

# CS162 Operating Systems and Systems Programming Lecture 3

## Processes (con't), System Calls, Fork,

January 25<sup>th</sup>, 2022

Prof. Anthony Joseph and John Kubiatiowicz  
<http://cs162.eecs.Berkeley.edu>

## Recall: Four Fundamental OS Concepts

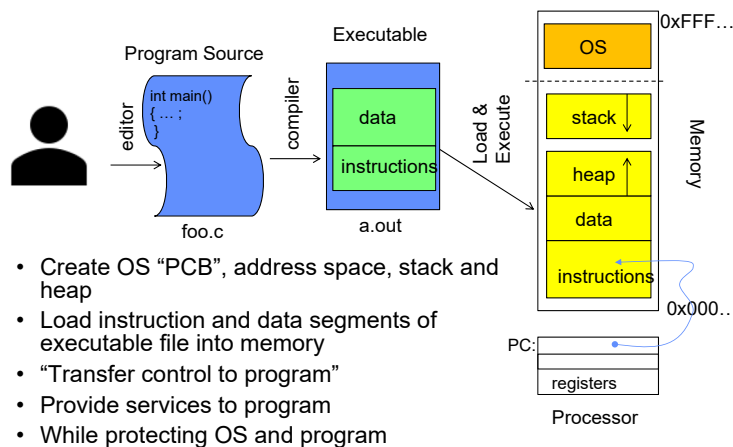
- **Thread: Execution Context**
  - Fully describes program state
  - Program Counter, Registers, Execution Flags, Stack
- **Address space** (with or w/o translation)
  - Set of memory addresses accessible to program (for read or write)
  - May be distinct from memory space of the physical machine (in which case programs operate in a virtual address space)
- **Process: an instance of a running program**
  - Protected Address Space + One or more Threads
- **Dual mode operation / Protection**
  - Only the “system” has the ability to access certain resources
  - Combined with translation, isolates programs from each other and the OS from programs

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## Recall: OS Bottom Line: Run Programs



- Create OS “PCB”, address space, stack and heap
- Load instruction and data segments of executable file into memory
- “Transfer control to program”
- Provide services to program
- While protecting OS and program

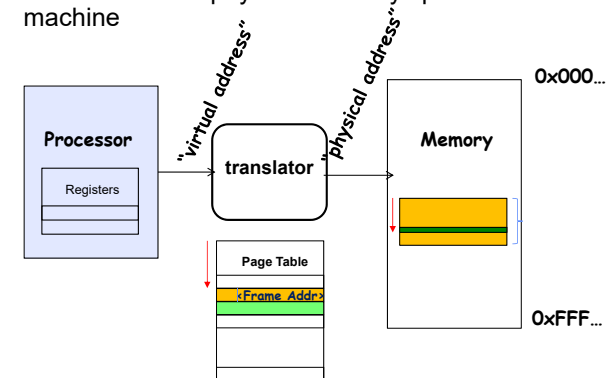
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## Recall: Protected Address Space

- Program operates in an address space that is distinct from the physical memory space of the machine

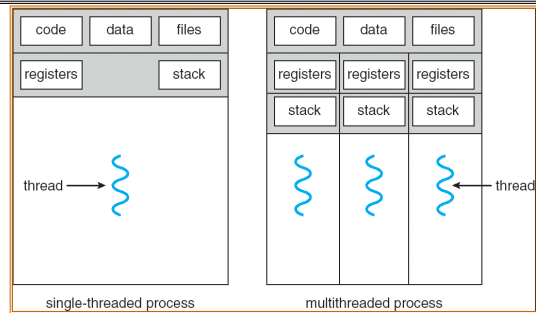


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## Recall: Single and Multithreaded Processes



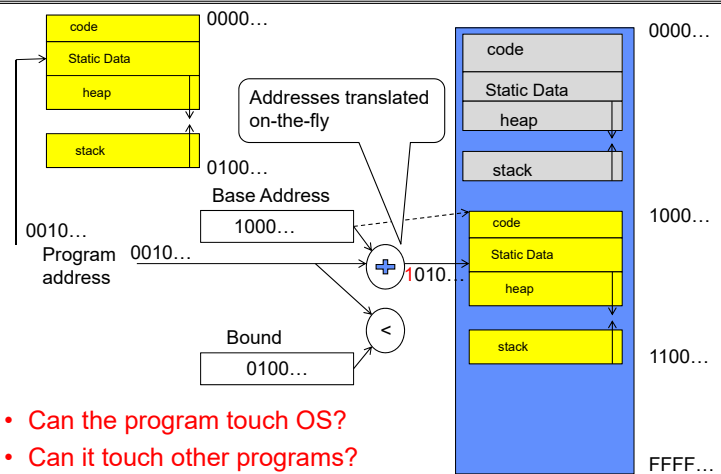
- Threads encapsulate concurrency: “Active” component
- Address spaces encapsulate protection: “Passive” part
  - Keeps buggy program from trashing the system
- Why have multiple threads per address space?

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## Recall: Simple address translation with Base and Bound



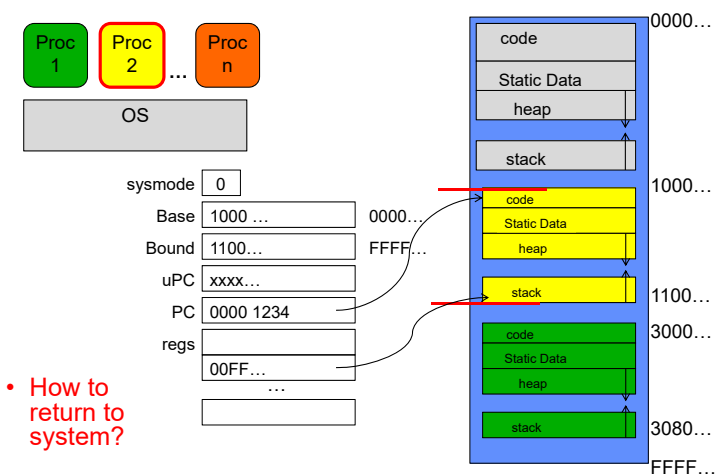
- Can the program touch OS?
- Can it touch other programs?

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## Simple B&B: User => Kernel



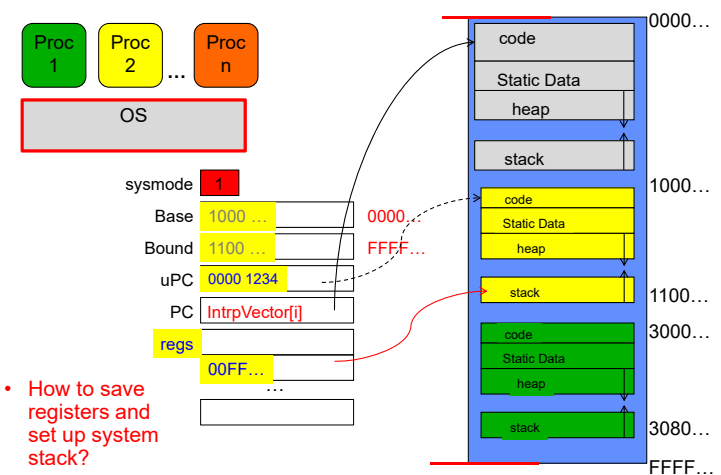
- How to return to system?

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## Simple B&B: Interrupt



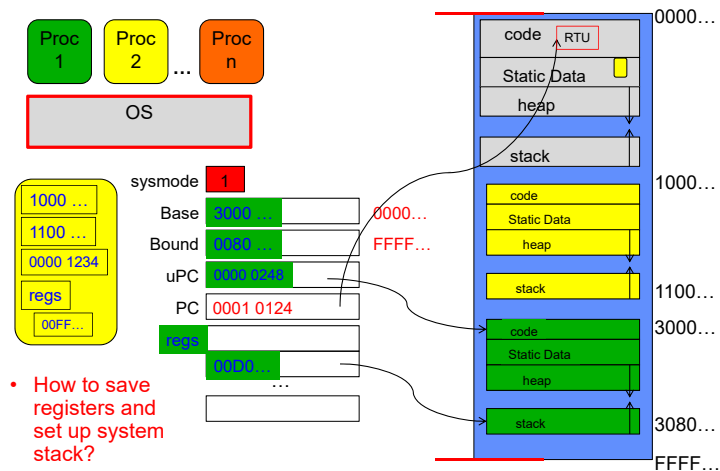
- How to save registers and set up system stack?

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## Simple B&B: Switch User Process

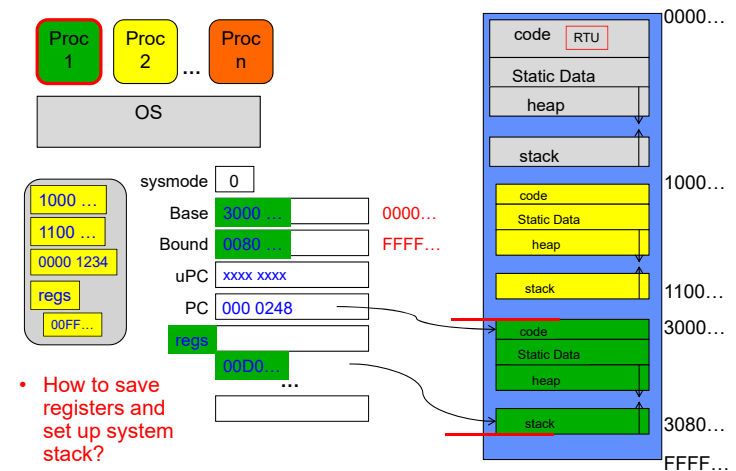


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## Simple B&B: "resume"



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## Running Many Programs

- We have the basic mechanism to
  - switch between user processes and the kernel,
  - the kernel can switch among user processes,
  - Protect OS from user processes and processes from each other
- Questions ???
  - How do we represent user processes in the OS?
  - How do we decide which user process to run?
  - How do we pack up the process and set it aside?
  - How do we get a stack and heap for the kernel?
  - Aren't we wasting a lot of memory?

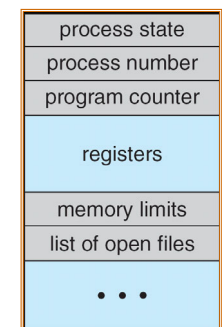
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## Multiplexing Processes: The Process Control Block

- Kernel represents each process as a process control block (PCB)
  - Status (running, ready, blocked, ...)
  - Register state (when not ready)
  - Process ID (PID), User, Executable, Priority, ...
  - Execution time, ...
  - Memory space, translation, ...
- Kernel *Scheduler* maintains a data structure containing the PCBs
  - Give out CPU to different processes
  - This is a Policy Decision
- Give out non-CPU resources
  - Memory/IO
  - Another policy decision



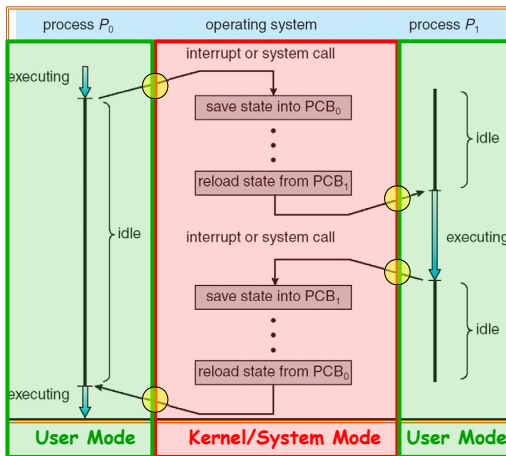
Process Control Block

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## CPU Switch From Process A to Process B

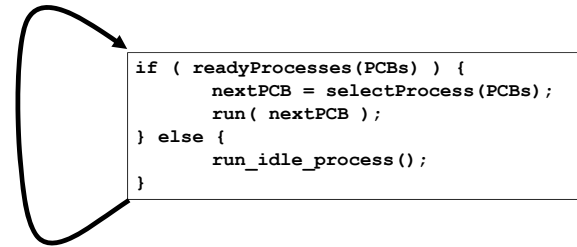


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## Scheduler



- Scheduling: Mechanism for deciding which processes/threads receive the CPU
- Lots of different scheduling policies provide ...
  - Fairness or
  - Realtime guarantees or
  - Latency optimization or ..

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## Simultaneous MultiThreading/Hyperthreading

### • Hardware scheduling technique

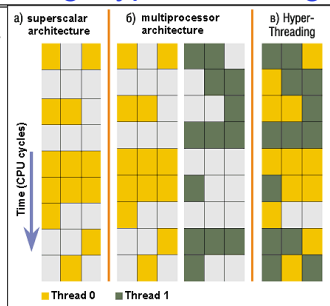
- Superscalar processors can execute multiple instructions that are independent.
- Hyperthreading duplicates register state to make a second "thread," allowing more instructions to run.

### • Can schedule each thread as if were separate CPU

- But, sub-linear speedup!

### • Original technique called "Simultaneous Multithreading"

- <http://www.cs.washington.edu/research/smt/index.html>
- SPARC, Pentium 4/Xeon ("Hyperthreading"), Power 5



Colored blocks show instructions executed

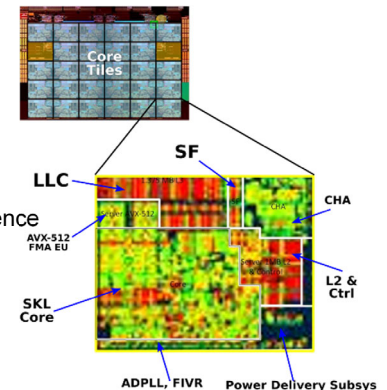
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## Also recall: The World Is Parallel: Intel SkyLake (2017)

- Up to 28 Cores, 56 Threads
  - 694 mm<sup>2</sup> die size (estimated)
- Many different instructions
  - Security, Graphics
- Caches on chip:
  - L2: 28 MiB
  - Shared L3: 38.5 MiB (non-inclusive)
  - Directory-based cache coherence
- Network:
  - On-chip Mesh Interconnect
  - Fast off-chip network directly supports 8-chips connected
- DRAM/chips
  - Up to 1.5 TiB
  - DDR4 memory



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## Is Base and Bound a Good-Enough Protection Mechanism?

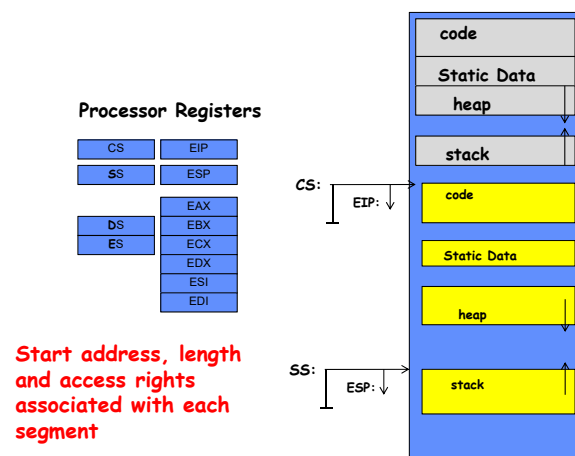
- **NO: Too simplistic for real systems**
- Inflexible/Wasteful:
  - Must dedicate physical memory for *potential* future use
  - (Think stack and heap!)
- Fragmentation:
  - Kernel has to somehow fit whole processes into contiguous block of memory
  - After a while, memory becomes fragmented!
- Sharing:
  - Very hard to share any data between Processes or between Process and Kernel
  - Need to communicate indirectly through the kernel...

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## Better: x86 – segments and stacks

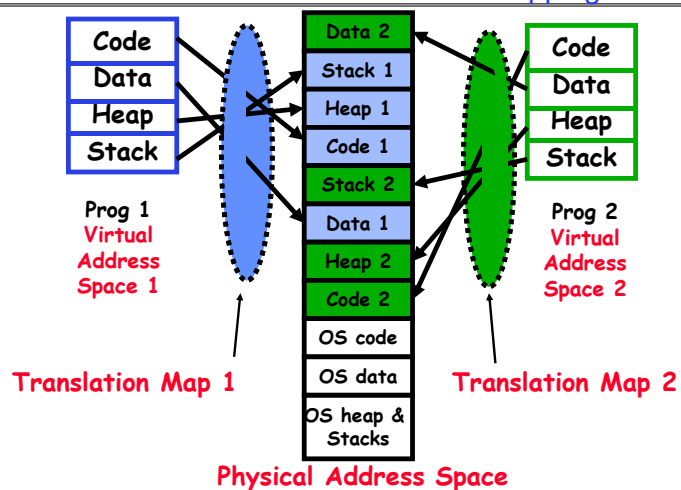


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## Better Alternative: Address Mapping



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## Administrivia: Getting started!

- Kubiawicz Office Hours:
  - 1-2pm, Monday & Thursday
- Homework 0 **Due Tomorrow!**
  - Get familiar with the cs162 tools
  - configure your VM, submit via git
  - Practice finding out information:
    - » How to use GDB? How to understand output of unix tools?
    - » We don't assume that you already know everything!
    - » Learn to use "man" (command line), "help" (in gdb, etc), google
- Should be going to sections now – Important information there
  - Any section will do until groups assigned
- **THIS Friday is Drop Deadline! HARD TO DROP LATER!**
  - If you know you are going to drop, do so now to leave room for others on waitlist!
  - Why do we do this? So that groups aren't left without members!

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## Administrivia (Con't)

- Group sign up via autograder form next week
  - Get finding groups of 4 people ASAP
  - Priority for same section; if cannot make this work, keep same TA
  - Remember: Your TA needs to see you in section!
- Midterm 1: 2/17
  - 7-9PM in person
  - We will say more about material when we get closer...
- Midterm 1 conflicts
  - We will handle these conflicts after have final class roster
  - Watch for queries by HeadTA to collect information

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## Recall: 3 types of Kernel Mode Transfer

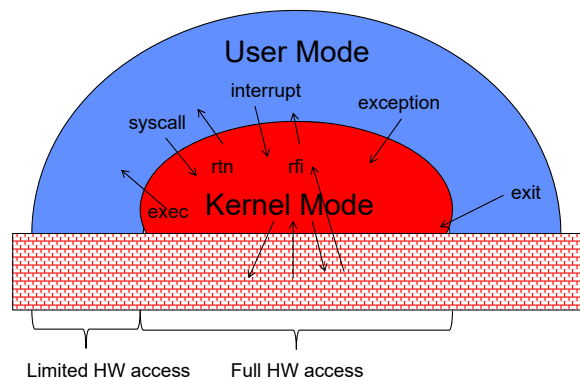
- Syscall
  - Process requests a system service, e.g., exit
  - Like a function call, but “outside” the process
  - Does not have the address of the system function to call
  - Like a Remote Procedure Call (RPC) – for later
  - Marshall the syscall id and args in registers and exec syscall
- Interrupt
  - External asynchronous event triggers context switch
  - eg. Timer, I/O device
  - Independent of user process
- Trap or Exception
  - Internal synchronous event in process triggers context switch
  - e.g., Protection violation (segmentation fault), Divide by zero, ...

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## Recall: User/Kernel (Privileged) Mode



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## Implementing Safe Kernel Mode Transfers

- Important aspects:
  - Controlled transfer into kernel (e.g., syscall table)
  - **Separate kernel stack!**
- Carefully constructed kernel code packs up the user process state and sets it aside
  - Details depend on the machine architecture
  - More on this next time
- Should be impossible for buggy or malicious user program to cause the kernel to corrupt itself!

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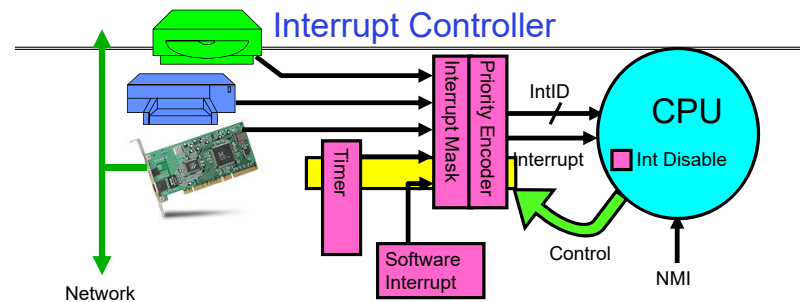
## Hardware support: Interrupt Control

- Interrupt processing not visible to the user process:
  - Occurs between instructions, restarted transparently
  - No change to process state
  - What can be observed even with perfect interrupt processing?
- Interrupt Handler invoked with interrupts 'disabled'
  - Re-enabled upon completion
  - Non-blocking (run to completion, no waits)
  - Pack up in a queue and pass off to an OS thread for hard work
    - » wake up an existing OS thread

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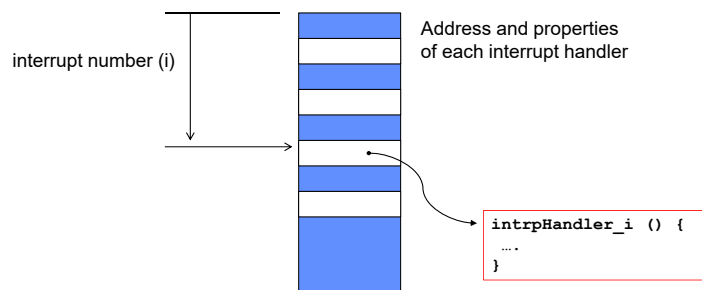
- Interrupts invoked with interrupt lines from devices
- Interrupt controller chooses interrupt request to honor
  - Interrupt identity specified with ID line
  - Mask enables/disables interrupts
  - Priority encoder picks highest enabled interrupt
  - Software Interrupt Set/Cleared by Software
- CPU can disable all interrupts with internal flag
- Non-Maskable Interrupt line (NMI) can't be disabled

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## Interrupt Vector



- Where else do you see this dispatch pattern?
  - System Call
  - Exceptions

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## How do we take interrupts safely?

- **Interrupt vector**
  - Limited number of entry points into kernel
- Kernel interrupt stack
  - Handler works regardless of state of user code
- Interrupt masking
  - Handler is non-blocking
- Atomic transfer of control
  - “Single instruction”-like to change:
    - » Program counter
    - » Stack pointer
    - » Memory protection
    - » Kernel/user mode
- Transparent restartable execution
  - User program does not know interrupt occurred

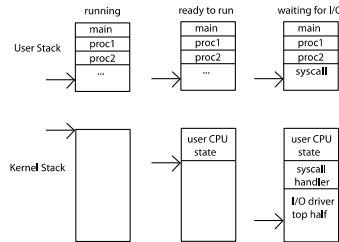
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## Need for Separate Kernel Stacks

- Kernel needs space to work
- Cannot put anything on the user stack (Why?)
- Two-stack model
  - OS thread has interrupt stack (located in kernel memory) plus User stack (located in user memory)
  - Syscall handler copies user args to kernel space before invoking specific function (e.g., open)
  - Interrupts (???)

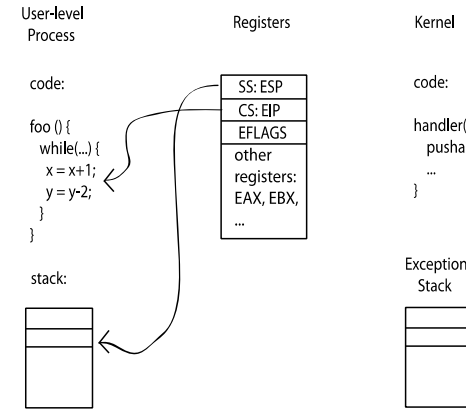


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## Before

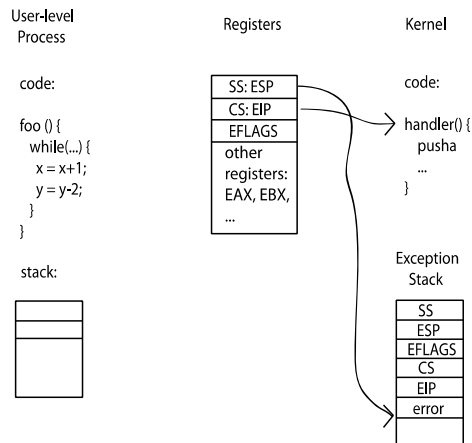


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## During Interrupt/System Call

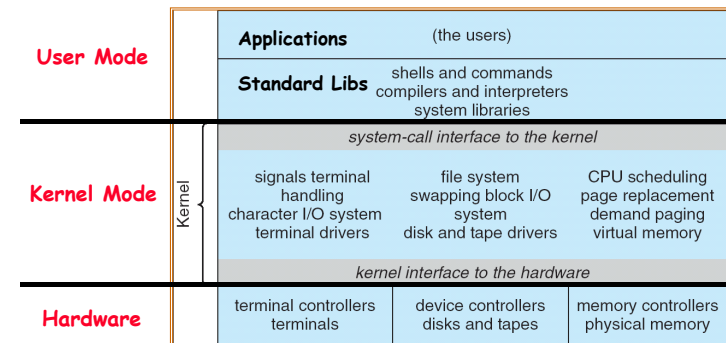


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## Recall: UNIX System Structure



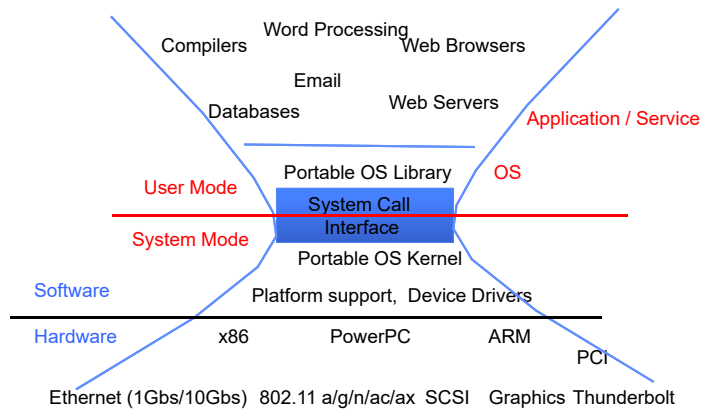
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## A Narrow Waist



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## Kernel System Call Handler

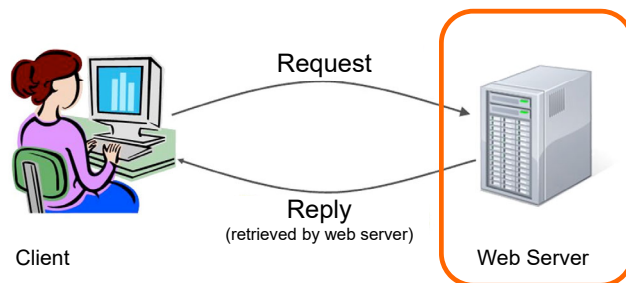
- Vector through well-defined syscall entry points!
  - Table mapping system call number to handler
- Locate arguments
  - In registers or on user (!) stack
- Copy arguments
  - From user memory into kernel memory
  - Protect kernel from malicious code evading checks
- Validate arguments
  - Protect kernel from errors in user code
- Copy results back
  - Into user memory

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## Putting it together: web server

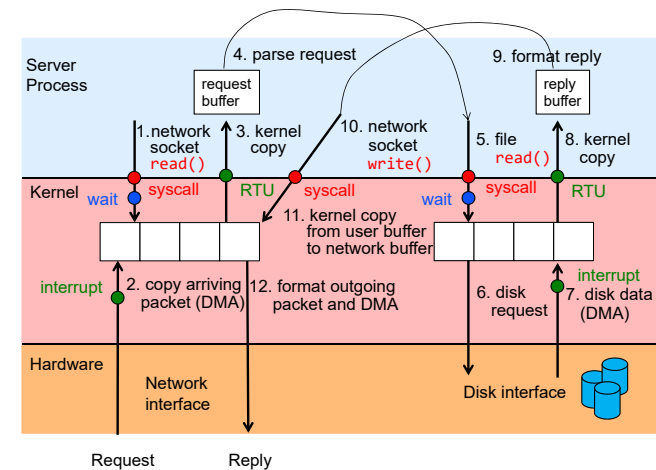


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## Putting it together: web server



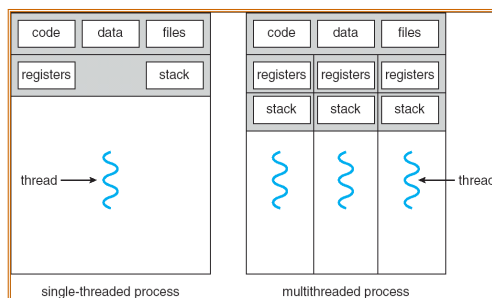
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## Recall: Processes

- How to manage process state?
  - How to create a process?
  - How to exit from a process?
- Remember: Everything outside of the kernel is running in a process!
  - Including the shell! (Homework 2)
- Processes are created and managed... by processes!



## Bootstrapping

- If processes are created by other processes, how does the first process start?
- First process is started by the kernel
  - Often configured as an argument to the kernel *before* the kernel boots
  - Often called the “init” process
- After this, all processes on the system are created by other processes

## Process Management API

- `exit` – terminate a process
- `fork` – copy the current process
- `exec` – change the *program* being run by the current process
- `wait` – wait for a process to finish
- `kill` – send a *signal* (interrupt-like notification) to another process
- `sigaction` – set handlers for signals

## Process Management API

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## pid.c

```
#include <stdlib.h>
#include <stdio.h>
#include <string.h>
#include <unistd.h>
#include <sys/types.h>
int main(int argc, char *argv[])
{
    /* get current processes PID */
    pid_t pid = getpid();
    printf("My pid: %d\n", pid);

    exit(0);
}
```

### Q: What if we let main return without ever calling exit?

- The OS Library calls exit() for us!
- The entrypoint of the executable is in the OS library
- OS library calls main
- If main returns, OS library calls exit
- You'll see this in Project 0: init.c

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## Process Management API

- exit – terminate a process
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- exec – change the *program* being run by the current process
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- sigaction – set handlers for signals

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## Creating Processes

- pid\_t fork() – copy the current process
  - New process has different pid
  - New process contains a single thread
- Return value from **fork()**: pid (like an integer)
  - When > 0:
    - » Running in (original) **Parent** process
    - » return value is **pid** of new child
  - When = 0:
    - » Running in new **Child** process
  - When < 0:
    - » Error! Must handle somehow
    - » Running in original process
- **State of original process duplicated in both Parent and Child!**
  - Address Space (Memory), File Descriptors (covered later), etc...

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## fork1.c

```
#include <stdlib.h>
#include <stdio.h>
#include <unistd.h>
#include <sys/types.h>

int main(int argc, char *argv[]) {
    pid_t cpid, mypid;
    pid_t pid = getpid(); /* get current processes PID */
    printf("Parent pid: %d\n", pid);
    cpid = fork();
    if (cpid > 0) { /* Parent Process */
        mypid = getpid();
        printf("[%d] parent of [%d]\n", mypid, cpid);
    } else if (cpid == 0) { /* Child Process */
        mypid = getpid();
        printf("[%d] child\n", mypid);
    } else {
        perror("Fork failed");
    }
}
```

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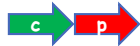
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## fork1.c

```
#include <stdlib.h>
#include <stdio.h>
#include <unistd.h>
#include <sys/types.h>

int main(int argc, char *argv[]) {
    pid_t cpid, mypid;
    pid_t pid = getpid();          /* get current processes PID */
    printf("Parent pid: %d\n", pid);
    cpid = fork();
    if (cpid > 0) {                 /* Parent Process */
        mypid = getpid();
        printf("[%d] parent of [%d]\n", mypid, cpid);
    } else if (cpid == 0) {         /* Child Process */
        mypid = getpid();
        printf("[%d] child\n", mypid);
    } else {
        perror("Fork failed");
    }
}
```



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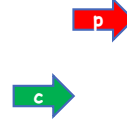
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## fork1.c

```
#include <stdlib.h>
#include <stdio.h>
#include <unistd.h>
#include <sys/types.h>

int main(int argc, char *argv[]) {
    pid_t cpid, mypid;
    pid_t pid = getpid();          /* get current processes PID */
    printf("Parent pid: %d\n", pid);
    cpid = fork();
    if (cpid > 0) {                 /* Parent Process */
        mypid = getpid();
        printf("[%d] parent of [%d]\n", mypid, cpid);
    } else if (cpid == 0) {         /* Child Process */
        mypid = getpid();
        printf("[%d] child\n", mypid);
    } else {
        perror("Fork failed");
    }
}
```



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## fork\_race.c

```
int i;
pid_t cpid = fork();
if (cpid > 0) {
    for (i = 0; i < 10; i++) {
        printf("Parent: %d\n", i);
        // sleep(1);
    }
} else if (cpid == 0) {
    for (i = 0; i > -10; i--) {
        printf("Child: %d\n", i);
        // sleep(1);
    }
}
```

Recall: a process consists of one or more threads executing in an address space

- Here, each process has a single thread
- These threads execute concurrently

- What does this print?
- Would adding the calls to `sleep()` matter?

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## Running Another Program

- With threads, we could call `pthread_create` to create a new thread executing a separate function
- With processes, the equivalent would be spawning a new process executing a different program
- How can we do this?

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## Process Management API

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## fork3.c

```
...
cpid = fork();
if (cpid > 0) {
    /* Parent Process */
    tcpid = wait(&status);
} else if (cpid == 0) {
    /* Child Process */
    char *args[] = {"ls", "-l", NULL};
    execv("/bin/ls", args);

    /* execv doesn't return when it works.
       So, if we got here, it failed! */

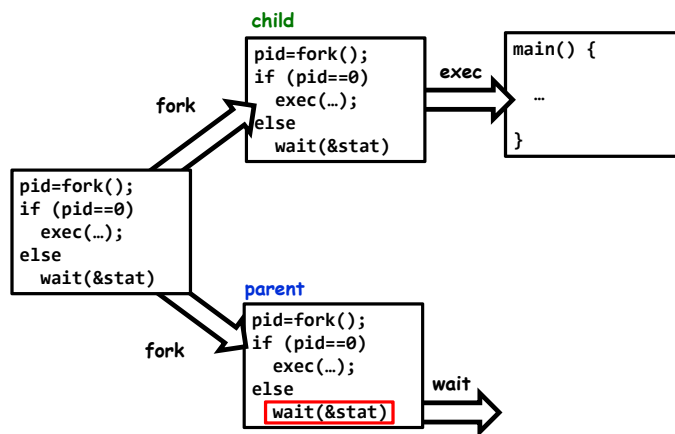
    perror("execv");
    exit(1);
}
...
```

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## Process Management



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## Process Management API

- `exit` – terminate a process
- `fork` – copy the current process
- `exec` – change the *program* being run by the current process
- `wait` – wait for a process to finish
- `kill` – send a *signal* (interrupt-like notification) to another process
- `sigaction` – set handlers for signals

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## fork2.c – parent waits for child to finish

```
int status;
pid_t tcpid;
...
cpid = fork();
if (cpid > 0) {           /* Parent Process */
    mypid = getpid();
    printf("[%d] parent of [%d]\n", mypid, cpid);
    tcpid = wait(&status);
    printf("[%d] bye %d(%d)\n", mypid, tcpid, status);
} else if (cpid == 0) {    /* Child Process */
    mypid = getpid();
    printf("[%d] child\n", mypid);
    exit(42);
}
...
```

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## Process Management API

- `exit` – terminate a process
- `fork` – copy the current process
- `exec` – change the *program* being run by the current process
- `wait` – wait for a process to finish
- `kill` – send a *signal* (interrupt-like notification) to another process
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## inf\_loop.c

```
#include <stdlib.h>
#include <stdio.h>
#include <sys/types.h>
#include <unistd.h>
#include <signal.h>

void signal_callback_handler(int signum) {
    printf("Caught signal!\n");
    exit(1);
}

int main() {
    struct sigaction sa;
    sa.sa_flags = 0;
    sigemptyset(&sa.sa_mask);
    sa.sa_handler = signal_callback_handler;
    sigaction(SIGINT, &sa, NULL);
    while (1) {}
}
```

Q: What would happen if the process receives a SIGINT signal, but does not register a signal handler?

A: The process dies!

For each signal, there is a default handler defined by the system

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## Common POSIX Signals

- SIGINT – control-C
- SIGTERM – default for `kill` shell command
- SIGSTP – control-Z (default action: stop process)
- SIGKILL, SIGSTOP – terminate/stop process
  - Can't be changed with `sigaction`
  - Why?

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## Shell

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- A shell is a job control system
  - Allows programmer to create and manage a set of programs to do some task
- You will build your own shell in Homework 2...
  - ... using fork and exec system calls to create new processes...
  - ... and the File I/O system calls we'll see next time to link them together

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## Process vs. Thread APIs

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- Why have fork() and exec() system calls for processes, but just a pthread\_create() function for threads?
  - Convenient to fork without exec: put code for parent and child in one executable instead of multiple
  - It will allow us to programmatically control child process' state
    - » By executing code before calling exec() in the child
  - We'll see this in the case of File I/O next time
- Windows uses CreateProcess() instead of fork()
  - Also works, but a more complicated interface

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## Threads vs. Processes

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- If we have two tasks to run concurrently, do we run them in separate threads, or do we run them in separate processes?
- Depends on how much isolation we want
  - Threads are lighter weight [why?]
  - Processes are more strongly isolated

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## Conclusion

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- Process: execution environment with Restricted Rights
  - Address Space with One or More Threads
  - Owns memory (address space)
  - Owns file descriptors, file system context, ...
  - Encapsulate one or more threads sharing process resources
- Interrupts
  - Hardware mechanism for regaining control from user
  - Notification that events have occurred
  - User-level equivalent: Signals
- Native control of Process
  - Fork, Exec, Wait, Signal

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