Lecture 07: Masking Signals and Deferring Handlers

- Synchronization, multi-processing, parallelism, and concurrency.
  - All of the above are central themes of the course, and all are difficult to master.
  - When you introduce multiprocessing (as you do with `fork`) and asynchronous signal handling (as you do with `signal`), concurrency issues and race conditions will creep in unless you code very, very carefully.
  - Signal handlers and the asynchronous interrupts that come with them mean that your normal execution flow can, in general, be interrupted at any time to handle signals.
  - Consider the program on the next slide, which is a nod to the type of code you'll write for Assignment 4. The full program, with error checking, is right here:
    - The program spawns off three child processes at one-second internals.
    - Each child process prints the date and time it was spawned.
    - The parent also maintains a pretend job list. It's pretend, because rather than maintaining a data structure with active process ids, we just inline `printf` statements stating where pids would be added to and removed from the job list data structure instead of actually doing it.
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- Here is the program itself on the left, and some test runs on the right.

```c
// job-list-broken.c
static void reapProcesses(int sig) {
    while (true) {
        pid_t pid = waitpid(-1, NULL, WNOHANG);
        if (pid <= 0) break;
        printf("Job %d removed from job list.\n", pid);
    }
}

const char *kArguments[] = {"date", NULL};
int main(int argc, char *argv[]) {
    signal(SIGCHLD, reapProcesses);
    for (size_t i = 0; i < 3; i++) {
        pid_t pid = fork();
        if (pid == 0) execvp(kArguments[0], kArguments);
        sleep(1); // force parent off CPU
        printf("Job %d added to job list.\n", pid);
    }
    return 0;
}
```

```bash
myth60$ ./job-list-broken
Sun Jan 27 03:57:30 PDT 2019
Job 27981 removed from job list.
Job 27981 added to job list.
Sun Jan 27 03:57:31 PDT 2019
Job 27982 removed from job list.
Job 27982 added to job list.
Sun Jan 27 03:57:32 PDT 2019
Job 27985 removed from job list.
Job 27985 added to job list.
myth60$ ./job-list-broken
Sun Jan 27 03:59:33 PDT 2019
Job 28380 removed from job list.
Job 28380 added to job list.
Sun Jan 27 03:59:34 PDT 2019
Job 28381 removed from job list.
Job 28381 added to job list.
Sun Jan 27 03:59:35 PDT 2019
Job 28382 removed from job list.
Job 28382 added to job list.
$myth60$
```
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- Even with a program this simple, there are implementation issues that need to be addressed.
  - The most troubling part of the output on the right is the fact that process ids are being removed from the job list before they're being added.
  - It's true that we're artificially pushing the parent off the CPU with that `sleep(1)` call, which allows the child process to churn through its `date` program and print the date and time to `stdout`.
  - Even if the `sleep(1)` is removed, it's possible that the child executes `date`, exits, and forces the parent to execute its `SIGCHLD` handler before the parent gets to its own `printf`. The fact that it's possible means we have a concurrency issue.
  - We need some way to block `reapProcesses` from running until it's safe or sensible to do so. Restated, we'd like to postpone `reapProcesses` from executing until the parent's `printf` has returned.

```
myth60$ ./job-list-broken
Sun Jan 27 03:57:30 PDT 2019
Job 27981 removed from job list.
Job 27981 added to job list.
Sun Jan 27 03:57:31 PDT 2019
Job 27982 removed from job list.
Job 27982 added to job list.
Sun Jan 27 03:57:32 PDT 2019
Job 27985 removed from job list.
Job 27985 added to job list.
myth60$ ./job-list-broken
Sun Jan 27 03:59:33 PDT 2019
Job 28380 removed from job list.
Job 28380 added to job list.
Sun Jan 27 03:59:34 PDT 2019
Job 28381 removed from job list.
Job 28381 added to job list.
Sun Jan 27 03:59:35 PDT 2019
Job 28382 removed from job list.
Job 28382 added to job list.
$myth60$
```
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- The kernel provides directives that allow a process to temporarily ignore signal delivery.
- The subset of directives that interest us are presented below:

```c
int sigemptyset(sigset_t *set);
int sigaddset(sigset_t *additions, int signum);
int sigprocmask(int op, const sigset_t *delta, sigset_t *existing);
```

The `sigset_t` type is a small primitive—usually a 32-bit, unsigned integer—that's used as a bit vector of length 32. Since there are just under 32 signal types, the presence or absence of `signums` can be captured via an ordered collection of 0's and 1's.

- `sigemptyset` is used to initialize the `sigset_t` at the supplied address to be the empty set of signals. We generally ignore the return value.
- `sigaddset` is used to ensure the supplied signal number, if not already present, gets added to the set addressed by `additions`. Again, we generally ignore the return value.
- `sigprocmask` adds (if `op` is set to `SIG_BLOCK`) or removes (if `op` is set to `SIG_UNBLOCK`) the signals reachable from `delta` to/from the set of signals being ignored at the moment. The third argument is the location of a `sigset_t` that can be updated with the set of signals being blocked at the time of the call. Again, we generally ignore the return value.
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- Here's a function that imposes a block on `SIGCHLDs`:

```c
static void imposeSIGCHLDBlock() {
    sigset_t set;
    sigemptyset(&set);
    sigaddset(&set, SIGCHLD);
    sigprocmask(SIG_BLOCK, &set, NULL);
}
```

- Here's a function that lifts the block on the signals packaged within the supplied vector:

```c
static void liftSignalBlocks(const vector<int>& signums) {
    sigset_t set;
    sigemptyset(&set);
    for (int signum: signums) sigaddset(&set, signum);
    sigprocmask(SIG_UNBLOCK, &set, NULL);
}
```

- Note that `NULL` is passed as the third argument to both `sigprocmask` calls. That just means that I don't care to hear about what signals were being blocked before the call.
Here's an improved version of the job list program from earlier. (Full program here.)

```
// job-list-fixed.c
const char *kArguments[] = {"date", NULL};
int main(int argc, char *argv[]) {
  signal(SIGCHLD, reapProcesses);
  sigset_t set;
  sigemptyset(&set);
  sigaddset(&set, SIGCHLD);
  for (size_t i = 0; i < 3; i++) {
    sigprocmask(SIG_BLOCK, &set, NULL);
    pid_t pid = fork();
    if (pid == 0) {
      sigprocmask(SIG_UNBLOCK, &set, NULL);
      execvp(kArguments[0], kArguments);
    }
  }
  sleep(1); // force parent off CPU
  printf("Job %d added to job list.
", pid);
  sigprocmask(SIG_UNBLOCK, &set, NULL);
}
```

`myth60$ ./job-list-fixed
Sun Jan 27 05:16:54 PDT 2019
Job 3522 added to job list.
Job 3522 removed from job list.
Sun Jan 27 05:16:55 PDT 2019
Job 3524 added to job list.
Job 3524 removed from job list.
Sun Jan 27 05:16:56 PDT 2019
Job 3527 added to job list.
Job 3527 removed from job list.
`
The program on the previous page addresses all of our concurrency concerns.

- The implementation of `reapProcesses` is the same as before, so I didn't reproduce it.
- The updated parent programatically defers its obligation to handle signals until it returns from its `printf`—that is, it's added the pid to the job list.
- As it turns out, a `fork`ed process inherits blocked signal sets, so it needs to lift the block via its own call to `sigprocmask(SIG_UNBLOCK, ...).` While it doesn't matter for this example (`date` almost certainly doesn't spawn its own children or rely on `SIGCHLD` signals), other executables may very well rely on `SIGCHLD`, as signal blocks are retained even across `execvp` boundaries.
- In general, you want the stretch of time that signals are blocked to be as narrow as possible, since you're overriding default signal handling behavior and want to do that as infrequently as possible.

```bash
myth60$ ./job-list-fixed
Sun Jan 27 05:16:54 PDT 2019
Job 3522 added to job list.
Job 3522 removed from job list.
Sun Jan 27 05:16:55 PDT 2019
Job 3524 added to job list.
Job 3524 removed from job list.
Sun Jan 27 05:16:56 PDT 2019
Job 3527 added to job list.
Job 3527 removed from job list.
myth60$ ./job-list-fixed
Sun Jan 27 05:17:15 PDT 2018
Job 4677 added to job list.
Job 4677 removed from job list.
Sun Jan 27 05:17:16 PDT 2018
Job 4691 added to job list.
Job 4691 removed from job list.
Sun Jan 27 05:17:17 PDT 2018
Job 4692 added to job list.
Job 4692 removed from job list.
$myth60$
```
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- Signal extras: **kill** and **raise**
  - Processes can message other processes using signals via the **kill** system call. And processes can even send themselves signals using **raise**.

```c
int kill(pid_t pid, int signum);
int raise(int signum); // equivalent to kill(getpid(), signum);
```

- The **kill** system call is analogous to the `/bin/kill` shell command.
  - Unfortunately named, since **kill** implies **SIGKILL** implies death.
  - So named, because the default action of most signals in early UNIX implementations was to just terminate the target process.
- We generally ignore the return value of **kill** and **raise**. Just make sure you call it properly.
- The **pid** parameter is overloaded to provide more flexible signaling.
  - When **pid** is a positive number, the target is the process with that pid.
  - When **pid** is a negative number less than -1, the targets are all processes within the process group `abs(pid)`. We'll rely on this in Assignment 4.
  - **pid** can also be 0 or -1, but we don't need to worry about those. See the man page for **kill** if you're curious.