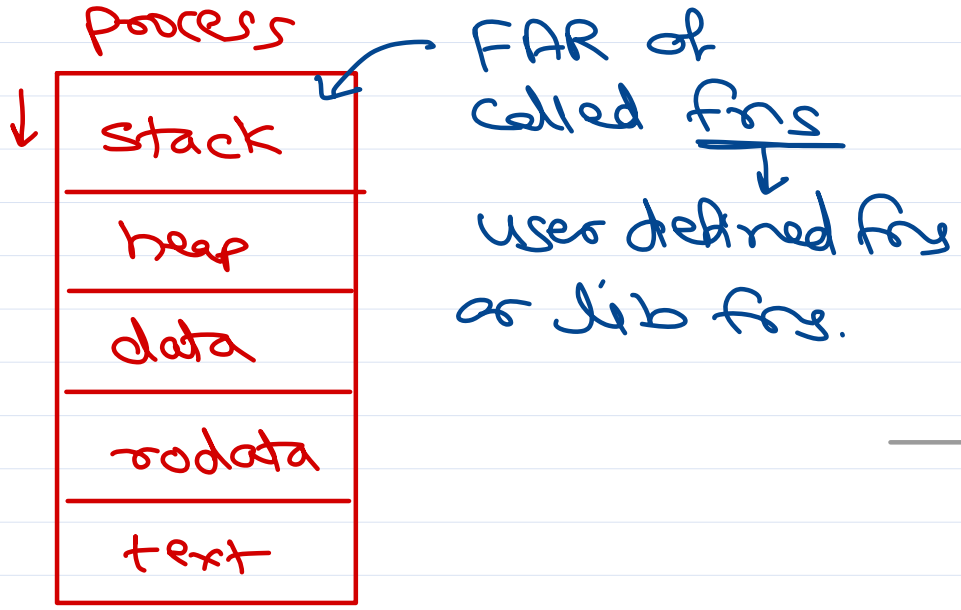
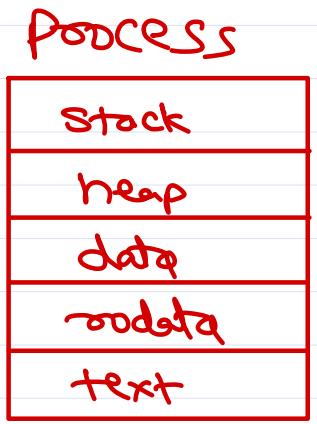
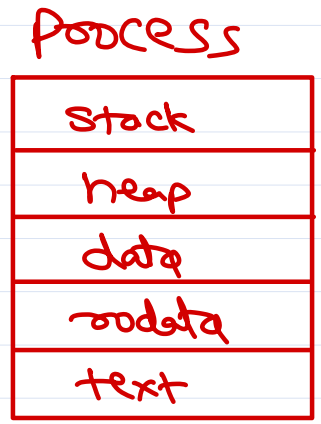
Embedded Operating Systems

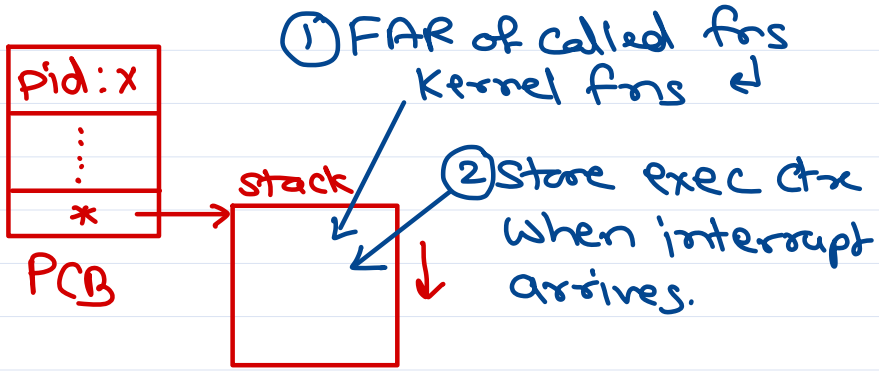
Trainer: Nilesh Ghule

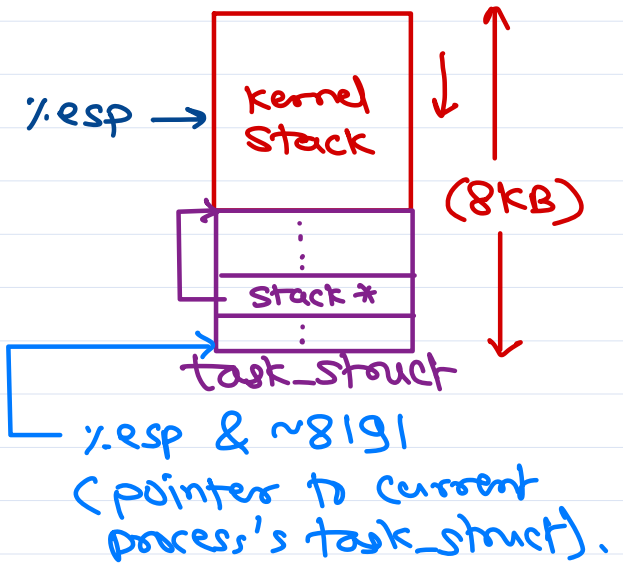
Kernel stack

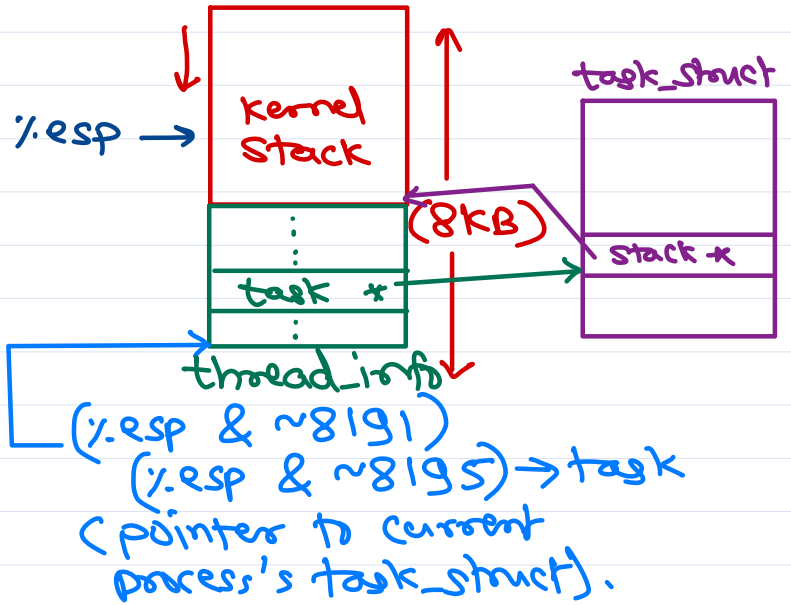


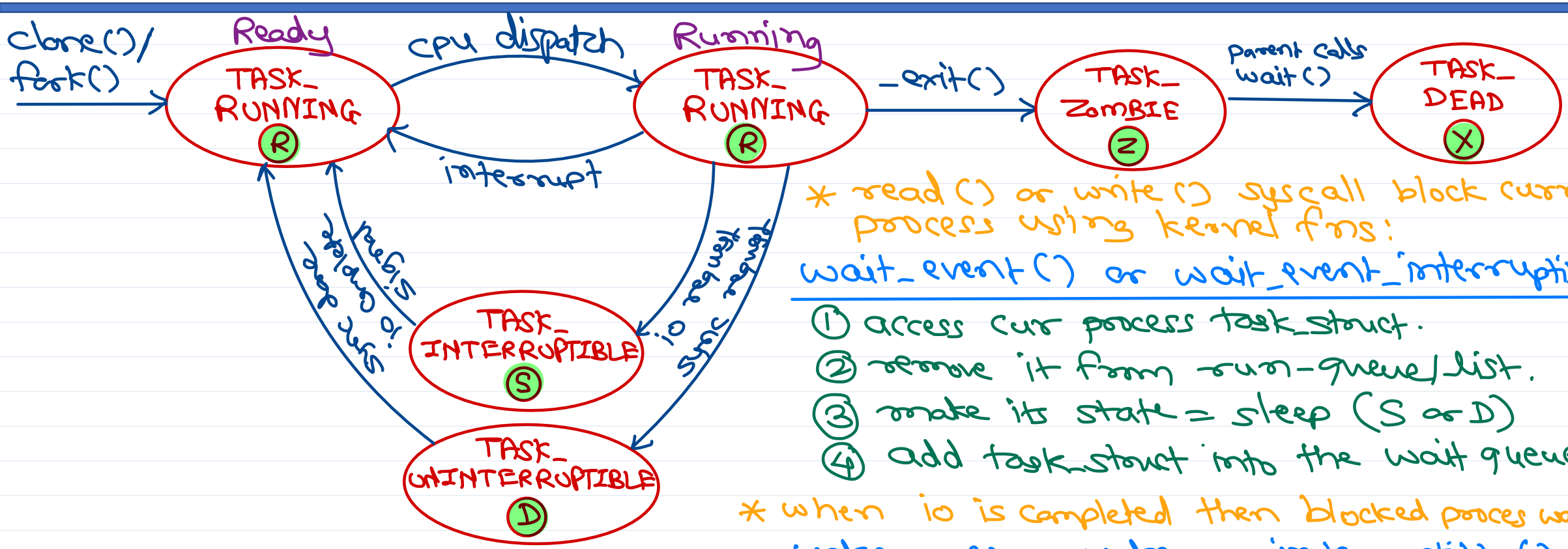












* read() or write() syscall block current process using kernel fns:

wait_event() or wait_event_interruptible()

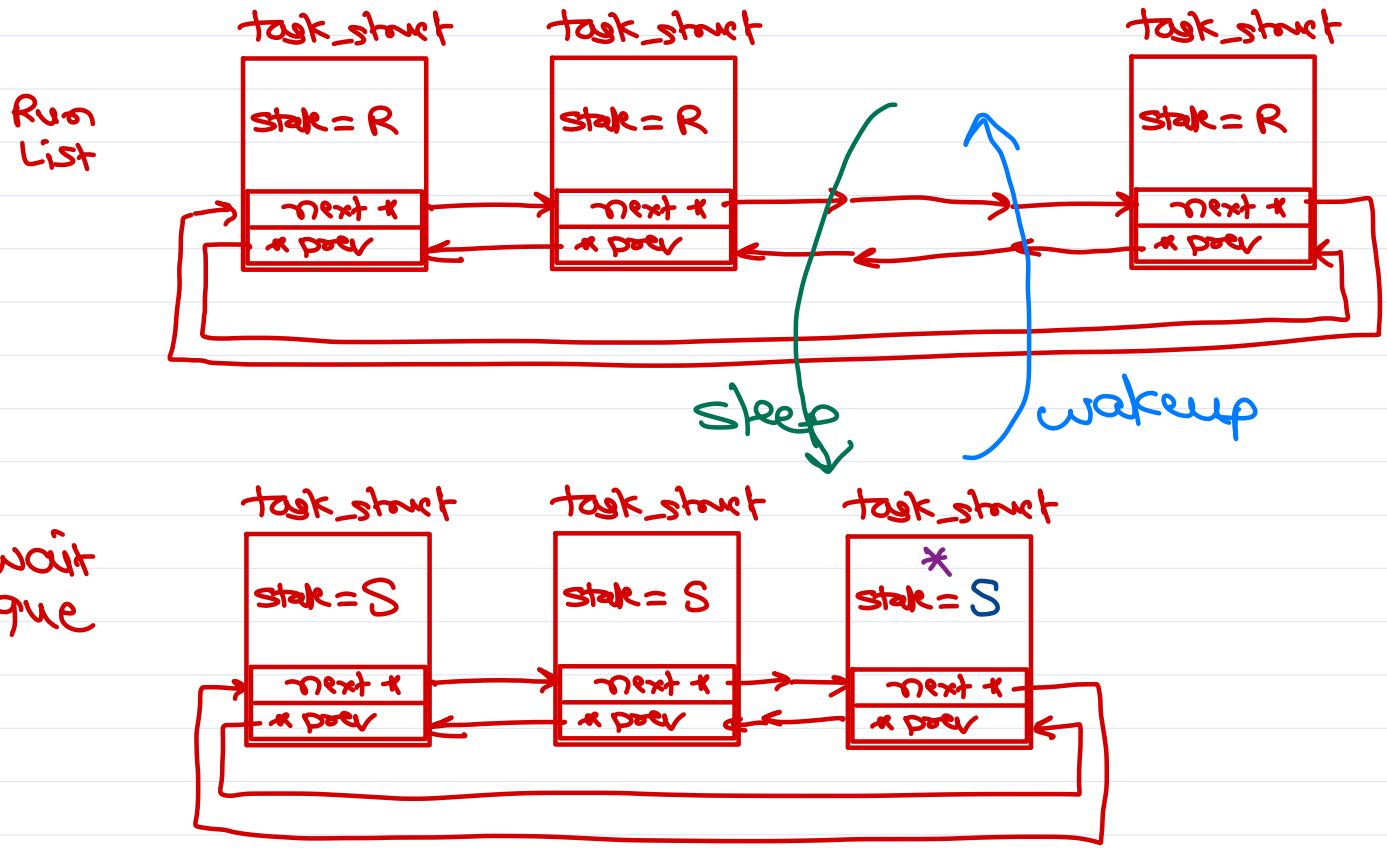
1. access cur process task_struct.
2. remove it from run-queue/list.
3. make its state = sleep (S or D)
4. add task_struct into the wait queue.

* when io is completed then blocked proces wake up

wake_up() or wake_up_interruptible()

1. get task_struct of blocked process (from wait que)
2. remove it from wait_queue.
3. make its state = ready (R).
4. add task_struct into the run queue/list.

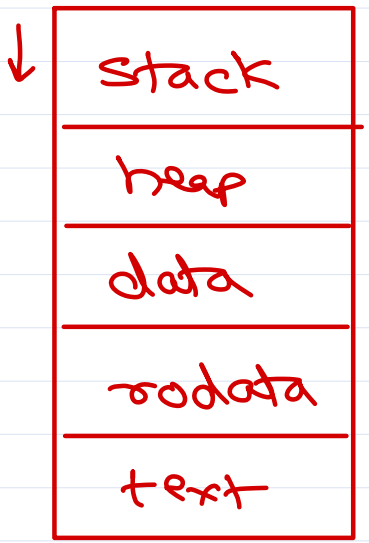
Sleep and Wakeup

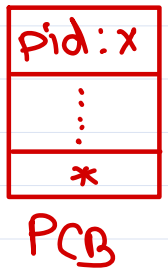


Process sections

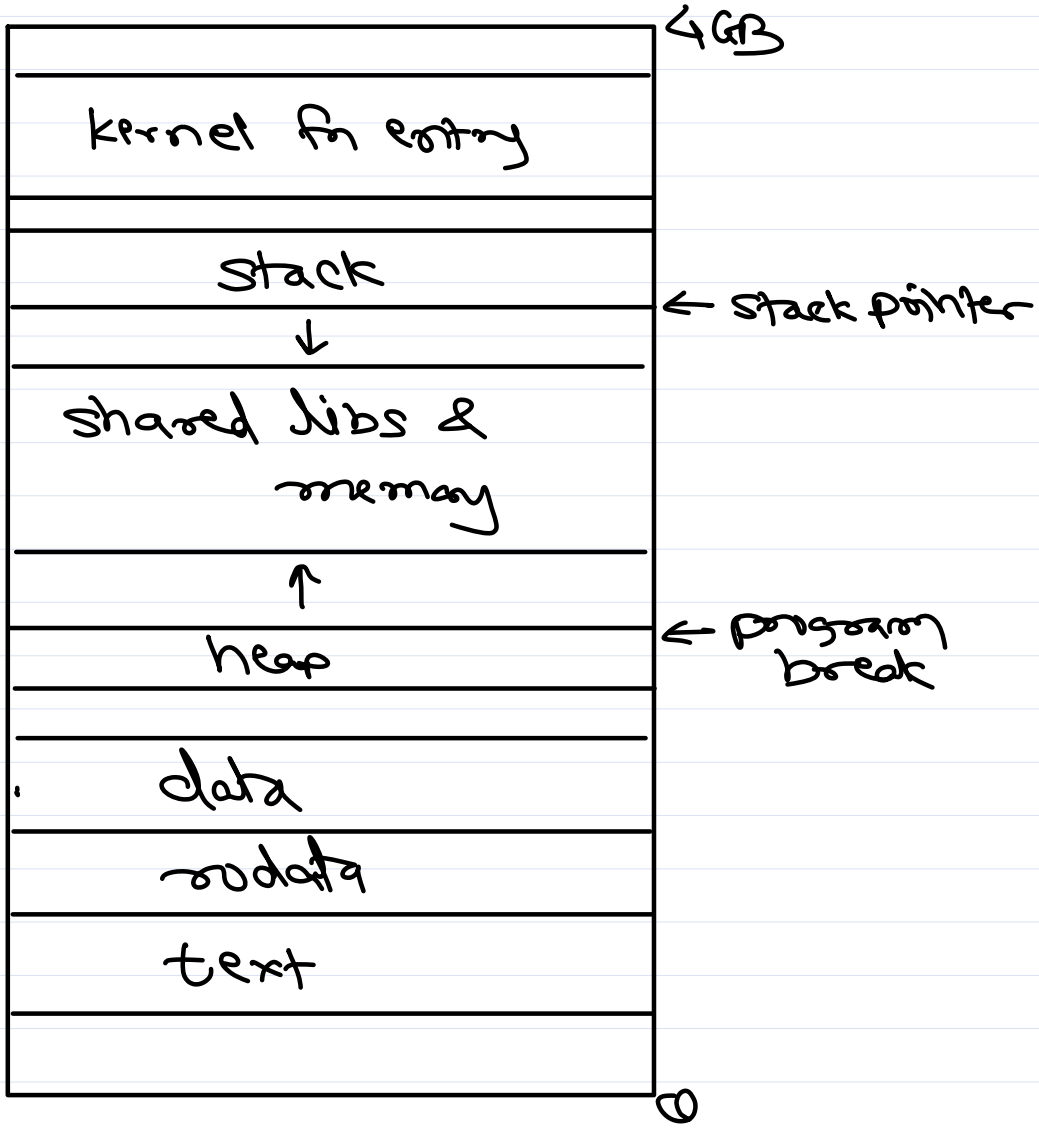
<cmd> cat /proc/pid/maps

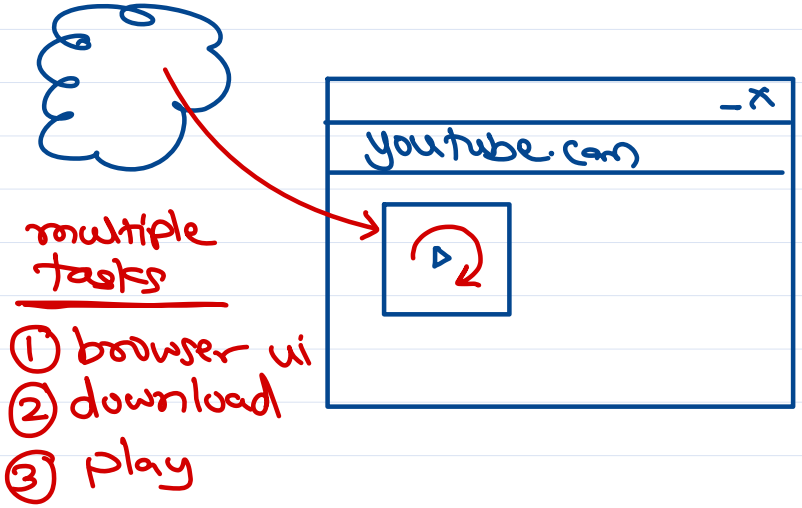
process





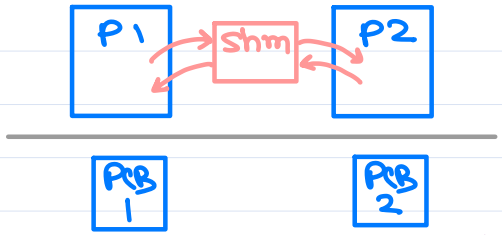
Process memory layout



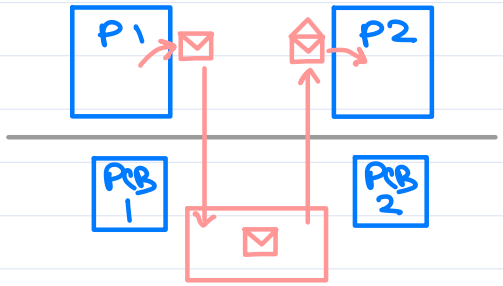


IPC models

① Shared mem model



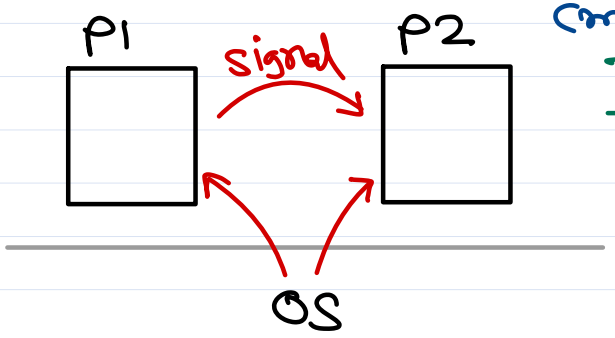
② message passing model



Linux IPC

① signals
② message queue
③ pipe
④ socket
⑤ shared memory

Signals



cmd> man 7 signal

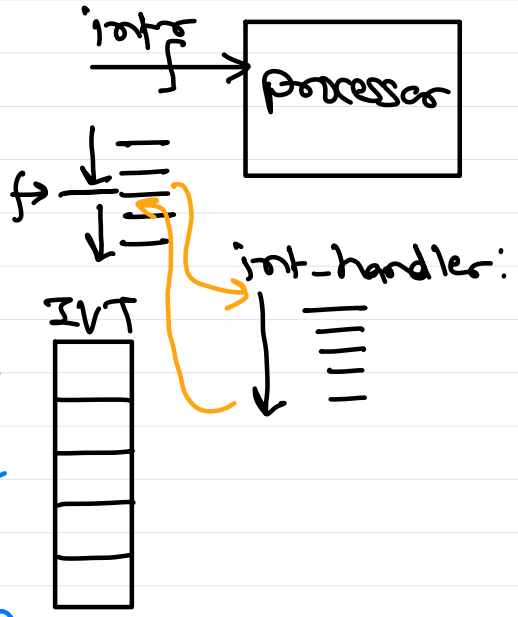
To send a signal

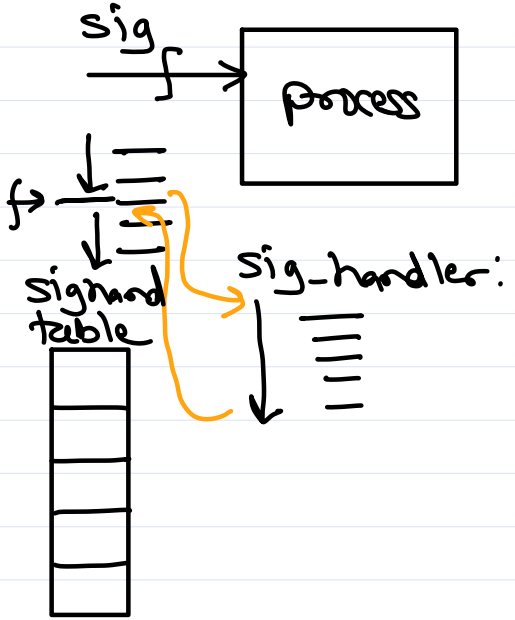
cmd> kill -sig pid

cmd> pkill -sig proc-name

ret = kill (pid, signum);

Signals are software counterparts of hardware interrupts.





Important signals

(2) SIGINT → ctrl+c

(15) SIGTERM → during OS shutdown

(9) SIGKILL →

(11) SIGSEGV → Seg Fault → (2) Core

(19) SIGSTOP → ctrl+s → (3) Stop

(18) SIGCONT → ctrl+q → (4) Cont

(17) SIGCHLD → child term. → (5) Ign

signal's default action

(1) Term

To receive a signal

(1) implement sig handler

(2) register sig handler (in sig table).

signal (signum, sig_hand_fn);

signum: int

sig_hand_fn: fn ptr

Two signals cannot be handled.

(a) SIGKILL (b) SIGSTOP

Thank you!

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