Chapter 2: Using the OS

Basic abstraction
Abstract Machine Entities

- **Process**: A sequential program in execution
- **Resource**: Any abstract resource that a process can request, and which may cause the process to be blocked if the resource is unavailable.
- **File**: A special case of a resource. A linearly-addressed sequence of bytes. “A byte stream.”

Algorithms, Programs, and Processes
Classic Process

- OS implements {abstract machine} – one per task
- **Multiprogramming** enables N programs to be space-muxed in executable memory, and time-muxed across the physical machine processor.
- Result: Have an environment in which there can be multiple programs in execution **concurrently***, each as a processes

* Concurrently: Programs appear to execute simultaneously

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Process Abstraction

![Process Abstraction Diagram]
Example

```cpp
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`?

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Processes Sharing a Program

![Diagram showing processes sharing a program](Shared Program Text)
Modern Process & Thread

- Divide classic process:
  - *Process* is an infrastructure in which execution takes place – address space + resources
  - *Thread* is a program in execution within a process context – each thread has its own stack

A Process with Multiple Threads

- Thread (Execution Engine)
More on Processes

- Abstraction of *processor* resource
  - Programmer sees an *abstract machine environment* with spectrum of resources and a set of resource addresses (most of the addresses are memory addresses)
  - User view is that its program is the only one in execution
  - OS perspective is that it runs one program with its resources for a while, then switches to a different process (*context switching*)
- OS maintains
  - A *process descriptor* data structure to implement the process abstraction
    - Identity, owner, things it owns/accesses, etc.
    - Tangible element of a process
  - Resource descriptors for each resource

Address Space

- Process must be able to reference every resource in its abstract machine
- Assign each unit of resource an address
  - Most addresses are for memory locations
  - Abstract device registers
  - Mechanisms to manipulate resources
- Addresses used by one process are inaccessible to other processes
- Say that each process has its own *address space*
Shared Address Space

- Classic processes sharing program ⇒ shared address space support
- Thread model simplifies the problem
  - All threads in a process implicitly use that process’s address space, but no “unrelated threads” have access to the address space
  - Now trivial for threads to share a program and data
    - If you want sharing, encode your work as threads in a process
    - If you do not want sharing, place threads in separate processes

Process & Address Space
UNIX Processes

- Each process has its own address space
  - Subdivided into text, data, & stack segment
  - a.out file describes the address space
- OS kernel creates descriptor to manage process
- Process identifier (PID): User handle for the process (descriptor)
- Try “ps” and “ps -aux” (read man page)
Creating/Destroying Processes

- **UNIX fork()** creates a process
  - Creates a new address space
  - Copies text, data, & stack into new address space
  - Provides child with access to open files
- **UNIX wait()** allows a parent to wait for a child to terminate
- **UNIX exec()** allows a child to run a new program

```c
int pidValue;
...
pidValue = fork();    /* Creates a child process */
if(pidValue == 0) {
    /* pidValue is 0 for child, nonzero for parent */
    /* The child executes this code concurrently with parent */
    childsPlay(...);    /* A procedure linked into a.out */
    exit(0);
}
/* The parent executes this code concurrently with child */
parentsWork(..);
wait(...);
...```

Creating a UNIX Process
Child Executes a different Program

```c
int pid;
...
/* Set up the argv array for the child */
...
/* Create the child */
if((pid = fork()) == 0) {
    /* The child executes its own absolute program */
    execve(childProgram.out, argv, 0);
    /* Only return from an execve call if it fails */
    printf("Error in the exec ... terminating the child ...");
    exit(0);
}
...
wait(...);   /* Parent waits for child to terminate */
...
```

Example: Parent

```c
#include        <sys/wait.h>
#define NULL    0
int main (void)
{
    if (fork() == 0){   /* This is the child process */
        execve("child",NULL,NULL);
        exit(0);        /* Should never get here, terminate */
    }
    /* Parent code here */
    printf("Process[%d]: Parent in execution ...
", getpid());
    sleep(2);
    if(wait(NULL) > 0) /* Child terminating */
        printf("Process[%d]: Parent detects terminating child 
", getpid());
        printf("Process[%d]: Parent terminating ...
", getpid());
}
```
```c
int main (void)
{
    /* The child process's new program
       This program replaces the parent's program */

    printf("Process[%d]: child in execution ...\n", getpid());
    sleep(1);
    printf("Process[%d]: child terminating ...\n", getpid());
}
```
UNIX Files

- UNIX and NT try to make every resource (except CPU and RAM) look like a file
- Then can use a common interface:

```c
#include <stdio.h>
#include <fcntl.h>

int main() {
    int inFile, outFile;
    char *inFileName = "in_test";
    char *outFileName = "out_test";
    int len;
    char c;

    inFile = open(inFileName, O_RDONLY);
    outFile = open(outFileName, O_WRONLY);
    /* Loop through the input file */
    while ((len = read(inFile, &c, 1)) > 0)
        write(outFile, &c, 1);
    /* Close files and quit */
    close(inFile);
    close(outFile);
}
```
Shell Command Line Interpreter

Interactive User

Shell Program

Application & System Software

OS System Call Interface

OS

The Shell Strategy

% grep first f3

read keyboard

Shell Process

fork a process

Process to execute command

f3

read file
Bootstrapping

- Computer starts, begins executing a bootstrap program -- initial process
- Loads OS from the disk (or other device)
- Initial process runs OS, creates other processes

Initializing a UNIX Machine

```plaintext
Serial Port A
Serial Port B
Serial Port C
Serial Port Z

/etc/passwd

getty
```
Objects

- A recent trend is to replace processes by objects
- Objects are autonomous
- Objects communicate with one another using messages
- Popular computing paradigm
- Too early to say how important it will be ...