

Operating Systems

Processes-Part1

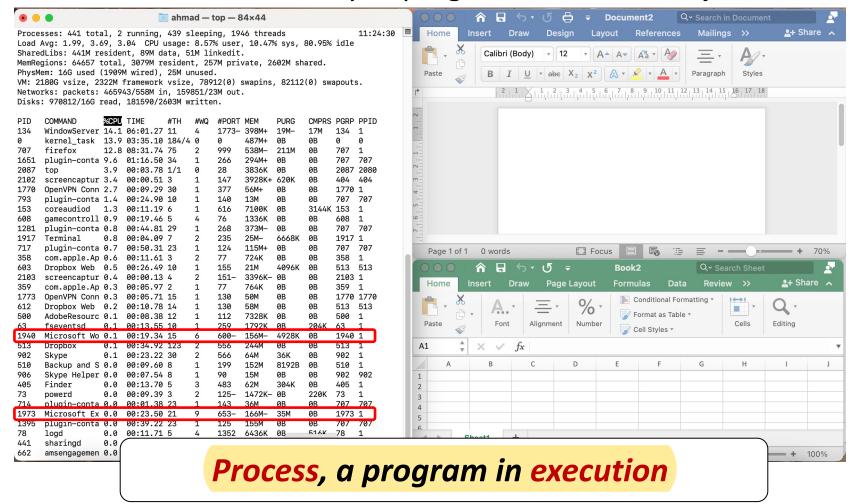
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Process Concept

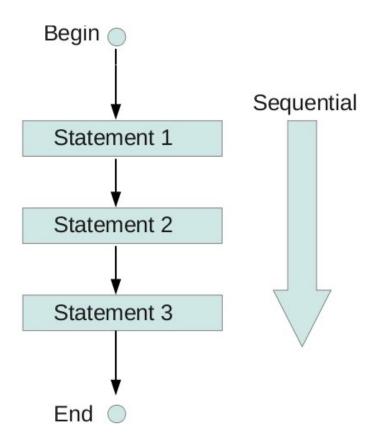
An OS executes a variety of programs that run as a process.





Process Concept (cont.)

- Process execution must progress in sequential fashion.
 - No parallel execution of instructions of a single process.





Process versus Program

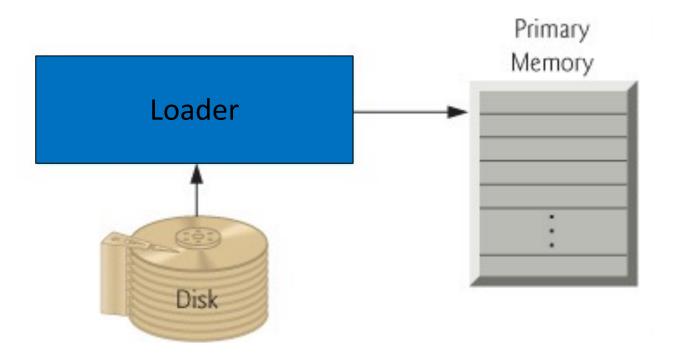
Program is passive entity stored on disk (executable file).





Process versus Program (cont.)

- Process is active.
 - Program becomes process when an executable file is loaded into memory.





Process versus Program (cont.)

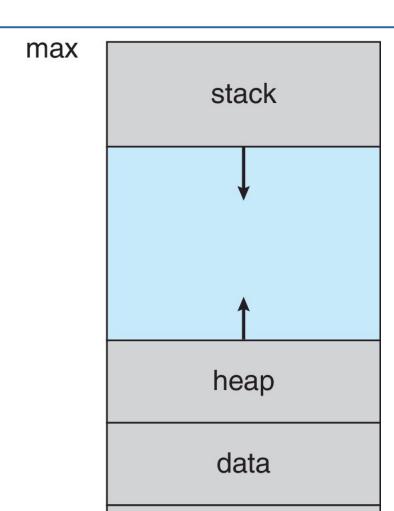
- Execution of program started via:
 - GUI mouse clicks
 - Command line entry of its name
 - Etc.

- One program can be several processes
 - How?
 - Consider multiple users executing the same program.

Multiple Parts of Process

- The program code, also called text section
- Current activity including program counter, processor registers
- Stack containing temporary data
 - Function parameters, return addresses, local variables
- Data section containing global variables
- Heap containing memory dynamically allocated during run time

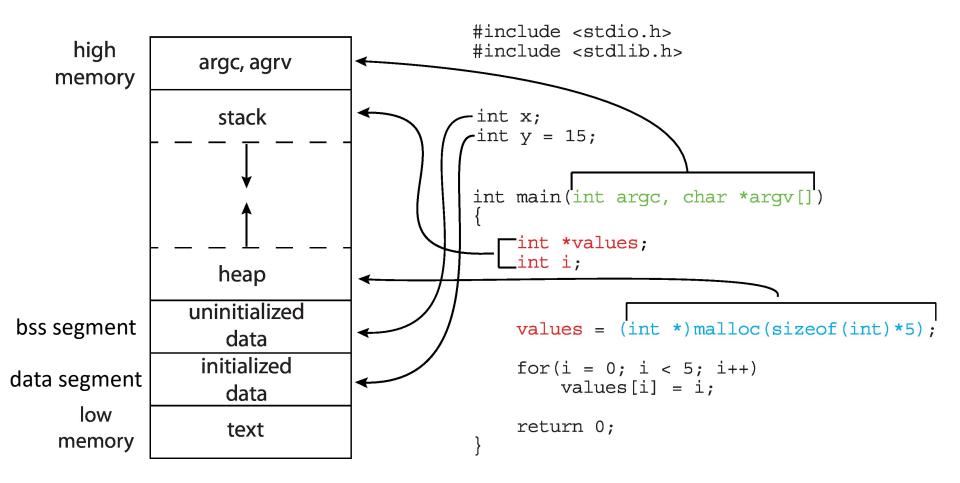
Process in Memory





text

Memory Layout of a C Program



Some Links

https://www.geeksforgeeks.org/memory-layout-of-c-program/

https://stackoverflow.com/questions/10315759/data-section-size-in-size-command-on-mac



Process State

As a process executes, it changes state





- New: The process is being created
- Running: Instructions are being executed





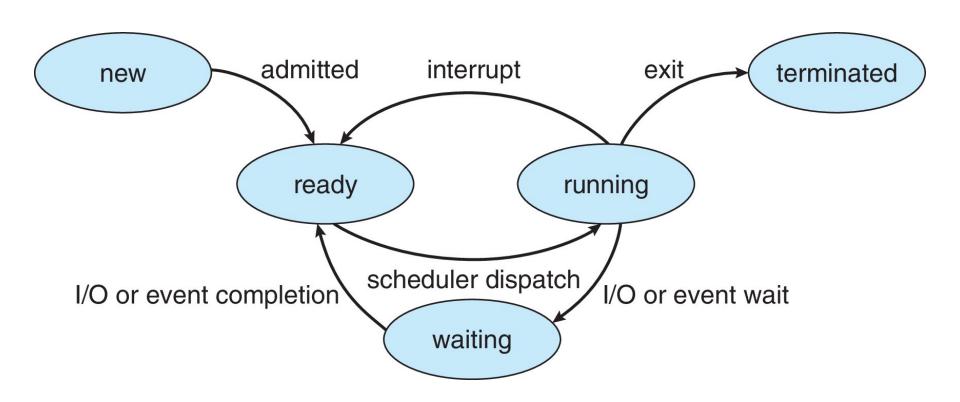
- Ready: The process is waiting to be assigned to a processor
- Terminated: The process has finished execution







Diagram of Process State





Process Control Block (PCB)

Information associated with each process

- Process state: running, waiting, etc.
- Program counter: location of instruction to next execute.
- CPU registers: contents of all process-centric registers.
- CPU scheduling information: priorities, scheduling queue pointers.
- Memory-management information: allocated memory
- Accounting information: CPU used, clock time elapsed since start, etc
- I/O status information: allocated I/O devices, list of open files.



Process Control Block (PCB) (cont.)

process state process number program counter registers memory limits list of open files



Threads

So far, process has a single thread of execution.

- Consider having multiple program counters per process.
 - Multiple locations can execute at once
 - Multiple threads of control -> threads

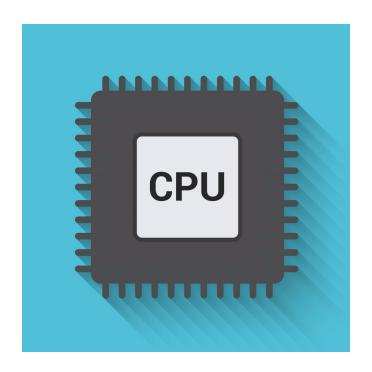
- Must then have storage for thread details
 - Multiple program counters in PCB.

Explore in detail in *Chapter 4*.



Process Scheduling

- Process scheduler selects among available processes for next execution on CPU core.
- Goal: Maximize CPU use, quickly switch processes onto CPU core.



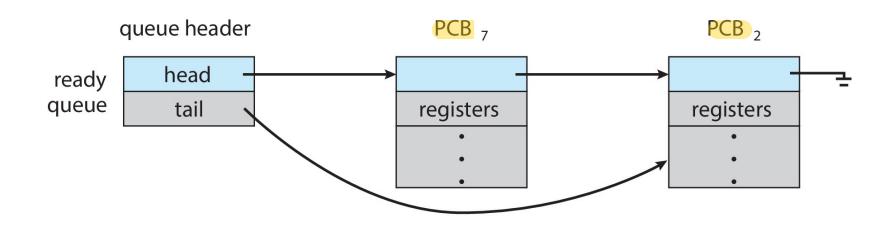


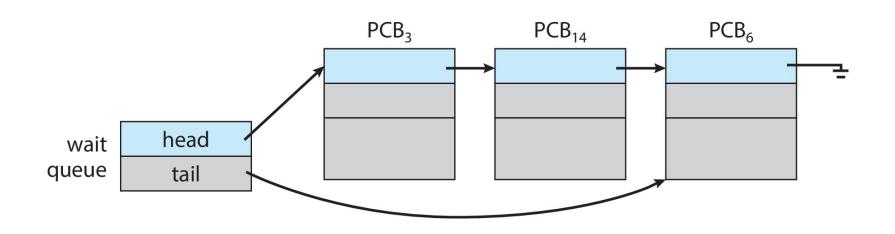
Process Scheduling (cont.)

- Maintains scheduling queues of processes
 - Ready queue
 - Set of all processes residing in main memory, ready and waiting to execute.
 - Wait queues
 - Set of processes waiting for an event (i.e., I/O)

Processes migrate among the various queues.

Ready and Wait Queues





Representation of Process Scheduling

