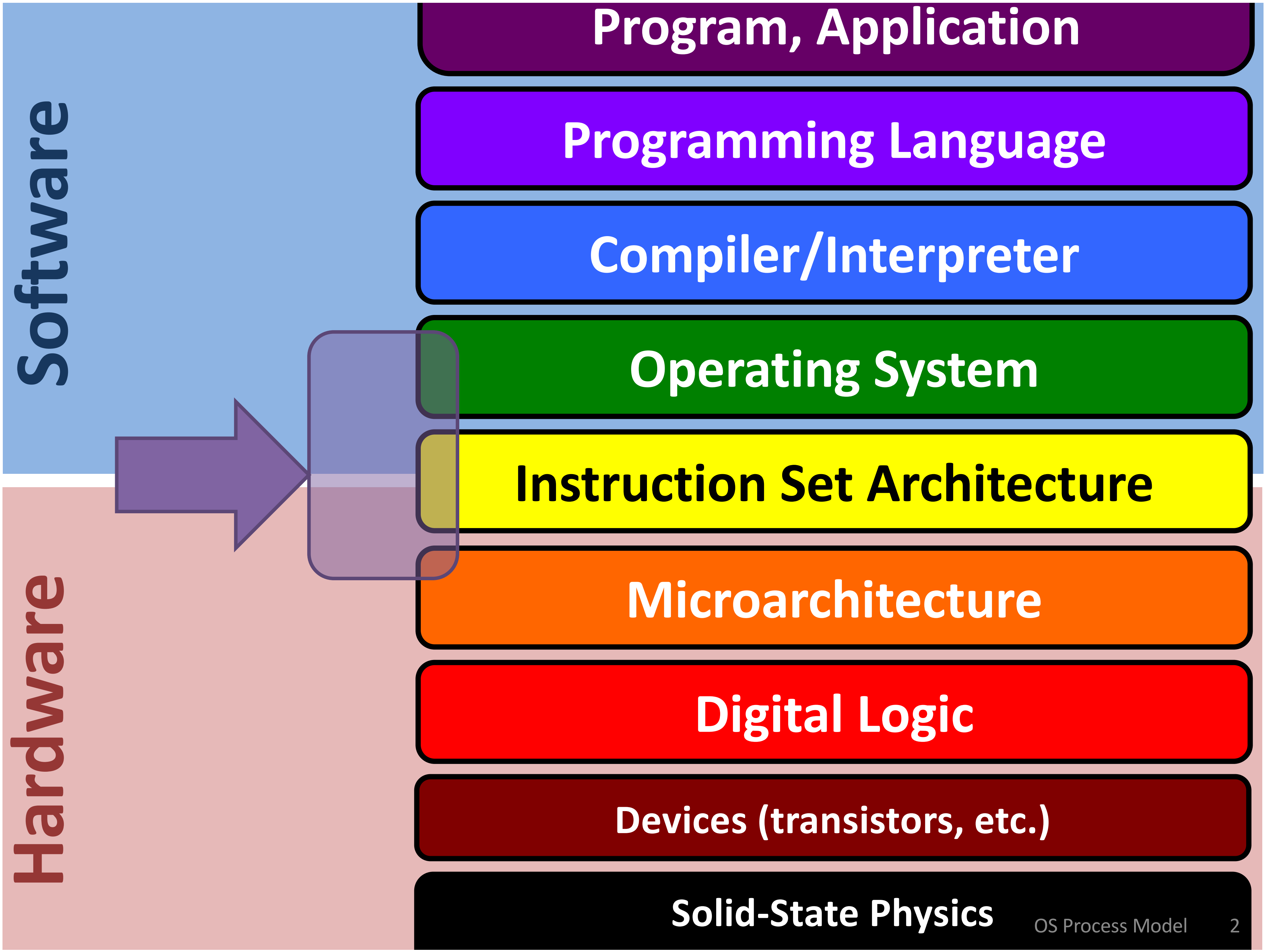
# Operating Systems, Process Model

Process model

Process management

(Unix/Linux/macOS)



Software

Hardware

Program, Application

Programming Language

Compiler/Interpreter

Operating System

Instruction Set Architecture

Microarchitecture

Digital Logic

Devices (transistors, etc.)

Solid-State Physics

# Operating Systems

## Problem: unwieldy hardware resources

**complex** and **varied**

**limited**

## Solution: operating system

Manage, abstract, and virtualize hardware resources

**Simpler, common interface** to varied hardware

**Share** limited resources among

**Protect**

# **Operating Systems**, a 240 view

*barely scraping the surface*

## Key abstractions provided by *kernel*

process

virtual memory

## Virtualization mechanisms and hardware support:

context-switching

exceptional control flow

address translation, paging, TLBs

# Processes

*Program* = code (static)

*Process* = a running program instance (dynamic)

code + state (contents of registers, memory, other resources)

Key illusions:

- **Logical control flow**
  - Each process seems to have exclusive use of the CPU

Today

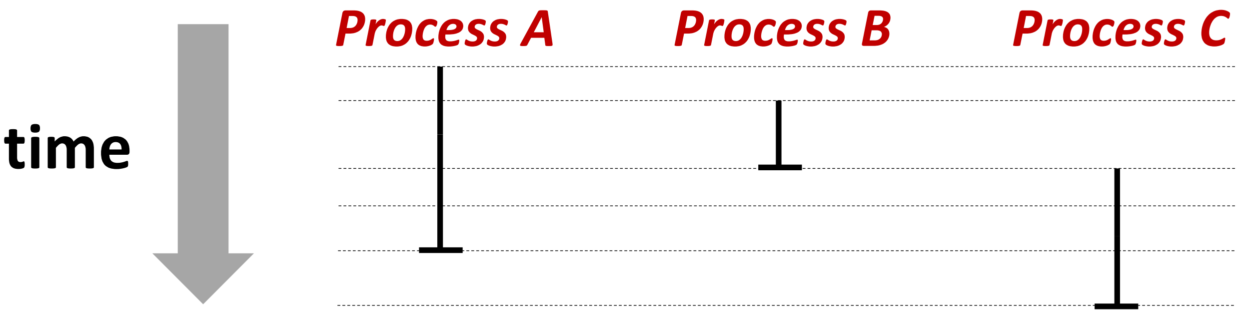
- **Private address space**
  - Each process seems to have exclusive use of full memory

Next Weeks

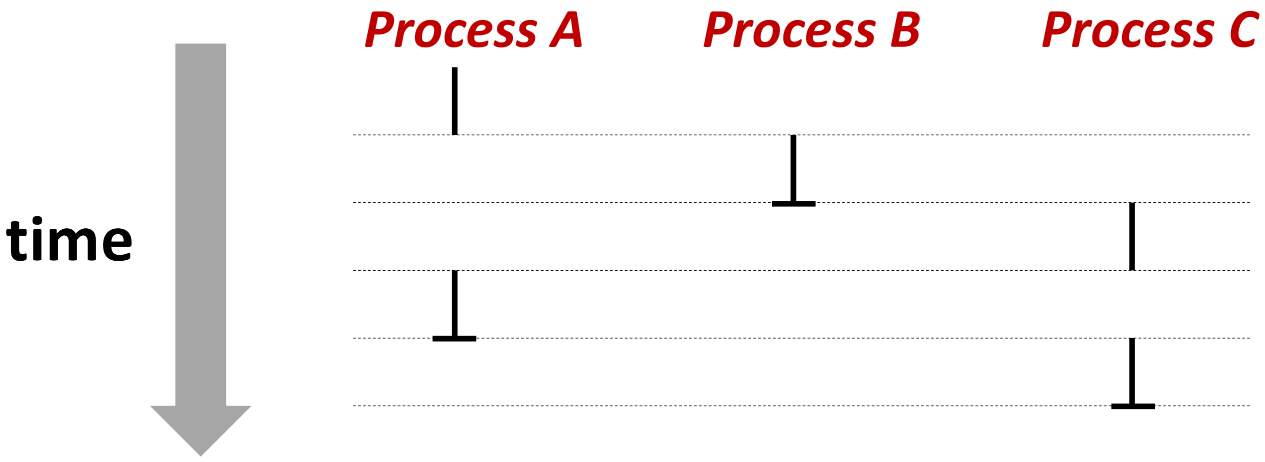
Why? How?

# Implementing logical control flow

**Abstraction:** every process has full control over the CPU



**Implementation:** time-sharing

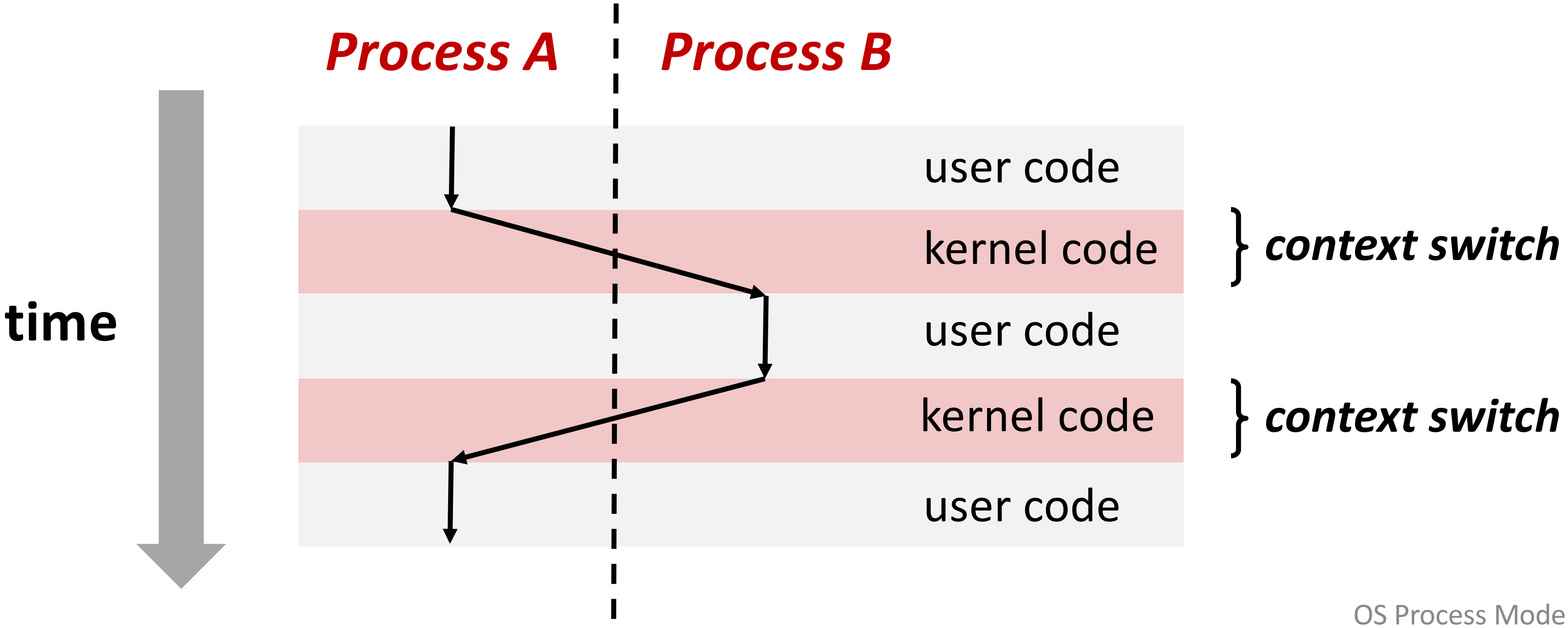


# Context Switching

*Kernel* (shared OS code) switches between processes

Control flow passes between processes via *context switch.*

Context =



# `fork`

`pid_t fork()`

1. **Clone** current ***parent*** process to **create** identical* ***child*** process, including all state (memory, registers, **program counter,** …).
2. Continue executing both copies with ***one difference:***
   - **returns 0** to the **child process**
   - **returns child's process ID (`pid`)** to the **parent process**

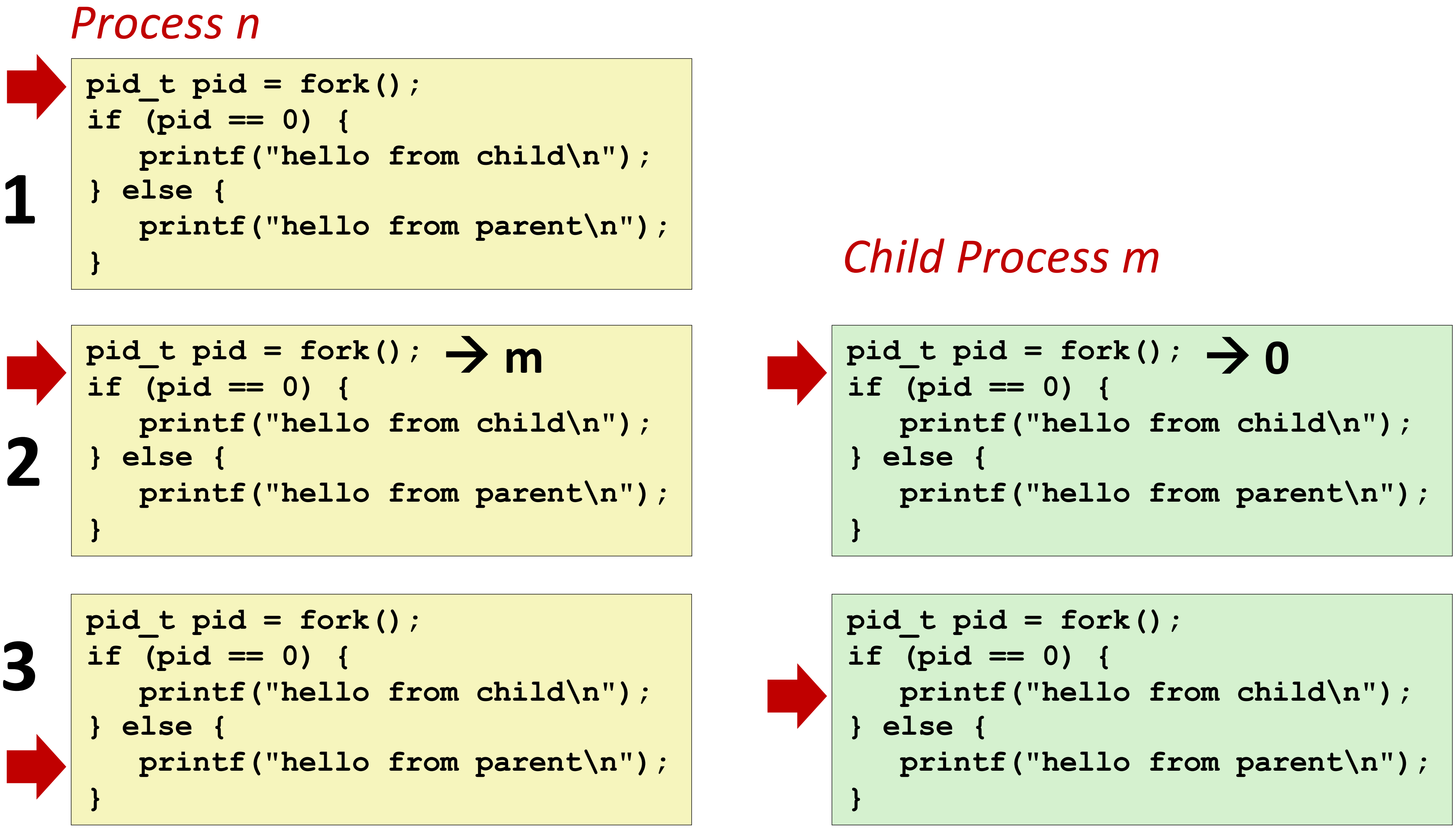
```
pid_t pid = fork();
if (pid == 0) {
   printf("hello from child\n");
} else {
   printf("hello from parent\n");
}
```

`fork` is unique: called *in one process,* returns *in two processes!*

*(once in parent, once in child)*

*almost. See `man 3 fork` for exceptions.

# Creating a new process with **`fork`**



*Process n*

1

```
pid_t pid = fork();
if (pid == 0) {
   printf("hello from child\n");
} else {
   printf("hello from parent\n");
}
```

2

```
pid_t pid = fork();  → m
if (pid == 0) {
   printf("hello from child\n");
} else {
   printf("hello from parent\n");
}
```

*Child Process m*

```
pid_t pid = fork();  → 0
if (pid == 0) {
   printf("hello from child\n");
} else {
   printf("hello from parent\n");
}
```

3

```
pid_t pid = fork();
if (pid == 0) {
   printf("hello from child\n");
} else {
   printf("hello from parent\n");
}
```

```
pid_t pid = fork();
if (pid == 0) {
   printf("hello from child\n");
} else {
   printf("hello from parent\n");
}
```

```
hello from parent
```

***Which prints first?***

```
hello from child
```

# `fork` and private copes

Parent and child continue from *private* copies of same state.

- Memory contents (**code**, globals, **heap**, **stack**, etc.),
- Register contents, **program counter**, file descriptors…

Only difference: return value from `fork()`

Relative execution order of parent/child after `fork()` undefined

```
void fork1() {
  int x = 1;
  pid_t pid = fork();
  if (pid == 0) {
    printf("Child has x = %d\n", ++x);
  } else {
    printf("Parent has x = %d\n", --x);
  }
  printf("Bye from process %d with x = %d\n", getpid(), x);
}
```

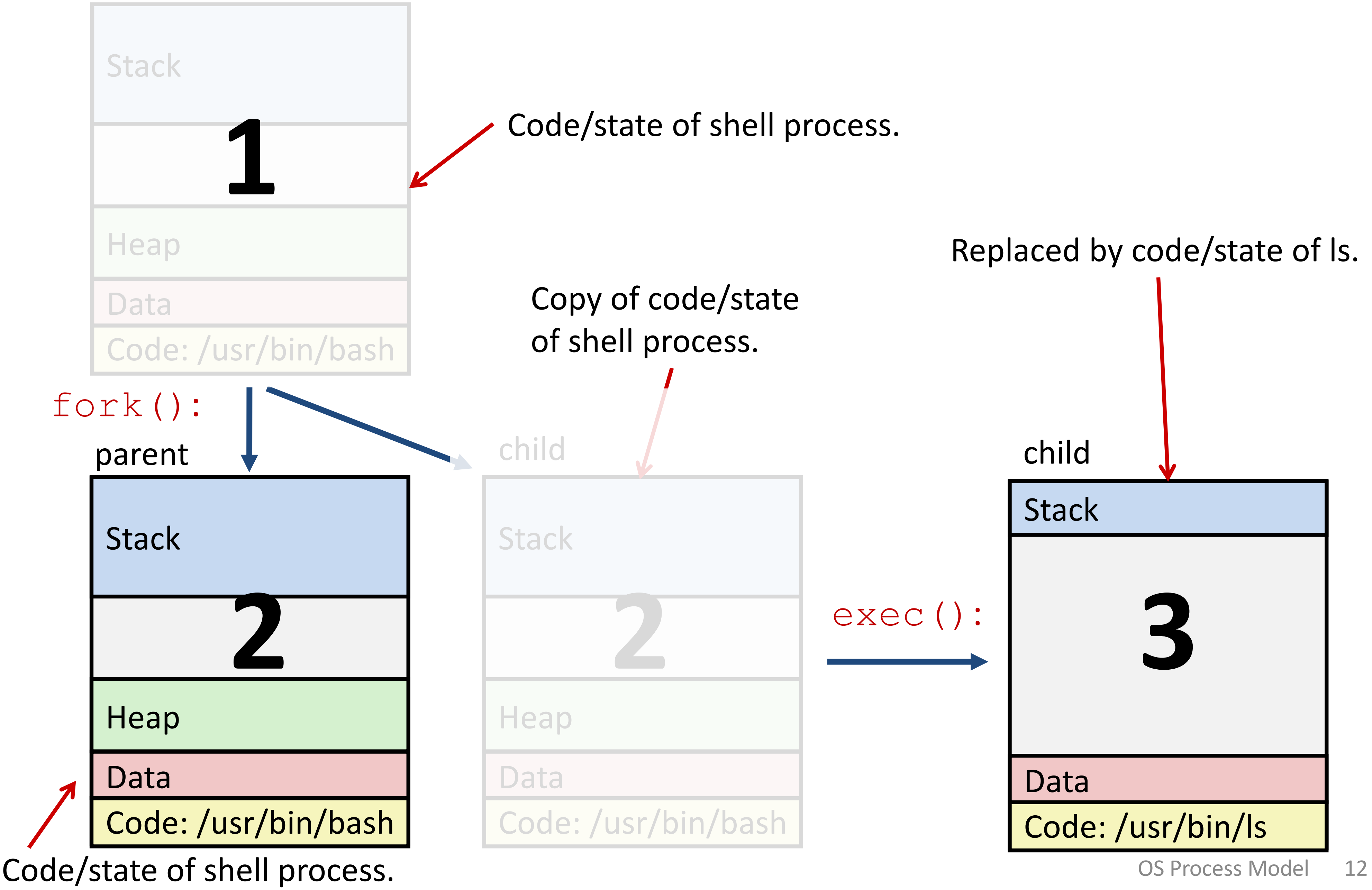
# fork-exec

| | |
|---|---|
| **fork()** | clone current process |
| **execv()** | replace process code and context (registers, memory) with a fresh program.<br>See **man 3 execv**, man 2 execve |

```
// Example arguments: path="/usr/bin/ls”,
//   argv[0]="/usr/bin/ls”, argv[1]="-ahl", argv[2]=NULL
void fork_exec(char* path, char* argv[]) {
    pid_t pid = fork();
    if (pid != 0) {
        printf("Parent: created a child %d\n”, pid);
    } else {
        printf("Child: exec-ing new program now\n");
        execv(path, argv);
    }
    printf("This line printed by parent only!\n");
}
```

Running the command `ls` in a shell:

# Executing a new program



# `execv`: load/start a program

```
int execv(char* filename,
          char* argv[])
```

loads/starts program in current process:

- Executable **`filename`**
- With argument list **`argv`**

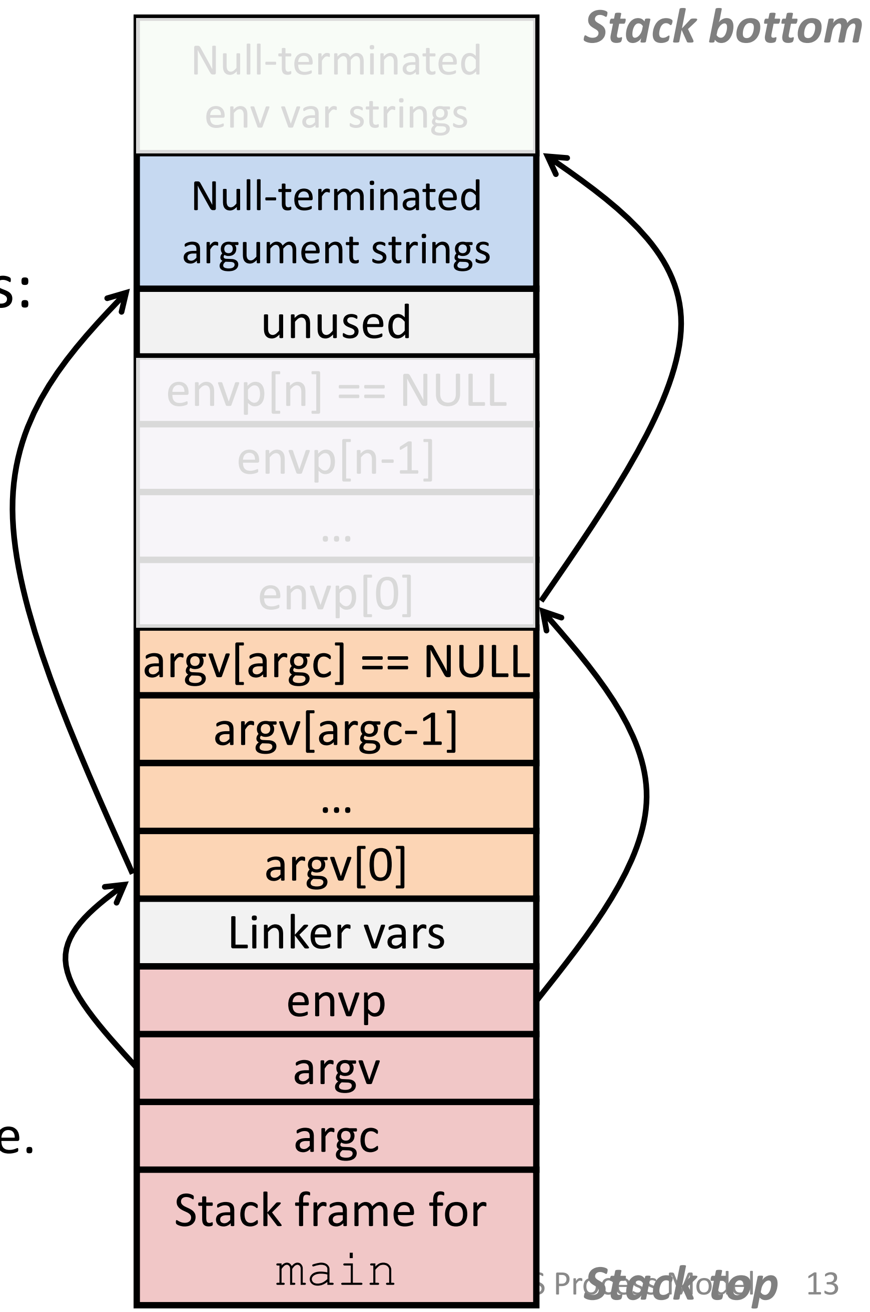
overwrites code, data, and stack

- Keeps pid, open files, a few other items

*does not return*

- unless error

Also sets up *environment*. See also: execve.



# `exit`: end a process

`void exit(int status)`

**End process** with status: 0 = normal, nonzero = error.

**`atexit()`** registers functions to be executed upon exit

# **`wait`** for child processes to terminate

**`pid_t waitpid(pid_t pid, int* stat, int ops)`**

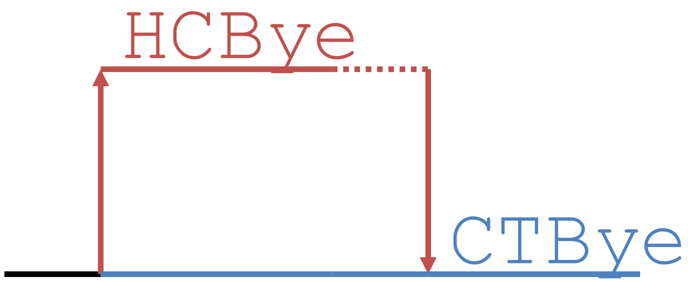
Suspend current process (i.e. parent) until child with **`pid`** ends.

On success:

- Return **`pid`** when child terminates.
- Reap child.
- If `stat != NULL`, waitpid saves termination reason where it points.

See also: *`man 3 waitpid`*

# `waitpid` example



```
void fork_wait() {
  int child_status;
  pid_t child_pid = fork();

  if (child_pid == 0) {
    printf("HC: hello from child\n");
  } else {
    if (-1 == waitpid(child_pid, &child_status, 0) {
      perror("waitpid");
      exit(1);
    }
    printf("CT: child %d has terminated\n”,
           child_pid);
  }
  printf("Bye\n");
  exit(0);
}
```

# *Zombies!*

Terminated process still consumes system resources

Reaping with `wait/waitpid`

What if parent doesn’t reap?

- If any parent terminates without reaping a child, then child will be reaped by **`init`** process (pid == 1)
- What if parent runs a long time? *e.g.*, shells and servers

# Error-checking

Check return results of system calls for errors! (No exceptions.)

Read documentation for return values.

Use perror to report error, then exit.

**`void perror(char* message)`**

Print "*<message>*: *<reason that last system call failed.>*"

# Examining processes on Linux (demo)

ps

pstree

top

/proc