

* The ps command (System v style)

- ps (Process status) provides information about currently running process keyed by PID.
- If you want a periodic update of this status, you can use top or other commonly installed variants (such as htop, btop) from the command line or invoke your distribution's graphical system monitor application.
- ps has many options for specifying exactly which task to examine, what information to display about them and precisely what output should be used.
- without options, ps will display all processes running under the current shell. You can use -u option to display information of processes for specified username.
- The command ps -ef displays all the processes in the system in full details.
- The command ps -elf goes one step further and display one line of information for every thread (remember, a process can contain multiple threads).

* The PS command (BSD style)

→ PS has another style of option specification, which stems from the BSD variety of UNIX,

→ where options are specified without preceding dashes.

→ For example, the command `ps aux` displays all processes of all users.

→ The command `ps aux` allows you to specify which attributes you want to view.

* The Process Tree

→ `pstree` displays the processes running on the system in form of diagram showing the relationship between a process and its parent process and any other process that it created.

* top

- while a static view of what the system is doing is useful, monitoring the system performance live over time is also valuable.
- one option would be to run ps at regular intervals say every few seconds.
- A better alternative is to use top to get constant real-time update (every two seconds by default)
- until you exit by typing q, top clearly highlights which process are consuming the most CPU cycles and memory.

* First line of top output

- The first line of the top output displays quick summary of what's happening in the system.

- How long the system has been up
- How many users are logged on
- what is load average