

CPSC 410 – Operating Systems I

Virtualization: The CPU

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Adapted from "CS 537 Introduction to Operating Systems" Arpaci-Dusseau

Process Creation

Two ways to create a process

- Build a new empty process from scratch
- Copy an existing process and change it appropriately

Option 1: New process from scratch

- Steps
 - Load specified code and data into memory;
 Create empty call stack
 - Create and initialize PCB (make look like context-switch)
 - Put process on ready list
- Advantages: No wasted work
- Disadvantages: Difficult to setup process correctly and to express all possible options
 - Process permissions, where to write I/O, environment variables
 - Example: WindowsNT has call with 10 arguments

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```
BOOL CreateProcessA(
                        lpApplicationName,
  LPCSTR
                        lpCommandLine,
  LPSTR
  LPSECURITY ATTRIBUTES lpProcessAttributes,
  LPSECURITY_ATTRIBUTES lpThreadAttributes,
                        bInheritHandles,
  BOOL
                        dwCreationFlags,
  DWORD
                        lpEnvironment,
  LPVOID
  LPCSTR
                        lpCurrentDirectory,
                        lpStartupInfo,
  LPSTARTUPINFOA
  LPPROCESS_INFORMATION lpProcessInformation
);
```

Process Creation

Option 2: Clone existing process and change

- Example: Unix fork() and exec()
 - Fork(): Clones calling process
 - Exec(char *file): Overlays file image on calling process
- Fork()
 - Stop current process and save its state
 - Make copy of code, data, stack, and PCB
 - Add new PCB to ready list
 - Any changes needed to child process?
- Exec(char *file)
 - Replace current data and code segments with those in specified file
- Advantages: Flexible, clean, simple
- Disadvantages: Wasteful to perform copy and then overwrite of memory

Unix Process Creation

How are Unix shells implemented?

```
While (1) {
  Char *cmd = getcmd();
  int retval = fork();
  <u>if (retval == 0) {</u>
      // This is the child process
       // Setup the child's process environment here
       // E.g., where is standard I/O, how to handle signals?
       exec(cmd);
       // exec does not return if it succeeds
       printf("ERROR: Could not execute %s\n", cmd);
      exit(1);
  } else {
       // This is the parent process;
       //Wait for child to finish
       //retval contains childs process number
      wait(retval);
```