

Faculty of Computer Science & Engineering

Operating Systems

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Lab 3.1 – Process

- ❖ What we will learn?
 - ❖ System Programming Techniques
 - ❖ Concurrency
 - ❖ Synchronization
 - ❖ Communication
 - ❖ Scheduling
 - ❖ Memory Management
- ❖ Environment: *nix systems (CentOS, Ubuntu, Mac OS?)

Objective

- ❖ Understand to concept of process
- ❖ Know how the operating system manages the execution of processes
- ❖ Understand how Linux create a new process

What is a process?

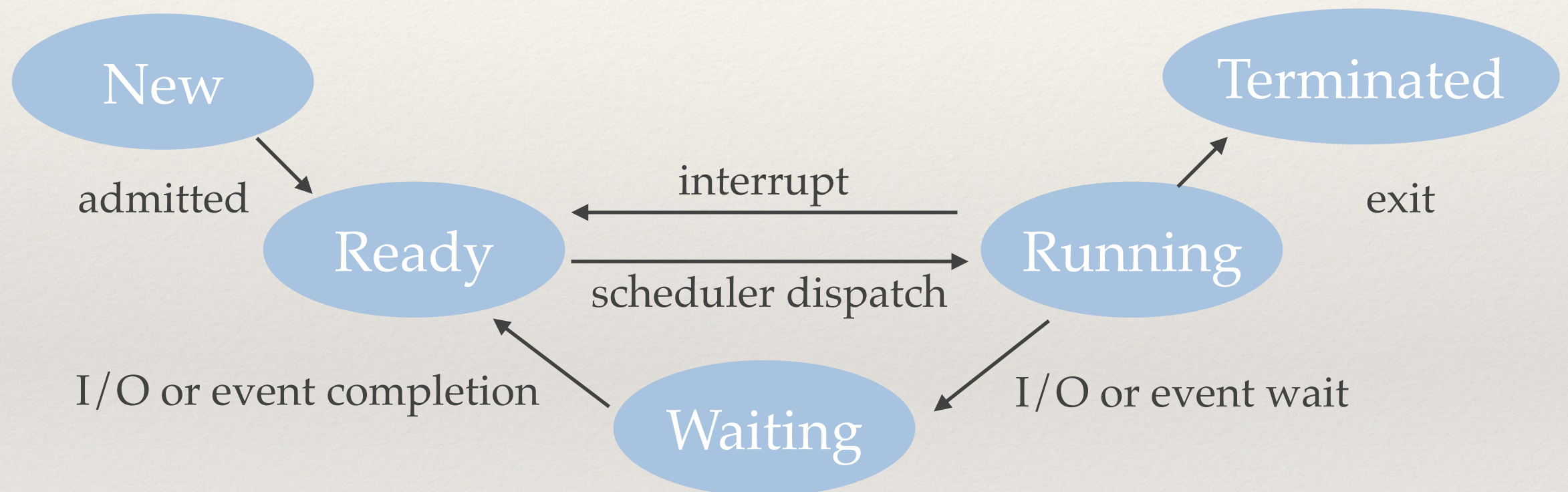
- ❖ A process is an instance of a computer program that is being executed. It contains the program code and its current activity.
- ❖ Typically, a process consists of:
 - ❖ Instructions
 - ❖ Memory: text, data, stack, heap
 - ❖ Descriptor or resources (file descriptor in *nix)
 - ❖ Processor state (context): register, physical memory addressing
- ❖ Process holds the information of its resources in Process Control Blocks (PCB)

Isolation

- ❖ Process is one of the most important concepts in Operating System.
- ❖ Programs are isolated and protected from each others
- ❖ Programmers and compilers do not care about the state of the system they are running on, they just have to focus on their job

Process State

- ❖ Exercise: describe the states of the process running hello world program



```
#include <stdio.h>
int main() {
    printf("Hello, world!");
    return 0;
}
```

Create a new process

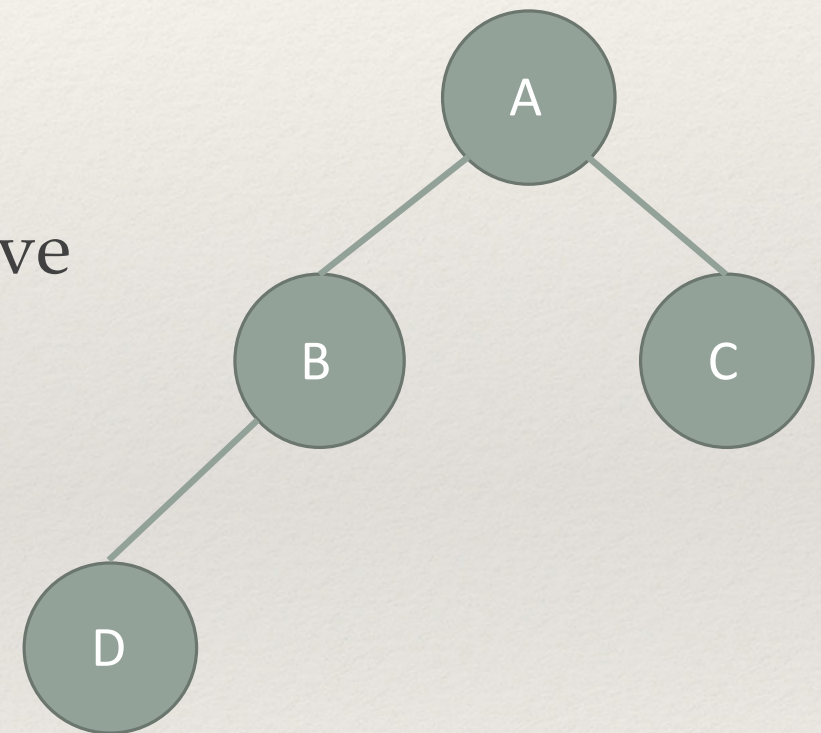
- ❖ Linux allows a process to create a new one by calling `fork` system call.
- ❖ When process **A** invokes *fork*, if the OS could create a new process then following events have happened:
 - ❖ The operating system created a new process (we call **B**).
 - ❖ **A** became **B**'s parent.
 - ❖ The content of process **A** was copied to process **B**. (**B** is a clone of **A**).
- ❖ The `fork` system call returns two different values to **A** and **B**.
 - ❖ **A** receives a positive value which is the PID of its new child.
 - ❖ **B** receives a 0.
- ❖ **A** and **B** concurrently continue executing the next instruction after the *fork* system call.

Process in Linux

- ❖ A process is identified by its unique Process ID (PID).
- ❖ PIDs are assigned (generally) sequentially to processes, starting from 0.
- ❖ Special process:
 - ❖ 0 -> Scheduler: responsible for paging
 - ❖ 1 -> Init startup and shutdown the system
 - ❖ 2 -> Support memory management
 - ❖ ...
- ❖ Process's state could be found in /proc directory.

Process in Linux

- ❖ When a process A creates process B:
 - ❖ A is B's parent
 - ❖ B is A's child
 - ❖ A process has only one parent but could have many children
- ❖ The relationships between processes could be represented by a tree
 - ❖ A has two children: B and C.
 - ❖ B has only one child D and only one parent A.

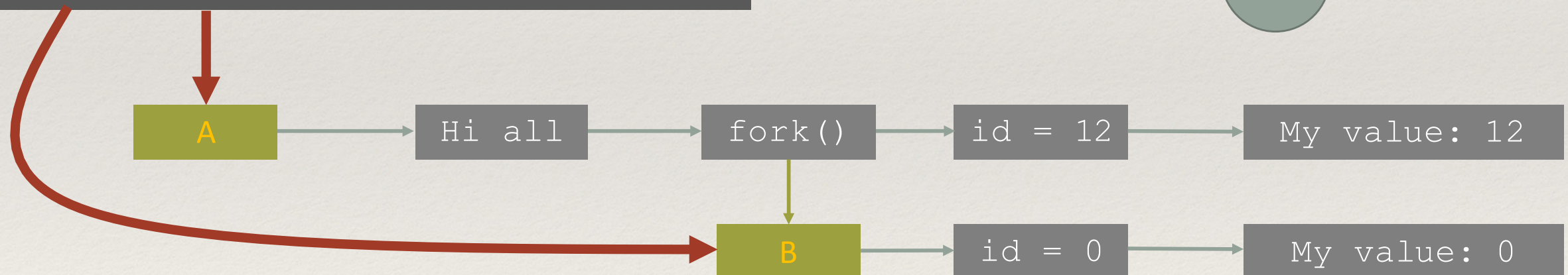
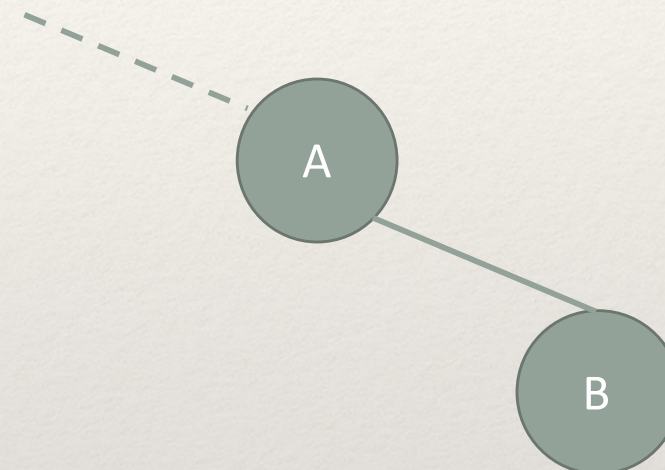


Process in Linux

- ❖ If parent process terminates before its child then the child becomes an orphan process and process *init* will become its parent.
- ❖ In Linux (and probably other Operating Systems), each process are isolated from others. Which means its does not knows the existence of other processes and what they are doing.
- ❖ A process, however, could know a little information about its children and parent through system calls.
 - ❖ *getppid()* -> Get the PID of parent process
 - ❖ *wait()* -> Wait for one of children process terminating

Example

```
1. #include <stdio.h>
2. #include <unistd.h>
3. int main() {
4.     printf("Hi all\n");
5.     int id = fork();
6.     printf("My value: %d\n", id);
7. }
```



Exercises

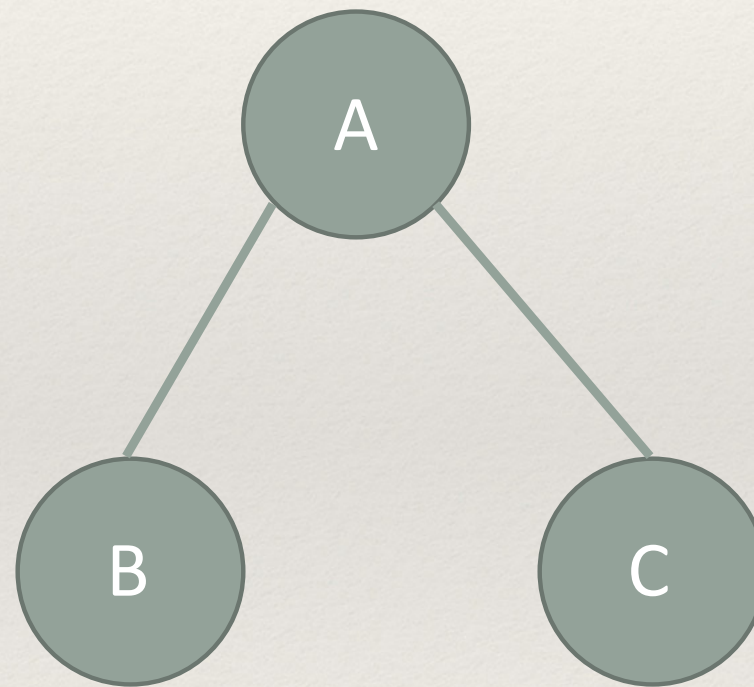
- ❖ What will we see on the screen?

```
#include <stdio.h>
#include <unistd.h>
int main() {
    int a = 10;
    if (fork() == 0) {
        a++;
    } else {
        wait();
        printf("%d\n", a);
    }
}
```

- ❖ Write a program that when executing, it create a new process and then both of them print their PID to stdout.

Exercises

- ❖ Write a program that when executing, it has the OS to create two duplicate copies of itself.



Exercises

- ❖ Draw the tree of processes created by running the following program

```
#include <stdio.h>
#include <unistd.h>
int main() {
    fork();
    fork();
}
```

Appendix: Useful commands

- ❖ Use command `ps -aux` to show brief information about running processes.
- ❖ Use command `ptree` to display a tree of processes
- ❖ To terminate a foreground process, press `Ctrl+C`
- ❖ In other to stop a running process, use `kill -INT <Process's PID>`.

Appendix: Suspend a process

- ❖ If a foreground process taking so much time while we want to take the control of the shell back to do another task then we could suspend it by pressing Ctrl+Z.
- ❖ To display suspended processes, type jobs.
- ❖ To resume a suspended process, use
 - ❖ `fg <n>` : suspended process will be waken up and take the control of shell again.
 - ❖ `bg <n>` : suspended process will be waken up and run in foreground.
 - ❖ Note: n is the index of the suspended process which placed between a pair of square bracket before the name of process in the string that appears just after we press Ctrl+Z.

End

Thanks!