CS 3305A

Process

Lecture 2

Sept 13th 2023

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Topics

□ Process Basics

- □ How to create a process using C
 - □ fork() system call
- Programming Demo: Parent & Child process
 - □fork1.c
 - □fork2.c

Process

- □ A process is an instance of an application running
- As a process executes it changes state.
- Possible states:
 - New: The process is created
 - 2. Running: Instructions are being executed
 - 3. Waiting: The process is waiting for some event to occur e.g., I/O completion
 - 4. Terminated: Process has finished execution

Process Control Block

□ Each process is represented in the operating system by a process control block (PCB)

□ PCB includes information such as:
□ Process Identifier (PID)
□ Process state
□ Program counter
□ CPU registers
□ CPU-Scheduling information
□ Memory-Management information
□ I/O status information

PCB

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The Concept of Fork

- The Unix system call for process creation is fork()
- The fork system call creates a child process that is a duplicate of the parent.
 - Child inherits state from parent process
 - ☐ Same program instructions, variables have the same values, same position in the code.
 - Parent and child have separate copies of that state
 - ☐ They are stored in separate locations in memory
 - □ Important: updating the value of a variable inside the child will NOT update that variable in the parent, and vice-versa.

Fork System Call

- □ If fork () succeeds it returns integer value > 0 (which is the ID of the child) to the parent and returns 0 to the child
- □ If fork() fails, it returns -1 to the parent (no child is created)
- pid_t data type represents process identifiers
- Other calls:
 - pid_t getpid() returns the ID of calling process. Call is always successful.
 - pid_t getppid() returns the ID of parent process. Call is always successful.

fork() example

