Operating Systems

“Process Description and Control”

Roadmap

- How are processes represented and controlled by the OS.
- **Process states** which characterize the behaviour of processes.
- **Data structures** used to manage processes.
- Ways in which the OS uses these data structures to control process execution.

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Requirements of an Operating System

- *Fundamental Task: Process Management*
- The Operating System must
  - Interleave the execution of multiple processes
  - Allocate resources to processes, and protect the resources of each process from other processes,
  - Enable processes to share and exchange information,
  - Enable synchronization among processes.

The OS Manages Execution of Applications

- Resources are made available to multiple applications
- The processor is switched among multiple application
- The processor and I/O devices can be used efficiently

What is a *“process”*?

- *A program in execution*
- An instance of a program running on a computer
- The entity that can be assigned to and executed on a processor
- A unit of activity characterized by the execution of a sequence of instructions, a current state, and an associated set of system instructions

Process Elements

- A process is comprised of:
  - Program code (possibly shared)
  - A set of data
- A number of elements including
  - Identifier
  - State
  - Priority
  - Program counter
  - Memory pointers
  - Context data
  - I/O status information
  - Accounting information

Process Control Block

- Contains the process elements
- Created and manage by the operating system
- Allows support for multiple processes

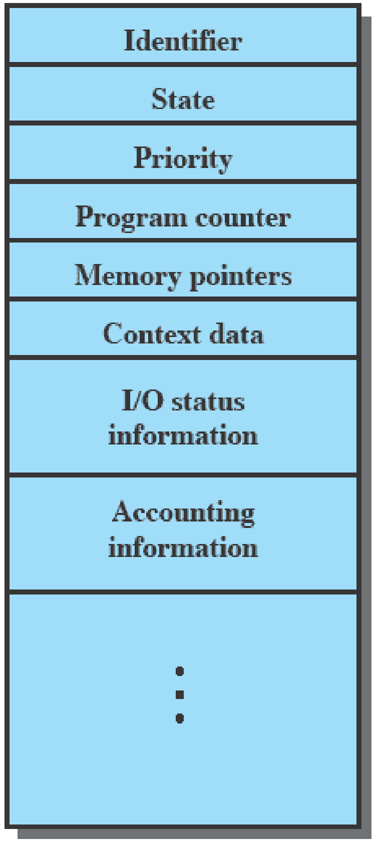
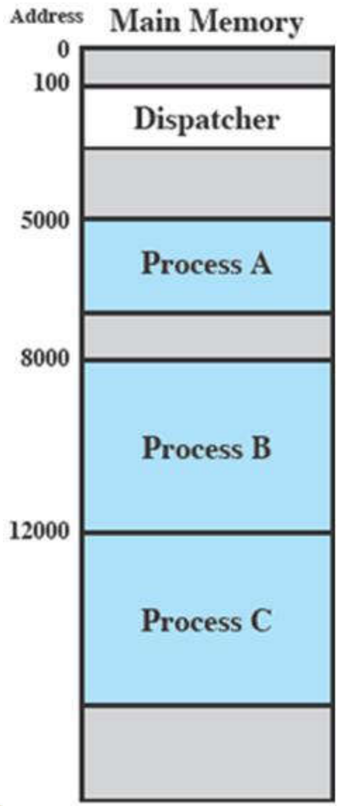


Figure 3.1 Simplified Process Control Block

Trace of the Process

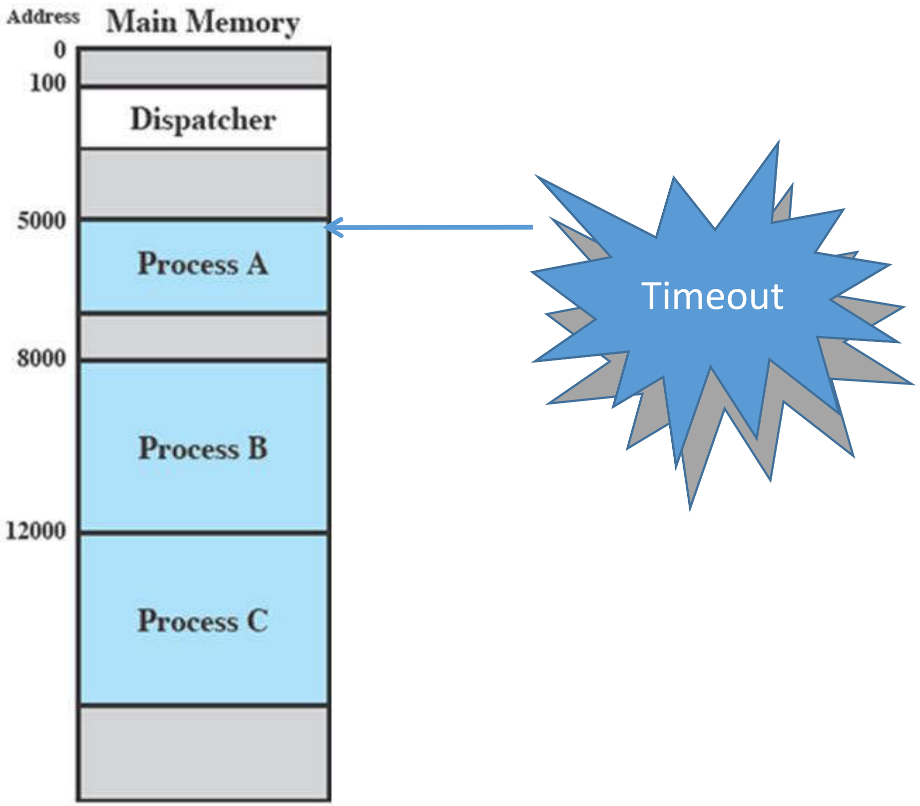
- The behavior of an individual process is shown by listing the sequence of instructions that are executed
- This list is called a ***Trace***
- ***Dispatcher*** is a small program which switches the processor from one process to another

Process Execution



- Consider three processes being executed
- All are in memory (plus the dispatcher)
- Lets ignore virtual memory for this.

Trace from Processors point of view



1	5000	
2	5001	
3	5002	
4	5003	
5	5004	
6	5005	
		Timeout
7	100	
8	101	
9	102	
10	103	
11	104	
12	105	
13	8000	
14	8001	
15	8002	
16	8003	
		I/O Request
17	100	
18	101	
19	102	
20	103	
21	104	
22	105	
23	12000	
24	12001	
25	12002	
26	12003	

27	12004	
28	12005	
		Timeout
29	100	
30	101	
31	102	
32	103	
33	104	
34	105	
35	5006	
36	5007	
37	5008	
38	5009	
39	5010	
40	5011	
		Timeout
41	100	
42	101	
43	102	
44	103	
45	104	
46	105	
47	12006	
48	12007	
49	12008	
50	12009	
51	12010	
52	12011	
		Timeout

100 = Starting address of dispatcher program

Shaded areas indicate execution of dispatcher process;
first and third columns count instruction cycles;
second and fourth columns show address of instruction being executed

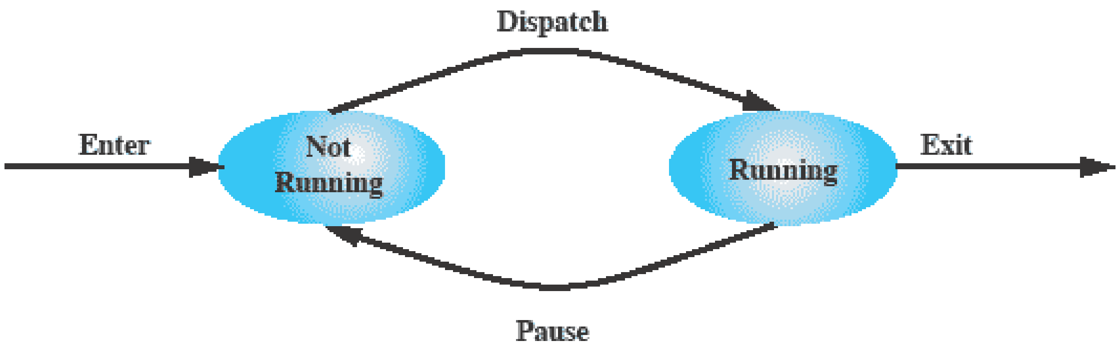
Figure 3.4 Combined Trace of Processes of Figure 3.2

Roadmap

- How are processes represented and controlled by the OS.
- ***Process states*** which characterize the behaviour of processes.
- ***Data structures*** used to manage processes.
- Ways in which the OS uses these data structures to control process execution.
- Discuss process management in UNIX SVR4.

Two-State Process Model

- Process may be in one of two states
  - Running
  - Not-running



(a) State transition diagram

Process creation and termination

Creation	Termination
New batch job	Normal Completion
Interactive Login	Memory unavailable
Created by OS to provide a service	Protection error
Spawned by existing process	Operator or OS Intervention

See tables 3.1 and 3.2 for more

Process Creation

- The OS builds a data structure to manage the process
- Traditionally, the OS created all processes
  - But it can be useful to let a running process create another
- This action is called ***process spawning***
  - ***Parent Process*** is the original, creating, process
  - ***Child Process*** is the new process

Process Termination

- There must be some way that a process can indicate completion.
- This indication may be:
  - A HALT instruction generating an interrupt alert to the OS.
  - A user action (e.g. log off, quitting an application)
  - A fault or error
  - Parent process terminating

Five-State Process Model

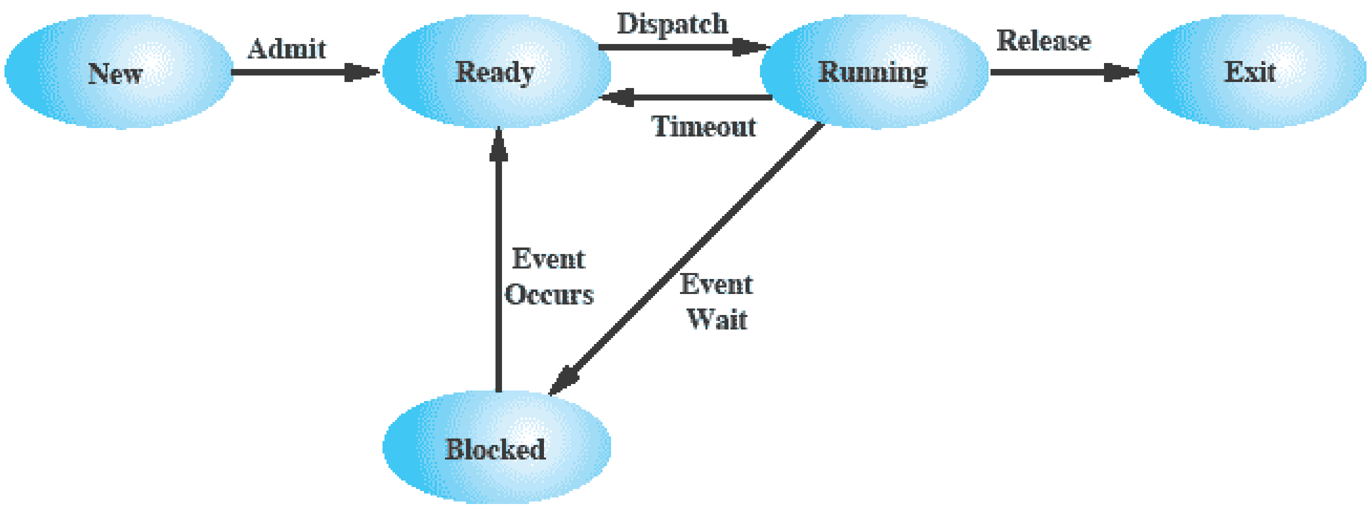
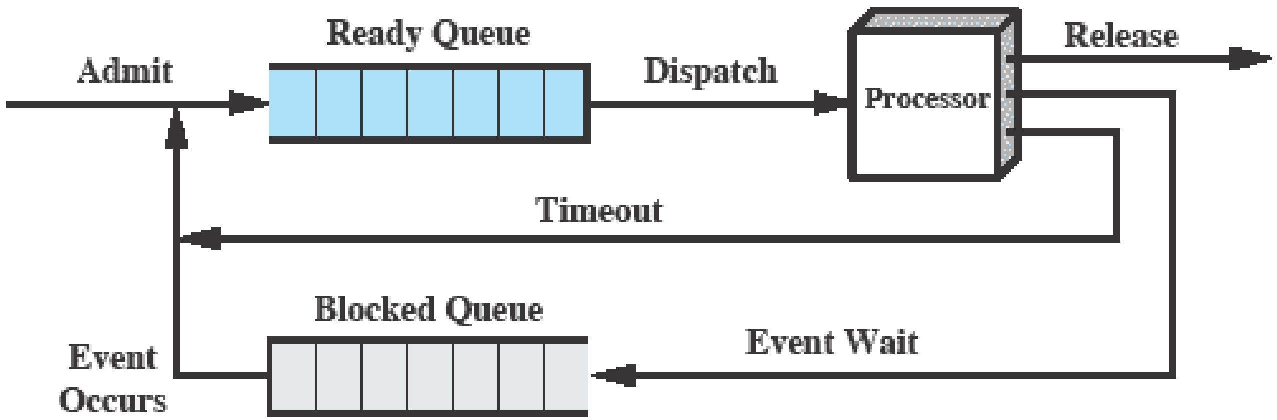


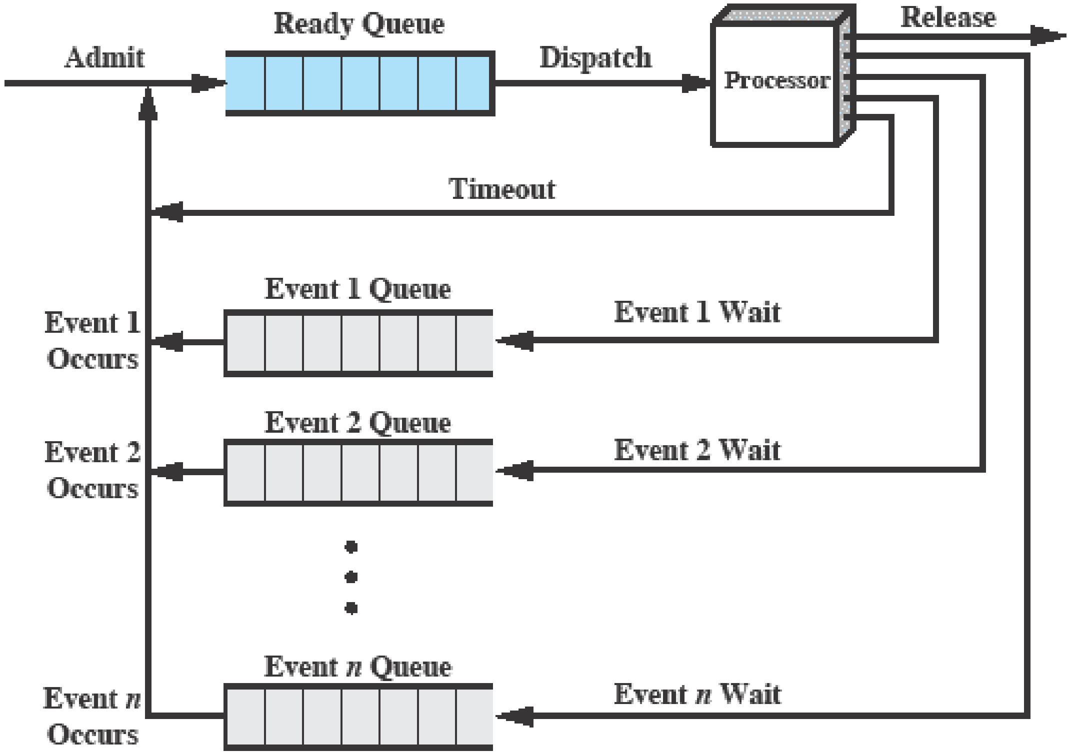
Figure 3.6 Five-State Process Model

Using Two Queues



(a) Single blocked queue

Multiple Blocked Queues

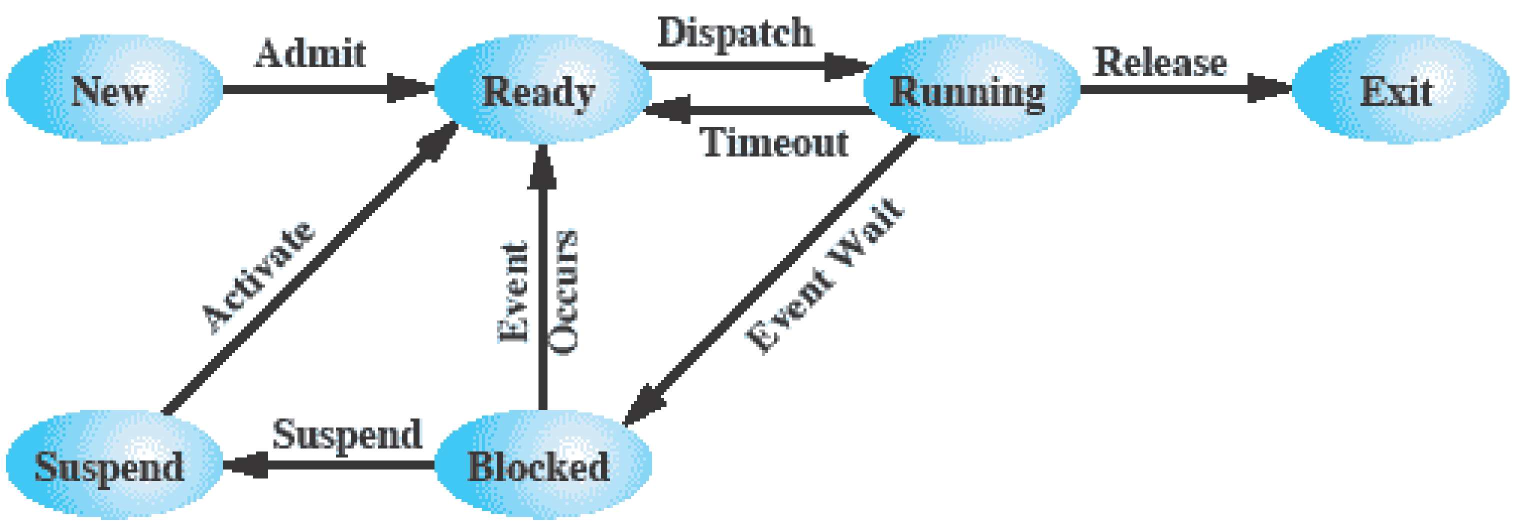


(b) Multiple blocked queues

Suspended Processes

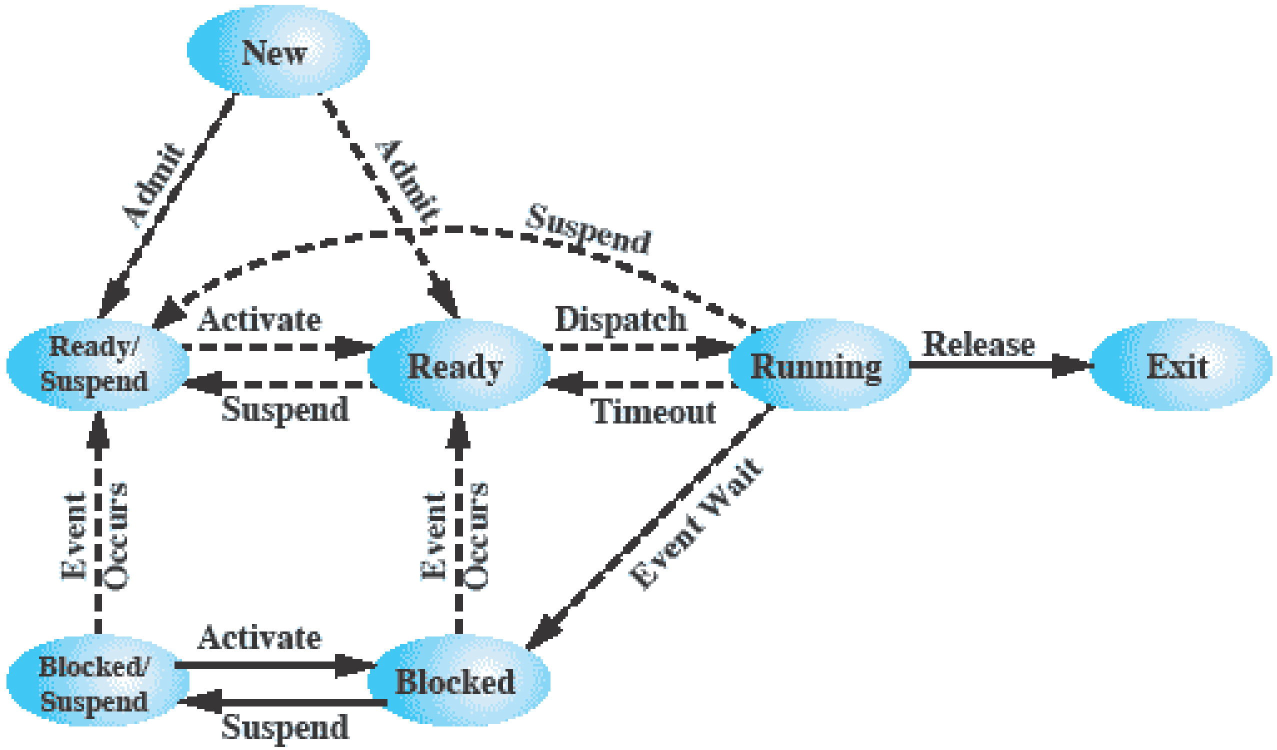
- Processor is faster than I/O so all processes could be waiting for I/O
  - Swap these processes to disk to free up more memory and use processor on more / other processes
- Blocked state becomes ***suspend*** state when swapped to disk (secondary storage)
- Two new states
  - Blocked/Suspend … from memory → disc
  - Ready/Suspend … from disc → memory

One Suspend State



(a) With One Suspend State

Two Suspend States



(b) With Two Suspend States

Reason for Process Suspension

Reason	Comment
Swapping	The OS needs to release sufficient main memory to bring in a process that is ready to execute.
Other OS Reason	OS suspects process of causing a problem.
Interactive User Request	e.g. debugging or in connection with the use of a resource.
Timing	A process may be executed periodically (e.g., an accounting or system monitoring process) and may be suspended while waiting for the next time.
Parent Process Request	A parent process may wish to suspend execution of a descendent to examine or modify the suspended process, or to coordinate the activity of various descendants.

Table 3.3 Reasons for Process Suspension

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- Ways in which the OS uses these data structures to control process execution.

Processes and Resources

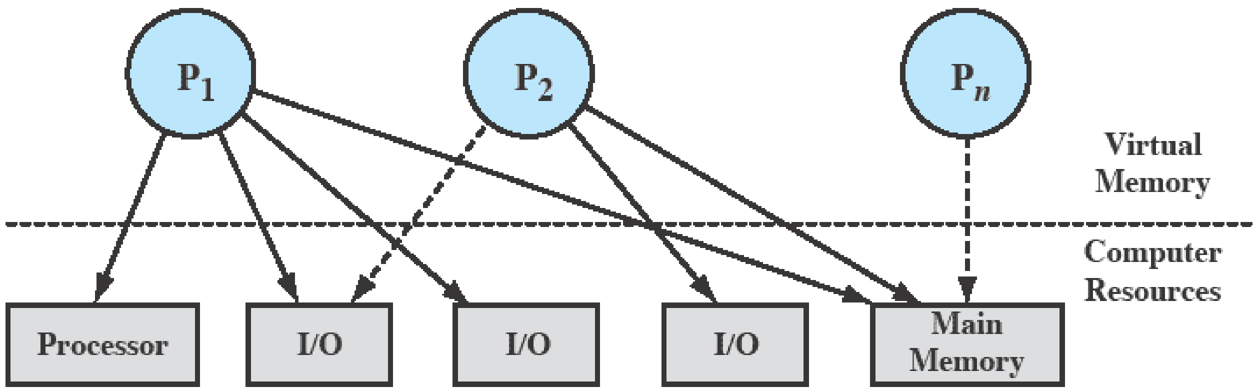


Figure 3.10 Processes and Resources (resource allocation at one snapshot in time)

Operating System Control Structures

- For the OS is to manage processes and resources, it must have information about the current status of each process and resource.
- Tables are constructed for each entity the operating system manages

OS Control Tables

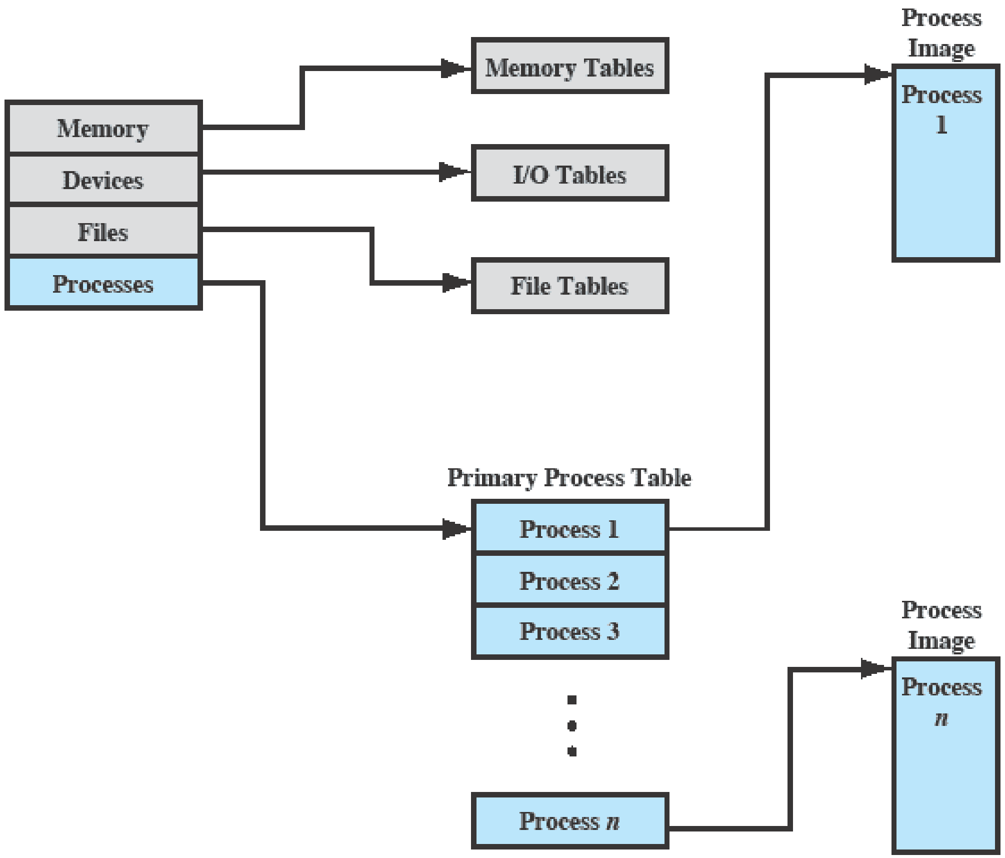


Figure 3.11 General Structure of Operating System Control Tables

Memory Tables

- Memory tables are used to keep track of both main and secondary memory.
- Must include this information:
  - Allocation of main memory to processes
  - Allocation of secondary memory to processes
  - Protection attributes for access to shared memory regions
  - Information needed to manage virtual memory

I/O Tables

- Used by the OS to manage the I/O devices and channels of the computer.
- The OS needs to know
  - Whether the I/O device is available or assigned
  - The status of I/O operation
  - The location in main memory being used as the source or destination of the I/O transfer

File Tables

- These tables provide information about:
  - Existence of files
  - Location on secondary memory
  - Current Status
  - other attributes.
- Sometimes this information is maintained by a file management system

Process Tables

- To manage processes the OS needs to know details of the processes
  - Current state
  - Process ID
  - Location in memory
  - etc
- Process control block
  - ***Process image*** is the collection of program. Data, stack, and attributes

Process Attributes

- We can group the process control block information into three general categories:
  - Process identification
  - Processor state information
  - Process control information

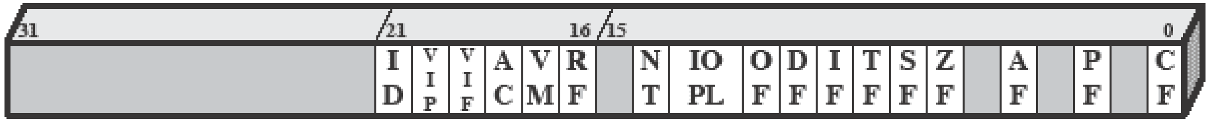
Process Identification

- Each process is assigned a unique numeric identifier.
- Many of the other tables controlled by the OS may use process identifiers to cross-reference process tables

Processor State Information

- This consists of the contents of processor registers.
  - User-visible registers
  - Control and status registers
  - Stack pointers
- Program status word (PSW)
  - contains status information
  - Example: the EFLAGS register on Pentium processors

Pentium II EFLAGS Register



ID = Identification flag
VIP = Virtual interrupt pending
VIF = Virtual interrupt flag
AC = Alignment check
VM = Virtual 8086 mode
RF = Resume flag
NT = Nested task flag
IOPL = I/O privilege level
OF = Overflow flag
DF = Direction flag
IF = Interrupt enable flag
TF = Trap flag
SF = Sign flag
ZF = Zero flag
AF = Auxiliary carry flag
PF = Parity flag
CF = Carry flag

Also see Table 3.6

Figure 3.12 Pentium II EFLAGS Register

Process Control Information

- This is the additional information needed by the OS to control and coordinate the various active processes.
  - See table 3.5 for scope of information

Structure of Process Images in Virtual Memory

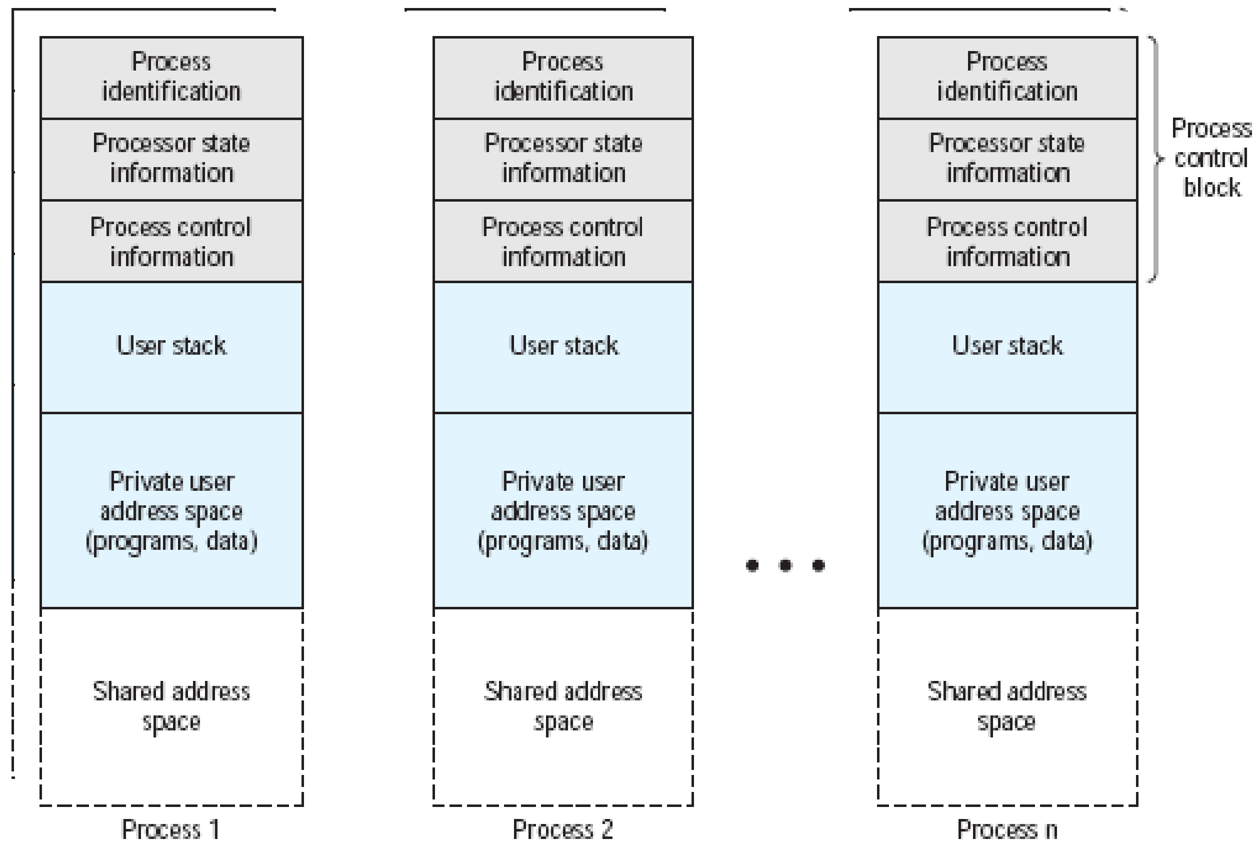


Figure 3.13 User Processes in Virtual Memory

Role of the Process Control Block

- The most important data structure in an OS
  - It defines the state of the OS
- Process Control Block requires protection
  - A faulty routine could cause damage to the block destroying the OS's ability to manage the process
  - Any design change to the block could affect many modules of the OS

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Modes of Execution

- Most processors support at least two modes of execution
- User mode
  - Less-privileged mode
  - User programs typically execute in this mode
- System mode
  - More-privileged mode
  - Kernel of the operating system

Process Creation

- Once the OS decides to create a new process it:
  - Assigns a unique process identifier
  - Allocates space for the process
  - Initializes process control block
  - Sets up appropriate linkages
  - Creates or expand other data structures

Switching Processes

- Several design issues are raised regarding process switching
  - What events trigger a process switch?
  - We must distinguish between mode switching and process switching.
  - What must the OS do to the various data structures under its control to achieve a process switch?

When to switch processes

A process switch may occur any time that the OS has gained control from the currently running process. Possible events giving OS control are:

Mechanism	Cause	Use
Interrupt	External to the execution of the current instruction	Reaction to an asynchronous external event
Trap	Associated with the execution of the current instruction	Handling of an error or an exception condition
Supervisor call	Explicit request	Call to an operating system function

Table 3.8 Mechanisms for Interrupting the Execution of a Process

Change of Process State ...

- The steps in a process switch are:
  1. Save context of processor including program counter and other registers
  2. Update the process control block of the process that is currently in the Running state
  3. Move process control block to appropriate queue – ready; blocked; ready/suspend
  4. Select another process for execution
  5. Update the process control block of the process selected
  6. Update memory-management data structures
  7. Restore context of the selected process

Is the OS a Process?

- If the OS is just a collection of programs and if it is executed by the processor just like any other program, is the OS a process?
- If so, how is it controlled?
  - Who (what) controls it?

Execution of the Operating System

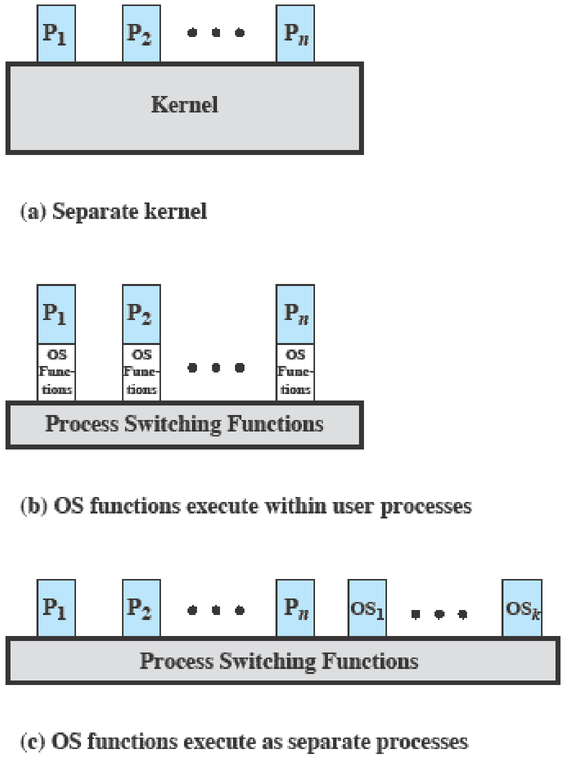
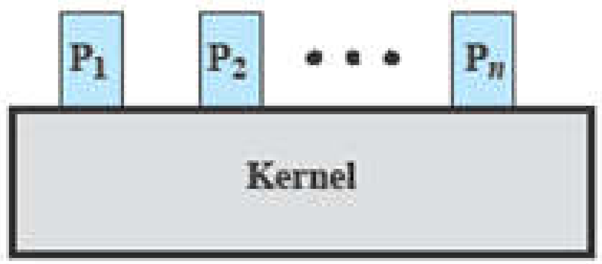


Figure 3.15 Relationship Between Operating System and User Processes

Non-process Kernel

- Execute kernel outside of any process
- The concept of process is considered to apply only to user programs
  - Operating system code is executed as a separate entity that operates in privileged mode



(a) Separate kernel

Execution *Within* User Processes

- Execution Within User Processes
  - Operating system software within context of a user process
  - No need for Process Switch to run OS routine

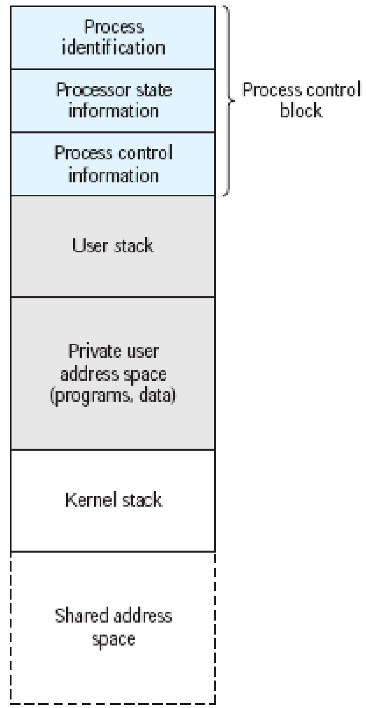
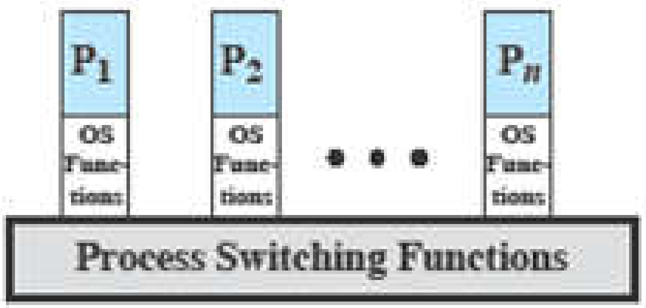


Figure 3.16 Process Image: Operating System Executes within User Space



(b) OS functions execute within user processes

Process-based Operating System

- Process-based operating system
  - Implement the OS as a collection of system process

(c) OS functions execute as separate processes

Security Issues

- An OS associates a set of privileges with each process.
  - Highest level being administrator, supervisor, or root, access.
- A key security issue in the design of any OS is to prevent anything (user or process) from gaining unauthorized privileges on the system
  - Especially - from gaining root access.

System access threats

- Intruders
  - Masquerader (outsider)
  - Misfeasor (insider)
  - Clandestine user (outside or insider)
- Malicious software (malware)

Countermeasures: Intrusion Detection

- Intrusion detection systems are typically designed to detect human intruder and malicious software behaviour.
- May be host or network based
- Intrusion detection systems (IDS) typically comprise
  - Sensors
  - Analyzers
  - User Interface

Countermeasures: Authentication

- Two Stages:
  - Identification
  - Verification
- Four Factors:
  - Something the individual ***knows***
  - Something the individual ***possesses***
  - Something the individual ***is*** (static biometrics)
  - Something the individual ***does*** (dynamic biometrics)

Countermeasures: Access Control

- A policy governing access to resources
- A security administrator maintains an authorization database
  - The access control function consults this to determine whether to grant access.
- An auditing function monitors and keeps a record of user accesses to system resources.

Countermeasures: Firewalls

- Traditionally, a firewall is a dedicated computer that:
  - interfaces with computers outside a network
  - has special security precautions built into it to protect sensitive files on computers within the network.

Thank You