第4章 进程管理

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4.1 进程概念

- 4.1.1进程基本概念
- 4.1.2进程状态和变迁
- 4.1.3进程控制块

《操作系统原理》

4.1.3进程控制块

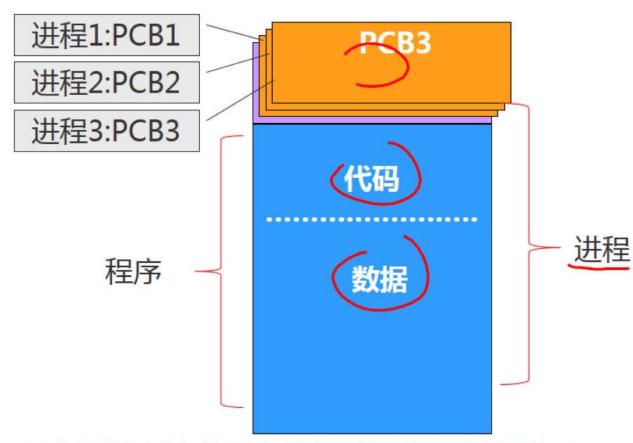
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- **进程控制块(Process Control Block, PCB)**
 - ■描述进程状态、资源、和与相关进程关系的数据结构。
 - PCB是进程的标志
 - 创建进程时创建PCB;进程撤销后PCB同时撤销。





PCB的数据结构



■ name (ID): 进程名称(标识符)

■ status: 状态 ~

■ next: 指向下一个PCB的指针

■ start_addr:程序地址 —

■ priority: 优先级 ┛

■ cpu_status:现场保留区(堆栈)

■ comm_info: 进程通信 —

■ process_family:家族 —

■ own_resource:资源 一

Linux的进程控制块PCB:/task_struct

struct task_struct



```
Task_struct { // linux/sched.h
                                       signals :信号处理函数的入口。
                                  co pri blocked:阻塞的信号
   Volatile long state;-
   Long counter;-
   Long priority;
   Unsigned long signals; // pending sigs
                                                     p_pptr等:和进程家族关系有关
   Unsigned long blocked; //masked sigs
                                                pid,uid,gid :和进程标识有关
   int pid, pgrp, uid, euid, gid, egid;
   struct linux_binfmt;
   struct task_struct p_opptr; // ptr to original parent (原始父进程)
   struct struct task_struct p_pptr;/// ptr to immediate parent (父进程)
   task_struct p_cptr; // ptr to most recent child (最新子进程)
   struct task_struct p_ysptr; // ptr to following sibling (新兄弟)
   struct task_struct p_osptr; // ptr to previous sibling (老兄弟)
   struct task_struct *next_task; // in process list
   struct task_struct *prev_task; // in process list
                                                  next_task等:和进程链表,遍历进程相关
   struct task_struct *next_run; // in ready queue
   struct task_struct *prev_run; //in ready queue
```

```
struct mm_struct mm[1];-
                                           mm:和内存相关
Unsigned long kernel_stack_page;
Unsigned long saved_kernel_stack;
Struct fs_struct fs[1];-
                                          fs等:和文件系统相关
Long utime, stime, cutime, cstime, start_time;
Struct sem_queue *semsleeping;
Struct wait_queue *wait_chldexit;
                                          policy等:和进程调度策略相关
Struct sigaction sigaction[32];
Struct rlimit rlim[RLIM_NLIMITS];
Struct thread_struct tss; // includes saved registers
Unsigned long policy; /// SCHED_FIFO,SCHED_RR,SCHED_OTHER
Unsigned long rt_priority;
// for SMPs
Int processor, last processor;
Int lock_depth;
```

```
00078: struct task struct { // Linuk 0.11 BY SU SG@2016.03-12
00079: /* these are hardcoded - don't touch */
           long state; /* -1 unrunnable, 0 runnable, >0 stopped */
00080:
           long counter;
00081:
           long priority;
00082:
00083:
           long signal;
           struct sigaction sigaction[32];
00084:
           long blocked;
                           /* bitmap of masked signals */
00085:
00086: /* various fields */
           int exit code;
00087:
           unsigned long start_code,end_code,end_data,brk,start_stack;
00088:
           long pid, father, pgrp, session, leader;
00089:
           unsigned short uid, euid, suid;
00090:
00091:
           unsigned short gid, egid, sgid;
           long alarm;
00092:
           long utime, stime, cutime, cstime, start_time;
00093:
00094:
           unsigned short used math;
00095: /* file system info */
                           /* -1 if no tty, so it must be signed */
00096:
           int tty;
00097:
           unsigned short umask:
           struct m inode * pwd;
00098:
           struct m inode * root;
00099:
           struct m inode * executable;
00100:
           unsigned long close on exec;
00101:
00102:
           struct file * filp[NR OPEN];
00103: /* ldt for this task 0 - zero 1 - cs 2 - ds&ss */
           struct desc_struct ldt[3];
00104:
00105: /* tss for this task */
           struct tss struct tss;
00106:
00107: } ? end task struct ? ;
```

```
00004: typedef struct desc_struct {
00005: unsigned long a,b;
00006: } desc_table[256];
00007:
00008: extern unsigned long pg_dir[1024];
00009: extern desc_table idt,gdt;
00010:
00011: #define GDT_NUL 0
00012: #define GDT_CODE 1
00013: #define GDT DATA 2
00014: #define GDT_TMP 3
00015:
00016: #define LDT_NUL 0
00017: #define LDT_CODE 1
00018: #define LDT_DATA 2
```

```
back_link; /* 16 high bits zero */
00052:
          long
00053:
          long
                  esp0;
                             /* 16 high bits zero */
00054:
          long
                  ss0;
00055:
          long
                  esp1;
                             /* 16 high bits zero */
00056:
          long
                  ss1;
00057:
          long
                  esp2;
                             /* 16 high bits zero */
00058:
          long
                  ss2;
00059:
          long
                  cr3;
00060:
          long
                  eip;
00061:
          long
                  eflags;
          long
00062:
                  eax, ecx, edx, ebx;
          long
00063:
                  esp;
                  ebp;
00064:
          long
00065:
          long
                  esi;
          long
                  edi;
00066:
                         /* 16 high bits zero */
00067:
          long
                  es;
                        /* 16 high bits zero */
00068:
          long
                  cs;
          long
                        /* 16 high bits zero */
00069:
                  SS;
                         /* 16 high bits zero */
          long
00070:
                  ds;
                        /* 16 high bits zero */
00071:
          long
                  fs;
00072:
          long
                         /* 16 high bits zero */
                  gs;
                             /* 16 high bits zero */
          long
                  ldt;
00073:
                  trace_bitmap; /* bits: trace 0, bitmap 16-31 */
00074:
          long
          struct i387_struct i387;
00075:
00076: } ? end tss struct ?;
```

和进程标识相关的成员变量



进程的上下文

■ Context, 进程运行环境, CPU环境

进程的切换

进程切换过程

- 换入进程的上下文进入CPU (从栈上来)
- 换出进程的上下文离开CPU (到栈上去)