

# Lecture 4: Processes

## Learning Goals

- Describe what a **process** is in your own words
- Describe the role of the Operating System **kernel** in process creation
- Describe the **differences** between processes and threads, and list some **advantages/disadvantages** of each

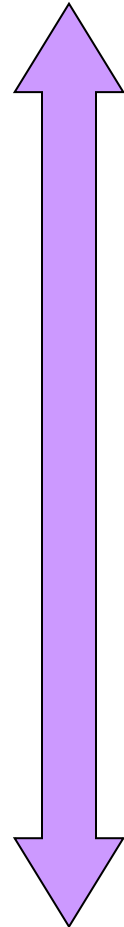
# Process

A complete program, consisting of one or more threads of execution, and an **environment**.

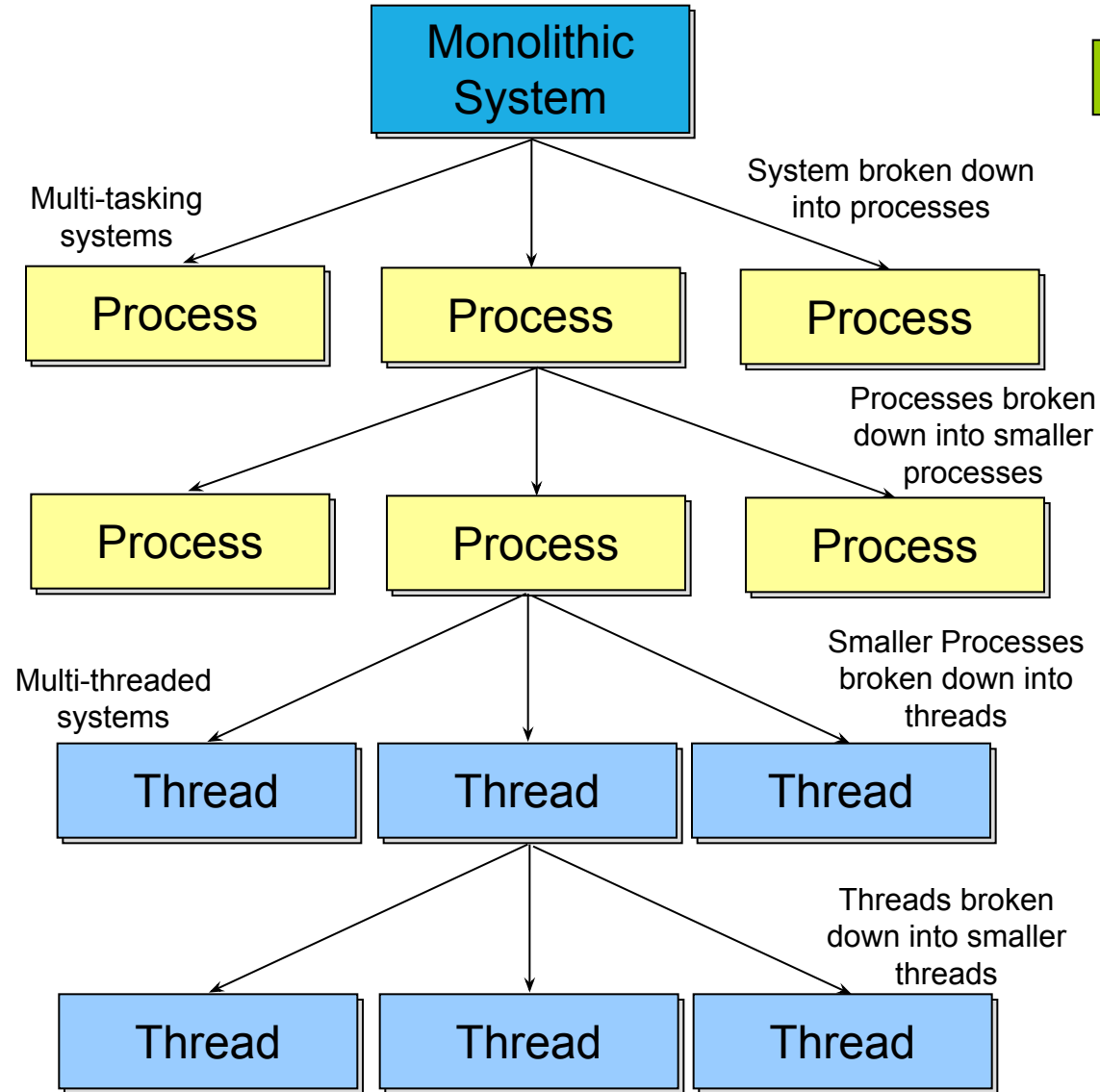
- Executable machine code
- Allocated memory block of virtually addressable memory (stack and heap)
- Operating-system-specific descriptors of resources (e.g. file descriptors, handles, data sources/sinks)
- Security attributes (e.g. process owner and permissions)

# Application/Process/Thread Decomposition

Towards Crude, single tasking systems running on 1 CPU/Core



Tending towards highly parallel programming with increasing data dependencies



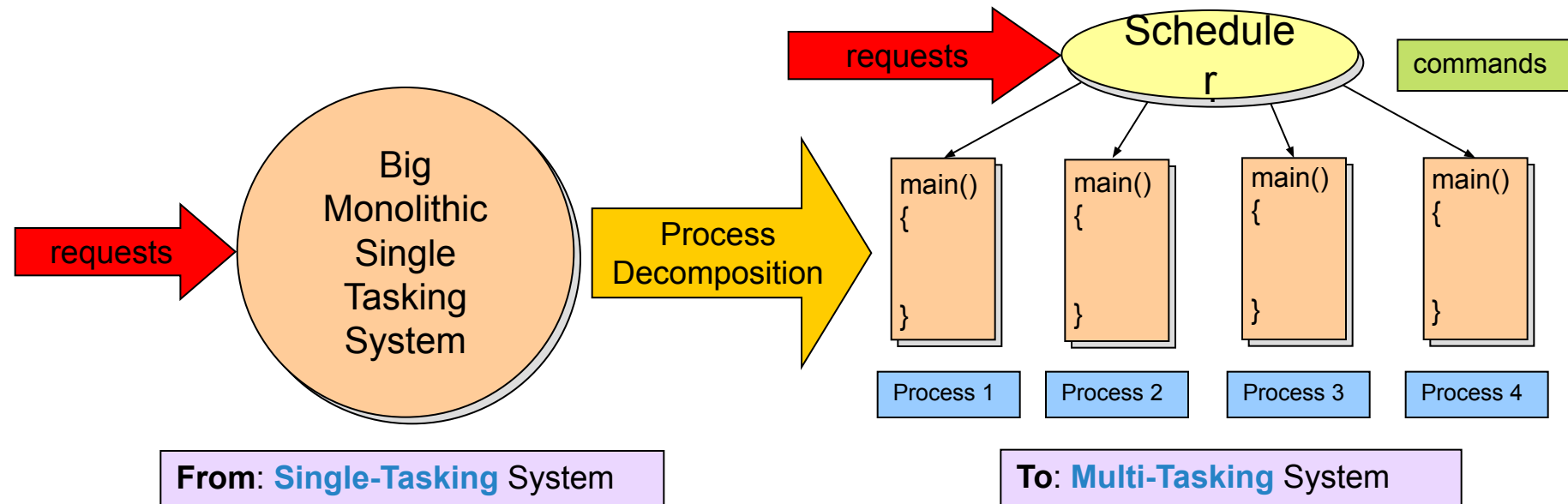
No Granularity

**System** broken down into **processes**:  
Coarse grained or Process Granularity

**Processes** broken down into **threads**:  
Fine grained or Thread Granularity

High Granularity

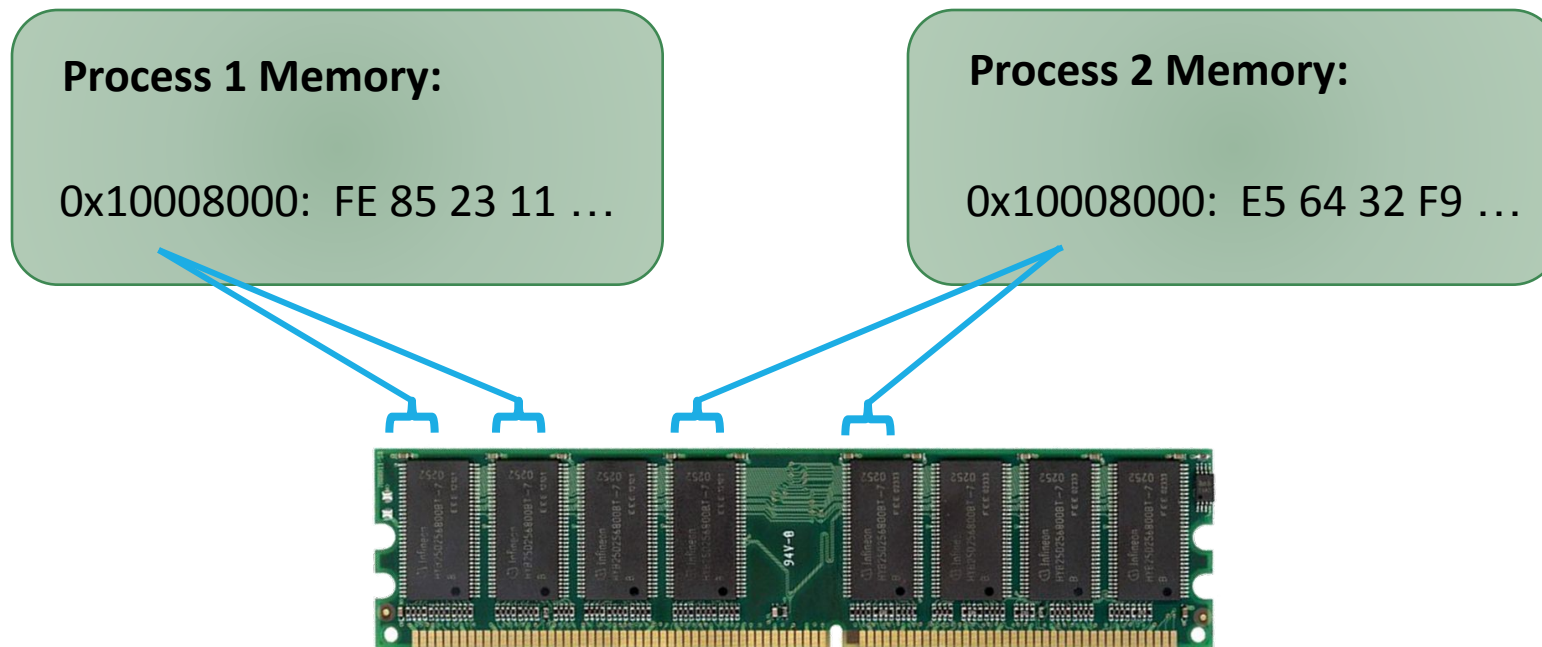
# Process Decomposition



- What **guidelines** should the programmer consider when decomposing a system?
- How many processes and threads should we **create**?

# Challenges with Processes

Unlike threads within a single process, separate processes **do not** share **address space**.



# Challenges with Processes

Unlike threads within a single process, separate processes **do not** share **address space**.

- Multi-tasking operating system kernel
- Support for process creation
- Mechanisms for **inter-process communication**, **inter-process synchronization**

# Processes vs Threads

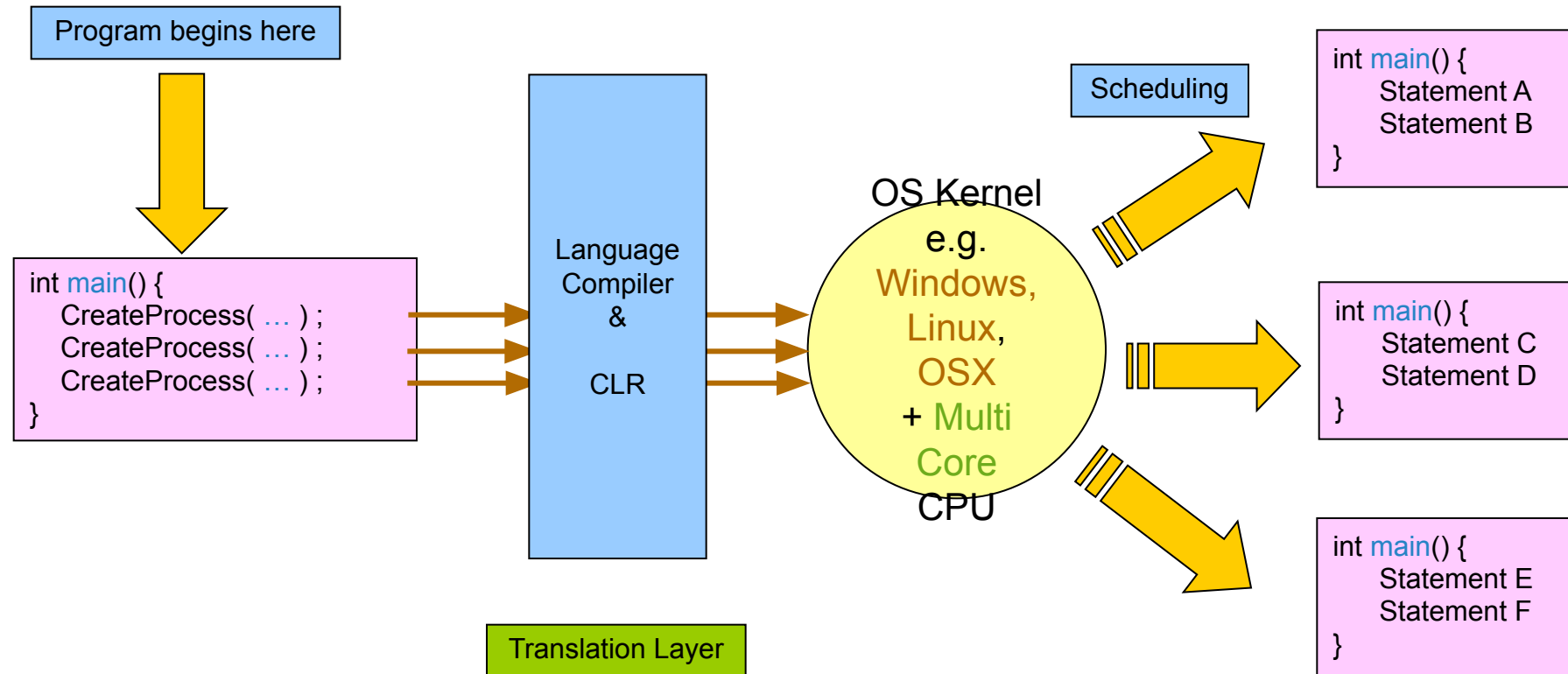
## Advantages of Processes:

- If one process fails, others continue
- New process instances can be started manually, or outside of a main program
- Processes can be run on separate machines

## Disadvantages of Processes:

- Less efficient than threads due to additional overhead (more memory, state info)
- Communication/synchronization happens across process boundaries

# Library Abstractions





# Creating a Process (Windows OS )

```
using System;  
using System.Diagnostics;
```

```
namespace MyProcess  
{  
    class MyProcess  
    {  
        public static void Main()  
        {  
            using (Process myProcess = new Process())  
            {  
                myProcess.StartInfo.UseShellExecute = false;  
                myProcess.StartInfo.FileName = "C:\\\\HelloWorld.exe";  
                myProcess.StartInfo.CreateNoWindow = true;  
                myProcess.Start();  
            }  
        }  
    }  
}
```

# Creating a Process (Mac & Linux OS )

```
using System;  
using System.Diagnostics;  
  
namespace MyProcess  
{  
    class MyProcess  
    {  
        public static void Main()  
        {  
            using (Process myProcess = new Process())  
            {  
                myProcess.StartInfo.UseShellExecute = false;  
                myProcess.StartInfo.FileName = "/Users/ali/github/csharp/Lectures/L4/hello_world.sh";  
                myProcess.StartInfo.CreateNoWindow = true;  
                myProcess.Start();  
            }  
        }  
    }  
}
```