



TRIBHUVAN UNIVERSITY
INSTITUTE OF ENGINEERING
Pulchowk Campus

Lab No: 2

A lab report on:

Process Concepts

Submitted By:

Bibek Basyal
075BCT097

Submitted To:

Department of Electronics
and Computer Engineering

February 6, 2022

Process Concepts

Theory:

A process is the unit of work in modern time-sharing systems. A system has a collection of processes (User processes as well as system processes). All these processes can execute concurrently with the CPU multiplexed among them.

Fork:

The fork system call creates a new process. When a program calls `fork()`, there will be two copies of the programs running simultaneously. Each copy can do what it desires independent of the other.

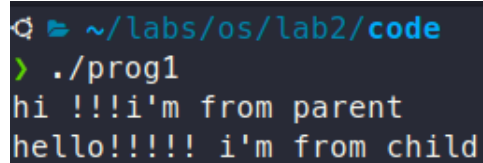
The `fork()` function returns the child's process id to the parent. It returns 0 to the child and returns a negative number in case of failure.

Program 1

```
#include <stdio.h>

main() {
    if(!fork()) {
        printf("hello!!!!!! i'm from child\n");
    } else {
        printf("hi !!!i'm from parent\n");
    }
}
```

- Output



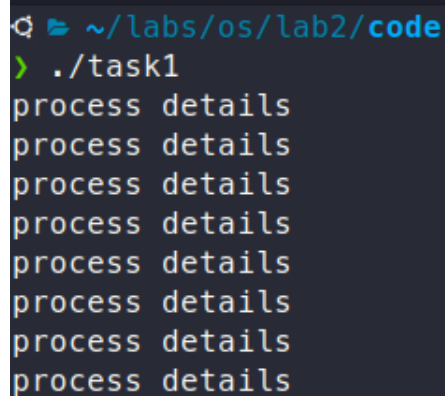
```
~/labs/os/lab2/code
> ./prog1
hi !!!i'm from parent
hello!!!!!! i'm from child
```

Task 1

```
#include <stdio.h>

main() {
    fork();
    fork();
    fork();
    printf("process details\n");
}
```

- Output



```
~/labs/os/lab2/code
> ./task1
process details
process details
process details
process details
process details
process details
process details
process details
```

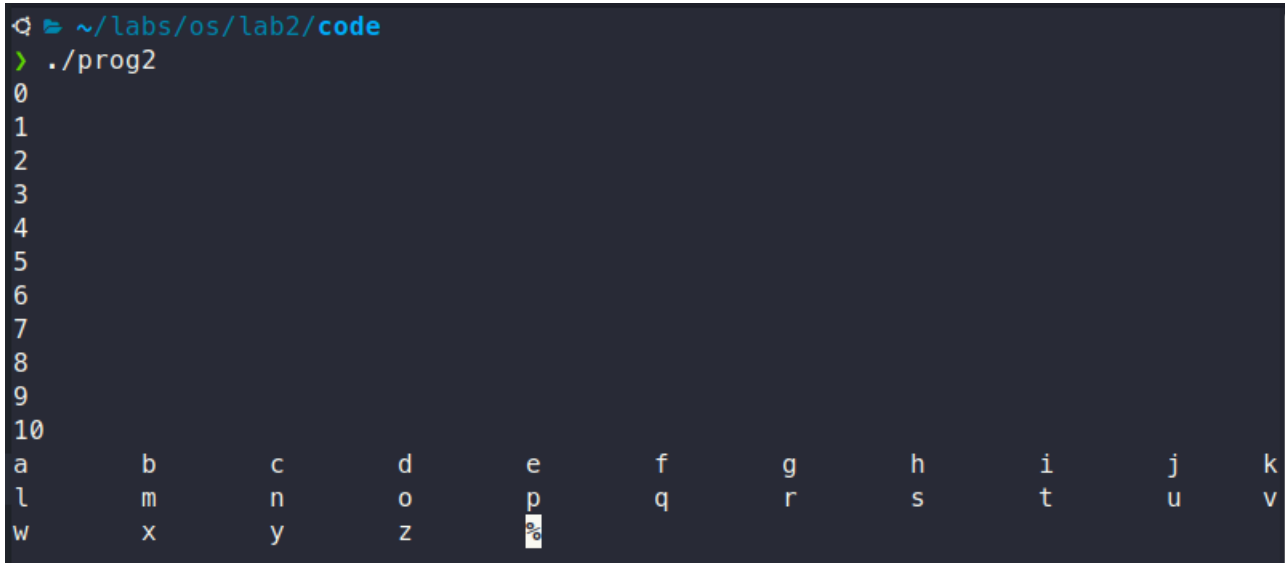
Program 2

```
#include <stdio.h>

#define DEL1 50
#define DEL2 100

main() {
    int i, d;
    char c;
    if (!fork()) {
        for (c = 'a'; c <= 'z'; c++) {
            printf("%c\t", c);
            fflush(stdout);
            for (d = 0; d < DEL1; d++);
        }
        exit(0);
    } else {
        for (i = 0; i <= 10; i++) {
            printf("%i\n", i);
            fflush(stdout);
            for (d = 0; d <= DEL2; d++);
        }
        exit(0);
    }
}
```

- Output



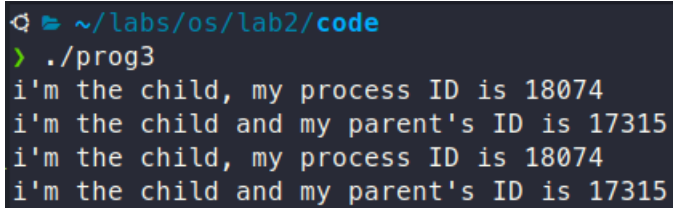
```
~/labs/os/lab2/code
> ./prog2
0
1
2
3
4
5
6
7
8
9
10
a      b      c      d      e      f      g      h      i      j      k
l      m      n      o      p      q      r      s      t      u      v
w      x      y      z      %
```

Program 3

```
#include <stdio.h>

main() {
    int pid;
    int fork();
    if(pid==0) {
        printf("i'm the child, my process ID is %d\n", getpid());
        printf("i'm the child and my parent's ID is %d\n", getppid());
        sleep(20);
        printf("i'm the child, my process ID is %d\n", getpid());
        printf("i'm the child and my parent's ID is %d\n", getppid());
    } else {
        printf("i'm the parent, my process ID is %d\n", getpid());
        printf("the parent's process ID is %d\n", getppid());
    }
}
```

- Output



```
~/labs/os/lab2/code
> ./prog3
i'm the child, my process ID is 18074
i'm the child and my parent's ID is 17315
i'm the child, my process ID is 18074
i'm the child and my parent's ID is 17315
```

- Output

4

Observations:

Program 1:

In this program, when a `fork()` is called, then it creates a duplicate process and returns 0 to it, which is a child process. In the parent process the OS returns the newly created process id. As the value of `fork` is different for different processes (i.e. child or parent) the child executes 'if' block and parent executes 'else' block. In this program, the order of execution of these two blocks are not deterministic as sometimes parent might run first while at other times child can run first.

Task 1:

Using `getpid()` and `getppid()` syscalls to print the process id and parent process id in the second program. We see that each of the program prints a line. There are 8 processes spawned in total because there are 3 `fork` calls. Some processes have other processes as parent process id. Initially this is the case for all spawned processes but some parent process exit while their child has not exited. In such case, the parent becomes the 'init' process and the process id of init process is 1. So we see some process have parent id 1.

Program 2:

The given program is same as the program 1 but has complex logic. For both parent and child after the `fork()`. This program also handles the error case when the `fork()` returns a negative value. In this program the child process prints the letter 'a' through 'z' while the parent process prints number '0' to '9'. After each character is written to the print buffer, it is flushed to parent buffering.

After printing each character, the child does nothing for `DEL1` times and ~~parent~~ ^{child} does nothing for `DEL2` times and the ~~parent~~ ^{child} `DEL1` and `DEL2` can set as required. Depending upon the ~~outputs~~ these values the outputs can be in different orders.

Program 3:

The program forks() and parent and child both prints their own process id and their parent's process id. Here if the parent has not exited while parent process id is as expected. When the parent sleeps and hence is alive, the child's parent process id matches that of the parent. But, when the parent doesn't sleep and exits, the child is adopted by the init process and the child parent id becomes 1, which is seen in the output.

Program 4:

The program is same as before. When executed the parent and child both print numbers from 0 to 499 and exit. As there is no synchronization going on. The numbers from the processes are mixed. Thus, there are various possible sequences. The exact sequence depends upon the host machine where the program is running. Other synchronization systems are provided to predict the behaviour of the sequence to be printed.

Zombie process:

A zombie process is a process in its terminated state. When a child function has finished execution, it sends an exit status to its parent function, until the parent function receives and acknowledges the message, the child function remains in 'zombie state' meaning it has executed but not exited.

Orphan process:

An orphan process is a process whose parent process has exited though its child is still running. These processes are adopted by the init process on unix and the init process periodically calls ~~wait~~ wait() on its children.

Discussion:

Thus, the `fork()` system call can be used to spawn a new duplicate process. The processes run independently of one another. The OS provides ways to synchronize the process via syscalls and their semantics. The `wait()` sys. call is used when a parent process has to wait for its child to complete execution.

Conclusion:

Thus, in this lab we learnt about different concepts about the unix processes. we learnt about the `fork()` and `wait()` system calls and the process life cycle.