

# Processes and Job Control

# Foreground and Background (1)

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- ◆ Unix is a multi-tasking operating system
  - some of these tasks are being done by other users logged in
  - some are being done by you in the background
    - ❖ e.g. watching for incoming mail
- ◆ When you run a task (a Unix command, like **ls** or **vi**) it executes in the foreground of your shell
  - it has the “control” of your screen and keyboard

# Foreground and Background (2)

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- ◆ If you still want to use the current shell
  - ❖ `compute[1] > a_heavy_task &`
  - ❖ `[1] 13607`
  - ❖ `compute[2] >`
- ◆ When you put a task in background
  - task keeps running, but you continue to work at the shell in the foreground
  - if any output is done, it appears on your screen immediately (can be confusing)
  - if input is required, process prints a message and stops
  - when it is done, a message will be printed

# Foreground and Background (3)

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- ◆ Explicit background jobs are needed less often with windowing systems
  - Just go to another window and run the command
- ◆ But explicit background jobs are still used often in Unix
  - A command needs a long time, you do not want to close that window by accident
  - Run a job at the background and logout
  - `xterm&` will open a new window, but leave the current shell window still available to use
    - ❖ (need `ssh` with `X11` forwarding)

# A Simple Script

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- ◆ We use the following shell script to illustrate job control
- ◆ Edit a file `make_noise`

```
compute[2] > cat > make_noise
```

```
#!/bin/sh
```

```
while [ 1 ]
```

```
do
```

```
    date
```

```
    sleep 1
```

```
done
```

```
compute[3] > chmod u+x make_noise
```

- ◆ `make_noise` then is a shell script repeats to print the time for every second, until you terminate it using `Ctrl-c`.

# Job Control – Suspending Jobs

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- ◆ `bash`, `csch`, and `tcsh` allow you to manage the running of different processes
- ◆ Suspending jobs
  - the `Ctrl-z` special character stops the job

```
compute[4] > make_noise
```

```
Fri May 16 14:14:43 EDT 2003
```

```
.....
```

```
^Z
```

```
[1] Stopped      make_noise
```

```
compute[5] > vi readme
```

```
^Z
```

```
[2] Stopped      vi readme
```

# Job Control - Monitoring Jobs

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- ◆ The "jobs" command shows which of your jobs are running and/or stopped.

```
compute[6] > jobs
```

```
[1]  Stopped           make_noise
```

```
[2]  Stopped           vi readme
```

- ◆ Here there are two suspended processes, the `make_noise` and a `vi` process.

# Job Control – Resuming Jobs

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- ◆ Putting jobs back into the foreground:
  - Use the "fg" command to move a job into the foreground.  
`compute[7] > fg %2`
  - Puts job number 2 into the foreground.
  - Works with either a background or stopped job.
- ◆ Putting jobs into the background:  
`compute[8] > bg %1`



# Job Control – Killing Jobs

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- ◆ Jobs can also be killed

- Use the Unix "kill" command

- ```
compute[9] > kill %1
```

- or if it won't die ...

- ```
compute[10] > kill -9 %1 or kill -KILL %1
```

- ◆ Jobs can be stopped and continued

- ```
compute[11] > a_heavy_task &
```

- ```
[1] 26253
```

- ```
compute[12] > kill -STOP %1    (or fg %1 then ^Z)
```

- ```
compute[13] > bg %1
```

# Using ps (1)

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- ◆ Jobs are really just a special case of Unix processes that started by Unix shells
- ◆ **ps** can list the current processes

```
compute[14] > ps
```

PID	TTY	TIME	CMD
2312	pts/0	00:00:00	vi
2296	pts/0	00:00:00	bash
2313	pts/0	00:00:00	ps

- ◆ **ps** can take many options, depending on which version of ps you are using (**/usr/bin/ps** vs. **/usr/ucb/ps**)

## Using ps (2)

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- ◆ The **ps** command takes a number of options
  - ❖ **-l** gives you a long listing of what is going on
  - ❖ **-u loginid** tells you about loginid's processes
  - ❖ use **man ps** to see more options
- ◆ **kill pid** kills the process pid
  - TERM signal will be sent to the process pid
  - **kill -9** or **kill -KILL** will send the KILL signal
  - Use **man kill** to find out more signals

# Another useful command: ulimit

- ◆ The **ulimit** utility sets or reports the file-size writing limit imposed on files written by the shell and its child processes (files of any size may be read). User can decrease limit. Only a process with appropriate privileges can increase the limit.
  - ❖ **-a** prints all limits
  - ❖ **-n** maximum number of open file descriptors
  - ❖ **-u** maximum number of processes available
- ◆ Let us illustrate the interest of **ulimit** (not for every shell)

```
compute[15]> ulimit -u 15
compute[16]> more foo
echo FOO; ./bar
compute[17]> more bar
echo BAR; ./foo
compute[18]> ./foo
```