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

One Program / Multiple Instantiations

Note:
Each Process has its own descriptor - text (shared), data...
Only one process active at a time (context switching)
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

UNIX Processes

- Dynamically allocated variables
- Runtime stack

![UNIX Processes Diagram]
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

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Thread ...

![Diagram of Thread and Process]

- Each thread is sharing/executing the EXACT same code
- Shared components
- Only 1 copy of descriptor in OS
- Unique for each thread
- Minimal info

**Figure 2.9**
A Process and a Family of Threads

=> 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

![](image)

- 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?
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

![Process creation diagram](attachment:image.png)
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

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