CSGE602055 Operating Systems CSF2600505 Sistem Operasi Week 06: Concurency: Processes & Threads

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http://rms46.vlsm.org/2/207.html Always check for the latest revision!

REV110 26-JAN-2018

Operating Systems 2018-1 (Room 3114 Tue/Thu) Class: A (10:00-12:00) | B (13:00-15:00) | C (16:00-18:00)

Week	Schedule	Topic	OSC9
Week 00	06 Feb - 12 Feb 2018	Intro & Review1	Ch. 1, 16
Week 01	13 Feb - 19 Feb 2018	Review2 & Scripting	Ch. 1, 2
Week 02	20 Feb - 26 Feb 2018	Protection, Security, Privacy,	Ch. 14, 15
		& C-language	
Week 03	27 Feb - 05 Mar 2018	I/O, BIOS, Loader, & Systemd	Ch. 13
Week 04	06 Mar - 12 Mar 2018	Addressing, Shared Lib, & Pointer	Ch. 8
Week 05	13 Mar - 19 Mar 2018	Virtual Memory	Ch. 9
Reserved	20 Mar - 24 Mar 2018		
Mid-Term	26 Mar - 03 Apr 2018	(UTS)	
Week 06	05 Apr - 11 Apr 2018	Concurency: Processes & Threads	Ch. 3, 4
Week 07	12 Apr - 18 Apr 2018	Synchronization	Ch. 5, 7
Week 08	19 Apr - 25 Apr 2018	Scheduling	Ch. 6
Week 09	26 Apr - 05 May 2018	File System & Persistent Storage	Ch. 10, 11, 12
Week 10	07 May - 16 May 2018	I/O Programming	
		& Network Sockets Programming	
Reserved	17 May - 22 May 2018		
Final	23 May - 26 May 2018	(UAS)	
Deadline	07 Jun 2018 16:00	Extra assignment deadline	

Agenda I

- Start
- 2 Agenda
- 3 Week 06
- Process Map
- Process State
- Makefile
- **1** 00-fork
- 01-fork
- 02-fork
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- 10 01-fork vs 02-fork vs 03-fork
- 04-sleeping
- 05-fork
- 100 06-fork
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Agenda II

- **17** 09-fork
- 18 10-fork
- 11-fork
- 20 12-fork
- **21** 14-fork
- 22 15-fork
- 23 The End

Week 06: Concurency: Processes & Threads

- Reference: (OSC9-ch03 OSC9-ch04 demo-w06)
- Process Concept
 - Program (passive) ↔ Process (active)
 - Process in Memory: | Stack · · · Head | Data | Text |
 - Process State: | running | waiting | ready |
 - Process Control Block (PCB)
 - (I/O vs CPU) Bound Processes
- Process Creation
 - PID: Process Identifier (uniq)
 - The Parent Process forms a tree of Children Processes
 - fork(), new process system call (clone)
 - execlp(), replaces the clone with a new program.
- Process Termination
 - wait(), until the child process is terminated.

Process Map

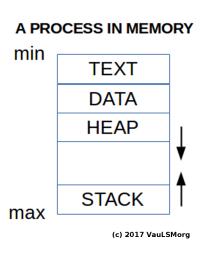


Figure: A Process in Memory

Process State



Figure: A Process State

More about Process

- Android Systems
 - Dalvik VM Performance Problem: Replaced with ART (Android Runtime).
 - Foreground Processes: with an User Interface (UI) for Videos, Images, Sounds, Texts, etc.
 - Background Processes: with a service with no UI and small memory footprint.
- The Multi-process Synchronization Problem
 - Producer-Consumer (Bounded Buffer)
 - Readers-Writers
 - Dining Philosopher
- Communication
 - Pipes
 - Sockets
 - RPC

Thread

- Multicore Programming
- Multithreading Models
- Threading Issues
- Benefits
 - Responsiveness
 - Resource Sharing
 - Economy
 - Scalability
- Concurrency vs. Parallelism
 - Parallelism on a multi-core system.
- Multithreading Models
 - Many to One
 - One to One
 - Many to Many
 - Multilevel Models
- Pthreads

Makefile

```
CC=gcc
P00=00-fork
P01=01-fork
P14=14-fork
P15=15-fork
EXECS= \
  $(P00) \
  $(P01) \
  $(P14) \
  $(P15) \
all: $(EXECS)
$(P00): $(P00).c
  $(CC) $(P00).c -o $(P00)
$(P01): $(P01).c
  $(CC) $(P01).c -o $(P01)
$(P14): $(P14).c
  $(CC) $(P14).c -o $(P14)
$(P15): $(P15).c
  $(CC) $(P15).c -o $(P15)
clean:
  rm -f $(EXECS)
```

```
/*
 * (c) 2016-2017 Rahmat M. Samik-Ibrahim
 * http://rahmatm.samik-ibrahim.vlsm.org/
 * This is free software.
 * REV04 Mon Oct 30 10:28:12 WIB 2017
 * START Mon Oct 24 09:42:05 WIB 2016
 */
#include <stdio.h>
#include <unistd.h>
#include <sys/types.h>
void main(void) {
  printf(" [[[ This is 00-fork: PID[%d] PPID[%d] ]]]\n",
             getpid(), getppid());
}
>>>> $ 00-fork
  [[[ This is 00-fork: PID[5777] PPID[1350] ]]]
```

```
>>>> $ cat 01-fork.c : echo "======" : ./01-fork
/* (c) 2016-2017 Rahmat M. Samik-Thrahim
* http://rahmatm.samik-ibrahim.vlsm.org/
 * This is free software.
 */
#include <stdio h>
#include <unistd.h>
#include <sys/types.h>
#include <svs/wait.h>
void main(void) {
   char *iAM="PARENT";
  printf("PID[%d] PPID[%d] (START:%s)\n", getpid(), getppid(), iAM);
  if (fork() > 0) {
      sleep(1): /* LOOK THIS ********* */
     printf("PID[%d] PPID[%d] (IFFO:%s)\n", getpid(), getppid(), iAM);
   } else {
     i AM="CHILD":
     printf("PID[%d] PPID[%d] (ELSE:%s)\n", getpid(), getppid(), iAM);
  printf("PID[%d] PPID[%d] (STOP:%s)\n", getpid(), getppid(), iAM);
}
PID[5784] PPID[1350] (START:PARENT)
PID[5785] PPID[5784] (ELSE:CHILD)
PID[5785] PPID[5784] (STOP:CHILD)
PID[5784] PPID[1350] (IFFO:PARENT)
PID[5784] PPID[1350] (STOP:PARENT)
>>>> $
```

```
>>>> $ cat 02-fork.c : echo "======" : ./02-fork
/* (c) 2016-2017 Rahmat M. Samik-Thrahim
* http://rahmatm.samik-ibrahim.vlsm.org/
 * This is free software.
 */
#include <stdio h>
#include <unistd.h>
#include <sys/types.h>
#include <svs/wait.h>
void main(void) {
   char *iAM="PARENT";
  printf("PID[%d] PPID[%d] (START:%s)\n", getpid(), getppid(), iAM);
   if (fork() > 0) {
     printf("PID[%d] PPID[%d] (IFF0:%s)\n", getpid(), getppid(), iAM);
   } else {
     i AM="CHTLD":
     printf("PID[%d] PPID[%d] (ELSE:%s)\n", getpid(), getppid(), iAM):
     sleep(1): /* LOOK THIS ********* */
  printf("PID[%d] PPID[%d] (STOP:%s)\n", getpid(), getppid(), iAM);
}
PID[5792] PPID[1350] (START:PARENT)
PID[5792] PPID[1350] (IFFO:PARENT)
PID[5792] PPID[1350] (STOP:PARENT)
PID[5793] PPID[5792] (ELSE:CHILD)
>>>> $ PID[5793] PPID[1] (STOP:CHILD)
>>>> $
```

```
>>>> $ cat 03-fork.c : echo "======" : ./03-fork
/* (c) 2016-2017 Rahmat M. Samik-Thrahim
* http://rahmatm.samik-ibrahim.vlsm.org/
 * This is free software.
 */
#include <stdio h>
#include <unistd.h>
#include <sys/types.h>
#include <svs/wait.h>
void main(void) {
   char *iAM="PARENT";
  printf("PID[%d] PPID[%d] (START:%s)\n", getpid(), getppid(), iAM);
  if (fork() > 0) {
     wait(NULL): /* LOOK THIS ********* */
     printf("PID[%d] PPID[%d] (IFF0:%s)\n", getpid(), getppid(), iAM);
   } else {
     i AM="CHILD":
     printf("PID[%d] PPID[%d] (ELSE:%s)\n", getpid(), getppid(), iAM);
  printf("PID[%d] PPID[%d] (STOP:%s)\n", getpid(), getppid(), iAM);
}
PID[5799] PPID[1350] (START:PARENT)
PID[5800] PPID[5799] (ELSE:CHILD)
PID[5800] PPID[5799] (STOP:CHILD)
PID[5799] PPID[1350] (IFFO:PARENT)
PID[5799] PPID[1350] (STOP:PARENT)
>>>> $
```

01-fork vs 02-fork vs 03-fork

```
>>>> $ ./01-fork
PID[5803] PPID[1350] (START: PARENT)
PID[5804] PPID[5803] (ELSE:CHILD)
PID[5804] PPID[5803] (STOP:CHILD)
PID[5803] PPID[1350] (IFFO:PARENT)
PID[5803] PPID[1350] (STOP:PARENT)
>>>> $ ./02-fork
PID[5805] PPID[1350] (START:PARENT)
PID[5805] PPID[1350] (IFFO:PARENT)
PID[5805] PPID[1350] (STOP:PARENT)
PID[5806] PPID[5805] (ELSE:CHILD)
>>>> $ PID[5806] PPID[1] (STOP:CHILD)
>>>> $ ./03-fork
PID[5807] PPID[1350] (START: PARENT)
PID[5808] PPID[5807] (ELSE:CHILD)
PID[5808] PPID[5807] (STOP:CHILD)
PID[5807] PPID[1350] (IFFO:PARENT)
PID[5807] PPID[1350] (STOP:PARENT)
>>>> $
```

04-sleeping

```
#include <stdio.h>
#include <unistd.h>
void main(void) {
   int ii;
  printf("Sleeping 3s with fflush(): ");
  fflush(NULL);
  for (ii=0; ii < 3; ii++) {
      sleep(1);
      printf("x ");
      fflush(NULL);
   }
  printf("\nSleeping with no fflush(): ");
   for (ii=0; ii < 3; ii++) {
      sleep(1);
      printf("x ");
   }
  printf("\n");
Sleeping 3s with fflush(): x x x
Sleeping with no fflush(): x x x
```

```
#include <stdio.h>
#include <unistd.h>
#include <sys/types.h>
#include <sys/wait.h>
void main(void) {
  printf("Start:
                         PID[%d] PPID[%d]\n", getpid(), getppid());
  fflush(NULL);
  if (fork() == 0) {
     /* START BLOCK
        END BLOCK */
     execlp("./00-fork", "00-fork", NULL);
     printf("Child:
  } else {
     wait(NULL):
     printf("Parent:
                             "):
                "PID[%d] PPID[%d] <<< <<< \\n", getpid(), getppid());
  printf(
execlp ===========
Start:
               PID[6007] PPID[1350]
 [[[ This is 00-fork: PID[6008] PPID[6007] ]]]
Parent:
               PID[6007] PPID[1350] <<< <<< <<
no execlp ==========
Start:
               PID[6040] PPID[1350]
Child:
             PID[6041] PPID[6040] <<< <<<
               PID[6040] PPID[1350] <<< <<<
Parent:
```

```
#include <sys/types.h>
#include <sys/wait.h>
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
/******** main ** */
void main(void) {
  pid t val1, val2, val3;
  val3 = val2 = val1 = 1000;
  printf("PID==%4d ==== ==== ==== \n", getpid());
  fflush(NULL):
  val1 = fork();
  wait(NULL);
  val2 = fork():
  wait(NULL):
  val3 = fork():
  wait(NULL):
/* **** **** **** **** START BLOCK *
  ***** **** **** **** END** BLOCK */
  printf("VAL1=%4d VAL2=%4d VAL3=%4d\n", val1, val2, val3);
}
=====
PID==6072 ==== ==== ====
VAL1= 0 VAL2= 0 VAL3= 0
VAL1= 0 VAL2= 0 VAL3=6075
VAL1= 0 VAL2=6074 VAL3=
VAL1= 0 VAL2=6074 VAL3=6076
VAL1=6073 VAL2= 0 VAL3=
VAI.1=6073 VAI.2= 0 VAI.3=6078
VAL1=6073 VAL2=6077 VAL3=
VAL1=6073 VAL2=6077 VAL3=6079
```

```
>>>> $ cat 07-fork.c
/*
 * (c) 2005-2017 Rahmat M. Samik-Thrahim
 * http://rahmatm.samik-ibrahim.vlsm.org/
 * This is free software.
 * REV05 Mon Oct 30 10:57:02 WIB 2017
 * REV02 Mon Oct 24 10:43:00 WIB 2016
 * REV01 Sun Feb 27 08:31:46 WIB 2011
 * START 2005
 */
#include <sys/types.h>
#include <sys/wait.h>
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#define DISPLAY1 "START * PARENT *** ** PID (%4d) ** *********\n"
#define DISPLAY2 "RANDOM: val1(%4d) -- val2(%4d) -- val3(%4d)\n"
/****** main ** */
void main(void) {
  pid_t val1, val2, val3;
  printf(DISPLAY1, getpid());
  val1 = fork();
  val2 = fork():
  val3 = fork();
  printf(DISPLAY2, val1, val2, val3);
  wait(NULL):
  wait(NULL):
  wait(NULL);
/* ******** START BLOCK ***
  ****** END * BLOCK *** */
}
```

07-fork (2)

```
>>>> $ 07-fork
START * PARENT *** ** PID (6160) ** ********
RANDOM: val1(6161) -- val2(6162) -- val3(6163)
RANDOM: val1(6161) -- val2(6162) -- val3( 0)
RANDOM: val1(6161) -- val2( 0) -- val3(6165)
RANDOM: val1(6161) -- val2( 0) -- val3(
RANDOM: val1( 0) -- val2(6164) -- val3(6166)
RANDOM: val1( 0) -- val2(6164) -- val3(
RANDOM: val1( 0) -- val2( 0) -- val3(6167)
RANDOM: val1( 0) -- val2( 0) -- val3(
>>>> $ 07-fork
START * PARENT *** ** PID (6168) ** ********
RANDOM: val1(6169) -- val2(6170) -- val3(6172)
RANDOM: val1(6169) -- val2( 0) -- val3(6173)
RANDOM: val1(6169) -- val2(6170) -- val3( 0)
RANDOM: val1( 0) -- val2(6171) -- val3(6174)
RANDOM: val1(6169) -- val2( 0) -- val3(
RANDOM: val1( 0) -- val2( 0) -- val3(6175)
RANDOM: val1( 0) -- val2( 0) -- val3(
RANDOM: val1( 0) -- val2(6171) -- val3(
>>>> $ 07-fork
START * PARENT *** ** PID (6176) ** ********
RANDOM: val1(6177) -- val2(6178) -- val3(6181)
RANDOM: val1( 0) -- val2(6179) -- val3(6180)
RANDOM: val1( 0) -- val2(6179) -- val3(
RANDOM: val1( 0) -- val2( 0) -- val3(6182)
RANDOM: val1(6177) -- val2( 0) -- val3(6183)
RANDOM: val1(6177) -- val2( 0) -- val3(
RANDOM: val1(6177) -- val2(6178) -- val3(
RANDOM: val1( 0) -- val2( 0) -- val3(
>>>> $
```

```
/* (c) 2005-2017 Rahmat M. Samik-Ibrahim
 * http://rahmatm.samik-ibrahim.vlsm.org/
 * This is free software.
 * REV02 Thu Oct 26 12:27:30 WIB 2017
 * START 2005
*/
#include <sys/types.h>
#include <sys/wait.h>
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
void main(void) {
  int ii=0;
  if (fork() == 0) ii++;
  wait(NULL);
  if (fork() == 0) ii++;
  wait(NULL):
   if (fork() == 0) ii++:
  wait(NULL);
  printf ("Result = %d \n",ii);
   exit(0);
=====
Result = 3
Result = 2
Result = 2
Result = 1
Result = 2
Result = 1
Result = 1
Result = 0
>>>> $
```

```
/*
 * (c) 2015-2017 Rahmat M. Samik-Thrahim
 * http://rahmatm.samik-ibrahim.vlsm.org/
 * REV03 Mon Oct 30 11:04:10 WIB 2017
 * REV00 Mon Oct 24 10:43:00 WIB 2016
 * START 2015
 */
#include <stdio.h>
#include <sys/types.h>
#include <sys/wait.h>
#include <unistd.h>
void main(void) {
  int value;
  value=fork():
   wait(NULL):
  printf("I am PID[%4d] -- The fork() return value is: %4d)\n", getpid(), value);
  value=fork():
  wait(NULL);
  printf("I am PID[%4d] -- The fork() return value is: %4d)\n", getpid(), value);
I am PID[6225] -- The fork() return value is:
I am PID[6226] -- The fork() return value is:
I am PID[6225] -- The fork() return value is: 6226)
I am PID[6224] -- The fork() return value is: 6225)
I am PID[6227] -- The fork() return value is:
I am PID[6224] -- The fork() return value is: 6227)
>>>> $
```

```
/* (c) 2016-2017 Rahmat M. Samik-Ibrahim
 * http://rahmatm.samik-ibrahim.vlsm.org/
 * This is free software.
 * REV02 Mon Oct 30 20:25:44 WIB 2017
 */
#include <stdio h>
#include <sys/types.h>
#include <sys/wait.h>
#include <unistd.h>
void procStatus(int level) {
  printf("L\%d: PID[\%d] (PPID[\%d])\n", level, getpid(), getppid());
  fflush(NULL):
}
int addLevelAndFork(int level) {
   if (fork() == 0) level++:
  wait(NULL);
  return level:
}
void main(void) {
  int level = 0:
  procStatus(level);
  level = addLevelAndFork(level);
  procStatus(level):
LO: PID[7540] (PPID[1350])
L1: PID[7541] (PPID[7540])
LO: PID[7540] (PPID[1350])
```

```
/* (c) 2016-2017 Rahmat M. Samik-Ibrahim
 * http://rahmatm.samik-ibrahim.vlsm.org/
 * This is free software.
 * REV02 Mon Oct 30 20:27:24 WIB 2017
 * START Mon Oct 24 09:42:05 WIB 2016
 */
#define LOOP
#include <stdio.h>
#include <sys/types.h>
#include <sys/wait.h>
#include <unistd.h>
void procStatus(int level) {
   printf("L%d: PID[%d] (PPID[%d])\n", level, getpid(), getppid());
  fflush(NULL);
}
int addLevelAndFork(int level) {
   if (fork() == 0) level++:
  wait(NULL):
  return level;
void main(void) {
   int ii, level = 0;
  procStatus(level):
  for (ii=0:ii<L00P:ii++) {
      level = addLevelAndFork(level);
     procStatus(level);
}
```

11-fork (2)

```
LO: PID[7548]
              (PPID[1350])
L1: PID[7549]
               (PPID[7548])
L2: PID[7550]
              (PPID[7549])
L3: PID[7551]
               (PPID[7550])
L2: PID[7550]
               (PPID[7549])
               (PPID[7548])
L1: PID[7549]
L2: PID[7552]
               (PPID[7549])
L1: PID[7549]
               (PPID[7548])
              (PPID[1350])
LO: PID[7548]
L1: PID[7553]
               (PPID[7548])
L2: PID[7554]
               (PPID[7553])
L1: PID[7553]
               (PPID[7548])
LO: PID[7548]
               (PPID[1350])
               (PPID[7548])
L1: PID[7555]
LO: PID[7548]
              (PPID[1350])
```

```
#include <stdio.h>
#include <unistd.h>
#include <sys/types.h>
#include <sys/wait.h>
void waitAndPrintPTD(void) {
   wait(NULL):
  printf("PID: %d\n", getpid());
  fflush(NULL);
}
void main(int argc, char *argv[]) {
   int rc, status;
  waitAndPrintPID():
  rc = fork();
  waitAndPrintPID();
   if (rc == 0) {
     fork():
      waitAndPrintPID();
      execlp("./00-fork", "00-fork", NULL);
  waitAndPrintPID();
=====
PID: 7614
PTD: 7615
PID: 7616
  [[[ This is 00-fork: PID[7616] PPID[7615] ]]]
PTD: 7615
  [[[ This is 00-fork: PID[7615] PPID[7614] ]]]
PID: 7614
PTD: 7614
```

```
#include <stdio h>
#include <unistd.h>
#include <sys/types.h>
#include <sys/wait.h>
#include <stdlib.h>
void main(void) {
   int firstPID = (int) getpid();
         RelPID;
   int
  fork():
  wait(NULL);
  fork();
  wait(NULL):
  fork():
  wait(NULL);
  RelPID=(int)getpid()-firstPID+1000;
  printf("RelPID: %d\n", RelPID);
  fflush(NULL):
}
=====
RelPID: 1003
RelPID: 1002
RelPID: 1004
RelPID: 1001
RelPID: 1006
RelPID: 1005
RelPID: 1007
RelPID: 1000
>>>> $
```

```
#include <stdio.h>
#include <sys/types.h>
#include <unistd.h>
#include <sys/wait.h>
#define NN 2
void main (void) {
   int ii. id1000=getpid()-1000:
  for (ii=1: ii<=NN: ii++) {
     fork();
      wait(NULL):
      int rPID = getpid()-id1000; // "relative"
      int rPPID=getppid()-id1000; // "relative"
      if (rPPID < 1 || rPID < rPPID) rPPID=999;
      printf("Loop [%d] - rPID[%d] - rPPID[%4d]\n", ii, rPID, rPPID);
     fflush(NULL);
  }
}
=====
Loop [1] - rPID[1001] - rPPID[1000]
Loop [2] - rPID[1002] - rPPID[1001]
Loop [2] - rPID[1001] - rPPID[1000]
Loop [1] - rPID[1000] - rPPID[ 999]
Loop [2] - rPID[1003] - rPPID[1000]
Loop [2] - rPID[1000] - rPPID[ 999]
>>>> $
```

The End

• This is the end of the presentation.