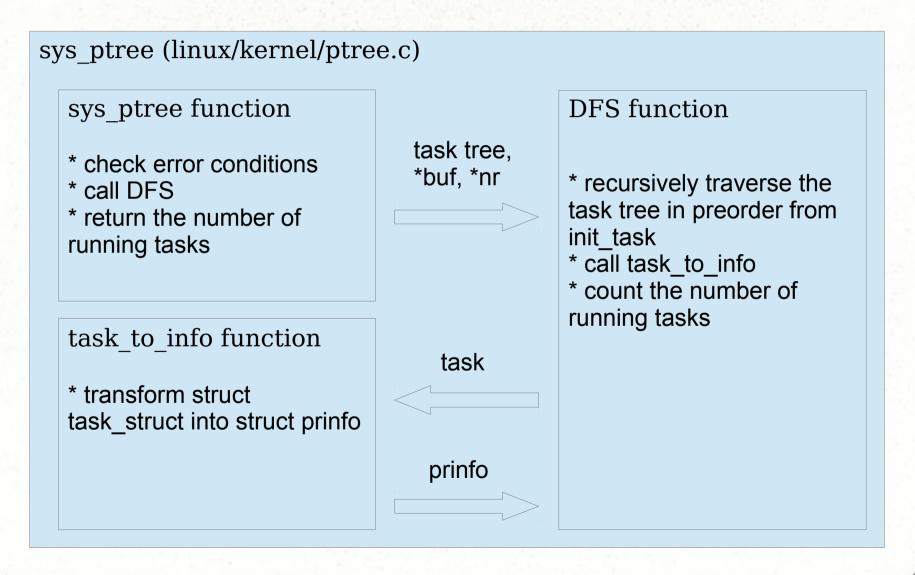
Operating System 2016-1 Project 1

# System Calls

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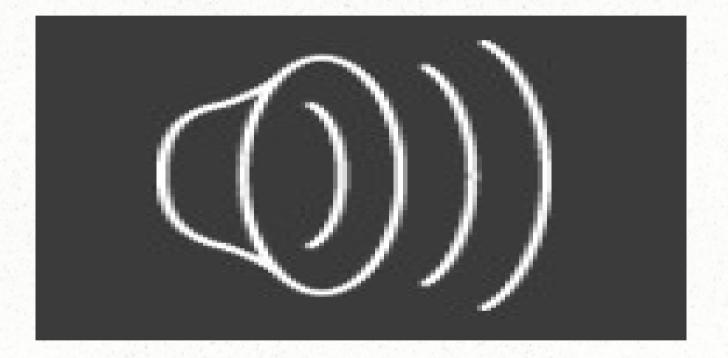
#### **Operating System 2016-2 Project1 – System calls**

# Design



#### **Operating System 2016-2 Project1 – System calls**

#### Demo



LINK: https://youtu.be/pSH9Kjo-fU8

- Process tree
  - Systemd-udevd generates a child periodically
    - \* Systemd-udevd manages the device and events and communicates between the device and the kernel.
    - \* Its child is created when our test program sends a syscall message and the process is destroyed when we don't need it.

**Operating System 2016-2 Project1 – System calls** 

- Process tree
  - New kworkers are created and deleted from time to time
    - \* Kworkers are kernel threads.

- Process tree and Applications
  - Tasks related to the applications appears as a child of launchpad-process
  - New kworkers and functional tasks appear.

- Launchpad and Launchpad loader Tests
  - Tasks related to the applications appears as a child of launchpad-process
  - They remain even if we stopped the applications by pressing the home button
  - The tasks disappear when we do the clear all

- Launchpad
  - The launchpad saves the tasks of applications used in the order that they were started.
  - The launchpad saves a snapshot of the app even if it was force stopped so that the application can be launched from where it was stopped.
  - The launchpad also manage tasks. When one app calls another app, it sends the request to the launchpad.

- Launchpad-loader
  - It is used for pre-fork service to increase throughput and decrease latency.
  - If the launchpad decides to launch another app, the launchpad-loader launches the app with its process which was made beforehand.

#### Lessons learned

- The process of system call operation in both user and kernel space.
- Functions of some specific kernel tasks.