## Interprocess Communication Series 1. What is interprocess Communication (IPC) 2. Independent vs Cooperating process 3. Advantage of interprocess communication t 4. Models of interprocess communication 5. Shared memory us Message Passing V 6. Methods for implementing message passing V 7. Examples of IPC Systems in modern OS \* Will talk in details about shared memory in next series - Process synchronization Interprocess Communication \* A very important feature of an operating system \* Allows multiple process to Communicate with each other - exchange data and information.

## Independent vs Cooperating process

\* Depending upon where a process shares data with others or not, we can classify processes into two.

| Cooperating process                  |
|--------------------------------------|
| shares data with other               |
| processes                            |
| can affect or be affected            |
| by other processes on system         |
| Result of the program is             |
| not deterministic                    |
| Behaviour is not easily reproducible |
| Process 1 print("abc") print("def")  |
| 1 2 2<br>abcdef kefabc               |
|                                      |

\* Cooperating process requires an interprocess Communication mechanism to allow them to exchange data:

Advantages of interprocess Communication

Information sharing: Several programs may be interested in same piece of information:

Computation speedup:

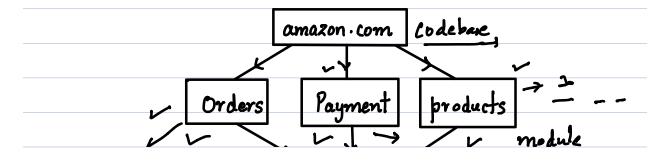
- \* Break up a program into multiple parts
- Run each part on a different processor
- \* Communicate between different parts using IPC mechanism.

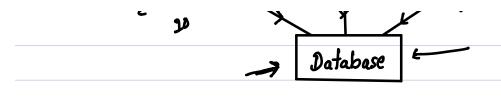
Modularity:

- \* Breaking up a program into multiple logical parts
- \* Makes understanding program easier v
- \* Easy to maintain and debug code ~

Convenience: V.

- \* A single user can work on many tasks at same time
- \* He/she can edit, listen to music, compile et at some time.





| Two | models | oſ | IPC ! |
|-----|--------|----|-------|
|     |        | ,  |       |

- i) shared memory v g
  ii) Message passing v g