UNIX

Processes and Related Commands

Lesson Objectives

UNIX processes:

- Parent and Child processes
- Process Status Command ps
- Running processes in background mode
- Terminate process
- Process scheduling



What is a Process?

Characteristics of processes:

- Process is an instance of program in execution.
- Many processes can run at the same time.
- Processes are identified by the Process Identifier.
- PID is allocated by kernel.

Concepts

- On logging to a system, a process is set up due to execution of shell.
- Shell is the parent process for every other process setup due to the execution of commands.
- Every process, with the exception of PID o processes, has a parent process.
- Parent process waits for death of child process before resuming execution.

Running a Command

> Is command: Steps for running a Unix command

- The shell performs a fork. This creates a new process that the shell uses to run the Is program.
- The shell performs an exec of the ls program. This replaces the shell program and data with the program and data for ls and then starts running that new program.
- The Is program is loaded into the new process context, replacing the text and data of the shell.
- The Is program performs its task, listing the contents of the current directory.

PS Command

- ps command displays characteristics of a process.
- Syntax:

```
ps [ option [ arguments ] ... ]
```

- Options:
 - -f full form
 - -u- details of only users processes
 - -a- all processes details
 - -l detailed listing
 - -e- system processes

ps

```
$ ps
PID TTY TIME CMD
599 ttyp0 00:00:00 sh
613 ttyp0 00:00:00 ps
$ _
```

Example

Output of ps –I command:

```
ps -1
        UID
              PID
                   PPID
                         C PRI NI
                                       ADDR
                                                     WCHAN
                                                               TTY
                                                                          TIME C
                                              SZ
20 R
        201
              599
                    598
                         3
                            47 24 fb11c8b0
                                              60
                                                                      00:00:00 s
                                                             ttyp0
                        1
20 0
        201
              625
                    599
                            48 24 fb11ca08
                                            164
                                                                      00:00:00 p
                                                             ttyp0
```

Process in Background Mode

- Processes can run in foreground or background mode.
 - Only one process can run in foreground mode but multiple processes can run in background mode.
 - The processes, which do not require user intervention can run in background mode,
 e.g. sort, find.
 - To run a process in background, use & operator
 - \$sort -o emp.lst emp.lst &
- nohup (no hangup) permits execution of process even if user has logged off.
 - + \$nohup sort emp.lst & (sends output to nohup.out)

Kill Command

- Kill Command- Used to terminate a process
- Syntax:
 - kill [-signumber] pid ...
- **Example:**
 - \$kill 1005 (default signal 15) kills job with pid 1005
 - \$kill -9 1005 sure killing of job
 - \$kill o kills all background process

Details

Scheduling Policy:

- time-sharing technique
- Several processes are allowed to run "concurrently," which means that the CPU time is roughly divided into "slices," one for each runnable process.
- The scheduling policy is also based on process priority
- In UNIX, process priority is dynamic.

Continued...

- Processes are traditionally classified as "I/O-bound" or "CPU-bound."
 - I/O-bound Processes:

Make heavy use of I/O devices and spend much time waiting for I/O operations to complete.

– CPU-bound Processes:

Are number-crunching applications that require a lot of CPU time.

Continued...

Processes can also be classified as:

Interactive processes:

These interact constantly with their users, and therefore spend a lot of time waiting for key presses and mouse operations.

Batch processes:

These do not need user interaction, and hence they often run in the background.

Real-time processes:

- Should never be blocked by lower-priority processes.
- Should have a short response time.

nice and wait command

- nice runs a program with modified scheduling priority.
- Syntax:

```
nice [OPTION] [COMMAND [ARG]...]
```

- \$ nice cat chap?? | nice wc -l > wclist &
- Wait waits for child process to complete.
- Syntax:

```
wait [ process id... ]
```

+ \$wait 138 - waits for background job with pid 138

cron

- A system daemon which performs a specific task at regular intervals
- The command and schedule information is kept in the directory /var/spool/cron/crontabs or in /usr/spool/cron/crontabs.
- Each user has a crontab file. cron wakes up periodically and executes any job that are scheduled for that minute.
- Only users who are listed in /etc/cron.allow or not listed in cron.deny can make an entry in the crontab.
- Crontab <filename> -used to make an entry in the crontab file.
 - where the file contains the commands to execute

MIN	HOUR	DOM	MOY	DOW	COMMAND
(0-50)	(0-23)	(1-31)	(1-12)	(o-6)	
\$ O	18	* *	*	/home/gather	

Summary

- Unix processes
- Process related commands
 - ps
 - nohup
 - wait
 - kill
 - nice
- Background processes



Review Questions

Complete The Following:

- A unique number called the ______ identifies each process.
- Processes using heavy i/o are called as ______

Knowledge Check

> True / False

- A signal number of 9 is used, by default, by the kill command to terminate a process.
- You can kill any process, including the system process, using the kill command.