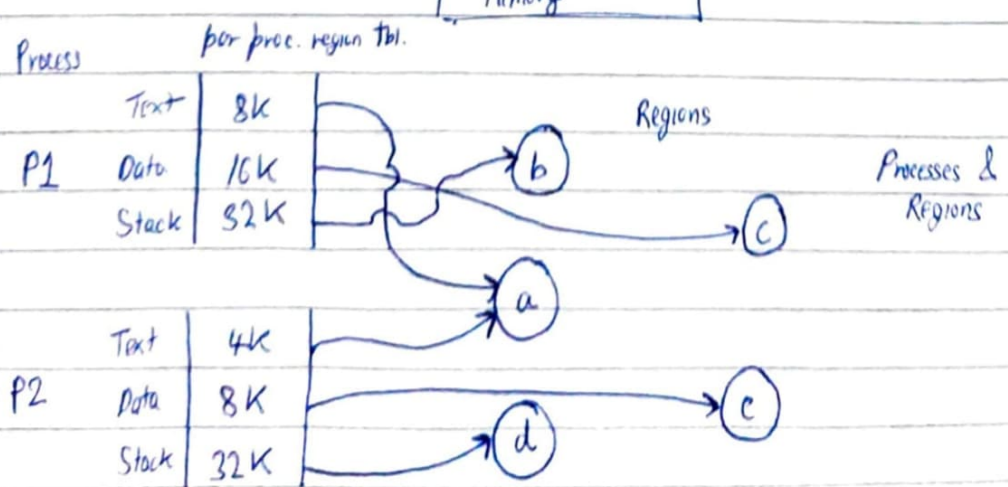
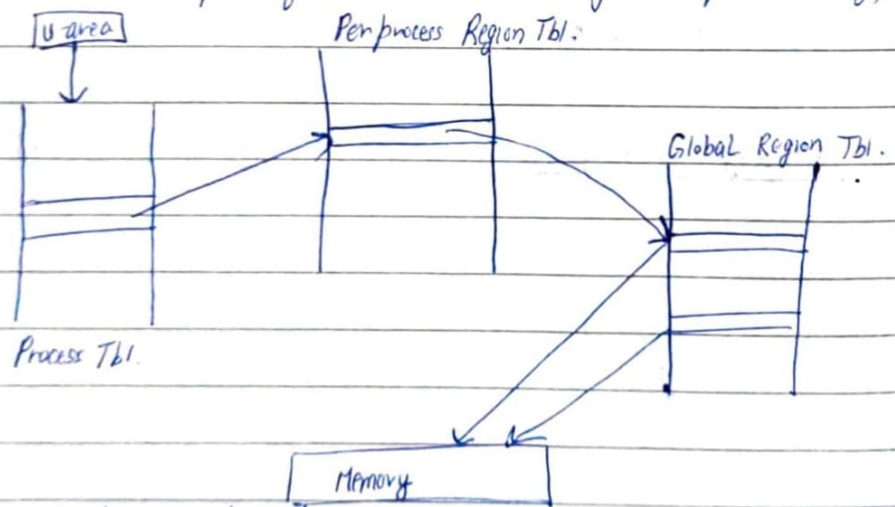


## x Processes — Regions & Page Tables —

### Regions :

- x Contiguous area of virtual address space of a process
- x Treatable as distinct shareable / protectable objects
- x Common regions : text/code, stack, data, bss, heap.
- x Shareable : As copies (text regions)  
: Via cooperation for common shared-memory regions.
- x Private, per process region table : program & region table for maintenance.  
: Exists in process table, u-area or separate allocated area in memory.
- x program : Points to a region table entry, containing start virtual address.

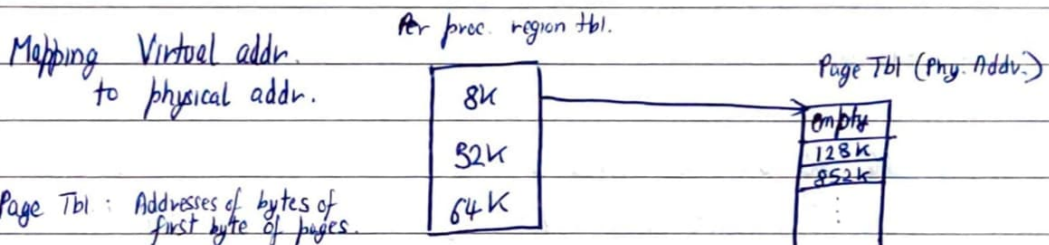
: Can be part of u-area or existing as separate entry/structure.



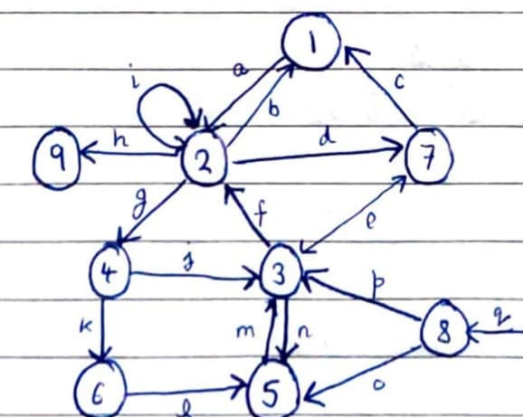
- x Region concept is independent of OS's memory management policies (Implementable via segments (contiguous) or pages (discontiguous)).

## Pages & Page Table -

- x Memory mgmt. divides physical memory into set of equal-sized blocks/pages.
- x Page Size : 512B - 4kB
- x Memory location address :  $\langle \text{page \#}, \text{byte offset in page} \rangle$ .
- x Allows for greater flexibility in physical memory assignment. & reduces fragmentation.



## Process Control -



- a : syscall, interrupt
- b : return
- c : return to user mode
- d : preempted
- e : preempted
- f : reschedule process
- g : sleep
- h : exit
- i : interrupt, interrupt return
- j : wakeup
- k : swap out
- l : wakeup

- 1 : User Mode, Running
- 2 : Kernel Mode, Running
- 3 : Ready, In Memory
- 4 : Asleep, In Memory
- 5 : Ready, Swapped
- 6 : Asleep, Swapped
- 7 : Preempted
- 8 : Created
- 9 : Zombie

## Process Table :

- x Includes data on :
  - : Process state
  - : Scheduling params (kernel or user mode)
  - : Signal field for unhandled signals
  - : Timers for process execution time & kernel resource utilization.
  - : Event descriptor (for sleep state, etc)
  - : Process identifiers ID & UIDs for privileges.
  - : Fields to locate process & v-area in memory.

## U-Area :

- x Pointer to process table for identifying u-area entry.
- x Real & Effective user IDs (creator & current executor, etc)
- x Timer fields to record execution time in user & kernel mode
- x Array for handlers for signals.
- x Control field for identifying login terminal associated, if any.
- x Error field for syscall errors.
- x Return value field for syscall returns.
- x I/O params for data transfer
- x Current directory & current root inodes.
- x User FD table
- x Limit fields for size & write limits.
- x Permissions.



## Process Context —

- × User Address Space Content
- × Content of H/W registers
- × Kernel Data Structures that relate to the process
- × Context is union of :
  - User-Level Context
  - Register Context
  - System-Level Context
- × User level context consists of :
  - Process' text, data, stack, shared memory occupying virtual addr. spc.
  - Parts of virtual addr. spc. that do not periodically reside in main memory
- × Register context :
  - Program Counter (PC) (Addr. is virtual addr. in user addr. spc.)
  - Processor Status Register : H/W status of machine
  - Stack Pointer : Current addr. of next entry in user/kernel stack.
  - General-Purpose Registers (GPR) : Data generated by process during execution.
- × System-Level Context :
  - Static Component :
    - × Process table entry of process, defining state & control info.
    - × U-Area, containing process control info to be accessed in process context only
    - × Region entries, region tables & page tables.
  - Dynamic Component :
    - × Kernel stack, containing stack frames of kernel procedures during process execution in kernel mode.
    - × Composed of set of layers, visualized as UFO stack.