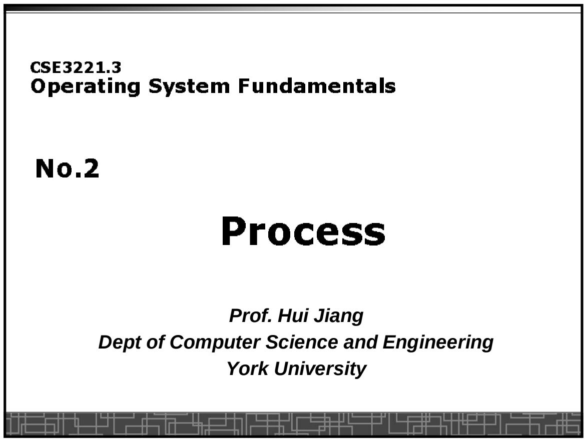

CSE3221.3
Operating System Fundamentals

No.2

Process

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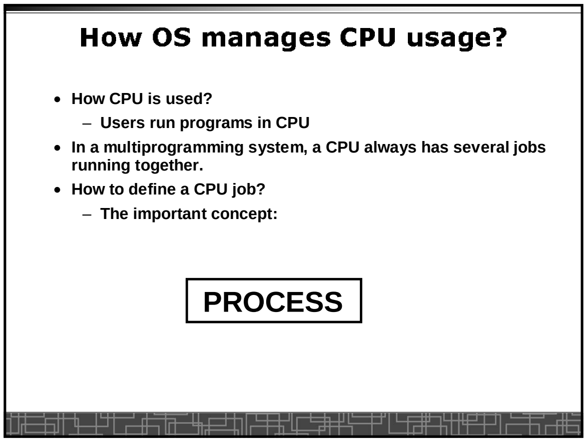
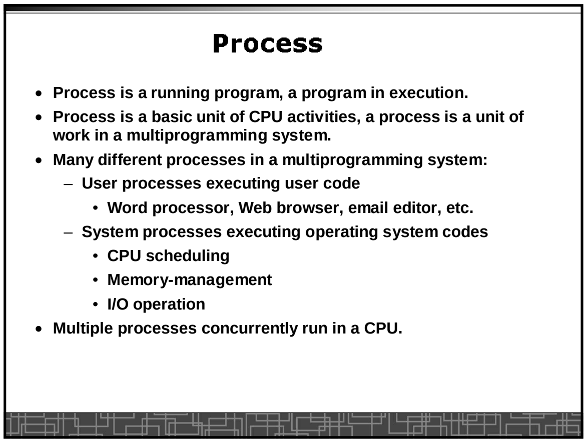


How OS manages CPU usage?

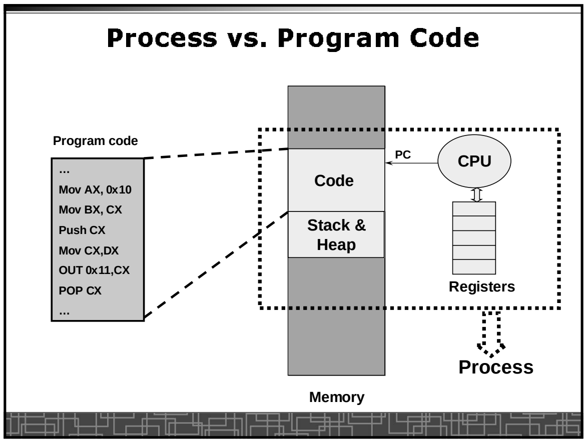
- How CPU is used?
  - Users run programs in CPU
- In a multiprogramming system, a CPU always has several jobs running together.
- How to define a CPU job?
  - The important concept:

PROCESS

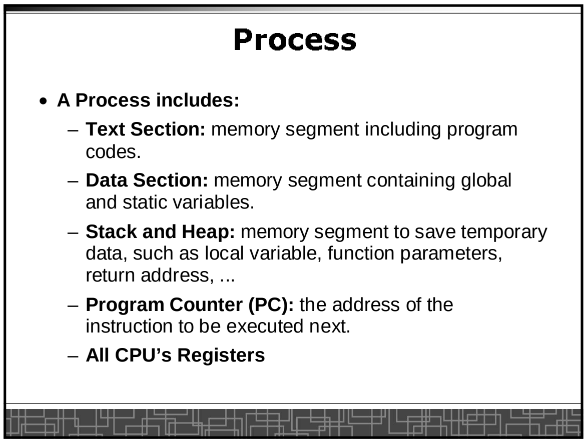


Process

- Process is a running program, a program in execution.
- Process is a basic unit of CPU activities, a process is a unit of work in a multiprogramming system.
- Many different processes in a multiprogramming system:
  - User processes executing user code
    - Word processor, Web browser, email editor, etc.
  - System processes executing operating system codes
    - CPU scheduling
    - Memory-management
    - I/O operation
- Multiple processes concurrently run in a CPU.

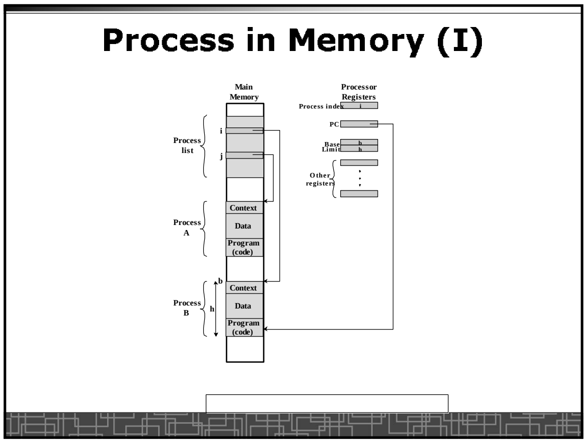


Process vs. Program Code

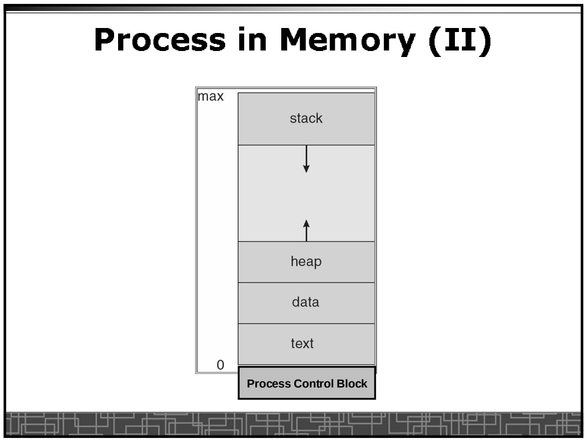


Process

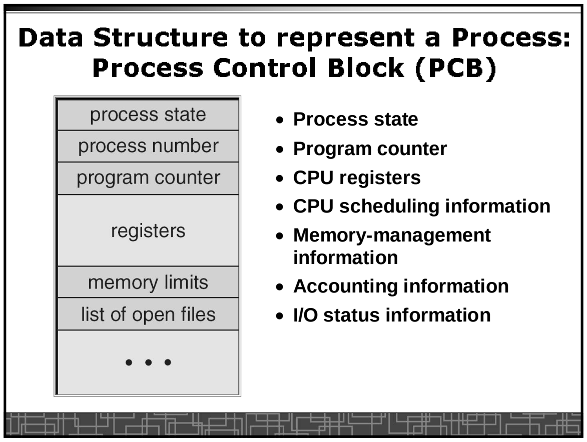
- A Process includes:
  - **Text Section:** memory segment including program codes.
  - **Data Section:** memory segment containing global and static variables.
  - **Stack and Heap:** memory segment to save temporary data, such as local variable, function parameters, return address, ...
  - **Program Counter (PC):** the address of the instruction to be executed next.
  - **All CPU's Registers**



Process in Memory (I)

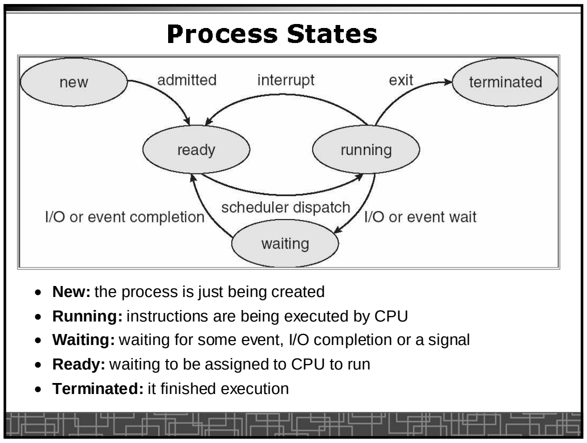


Process in Memory (II)



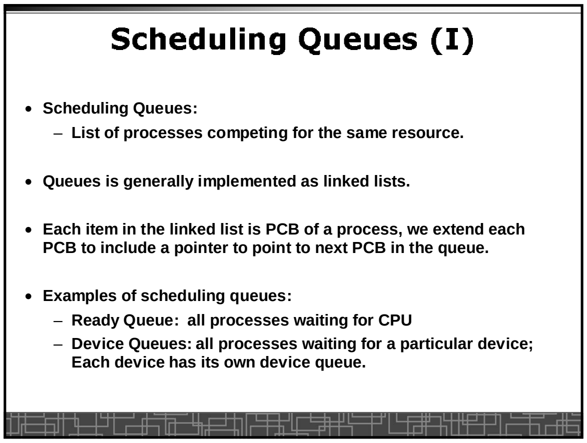
Data Structure to represent a Process: Process Control Block (PCB)

- Process state
- Program counter
- CPU registers
- CPU scheduling information
- Memory-management information
- Accounting information
- I/O status information



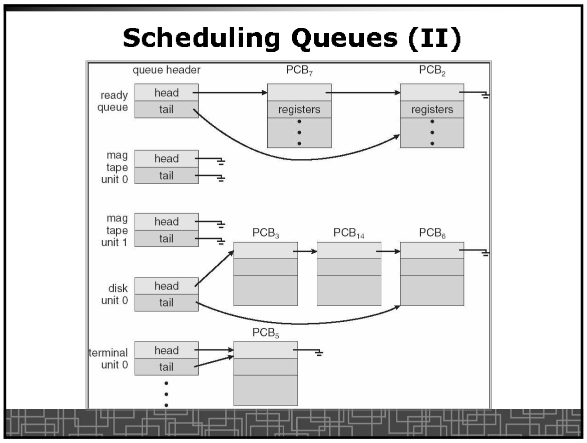
Process States

- **New:** the process is just being created
- **Running:** instructions are being executed by CPU
- **Waiting:** waiting for some event, I/O completion or a signal
- **Ready:** waiting to be assigned to CPU to run
- **Terminated:** it finished execution

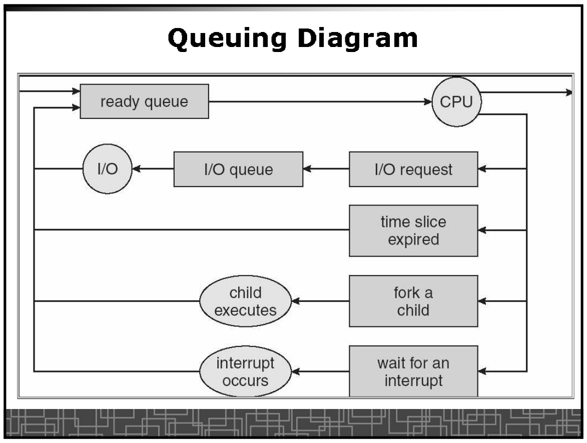


Scheduling Queues (I)

- Scheduling Queues:
  - List of processes competing for the same resource.
- Queues is generally implemented as linked lists.
- Each item in the linked list is PCB of a process, we extend each PCB to include a pointer to point to next PCB in the queue.
- Examples of scheduling queues:
  - Ready Queue: all processes waiting for CPU
  - Device Queues: all processes waiting for a particular device; Each device has its own device queue.



Scheduling Queues (II)

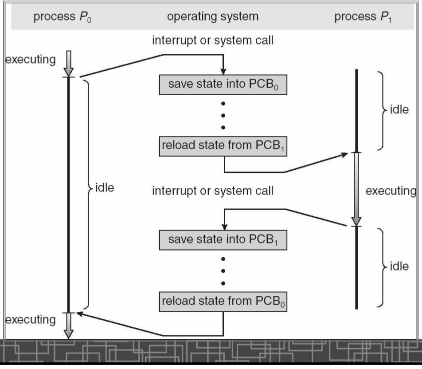


Queuing Diagram

Process Scheduling: Schedulers

- The scheduler's role
- Scheduler categories:
  - Long-term Scheduler (Job scheduler):
    - choose a job from job pool to load into memory to start.
    - Control the degree of multiprogramming – number of process in memory.
    - Select a good mix of I/O-bound processes and CPU-bound processes.
  - Short-term scheduler (CPU scheduler)
    - Select a process from ready queue to run once CPU is free.
    - Executed very frequently (once every 100 millisecond).
    - Must be fast for efficiency.
  - Medium-term scheduler: SWAPPING
    - Swap out / swap in.

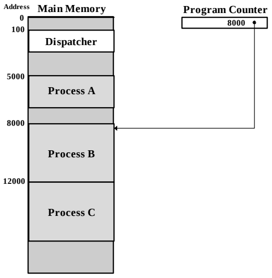
CPU Switch from process to process: how to use PCB



Context Switch

- Context Switch: switching the CPU from one process to another.
  - Saving the state of old process to its PCB.
  - CPU scheduling: select a new process.
  - Loading the saved state in its PCB for the new process.
- The context of a process is represented by its PCB.
- Context-switch time is pure overhead of the system, typically from 1–1000 microseconds, mainly depending on:
  - Memory speed.
  - Number of registers.
  - Existence of special instruction.
  - The more complex OS, the more to save.
- Context switch has become such a performance bottleneck in a large multi-programming system:
  - New structure to reduce the overhead: THREAD.

Context Switch: example



Trace of Processes

5000 5001 5002 5003 5004 5005 5006 5007 5008 5009 5010 5011	8000 8001 8002 8003	12000 12001 12002 12003 12004 12005 12006 12007 12008 12009 12010 12011
(a) Trace of Process A	(b) Trace of Process B	(c) Trace of Process C

5000 = Starting address of program of Process A
8000 = Starting address of program of Process B
12000 = Starting address of program of Process C

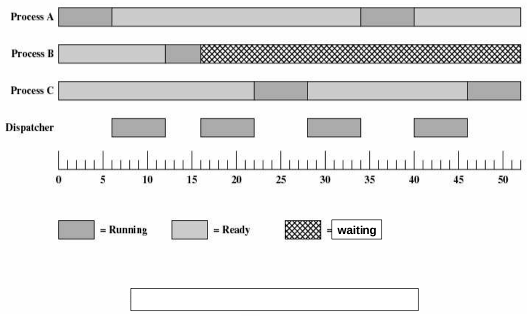
Trace of Processes

```
1    5000                     27   12004
2    5001                     28   12005
3    5002                     ------------------Time out
4    5003                     29   100
5    5004                     30   101
6    5005                     31   102
------------------Time out    32   103
7    100                      33   104
8    101                      34   105
9    102                      35   5006
10   103                      36   5007
11   104                      37   5008
12   105                      38   5009
13   8000                     39   5010
14   8001                     40   5011
15   8002                     ------------------Time out
16   8003                     41   100
--------------- I/O request   42   101
17   100                      43   102
18   101                      44   103
19   102                      45   104
20   103                      46   105
21   104                      47   12006
22   105                      48   12007
23   12000                    49   12008
24   12001                    50   12009
25   12002                    51   12010
26   12003                    52   12011
                              ------------------Time out
```

100 = Starting address of dispatcher program

shaded areas indicate execution of dispatcher process;
first and third columns count instruction cycles;
second and fourth columns show address of instruction being executed

Process State

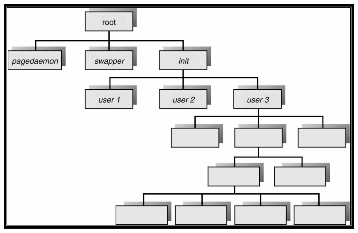


Operations on Processes (UNIX as an example)

- Process creation.
- Process termination.
- Inter-process communication (IPC).
- Unix programming:
  - Multiple-process programming.
  - Cooperating process tasks.

Process Creation(1)

- A process can create some new processes via a *create-process* system call:
  - Parent process / children process.
- All process in Unix form a tree structure.



Process Creation(2)

- Resource Allocation of child process
  - The child process get its resource from OS directly.
  - Constrain to its parent's resources.
- Parent status
  - The parent continues to execute concurrently with its children.
  - The parent waits until its children terminate.
- Initialization of child process address space
  - Child process is a duplicate of its parent process.
  - Child process has a program loaded into it.
- How to pass parameters (initialization data) from parent to child?

UNIX Example: *fork()*

- In UNIX, each process is identified by its process number (*pid*).
- In UNIX, *fork()* is used to create a new process.
- Creating a new process with *fork():*
  - New child process is created by *fork().*
  - Parent process' address space is copied to new process' space (initially identical address space).
  - Both child and parent processes continue execution from the instruction after *fork().*
  - Return code of *fork()* is different: in child process, return code is zero, in parent process, return code is nonzero (it is the process number of the new child process)
  - If desirable, another system call *execlp()* can be used by one of these two processes to load a new program to replace its original memory space.

Typical Usage of fork()

```
#include <stdio.h>
void main(int argc, char *argv[ ])
{
   int pid ;

   /* fork another process */
  pid = fork() ;

  if (pid < 0)  {  /* error occurred */
     fprintf(stderr, “Fork Failed!\n”) ;
     exit(-1) ;
   }  else if (pid == 0)  { /* child process*/
     execlp(“/bin/ls”,”ls”,NULL) ;
  }  else {  /* parent process */
     /* parent will wait for the child to complete */
     wait(NULL) ;
     printf (“Child Complete\n”) ;
     exit(0) ;
   }
}
```

Process Termination

- Normal termination:
  - Finishes executing its final instruction or call *exit()* system call.
- Abnormal termination: make system call *abort().*
  - The parent process can cause one of its child processes to terminate.
    - The child uses too much resources.
    - The task assigned to the child is no longer needed.
    - If the parent exits, all its children must be terminated in some systems.
- Process termination:
  - The process returns data (output) to its parent process.
    - In UNIX, the terminated child process number is return by *wait()* in parent process.
  - All its resources are de-allocated by OS

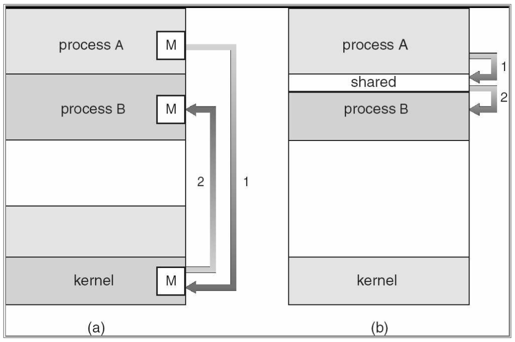
Multiple-Process Programming in Unix

- Unix system calls for process control:
  - *getid*(): get process ID (*pid*) of calling process.
  - *fork*(): create a new process.
  - *exec()*: load a new program to run.
    - execl(char *pathname, char *arg0, …);
    - execv(char *pathname, char* argv[ ]) ;
    - execle(), execve(), execlp(), execvp()
  - *wait(), waitid*(): wait child process to terminate.
  - *exit(), abort()*: a process terminates.

Cooperating Processes

- Concurrent processes executing in the operating system
  - Independent: runs alone
  - Cooperating: it can affect or be affected by other processes
- Why cooperating processes?
  - Information sharing
  - Computation speedup
  - Modularity
  - Convenience
- Need inter-process communication (IPC) mechanism for cooperating processes:
  - Shared-memory
  - Message-passing

IPC Approaches



Inter-process Communication (IPC): Message Passing

- IPC with message passing provides a mechanism to allow processes to communicate and to synchronize their actions without sharing the same address space.
- IPC based on message-passing system:
  - Processes communication without sharing space.
  - Communication is done through the passing of messages.
  - At least two operations:
    - *send*(message)
    - *receive*(message)
  - Message size: fixed vs. variable
  - Logical communication link:
    - Direct vs. indirect communication
    - Symmetric vs. asymmetric communication
    - Automatic or explicit buffering

Direct Communication

- Each process must explicitly name the recipient or sender of the communication.
  - *send*(P,message)
  - *Receive*(Q,message)
- A link is established between each pair of processes
- A link is associated with exactly two processes
- Asymmetric direct communication: no need for recipient to name the sender
  - *send*(P,message)
  - *receive*(&id,message): id return the sender identity
- Disadvantage of direct communication:
  - Limited modularity due to explicit process naming

Indirect Communication

- The messages are sent to and received from *mailbox.*
- *Mailbox* is a logical unit where message can be placed or removed by processes. (each mailbox has a unique id)
  - *send*(A,message): A is mailbox ID
  - *receive*(A,message)
- A link is established in two processes which share mailbox.
- A link may be associated with more than two processes.
- A number of different link may exist between each pair of processes.
- OS provides some operations on mailbox
  - Create a new mailbox
  - Send and receive message through the mailbox
  - Delete a mailbox

Synchronization in message-passing

- Message passing may be either blocking or non-blocking.
- Blocking is considered synchronous
- Non-blocking is considered asynchronous
- *send*() and *receive*() primitives may be either blocking or non-blocking.
  - Blocking send
  - Non-blocking send
  - Blocking receive
  - Non-blocking receive
- When both the *send* and *receive* are blocking, we have a *rendezvous* between the sender and the receiver.

Buffering in message-passing

- The buffering provided by the logical link:
  - Zero capacity: the sender must block until the recipient receives the message (no buffering).
  - Bounded capacity: the buffer has finite length. The sender doesn't block unless the buffer is full.
  - Unbounded capacity: the sender never blocks.

IPC in UNIX

- ★ Signals
- ★ Pipes
- ★ Message queues
- Shared memory
- Sockets
- others

Signal function in Unix

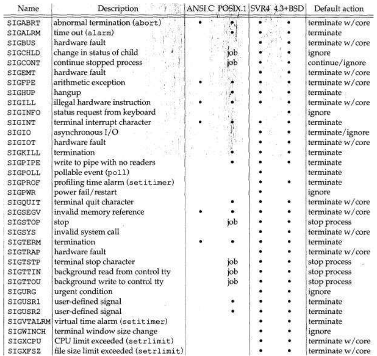
- Signal is a technique to notify a process that some events have occurred.
- The process has three choices to deal with the signal:
  - Ignore the signal
  - Let the default action occur.
  - Provide a function that is called when the signals occurs.
- *signal*() function: change the action function for a signal

```
#include <signal.h>
void (*signal(int signo, void (*func) (int )  )  ;
```

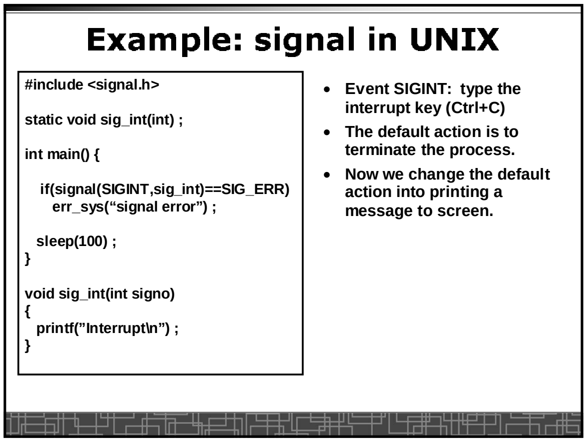
- *kill()* function: send a signal to another process

```
#include <sys/types.h>
#include <signal.h>
int kill (int pid, int signo) ;
```

Unix Signals



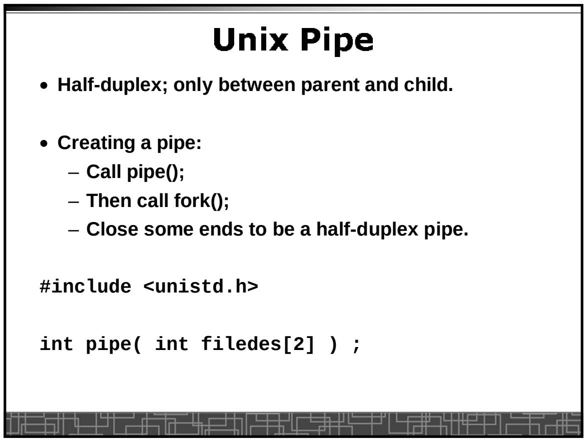
Name	Description	ANSI C	POSIX.1	SVR4	4.3+BSD	Default action
SIGABRT	abnormal termination (abort)	•	•	•	•	terminate w/core
SIGALRM	time out (alarm)		•	•	•	terminate
SIGBUS	hardware fault			•	•	terminate w/core
SIGCHLD	change in status of child		job	•	•	ignore
SIGCONT	continue stopped process		job	•	•	continue/ignore
SIGEMT	hardware fault			•	•	terminate w/core
SIGFPE	arithmetic exception	•	•	•	•	terminate w/core
SIGHUP	hangup		•	•	•	terminate
SIGILL	illegal hardware instruction	•	•	•	•	terminate w/core
SIGINFO	status request from keyboard				•	ignore
SIGINT	terminal interrupt character	•	•	•	•	terminate
SIGIO	asynchronous I/O			•	•	terminate/ignore
SIGIOT	hardware fault			•	•	terminate w/core
SIGKILL	termination		•	•	•	terminate
SIGPIPE	write to pipe with no readers		•	•	•	terminate
SIGPOLL	pollable event (poll)			•		terminate
SIGPROF	profiling time alarm (setitimer)			•	•	terminate
SIGPWR	power fail/restart			•		ignore
SIGQUIT	terminal quit character		•	•	•	terminate w/core
SIGSEGV	invalid memory reference	•	•	•	•	terminate w/core
SIGSTOP	stop		job	•	•	stop process
SIGSYS	invalid system call			•	•	terminate w/core
SIGTERM	termination	•	•	•	•	terminate
SIGTRAP	hardware fault			•	•	terminate w/core
SIGTSTP	terminal stop character		job	•	•	stop process
SIGTTIN	background read from control tty		job	•	•	stop process
SIGTTOU	background write to control tty		job	•	•	stop process
SIGURG	urgent condition			•	•	ignore
SIGUSR1	user-defined signal		•	•	•	terminate
SIGUSR2	user-defined signal		•	•	•	terminate
SIGVTALRM	virtual time alarm (setitimer)			•	•	terminate
SIGWINCH	terminal window size change			•	•	ignore
SIGXCPU	CPU limit exceeded (setrlimit)			•	•	terminate w/core
SIGXFSZ	file size limit exceeded (setrlimit)			•	•	terminate w/core



Example: signal in UNIX

```
#include <signal.h>

static void sig_int(int) ;

int main() {

   if(signal(SIGINT,sig_int)==SIG_ERR)
      err_sys(“signal error”) ;

  sleep(100) ;
}

void sig_int(int signo)
{
  printf(”Interrupt\n”) ;
}
```

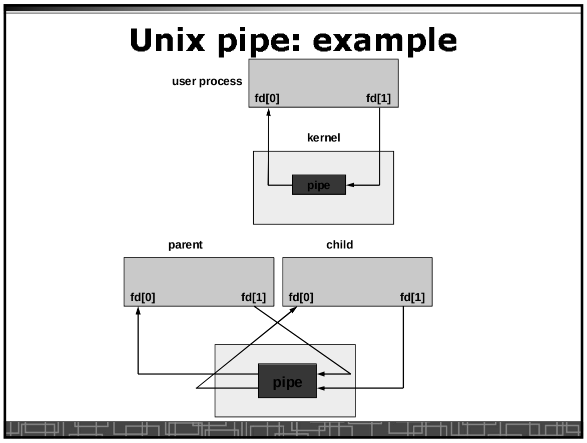
- Event SIGINT: type the interrupt key (Ctrl+C)
- The default action is to terminate the process.
- Now we change the default action into printing a message to screen.



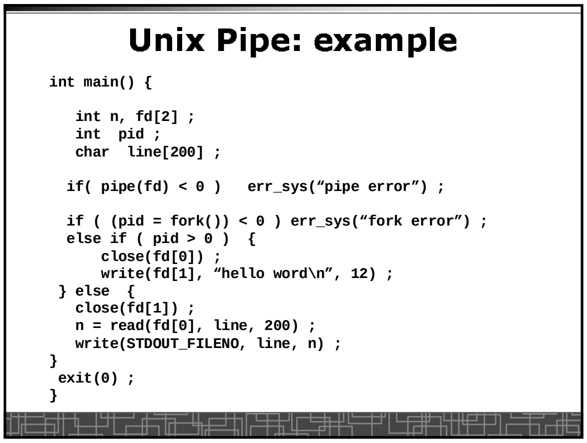
Unix Pipe

- Half-duplex; only between parent and child.
- Creating a pipe:
  - Call pipe();
  - Then call fork();
  - Close some ends to be a half-duplex pipe.

```
#include <unistd.h>

int pipe( int filedes[2] ) ;
```

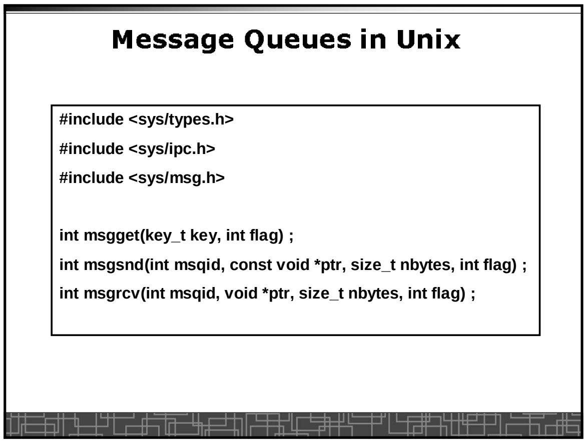


Unix pipe: example



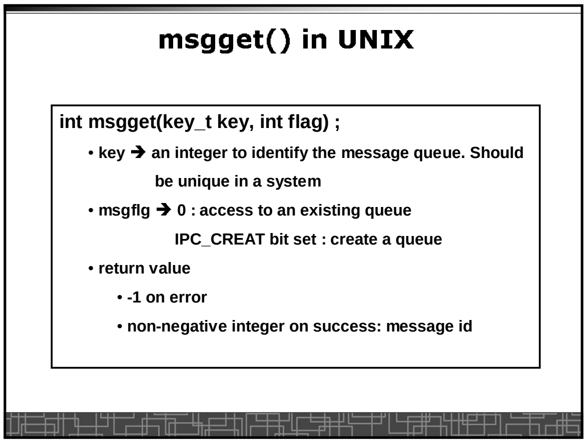
Unix Pipe: example

```
int main() {

   int n, fd[2] ;
   int  pid ;
   char  line[200] ;

  if( pipe(fd) < 0 )   err_sys(“pipe error”) ;

  if ( (pid = fork()) < 0 ) err_sys(“fork error”) ;
  else if ( pid > 0 )  {
      close(fd[0]) ;
      write(fd[1], “hello word\n”, 12) ;
 } else  {
   close(fd[1]) ;
   n = read(fd[0], line, 200) ;
   write(STDOUT_FILENO, line, n) ;
}
 exit(0) ;
}
```



Message Queues in Unix

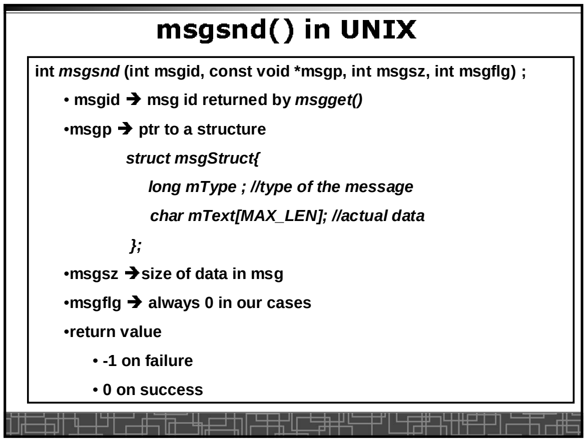
```
#include <sys/types.h>
#include <sys/ipc.h>
#include <sys/msg.h>

int msgget(key_t key, int flag) ;
int msgsnd(int msqid, const void *ptr, size_t nbytes, int flag) ;
int msgrcv(int msqid, void *ptr, size_t nbytes, int flag) ;
```



msgget() in UNIX

int msgget(key_t key, int flag) ;

- key ➔ an integer to identify the message queue. Should be unique in a system
- msgflg ➔ 0 : access to an existing queue
  IPC_CREAT bit set : create a queue
- return value
  - -1 on error
  - non-negative integer on success: message id



msgsnd() in UNIX

int *msgsnd* (int msgid, const void *msgp, int msgsz, int msgflg) ;

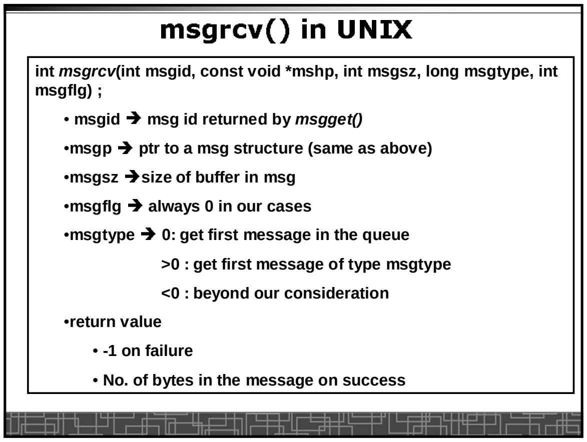
- msgid ➔ msg id returned by *msgget()*
- msgp ➔ ptr to a structure

  struct msgStruct{

  long mType ; //type of the message

  char mText[MAX_LEN]; //actual data

  };
- msgsz ➔size of data in msg
- msgflg ➔ always 0 in our cases
- return value
  - -1 on failure
  - 0 on success



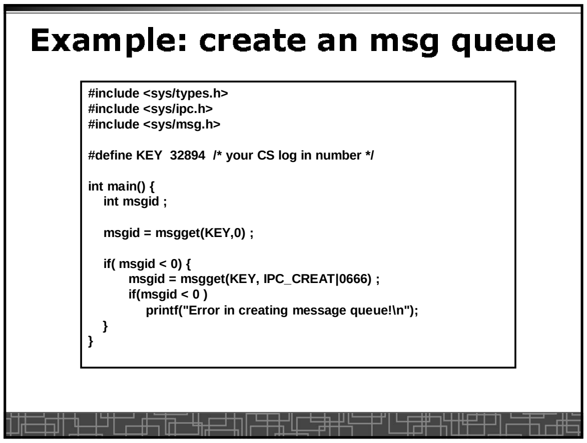
msgrcv() in UNIX

int *msgrcv*(int msgid, const void *mshp, int msgsz, long msgtype, int msgflg) ;

- msgid ➔ msg id returned by *msgget()*
- msgp ➔ ptr to a msg structure (same as above)
- msgsz ➔size of buffer in msg
- msgflg ➔ always 0 in our cases
- msgtype ➔ 0: get first message in the queue

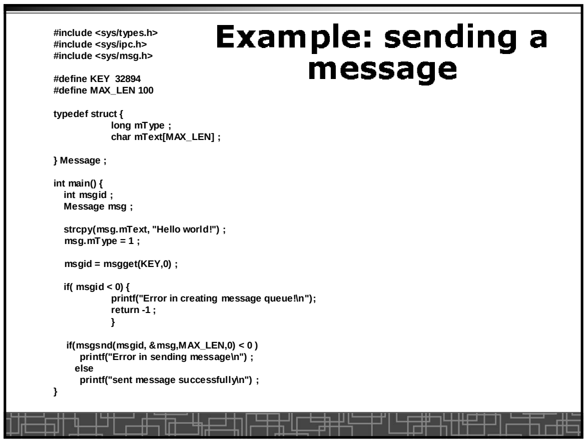
  >0 : get first message of type msgtype

  <0 : beyond our consideration
- return value
  - -1 on failure
  - No. of bytes in the message on success



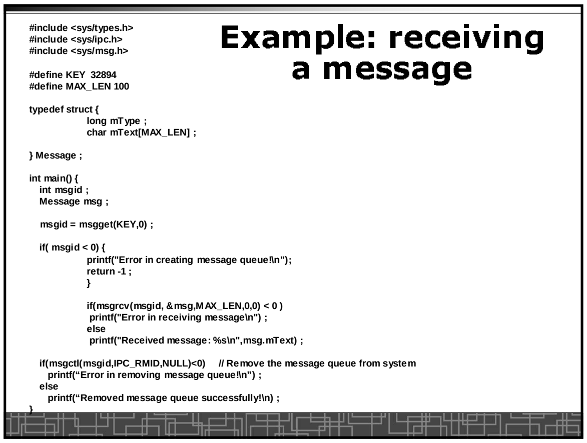
Example: create an msg queue

```
#include <sys/types.h>
#include <sys/ipc.h>
#include <sys/msg.h>

#define KEY  32894  /* your CS log in number */

int main() {
   int msgid ;

   msgid = msgget(KEY,0) ;

   if( msgid < 0) {
        msgid = msgget(KEY, IPC_CREAT|0666) ;
        if(msgid < 0 )
            printf("Error in creating message queue!\n");
   }
}
```



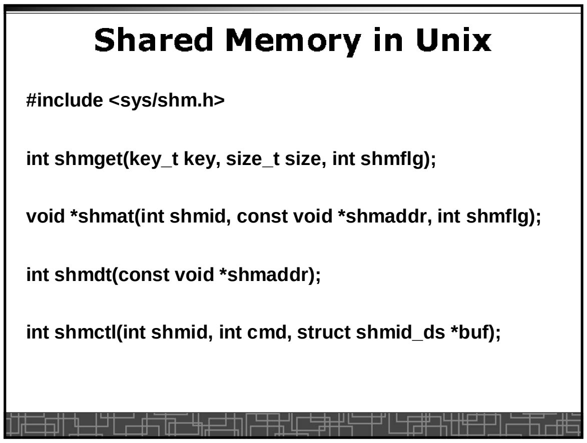
Example: sending a message

```
#include <sys/types.h>
#include <sys/ipc.h>
#include <sys/msg.h>

#define KEY  32894
#define MAX_LEN 100

typedef struct {
            long mType ;
            char mText[MAX_LEN] ;

} Message ;

int main() {
   int msgid ;
   Message msg ;

   strcpy(msg.mText, "Hello world!") ;
   msg.mType = 1 ;

   msgid = msgget(KEY,0) ;

   if( msgid < 0) {
            printf("Error in creating message queue!\n");
            return -1 ;
            }

    if(msgsnd(msgid, &msg,MAX_LEN,0) < 0 )
       printf("Error in sending message\n") ;
      else
       printf("sent message successfully\n") ;
}
```



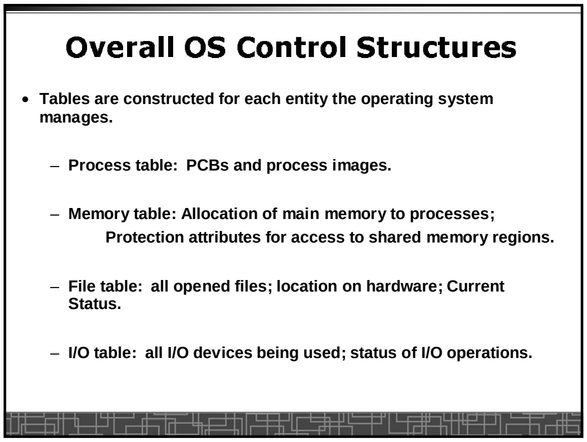
Example: receiving a message

```
#include <sys/types.h>
#include <sys/ipc.h>
#include <sys/msg.h>

#define KEY  32894
#define MAX_LEN 100

typedef struct {
            long mType ;
            char mText[MAX_LEN] ;

} Message ;

int main() {
   int msgid ;
   Message msg ;

   msgid = msgget(KEY,0) ;

   if( msgid < 0) {
            printf("Error in creating message queue!\n");
            return -1 ;
            }

            if(msgrcv(msgid, &msg,MAX_LEN,0,0) < 0 )
             printf("Error in receiving message\n") ;
            else
             printf("Received message: %s\n",msg.mText) ;

   if(msgctl(msgid,IPC_RMID,NULL)<0)     // Remove the message queue from system
     printf("Error in removing message queue!\n”) ;
   else
     printf(“Removed message queue successfully!\n) ;
}
```



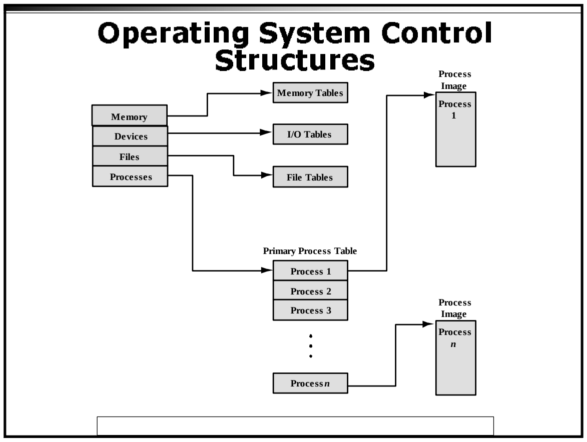
Shared Memory in Unix

```
#include <sys/shm.h>

int shmget(key_t key, size_t size, int shmflg);

void *shmat(int shmid, const void *shmaddr, int shmflg);

int shmdt(const void *shmaddr);

int shmctl(int shmid, int cmd, struct shmid_ds *buf);
```

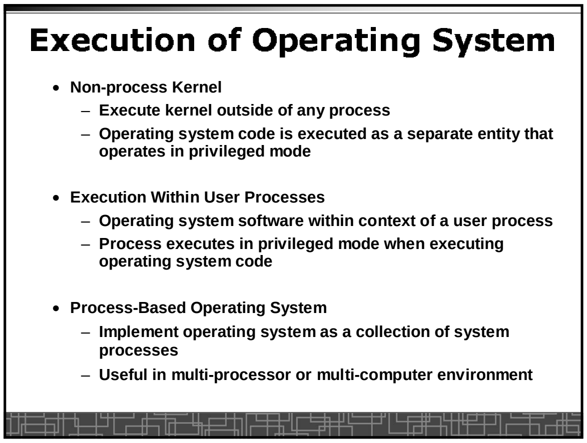


Overall OS Control Structures

- Tables are constructed for each entity the operating system manages.
  - Process table: PCBs and process images.
  - Memory table: Allocation of main memory to processes; Protection attributes for access to shared memory regions.
  - File table: all opened files; location on hardware; Current Status.
  - I/O table: all I/O devices being used; status of I/O operations.

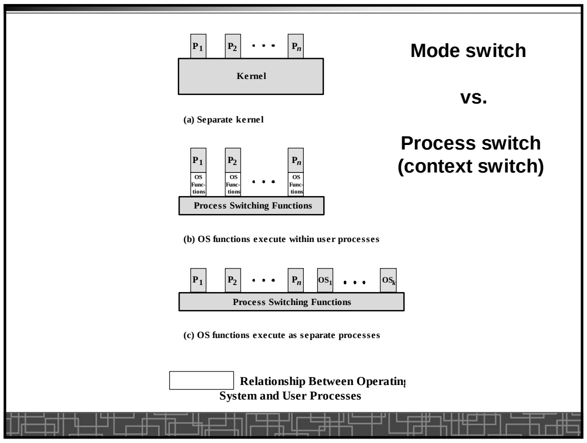


Operating System Control Structures



Execution of Operating System

- Non-process Kernel
  - Execute kernel outside of any process
  - Operating system code is executed as a separate entity that operates in privileged mode
- Execution Within User Processes
  - Operating system software within context of a user process
  - Process executes in privileged mode when executing operating system code
- Process-Based Operating System
  - Implement operating system as a collection of system processes
  - Useful in multi-processor or multi-computer environment



P_1
P_2
• • •
P_n
Kernel
(a) Separate kernel
P_1
P_2
P_n
OS Func-tions
• • •
Process Switching Functions
(b) OS functions execute within user processes
P_1
P_2
P_n
OS_1
OS_k
• • •
Process Switching Functions
(c) OS functions execute as separate processes

Relationship Between Operatin System and User Processes

Mode switch

vs.

Process switch (context switch)