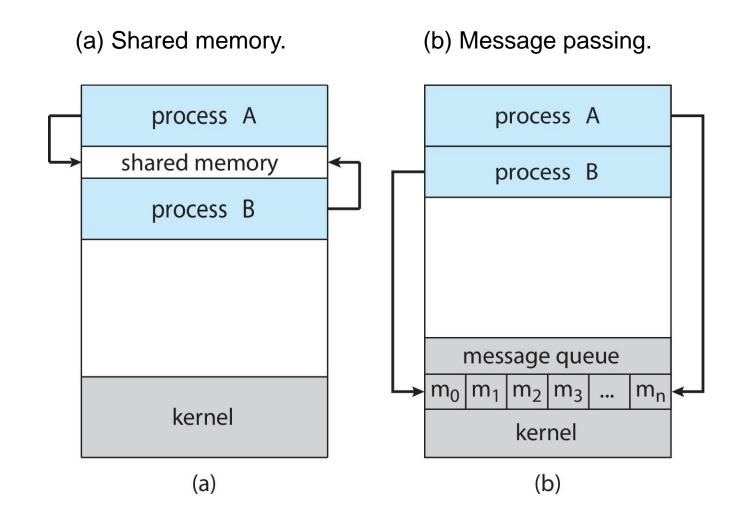
Process- 3.3

CS3600 Spring2022

Inter-process Communication

- Processes within a system may be independent or cooperating
- Cooperating process can affect or be affected by other processes, including sharing data
- Reasons for cooperating processes:
 - Information sharing
 - Computation speedup
 - Modularity
 - Convenience
- *Independent* process cannot affect or be affected by the execution of another process
- *Cooperating* process can affect or be affected by the execution of another process
- Cooperating processes need inter-process communication (IPC)
- Two models of IPC
 - Shared memory
 - Message passing

Communications Models



Inter-process Communication – Shared Memory

- An area of memory shared among the processes that wish to communicate
- The communication is under the control of the users processes not the operating system.
- Major issues is to provide mechanism that will allow the user processes to synchronize their actions when they access shared memory.

Shared Memory Program

```
#include <stdio.h>
#include <sys/shm.h>
main(){
int shmid, status, i;
int *a, *b;
shmid = shmget(IPC_PRIVATE, 2*sizeof(int), 0777 | IPC_CREAT);
b = (int *) shmat(shmid, 0, 0);
b[0]=10;
printf("\tChild reads: %d\n",b[0]);
shmdt(b);
```

Lab 2.2

1. Download shmDemo1.c from Canvas and run write what you observed.

2. Download shmDemo2.c from Canvas and modify the program to print values in shared memory both from child and parent alternatively.

Lab 2.2- Q2 Expected Output

```
rr@rr-VirtualBox:~/Demo$ ./shmDemo2
Parent writes: 1,2
                         Child reads: 1,2
Parent writes: 3,5
                         Child reads: 3,5
Parent writes: 8,13
                         Child reads: 8,13
Parent writes: 21,34
                         Child reads: 21,34
Parent writes: 55,89
                         Child reads: 55,89
Parent writes: 144,233
                         Child reads: 144,233
Parent writes: 377,610
                         Child reads: 377,610
Parent writes: 987,1597
                         Child reads: 987,1597
Parent writes: 2584,4181
                         Child reads: 2584,4181
Parent writes: 6765,10946
                         Child reads: 6765,10946
```

Resources

- Resource Control Block (RCB).
 - Data structure representing resources
 - Resource Description
 - Property
 - State
 - current availability
 - waiting_list
 - Resource waiting list

Resource Request / Release

```
request(r) {
   if (r.state == free) {
      r.state = allocated
      Insert r into self.other_resources
   }
   else {
      self.state = blocked
      Move self from RL to r.waiting_list
      scheduler()
   }
}
```

```
release(r) {
   Remove r from self.other_resources
   if (r.waiting_list == empty)
       r.state = free
   else
      Remove process q from the head of r.waiting_list
      Insert r into q.other_resources
      q.process_state = ready
      Move q from r.waiting_list to RL
      scheduler()
}
```

Classwork



Announcements (02/08/22)

• Read Module 2.5

• Complete Lab 2.2