

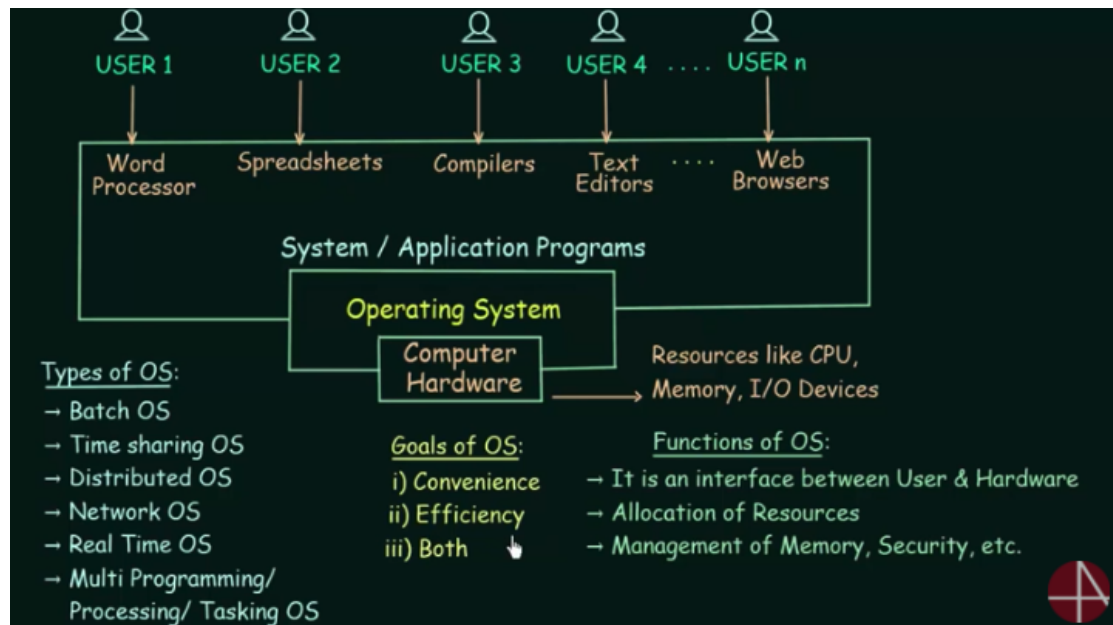
# CSC369 Week 1 Notes

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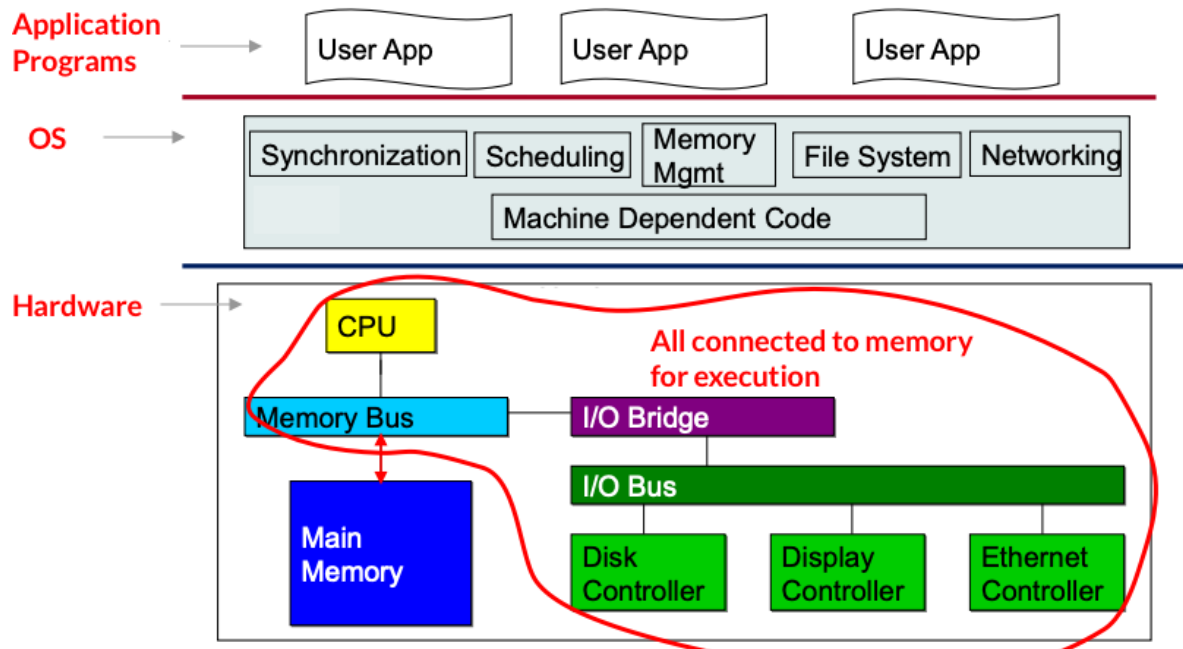
May 19, 2020

## 1 Intro to OS

- What is Operating System
  - is the program that manages the computer hardware
  - is the software layer between user applications and hardware
  - is used for
    - \* Allocation of resources
    - \* Management of memory, security, etc.

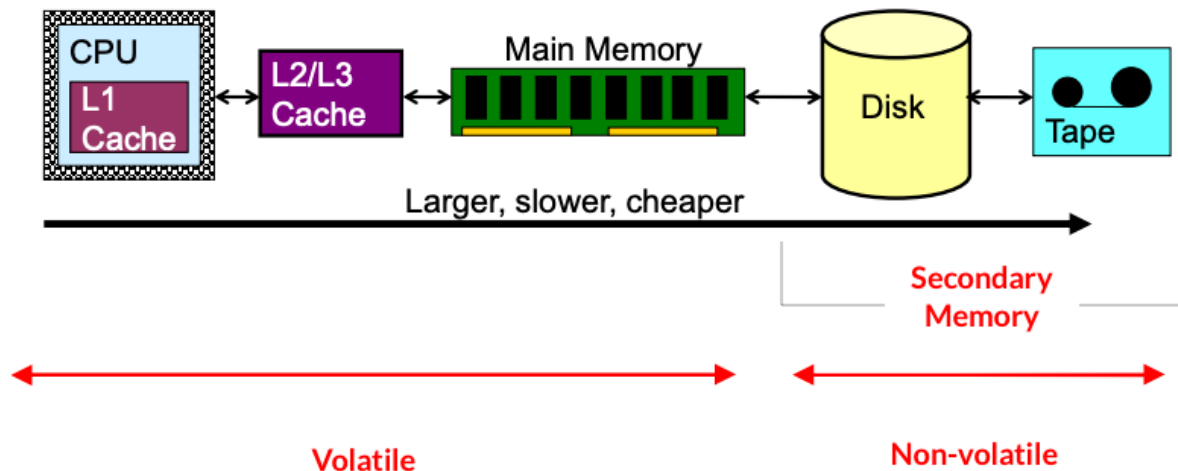


- Overview of Computer System



- All hardware devices are connected through common **bus** and are loaded to memory for execution.
- **Synchronization:** to ensure orderly acces to the shared memory

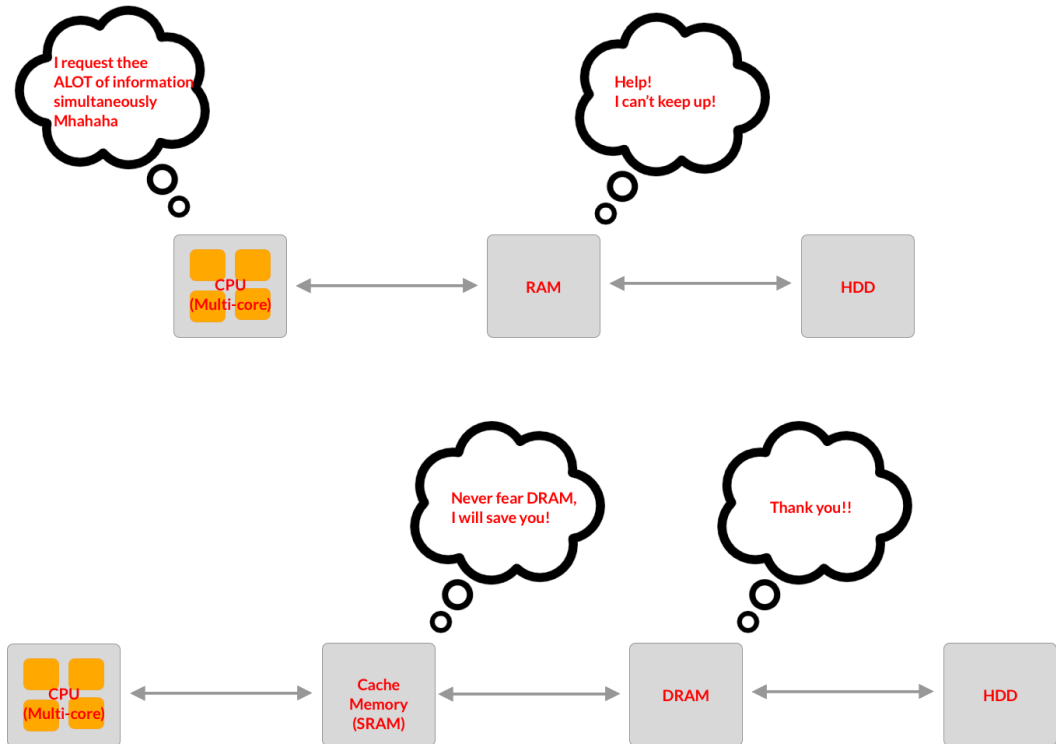
- Storage Hierarchy / Storage Structure



- **Volatile** → Loses contents when power is removed
- **Non-volatile** → Retains contents even when power is removed

- Caching / Cache Memory

- Is also called **Static Random Access Memory (SRAM)**
- Is more costly
- Hides performance differences when large access-time gap exists between two levels
  - \* Quad-quare requesting RAM for information



- More can be found here

- Concurrency

- Is execution of several instruction sequences at same time
  - \* i.e, CPU and device controllers
- **Interrupt:** are signals sent to the CPU by external devices, (usually I/O devices)
  - \* It's like telling 'Hey CPU, please stop this process, and do  $y$  instead, since this is more important'
  - \* i.e. Network Packet has arrived, Disk I/O complete occurred
- **System Call:** are interrupt signals sent by software
  - \* Is a programmatic way of a program requesting for service to kernel of operating system
  - \* i.e. Accessing a hard-disk drive
- IMPORTANT: An operating system is an event-driven program.

## 2 Process Threads

- Part 1: The Process Concept
  - **Process:** is a program in execution
  - **Threads:** is the unit of execution within a process.

$$\text{Thread} = \frac{\text{Job}}{\text{Unit of Work}} \quad (1)$$

\* A process can have anywhere from one thread to many threads

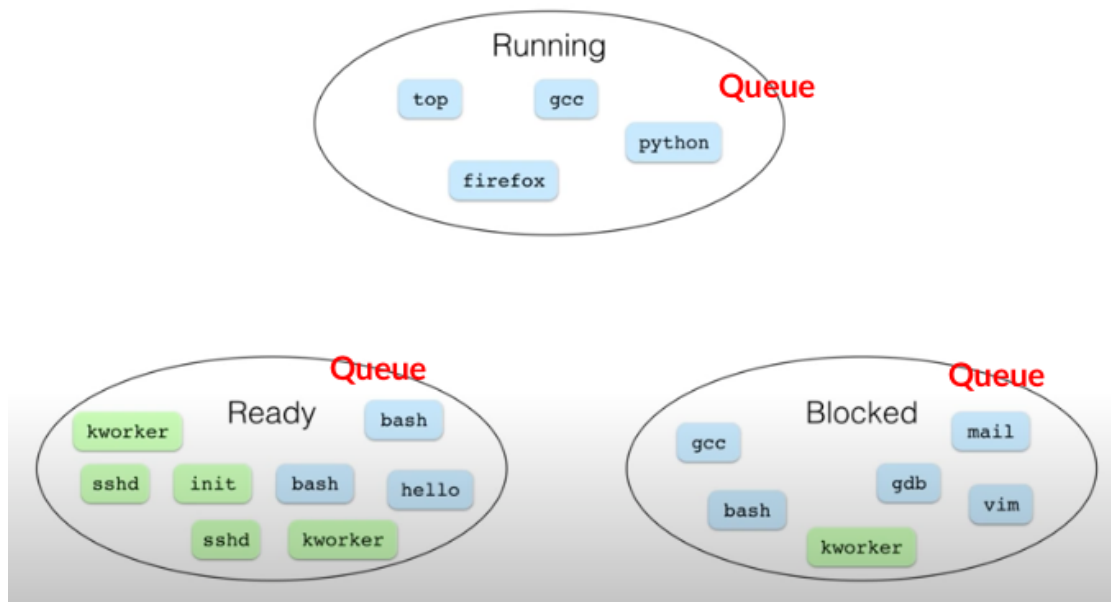
- Process Data Structure (PCB)
  - Is called Process Control Block
  - Is OS data structure representing each process
  - Generally includes
    1. Process State
      - \* (Ready, running, blocked)
    2. Program Counter
      - \* Is an address that indicates the line of code that has to be executed next
      - \* i.e. the next line of code i need to execute is line 2 :)

```

1 print("Hello World");
2 print("Hi World!") //<- Line 2
              
```
    3. CPU Register *\*\*Need to come back*
    4. CPU Scheduling Information
      - \* Priority of process
      - \* Higher the priority → executed first
    5. Memory Management *\*\*Need to come back*
    6. I/O Status Information
      - \* Is list of input output devices assigned to this process
      - \* Is used during execution
      - \* i.e. Sound, Mouse, Keyboard
- State Queues
  - Is a part of **process scheduling**
    - \* keeps CPU busy at all times to deliver minimum response time for all programs

Process Name	% CPU	CPU Time	Threads	Idle Wake Ups	% GPU	GPU Time	PID	User
WindowServer	43.7	40:07.03	11	66	2.4	20:38.71	330	_windowserver
Code Helper (Renderer)	37.3	8:23.49	32	24	0.0	0.00	2584	moegu
Code Helper (GPU)	18.3	4:02.04	8	41	0.3	2:37.24	2581	moegu
Adobe CEF Helper	11.5	21:36.14	10	112	0.6	5:41.56	884	moegu
kernel_task	9.6	17:02.14	185	1210	0.0	0.00	0	root
com.docker.hyperkit	8.1	15:16.38	18	285	0.0	0.00	1389	moegu
Activity Monitor	6.8	9.60	5	2	0.0	0.00	7295	moegu
Code	4.5	2:06.91	45	1	0.0	0.00	2580	moegu
Adobe CEF Helper	3.0	5:43.96	15	181	0.0	0.00	1232	moegu
Google Chrome	2.1	23:40.61	40	18	0.0	0.00	569	moegu
hidd	1.7	2:15.82	6	0	0.0	0.00	231	_hidd
launchd	1.5	55.70	6	0	0.0	0.00	1	root
sysmond	1.4	2.05	3	0	0.0	0.00	5728	root
mdworker_shared	1.1	0.49	4	0	0.0	0.00	7266	moegu
launchservicesd	0.8	7.18	7	1	0.0	0.00	210	root
Creative Cloud	0.8	1:38.47	24	65	0.0	0.00	814	moegu
Be Focused	0.7	1:32.46	7	13	0.0	0.00	2931	moegu
Google Chrome Helper (GPU)	0.5	22:35.98	11	3	0.7	10:51.38	753	moegu
mds	0.4	38.98	9	4	0.0	0.00	197	root
vpnkit-bridge	0.4	32.03	15	59	0.0	0.00	1354	moegu
tcdd	0.3	1.13	3	0	0.0	0.00	5694	root
mds_stores	0.3	2:46.31	7	1	0.0	0.00	391	root

- \* Here, processes in queue are switched so frequently that user can interact with each program simultaneously while running
  - i.e, listening to music, typing and downloading a picture of a cute puppy all at the same time
- Has one state queue for each process state
  - \* Job Queue, Ready Queue, Waiting Queue, Blocking Queue



- PCBs And State Queues
  - Process created → OS allocates PCB → Initializes it → Places it on Ready Queue
  - Process terminated → PCB deallocated
- Context Switch

- Switches the CPU to another process on interrupt, saving the state of the old process and loading the saved state of the new process until done
  - \* i.e. Loading a music in Google Music Player
- Previous process resumes executing when done

The first screenshot shows the Activity Monitor window with the CPU tab selected. The process list is as follows:

Process Name	% CPU	CPU Time	Threads	Idle Wake Ups	% GPU	GPU Time	PID	User
WindowServer	43.7	40:07.03	11	66	2.4	20:38.71	330	_windowserver
Code Helper (Renderer)	37.3	8:23.49	32	24	0.0	0.00	2584	moegu
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kernel_task	9.6	17:02.14	185	1210	0.0	0.00	0	root
com.docker.hyperkit	8.1	15:16.38	18	285	0.0	0.00	1389	moegu
Activity Monitor	6.8	9.60	5	2	0.0	0.00	7295	moegu
Code	4.5	2:06.91	45	1	0.0	0.00	2580	moegu
Adobe CEF Helper	3.0	5:43.96	15	181	0.0	0.00	1232	moegu
Google Chrome	2.1	23:40.61	40	18	0.0	0.00	569	moegu
hidd	1.7	2:15.82	6	0	0.0	0.00	231	_hidd
launchd	1.5	55.70	6	0	0.0	0.00	1	root
sysmond	1.4	2.05	3	0	0.0	0.00	5728	root
mdworker_shared	1.1	0.49	4	0	0.0	0.00	7266	moegu
launchservicesd	0.8	7.18	7	1	0.0	0.00	210	root
Creative Cloud	0.8	1:38.47	24	65	0.0	0.00	814	moegu
Be Focused	0.7	1:32.46	7	13	0.0	0.00	2931	moegu
Google Chrome Helper (GPU)	0.5	22:35.98	11	3	0.7	10:51.38	753	moegu
mds	0.4	38.98	9	4	0.0	0.00	197	root
vpnet-bridge	0.4	32.03	15	59	0.0	0.00	1354	moegu
tcdd	0.3	1.13	3	0	0.0	0.00	5694	root
mds_stores	0.3	2:46.31	7	1	0.0	0.00	391	root

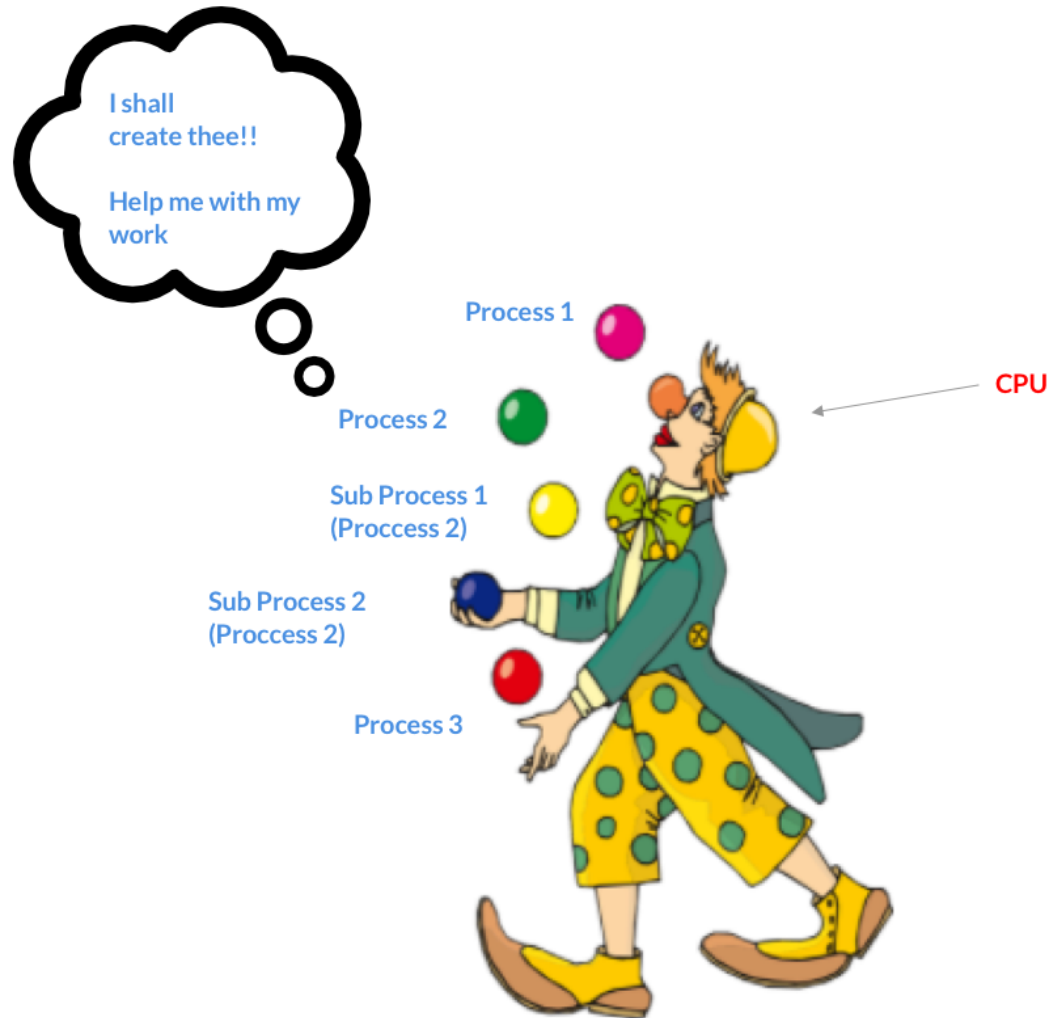
The second screenshot shows the same Activity Monitor window after some time has passed. The process list is as follows:

Process Name	% CPU	CPU Time	Threads	Idle Wake Ups	% GPU	GPU Time	PID	User
WindowServer	31.2	49:31.01	10	38	1.9	24:38.93	330	_windowserver
Activity Monitor	10.5	1:07.77	5	2	0.0	0.00	7295	moegu
Adobe CEF Helper	10.4	25:59.20	10	75	1.0	6:49.66	884	moegu
Code Helper (GPU)	7.5	5:43.22	8	15	1.1	3:51.30	2581	moegu
com.docker.hyperkit	6.8	18:06.55	18	187	0.0	0.00	1389	moegu
Code Helper (Renderer)	4.1	1:11.28	19	19	0.0	0.00	7422	moegu
kernel_task	3.9	19:33.70	185	466	0.0	0.00	0	root
Google Chrome	3.1	25:50.85	34	4	0.0	0.00	569	moegu
Adobe CEF Helper	2.9	6:52.54	15	125	0.0	0.00	1232	moegu
sysmond	2.3	40.40	3	0	0.0	0.00	5728	root
Be Focused	1.9	1:54.22	7	9	0.0	0.00	2931	moegu
Code Helper (Renderer)	1.7	11:21.09	30	10	0.0	0.00	2584	moegu
hidd	1.5	2:42.94	5	0	0.0	0.00	231	_hidd
Code	1.4	2:57.23	47	2	0.0	0.00	2580	moegu
AppleUserHIDDrivers	1.0	1.34	3	0	0.0	0.00	8411	_driverkit
AppleUserHIDDrivers	0.9	5.09	3	0	0.0	0.00	8410	_driverkit
AppleUserHIDDrivers	0.7	0.97	2	0	0.0	0.00	8413	_driverkit
Creative Cloud	0.7	1:57.41	25	45	0.0	0.00	814	moegu
Code Helper (Renderer)	0.6	13.62	15	14	0.0	0.00	7421	moegu
launchservicesd	0.6	12.99	7	0	0.0	0.00	210	root
AppleUserHIDDrivers	0.4	2.10	2	0	0.0	0.00	8412	_driverkit
contextstored	0.3	12.33	5	0	0.0	0.00	283	root

A red arrow points from the 'Activity Monitor' row in the second screenshot to the text 'Hey, this moved up!'.

## • Operations on Processes

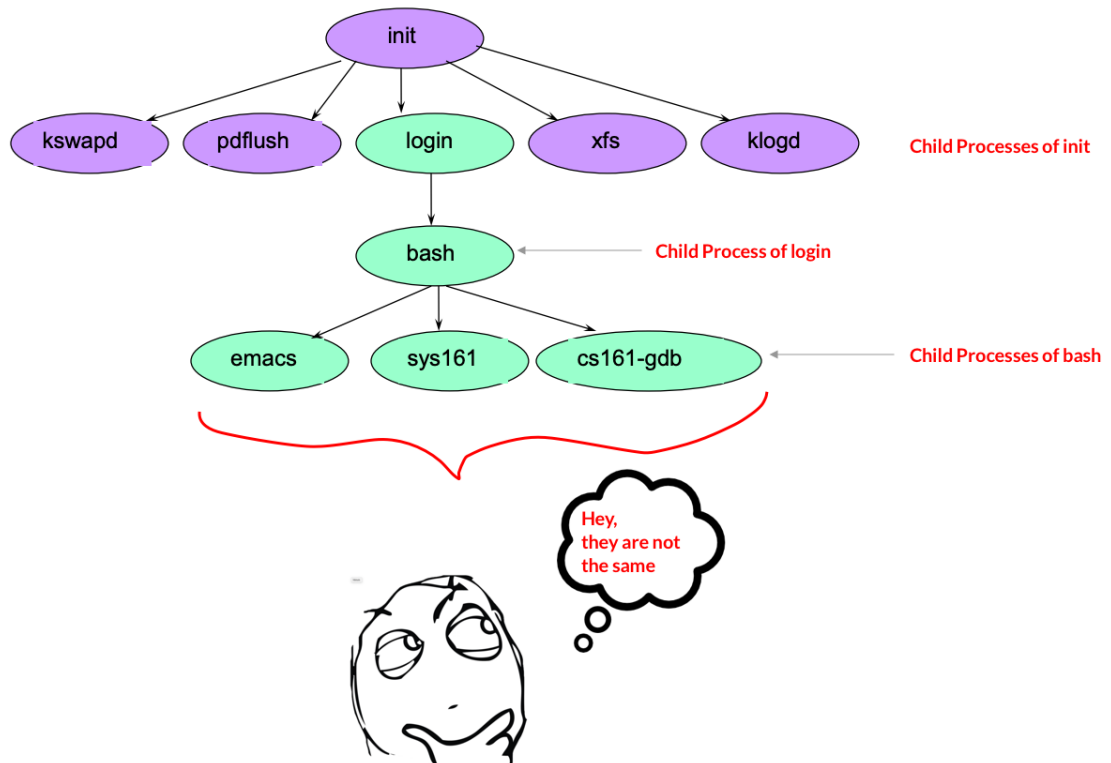
- Process can have multiple new processes during the course of execution, or alone
- Process execute concurrently and must be created and deleted dynamically
  - \* Wow, CPU is a master juggler



- Has two types of operations
  - \* Process Creation
  - \* Process Termination
- Process Creation
  - Is an operation that creates new processes by another process
    - \* Child process → New Process
    - \* Parent Process → Creating Process
  - Is achieved through **fork()** system call
  - Occurs in
    1. System Initialization
    2. A running process
    3. A user request
    4. Initialization of a bath job
  - Two possibilities exist on creation:

1. Parent executes with children in parallel
  2. Parent waits until some or all of its children are terminated
- More can be found here

- Linux Tree



There are two possibilities of in terms of the address space of the new process

1. Child process is the duplicate of the parent process
2. Child process has new program loaded onto it
  - \* i.e. Unix Shell

```

while (1) {
    char *cmd = read_command();
    int child_pid = fork();
    if (child_pid == 0) {
        exec(cmd);
    } else {
        wait(child_pid);
    }
}

```

← By this guy :)



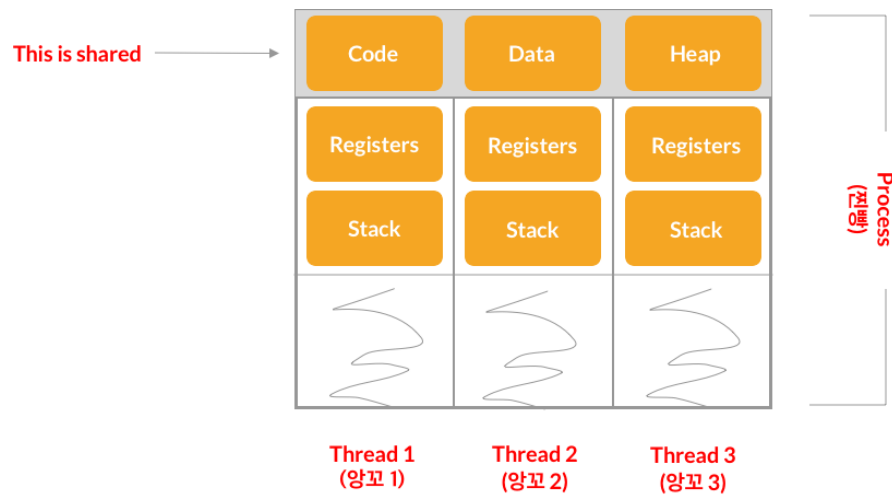
- Threads

- Thread

- \* Is Basic unit of execution / CPU utilization
    - \* Is bound to a single process
    - \* Has same code, data (address space), privileges, and resources (files sockets, etc)
    - \* Key idea: separate the concept of process from its execution state
      - Process: Address space, privileges, resources, etc.
      - Execution State (thread / thread of control): PC, SP, registers
    - \* It's like 양꼬만 있는 찜빡, or eggs with only yolks.

- Process

- \* is program under execution
    - \* is container in which threads execute
    - \* is like 찜빡, or egg shell with only egg whites



- Cooperating Process
- Interprocess Communicator