block handled?

⇒ either *continuations*

⇒ or *stateless kernel* (event model)
  – Interface and Execution Models in the Fluke Kernel. [Ford *et al.*, 1999]
  – Also seL4
Continuations

State required to resume a blocked thread is explicitly saved in a TCB
- A function pointer
- Variables

Stack can be discarded and reused to support new thread

Resuming involves discarding current stack, restoring the continuation, and continuing

```c
example(arg1, arg2) {
    P1(arg1, arg2);
    if (need_to_block) {
        save_arg_in_TCB;
        thread_block(example_continue);
        /* NOT REACHED */
    } else {
        P3();
    }
    thread_syscall_return(SUCCESS);
}
```

```c
example_continue() {
    recover_arg2_from_TCB;
    P2(recovered arg2);
    thread_syscall_return(SUCCESS);
}
```
Stateless Kernel

System calls can not block within the kernel
• If syscall must block (resource unavailable)
  – Modify user-state such that syscall is restarted when resources become available
  – Stack content is discarded (functions all return)

Preemption within kernel difficult to achieve.
⇒ Must (partially) roll syscall back to a restart point

Avoid page faults within kernel code
⇒ Syscall arguments in registers
  – Page fault during roll-back to restart (due to a page fault) is fatal.
IPC implementation examples – Per thread stack

```c
msg_send_rcv(msg, option,
    send_size, rcv_size, ...) {

    rc = msg_send(msg, option,
        send_size, ...);

    if (rc != SUCCESS)
        return rc;

    rc = msg_rcv(msg, option, rcv_size, ...);
    return rc;
}
```

Send and Receive system call implemented by a non-blocking send part and a blocking receive part.

Block inside msg_rcv if no message available.
IPC examples - Continuations

```c
msg_send_rcv(msg, option,
    send_size, rcv_size, ...) {
    rc = msg_send(msg, option,
        send_size, ...);
    if (rc != SUCCESS)
        return rc;
    cur_thread->continuation.msg = msg;
    cur_thread->continuation.option = option;
    cur_thread->continuation.rcv_size = rcv_size;
    ...
    rc = msg_rcv(msg, option, rcv_size, ...
        msg_rcv_continue);
    return rc;
}
```

```c
msg_rcv_continue() {
    msg = cur_thread->continuation.msg;
    option = cur_thread->continuation.option;
    rcv_size = cur_thread->continuation.rcv_size;
    ...
    rc = msg_rcv(msg, option, rcv_size, ...
        msg_rcv_continue);
    return rc;
}
```

The function to continue with if blocked
IPC Examples – stateless kernel

```c
msg_send_rcv(cur_thread) {
    rc = msg_send(cur_thread);
    if (rc != SUCCESS)
        return rc;

    rc = msg_rcv(cur_thread);
    if (rc == WOULD_BLOCK) {
        set_pc(cur_thread, msg_rcv_entry);
        return RESCHEDULE;
    }
    return rc;
}
```

Set user-level PC to restart `msg_rcv` only

RESCHEDULE changes `curthread` on exiting the kernel
Single Kernel Stack
per Processor, event model

either *continuations*
  – complex to program
  – must be conservative in state saved (any state that *might* be needed)
  – Mach (Draves), L4Ka::Strawberry, NICTA Pistachio, OKL4

or *stateless kernel*
  – no kernel threads, kernel not interruptible, difficult to program
  – request all potentially required resources prior to execution
  – blocking syscalls must always be re-startable
  – Processor-provided stack management can get in the way
  – system calls need to be kept simple “atomic”.
    » e.g. the fluke kernel from Utah

low cache footprint
  » always the same stack is used !
  » reduced memory footprint
Per-Thread Kernel Stack

simple, flexible

» kernel can always use threads, no special techniques required for keeping state while interrupted / blocked
» no conceptual difference between kernel mode and user mode
» e.g. traditional L4, Linux, Windows, OS/161

but larger cache footprint
and larger memory consumption