CS1217 - Spring 2023 - Homework 2

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1. First Question

(a) Below is the implementation of man proc.

```
NAME

proc - process information pseudo-filesystem

proc - process information pseudo-filesystem which provides an interface to kernel data structures. It is commonly mounted at /groc. Typically, it is mounted automatically by the system, but it can also be mounted annually using a command such as:

nount -t proc proc /proc

Most of the files in the proc filesystem are read-only, but some files are writable, allowing kernel variables to be changed.

Mount options

The proc filesystem supports the following mount options:

hidepiden (since Linux 3.3)

This option controls who can access the information in /groc/[pid] directories. The argument, n, is one of the following values:

0 Everybody may access all /groc/[pid] directories. This is the traditional behavior, and the default if this mount option is not specified.

1 Users may not access files and subdirectories inside any /groc/[pid] directories but their own (the /groc/[pid] directories whether any user is running a specific program (so long as the program doesn't otherwise reveal tiself by its behavior).

2 As for mode 1, but in addition the /groc/[pid] directories belonging to other users become invisible. This means that /groc/[pid] entries can no longer be used to discover the PIDs on the system. This doesn't hide the fact that a process with a specific PID value exists (it can be learned by other means, for example, by "kill -0 SPID"), but it hides a process's UID and GID, which could otherwise be learned by enjoying stat(2) on a /proc/[pid] directory. This greatly complicates an attacker's task of gathering information about running program at all, and so on).

still-gid (since Linux 3.3)

Specifies the ID of a group whose mehers are authorized to learn process information otherwise prohibited by Midepid (i.e., users in this group behave as though /proc was nounted with blackeries). This group should be used instead of approaches such as putting nonroot users into the sudoers(5) file.
```

(b) The \proc file-system has contains many files which can be used to know more about system. Below is an example.

2. Second Question

The command top returns the status of all running processes (of kernel and all users) in real time. A demo of command:

```
top - 17:32:38 up 12 min, 1 user, load average: 0.17, 0.26, 0.15
Tasks: 213 to 12 min, 1 user, load average: 0.17, 0.26, 0.15
Tasks: 213 to 13, 1 user, load average: 0.17, 0.26, 0.18
Tasks: 213 to 13, 1 user, load average: 0.17, 0.26, 0.18
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Tasks: 213 to 13, 1 user, load average: 0.18
Tasks: 213 to 13, 1 user, load average: 0.18
Tasks: 213 to 13, 1 user, load average: 0.18
Tasks: 213 to 13, 1 user, load average:
```

The command ps return the snapshot of the running processes in system in user mode for current user, where the command ps au returns the snapshot of all the running processes bu all different users.

we can extract information of all running commands by using grep command. Pipe the output of ps au to grep cs1217 and it will display all running tasks for user cs1217.

3. Third Question

- (a) A shell is a user program that reads commands from the user and executes them. It acts as an interface between the user and the kernel. The core requirements of any shell is to be able to smoothly perform its functionality which is:
 - 1) Taking input from the user,
 - 2) Parsing the entered commands and its arguments,
 - 3) Return Errors if command is invalid,
 - 4) Executing system calls, commands and libraries, and
 - 5) Printing
- (b) The shell's use of system calls illustrates how carefully they have been designed. In order to perform these system calls smoothly, there should be detailed provisions for privileged access (permissions and users). That is, a shell is a user program and can only access the functionality of a kernel (Which operates on privileged access) using system calls. The OS should also provide a mechanism for inter-process communication between processes and their children. OS should also help shell managing the memory, storage etc. of a process.
- (c) Steps needed to implement a basic, working shell program:
 - 1) A way to take user input so that the commands can be executed.
 - 2) Forking and exec() (or other related system calls) a process
 - 3) Execute the binary arguments
 - 4) Giving privilege to parent process to implement the blocking wait or non-blocking wait.
 - 5) If the blocking wait is implemented, then the parent will wait; and if the non-blocking wait is implemented, then it will start accepting more inputs and repeat from beginning.

4. Fourth Question

A program spends more time in kernel mode when it is making syscall(s) such as fopen(), printf(), get(), etc. The cpu-print.c program has gettimeofday(), printf() instruction, so intuitively it will spend more time in kernel space.

Similarly, the program cpu.c does not have syscalls and is executing user instructions. Hence it spends more time in user space.

The time command followed by a program, outputs the overall time spent by a program and also time spent in user and kernel mode, given by real, user and sys respectively.

The deduction that cpu.c spends more time in user mode and cpu-print.c spends more time in kernel space can also be confirmed by time command.

```
gautam-ahuja@LAPTOP-FV7627LB:~/.../cs1217-assignment-2-julius-stabs-back$ ls

README.md cpu cpu-print cpu-print.c cpu.c disk.c disk1.c

gautam-ahuja@LAPTOP-FV7627LB:~/.../cs1217-assignment-2-julius-stabs-back$ time ./cpu
^C
real 1m51.454s
user 1m50.952s
sys 0m0.500s

gautam-ahuja@LAPTOP-FV7627LB:~/.../cs1217-assignment-2-julius-stabs-back$ |
```

```
1676383567 sec, 448350 usec
1676383567 sec, 448351 usec
^C
real 0m33.953s
user 0m1.277s
sys 0m8.0355

gautam-ahuja@LAPTOP-FV7627LB:~/.../cs1217-assignment-2-julius-stabs-back$
```

5. Fifth Question

As we all know (discussed in class), the name of the shell is stored in a variable called SHELL. It can be printed in command-line by using echo \$SHELL on terminal. In this the shell is bash

The PID of the any process can be found by running the following command: ps au | grep bash. It return processes named bash and we can see the PID of the bash. Here, the PID is 2378.

```
cs1217@cs1217-devel:-/Oocunents/operating-systems/assignment-2/cs1217-assignment-2-julius-stabs-back$ ps au | grep bash cs1217 2378 0.0 0.1 20052 5644 pts/0 5s 17:40 0:00 bash cs1217 3594 0.0 0.0 17732 2420 pts/0 5 * 20:30 0:00 grep *-color=auto bash cs1217@cs1217-devel:-/Oocunents/operating-systems/assignment-2/cs1217-assignment-2-julius-stabs-back$
```

To obtain the process tree, we run the command: pstree -p, this return a process tree along with the PID(s) of each process.

Here the process tree for bash is systemd(1) -> systemd(1547) -> gnome-terminal(2302) -> bash(2378)

6. Sixth Question

We can check if a command is built-in or exec()-ed using the type command. The command can be found inside bash documentation

```
gautam-ahuja@LAPTOP-FV7627LB:~$ type cd
cd is a shell builtin
gautam-ahuja@LAPTOP-FV7627LB:~$ type history
history is a shell builtin
gautam-ahuja@LAPTOP-FV7627LB:~$ type ls
ls is aliased to 'ls --color=auto'
gautam-ahuja@LAPTOP-FV7627LB:~$ type ps
ps is /usr/bin/ps
gautam-ahuja@LAPTOP-FV7627LB:~$ |
```

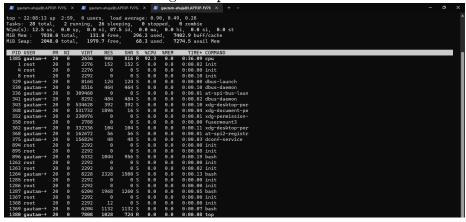
Commands which are implemented by bash: cd and history

Commands which are exec()-ed: 1s and ps

The exec() takes the binary ELF as input argument. One other way to figure out if the command is exec()-ed is see if the corresponding ELF binary is present in /bin directory or not.

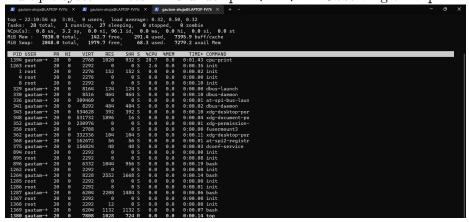
7. Seventh Question

- (a) For cpu,
 - 1) Bottleneck: CPU Usage
 - 2) Reasoning Justification: The code is multiplying i*j. We are only utilizing the CPU during multiplication up to 99%. Hence it is the bottleneck, as other processes wont be able to use the CPU. Observing on top:





- (b) For cpu-print,
 - 1) Bottleneck: None, the program is not causing any bottleneck.
 - 2) Reasoning Justification: Whenever each print happens, a system call happens to write on the terminal. Therefore, the control keeps going back and forth between the user and the kernel as there are multiple syscalls. So, it will depend on the implementation and if it turns out to be a system call then there might be a CPU bottleneck. We can also see multiple syscall writes in IO under proc/PID/io. Observing on top:



```
## geatom-shightUNTOR-NYE, X ## geatom-shightUNTOR-NYE, X ## geatom-shightUNTOR-NYE, X + - - O X

gautam-shightEAPTOR-PYP627LB://aros$ cd 1394

gautam-shightEAPTOR-PYP627LB:../1394$ cat io
rchar: 4288

wchar: 43981919

sysce: 11

sysce: 1559934

read_bytes: 0

cancelled_write_bytes: 0

cancelled_write_bytes: 0

cancelled_write_bytes: 0
```

Output for cpu, cpu-print

```
1076392819 sec, 6698947 usec
1076392019 sec, 6698947 usec
1076392019 sec, 6698949 usec
1076392019 sec, 669895 usec
1076392019 sec, 669896 usec
1076392019 sec, 669896 usec
1076392019 sec, 669896 usec
1076392019 sec, 669896 usec
1076392019 sec, 669897 usec
1076392019 sec, 669897 usec
1076392019 sec, 669897 usec
```

For disk,

1) Bottleneck: STORAGE/DISK IO

2) Reasoning Justification: There is a lot of stroage/disk IO utilization as each time when a random file is selected, its content had to be read from the disk. also, there are 10,000 files, each of 2MB, which will result in 20GB size which won't fit into the memory. We can also see multiple read_bytes writes in IO under proc/PID/io. Observing on top:

```
### gnotem shughed/PIOP-PTCE X  ### gnotem shughed/PIOP-PTE X  ### parama shughed/PIOP-PTE X
```

```
## gentum shujabUAFIOP-FY627UR:/proc$ cd 1366
guatam-shujabUAFIOP-FY627UR:/proc$ cd 1366
guatam-shujabAFIOP-FY627UR:.../1366$ cat io
rchar: 28129488816
wchar: 0
syscer: 6888972
syscer: 6888972
syscer: 6888978
syscer: 6888978
gradu bytes: 15255239936
arrite_bytes: 0
cancelled_mrite_bytes: 0
guatam-shujabUAFIOP-FY7627UR:.../1366$
```

For disk1,

1) Bottleneck: No Bottleneck

2) Reasoning Justification: The CPU is only used 90%, and we cannot declare it a bottleneck as other processes can still use it. We are only accessing 1 file to read many times, as per the code. Hence there is no disk io bottleneck happening here. Hence no type pf bottleneck is

observed. We can also see that the contents in ${\tt IO}$ under ${\tt proc/PID/io}$ are not significant in numbers.

Observing on top:

Output for disk, disk1

es: 2854912 tes: 0 d_write_bytes: 0