Lecture 15: OS and Processes

CS 105 March 30, 2020

Online Course Logisitics

- Weekly discussion sections on Wednesdays
  - 8:45-10am PDT, 1:15-2:30pm PDT, 2:45-4pm PDT
- 2 recorded lectures per week
  - ~75 mins each
  - will include attention questions and exercises
  - must be completed before that week's discussion section
- Weekly assignments
- Office hours and mentor sessions over zoom
- Use email/piazza/slack for communications

"I've deleted my on-line homework teacher three times but he won't go away."

Intro to Operating Systems

- the **operating system** is a piece of software that manages a computer's resources for its users and their applications
  - Examples: OSX, Windows, Ubuntu, iOS, Android, Chrome OS
- core OS functionality is implemented by the OS **kernel**

- resource allocation
- isolation
- communication
- access control

- multiprocessing
- virtual memory
- reliable networking
- virtual machines

- user interface
- file I/O
- device management
- process control

Operating System Goals

- **Reliability:** they operating system should do what you want
- **Availability:** the operating system should respond to user input
- **Security:** the system should not be (easily) corrupted by an attacker
- **Portability:** the operating system should be easy to move to new hardware platforms
- **Performance:** the operating system should impose minimal overhead, the UI should be responsive
- **Adoption:** people should use the operating system

Exercise 1: Operating Systems

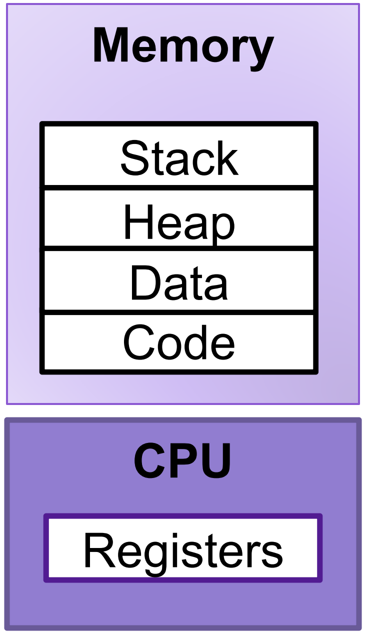
What is an example of an operating system as:

a) referee
b) illusionist
c) glue

Try to be specific with your examples

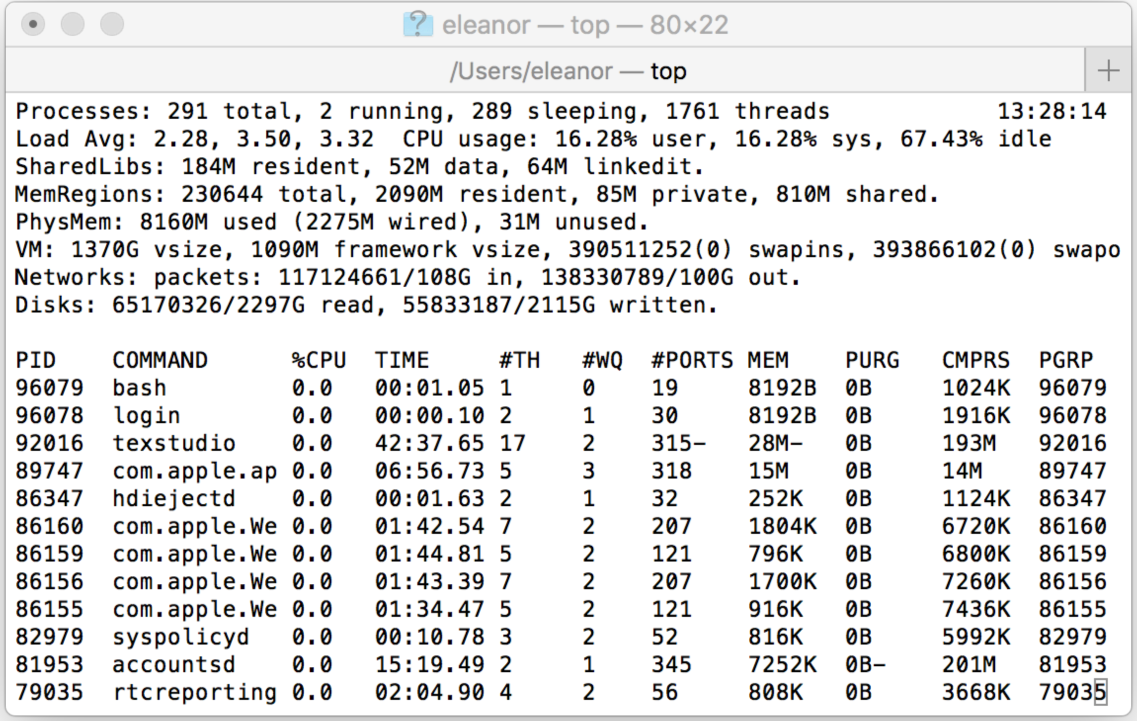
Processes

- A ***program*** is a file containing code + data that describes a computation
- A ***process*** is an instance of a running program.
  - One of the most profound ideas in computer science
  - Not the same as “program” or “processor”



Multiprocessing

- Computer runs many processes simultaneously
- Running program “top” on Mac
  - System has 123 processes, 5 of which are active
  - Identified by Process ID (PID)

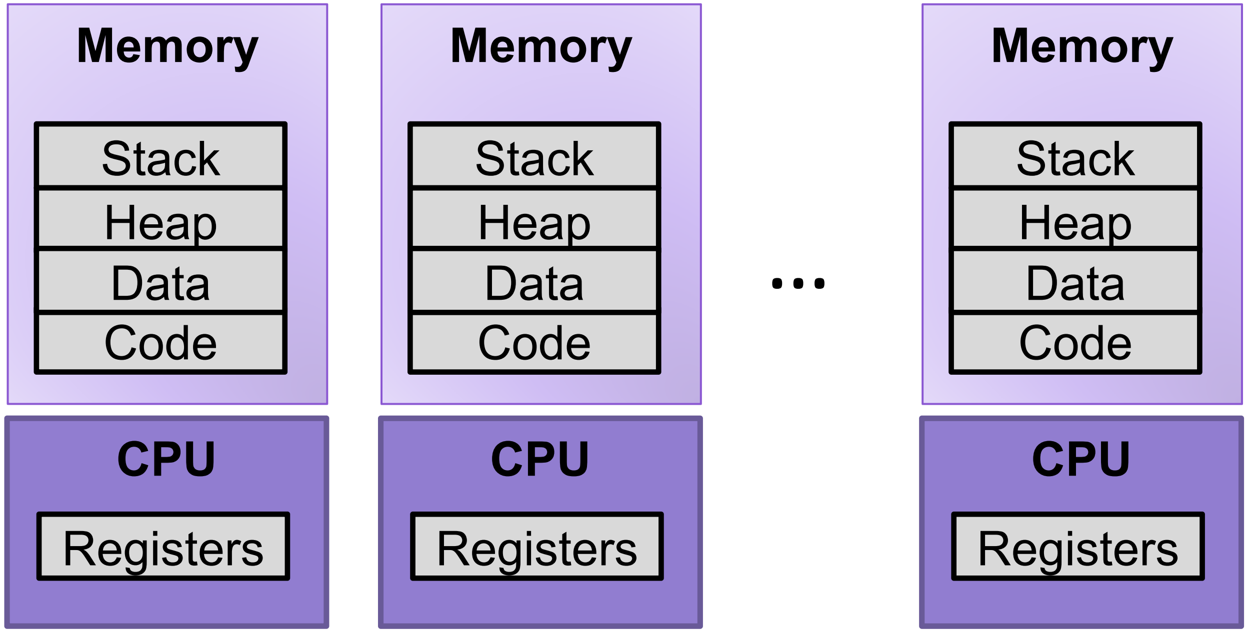


eleanor — top — 80×22

/Users/eleanor — top

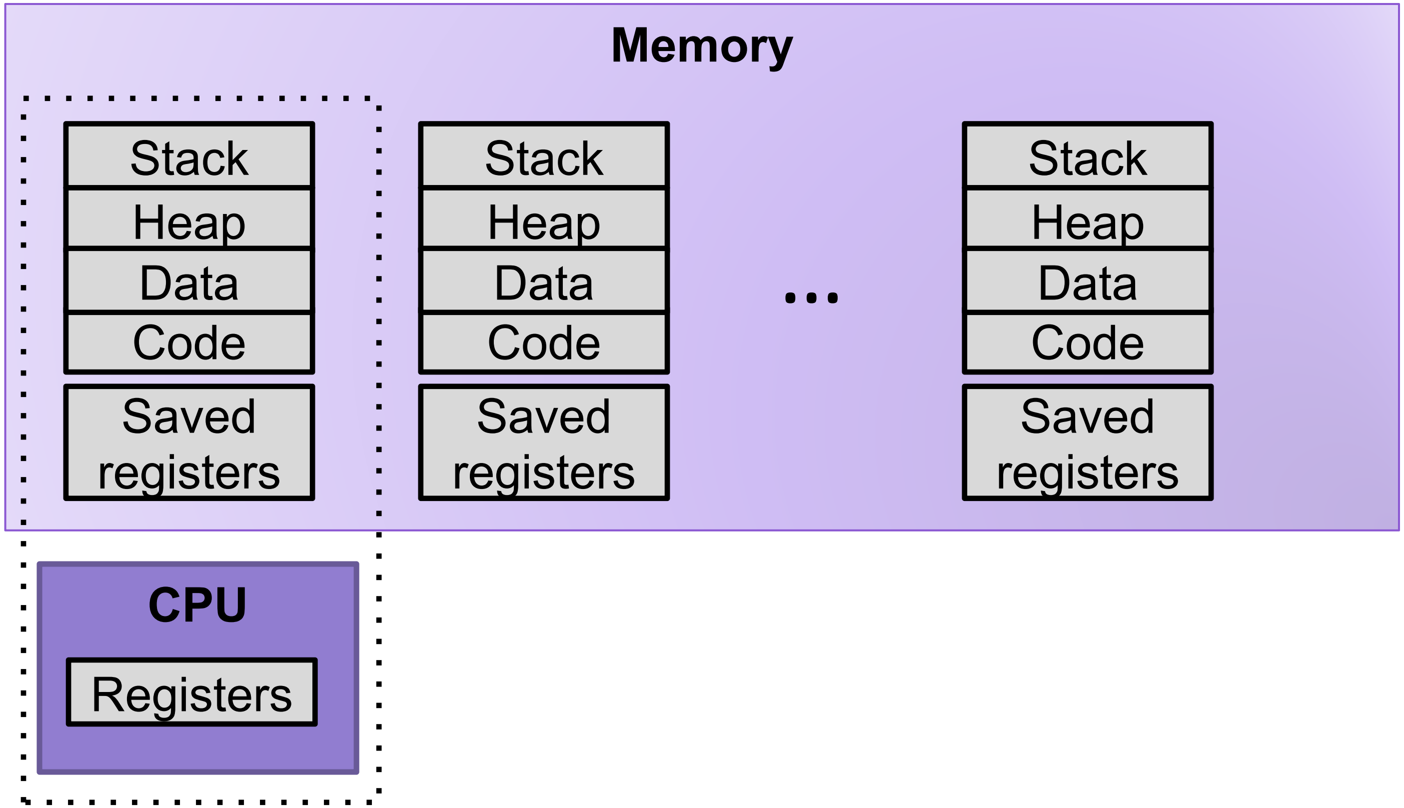
```
Processes: 291 total, 2 running, 289 sleeping, 1761 threads         13:28:14
Load Avg: 2.28, 3.50, 3.32  CPU usage: 16.28% user, 16.28% sys, 67.43% idle
SharedLibs: 184M resident, 52M data, 64M linkedit.
MemRegions: 230644 total, 2090M resident, 85M private, 810M shared.
PhysMem: 8160M used (2275M wired), 31M unused.
VM: 1370G vsize, 1090M framework vsize, 390511252(0) swapins, 393866102(0) swapo
Networks: packets: 117124661/108G in, 138330789/100G out.
Disks: 65170326/2297G read, 55833187/2115G written.

PID    COMMAND      %CPU TIME     #TH   #WQ  #PORTS MEM    PURG   CMPRS  PGRP
96079  bash         0.0  00:01.05 1     0    19     8192B  0B     1024K  96079
96078  login        0.0  00:00.10 2     1    30     8192B  0B     1916K  96078
92016  texstudio    0.0  42:37.65 17    2    315-   28M-   0B     193M   92016
89747  com.apple.ap 0.0  06:56.73 5     3    318    15M    0B     14M    89747
86347  hdiejectd    0.0  00:01.63 2     1    32     252K   0B     1124K  86347
86160  com.apple.We 0.0  01:42.54 7     2    207    1804K  0B     6720K  86160
86159  com.apple.We 0.0  01:44.81 5     2    121    796K   0B     6800K  86159
86156  com.apple.We 0.0  01:43.39 7     2    207    1700K  0B     7260K  86156
86155  com.apple.We 0.0  01:34.47 5     2    121    916K   0B     7436K  86155
82979  syspolicyd   0.0  00:10.78 3     2    52     816K   0B     5992K  82979
81953  accountsd    0.0  15:19.49 2     1    345    7252K  0B-    201M   81953
79035  rtcreporting 0.0  02:04.90 4     2    56     808K   0B     3668K  79035
```

Multiprocessing: The Illusion



- Process provides each program with two key abstractions:
  - ***Logical control flow***
    - Each program seems to have exclusive use of the CPU
    - Provided by kernel mechanism called ***context switching***
  - ***Private address space***
    - Each program seems to have exclusive use of main memory.
    - Provided by kernel mechanism called ***virtual memory***

Multiprocessing: The (Traditional) Reality



- Single processor executes multiple processes concurrently
  - Process executions interleaved (multitasking)
  - Register values for nonexecuting processes saved in memory
  - Address spaces managed by virtual memory system

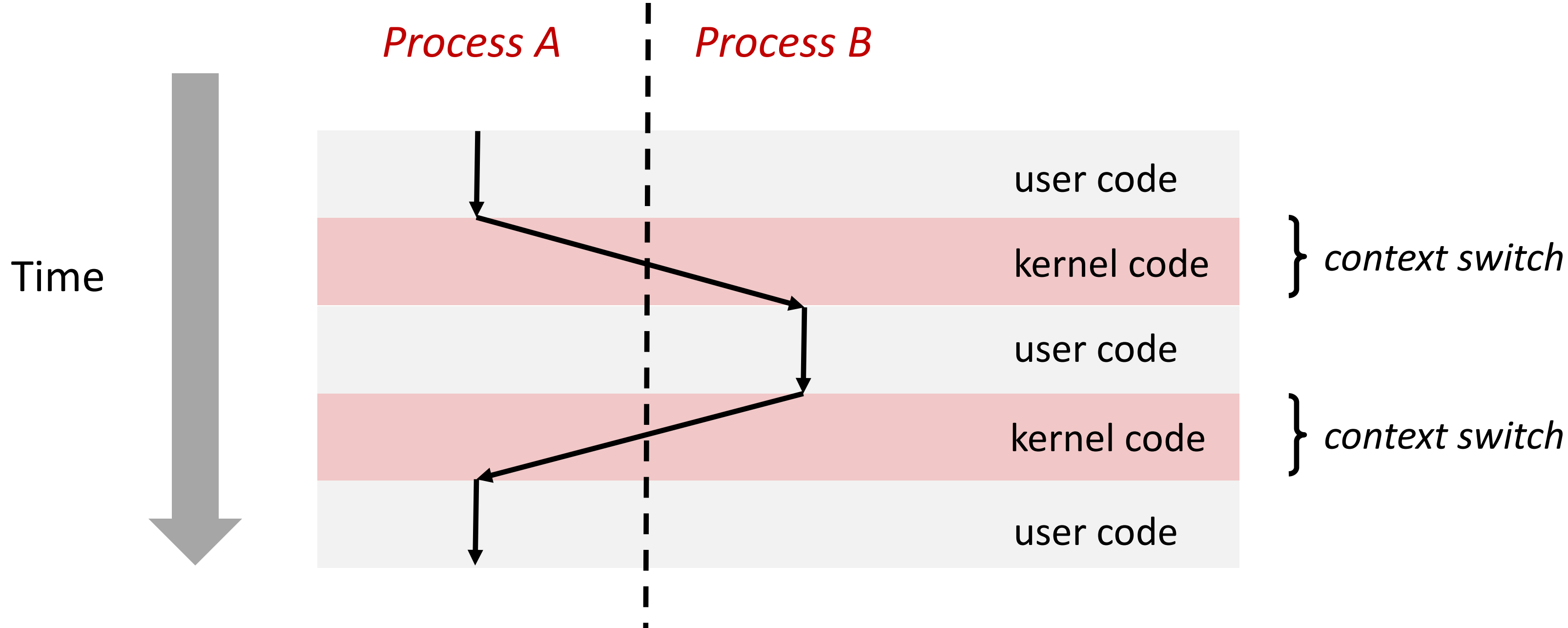
Process Control Block (PCB)

- To implement a context switch, OS maintains a PCB for each process containing:
  - process table, which contains information about the process (id, user, privilege level, arguments, status)\
  - location of executable on disk
  - file table
  - register values (general-purpose registers, float registers, pc, eflags…)
  - memory state
  - scheduling information

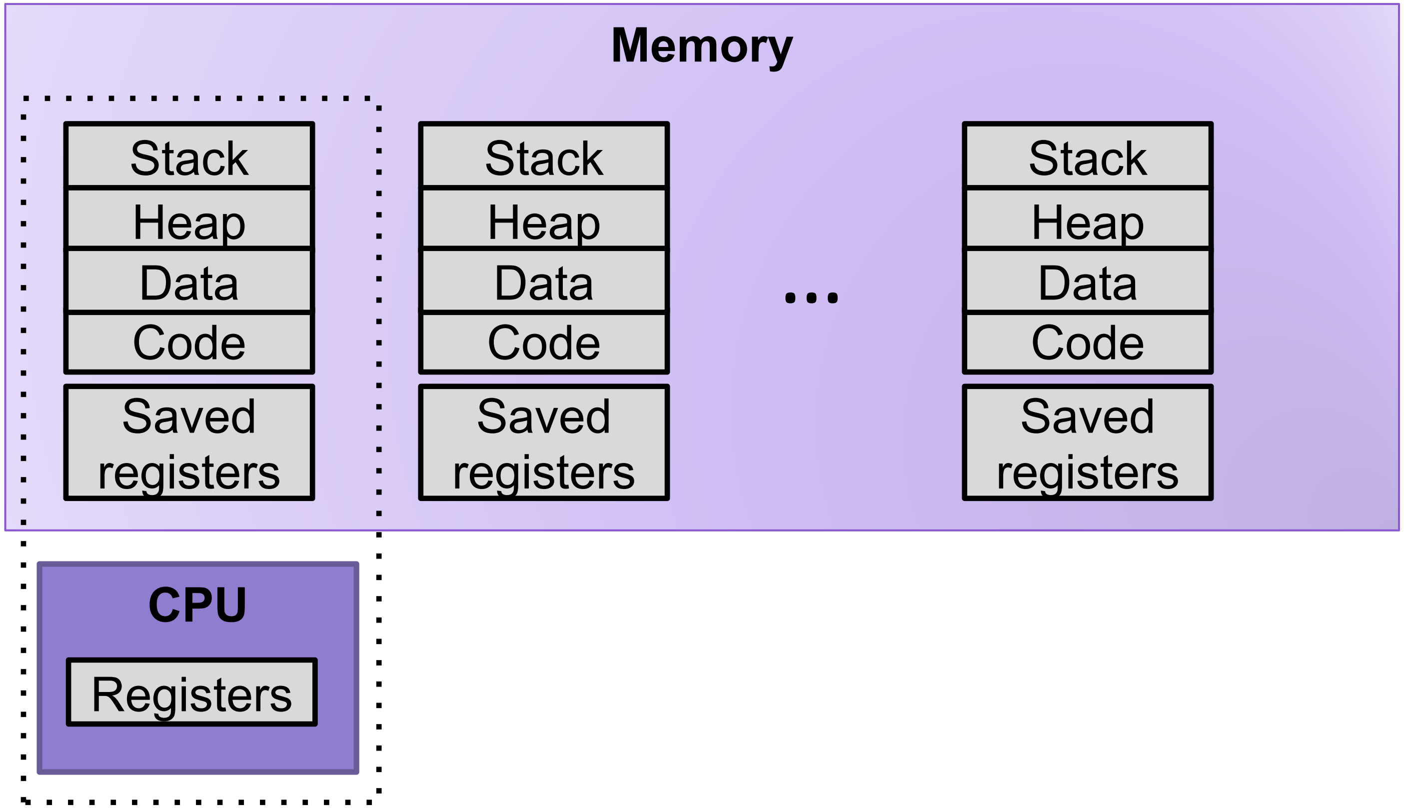
... and more!

Context Switching

- Processes are managed by a shared chunk of memory-resident kernel code
  - Important: the kernel code is not a separate process, but rather code and data structures that the OS uses to manage all processes
- Control flow passes from one process to another via a ***context switch***

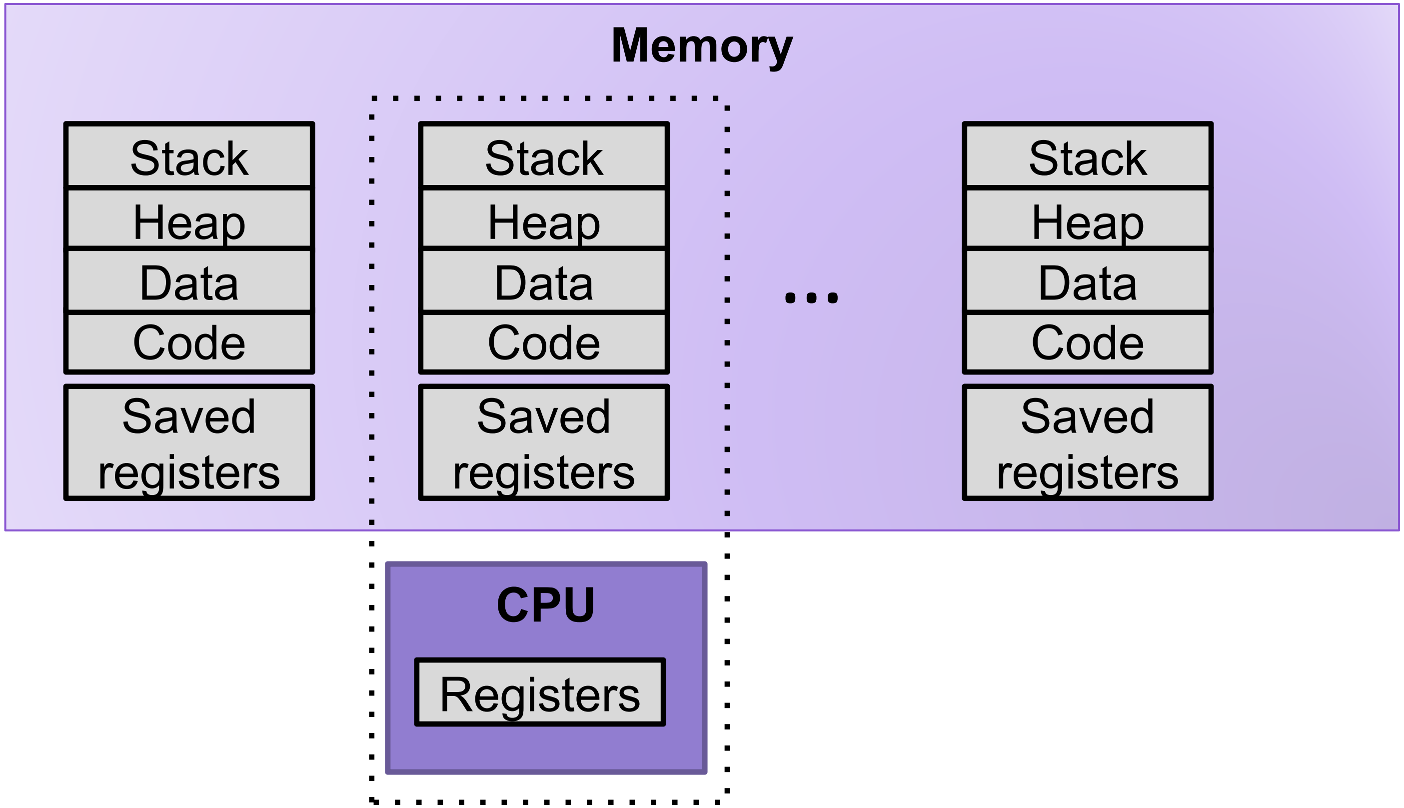


Multiprocessing: The (Traditional) Reality



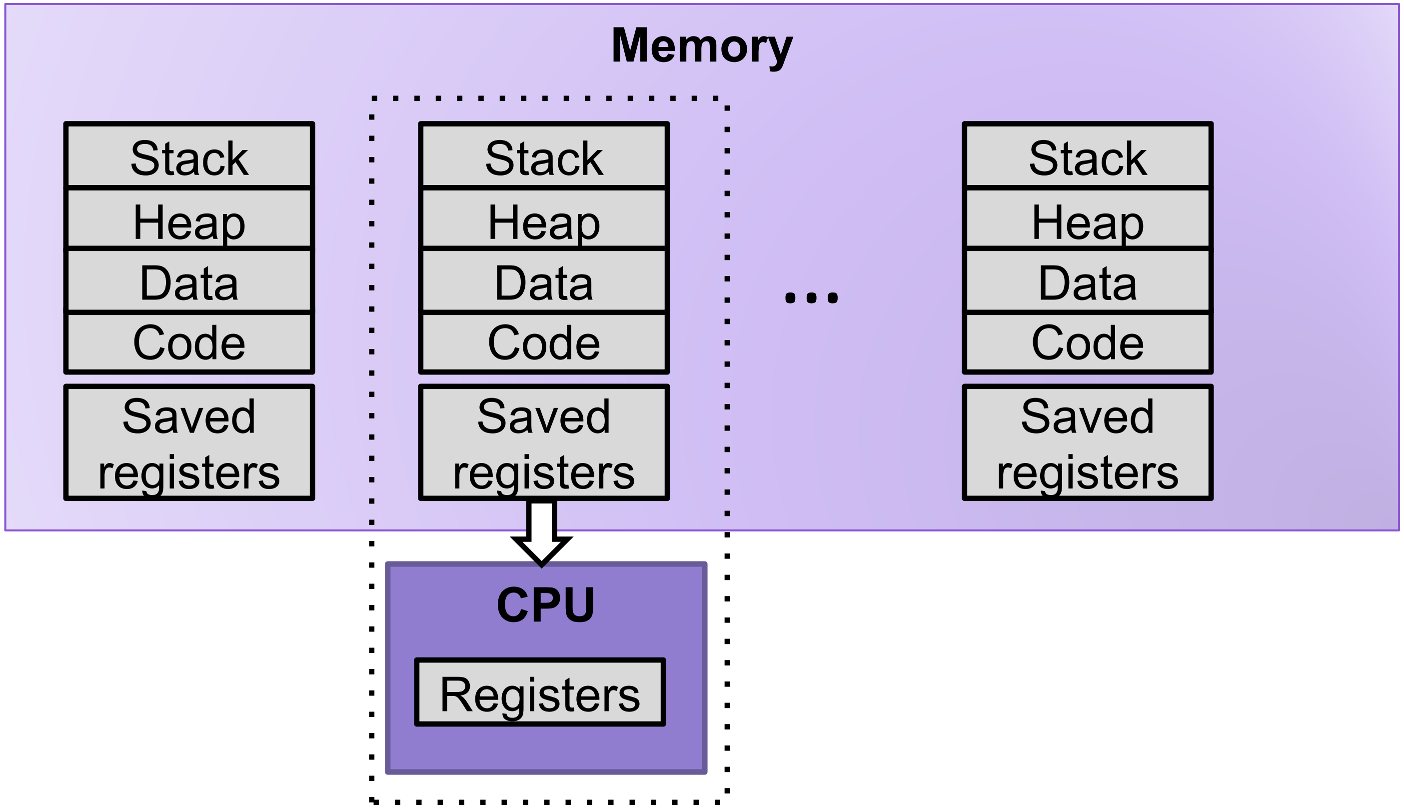
1. Save current registers to memory (in PCB)

Multiprocessing: The (Traditional) Reality



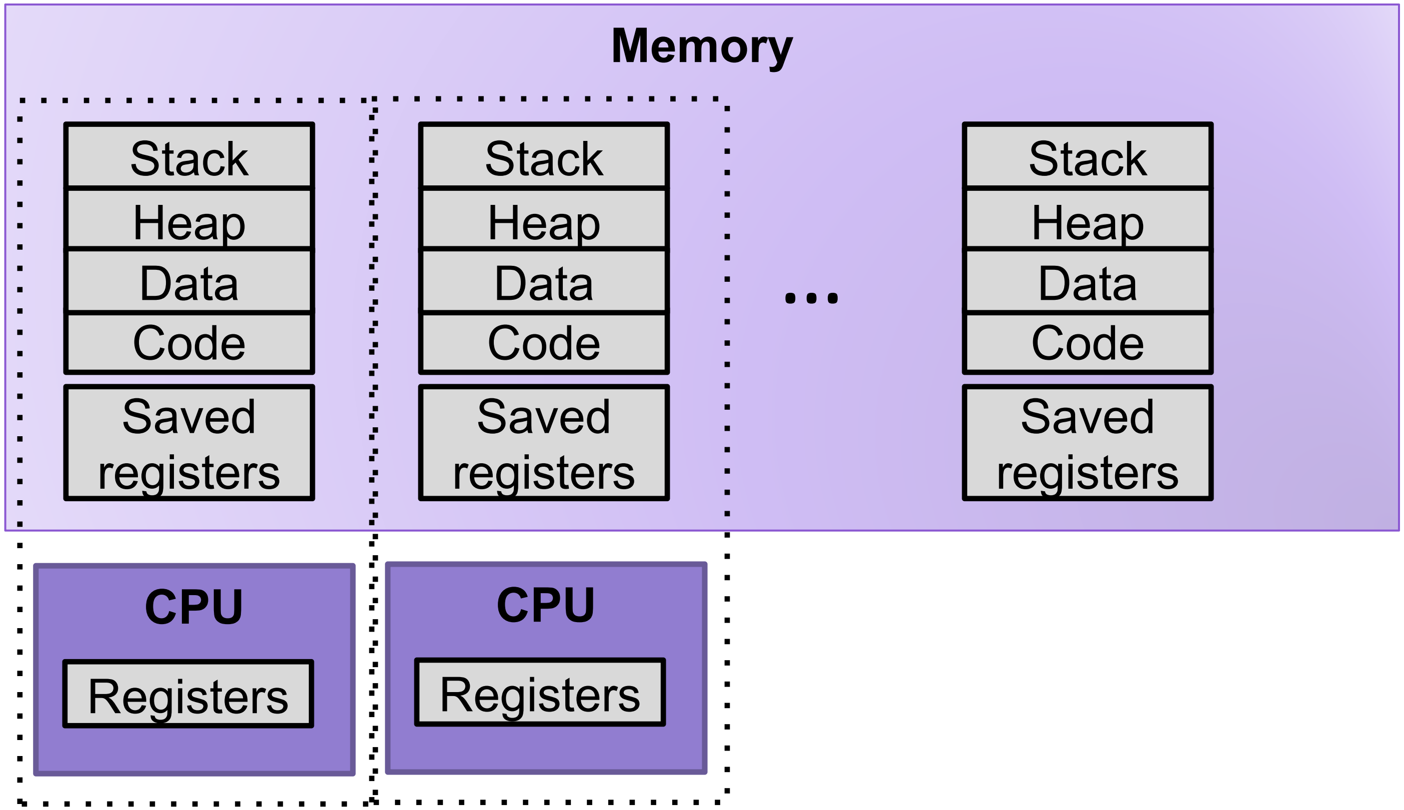
1. Save current registers to memory (in PCB)
2. Schedule next process for execution

Multiprocessing: The (Traditional) Reality



1. Save current registers to memory (in PCB)
2. Schedule next process for execution
3. Load saved registers and switch address space

Multiprocessing: The (Modern) Reality



- Multicore processors
  - Multiple CPUs on single chip
  - Share main memory (and some of the caches)
  - Each can execute a separate process
    - Scheduling of processors onto cores done by kernel

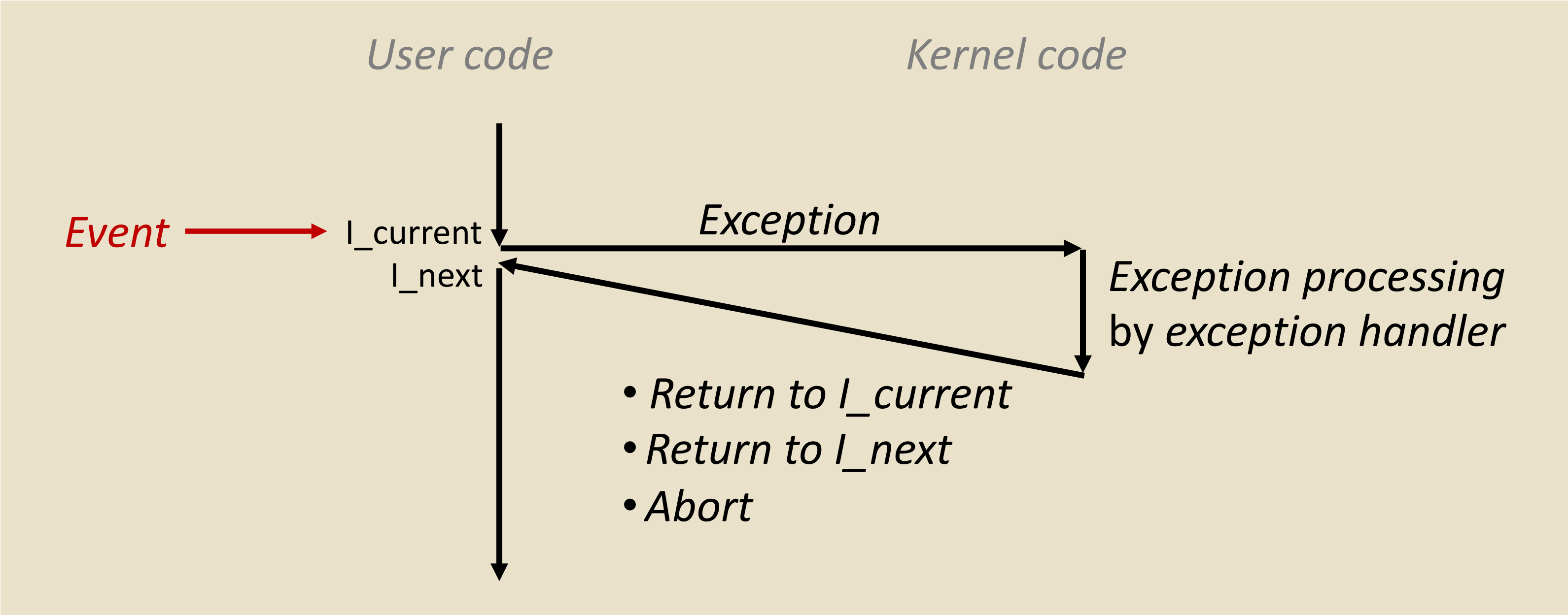
Interrupts (Asynchronous Exceptions)

- Caused by events external to the processor
  - Indicated by setting the processor's *interrupt pin*
  - Handler returns to "next" instruction

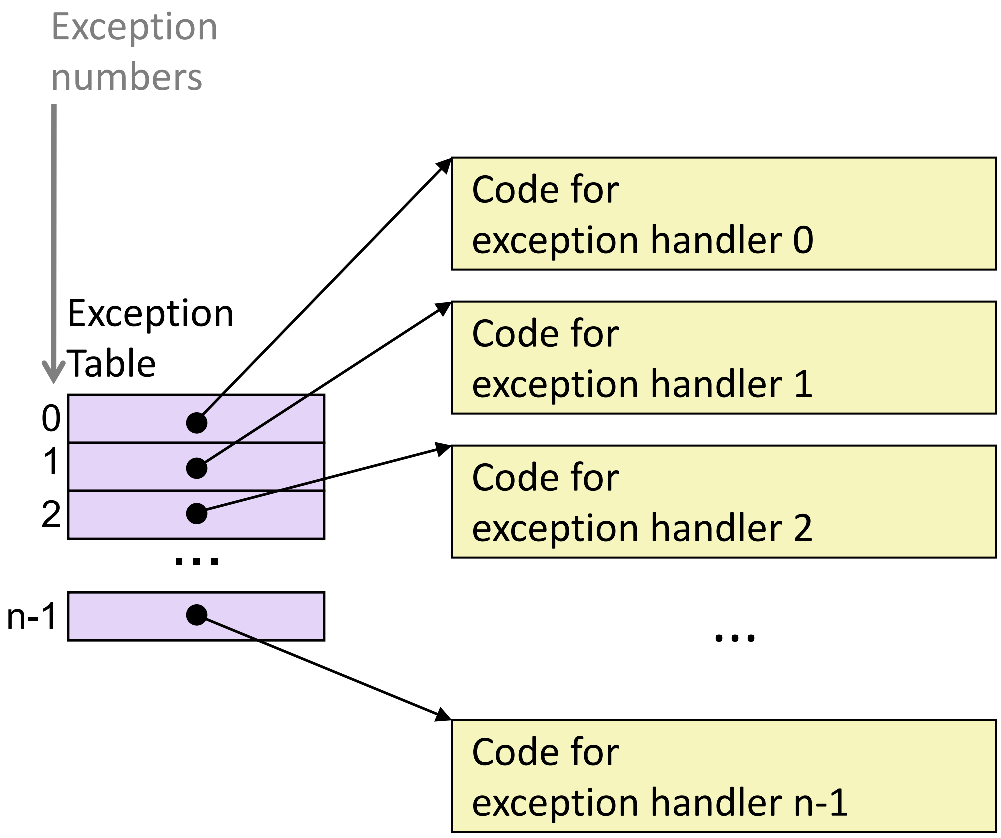
- Examples:
  - Timer interrupt
    - Every few ms, an external timer chip triggers an interrupt
    - Used by the kernel to take back control from user programs
  - I/O interrupt from external device
    - Hitting Ctrl-C at the keyboard
    - Arrival of a packet from a network
    - Arrival of data from a disk

Exceptions

- An **exception** is a transfer of control to the OS *kernel* in response to some *event* (i.e., change in processor state)
  - Kernel is the memory-resident part of the OS
  - Examples of events: timer interrupt, Divide by 0, page fault, I/O request completes, typing Ctrl-C



Exception Tables



- Each type of event has a unique exception number k
- k = index into exception table (a.k.a. interrupt vector)
- Handler k is called each time exception k occurs

Synchronous Exceptions

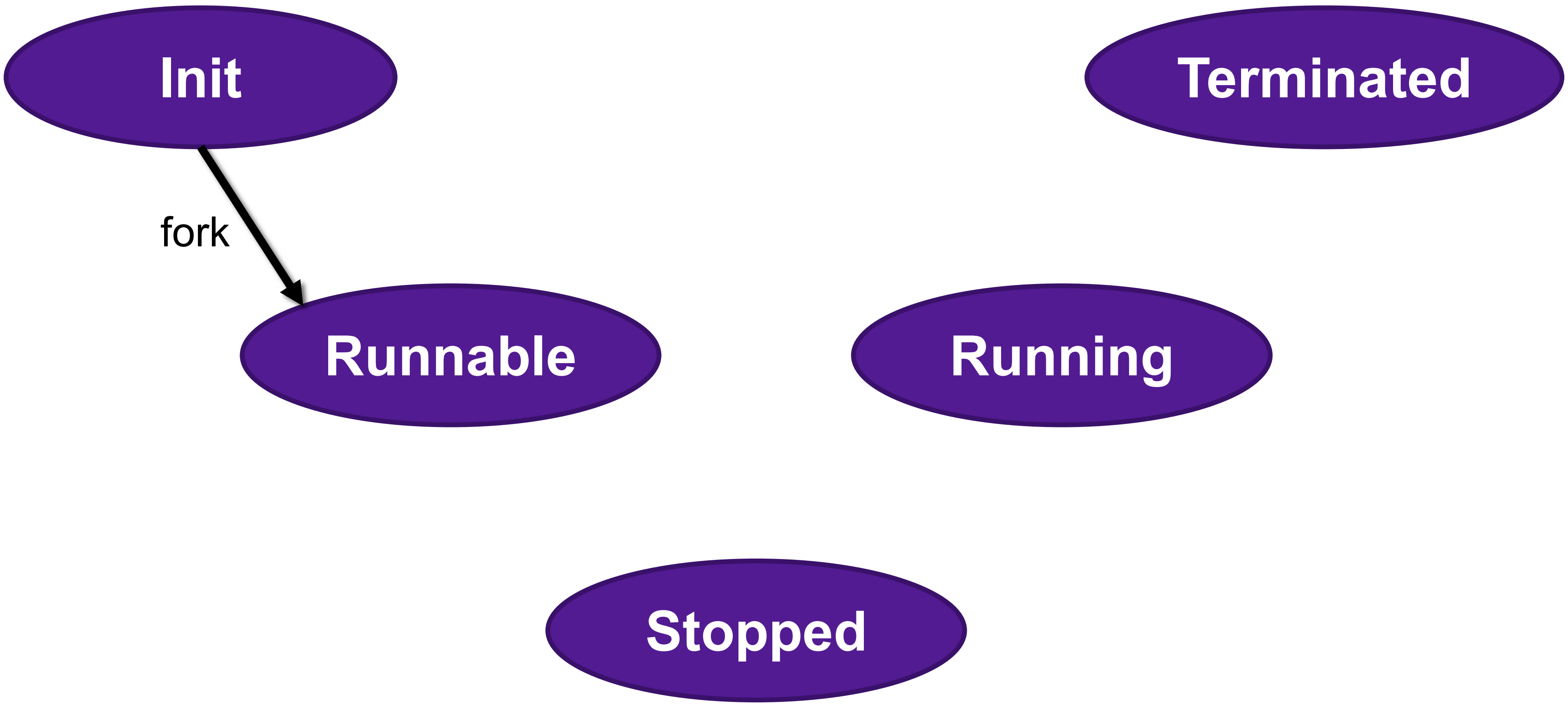
- Caused by events that occur as a result of executing an instruction:
  - ***Traps***
    - Intentional
    - Examples: ***system calls***, breakpoint traps, special instructions
    - Returns control to "next" instruction
  - ***Faults***
    - Unintentional but possibly recoverable
    - Examples: page faults (recoverable), protection faults (unrecoverable), floating point exceptions
    - Either re-executes faulting ("current") instruction or aborts
  - ***Aborts***
    - Unintentional and unrecoverable
    - Examples: illegal instruction, parity error, machine check
    - Aborts current program

Exercise 2: Context Switching

1) Explain the steps that an operating system goes through when the CPU receives an interrupt.

2) A hardware designer argues that there are now enough on-chip transistors to build a CPU with 1024 integer registers and 512 floating point registers. As a result, the compiler should almost never need to store anything on the stack. As a new operating systems expert, give your opinion of this design.

Process Life Cycle



Creating Processes

- *Parent process* creates a new running *child process* by calling `fork`

- `int fork(void)`
  - Returns 0 to the child process, child's PID to parent process
  - Child is *almost* identical to parent:
    - Child get an identical (but separate) copy of the parent's virtual address space.
    - Child gets identical copies of the parent's open file descriptors
    - Child has a different PID than the parent

- `fork` is interesting (and often confusing) because it is called *once* but returns *twice*

`fork` Example

```c
int main()
{
    pid_t pid;
    int x = 1;

    pid = Fork();
    if (pid == 0) {  /* Child */
        printf("child : x=%d\n", ++x);
        return 0;
    }

    /* Parent */
    printf("parent: x=%d\n", --x);
    return 0;
}
```

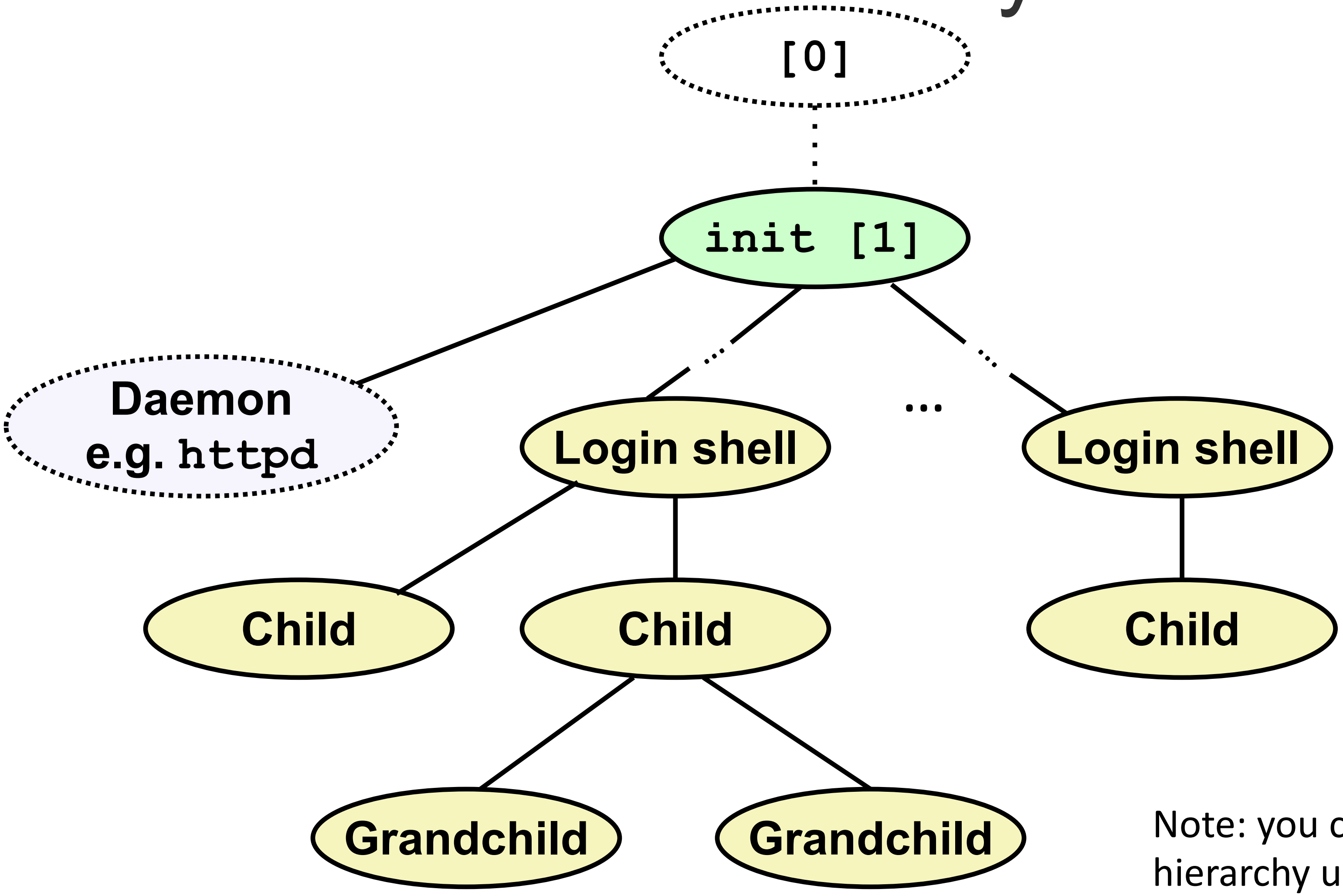
fork.c

- **Call once, return twice**
- **Duplicate but separate address space**
  - `x` has a value of 1 when fork returns in parent and child
  - Subsequent changes to `x` are independent
- **Shared open files**
  - `stdout` is the same in both parent and child

`execve`: Loading and Running Programs

- `int execve(char *filename, char *argv[], char *envp[])`
- Loads and runs in the current process:
  - Executable file **`filename`**
    - Can be object file or script file beginning with `#!interpreter` (e.g., `#!/bin/bash`)
  - …with argument list **`argv`**
    - By convention **`argv[0]==filename`**
  - …and environment variable list **`envp`**
    - "name=value" strings (e.g., `USER=droh`)
    - `getenv, putenv, printenv`
- Overwrites code, data, and stack
  - Retains PID, open files and signal context
- Called once and never returns
  - …except if there is an error

Linux Process Hierarchy

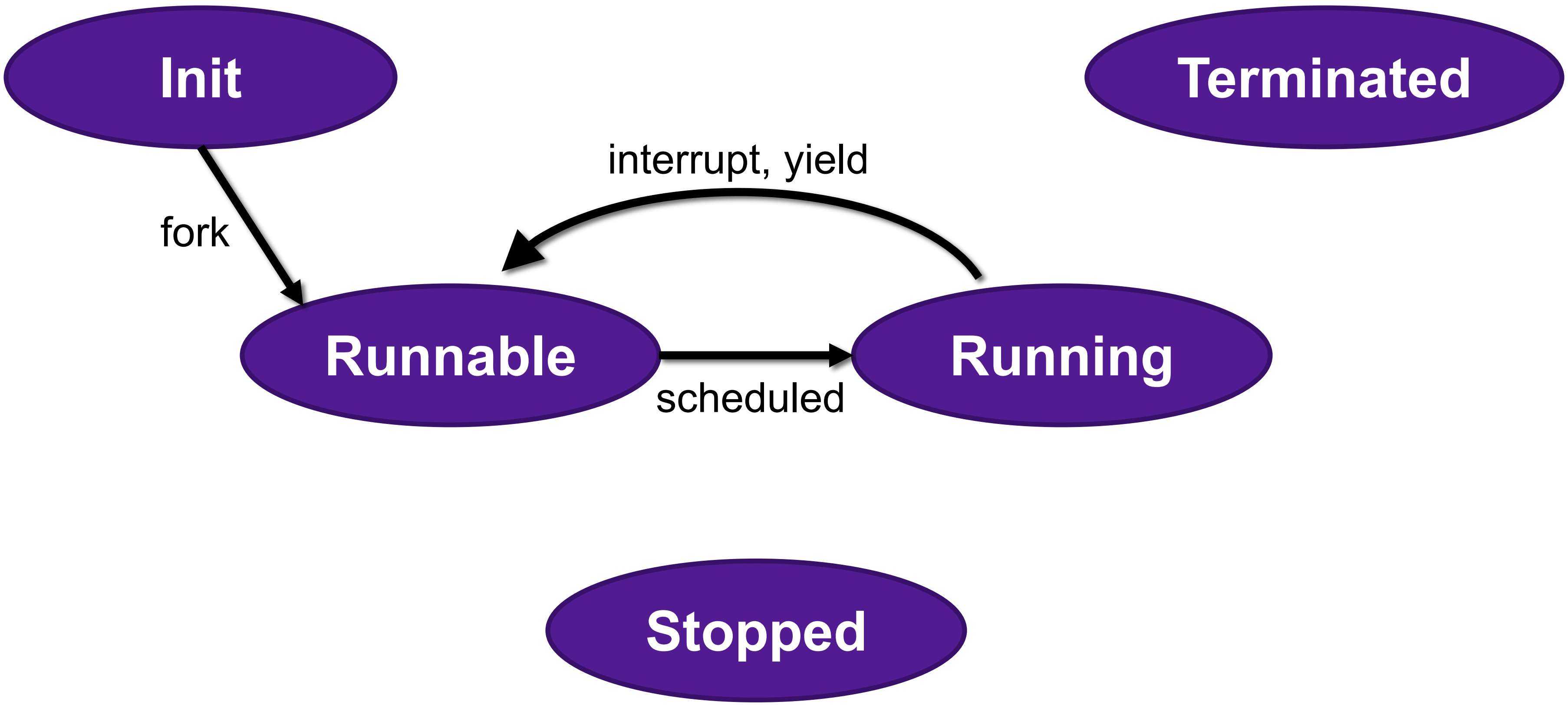


Note: you can view the hierarchy using the Linux `pstree` command

pstree on pom-itb-cs2

```
[ebac2018@pom-itb-cs2 ~]$ pstree
systemd─┬─NetworkManager───2*[{NetworkManager}]
        …
        ├─attacklab-repor
        ├─attacklab-reque
        ├─attacklab-resul
        ├─attacklab.pl
        …
        ├─crond
        ├─cupsd
        …
        ├─sshd─┬─sshd───sshd───bash───pstree
        │      └─28*[sshd───sshd───sftp-server]
        ├─systemd-journal
        ├─systemd-logind
        ├─systemd-udevd
        …
        └─xdg-permission-───2*[{xdg-permission-}]
```

Process Life Cycle



`fork` Example

```c
int main()
{
    pid_t pid;
    int x = 1;

    pid = Fork();
    if (pid == 0) {  /* Child */
        printf("child : x=%d\n", ++x);
        return 0;
    }

    /* Parent */
    printf("parent: x=%d\n", --x);
    return 0;
}
```

fork.c

- **Call once, return twice**
- **Duplicate but separate address space**
  - `x` has a value of 1 when fork returns in parent and child
  - Subsequent changes to `x` are independent
- **Shared open files**
  - `stdout` is the same in both parent and child
- **Concurrent execution**
  - Can’t predict execution order of parent and child

Modeling `fork` with Process Graphs

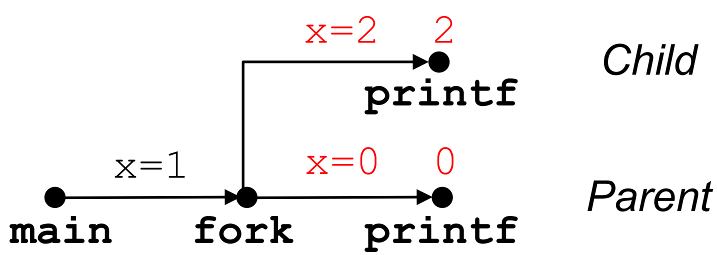
- A **process graph** is a useful tool for capturing the partial ordering of statements in a concurrent program:
  - Each vertex is the execution of a statement
  - a -> b means `a` happens before b
  - Edges can be labeled with current value of variables
  - `printf` vertices can be labeled with output
  - Each graph begins with a vertex with no inedges

- Any topological sort of the graph corresponds to a feasible total ordering.
  - Total ordering of vertices where all edges point from left to right

Process Graph Example

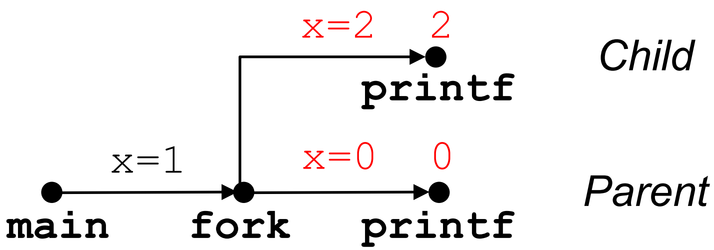
```c
int main()
{
    pid_t pid;
    int x = 1;

    pid = Fork();
    if (pid == 0) {  /* Child */
        printf("child : x=%d\n", ++x);
        return 0;
    }

    /* Parent */
    printf("parent: x=%d\n", --x);
    return 0;
}
```

fork.c

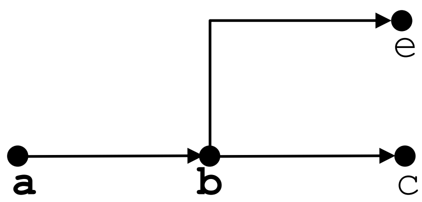


Interpreting Process Graphs

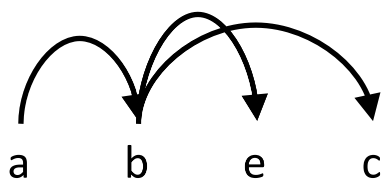
- Original graph:



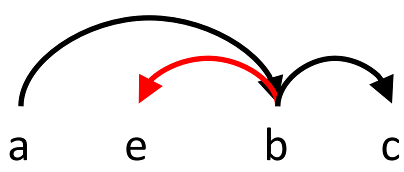
- Relabeled graph:



Feasible total ordering:

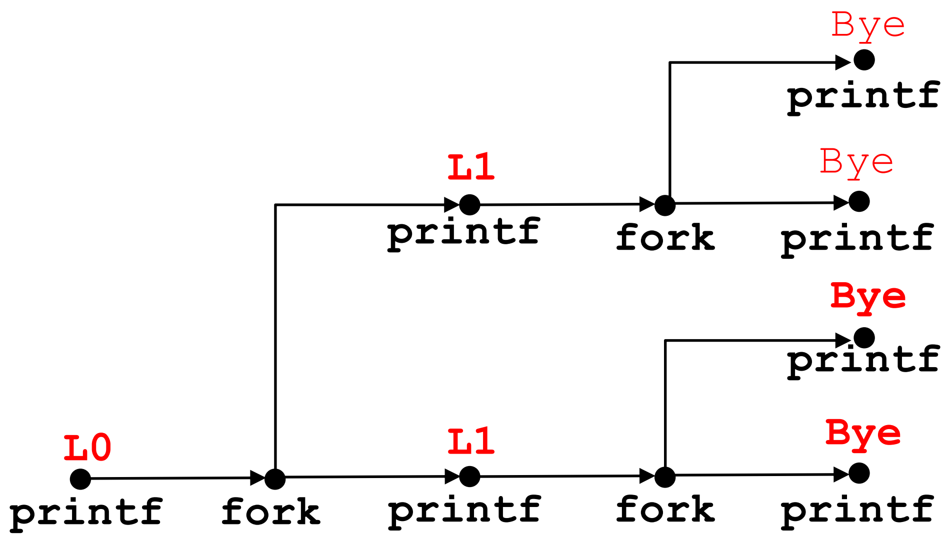


Infeasible total ordering:



fork Example: Two consecutive forks

```
void fork1()
{
    printf("L0\n");
    fork();
    printf("L1\n");
    fork();
    printf("Bye\n");
}
```



Which of these outputs are feasible?

L0	L0
L1	Bye
Bye	L1
Bye	Bye
L1	L1
Bye	Bye
Bye	Bye

Exercise 3: Forks and Scheduling

- For each of the following programs, draw the process graph and then determine which of the possible outputs are feasible

```
void fork2(){
    printf("L0\n");
    if (fork() != 0) {
        printf("L1\n");
        if (fork() != 0) {
            printf("L2\n");
        }
    }
    printf("Bye\n");
}
```

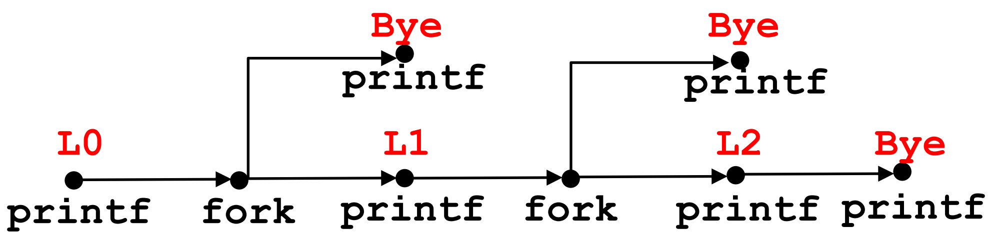
L0	L0
L1	Bye
Bye	L1
Bye	Bye
L2	Bye
Bye	L2

```
void fork3(){
    printf("L0\n");
    if (fork() == 0) {
        printf("L1\n");
        if (fork() == 0) {
            printf("L2\n");
        }
    }
    printf("Bye\n");
}
```

L0	L0
Bye	Bye
L1	L1
L2	Bye
Bye	Bye
Bye	L2

Exercise 3a

```
void fork2()
{
    printf("L0\n");
    if (fork() != 0) {
        printf("L1\n");
        if (fork() != 0) {
            printf("L2\n");
        }
    }
    printf("Bye\n");
}
```

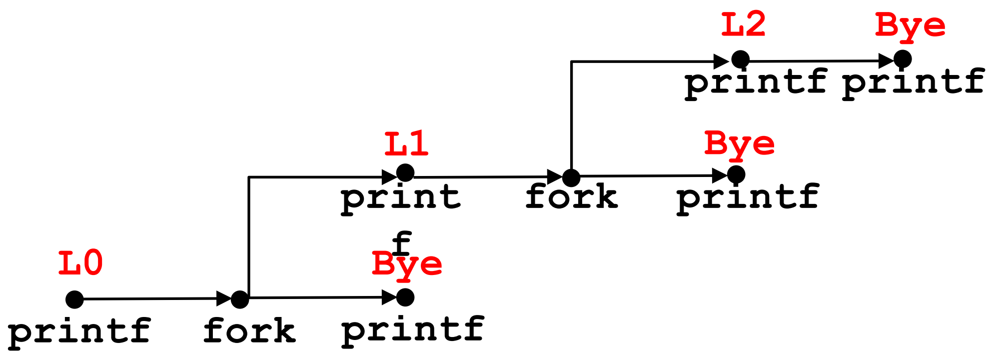


Which of these outputs are feasible?

L0	L0
L1	Bye
Bye	L1
Bye	Bye
L2	Bye
Bye	L2

Exercise 3b

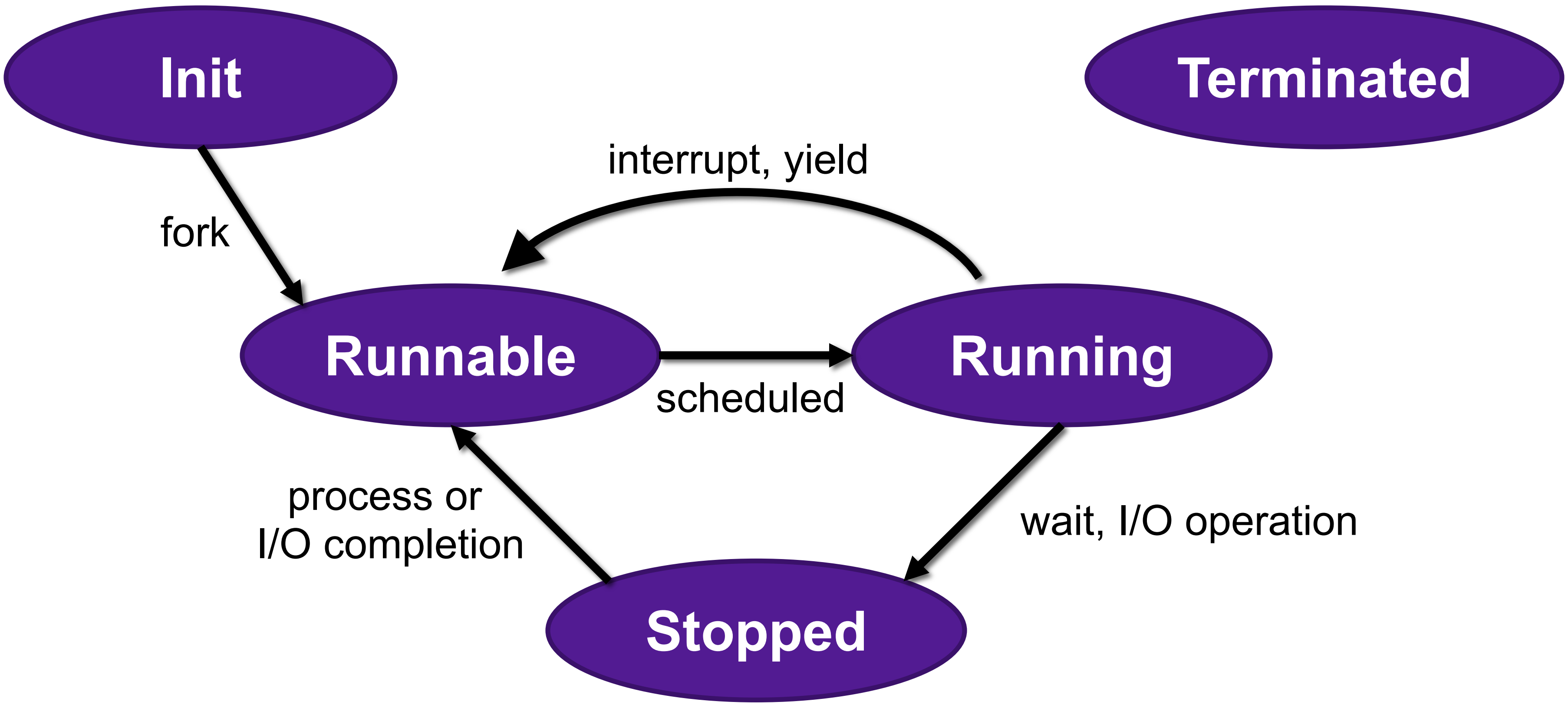
```
void fork3()
{
    printf("L0\n");
    if (fork() == 0) {
        printf("L1\n");
        if (fork() == 0) {
            printf("L2\n");
        }
    }
    printf("Bye\n");
}
```



Which of these outputs are feasible?

L0	L0
Bye	Bye
L1	L1
L2	Bye
Bye	Bye
Bye	L2

Process Life Cycle



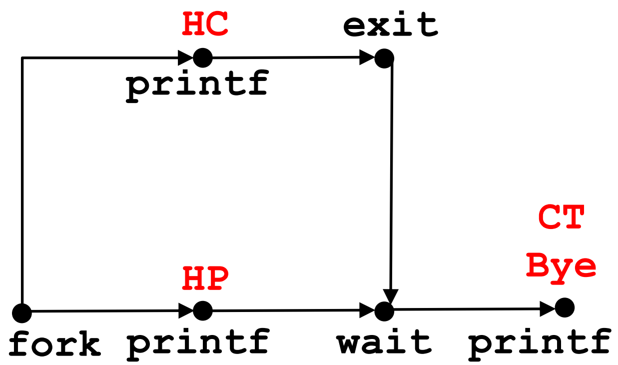
Reaping Children

- Reaping
  - Performed by parent on terminated child (using `wait` or `waitpid`)
  - Parent is given exit status information
  - Kernel then deletes zombie child process

- **`int wait(int *child_status)`**
  - Suspends current process until one of its children terminates
  - Return value is the **`pid`** of the child process that terminated
  - If **`child_status != NULL`**, then the integer it points to will be set to a value that indicates reason the child terminated and the exit status:
    - Checked using macros defined in `wait.h`
      - **`WIFEXITED, WEXITSTATIS, WIFSIGNALED, WTERMSIG, WIFSTOPPED, WSTOPSIG, WIFCONTINUED`**
      - See textbook for details

wait Example

```
void fork6() {
    int child_status;

    if (fork() == 0) {
        printf("HC: hello from child\n");
            exit(0);
    } else {
        printf("HP: hello from parent\n");
        wait(&child_status);
        printf("CT: child has terminated\n");
    }
    printf("Bye\n");
}
```



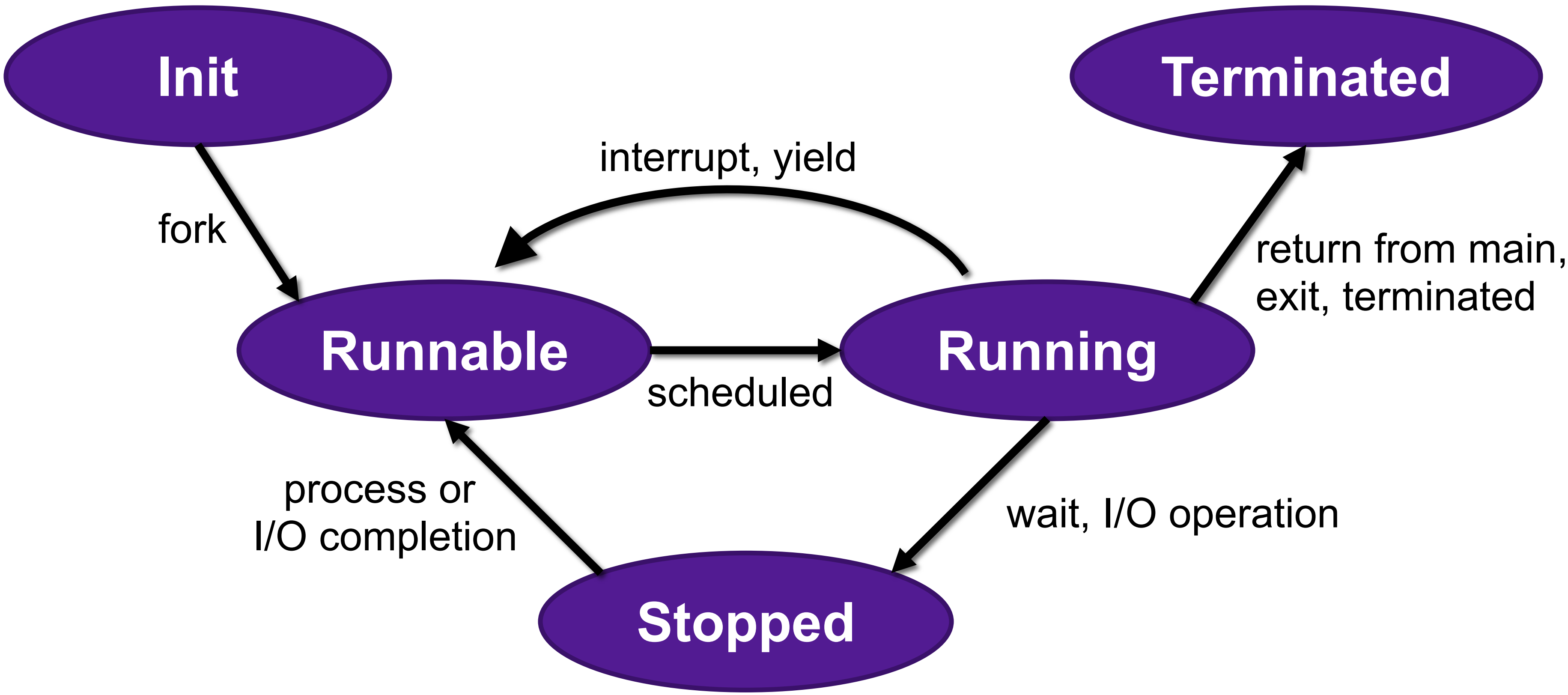
Feasible output:
HC
HP
CT
Bye

Infeasible output:
HP
CT
Bye
HC

Reaping Children

- What if parent doesn't reap?
  - If any parent terminates without reaping a child, then the orphaned child will be reaped by **`init`** process (pid == 1)
  - So, only need explicit reaping in long-running processes
    - e.g., shells and servers

Process Life Cycle



Terminating Processes

- Process becomes terminated for one of three reasons:
  - Returning from the `main` routine
  - Calling the `exit` function
  - Receiving a signal whose default action is to terminate

- `void exit(int status)`
  - Terminates with an **exit status** of `status`
  - Convention: normal return status is 0, nonzero on error
  - Another way to explicitly set the exit status is to return an integer value from the main routine

- `exit` is called once but never returns.

Exercise 4: Feedback

1. Rate how well you think this recorded lecture worked
    1. Better than an in-person class
    2. About as well as an in-person class
    3. Less well than an in-person class, but you still learned something
    4. Total waste of time, you didn't learn anything

2. Do you have any comments or suggestions for future classes?