

Introduction to Programming

Digression - 2

Processes and Multiprogramming

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Processes

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318  mds_stores 18.6   25:08.81 8    6    111    102M+  1832K  21M-  318  1    stuck
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74644 top 4.5    00:04.36 1/1    0     32     4872K  0B     0B     74644 71465 running
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%CPU and MEM are usually of interest, representing the average CPU usage and the amount of RAM your process is using

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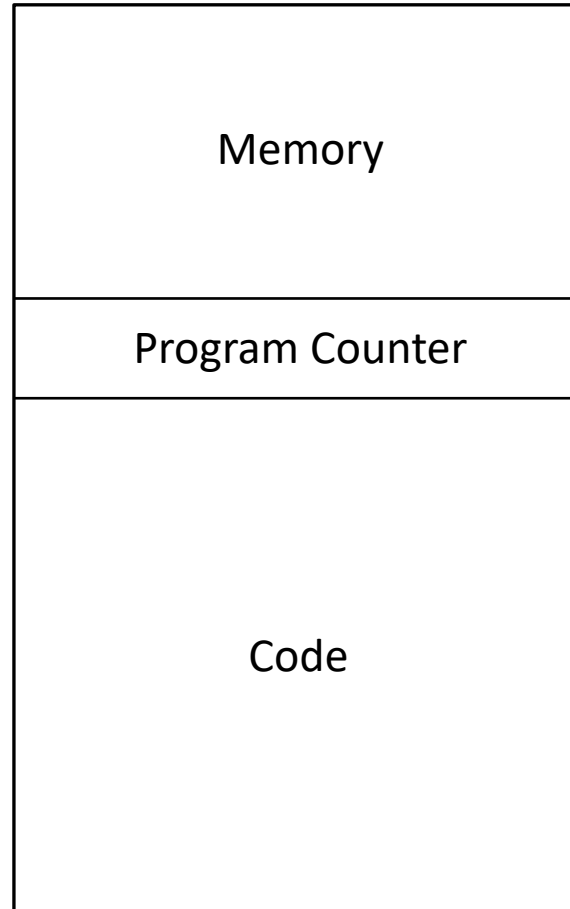
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- We call it the *Process Lifecycle*

At any point of time, a process has a particular *state*

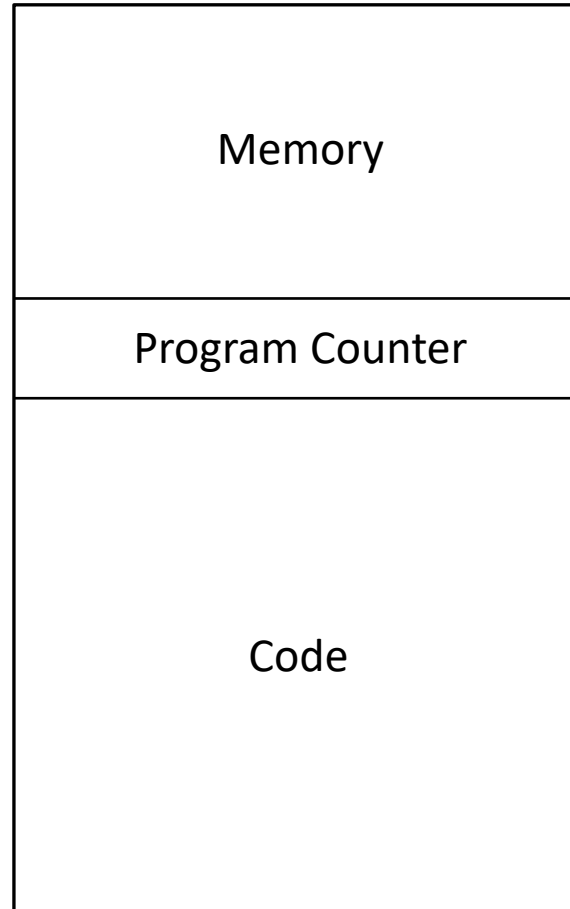
- A process is in the state *ready*, if it wishes to use the CPU, but doesn't have it currently
- A process is in the state *running*, if it currently has the CPU for use
- A process is in the state *blocked*, if it does not require CPU due to some reason (e.g. a request for I/O)
- In addition, some categorisations also consider *new* and *terminated* as process states

Processes



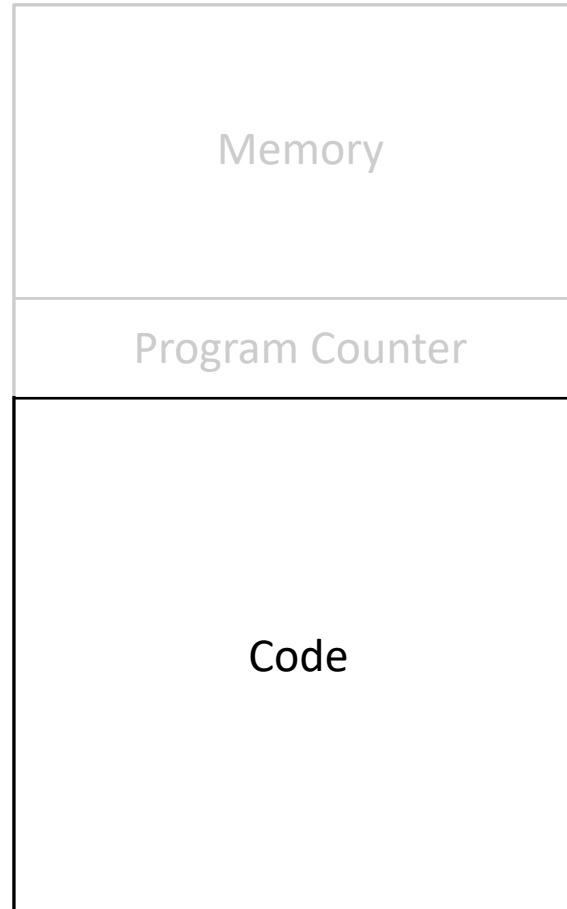
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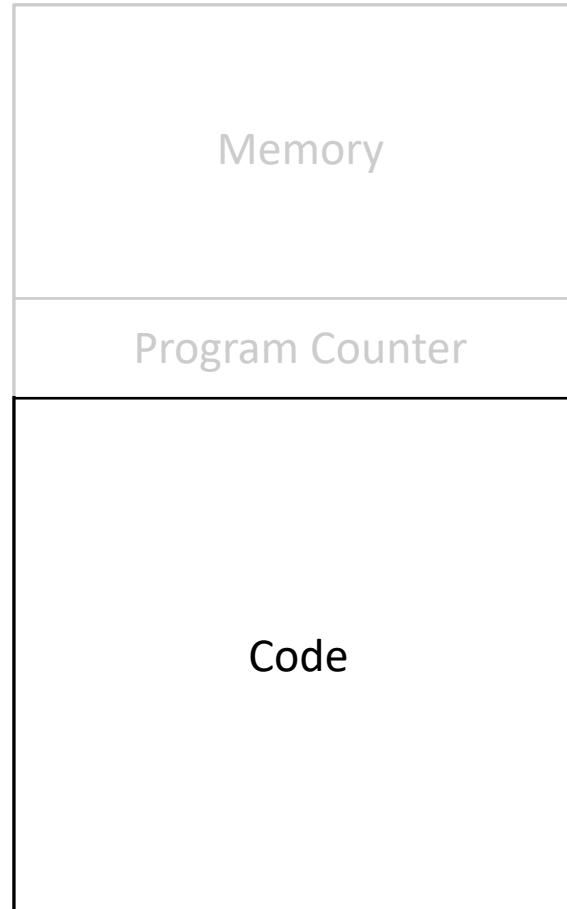


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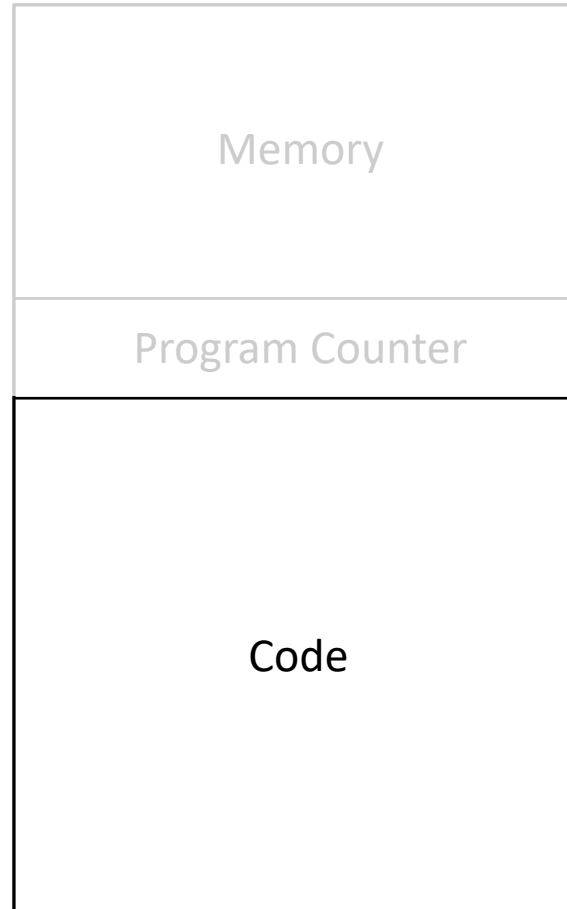
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Similar to what we saw in Week 0



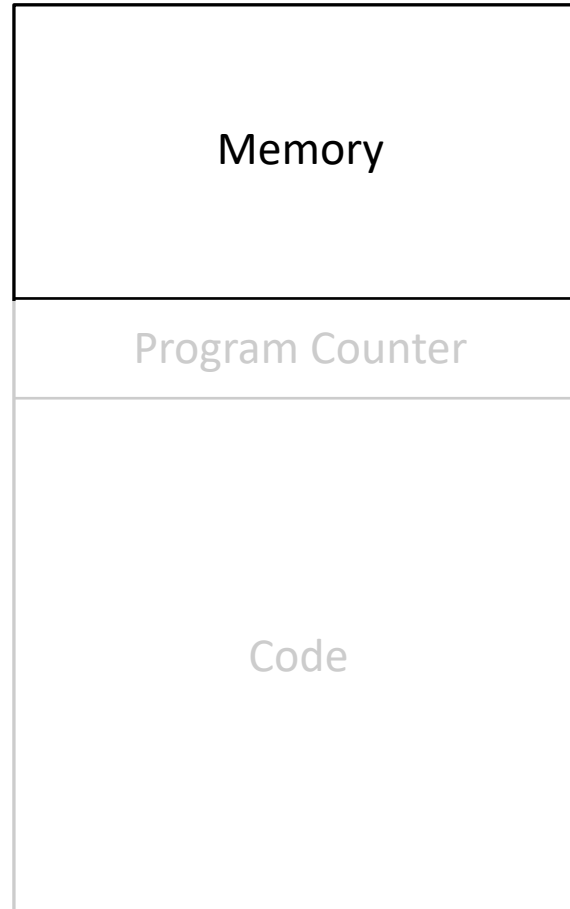
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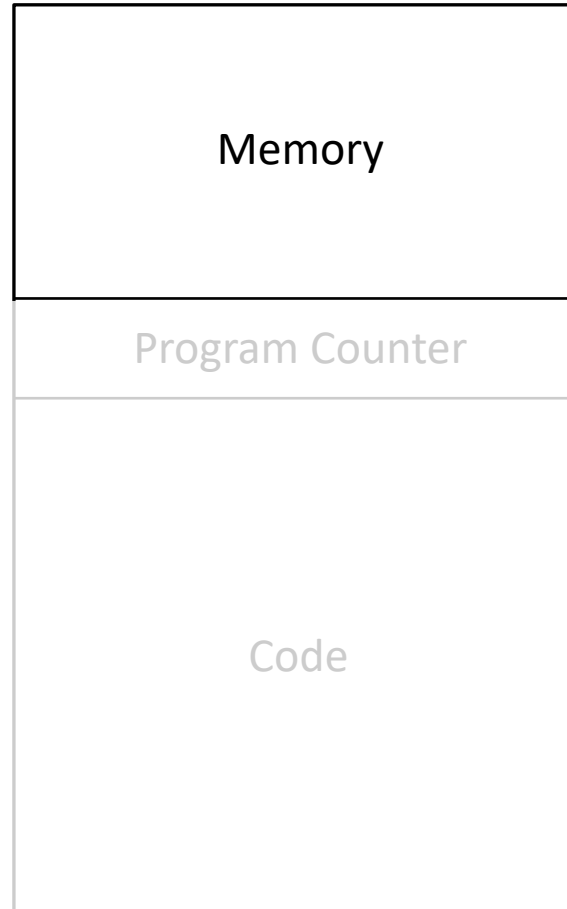
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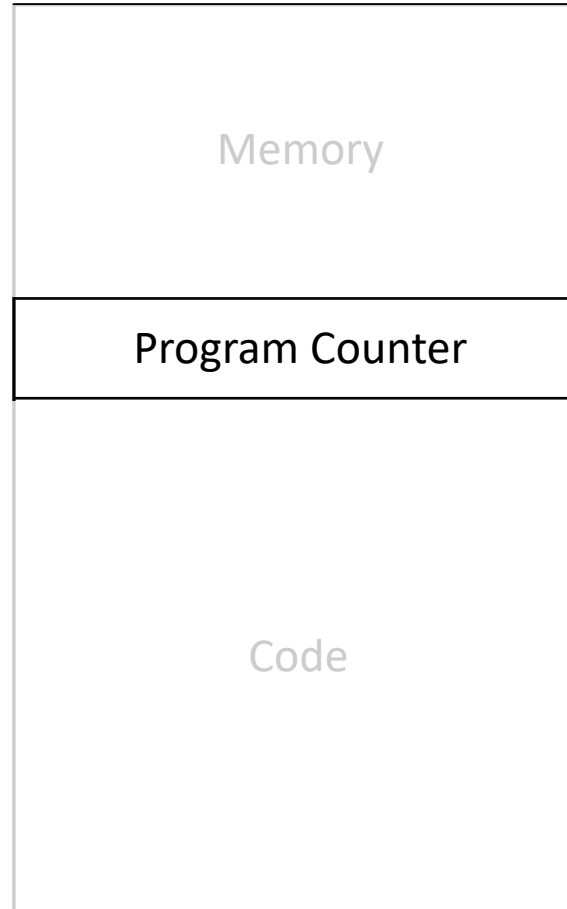
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There are different types of memory that a process has, but we don't need to know these details as of now

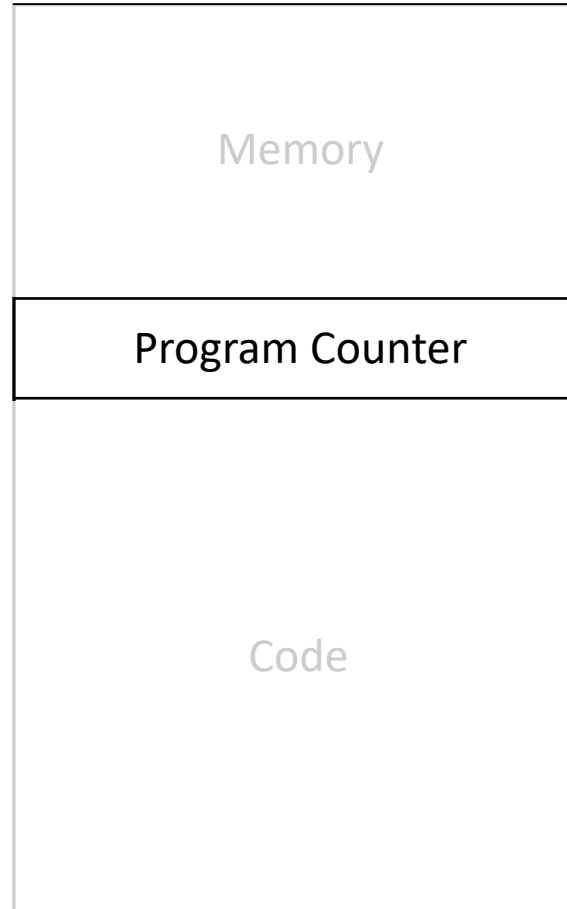
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We did discuss the Program Counter in Week 0 !!



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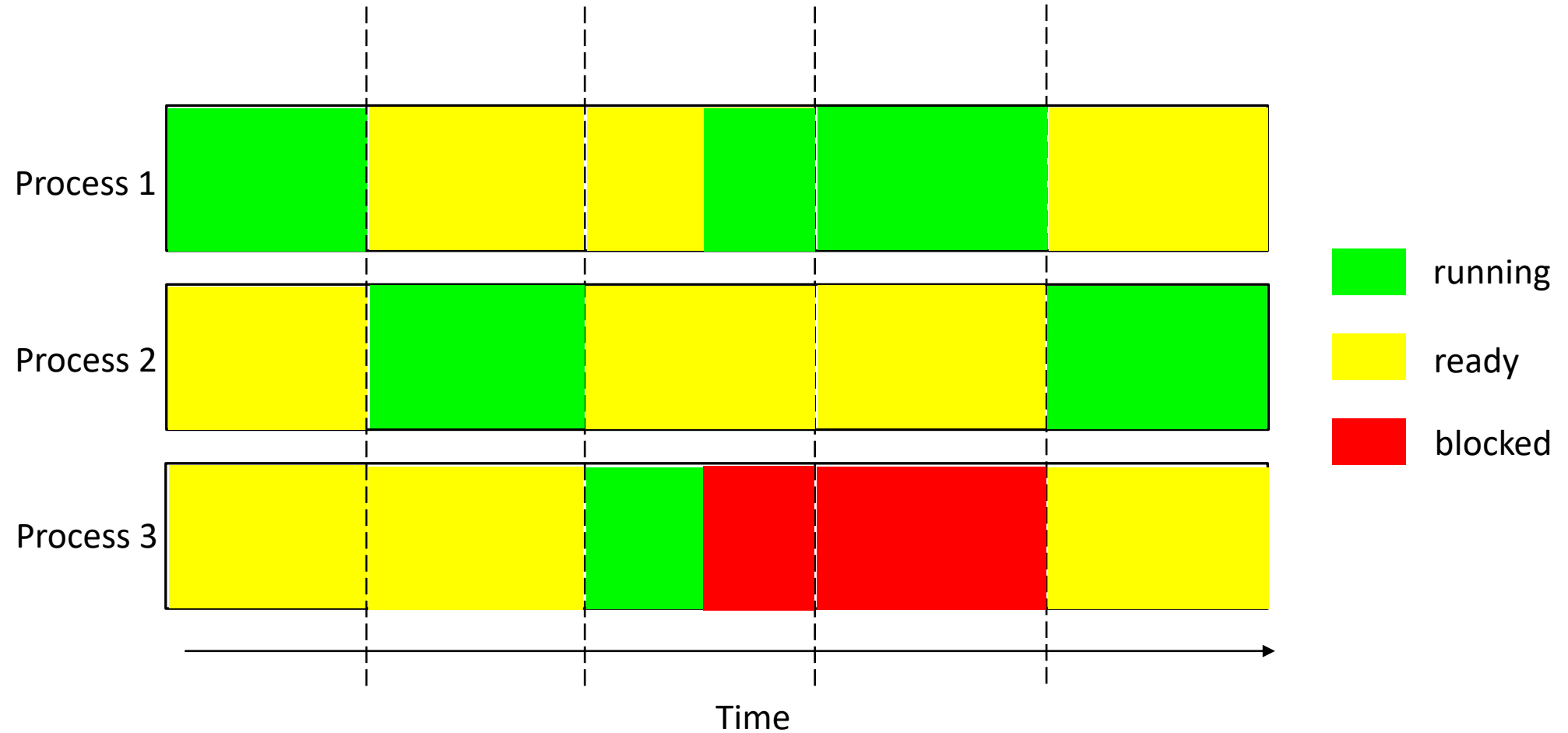
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The value of Program Counter is crucial, since it allows execution from where it was left last time

Multi-tasking



Additional Reading

Pratt TW, Zelkowitz MV, Gopal TV. Programming languages: design and implementation. Englewood Cliffs: Prentice-Hall; 1984.

- It is a fairly advanced book; try reading Section 10.1 in the book