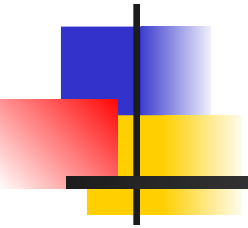
Operating System Principles

操作系统原理



Process&Thread Concepts

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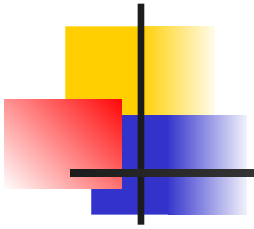


Objectives

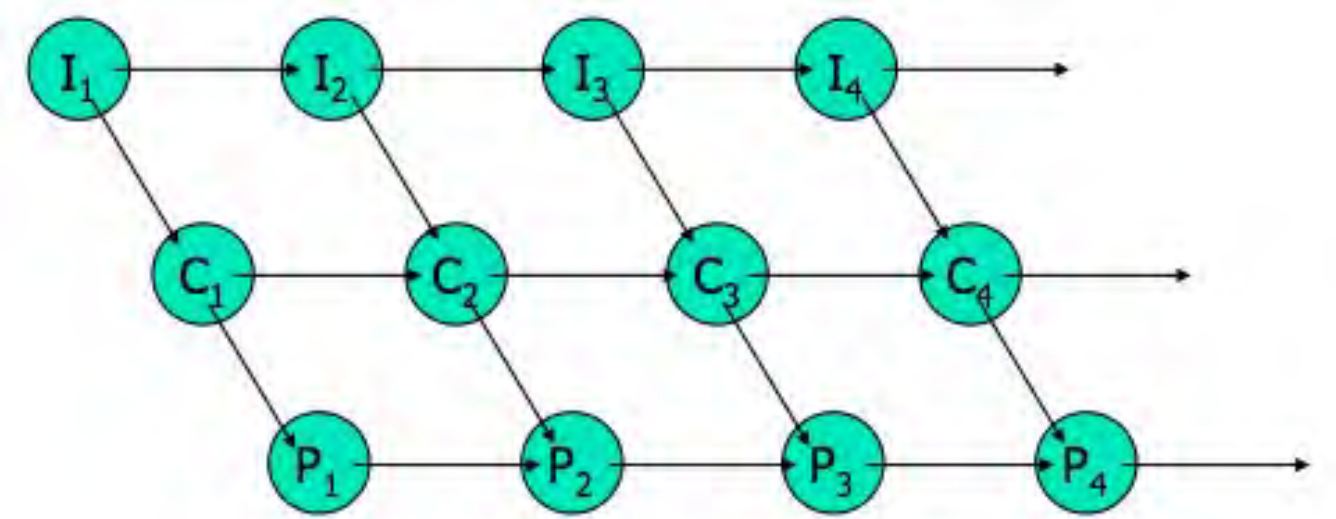
- Execution of Program
- Process Concept
- Thread Concept

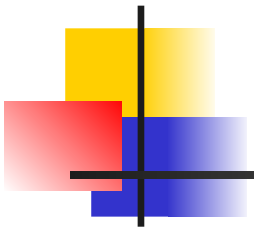
Execution of Program

- Program
  - I(Input) C(Compute) P(Print)
- Type I
  - sequential processes

Execution of Program

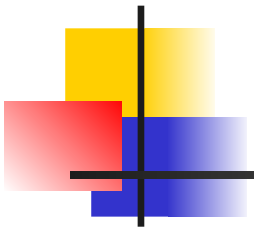
- Program
  - I(Input) C(Compute) P(Print)
- Type II
  - concurrent processes





Multiprogramming

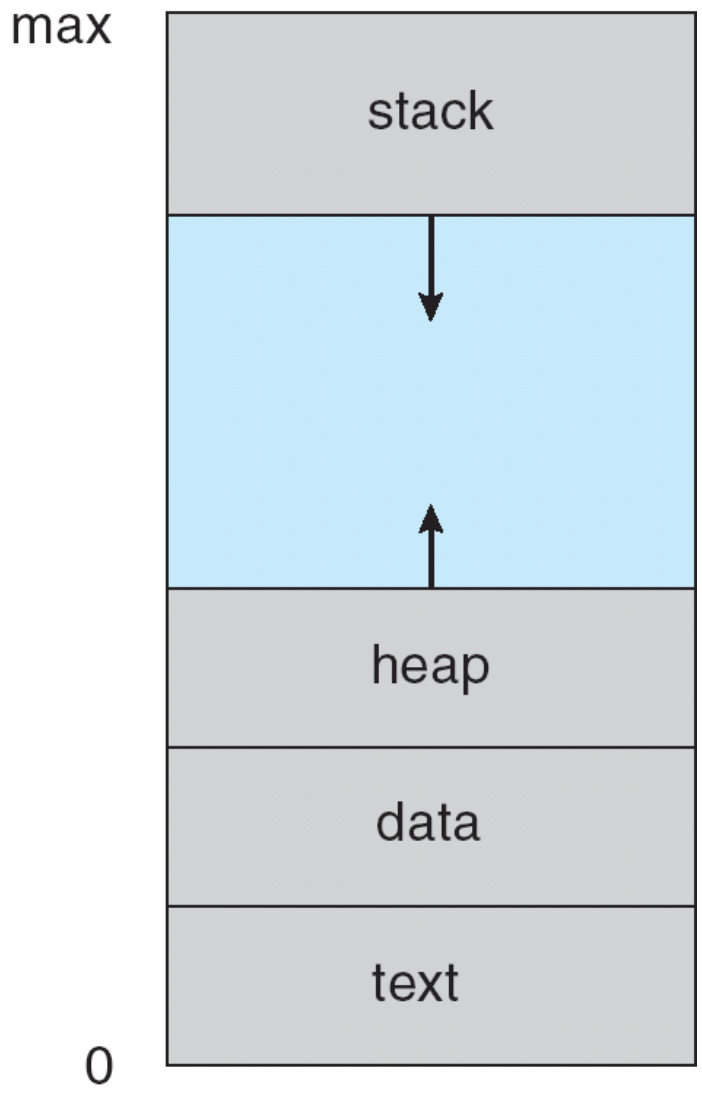
- Program
  - Program
  - Job
  - Task
  - …
- Concurrent
  - Single CPU: Pseudoparallelism
  - Multiprocessor: Parallelism



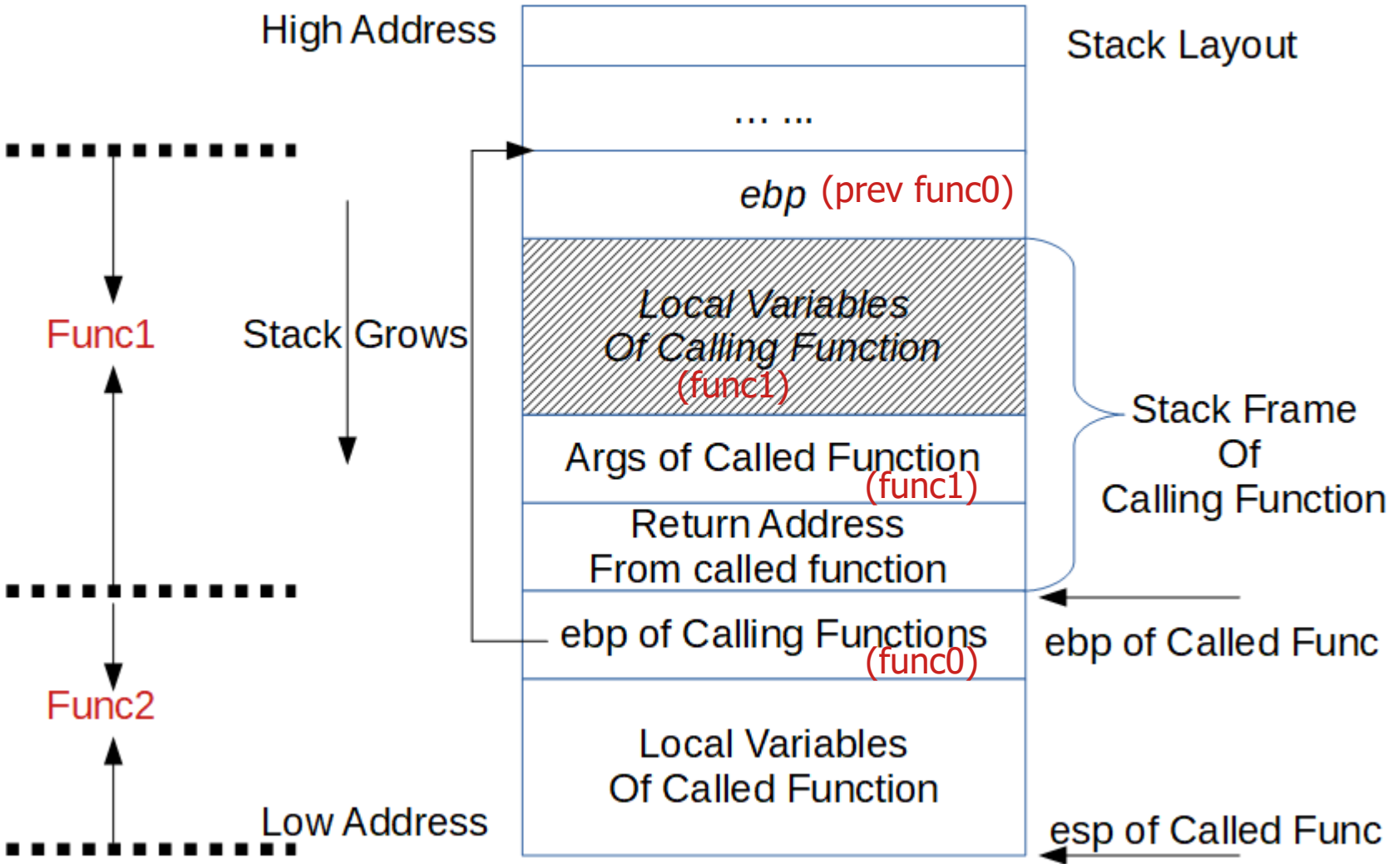
Process

- A process is just an instance of an executing program
- Including the current values of the program counter, registers, and variables
- Virtual CPU
- Main Memory
- Kernel Objects

Process in Memory



Stack Frame of Function



Multi-Processes

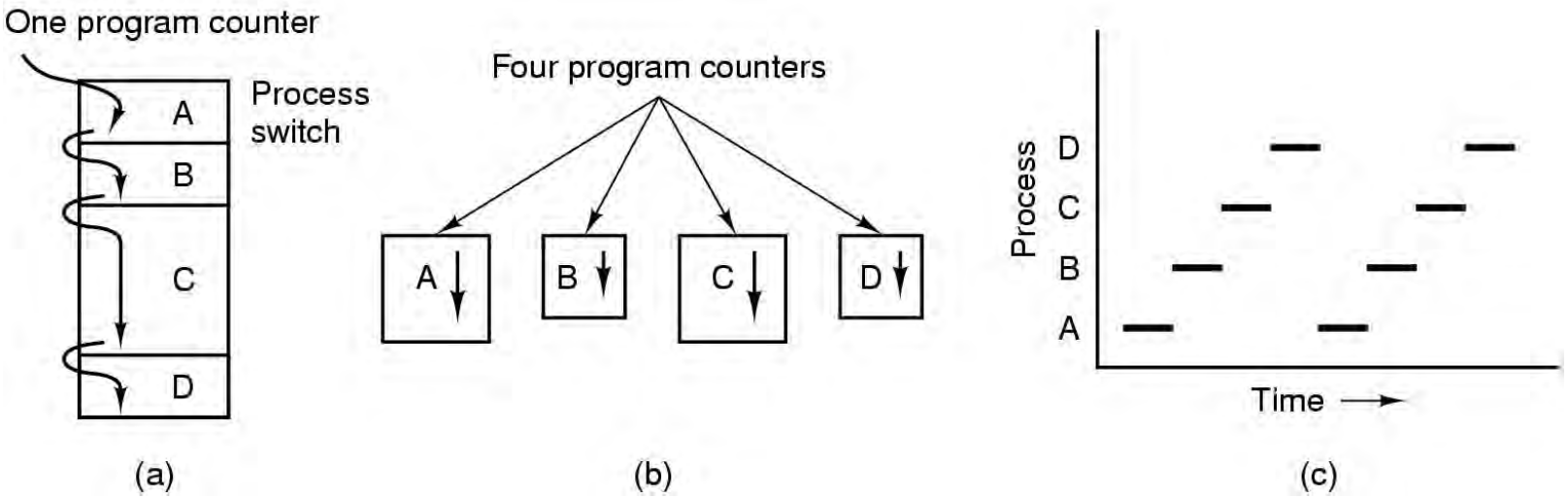


Figure 2-1. (a) Multiprogramming of four programs. (b) Conceptual model of four independent, sequential processes. (c) Only one program is active at once.

Program v.s. Process

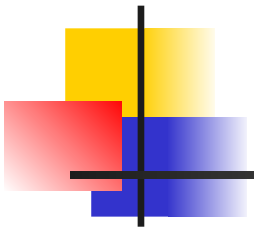
- Program v.s. Process
  - Recipe v.s. Cooking

Process Creation

- Four principal events
  - System initialization
  - Execution of a process creation system call by a running process
  - A user request to create a new process
  - Initiation of a batch job
- Functions
  - UNIX: fork, execve
  - Windows(Win32):CreateProcess

C Program Forking Separate Process

```
int main()
{
pid_t  pid;
    /* fork another process */
    pid = fork();
    if (pid < 0) { /* error occurred */
          fprintf(stderr, "Fork Failed");
          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");
    }
     printf("ok");
}
```

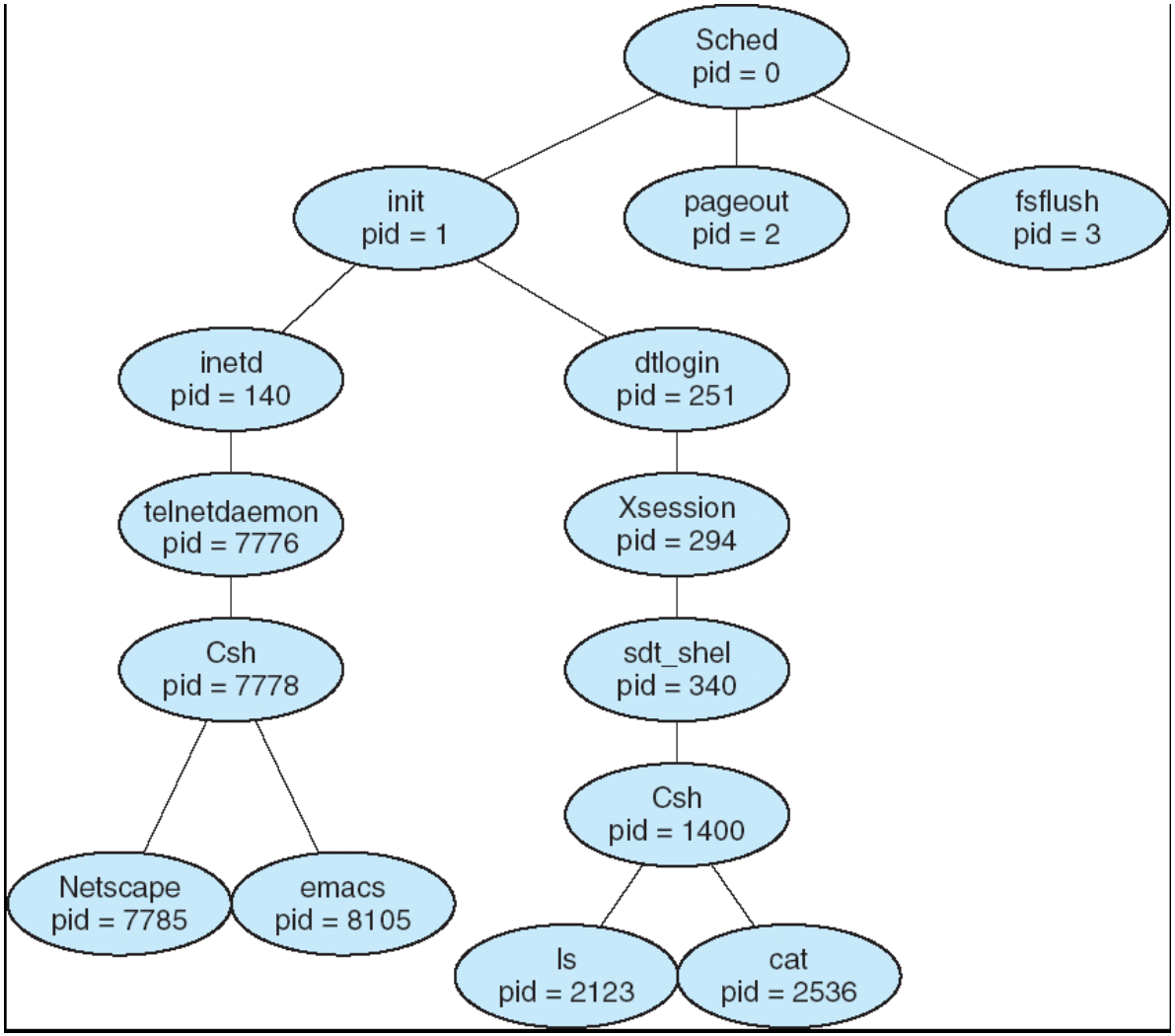


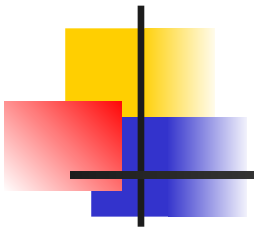
Process Termination

- Events which cause process termination
  - Nomal exit (voluntary)
  - Error exit (voluntary)
  - Fatal error (involuntary)
  - Killed by another (involuntary)

Process Hierarchies

- UNIX
  - Tree
  - Process group



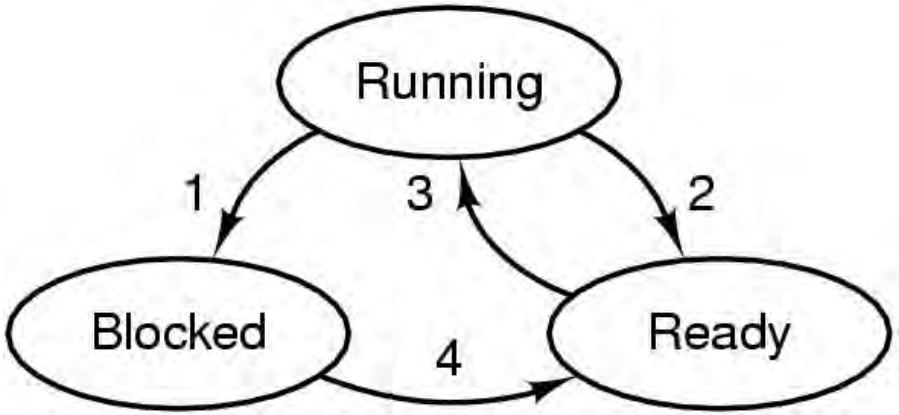


Process Hierarchies

- Windows
  - No hierarchy
  - All processes are equal
  - Handle
    - Parent process use it to control child process

Process States

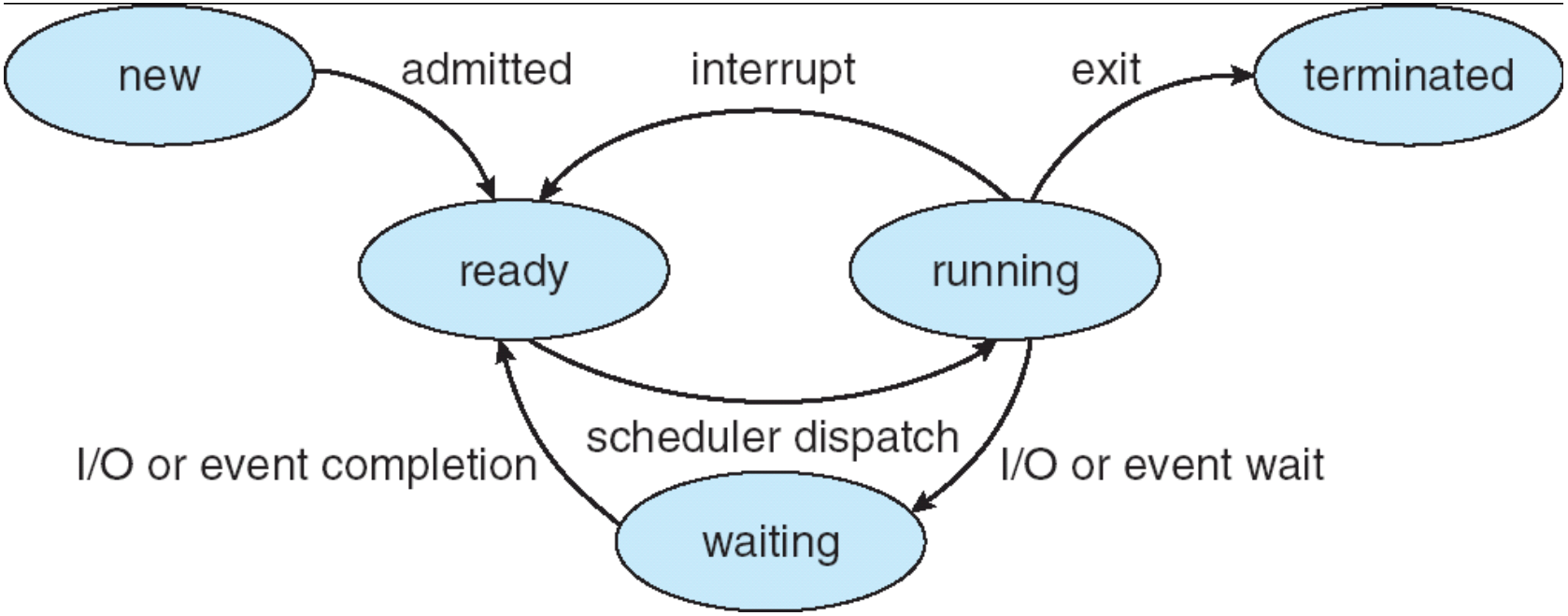
- e.g.
  - cat file1 file2 file3 | grep osp | wc -l



1. Process blocks for input
2. Scheduler picks another process
3. Scheduler picks this process
4. Input becomes available

Figure 2-2. A process can be in running, blocked, or ready state. Transitions between these states are as shown.

Process States



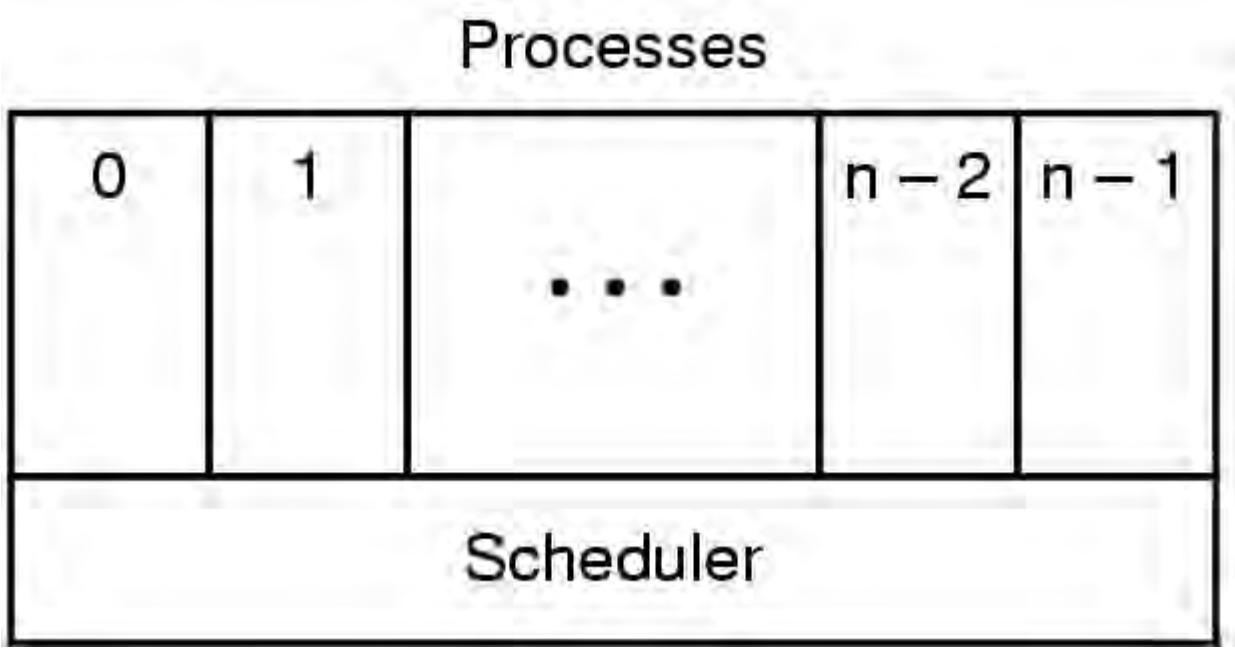
Implementation of Process

- Process control block (PCB)
- Process table: array of PCBs

Process management	Memory management	File management
Registers	Pointer to text segment info	Root directory
Program counter	Pointer to data segment info	Working directory
Program status word	Pointer to stack segment info	File descriptors
Stack pointer		User ID
Process state		Group ID
Priority		
Scheduling parameters		
Process ID		
Parent process		
Process group		
Signals		
Time when process started		
CPU time used		
Children's CPU time		
Time of next alarm		

Implementation of Process

- scheduler



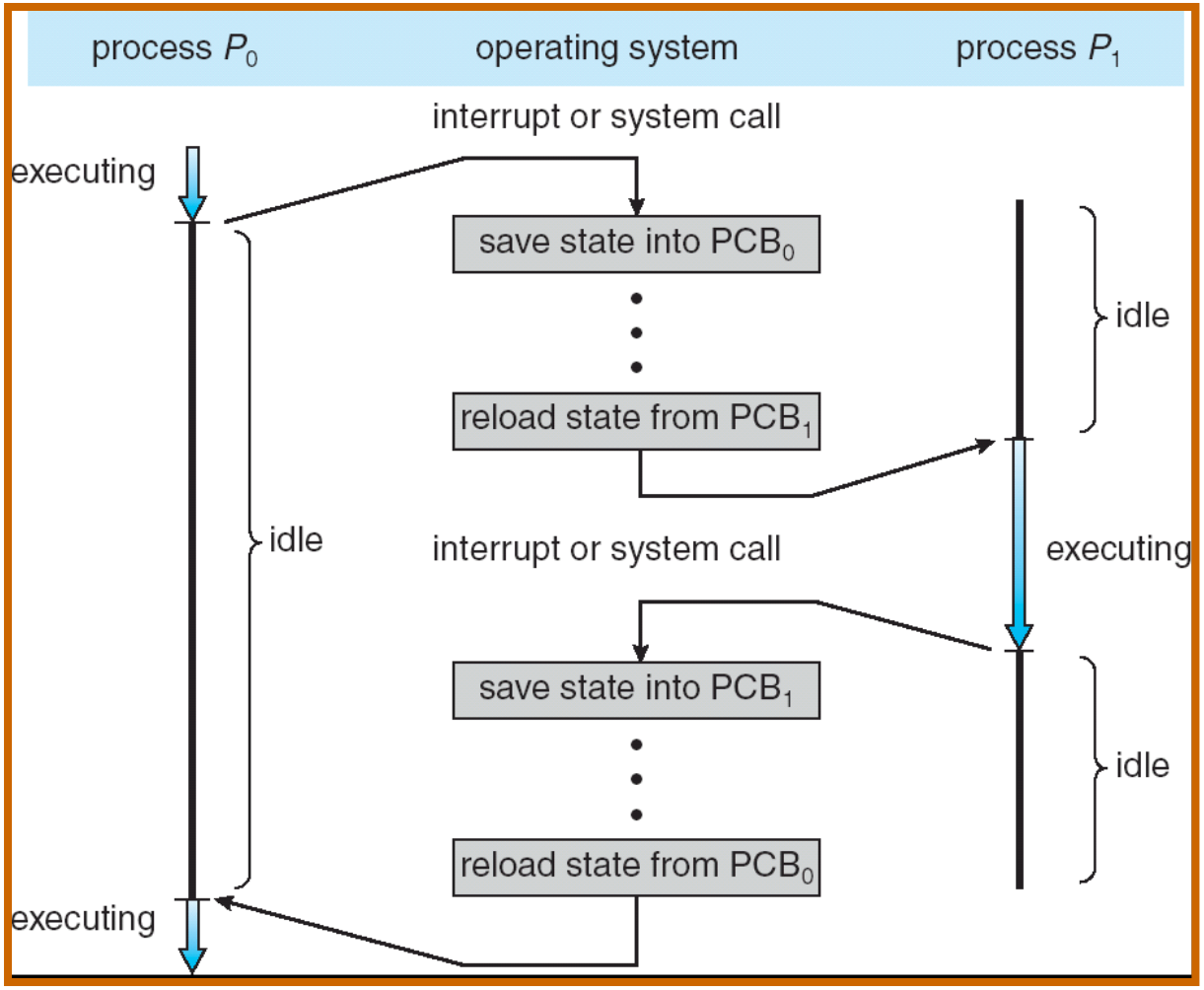
Implementation of Process

- Process switch by interrupt

1. Hardware stacks program counter, etc.
2. Hardware loads new program counter from interrupt vector.
3. Assembly language procedure saves registers.
4. Assembly language procedure sets up new stack.
5. C interrupt service runs (typically reads and buffers input).
6. Scheduler decides which process is to run next.
7. C procedure returns to the assembly code.
8. Assembly language procedure starts up new current process.

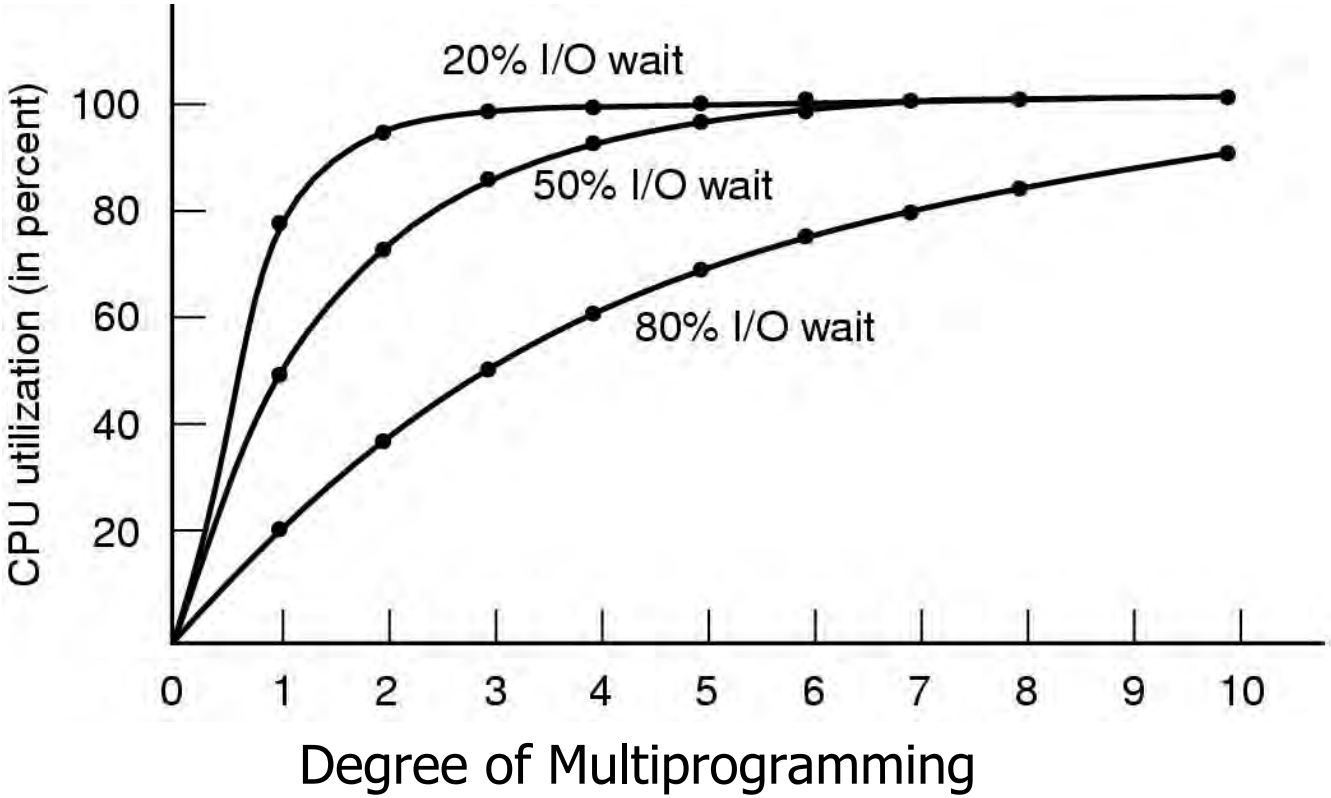
Figure 2-5. Skeleton of what the lowest level of the operating system does when an interrupt occurs.

CPU Switch From Process to Process



Modeling Multiprogramming

- CPU utilization
  - $=1 - p^n$
  - P: the time waiting for I/O to complete

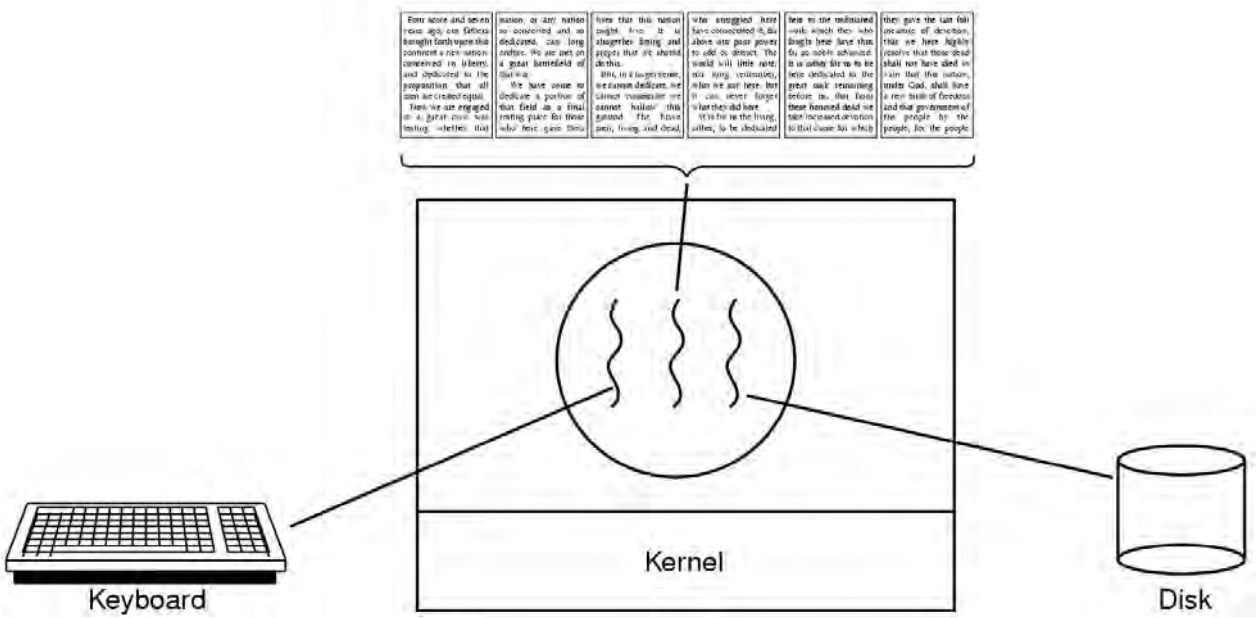


Modeling Multiprogramming

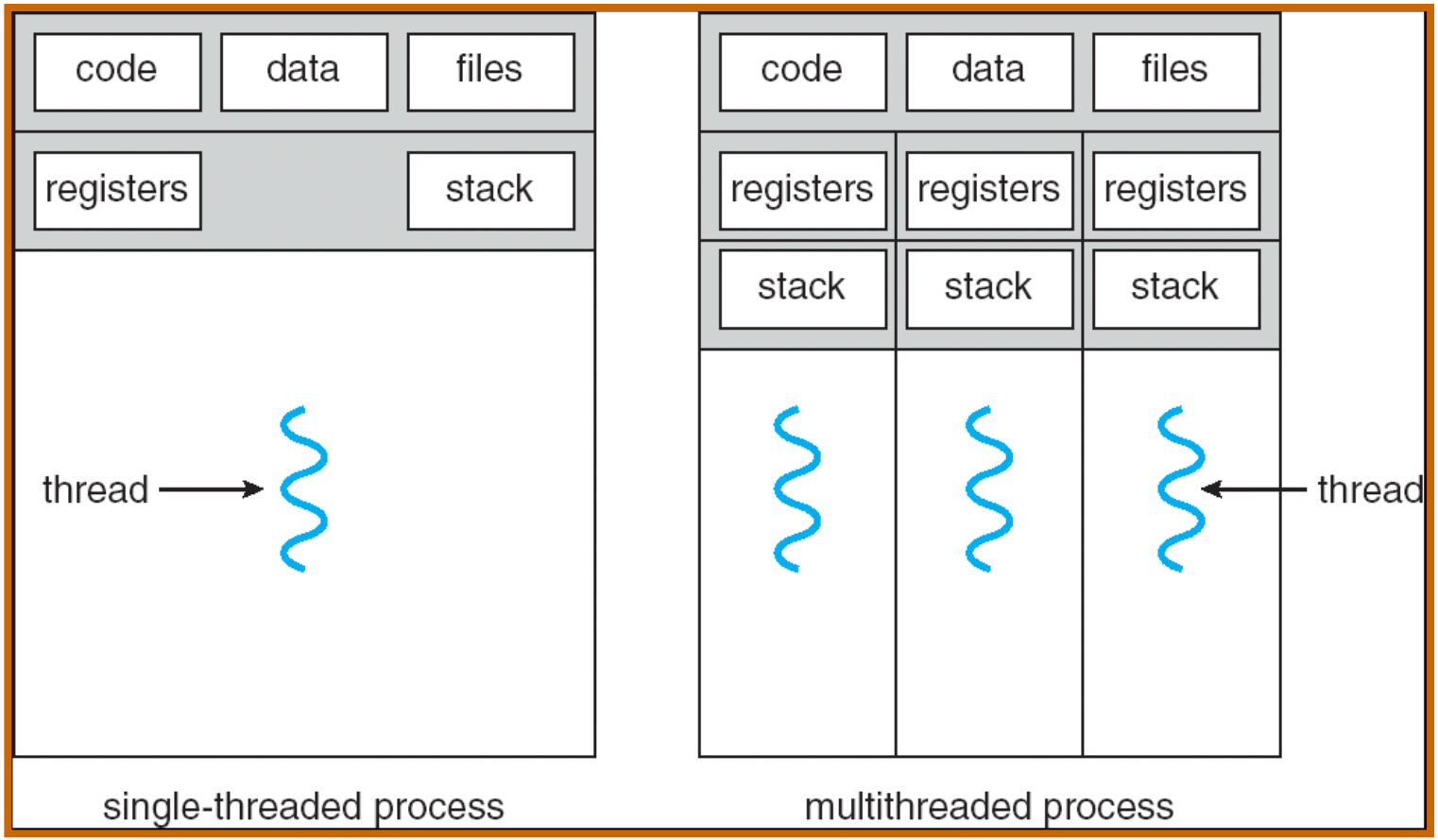
- e.g.
- A computer
  - 512MB memory
  - 128MB for OS, 128MB/Process
  - 80% time to wait I/O
  - CPU utilizaiton=$1-0.8^3=49\%$
- Add second memory: 512MB
  - CPU utilization=$1-0.8^7=79\%$
- Add third memory: 512MB
  - CPU utilization=?

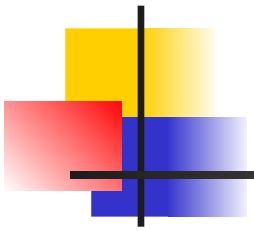
Thread

- Motivation
  - In traditional os, each process has an address space and a single execution unit of control
  - But ...: A word processor



Single and Multithreaded Processes





Bebefits of MultiThreads

- Multithreaded programming
  - Responsiveness
  - Resource sharing
  - Economy
  - Utilization of multiprocessor architecture

Cases of MultiThreads

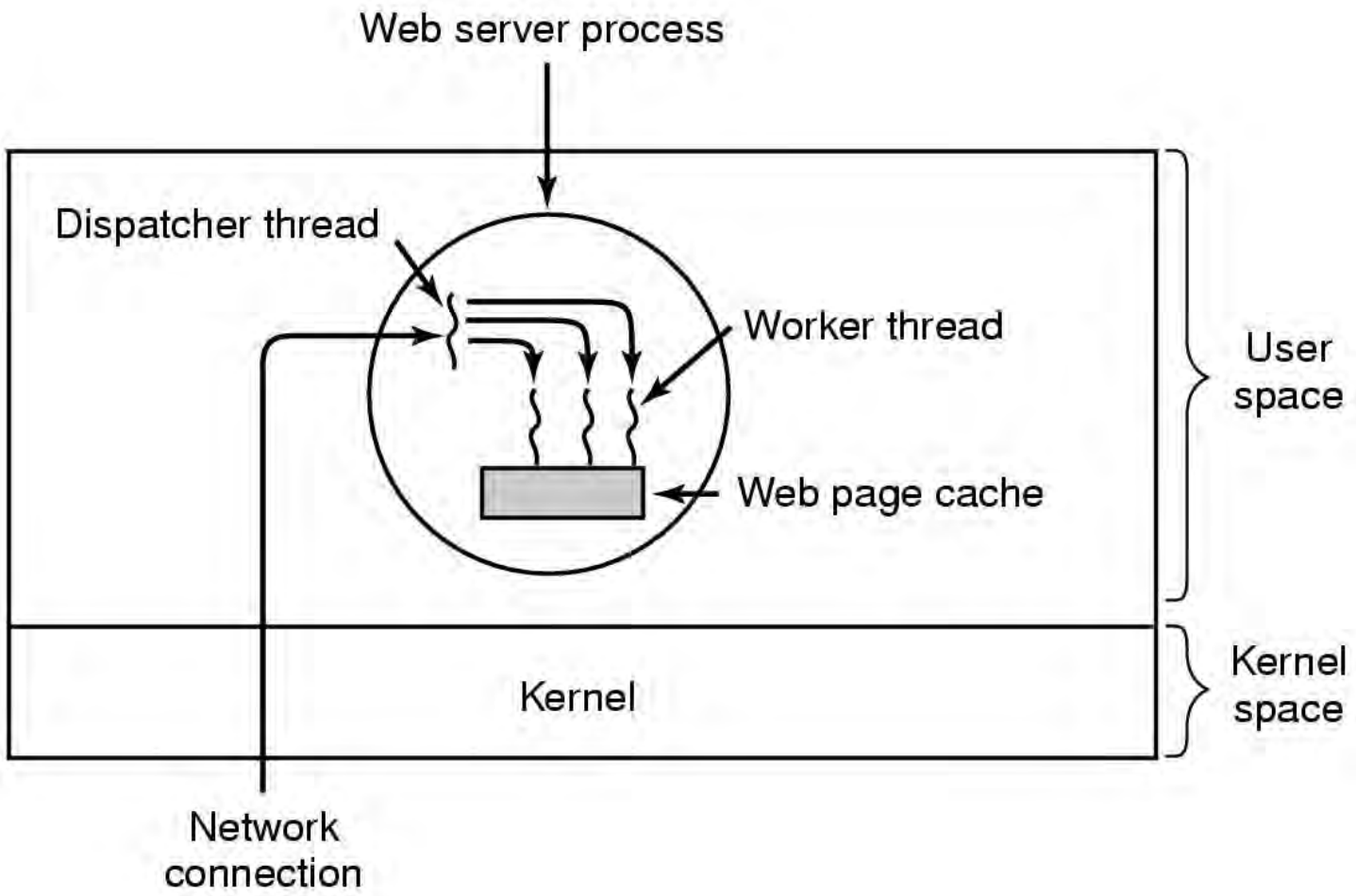


Figure 2-8. A multithreaded Web server.

Cases of MultiThreads

```
while (TRUE) {
    get_next_request(&buf);
    handoff_work(&buf);
}
```

(a)

```
while (TRUE) {
    wait_for_work(&buf)
    look_for_page_in_cache(&buf, &page);
    if (page_not_in_cache(&page))
        read_page_from_disk(&buf, &page);
    return_page(&page);
}
```

(b)

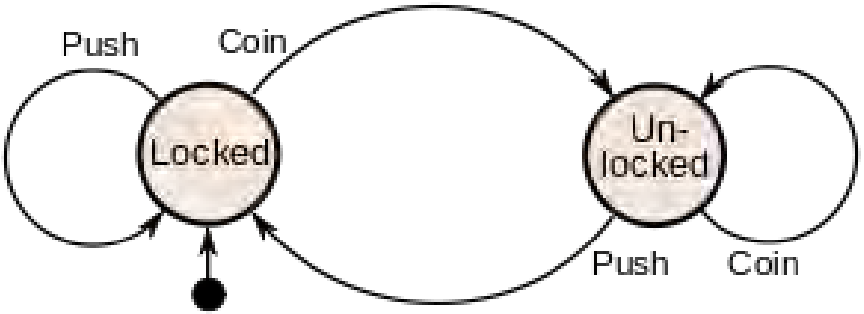
Figure 2-9. A rough outline of the code for Fig. 2-8. (a) Dispatcher thread. (b) Worker thread.

Three ways to construct a server

Model	Characteristics
Threads	Parallelism, blocking system calls
Single-threaded process	No parallelism, blocking system calls
Finite-state machine	Parallelism, nonblocking system calls, interrupts

Finite-State Machine (FSM)

- e.g. a turnstile

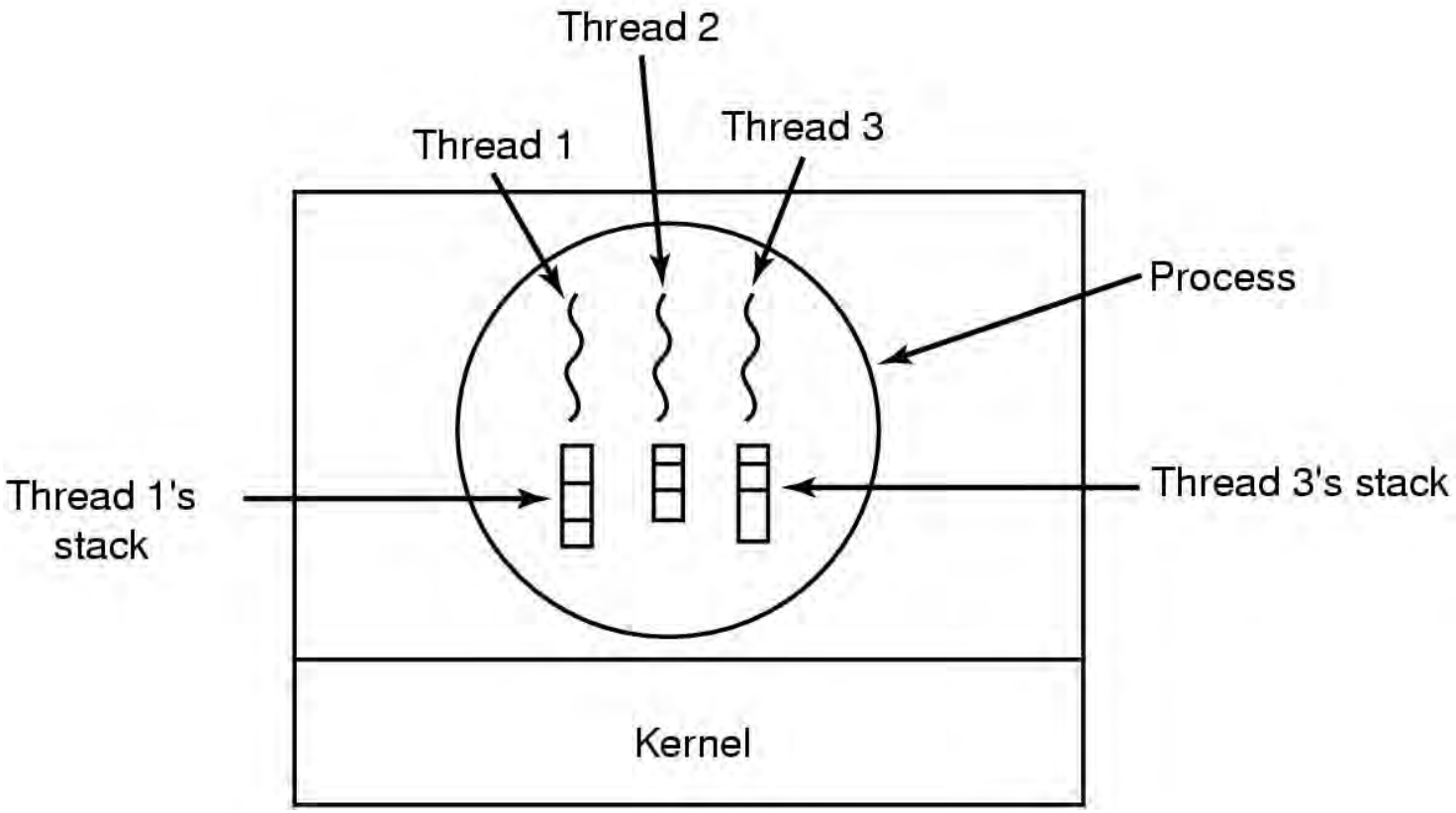


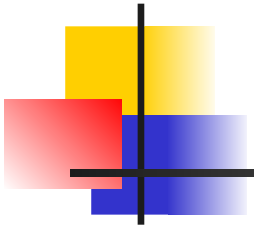
The Classical Thread Model

Per process items	Per thread items
Address space	Program counter
Global variables	Registers
Open files	Stack
Child processes	State
Pending alarms	
Signals and signal handlers	
Accounting information	

Figure 2-12. The first column lists some items shared by all threads in a process. The second one lists some items private to each thread.

Each thread has its own stack





POSIX Threads

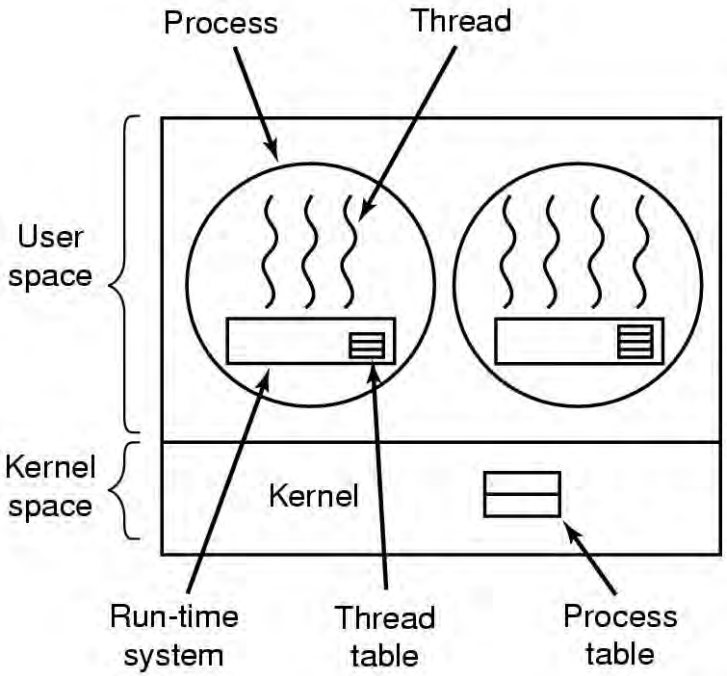
Thread call	Description
Pthread_create	Create a new thread
Pthread_exit	Terminate the calling thread
Pthread_join	Wait for a specific thread to exit
Pthread_yield	Release the CPU to let another thread run
Pthread_attr_init	Create and initialize a thread's attribute structure
Pthread_attr_destroy	Remove a thread's attribute structure

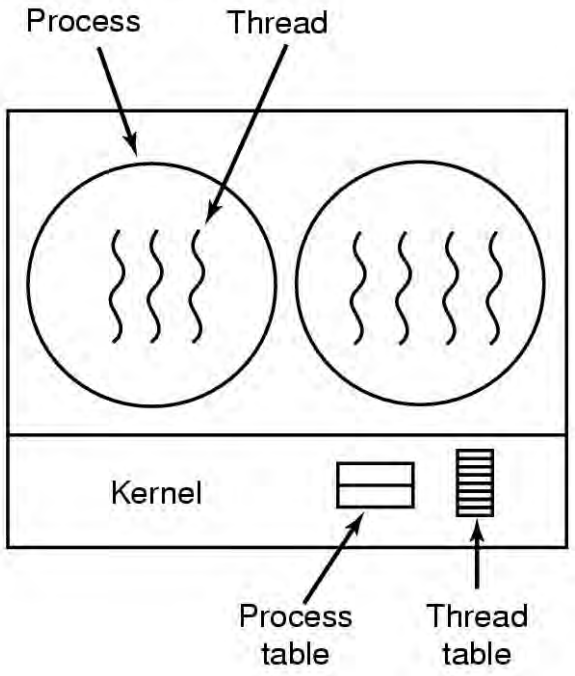
Example: POSIX Threads

```
#include <pthread.h>
#include <stdio.h>
#include <stdlib.h>

#define NUMBER_OF_THREADS     10

void *print_hello_world(void *tid)
{
        /* This function prints the thread's identifier and then exits. */
        printf("Hello World. Greetings from thread %d0, tid);
        pthread_exit(NULL);
}

int main(int argc, char *argv[])
{
        /* The main program creates 10 threads and then exits. */
        pthread_t threads[NUMBER_OF_THREADS];
        int status, i;

        for(i=0; i < NUMBER_OF_THREADS; i++) {
                printf("Main here. Creating thread %d0, i);
                status = pthread_create(&threads[i], NULL, print_hello_world, (void *)i);

                if (status != 0) {
                        printf("Oops. pthread_create returned error code %d0, status);
                        exit(-1);
                }
        }
        exit(NULL);
}
```

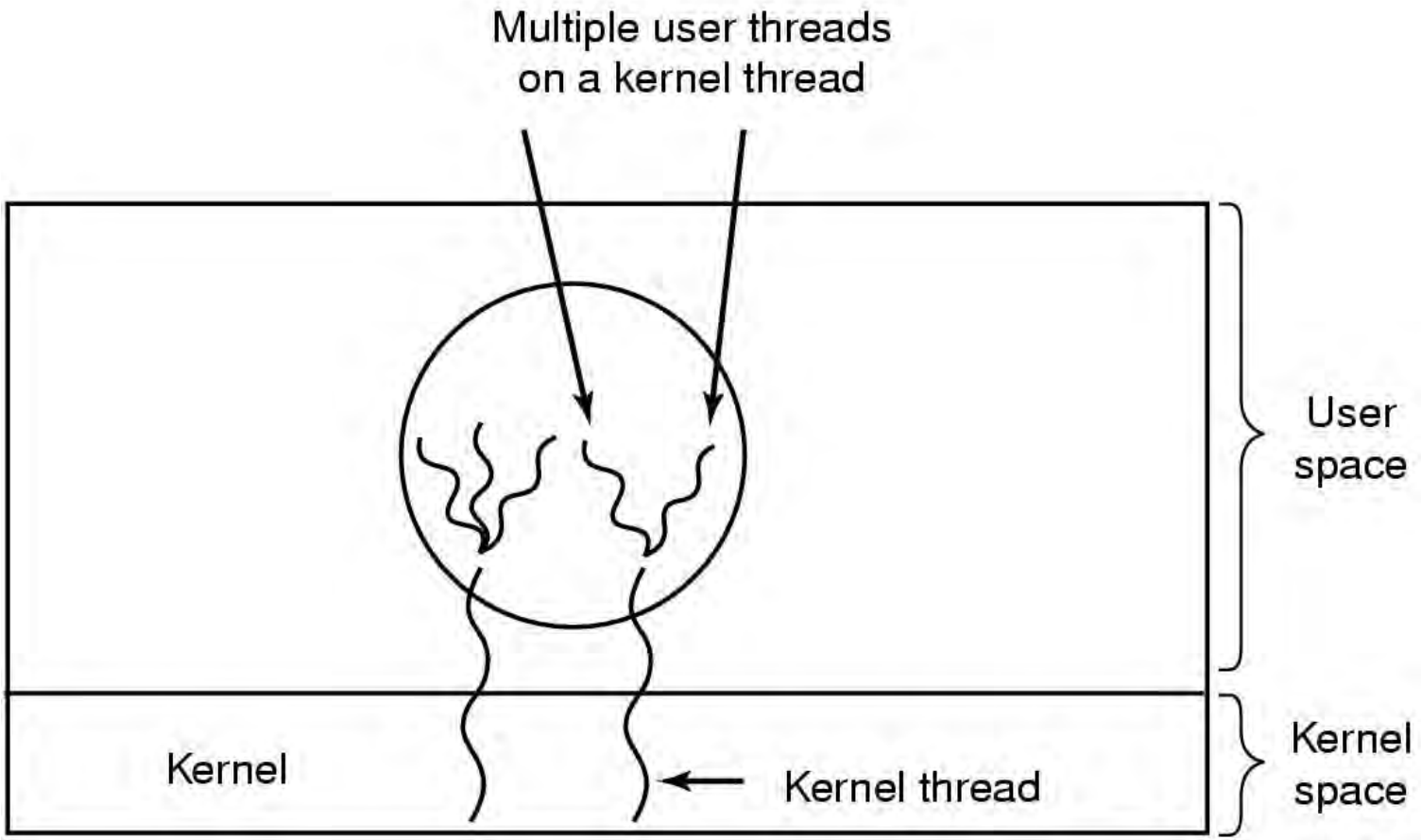
Implementing Threads

- In user space
- In os kernel
- Hybrid Implementations

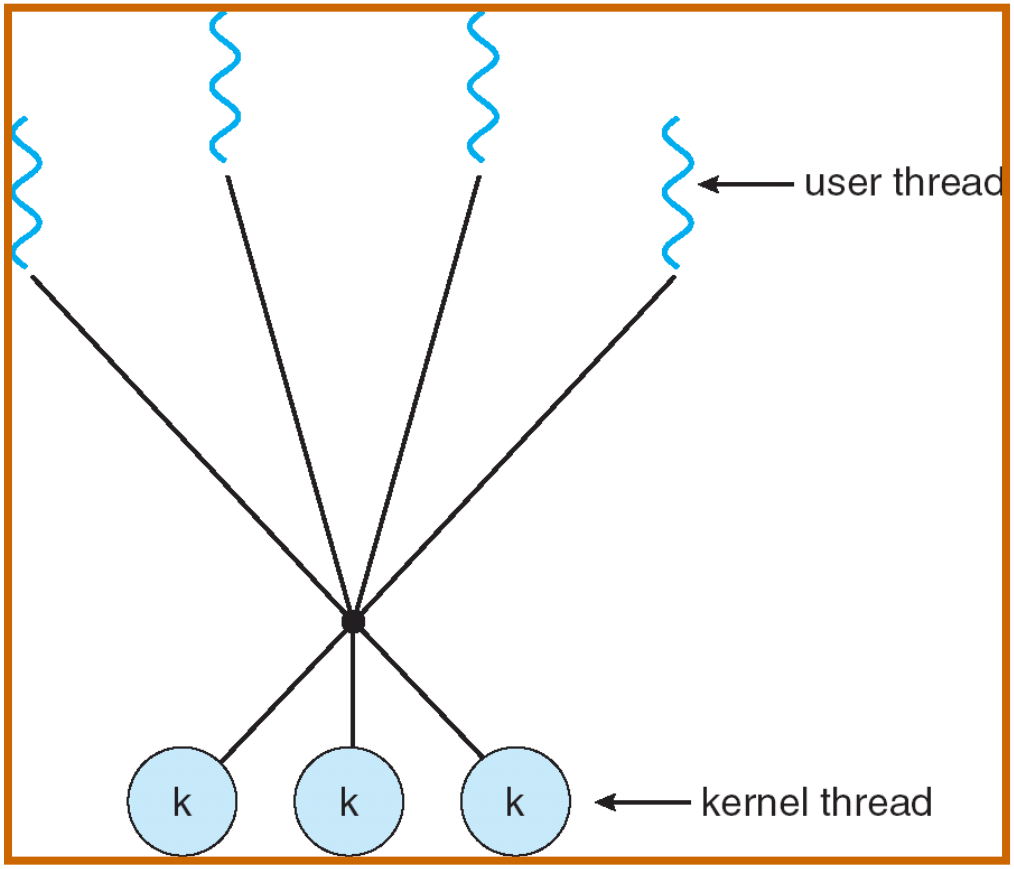




Implementing Threads



Implementing Threads



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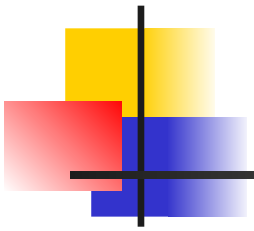
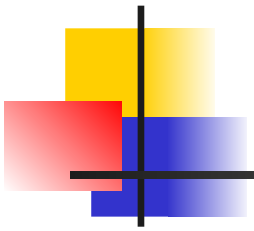


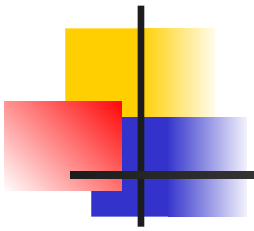
Threading Issues

- Semantics of fork() and exec() system calls
- Thread cancellation
- Signal handling
- Thread pools
- Thread specific data
- Scheduler activations



Semantics of fork() and exec()

- Does fork() duplicate only the calling thread or all threads?

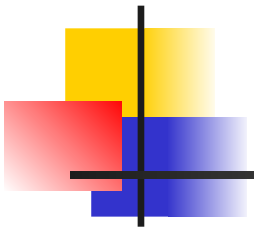


Thread cancellation

- Terminating a thread before it has finished
- Two general approaches:
  - Asynchronous cancellation terminates the target thread immediately
  - Deferred cancellation allows the target thread to periodically check if it should be cancelled

Signal Handling

- Signals are used in UNIX systems to notify a process that a particular event has occurred
- A signal handler is used to process signals
  - Signal is generated by particular event
  - Signal is delivered to a process
  - Signal is handled
- Options:
  - Deliver the signal to the thread to which the signal applies
  - Deliver the signal to every thread in the process
  - Deliver the signal to certain threads in the process
  - Assign a specific threa to receive all signals for the process



Thread Pools

- Create a number of threads in a pool where they await work
- Advantages:
  - Usually slightly faster to service a request with an existing thread than create a new thread
  - Allows the number of threads in the application(s) to be bound to the size of the pool

Pop-Up Threads

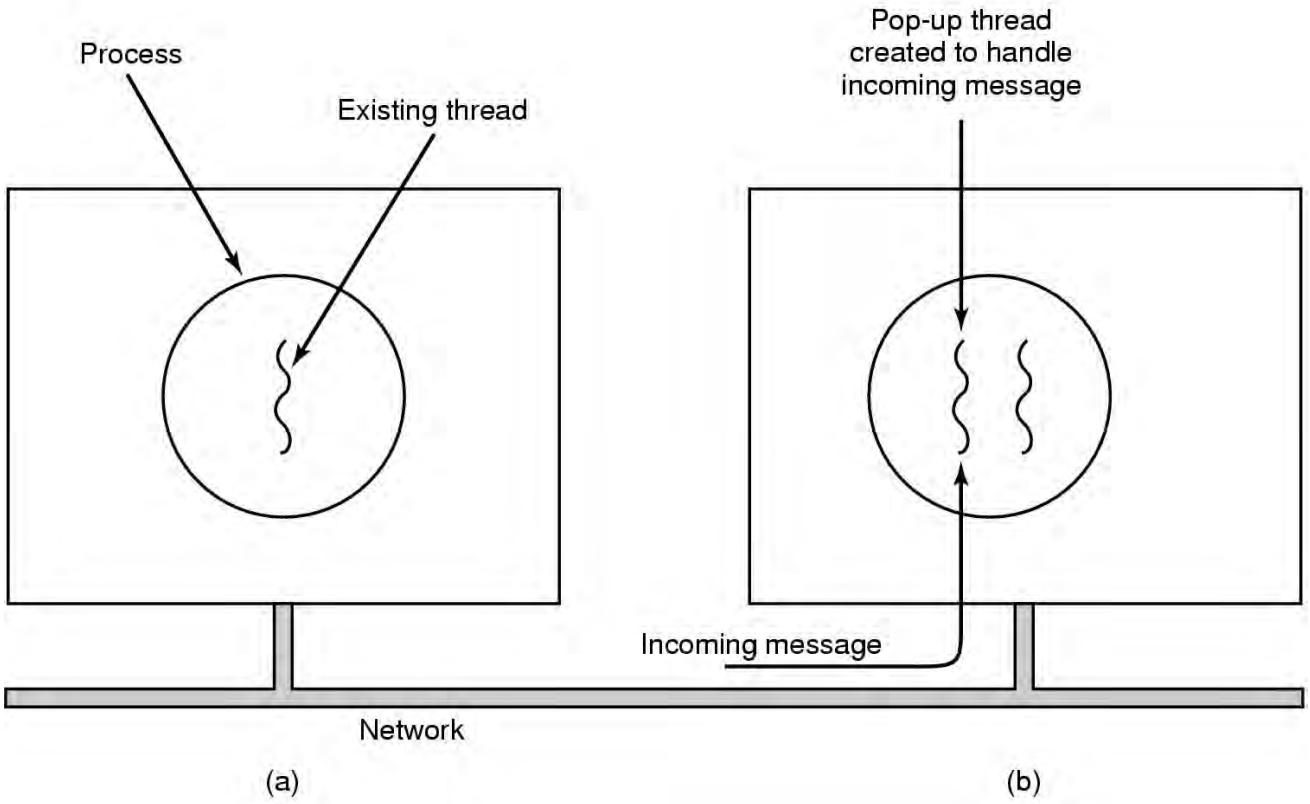
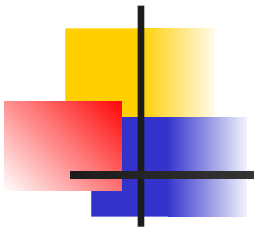


Figure 2-18. Creation of a new thread when a message arrives. (a) Before the message arrives. (b) After the message arrives.



Thread specific data

- Allows each thread to have its own copy of data
- Useful when you do not have control over the thread creation process (i.e., when using a thread pool)

Making Single-Threaded Code Multithreaded

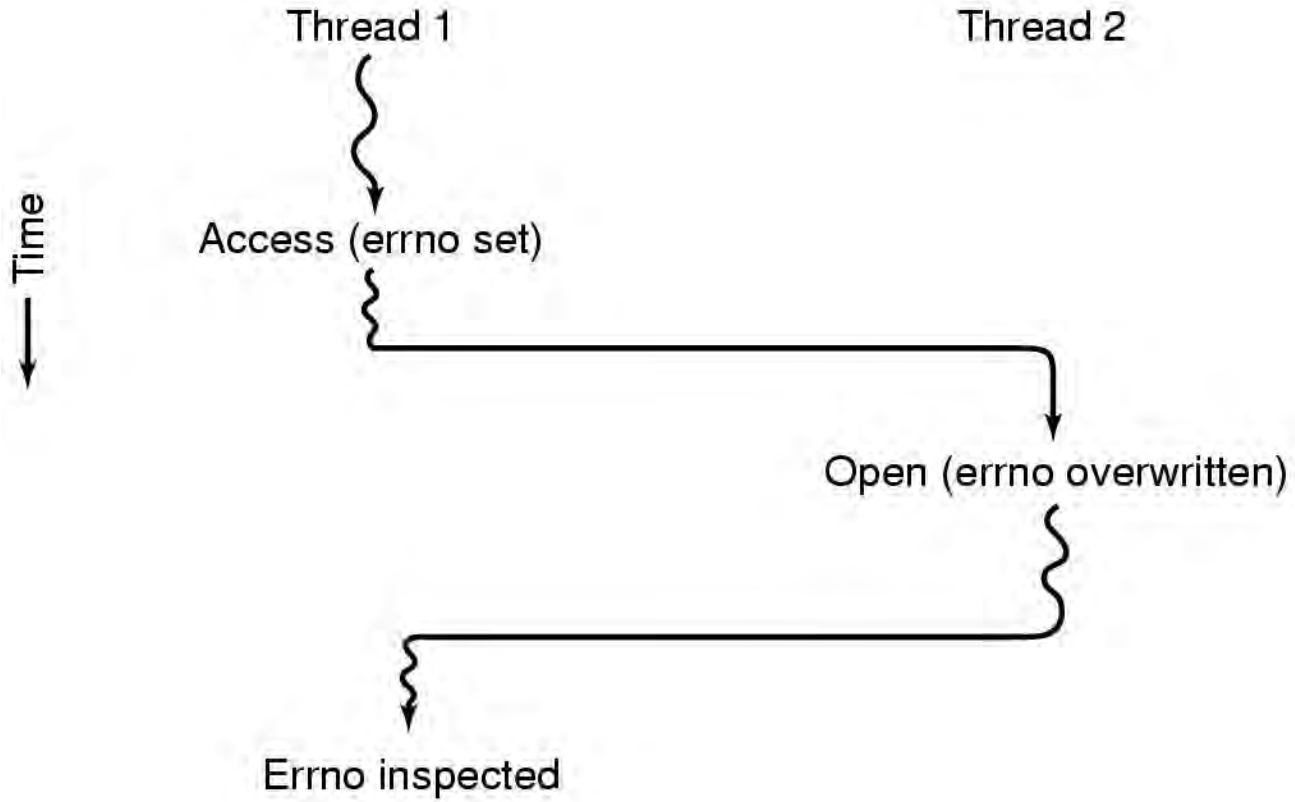


Figure 2-19. Conflicts between threads over the use of a global variable.

Making Single-Threaded Code Multithreaded

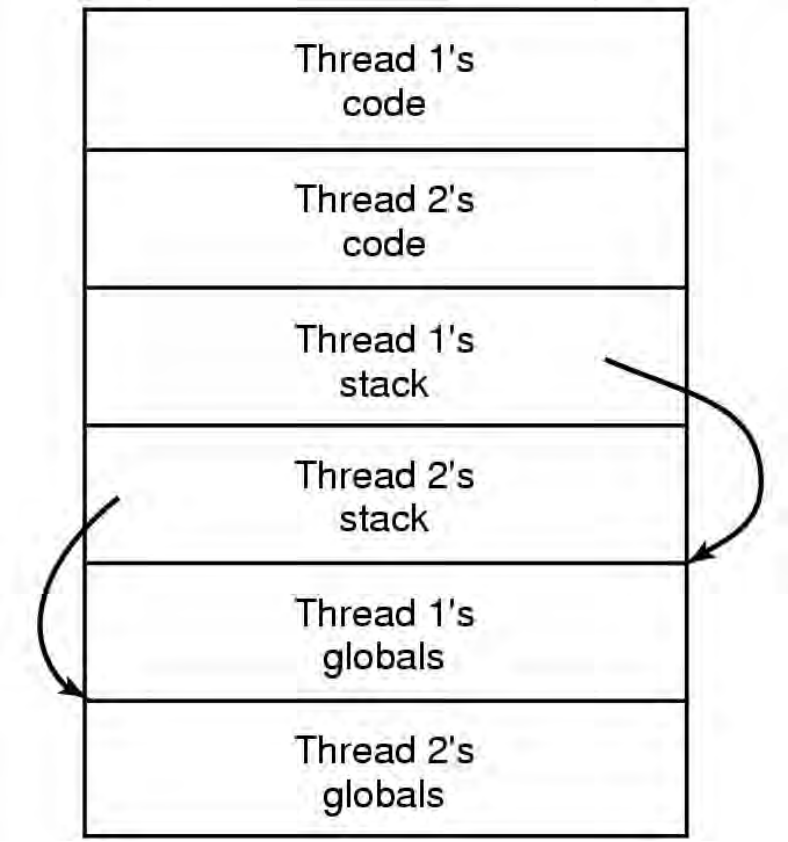
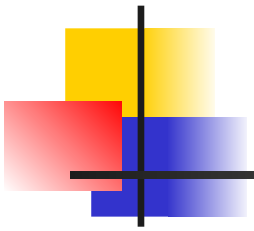
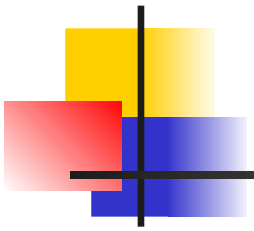


Figure 2-20. Threads can have private global variables.



Thread Scheduler Activations

- Goal
  - mimic the functionality of kernel threads,
  - but with the better performance and greater flexibility usually associated with threads packages implemented in user space
  - Avoiding unnecessary transitions between user and kernel space
- Upcall
  - Virtual processors
  - Run-time system
  - ? layer n may not call procedures in layer n + 1



Summary

- Process
- Thread
- Process v.s. Thread
- Kernel Threads v.s. User Threads
- Heavyweight Process v.s. Lightweight Process v.s. Fiber