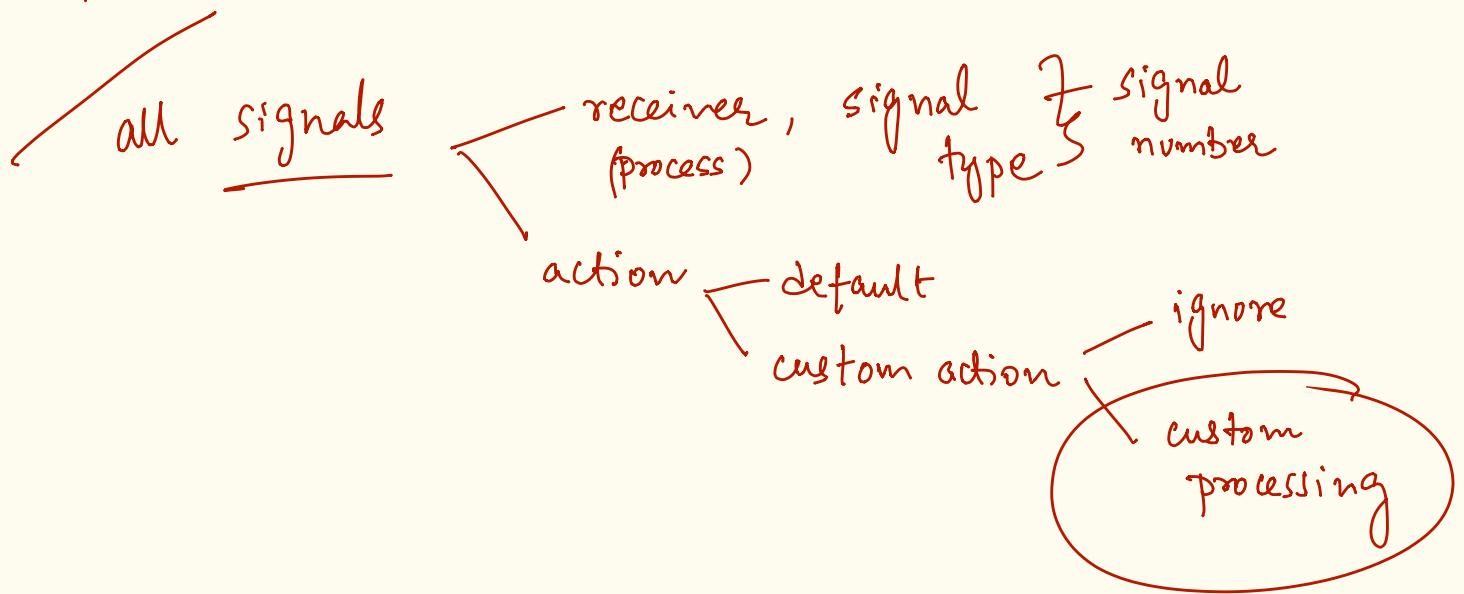


Signals

& the system call mechanism

- are a primitive to convey an event to a user process
- a IPC (inter-process communication) mechanism
- a software-version of an interrupt for user processes.



	<u>catch</u>	<u>block</u>	<u>ignore</u>
SIG KILL	x	x	x
SIG INT			✓
SIG SEGV		x	✗
SIG CHLD			ignore
SIG STOP			
SIG CONT		x	
SIG TERM			

SIG KILL

9

default action

SIG INT

2

is to terminate

SIG SEGV

11

SIG CHLD

17

default (of user process) ignore

SIG STOP

19

move process to wait/blocked

SIG CONT

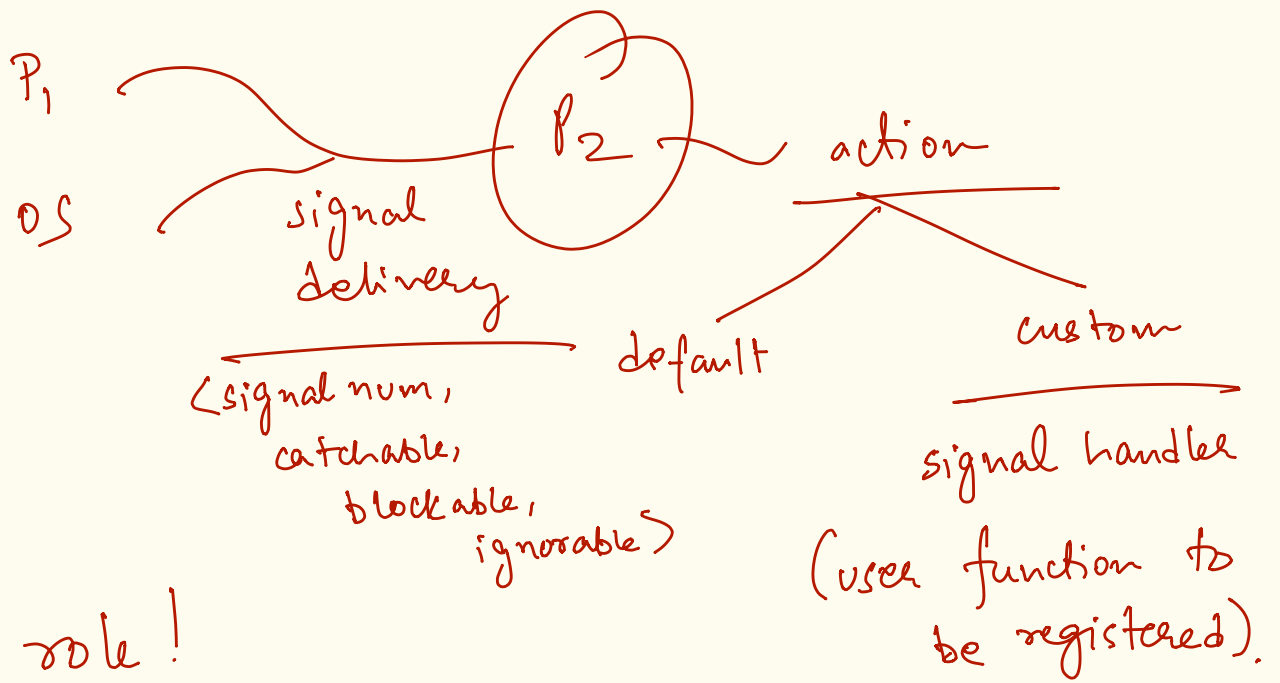
18

move proc to ready

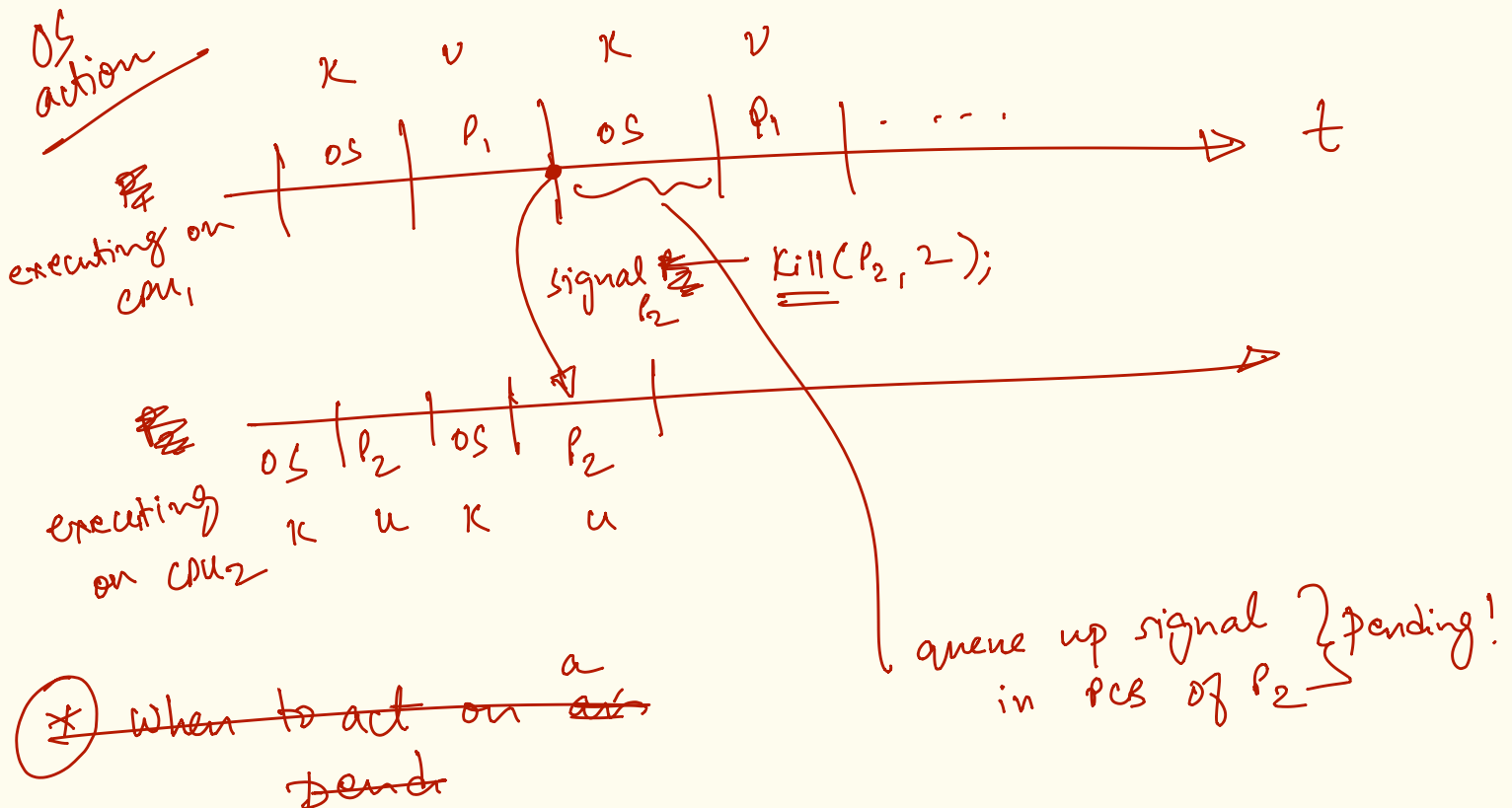
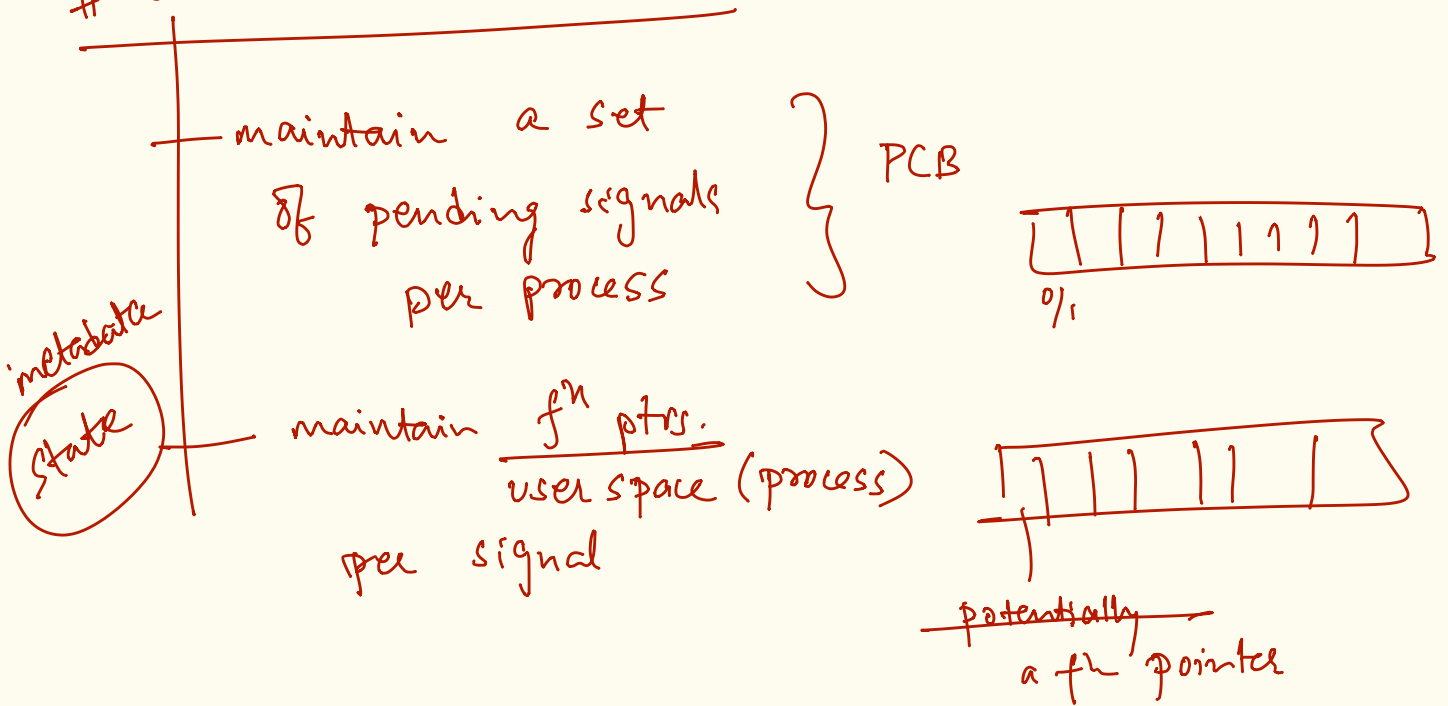
SIG TERM

15

terminate



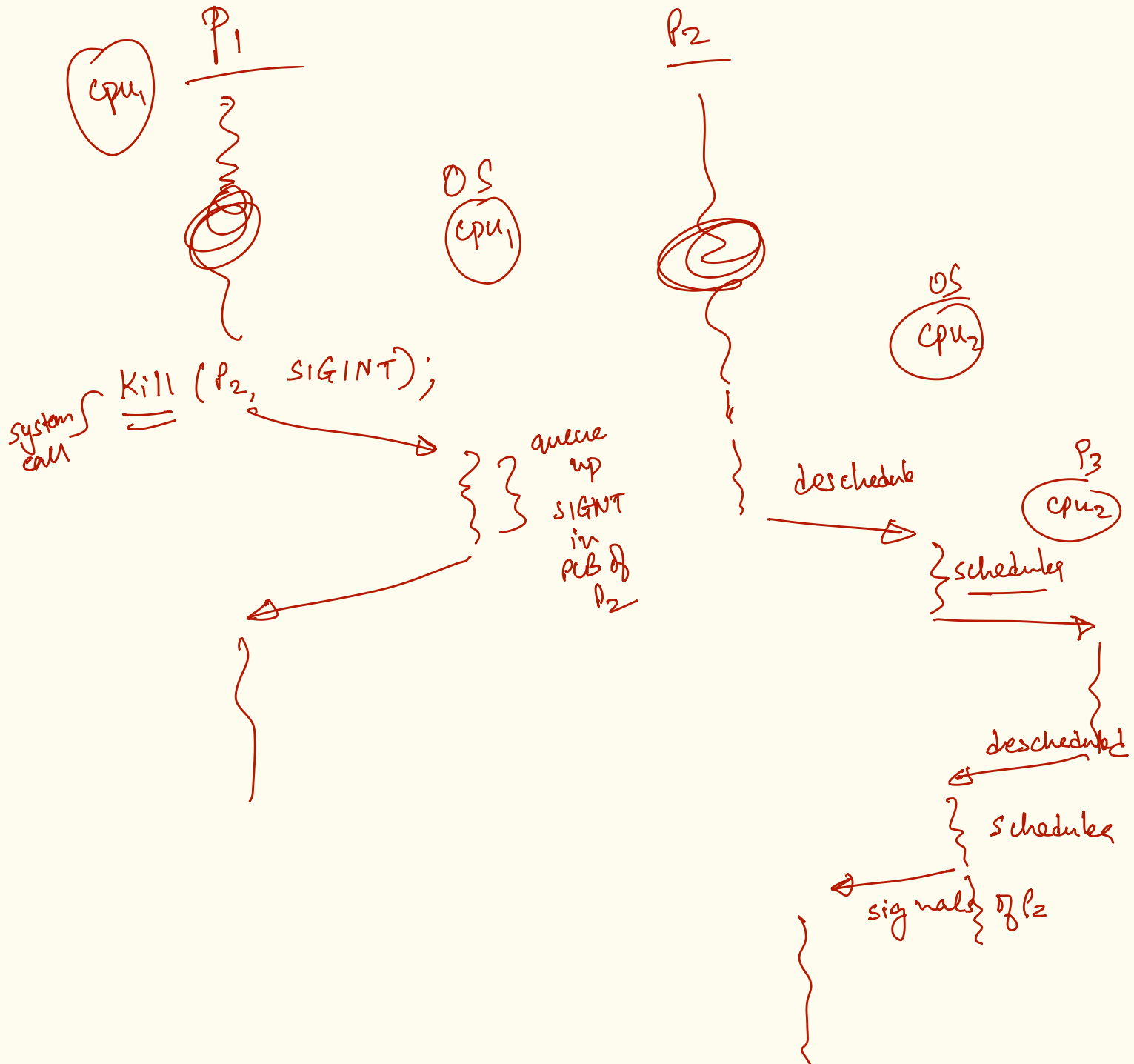
OS role!



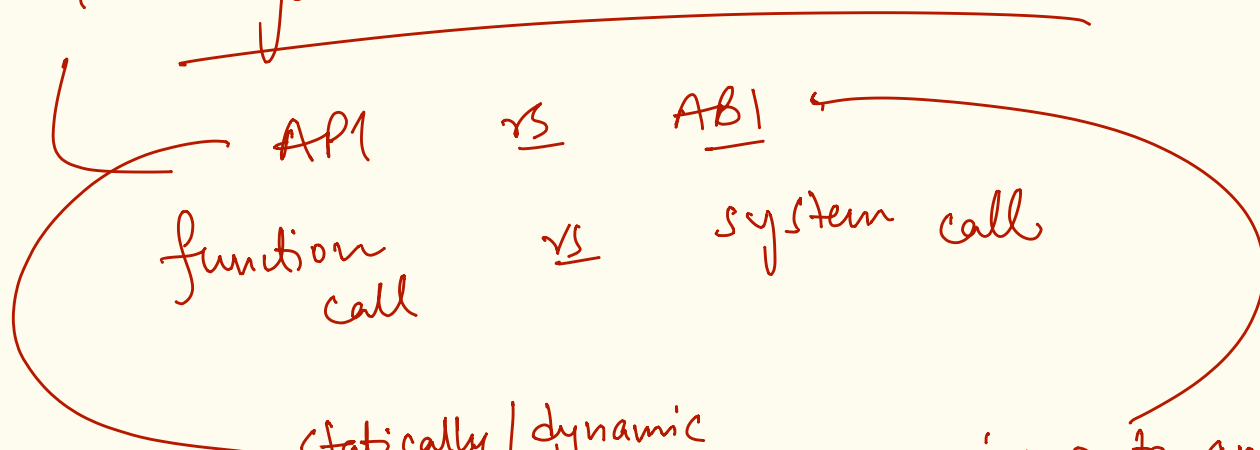
* When to act on a pending

⑧ when to act on a pending signal?

— when a process is about to be scheduled?



the system call mechanism



statically / dynamic
link to ~~an~~ function
via source file / object
file.

jump to an address
in a pre-loaded
binary.

