

CS420: Operating Systems

Processes

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Process Concept

- **Process – a program in execution; process execution must progress in sequential fashion**
- **Textbook uses the terms *job* and *process* almost interchangeably**
- **A process includes:**
 - program counter
 - stack
 - data section

The Process

- **Multiple parts**

- The program code, also called text section
- Program counter & processor registers
- Stack containing temporary data
 - **Function parameters, return addresses, local variables**
- Data section containing constants and global variables
- Heap containing memory dynamically allocated during run time

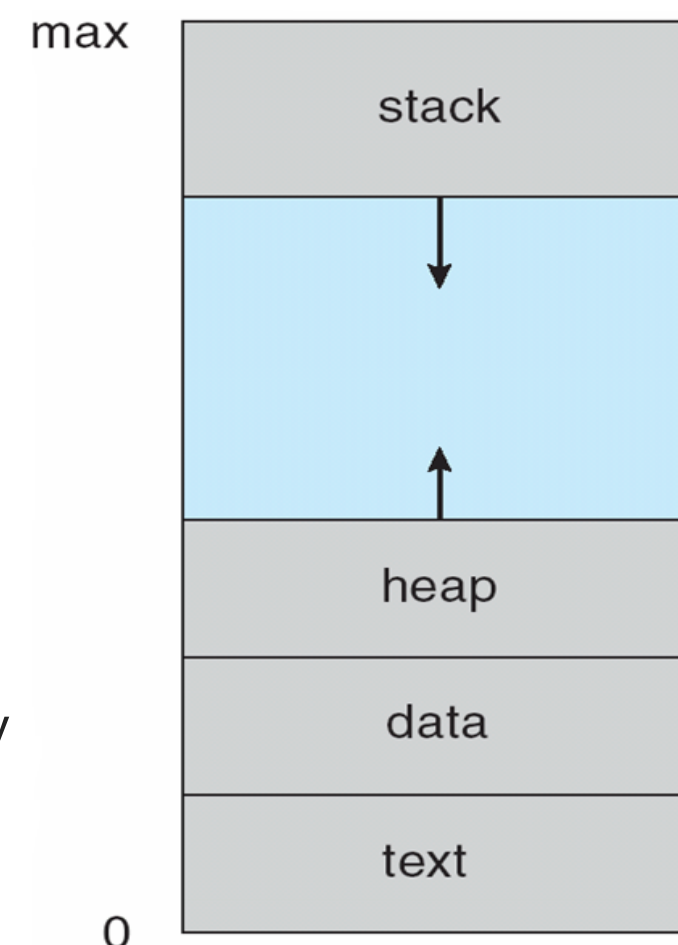
- **A program is passive entity, process is active**

- Program becomes process when executable file loaded into memory

- **One program can consist of several processes**

- **Multiple processes of the same type may run concurrently**

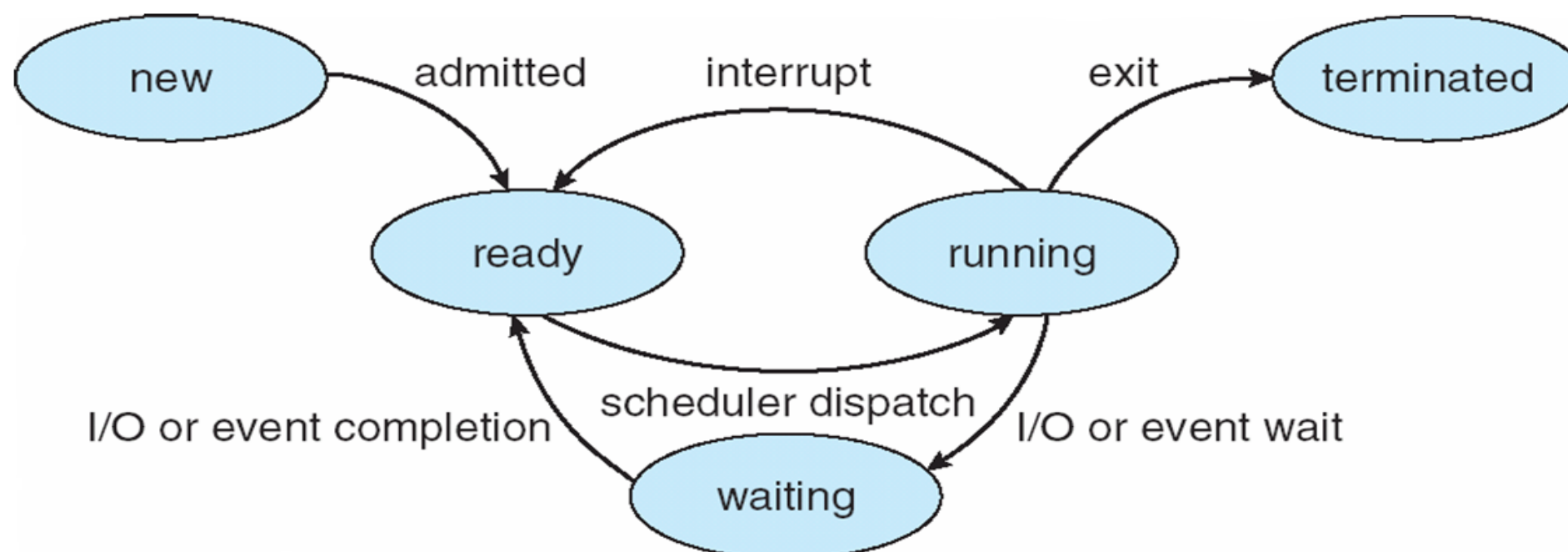
- Consider multiple users executing the same program
- Each has its own memory space



A Process in Memory

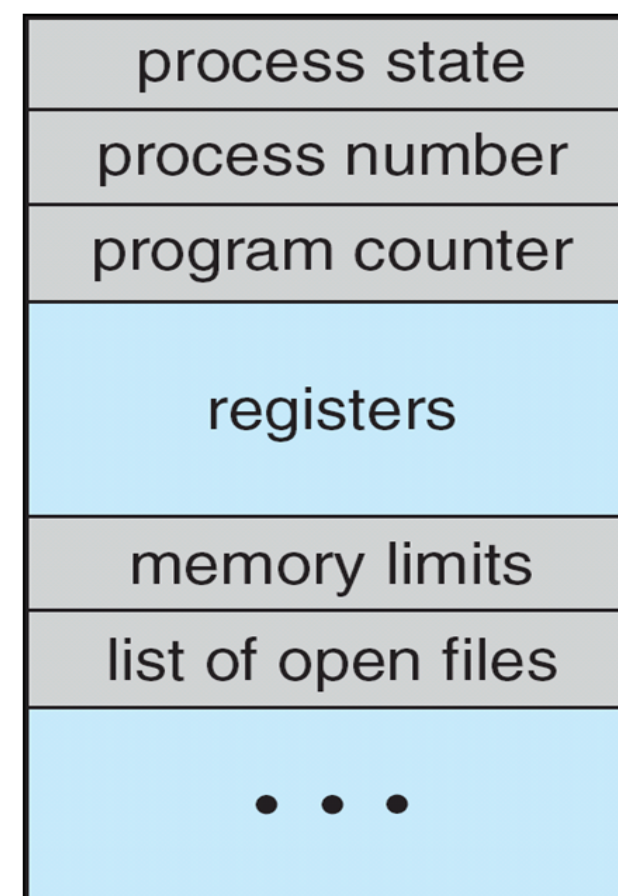
Process State

- **As a process executes, it changes state**
 - **new**: The process is being created
 - **ready**: The process is waiting to be assigned to a processor
 - **running**: Instructions are being executed
 - **waiting**: The process is waiting for some event to occur
 - **terminated**: The process has finished execution

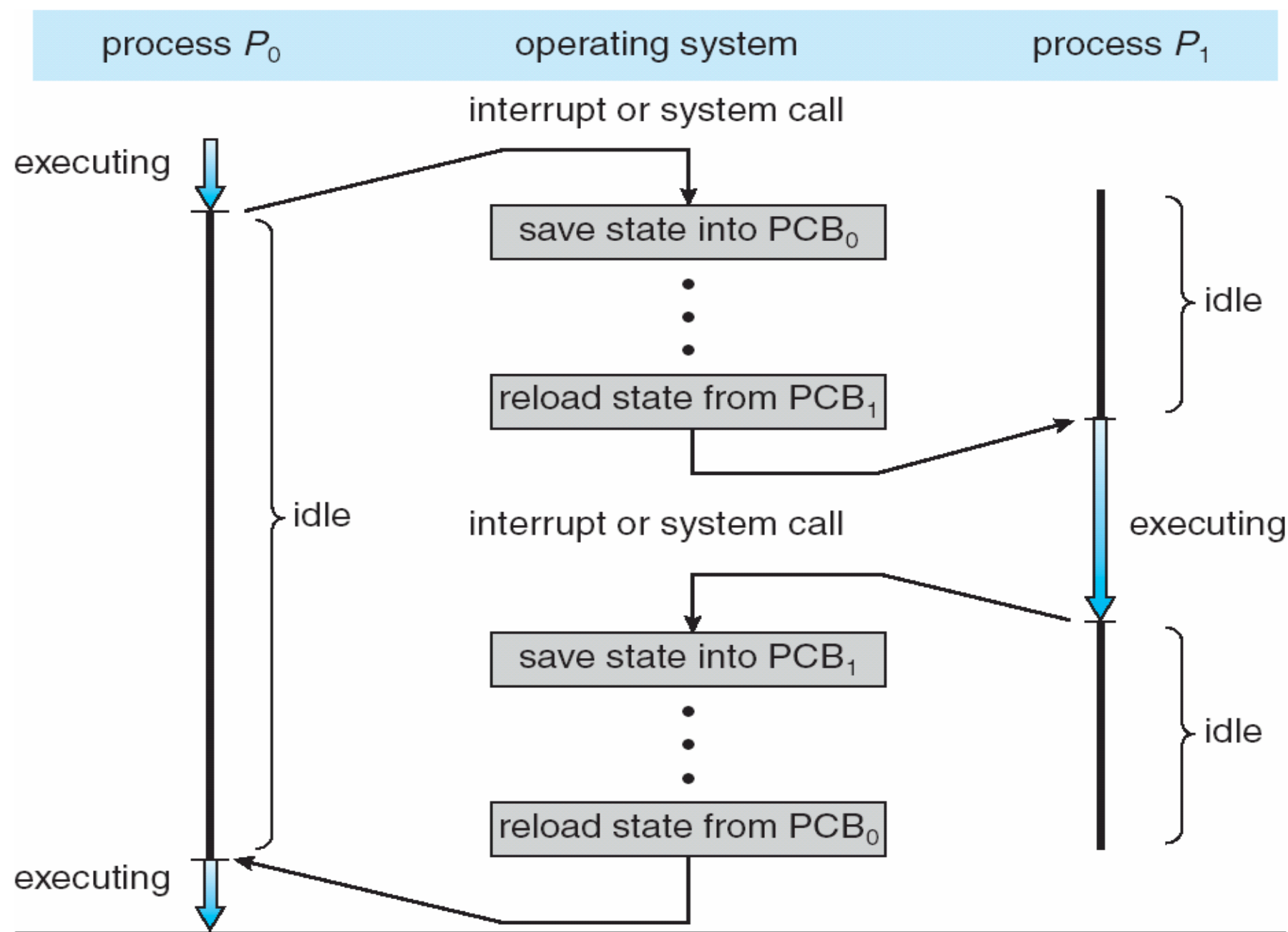


Process Control Block (PCB)

- Each process is represented in the operating system by a **process control block (PCB)**
- The process control block contains information associated with each process including:
 - Process state
 - Program counter
 - CPU registers
 - CPU scheduling information
 - Memory-management information
 - Accounting information
 - I/O status information

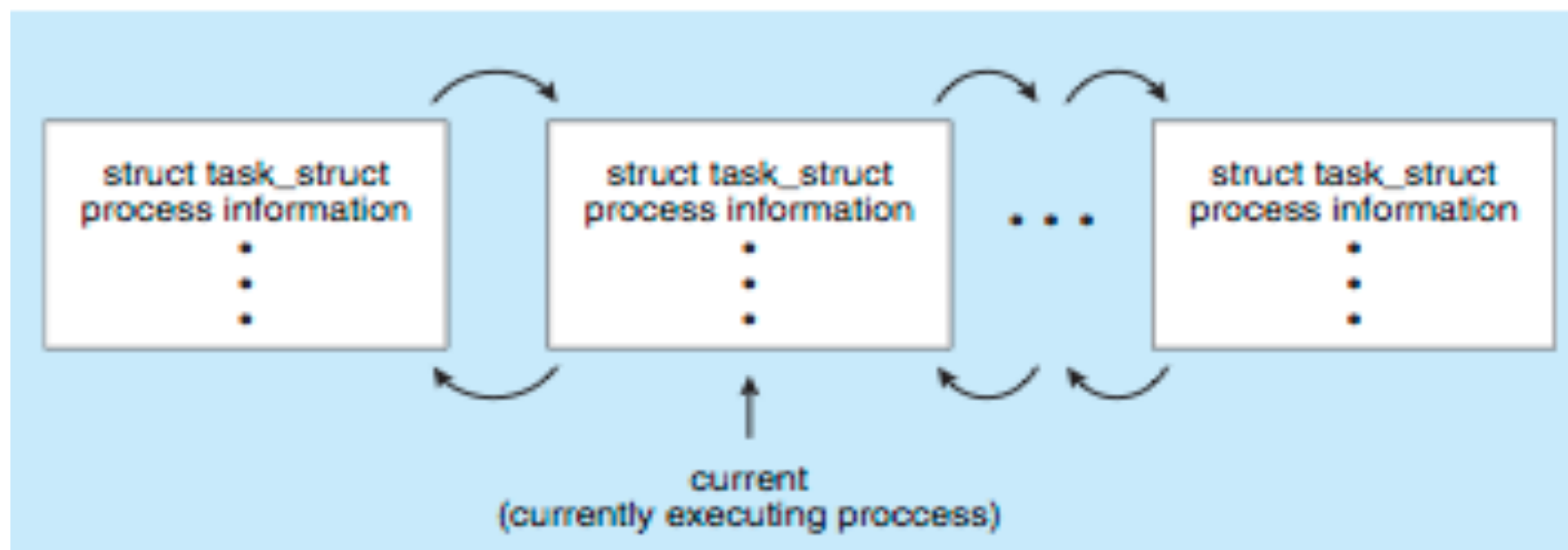


CPU Switch From Process to Process



Process Representation in Linux

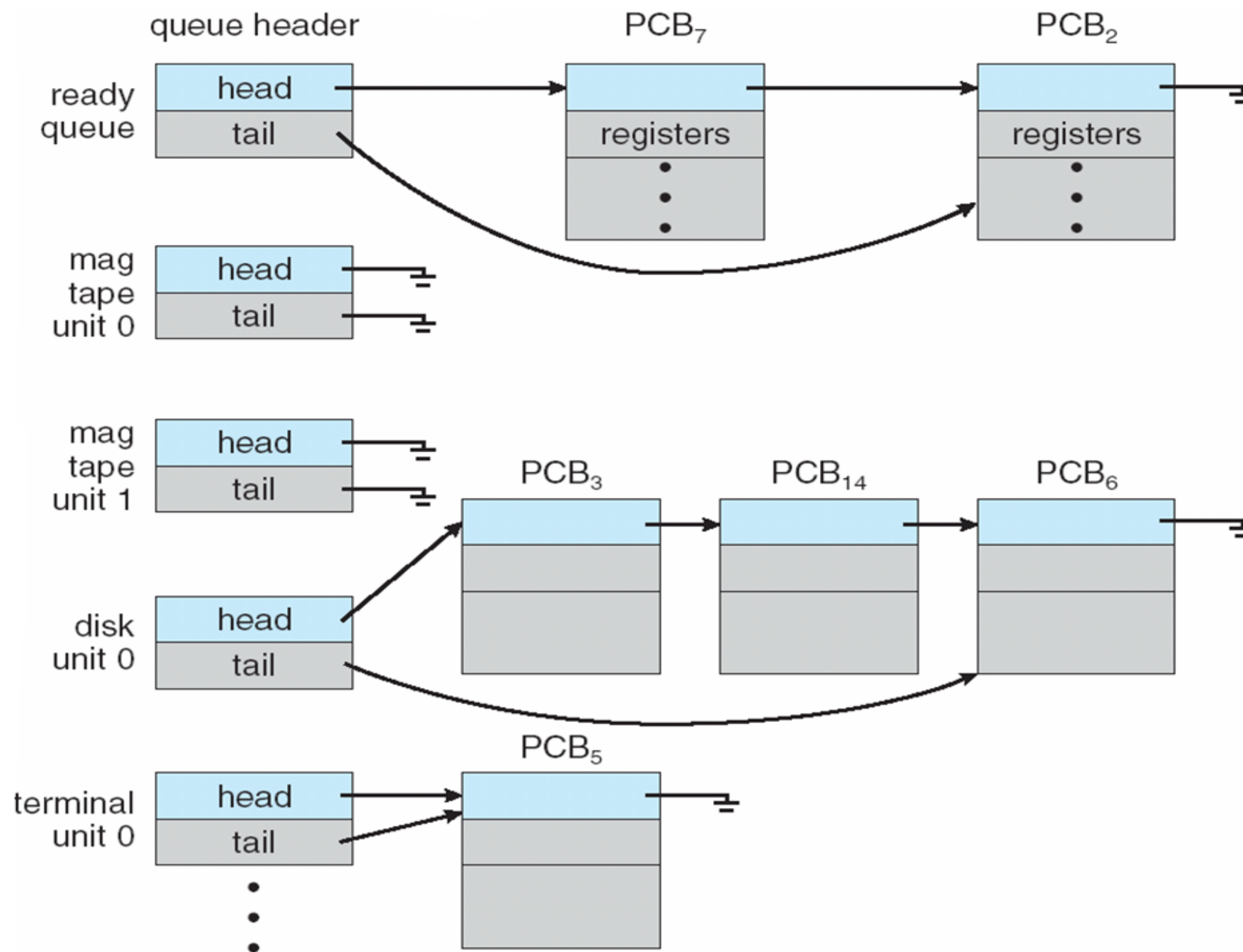
```
struct task_struct
{
    pid_t pid;                /* process identifier */
    long state;               /* state of the process */
    unsigned int time_slice;  /* scheduling information */
    struct task_struct *parent; /* this process's parent */
    struct list_head children; /* this process's children */
    struct files_struct *files; /* list of open files */
    struct mm_struct *mm;     /* address space of process */
}
```



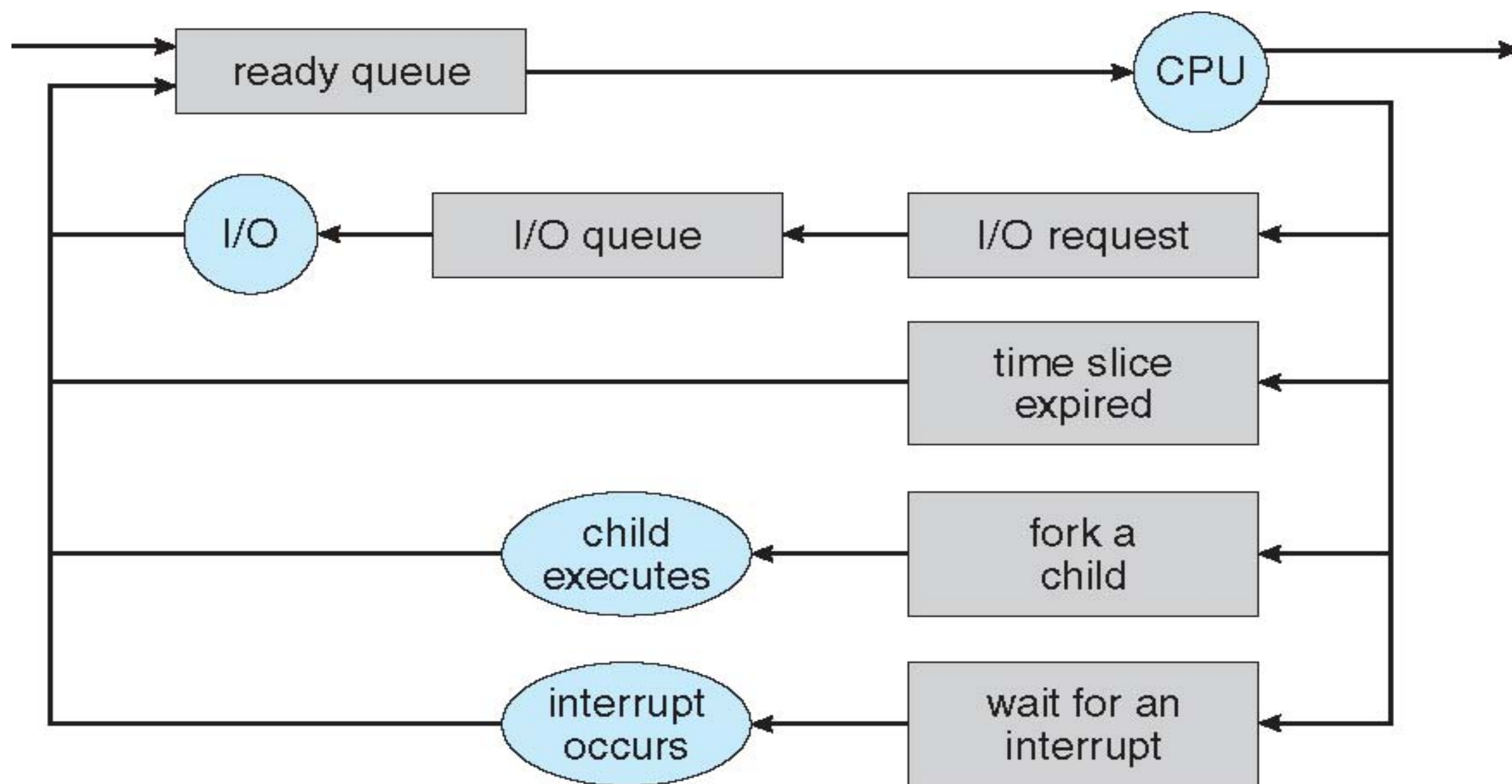
Process Scheduling

- **Want to maximize CPU use**
 - Quickly switch processes onto CPU for time sharing
- **Process scheduler selects among available processes for next execution on CPU**
- **Maintains scheduling queues of processes**
 - **Job queue** – set of all processes in the system
 - **Ready queue** – set of all processes residing in main memory, ready and waiting to execute
 - **Device queues** – set of processes waiting for an I/O device
- **Processes migrate among the various queues**

Ready Queue And Various I/O Device Queues



Representation of Process Scheduling



Schedulers

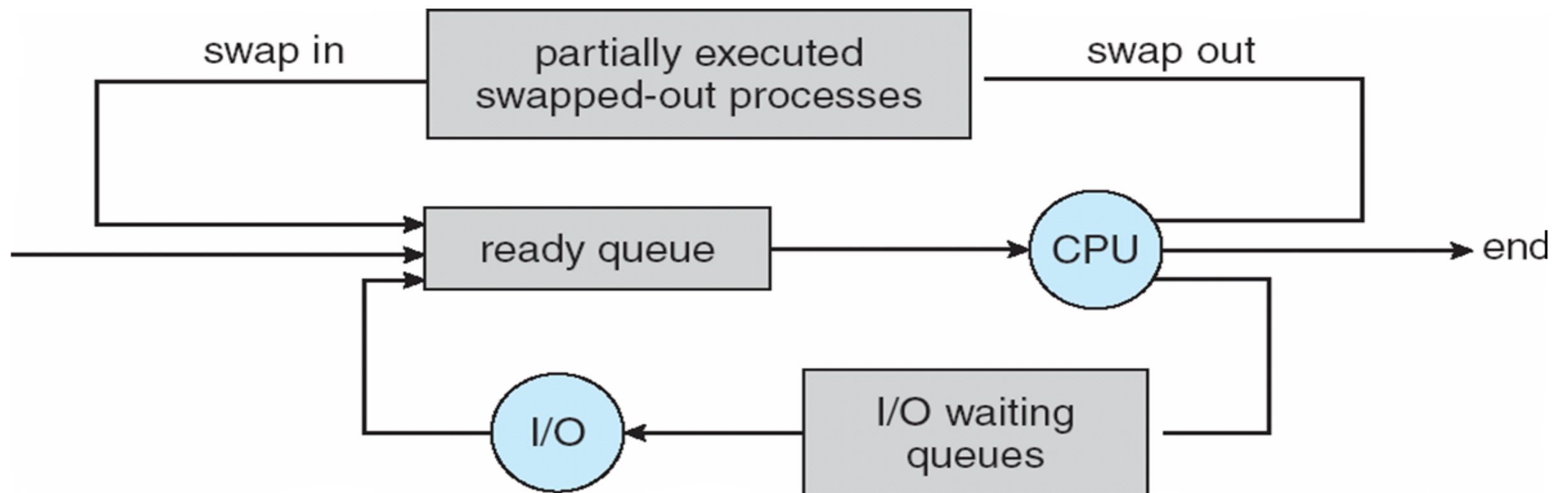
- **Long-term scheduler** (or **job scheduler**) – selects which processes should be brought into the ready queue
 - Long-term scheduler is **invoked very infrequently** (seconds, minutes) \Rightarrow (may be slow)
 - The long-term scheduler controls the degree of multiprogramming (i.e. the number of processes in memory)
- **Short-term scheduler** (or **CPU scheduler**) – selects which process should be executed next and allocates CPU
 - Sometimes the only scheduler in a system
 - Short-term scheduler is **invoked very frequently** (milliseconds) \Rightarrow (must be fast)

Schedulers (Cont.)

- **Processes can be described as either:**
 - **I/O-bound process** – spends more time doing I/O than computations, many short CPU bursts
 - **CPU-bound process** – spends more time doing computations; few very long CPU bursts
- **Desirable to achieve a balance of I/O bound processes and CPU-bound processes**

Addition of Medium Term Scheduling

- Sometimes it is useful to remove processes from memory and return them to memory later
 - This is called **swapping**



Context Switch

- **When CPU switches to another process, the system must save the state of the old process and load the saved state for the new process via a context switch.**
- **Context** of a process represented in the PCB
- **Context-switch time is overhead; the system does no useful work while switching**
 - The more complex the OS and the PCB -> longer the context switch
- **Time dependent on hardware support**
 - Some hardware provides multiple sets of registers per CPU -> multiple contexts loaded at once (e.g. Intel's hyperthreading)

Process Creation

- **Parent** processes create **children** processes, which, in turn create other processes, forming a tree of processes
- Generally, process identified and managed via a **process identifier (pid)**
- **Different approaches to resource sharing**
 - Parent and children share all resources
 - Children share subset of parent's resources
 - Parent and child share no resources
- **Different approaches to execution**
 - Parent and children execute concurrently
 - Parent waits until children terminate

Process Creation (Cont.)

- **Address space options**

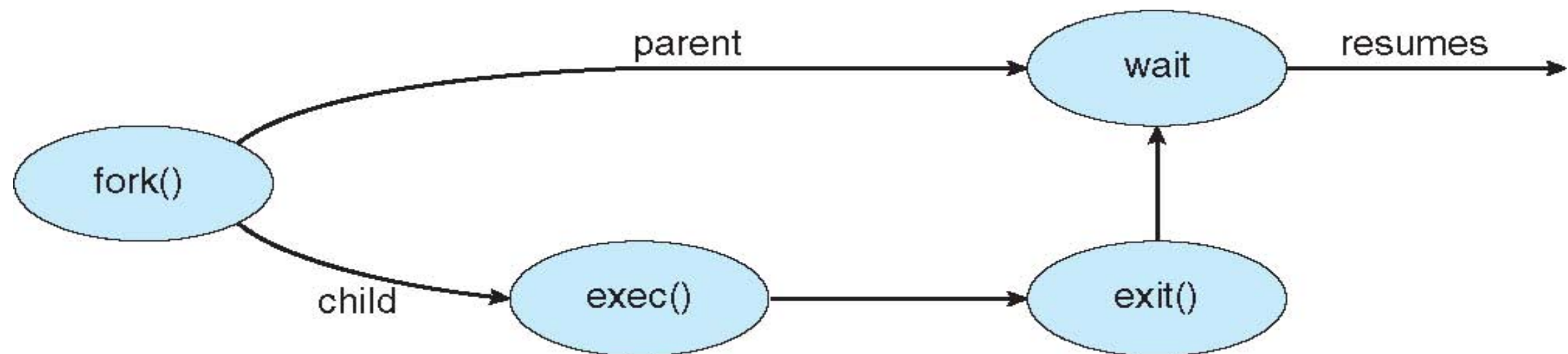
- Child duplicate of parent
- Child has a program loaded into it

- **UNIX examples**

- `fork()` system call creates new process
- `exec()` system call used after a fork to replace the process' memory space with a new program

Process Creation

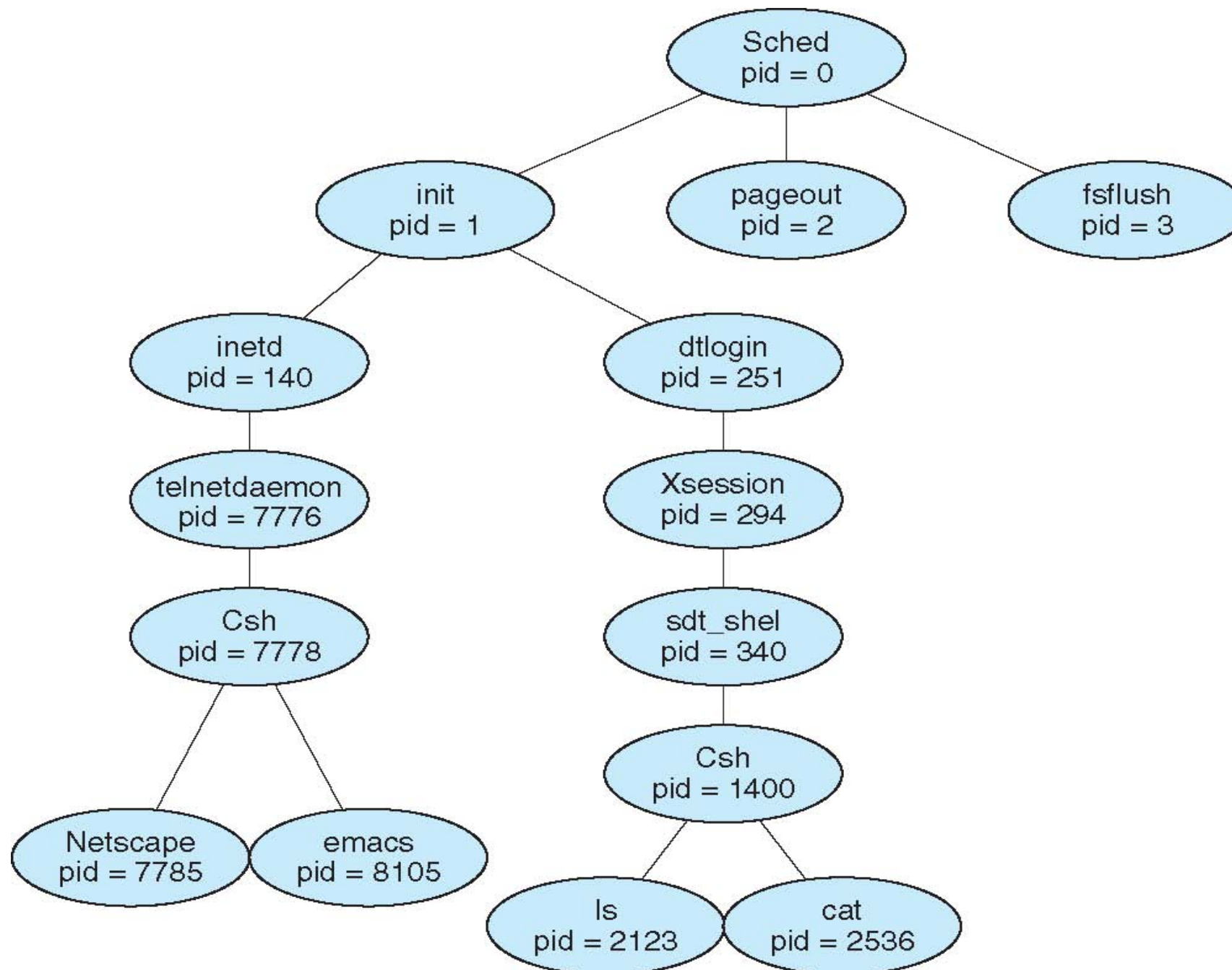
- **Parent waits for child to exit before resuming**



C Program Forking Separate Process

```
#include <sys/types.h>
#include <stdio.h>
#include <unistd.h>
int main()
{
    pid_t  pid;
    /* fork another process */
    pid = fork();
    if (pid < 0) { /* error occurred */
        fprintf(stderr, "Fork Failed");
        return 1;
    }
    else if (pid == 0) { /* child process */
        execlp("/bin/ls", "ls", NULL);
    }
    else { /* parent process */
        /* parent will wait for the child */
        wait (NULL);
        printf ("Child Complete");
    }
    return 0;
}
```

A Tree of Processes on Solaris



Process Termination Options

- **Process executes last statement and asks the operating system to delete it (exit)**
 - Termination code output from child to parent (via wait)
 - Process' resources are deallocated by operating system
- **Parent may terminate execution of children processes (abort)**
 - Child has exceeded allocated resources
 - Task assigned to child is no longer required
 - If parent is exiting
 - Some operating systems do not allow child to continue if its parent terminates
 - All children terminated - cascading termination