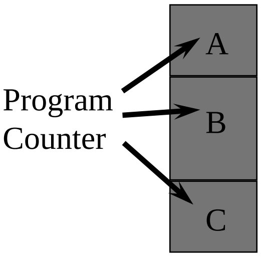
Operating Systems

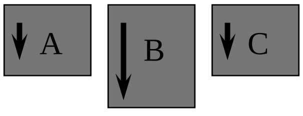
Processes

(Ch 4.1)

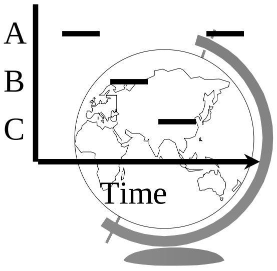
Processes

- "A program in execution"
- Modern computers allow several at once
  - – "pseudoparallelism"



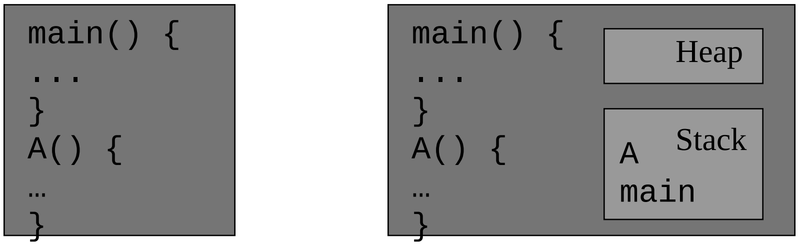


Conceptual View



Processes

- "A program in execution"



```
main() {
...
}
A() {
…
}
```

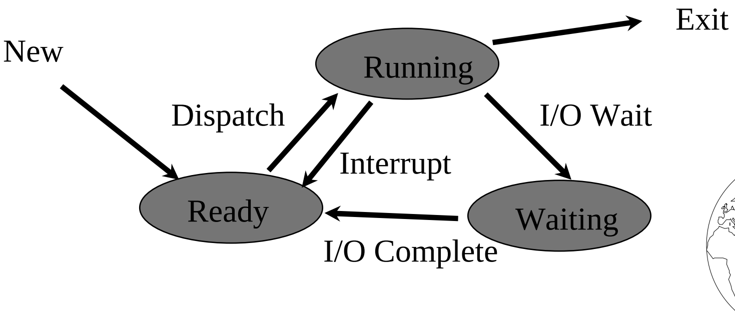
```
main() {
...
}
A() {
…
}
```

  - "more" than a program: `ls, tcsh`
  - "less" than a program: `gcc blah.c (cpp, cc1, cc2, ln …)`
- "A sequential stream of execution in it's own address space"

Process States

- Consider:

```
cat /etc/passwd | grep claypool
```



(Hey, you, show states in `top`!)

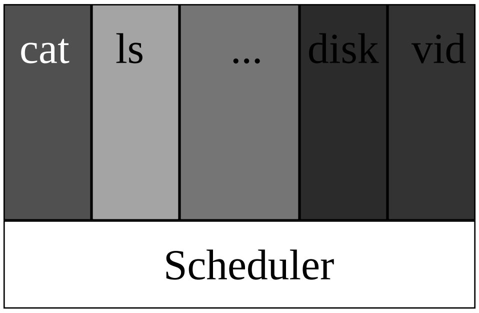
Design Technique: State Machines

- Process states
- Move from state to state based on events
  - *Reactive* system
- Can be mechanically converted into a program
- Other example:
  - string parsing, pre-processor

Unix Process Creation

- System call: `fork()`
  - creates (nearly) identical copy of process
  - return value different for child/parent
- System call: `exec()`
  - over-write with new process address space
- Shell
  - uses `fork()` and `exec()`
  - simple!
- (Hey, you, show demos!)

Process Scheduler



cat ls ... disk vid

Scheduler

- All services are processes
- Small scheduler handles interrupts, stopping and starting processes

Process Control Block

- (Ask! … What does OS need to keep track of?)
- Each process has a PCB
  - state
  - program counter
  - registers
  - memory management
  - …
- OS keeps a table of PCB's, one per process
- (Hey! Simple Operating System, "`system.h`")

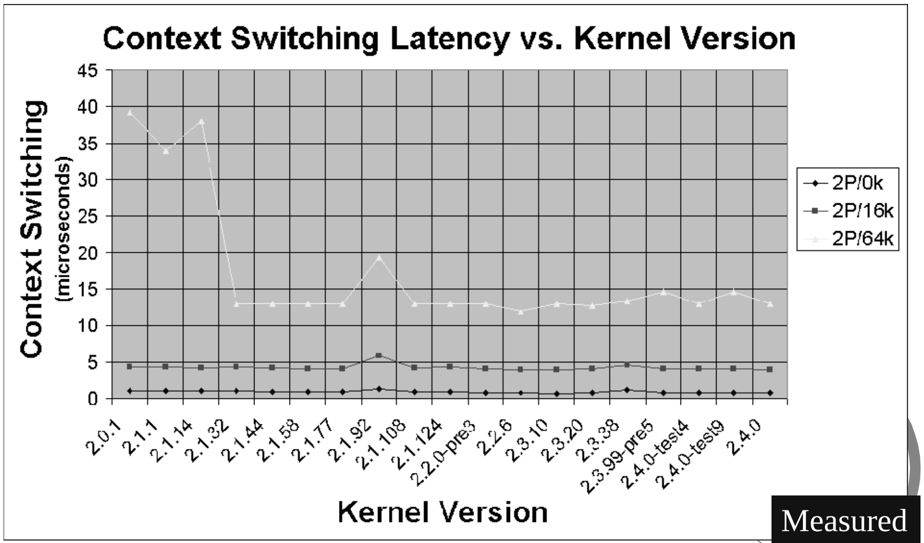
Interrupt Handling

- Stores program counter (hardware)
- Loads new program counter (hardware)
  - – jump to interrupt service procedure
- Save PCB information (assembly)
- Set up new stack (assembly)
- Set “*waiting*” process to “*ready*” (C)
- Scheduler (C)
  - – Newly awakened process
    - + Often called a *context-switch*
  - – Previously running process

Context Switch

- Pure overhead
- So … fast, fast, fast
  - – typically several microseconds
- Sometimes special hardware to speed up
- *Real-Time* wants worst case
  - – Ex: RT Linux worse case sub 20 microseconds
- How to decide *when* to switch contexts to another process and *what* process to choose is *process scheduling*

Linux Context Switch Times



Measured with LMBench

(http://math.nmu.edu/~benchmark/)

Processes in Linux

- PCB is in `struct task_struct`
  - states: RUNNING, INTERRUPTIBLE, UNINTERRUPTIBLE
  - priority: when it runs
  - counter: how long it runs
- Environment inherited from parent
- NR_TASKS max, 2048
  - 1/2 is max per user
- (Hey, see `sched.h` on /usr/src/linux/include/linux)

Processes in WinXP

- States: ready, standby (first in line), running, waiting, transition, terminated
- priority - when it runs
- Processes are composed of *threads*
  - – (revisit threads after scheduling)