Chapter 2

Using the Operating system

Last lecture review

- Resources
  - Resource abstraction
  - Resource sharing/isolation
- Terminology
  - Multiprogramming
  - Multitasking
  - Concurrency
Last lecture review... ctd.

- Different OS strategies
  - batch
  - timesharing
  - personal computers
  - real time systems
  - network of computers

Chapter 2: Using the OS
Resource Descriptors

- The OS implements Abstraction of each of this
  - Unit of Computation is a ‘process’
  - Unit of information storage is a ‘file’

- For each resource abstraction (file, memory, processor), OS maintains a resource descriptor

- Resource descriptor:
  - Identify resources
  - Current state
  - What process it is associated with, if it is allocated
  - Number and identity of available units

Resource Descriptors...

- File descriptor:
  - File name
  - File type (Sequential, Indexed, ...)
  - Owner
  - State (Open, Closed)
  - Extents (mapping to the physical storage)

- Process descriptor
  - Object program (Program text)
  - Data segment
  - Process Status Word (PSW) – executing, waiting, ready
  - Resources acquired
Process & Process Descriptor

Contents of a descriptor maps directly to the Abstract Machine provided by the OS

```
F I G U R E 2.2
A Process

Static variables

Code

PC, status, exec time priority

Interface provided by OS

Program Text

Data

Process Status

Resources

Files, etc.

Abstract Machine Environment
```

Process

- 3 units of computations:
  - Process
  - Thread
  - Object

- Process: ‘heavy-weight’ process
  - OS overhead to **create and maintain descriptor** is expensive

- Thread: “light-weight” process
  - OS maintains minimal internal state information

- Objects: ‘heavy-weight’ process
  - Instantiation of a class
One Program / Multiple Instantiations

Example

```c
int main() {
    int a;
    cin >> a;
    switch (a) {
        case 1: do_fun1(); break;
        case 2: do_fun2(); break;
        case 3: do_fun3(); break;
    }
}
```

What happens if three users on an UNIX machine simultaneously run this program with different values of a?
UNIX Processes

- Dynamically allocated variables
- Runtime stack

Thread

- Thread: light-weight process
  - OS maintains minimal internal state information

- Usually instantiated from a process

- Each thread has its OWN unique descriptor
  - Data, Thread Status Word (TSW)

- SHARES with the parent process (and other threads)
  - Program text
  - Resources
  - Parent process data segment
Thread...

Each thread is sharing/executing the EXACT same code

Shared components
Only 1 copy of descriptor in OS

Unique for each thread
Minimal info
=> Light-weight

Threads... example

Multiple lightweight processes; one resource allocated
=> Only one physical resource has to be maintained by OS
=> Less OS overhead, better response time

Manipulated by individual threads

Each thread manipulates part of the physical screen, i.e. a window

Threads share access to physical screen
- Screen resource allocated to heavyweight process
Objects

- Objects:
  - Derived from SIMULA ’67
  - Defined by classes
  - Autonomous

- Classes
  - Abstract Data Types (ADT)
  - Private variables

- An instantiation of a class is an Object

Objects

- Objects are heavy-weight processes
  - have full descriptors

- Object communicate via Message passing

- OOP:
  - Appeals to intuition
  - Only recently viable
    - Overhead of instantiation and communication
Computational Environment

- When OS is started up
  - Machine abstraction created
    - Hides hardware from User and Application
  - Instantiates processes that serve as the user interface or "Shell"
    - Shell (UI) instantiates user processes

- Consider UNIX:
  
  UNIX → getty → shell → user process

- What are the advantages & disadvantages of so many processes just to execute a program?

Advantages & Disadvantages

- Advantages...
  Each process (UNIX, getty, shell, ...) has its own ‘protected’ execution environment
  - If child process fails from fatal errors, no (minimal) impact on parent process

- Disadvantages...
  OS overhead in
  - Maintaining process status
  - Context switching
Process Creation – UNIX fork()

- Creates a child process that is a ‘Thread’
- Child process is duplicate (initially) of the parent process – except for the process id
- Shares access to all resources allocated at the time of instantiation and Text
- Has duplicate copy of data space BUT is its own copy and it can modify only its own copy

If a child Process requests / receives a resource, does the parent or other children have access to it?

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Process creation - fork()... example

```c
int pidValue;

.. 
pidValue = fork(); /* creates a child process */
if(pidValue == 0) {
    /* pidValue is ZERO for child, nonzero for parent */
    /* The child executes this code concurrently with Parent */
    childsPlay(..); /* A locally-liked procedure */
    exit(0); /* Terminate the child */
}
/* The Parent executes this code concurrently with the child */
.. 
wait(..); /* Parent waits for Child’s to terminate */
```

UNIX process creation : fork() facility

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Process creation – Unix fork()...

- Child/Parent code executed based on the pid value in “local” data space
  - For parent process, pid value returned is that of the child (non-zero)
  - For child process, pid value returned is 0

- pidvalue returned to parent process is non-Zero

- Therefore, fork() creates a new LW process

![Diagram of process creation with fork()](image)

Process Creation – Unix exec()

- Turns LW process into autonomous HW process

- fork()
  - Creates new process

- exec()
  - Brings in new program to be executed by that process
  - New text, data, stack, resources, PSW, etc.
    BUT using same (expanded) process descriptor entries

In effect, the “exec’ed” code overlays “exec’ing” code
```c
int pid;
...
    /* Setup the argv array for the child */
    ...
    if((pid = fork()) == 0) { /* Create a child */
        /* The child process executes changes to its own program */
        execve( new_program.out , argv , 0 );
        /* Only return from an execve call if it fails */
        printf("Error in execve");
        exit(0); /* Terminate the child */
    }
    /* Parent executes this code */
    ...
    wait(...); /* Parent waits for Child’s to terminate */
```

**UNIX process creation: exec() facility**

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