Chapter 3: Processes
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- Process Concept
- Process Scheduling
- Operations on Processes
- Interprocess Communication
- Examples of IPC Systems
- Communication in Client-Server Systems
Objectives

- To introduce the notion of a process -- a program in execution, which forms the basis of all computation
- To describe the various features of processes, including scheduling, creation and termination, and communication
- To describe communication in client-server systems
An operating system executes a variety of programs:
- Batch system – jobs
- Time-shared systems – user programs or tasks

Textbook uses the terms *job* and *process* almost interchangeably.

Process – a program in execution; process execution must progress in sequential fashion.

A process includes:
- program counter
- stack
- data section
Process in Memory

- stack
- heap
- data
- text

max

0
As a process executes, it changes state

- **new**: The process is being created
- **running**: Instructions are being executed
- **waiting**: The process is waiting for some event to occur
- **ready**: The process is waiting to be assigned to a processor
- **terminated**: The process has finished execution
Diagram of Process State

- **new**
- **admitted**
- **interrupt**
- **exit**
- **terminated**
- **ready**
- **running**
- **waiting**
  - I/O or event completion
  - scheduler dispatch
  - I/O or event wait
Process Control Block (PCB)

Information associated with each process

- Process state
- Program counter
- CPU registers
- CPU scheduling information
- Memory-management information
- Accounting information
- I/O status information
Process Control Block (PCB)

- process state
- process number
- program counter
- registers
- memory limits
- list of open files
  - ...

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CPU Switch From Process to Process

- **Process $P_0$**
  - Executing
  - Interrupt or system call
    - Save state into PCB$_0$
    - ... (other steps)
    - Reload state from PCB$_1$
  - Idle

- **Operating System**
  - Interrupt or system call
    - Save state into PCB$_1$
    - ... (other steps)

- **Process $P_1$**
  - Executing
    - Reload state from PCB$_0$
  - Idle
Process Scheduling Queues

- **Job queue** – set of all processes in the system
- **Ready queue** – set of all processes residing in main memory, ready and waiting to execute
- **Device queues** – set of processes waiting for an I/O device
- Processes migrate among the various queues
Ready Queue And Various I/O Device Queues
Representation of Process Scheduling
Schedulers

- **Long-term scheduler** (or job scheduler) – selects which processes should be brought into the ready queue
- **Short-term scheduler** (or CPU scheduler) – selects which process should be executed next and allocates CPU
Addition of Medium Term Scheduling

Diagram showing the flow of processes through the system:
- Swap in partially executed swapped-out processes
- Ready queue
- CPU
- I/O
- I/O waiting queues
- Swap out
Schedulers (Cont)

- Short-term scheduler is invoked very frequently (milliseconds) ⇒ (must be fast)
- Long-term scheduler is invoked very infrequently (seconds, minutes) ⇒ (may be slow)
- The long-term scheduler controls the degree of multiprogramming
- Processes can be described as either:
  - **I/O-bound process** – spends more time doing I/O than computations, many short CPU bursts
  - **CPU-bound process** – spends more time doing computations; few very long CPU bursts
Context Switch

- When CPU switches to another process, the system must save the state of the old process and load the saved state for the new process via a context switch.
- Context of a process represented in the PCB.
- Context-switch time is overhead; the system does no useful work while switching.
- Time dependent on hardware support.
**Process Creation**

- **Parent** process create **children** processes, which, in turn create other processes, forming a tree of processes.
- Generally, process identified and managed via a **process identifier** (**pid**).
- **Resource sharing**
  - Parent and children share all resources
  - Children share subset of parent’s resources
  - Parent and child share no resources
- **Execution**
  - Parent and children execute concurrently
  - Parent waits until children terminate
Process Creation (Cont)

- Address space
  - Child duplicate of parent
  - Child has a program loaded into it
- UNIX examples
  - **fork** system call creates new process
  - **exec** system call used after a **fork** to replace the process’ memory space with a new program
Process Creation
C Program Forking Separate Process

```c
int main()
{
    pid_t pid;
    /* fork another process */
    pid = fork();
    if (pid < 0) { /* error occurred */
        fprintf(stderr, "Fork Failed");
        exit(-1);
    }
    else if (pid == 0) { /* child process */
        execlp("/bin/ls", "ls", NULL);
    }
    else { /* parent process */
        /* parent will wait for the child to complete */
        wait (NULL);
        printf ("Child Complete");
        exit(0);
    }
}
```
A tree of processes on a typical Solaris
Process Termination

- Process executes last statement and asks the operating system to delete it (**exit**)
  - Output data from child to parent (via **wait**)
  - Process’ resources are deallocated by operating system

- Parent may terminate execution of children processes (**abort**)
  - Child has exceeded allocated resources
  - Task assigned to child is no longer required
  - If parent is exiting
    - Some operating system do not allow child to continue if its parent terminates
      - All children terminated - **cascading termination**
Interprocess Communication

- Processes within a system may be independent or cooperating
- Cooperating process can affect or be affected by other processes, including sharing data
- Reasons for cooperating processes:
  - Information sharing
  - Computation speedup
  - Modularity
  - Convenience
- Cooperating processes need interprocess communication (IPC)
- Two models of IPC
  - Shared memory
  - Message passing
Communications Models

(a) process A
   process B
   kernel

(b) process A
    shared
    process B
    kernel
Cooperating Processes

- **Independent** process cannot affect or be affected by the execution of another process.
- **Cooperating** process can affect or be affected by the execution of another process.
- Advantages of process cooperation:
  - Information sharing
  - Computation speed-up
  - Modularity
  - Convenience
Producer-Consumer Problem

Paradigm for cooperating processes, producer process produces information that is consumed by a consumer process

- unbounded-buffer places no practical limit on the size of the buffer
- bounded-buffer assumes that there is a fixed buffer size
Bounded-Buffer – Shared-Memory Solution

- Shared data
  ```c
  #define BUFFER_SIZE 10
  typedef struct {
      . . .
  } item;

  item buffer[BUFFER_SIZE];
  int in = 0;
  int out = 0;

  Solution is correct, but can only use BUFFER_SIZE-1 elements
while (true) {
    /* Produce an item */
    while (((in = (in + 1) % BUFFER SIZE) == out) {
        /* do nothing -- no free buffers */
        buffer[in] = item;
        in = (in + 1) % BUFFER SIZE;
    }
}
while (true) {
    while (in == out)
        ; // do nothing -- nothing to consume

    // remove an item from the buffer
    item = buffer[out];
    out = (out + 1) % BUFFER SIZE;
    return item;
}
Interprocess Communication – Message Passing

- Mechanism for processes to communicate and to synchronize their actions
- Message system – processes communicate with each other without resorting to shared variables
- IPC facility provides two operations:
  - `send(message)` – message size fixed or variable
  - `receive(message)`
- If P and Q wish to communicate, they need to:
  - establish a communication link between them
  - exchange messages via send/receive
- Implementation of communication link
  - physical (e.g., shared memory, hardware bus)
  - logical (e.g., logical properties)
Implementation Questions

- How are links established?
- Can a link be associated with more than two processes?
- How many links can there be between every pair of communicating processes?
- What is the capacity of a link?
- Is the size of a message that the link can accommodate fixed or variable?
- Is a link unidirectional or bi-directional?
Direct Communication

- Processes must name each other explicitly:
  - send \((P, message)\) – send a message to process \(P\)
  - receive \((Q, message)\) – receive a message from process \(Q\)

- Properties of communication link
  - Links are established automatically
  - A link is associated with exactly one pair of communicating processes
  - Between each pair there exists exactly one link
  - The link may be unidirectional, but is usually bi-directional
Indirect Communication

- Messages are directed and received from mailboxes (also referred to as ports)
  - Each mailbox has a unique id
  - Processes can communicate only if they share a mailbox
- Properties of communication link
  - Link established only if processes share a common mailbox
  - A link may be associated with many processes
  - Each pair of processes may share several communication links
  - Link may be unidirectional or bi-directional
Indirect Communication

- Operations
  - create a new mailbox
  - send and receive messages through mailbox
  - destroy a mailbox
- Primitives are defined as:
  \[ \text{send}(A, message) \] – send a message to mailbox A
  \[ \text{receive}(A, message) \] – receive a message from mailbox A
Indirect Communication

- Mailbox sharing
  - \( P_1, P_2, \) and \( P_3 \) share mailbox A
  - \( P_1 \) sends; \( P_2 \) and \( P_3 \) receive
  - Who gets the message?

- Solutions
  - Allow a link to be associated with at most two processes
  - Allow only one process at a time to execute a receive operation
  - Allow the system to select arbitrarily the receiver. Sender is notified who the receiver was.
Synchronization

- Message passing may be either blocking or non-blocking

- **Blocking** is considered *synchronous*
  - **Blocking send** has the sender block until the message is received
  - **Blocking receive** has the receiver block until a message is available

- **Non-blocking** is considered *asynchronous*
  - **Non-blocking send** has the sender send the message and continue
  - **Non-blocking receive** has the receiver receive a valid message or null
Buffering

Queue of messages attached to the link; implemented in one of three ways

1. Zero capacity – 0 messages
   Sender must wait for receiver (rendezvous)

2. Bounded capacity – finite length of $n$ messages
   Sender must wait if link full

3. Unbounded capacity – infinite length
   Sender never waits
Examples of IPC Systems - POSIX

- POSIX Shared Memory
  - Process first creates shared memory segment
    \[
    \text{segment id} = \text{shmget}(\text{IPC PRIVATE}, \text{size}, \text{S IRUSR | S IWUSR});
    \]
  - Process wanting access to that shared memory must attach to it
    \[
    \text{shared memory} = (\text{char } *) \text{shmat(id, NULL, 0)};
    \]
  - Now the process could write to the shared memory
    \[
    \text{sprintf(shared memory, "Writing to shared memory")};
    \]
  - When done a process can detach the shared memory from its address space
    \[
    \text{shmdt(shared memory)};
    \]
Examples of IPC Systems - Mach

- Mach communication is message based
  - Even system calls are messages
  - Each task gets two mailboxes at creation - Kernel and Notify
  - Only three system calls needed for message transfer
    msg_send(), msg_receive(), msg_rpc()
  - Mailboxes needed for communication, created via
    port_allocate()
Examples of IPC Systems – Windows XP

- Message-passing centric via local procedure call (LPC) facility
  - Only works between processes on the same system
  - Uses ports (like mailboxes) to establish and maintain communication channels
  - Communication works as follows:
    - The client opens a handle to the subsystem’s connection port object
    - The client sends a connection request
    - The server creates two private communication ports and returns the handle to one of them to the client
    - The client and server use the corresponding port handle to send messages or callbacks and to listen for replies
Local Procedure Calls in Windows XP
Communications in Client-Server Systems

- Sockets
- Remote Procedure Calls
- Remote Method Invocation (Java)
Sockets

- A socket is defined as an *endpoint for communication*
- Concatenation of IP address and port
- The socket **161.25.19.8:1625** refers to port **1625** on host **161.25.19.8**
- Communication consists between a pair of sockets
Socket Communication

host X
(146.86.5.20)

socket
(146.86.5.20:1625)

web server
(161.25.19.8)

socket
(161.25.19.8:80)
Remote Procedure Calls

- Remote procedure call (RPC) abstracts procedure calls between processes on networked systems
- **Stubs** – client-side proxy for the actual procedure on the server
- The client-side stub locates the server and *marshalls* the parameters
- The server-side stub receives this message, unpacks the marshalled parameters, and performs the procedure on the server
Execution of RPC

- User calls kernel to send RPC message to procedure X.
- Kernel sends message to matchmaker to find port number.
- Kernel places port P in user RPC message.
- Kernel sends RPC message.
- Kernel receives reply, passes it to user.
- Matchmaker receives message, looks up answer.
- Matchmaker replies to client with port P.
- Daemon listening to port P receives message.
- Daemon processes request and processes send output.
Remote Method Invocation

- Remote Method Invocation (RMI) is a Java mechanism similar to RPCs.
- RMI allows a Java program on one machine to invoke a method on a remote object.
Marshalling Parameters

```
val = server.someMethod(A, B)
```

```
boolean someMethod(Object x, Object y)
{
    implementation of someMethod
    ...
}
```

```
stub
```

```
skeleton
```

```
A, B, someMethod
```

```
boolean return value
```
End of Chapter 3