Administrivia

Lab 0
- Due this Thursday

Find your project group member soon
- So you can get started with Lab 1 without delay
- Fill out Google form of group info
Recap: Architecture Support for OS

Manipulating privileged machine state
- CPU protection: dual-mode operation, protected instructions
- Memory protection: MMU, virtual address

Generating and handling “events”
- Interrupt, syscall, trap
- Interrupt controller, IVT
- Fix fault vs. notify proceed

<table>
<thead>
<tr>
<th>Exceptions (sync)</th>
<th>Unexpected</th>
<th>Deliberate</th>
</tr>
</thead>
<tbody>
<tr>
<td>fault</td>
<td>syscall</td>
<td></td>
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<tr>
<td>syscall trap</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Interrupts (async)</th>
<th>Unexpected</th>
<th>Deliberate</th>
</tr>
</thead>
<tbody>
<tr>
<td>interrupt</td>
<td>software</td>
<td></td>
</tr>
<tr>
<td>software interrupt</td>
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</tr>
</tbody>
</table>

Mechanisms to handle concurrency
- Interrupts, atomic instructions
Today’s topics are processes and process management

- What are the units of execution?
- How are those units of execution represented in the OS?
- How is work scheduled in the CPU?
- What are the possible execution states of a process?
- How does a process move from one state to another?
Process Abstraction

The process is the OS **abstraction for CPU (execution)**

- It is the unit of execution
- It is the unit of scheduling
- It is the dynamic execution context of a program
- Sometimes also called a **job** or a **task**

A process is a **program in execution**

- It defines the sequential, instruction-at-a-time execution of a program
- Programs are static entities with the **potential** for execution
How Should the OS Manage Processes?
Simple Process Management: One-at-a-time

Uniprogramming: a process runs from start to full completion
- What the early batch operating system does
- Load a job from disk (tape) into memory, execute it, unload the job
- Problem: low utilization of hardware
  - an I/O-intensive process would spend most of its time waiting for punched cards to be read
  - CPU is wasted
  - computers were very expensive back then
Simple Process Management: One-at-a-time

Uniprogramming:
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9/6/21

CS 318 – Lecture 3 – Processes
Multiple Processes

Modern OSes run multiple processes simultaneously
Multiple Processes

Modern OSes run multiple processes simultaneously

Examples (can all run simultaneously):
- gcc file_A.c – compiler running on file A
- gcc file_B.c – compiler running on file B
- vim – text editor
- firefox – web browser

Non-examples (implemented as one process):
- Multiple firefox or tmux windows (still one process)
Multiprogramming (Multitasking)

Multiprogramming: run more than one process at a time

- Multiple processes loaded in memory and available to run
- If a process is blocked in I/O, select another process to run on CPU
- Different hardware components utilized by different tasks at the same time

Why multiple processes (multiprogramming)?

- **Advantages**: increase utilization & speed
  - higher throughput
  - lower latency
Increased Utilization & Speed

Multiple processes can increase CPU utilization
- Overlap one process’s computation with another’s wait

Multiple processes can reduce latency
- Running A then B requires 100 sec for B to complete
- Running A and B concurrently makes B finish faster
- A is slower than if it had whole machine to itself, but still < 100 sec unless both A and B completely CPU-bound
Kernel’s View of Processes
Process Components

A process contains all state for a program in execution

- An address space
- The code for the executing program
- The data for the executing program
- An execution stack encapsulating the state of procedure calls
- The program counter (PC) indicating the next instruction
- A set of general-purpose registers with current values
- A set of operating system resources
  - Open files, network connections, etc.
A Process’s View of the World

Each process has own view of machine
- Its own address space
- Its own virtual CPU
- Its own open files

*(char *)0xc000 means different thing in P1 & P2

Simplifies programming model
- gcc does not care that firefox is running
Process Address Space

Address Space

Stack

PC

Heap
(Dynamic Memory Alloc)

SP

Static Data
(Data Segment)

Code
(Text Segment)

0x00000000

0xFFFFFFFF
### Naming A Process

A process is named using its process ID (PID).

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<table>
<thead>
<tr>
<th>PID</th>
<th>USER</th>
<th>PR</th>
<th>NI</th>
<th>VIRT</th>
<th>RES</th>
<th>SHR</th>
<th>S</th>
<th>%CPU</th>
<th>%MEM</th>
<th>TIME+</th>
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<td>migration/0</td>
</tr>
</tbody>
</table>
Inter-Process Communication (IPC)

Sometimes want interaction between processes

- Simplest is through files: `vim` edits file, `gcc` compiles it
- More complicated: Shell/command, Window manager/app.

How can processes interact in real time?
Inter-Process Communication (IPC)

How can processes interact in real time?
- (a) By passing messages through the kernel
- (b) By sharing a region of physical memory
- (c) Through asynchronous signals or alerts
Implementing Process

A data structure for each process: *Process Control Block (PCB)*
- Contains all the info about a process

Tracks *state* of the process
- Running, ready (runnable), waiting, etc.

PCB includes information necessary for execution
- Registers, virtual memory mappings, open files, etc.
- PCB is also maintained when the process is *not* running (why?)

Various other data about the process
- Credentials (user/group ID), signal mask, priority, accounting, etc.

Process is a heavyweight abstraction!

<table>
<thead>
<tr>
<th>Process state</th>
<th>Process ID</th>
<th>User id, etc.</th>
<th>Program counter</th>
</tr>
</thead>
<tbody>
<tr>
<td>Registers</td>
<td>Address space (VM data structs)</td>
<td>Registers</td>
<td>Open files</td>
</tr>
</tbody>
</table>
/*
 * One structure allocated per active process. It contains all
 * data needed about the process while the process may be swapped
 * out. Other per-process data (user.h) is also inside the proc structure.
 * Lightweight-process data (lwp.h) and the kernel stack may be swapped out.
 */

typedef struct proc {
    /*
    * Fields requiring no explicit locking
    */
    struct vnode *p_exec; /* pointer to a.out vnode */
    struct as *p_as; /* process address space pointer */
    struct plock *p_lockp; /* ptr to proc struct’s mutex lock */
    kmutex_t p_crlock; /* lock for p_cred */
    struct cred *p_cred; /* process credentials */

    /*
    * Fields protected by __plock__
    */
    int p_swapcnt; /* number of swapped out lwps */
    char p_stat; /* status of process */
    char p_wcode; /* current wait code */
    ushort_t p_pidflag; /* flags protected only by __plock__ */
    int p_wdata; /* current wait return value */
    pid_t p_ppid; /* process id of parent */
    struct proc *p_link; /* forward link */
    struct proc *p_parent; /* ptr to parent process */
    struct proc *p_sibling; /* ptr to next sibling proc on chain */
    struct proc *p_psibling; /* ptr to prev sibling proc on chain */
    struct proc *p_sibling_ns; /* ptr to siblings with new state */
    struct proc *p_child; /* ptr to first child process */
    struct proc *p_child_ns; /* ptr to children with new state */
    struct proc *p_next; /* active chain link next */
    struct proc *p_prev; /* active chain link prev */
    struct proc *p_nextofkin; /* gets accounting info at exit */
    struct proc *p_orphan; /* orphan */
    struct proc *p_nextorph; /* next orphan */

    struct proc *p_pglink; /* process group hash chain link next */
    struct proc *p_ppglink; /* process group hash chain link prev */
    struct sess *p_sessp; /* session information */
    struct lwp *p_lwp; /* process ID info */
    struct lwp *p_pgld; /* process group ID info */

    /*
    * Fields protected by __p_lock__
    */
    kcondvar_t p_cv; /* proc struct's condition variable */
    kcondvar_t p_flag_cv; /* waiting for some lwp to exit */
    kcondvar_t p_lwpexit; /* process is waiting for its lwps */
    kcondvar_t p_hldlwps; /* to be held. */
    ushort_t p_pad1; /* unused */
    uint_t p_flag; /* protected while set. */

    /* flags defined below */
    clock_t p_utime; /* user time, this process */
    clock_t p_stime; /* system time, this process */
    clock_t p_cutime; /* sum of children’s user time */
    clock_t p_cstime; /* sum of children’s system time */
    caddr_t *p_segacct; /* segment accounting info */
    caddr_t p_brkbase; /* base address of heap */
    size_t p_brksize; /* heap size in bytes */

    /* Per process signal stuff */
    k_sigset_t p_sig; /* signals pending to this process */
    k_sigset_t p_ignore; /* ignore when generated */
    k_sigset_t p_siginfo; /* gets signal info with signal */
    struct sigqueue *p_sigqueue; /* queued siginfo structures */
    struct sigqhdr *p_sigqhdr; /* hdr to sigqueue structure pool */
    struct sigqhdr *p_signhdr; /* hdr to signotify structure pool */
    uchar_t p_stopsig; /* jobcontrol stop signal */
}
struct proc (Solaris) (2)

/*
 * Special per-process flag when set will fix misaligned memory
 * references.
 */
char p_fixalignment;

/*
 * Per process lwp and kernel thread stuff
 */
id_t p_lwpid;    /* most recently allocated lwpid */
int p_rwlockcnt; /* number of lwps in this process */
int p_rwlockcnt; /* number of not stopped lwps */
int p_lockwait; /* number of lwps in lwp_wait() */
int p_zombcnt;  /* number of zombie lwps */
id_t *p_zomb_tid; /* array of zombie lwps */
kthread_t *p_lwp_tlist; /* circular list of threads */
*/

/* /proc (process filesystem) debugger interface stuff. */
k_sigset_t p_sigmask;    /* mask of traced signals (/proc) */
k_filset_t p_filtmask;   /* mask of traced faults (/proc) */
struct vnode *p_trace;  /* pointer to primary /proc vnode */
struct vnode *p_plist;   /* list of /proc vnodes for process */
struct kthread_t *p_agentfp; /* thread ptr for /proc agent lwp */
struct watched_area *p_warea; /* list of watched areas */
ulong_t p_nwarea; /* number of watched areas */
struct watched_page *p_upage; /* remembered watched pages (vfork) */
int p_mpagesize; /* number of watched pages (vfork) */
int p_mapcnt; /* number of active pr_mappage()s */
struct proc *p_rlink; /* linked list for server */
kcondvar_t p_rwlockchan_cv;
size_t p_stksize; /* process stack size in bytes */
*/

/*
 * Microstate accounting, resource usage, and real-time profiling
 */
hrttime_t p_mstart;    /* hi-res process start time */
hrttime_t p_mterm;     /* hi-res process termination time */
hrttime_t p_mireal;    /* elapsed time sum over defunct lwps */
hrttime_t p_acct[NMSTATES]; /* microstate sum over defunct lwps */
struct lrusage p_ru;   /* lrusage sum over defunct lwps */
struct itimerval p_rprof_timer; /* ITIMER_REALPROF interval timer */
uintptr_t p_rprof_cyclic; /* ITIMER_REALPROF cyclic */
uint_t p_defunct; /* number of defunct lwps */
*/

/* profiling. A lock is used in the event of multiple lwps
 * using the same profiling base/size.
 */
kmutex_t p_pflock;    /* protects user profile arguments */
struct prof p_prof;   /* profile arguments */
*/

/*
 * The user structure
 */
struct user p_user;   /* (see sys/user.h) */
*/

/*
 * Doors.
 */
kthread_t *p_server_threads; /* p_server_threads */
struct door_node *p_server_threads; /* p_server_threads */
struct door_node *p_unref_list; /* p_unref_list */
kcondvar_t p_server_cv;
char p_unref_thread; /* unref thread created */
*/
struct proc (Solaris) (3)

/* * Kernel probes */
uchar_t p_tnf_flags;

/*
 * C2 Security (C2_AUDIT)
 */
caddr_t p_audit_data; /* per process audit structure */

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 * LDT support.
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/*
 * LDT support.
 */

/*
 * Kernel probes
 */
uchar_t p_tnf_flags;

/*
 * C2 Security (C2_AUDIT)
 */
caddr_t p_audit_data; /* per process audit structure */

/*
 * LDT support.
 */

/*
 * Kernel probes
 */
uchar_t p_tnf_flags;
Process State

A process has an execution state to indicate what it is doing.

**Running:** Executing instructions on the CPU
- It is the process that has control of the CPU
- How many processes can be in the running state simultaneously?

**Ready:** Waiting to be assigned to the CPU
- Ready to execute, but another process is executing on the CPU

**Waiting:** Waiting for an event, e.g., I/O completion
- It cannot make progress until event is signaled (disk completes)
Transition of Process State

As a process executes, it moves from state to state

- Unix `ps`: STAT column indicates execution state
- What state do you think a process is in most of the time?
- How many processes can a system support?
State Queues

How does the OS keep track of processes?

Naïve approach: process list
- How to find out processes in the ready state?
  - Iterate through the list
  - Problem: slow!

Improvement: partition list based on states
- OS maintains a collection of queues that represent the state of all processes
- Typically, one queue for each state: ready, waiting, etc.
- Each PCB is queued on a state queue according to its current state
- As a process changes state, its PCB is moved from one queue into another
There may be many wait queues, one for each type of wait (disk, console, timer, network, etc.).
Questions?
Scheduling

Which process should kernel run?
- if 0 runnable, run idle loop (or halt CPU), if 1 runnable, run it
- if >1 runnable, must make scheduling decision

Scan process table for first runnable?
- Expensive. Unfairness (small pids do better)

FIFO?
- Put tasks on back of list, pull them from front:
  - Pintos does this—see ready_list in thread.c

Priority?

Discuss in later lecture in detail
Preemption

When to trigger a process scheduling decision?
- Yield control of CPU
  - voluntarily, e.g., `sched_yield`
  - system call, page fault, illegal instruction, etc.
- Preemption

Periodic timer interrupt
- If running process used up quantum, schedule another

Device interrupt
- Disk request completed, or packet arrived on network
- Previously waiting process becomes runnable
Preemption ➔ Context Switch

Changing running process is called a **context switch**

- CPU hardware state is changed from one to another
- This can happen **100** or **1000** times a second!
Context Switch

- process $P_0$
- operating system
- process $P_1$

- Executing
- Interrupt or system call
  - Save state into PCB$_0$
  - ...
  - Reload state from PCB$_1$
  - Executing

- Idle
- Interrupt or system call
  - Save state into PCB$_1$
  - ...
  - Reload state from PCB$_0$
  - Executing
Context Switch Details

Very machine dependent. Typical things include:
- Save program counter and integer registers (always)
- Save floating point or other special registers
- Save condition codes
- Change virtual address translations

Non-negligible cost
- Save/restore floating point registers expensive
  • Optimization: only save if process used floating point
- May require flushing TLB (memory translation hardware)

Usually causes more cache misses (switch working sets)
Questions?
User’s (Programmer’s) View of Processes
Process-Related System Calls

Allow a program to create a child process
Creating a Process

A process is created by another process
- Parent is creator, child is created (Unix: ps “PPID” field)
- What creates the first process (Unix: init (PID 0 or 1))? 

Parent defines resources and privileges for its children
- Unix: Process User ID is inherited – children of your shell execute with your privileges

After creating a child
- the parent may either wait for it to finish its task or continue in parallel
Process Creation: Windows

The system call on Windows for creating a process is called, surprisingly enough, `CreateProcess`:

```c
BOOL CreateProcess(char *prog, char *args) (simplified)
```

CreateProcess

1. Creates and initializes a new PCB
2. Creates and initializes a new address space
3. Loads the program specified by “`prog`” into the address space
4. Copies “`args`” into memory allocated in address space
5. Initializes the saved hardware context to start execution at main (or as specified)
6. Places the PCB on the ready queue
CreateProcess function

Creates a new process and its primary thread. The new process runs in the security context of the calling process.

If the calling process is impersonating another user, the new process uses the token for the calling process, not the impersonation token. To run the new process in the security context of the user represented by the impersonation token, use the CreateProcessAsUser or CreateProcessWithLogonW function.

Syntax

```c++
BOOL WINAPI CreateProcess(
    _In_opt_   LPCTSTR lpApplicationName,
    _Inout_opt_ LPCTSTR lpCommandLine,
    _In_opt_   LPSECURITY_ATTRIBUTES lpProcessAttributes,
    _In_opt_   LPSECURITY_ATTRIBUTES lpThreadAttributes,
    _In_       BOOL    bInheritHandles,
    _In_       DWORD    dwCreationFlags,
    _In_opt_   LPVOID   lpEnvironment,
    _In_opt_   LPCSTR   lpCurrentDirectory,
    _In_opt_   LPSTARTUPINFO lpStartupInfo,
    _Out_      LPPROCESS_INFORMATION lpProcessInformation
);```

Process Creation: Unix

In Unix, processes are created using `fork()`

```c
int fork()
```

`fork()`

1. Creates and initializes a new PCB
2. Creates a new address space
3. Initializes the address space with a `copy` of the address space of the parent
4. Initializes the kernel resources to point to the parent’s resources (e.g., open files)
5. Places the PCB on the ready queue

Fork returns **twice**

- Huh?
- Returns the child’s PID to the parent, “0” to the child
NAME
fork -- create a new process

SYNOPSIS
#include <unistd.h>

pid_t fork(void);

DESCRIPTION
fork() causes creation of a new process. The new process (child process) is an exact copy of the calling process (parent process) except for the following:

• The child process has a unique process ID.

• The child process has a different parent process ID (i.e., the process ID of the parent process).

• The child process has its own copy of the parent's descriptors. These descriptors reference the same underlying objects, so that, for instance, file pointers in file objects are shared between the child and the parent, so that an lseek(2) on a descriptor in the child process can affect a subsequent read or write by the parent. This descriptor copying is also used by the shell to establish standard input and output for newly created processes as well as to set up pipes.

• The child processes resource utilizations are set to 0; see setrlimit(2).

RETURN VALUES
Upon successful completion, fork() returns a value of 0 to the child process and returns the process ID of the child process to the parent process. Otherwise, a value of -1 is returned to the parent process, no child process is created, and the global variable errno is set to indicate the error.

ERRORS
fork() will fail and no child process will be created if:

• [EAGAIN] The system-imposed limit on the total number of processes under execution would be exceeded. This limit is configuration-dependent.

• [EAGAIN] The system-imposed limit MAXPROC (/proc/param.*) on the total number of processes under execution by a single user would be exceeded.
What does this program print?

```c
#include <stdio.h>
#include <unistd.h>
int main(int argc, char *argv[]) {
    char *name = argv[0];
    int child_pid = fork();
    if (child_pid == 0) {
        printf("Child of %s is %d\n", name, getpid());
        return 0;
    } else {
        printf("My child is %d\n", child_pid);
        return 0;
    }
}
```
Example Output

$ gcc -o fork fork.c

$ ./fork

My child is 486

Child of ./fork is 486
Duplicating Address Spaces

The hardware contexts stored in the PCBs of the two processes will be identical, meaning the EIP register will point to the same instruction.
child_pid = fork();
if (child_pid == 0) {
    printf("child");
} else {
    printf("parent");
}
Example Continued

$ gcc -o fork fork.c

$ ./fork

My child is 486

Child of ./fork is 486

$ ./fork

Child of ./fork is 498

My child is 498

Why is the output in a different order?
Process Creation: Unix (2)

Wait a second. How do we actually start a new program?

int execv(char *prog, char *argv[])
int execve(const char *filename, char *const argv[], char *const envp[])

execv()

1. Stops the current process
2. Loads the program “prog” into the process’ address space
3. Initializes hardware context and args for the new program
4. Places the PCB onto the ready queue
   - Note: It does not create a new process

What does it mean for exec to return?

Warning: Pintos exec more like combined fork/exec
Why `fork()`?

Most calls to `fork` followed by `exec`

- could also combine into one `spawn` system call

Very useful when the child…

- Is cooperating with the parent
- Relies upon the parent’s data to accomplish its task

Example: web server

```c
while (1) {
    int sock = accept();
    if ((child_pid = fork()) == 0) {
        // Handle client request
    } else {
        // Close socket
    }
}
```
Why \textit{fork()}?

Most calls to \textit{fork} followed by \textit{exec}
- could also combine into one \textit{spawn} system call

Very useful when the child…
- Is cooperating with the parent
- Relies upon the parent’s data to accomplish its task

Example: web server

Example: shell
pid_t pid; char **av;
void doexec () {
  execvp (av[0], av);
  perror (av[0]);
  exit (1);
}

/* ... main loop: */
for (;;) {
  parse_next_line_of_input (&av, stdin);
  switch (pid = fork ()) {
    case -1:
      perror ("fork"); break;
    case 0:
      doexec ();
    default:
      waitpid (pid, NULL, 0); break;
  }
}
Why \texttt{fork()}?

Most calls to \texttt{fork} followed by \texttt{exec}
- could also combine into one \texttt{spawn} system call

Very useful when the child...
- Is cooperating with the parent
- Relies upon the parent’s data to accomplish its task

Real win is simplicity of interface
- Tons of things you might want to do to child:
  - manipulate file descriptors, set environment variables, reduce privileges, ...
- Yet \texttt{fork} requires no arguments at all
void doexec (void) {
    int fd;
    if (infile) {/* non-NULL for "command < infile" */
        if ((fd = open (infile, O_RDONLY)) < 0) {
            perror (infile);
            exit (1);
        }
        if (fd != 0) {
            dup2 (fd, 0);
            close (fd);
        }
    }
    /*...do same for outfile→fd 1, errfile→fd 2...*/
    execvp (av[0], av);
    perror (av[0]);
    exit (1);
}
Spawning a Process Without fork

Without fork, needs tons of different options for new process

- Example: Windows CreateProcess system call
  - Also CreateProcessAsUser, CreateProcessWithLogonW, CreateProcessWithTokenW, ...

```c
BOOL WINAPI CreateProcess(
    _In_opt_ LPCTSTR lpApplicationName,
    _Inout_opt_ LPTSTR lpCommandLine,
    _In_opt_ LPSECURITY_ATTRIBUTES lpProcessAttributes,
    _In_opt_ LPSECURITY_ATTRIBUTES lpThreadAttributes,
    _In_ BOOL bInheritHandles,
    _In_ DWORD dwCreationFlags,
    _In_opt_ LPVOID lpEnvironment,
    _In_opt_ LPCTSTR lpCurrentDirectory,
    _In_ LPPROCESS_INFORMATION lpStartupInfo,
    _Out_ LPPROCESS_INFORMATION lpProcessInformation
);
```
Process Creation: Unix (3)

Why Windows use `CreateProcess` while Unix uses `fork/exec`?
- different OS design philosophy

What happens if you run “exec csh” in your shell?

What happens if you run “exec ls” in your shell? Try it.

`fork()` can return an error. Why might this happen?
Process Termination

All good processes must come to an end. But how?

- **Unix**: `exit(int status)`, **Windows**: `ExitProcess(int status)`

Essentially, free resources and terminate

1. Terminate all threads (next lecture)
2. Close open files, network connections
3. Allocated memory (and VM pages out on disk)
4. Remove PCB from kernel data structures, delete

Note that a process does *not* need to clean up itself

- Why does the OS have to do it?
wait() a second...

Often it is convenient to pause until a child process has finished
- Think of executing commands in a shell

Unix `wait(int *wstatus)` (Windows: `WaitForSingleObject`)
- Suspends the current process until any child process ends
- `waitpid()` suspends until the specified child process ends

`wait()` has a return value...what is it?

Unix: Every process must be “reaped” by a parent
- What happens if a parent process exits before a child?
- What do you think a “zombie” process is?
Process Summary

What are the units of execution?
- Processes

How are those units of execution represented?
- Process Control Blocks (PCBs)

How is work scheduled in the CPU?
- Process states, process queues, context switches

What are the possible execution states of a process?
- Running, ready, waiting

How does a process move from one state to another?
- Scheduling, I/O, creation, termination

How are processes created?
- CreateProcess (NT), fork/exec (Unix)
Next time…

Read Chapters 26, 27

Lab 0 due

Lab 1 starts