



# Signals

# [ Posix Signals ]

- Signals are an integral part of multitasking in the UNIX/POSIX environment. Signals are used for many purposes, including:
  - Exception handling (bad pointer accesses, divide by zero, etc.)
  - Process notification of asynchronous event (I/O completion, timer expiration, etc.)
  - Process termination in abnormal circumstances
  - Interprocess communication
- Signals are similar to the notion of hardware interrupts. However, they are managed and delivered by the Operating System.



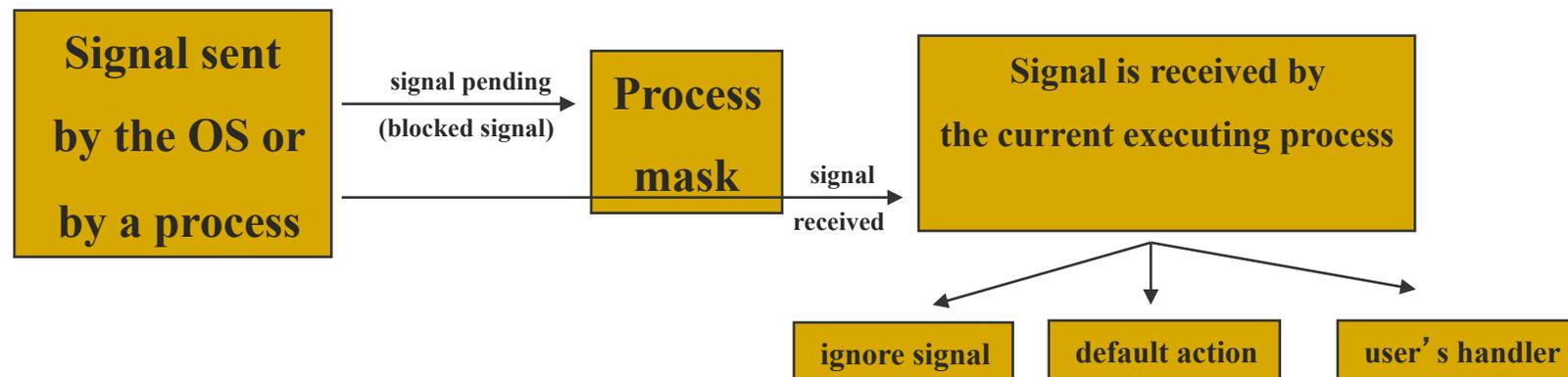
# [ Dealing with signals ]

- There are different ways in which you can deal with a signal:
  - You can block a signal for a while, and get to it (by unblocking it) later. Blocking signals is a temporary measure.
  - You can ignore the signal, in which case it is as if the signal never arrived.
  - You can handle the signal by executing a default action to deal with the signal (the default action often is to kill the process receiving the signal)
  - You can handle the signal by setting up a function to be called whenever a signal with a particular number arrives.
- There are two spare signals available to user applications: **SIGUSR1** and **SIGUSR2**. Any application can use them as it wants.



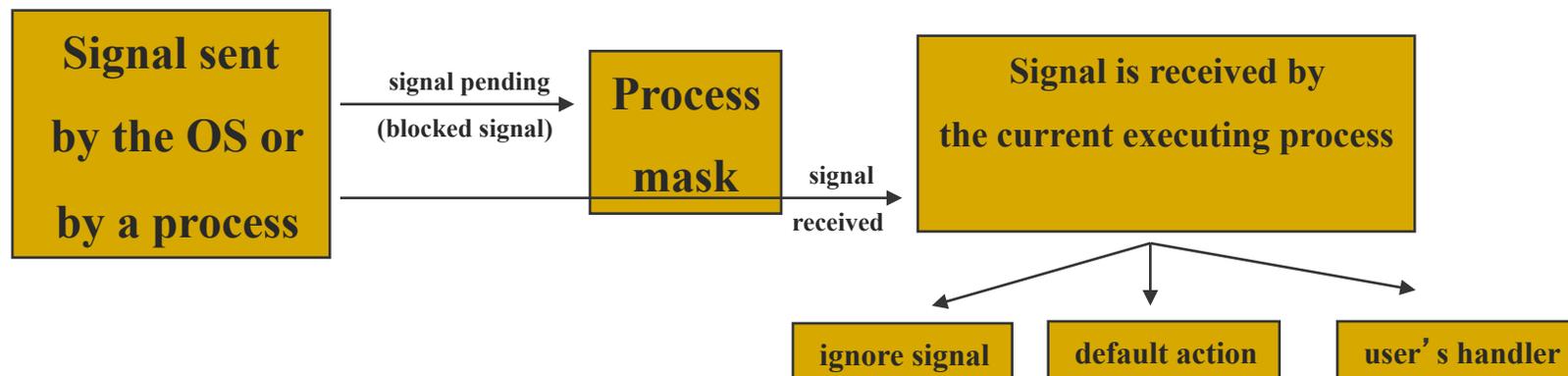
# Steps of Signal's Delivery and Handling

- Event of **sending a signal** to a process:
  - The OS updates the process descriptor to notify that there is a pending signal.
  - At any time, only one pending signal of a given type may exist for a process; additional pending signals of the same type to the same process are not queued but simply discarded (each signal type has a binary flag).

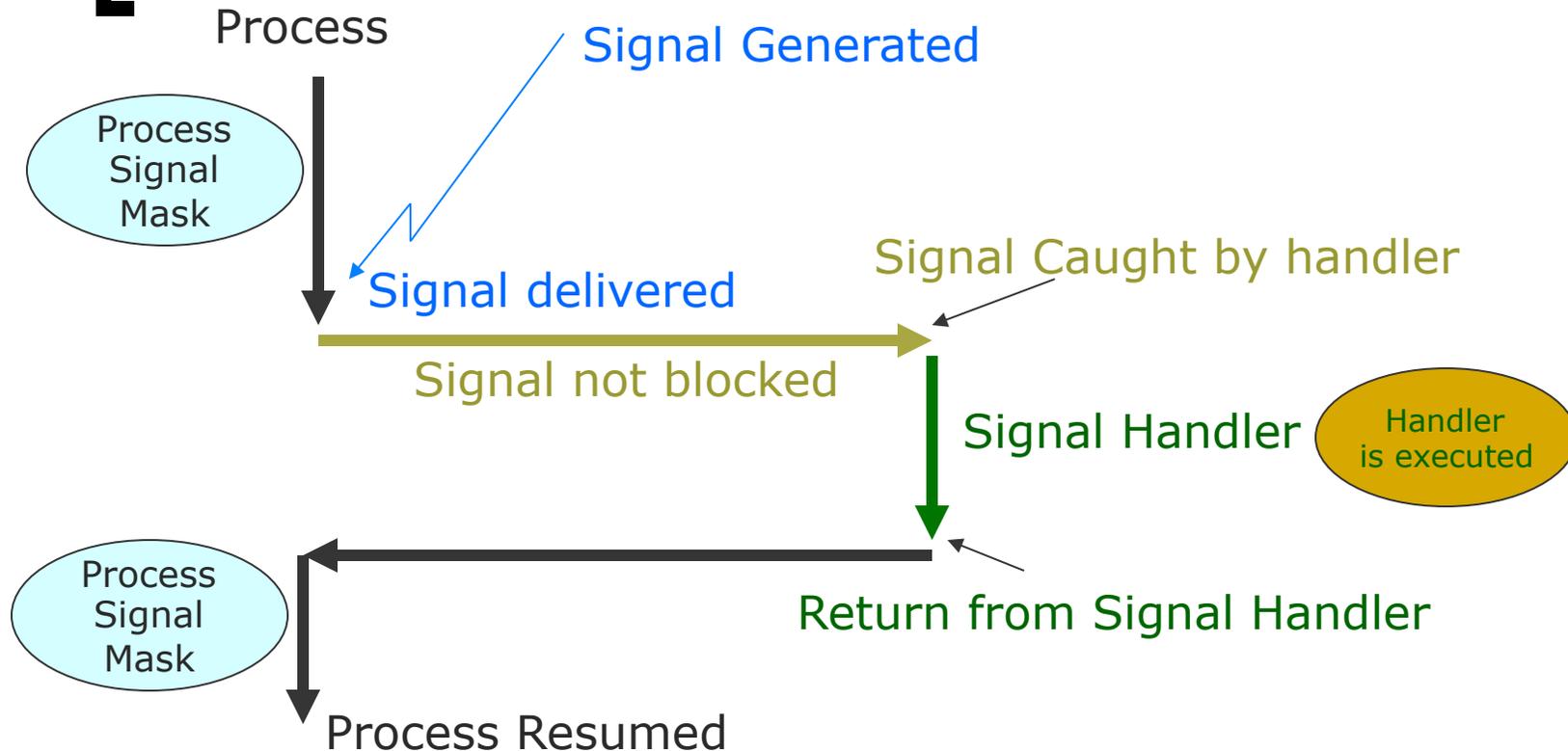


# Steps of Signal's Delivery and Handling

- Event of **receiving a signal**:
  - If the sent signal is blocked by the process mask, the process will not receive the signal until it removes the block: the signal remains pending.
  - If the sent signal is received by the process, the process can ignore the signal, or execute a default action, or execute user's signal handler.



# How Signals Work



A signal handler interacts with the regular execution flow of the corresponding process by simply sharing global variables: the regular execution flow and signal handler share the same address space.



# Examples of POSIX Required Signals

Signal	Description	default action
<b>SIGALRM</b>	<b>Timer signal</b>	<b>Terminate process</b>
SIGBUS	Bus error (bad memory access)	Terminate process and core dump
SIGCHLD	child terminated or stopped	ignore
<b>SIGINT</b>	<b>Interrupt from keyboard (usually ctrl-C)</b>	<b>Terminate process</b>
<b>SIGKILL</b>	<b>Kill signal (cannot be blocked; e.g., kill -9 pid )</b>	<b>Terminate process</b>
<b>SIGUSR1</b>	<b>User-defined signal 1</b>	<b>Terminate process</b>
<b>SIGUSR2</b>	<b>User-defined signal 2</b>	<b>Terminate process</b>



# Each process uses binary flag for each type of pending signal

```
// Example tested on Linux
#define N 10
int ccount = 0;

void child_handler(int sig)
{
    pid_t pid = wait(NULL);
    ccount++;
    printf("MSG #d: Received signal %d from process %d\n",
           ccount, sig, pid);
}

int main()
{
    pid_t pid[N];
    int i, child_status;
    signal(SIGCHLD, child_handler);
    for (i = 0; i < N; i++)
        if ((pid[i] = fork()) == 0) {
            /* Child: Exit */
            exit(0);
        }
    while (1);
}
```

```
Necessary includes:
#include <signal.h>
#include <stdio.h>
#include <sys/types.h>
#include <sys/wait.h>
#include <unistd.h>
#include <stdlib.h>
```

# [ Testing the example ]

## Output

```
-----  
mcaccamo@versilia:~/Dropbox/uiuc/cs241_s14$ ./signal  
MSG #1: Received signal 17 from process 13290  
MSG #2: Received signal 17 from process 13291  
MSG #3: Received signal 17 from process 13292  
MSG #4: Received signal 17 from process 13294  
MSG #5: Received signal 17 from process 13295  
MSG #6: Received signal 17 from process 13296  
MSG #7: Received signal 17 from process 13298  
MSG #8: Received signal 17 from process 13299  
^C  
mcaccamo@versilia:~/Dropbox/uiuc/cs241_s14$
```

