

# Processes (Part II)

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# Process States

OS's keep track of the status of each process.

- **RUNNING:**
  - This process is executing its instructions on a CPU
- **READY:**
  - This process is ready to execute on a CPU, but currently is not (it is waiting for a CPU to be assigned)
- **BLOCKED:**
  - This process is not ready to execute on a CPU, because it is waiting for some event
  - it cannot currently make use of a CPU even if one is available

NB: in systems whose kernel supports multi-threading, the states are maintained for each thread separately.

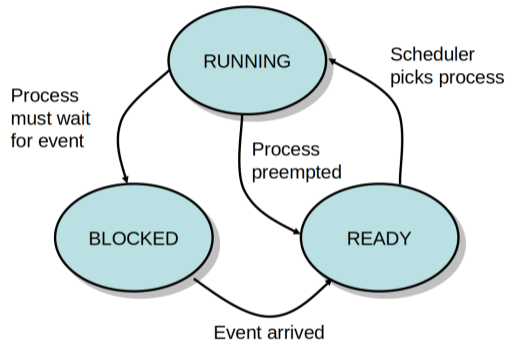


Figure 1: Basic Process State Diagram

# Process State Transitions

- **RUNNING → BLOCKED**: process cannot continue because it first must wait for something, e.g.
  - for input (keystroke, file from disk, network message, data from Unix pipe)
  - for exclusive access to a resource (acquire a lock)
  - for a signal from another thread/process
  - for time to pass (e.g., `sleep(2)` sys call)
  - for a child process to terminate
- **BLOCKED → READY**: process becomes ready when that something finally becomes available
  - OS adds process to a ready queue data structure
- **READY → RUNNING**: process is chosen by the scheduler
  - only 1 process can be chosen per CPU
  - requires scheduling policy if demands exceeds supply
- **RUNNING → READY**: process is descheduled
  - OS preempted the process to give another READY process a turn
  - or, rarely, process voluntarily yielded the CPU

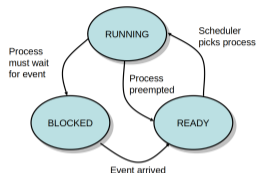


Figure 2: Basic Process State Diagram

# Discussion Questions

- 1 What happens if an  $n$  CPU system has exactly  $n$  READY processes?
- 2 What happens if an  $n$  CPU system has 0 READY processes?
- 3 What happens if an  $n$  CPU system has  $k < n$  READY processes?
- 4 What happens if an  $n$  CPU system has  $2n$  READY processes?
- 5 What happens if an  $n$  CPU system has  $m \gg n$  READY processes?
- 6 What is a typical number of BLOCKED/READY/RUNNING processes in a system (e.g. your phone or laptop?)
- 7 How does the code you write influence the proportion of time your program spends in the READY/RUNNING state?
- 8 How can the number of processes in the READY/RUNNING state be used to measure CPU demand?
- 9 Assuming the same functionality is achieved, is it better to write code that causes a process to spend most of its time BLOCKED, or READY?

## Answers (in permuted order)

- 1 Prefer BLOCKED to READY because it does not consume CPU; use OS facilities to wait for events rather than poll in a loop
- 2 150 – 500 BLOCKED, and 0 – 2 RUNNING
- 3 Every process takes about twice as long as it normally would
- 4 The load average is a weighted moving average of the size of the ready queue (including RUNNING processes); it says how many CPUs could be kept busy
- 5 System becomes very laggy, processes take much longer than normal
- 6  $n - k$  CPUs are idle,  $k$  CPUs run exactly 1 process
- 7 Each CPU runs exactly 1 process
- 8 Performing computation without performing I/O means the process is READY at all times and will be RUNNING if scheduled.
- 9 The system is idle and goes into a low-power mode

# Process States in Linux and other OS

- Our model is simplified, real OS often maintain state diagrams with 5-15 states for their threads/tasks
- Case study: Linux uses the following states:

## Linux Process States

D	uninterruptible sleep (usually IO)
I	Idle kernel thread
R	running or runnable (on run queue)
S	interruptible sleep (waiting for an event to complete)
T	stopped by job control signal
t	stopped by debugger during the tracing
W	paging (not valid since the 2.6.xx kernel)
X	dead (should never be seen)
Z	defunct ("zombie") process, terminated but not reaped by its parent

## Thinking Question

Why does Linux not distinguish between RUNNING and READY?

# Process States and Job Control

- Job control: Some systems provide the ability to stop (suspend) a process for some time, and continue it later with all its state intact.
- E.g., in Linux Ctrl-Z
- This mechanism is separate from the state transitions caused by events processes wait for – events can still arrive for stopped processes

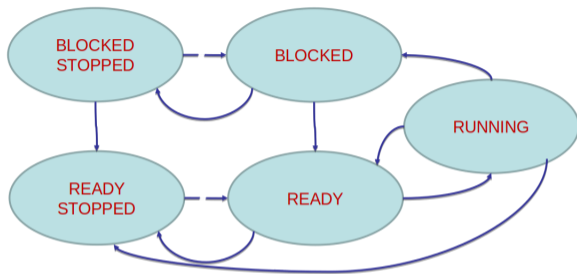


Figure 3: Extended State Diagram including Job Control (conceptually)

# Programmer's View

- Process state transitions are guided by decisions or events outside the programmer's control (user actions, user input, I/O events, interprocess communication, synchronization) and/or decisions made by the OS (scheduling decisions)
- They may occur frequently, and over small time scales
  - e.g., on Linux preemption may occur every 4ms for RUNNING processes
  - when processes interact on shared resources (locks, pipes) they may frequently block/unblock)
- For all practical purposes, these transitions, and the resulting execution order, are unpredictable
- The resulting concurrency requires that programmers **not** make any assumptions about the order in which processes execute; rather, they must use signaling and synchronization facilities to coordinate any process interactions





A number of English verbs and gerunds are used with the respect to processes and job control that sometimes have a non-intuitive and/or context-dependent meaning

- *running* can mean
  - (laymen, informal): a running process is one that has been started but hasn't finished.
  - (more precise OS terminology): a process that is currently in the `RUNNING` state, making progress and consuming CPU time in the process
- *stopping* a process in Unix means to momentarily suspend it (independent of whether it's `RUNNING`, `READY`, or `BLOCKED`). Does not terminate the process - the process can be resumed ("continued") later.
- *interrupting* a process (usually with Ctrl-C) typically, by default, terminates (ends) the process (but not always). It does not suspend it. It is not related to (hardware) interrupts.
- *killing* a process means to send a signal to it, which often, but not always, terminates it.

# References

