

Processes I

CSE 351 Autumn 2020

Instructor:

Justin Hsia

Teaching Assistants:

Aman Mohammed

Ami Oka

Callum Walker

Cosmo Wang

Hang Do

Jim Limprasert

Joy Dang

Julia Wang

Kaelin Laundry

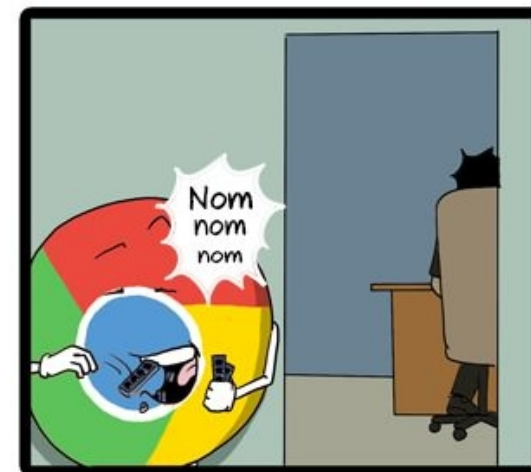
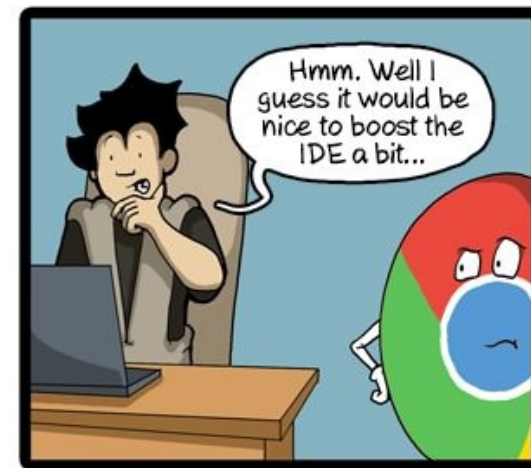
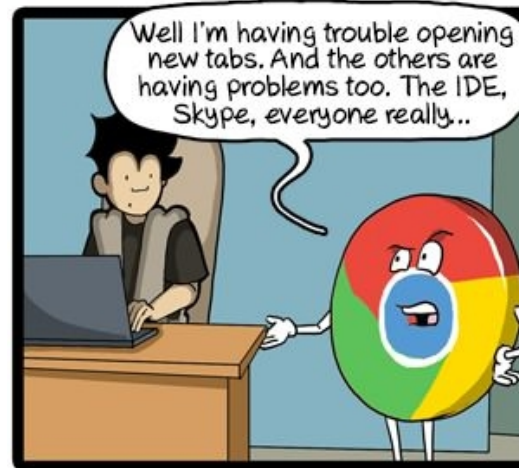
Kyrie Dowling

Mariam Mayanja

Shawn Stanley

Yan Zhe Ong

<http://rebrn.com/re/bad-chrome-1162082/>



Administrivia

- ❖ hw19 due Friday (11/20)
 - Lab 4 preparation!
- ❖ Lab 4 due Monday after Thanksgiving (11/30)

Roadmap

C:

```
car *c = malloc(sizeof(car));
c->miles = 100;
c->gals = 17;
float mpg = get_mpg(c);
free(c);
```

Java:

```
Car c = new Car();
c.setMiles(100);
c.setGals(17);
float mpg =
    c.getMPG();
```

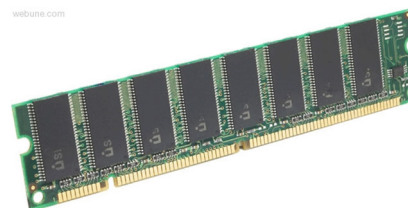
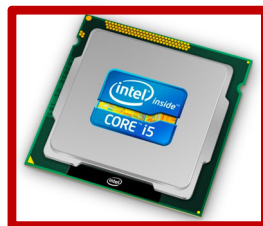
Assembly
language:

```
get_mpg:
    pushq    %rbp
    movq     %rsp, %rbp
    ...
    popq     %rbp
    ret
```

Machine
code:

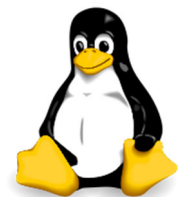
```
0111010000011000
100011010000010000000010
1000100111000010
110000011111101000011111
```

Computer
system:



Memory & data
Integers & floats
x86 assembly
Procedures & stacks
Executables
Arrays & structs
Memory & caches
Processes
Virtual memory
Memory allocation
Java vs. C

OS:



Reading Review

- ❖ Terminology:
 - Exceptional control flow, event handlers
 - Operating system kernel
 - Exceptions: interrupts, traps, faults, aborts
 - Processes: concurrency, context switching, fork-exec model, process ID
- ❖ Questions from the Reading?

Leading Up to Processes

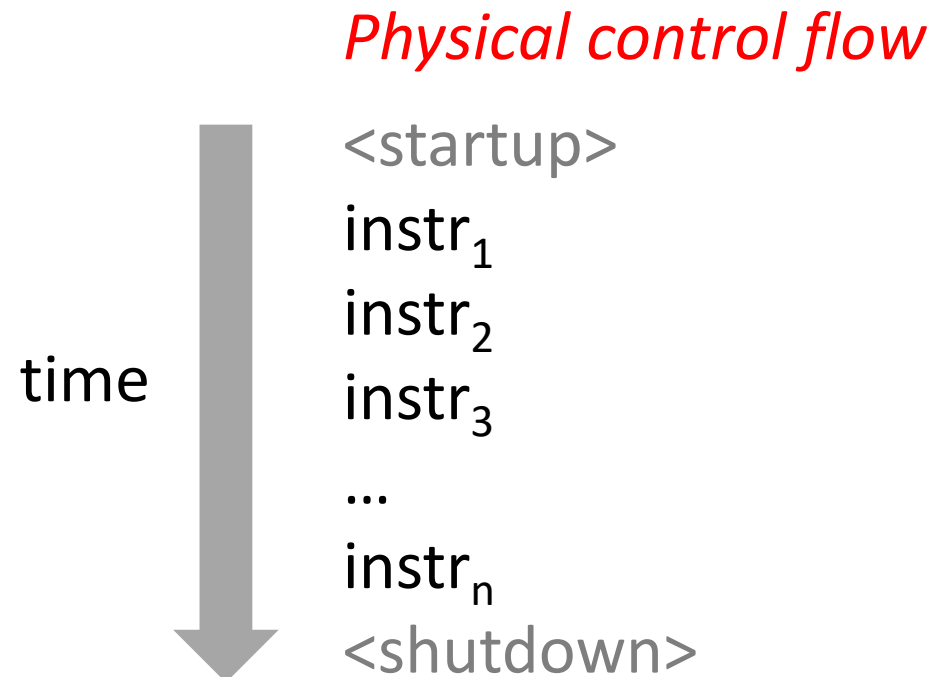
- ❖ System Control Flow
 - **Control flow**
 - **Exceptional control flow**
 - Asynchronous exceptions (interrupts)
 - Synchronous exceptions (traps & faults)

Control Flow

- ❖ **So far:** we've seen how the flow of control changes as a *single program* executes
- ❖ **Reality:** multiple programs running *concurrently*
 - How does control flow across the many components of the system?
 - In particular: More programs running than CPUs
- ❖ **Exceptional control flow** is basic mechanism used for:
 - Transferring control between *processes* and OS
 - Handling *I/O* and *virtual memory* within the OS
 - Implementing multi-process apps like shells and web servers
 - Implementing concurrency

Control Flow

- ❖ Processors do only one thing:
 - From startup to shutdown, a CPU simply reads and executes (interprets) a sequence of instructions, one at a time
 - This sequence is the CPU's *control flow* (or *flow of control*)



Altering the Control Flow

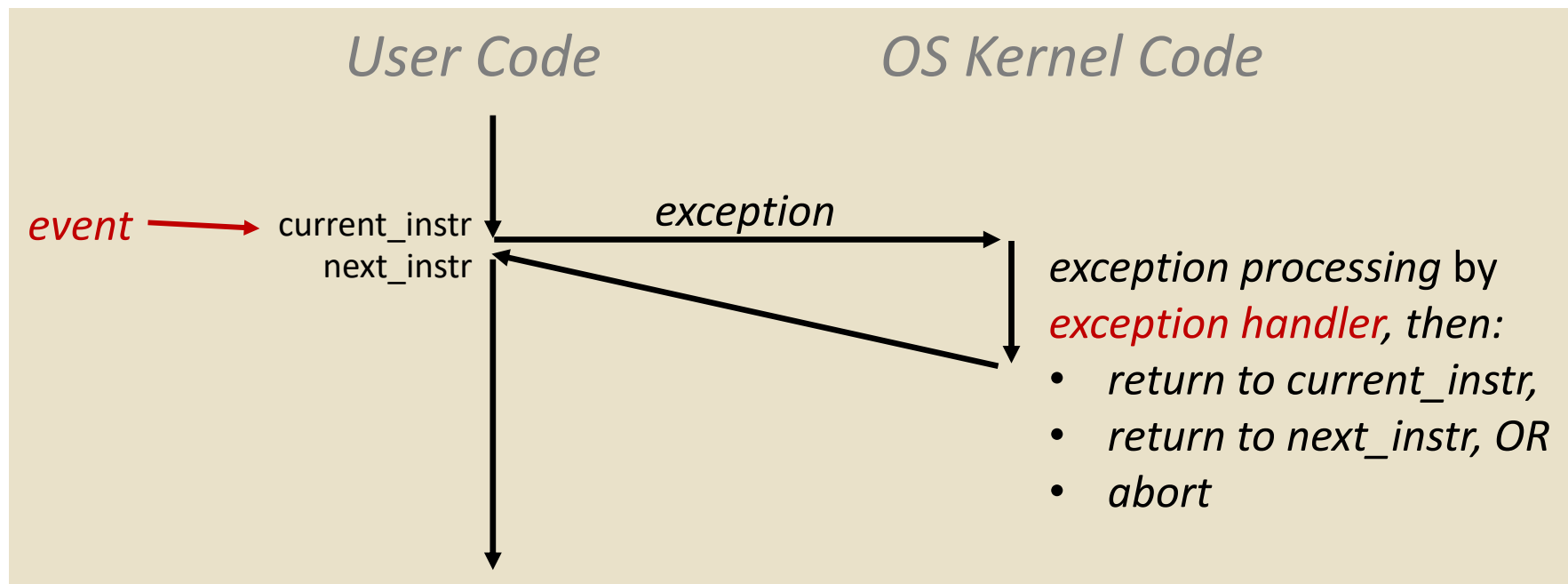
- ❖ Up to now, two ways to change control flow:
 - Jumps (conditional and unconditional)
 - Call and return
 - Both react to changes in *program state*
- ❖ Processor also needs to react to changes in *system state*
 - Unix/Linux user hits “Ctrl-C” at the keyboard
 - User clicks on a different application’s window on the screen
 - Data arrives from a disk or a network adapter
 - Instruction divides by zero
 - System timer expires
- ❖ Can jumps and procedure calls achieve this?
 - No – the system needs mechanisms for “*exceptional*” control flow!

Exceptional Control Flow

- ❖ Exists at all levels of a computer system
- ❖ Low level mechanisms
 - **Exceptions**
 - Change in processor's control flow in response to a system event (*i.e.*, change in system state, user-generated interrupt)
 - Implemented using a combination of hardware and OS software
- ❖ Higher level mechanisms
 - **Process context switch**
 - Implemented by OS software and hardware timer
 - **Signals**
 - Implemented by OS software
 - We won't cover these – see CSE451 and EE/CSE474

Exceptions

- ❖ An *exception* is transfer of control to the operating system (OS) kernel in response to some *event* (*i.e.*, change in processor state)
 - Kernel is the memory-resident part of the OS
 - Examples: division by 0, page fault, I/O request completes, Ctrl-C

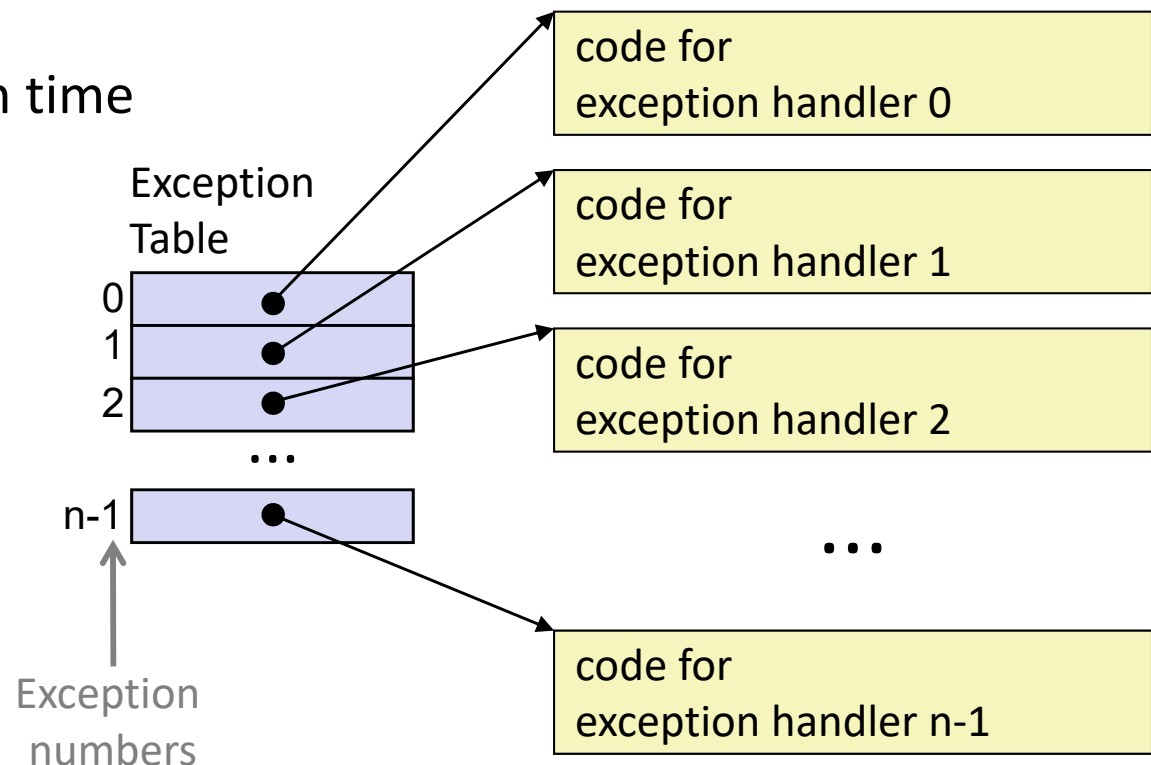


- ❖ *How does the system know where to jump to in the OS?*

Exception Table

This is extra
(non-testable)
material

- ❖ A jump table for exceptions (also called *Interrupt Vector Table*)
 - Each type of event has a unique exception number k
 - k = index into exception table (a.k.a interrupt vector)
 - Handler k is called each time exception k occurs



Exception Table (Excerpt)

This is extra
(non-testable)
material

<i>Exception Number</i>	<i>Description</i>	<i>Exception Class</i>
0	Divide error	Fault
13	General protection fault	Fault
14	Page fault	Fault
18	Machine check	Abort
32-255	OS-defined	Interrupt or trap

Leading Up to Processes

- ❖ System Control Flow
 - Control flow
 - Exceptional control flow
 - **Asynchronous exceptions (interrupts)**
 - **Synchronous exceptions (traps & faults)**

Asynchronous Exceptions (Interrupts)

- ❖ Caused by events external to the processor
 - Indicated by setting the processor's interrupt pin(s) (wire into CPU)
 - After interrupt handler runs, the handler returns to “next” instruction

- ❖ Examples:
 - I/O interrupts
 - Hitting Ctrl-C on the keyboard
 - Clicking a mouse button or tapping a touchscreen
 - Arrival of a packet from a network
 - Arrival of data from a disk
 - Timer interrupt
 - Every few milliseconds, an external timer chip triggers an interrupt
 - Used by the OS kernel to take back control from user programs

Synchronous Exceptions

- ❖ Caused by events that occur as a result of executing an instruction:
 - **Traps**
 - **Intentional**: transfer control to OS to perform some function
 - Examples: *system calls*, breakpoint traps, special instructions
 - Returns control to “next” instruction
 - **Faults**
 - **Unintentional** but possibly recoverable
 - Examples: *page faults*, segment protection faults, integer divide-by-zero exceptions
 - Either re-executes faulting (“current”) instruction or aborts
 - **Aborts**
 - **Unintentional** and unrecoverable
 - Examples: parity error, machine check (hardware failure detected)
 - Aborts current program

System Calls

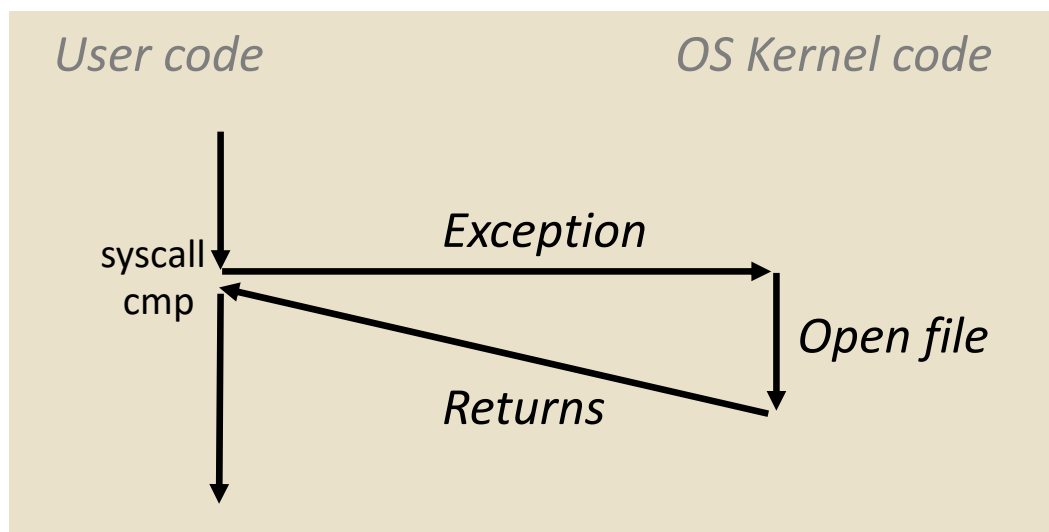
- ❖ Each system call has a unique ID number
- ❖ Examples for Linux on x86-64:

<i>Number</i>	<i>Name</i>	<i>Description</i>
0	read	Read file
1	write	Write file
2	open	Open file
3	close	Close file
4	stat	Get info about file
57	fork	Create process
59	execve	Execute a program
60	_exit	Terminate process
62	kill	Send signal to process

Traps Example: Opening File

- ❖ User calls `open(filename, options)`
- ❖ Calls `__open` function, which invokes system call instruction `syscall`

```
000000000000e5d70 <__open>:  
...  
e5d79:  b8 02 00 00 00      mov  $0x2,%eax  # open is syscall 2  
e5d7e:  0f 05               syscall          # return value in %rax  
e5d80:  48 3d 01 f0 ff ff    cmp  $0xffffffffffffffff001,%rax  
...  
e5dfa:  c3                 retq
```



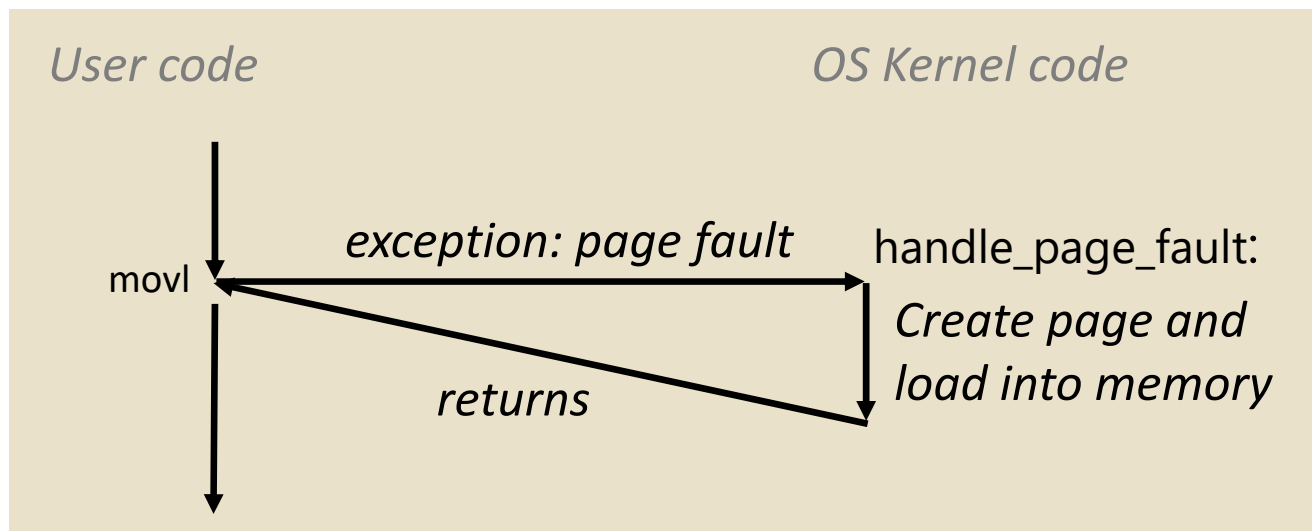
- `%rax` contains syscall number
- Other arguments in `%rdi`, `%rsi`, `%rdx`, `%r10`, `%r8`, `%r9`
- Return value in `%rax`
- Negative value is an error corresponding to negative `errno`

Fault Example: Page Fault

- ❖ User writes to memory location
- ❖ That portion (page) of user's memory is currently on disk

```
int a[1000];  
int main () {  
    a[500] = 13;  
}
```

```
80483b7:      c7 05 10 9d 04 08 0d  movl    $0xd,0x8049d10
```

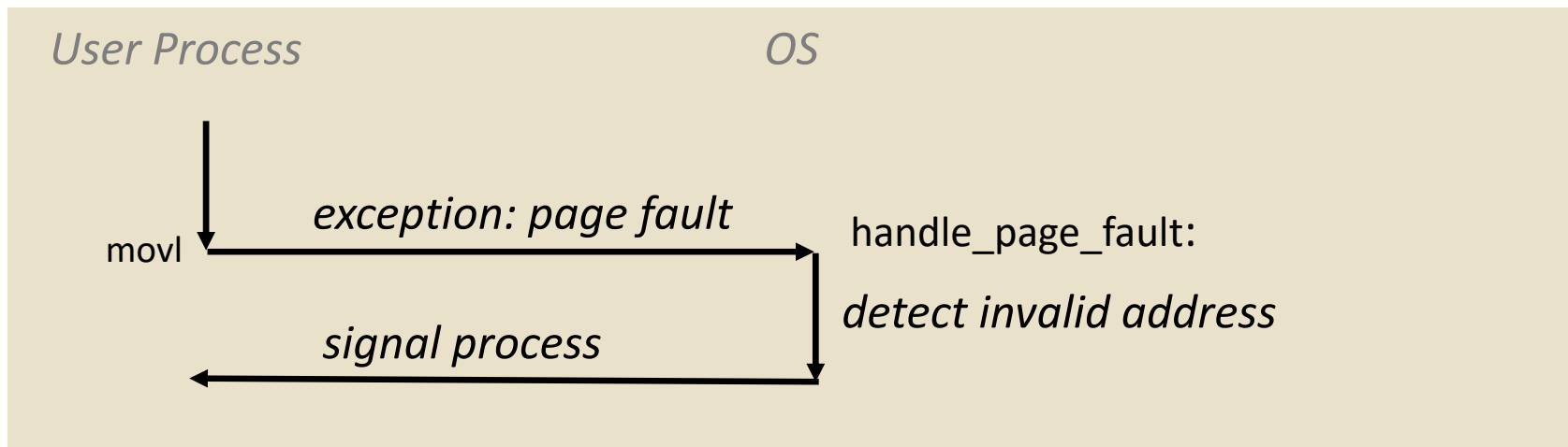


- ❖ Page fault handler must load page into physical memory
- ❖ Returns to faulting instruction: `mov` is executed again!
 - Successful on second try

Fault Example: Invalid Memory Reference

```
int a[1000];  
int main() {  
    a[5000] = 13;  
}
```

80483b7: c7 05 60 e3 04 08 0d movl \$0xd,0x804e360



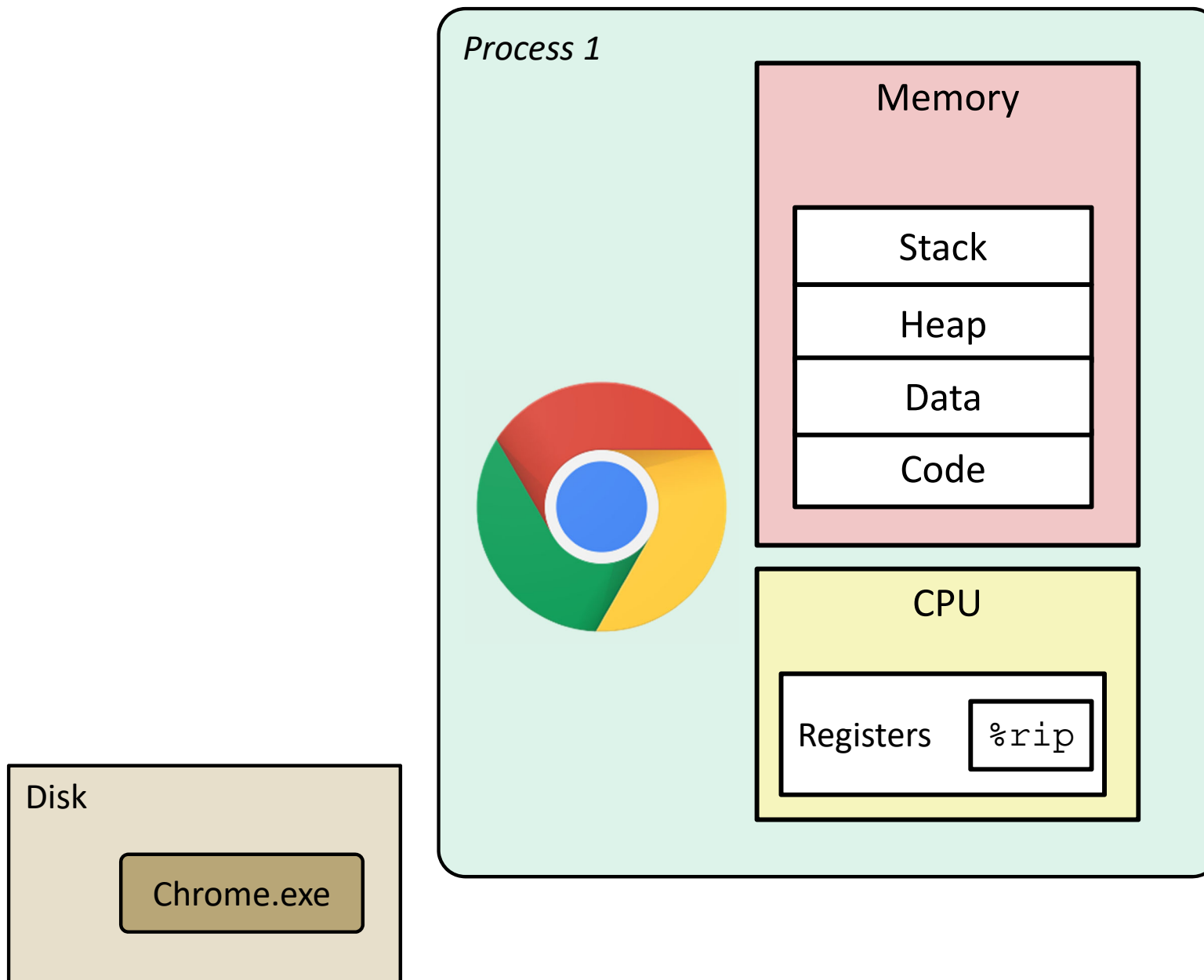
- ❖ Page fault handler detects invalid address
- ❖ Sends SIGSEGV signal to user process
- ❖ User process exits with “segmentation fault”

Processes

- ❖ **Processes and context switching**
- ❖ Creating new processes
 - `fork()`, `exec*()`, and `wait()`
- ❖ Zombies

What is a process?

It's an illusion!

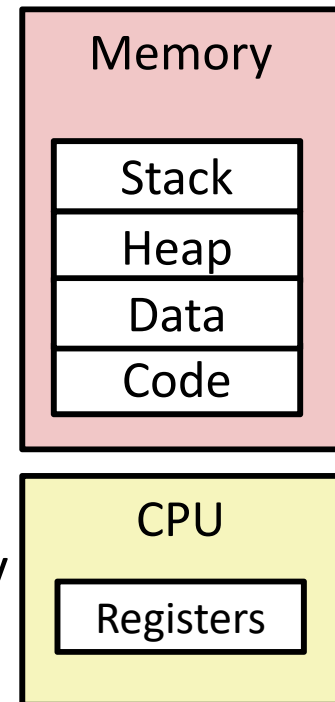


What is a process?

- ❖ Another *abstraction* in our computer system
 - Provided by the OS
 - OS uses a data structure to represent each process
 - Maintains the *interface* between the program and the underlying hardware (CPU + memory)
- ❖ What do *processes* have to do with *exceptional control flow*?
 - Exceptional control flow is the *mechanism* the OS uses to enable **multiple processes** to run on the same system
- ❖ What is the difference between:
 - A processor? A program? A process?

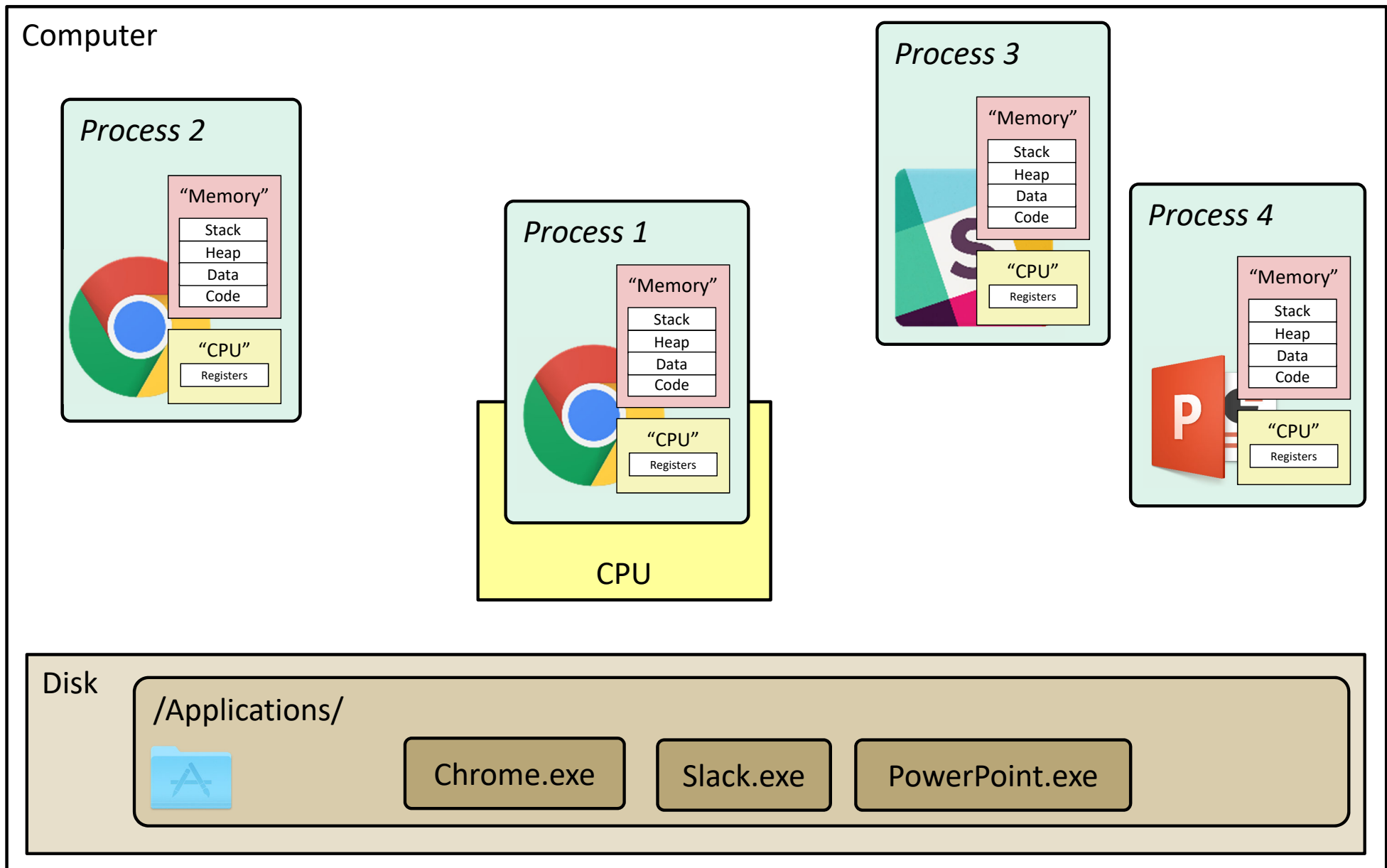
Processes

- ❖ A **process** is an instance of a running program
 - One of the most profound ideas in computer science
- ❖ Process provides each program with two key abstractions:
 - *Logical control flow*
 - Each program seems to have exclusive use of the CPU
 - Provided by kernel mechanism called **context switching**
 - *Private address space*
 - Each program seems to have exclusive use of main memory
 - Provided by kernel mechanism called **virtual memory**



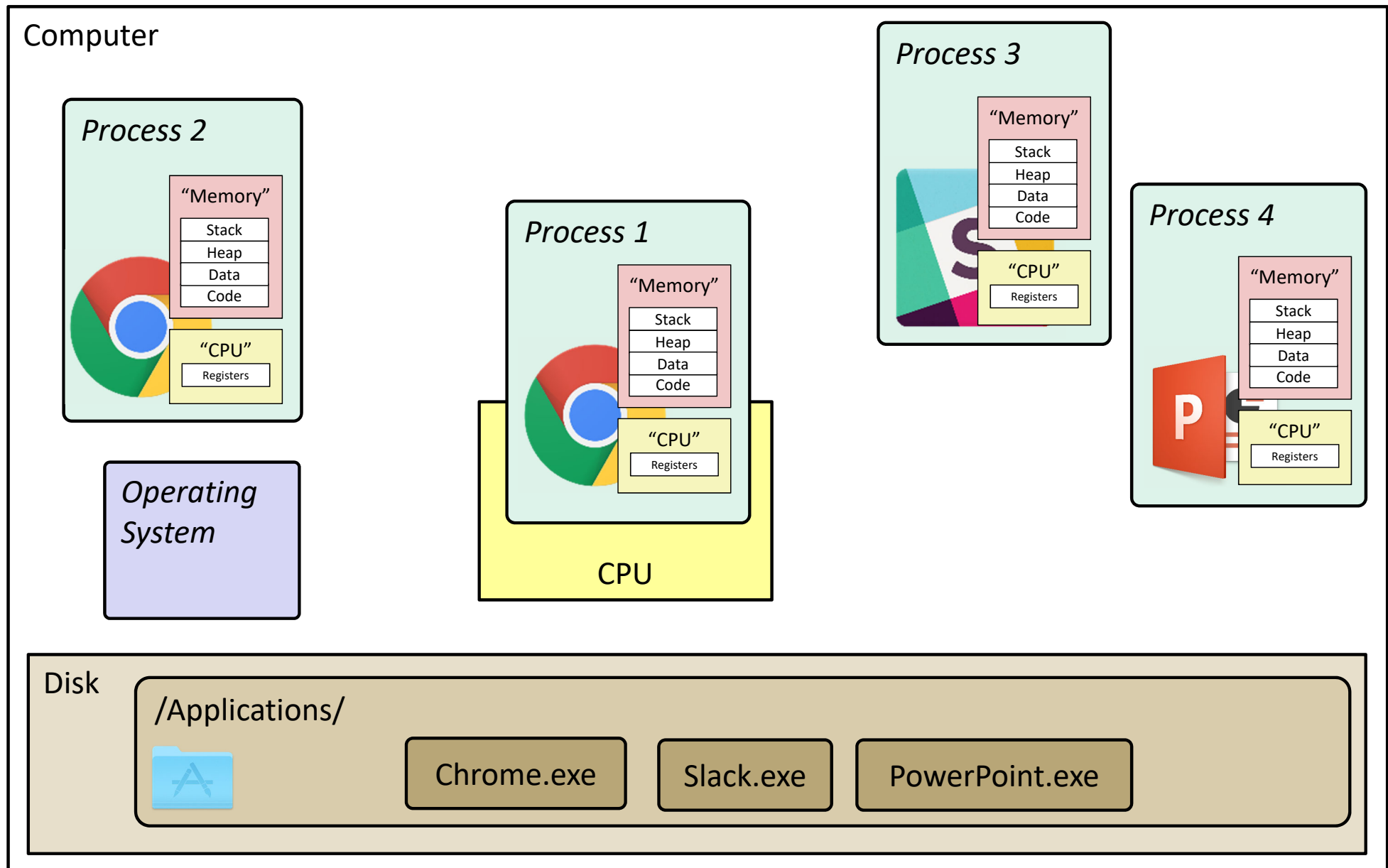
What is a process?

It's an illusion!

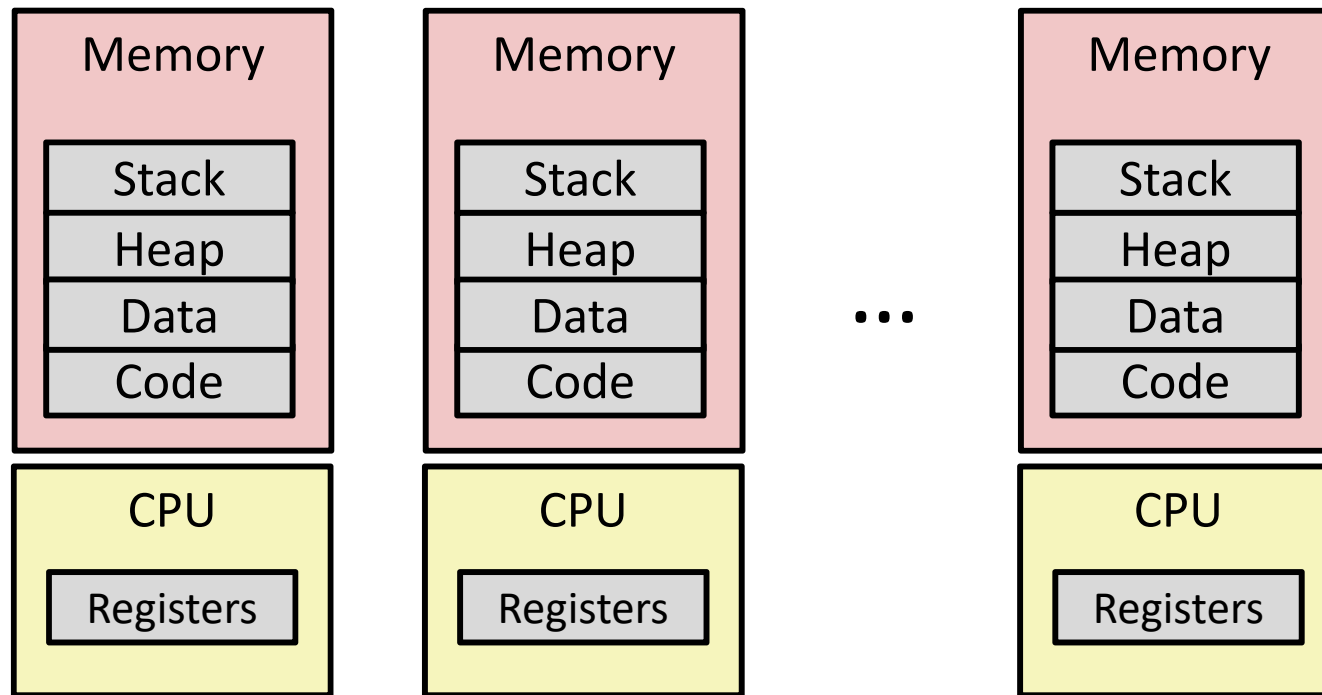


What is a process?

It's an illusion!

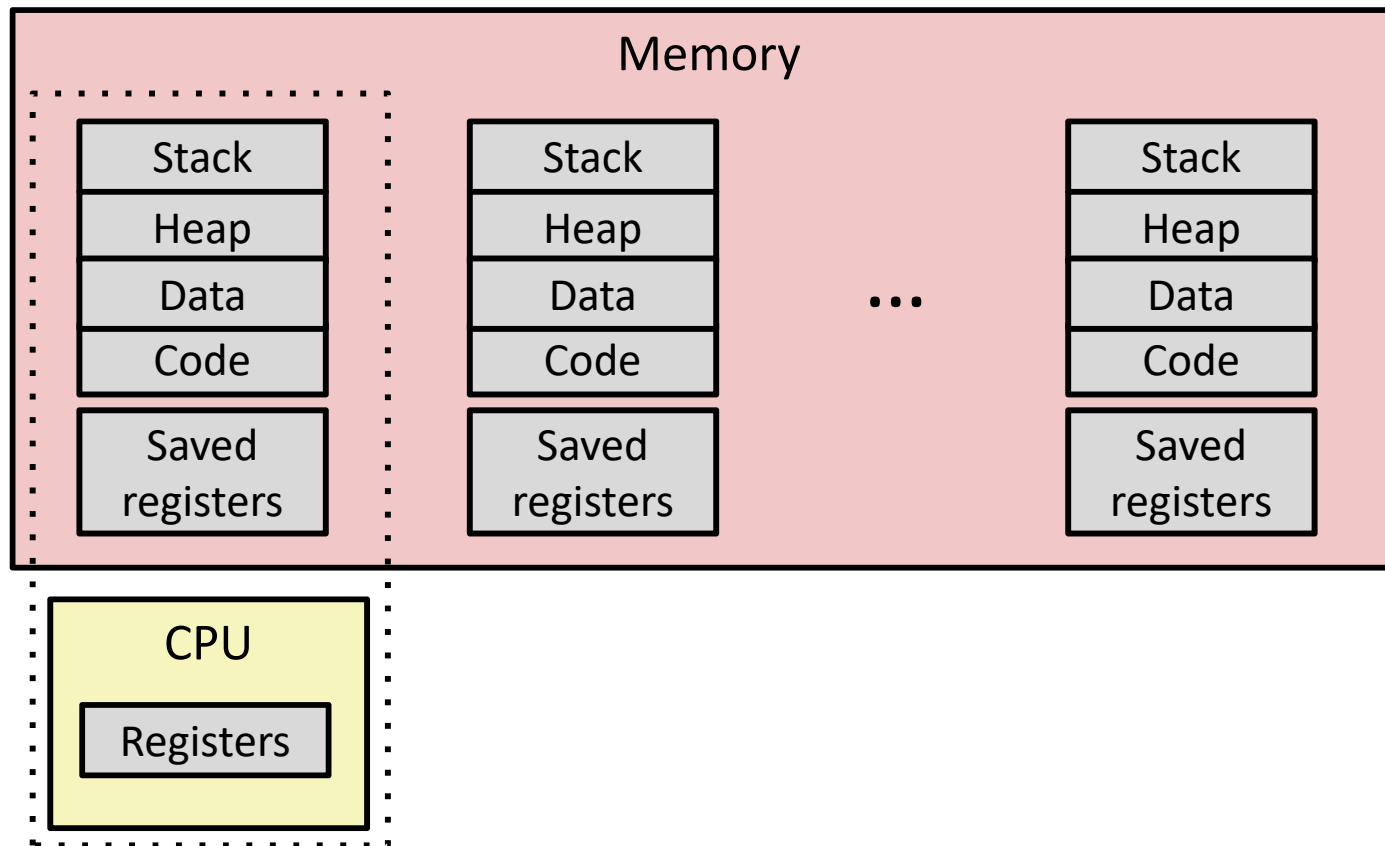


Multiprocessing: The Illusion



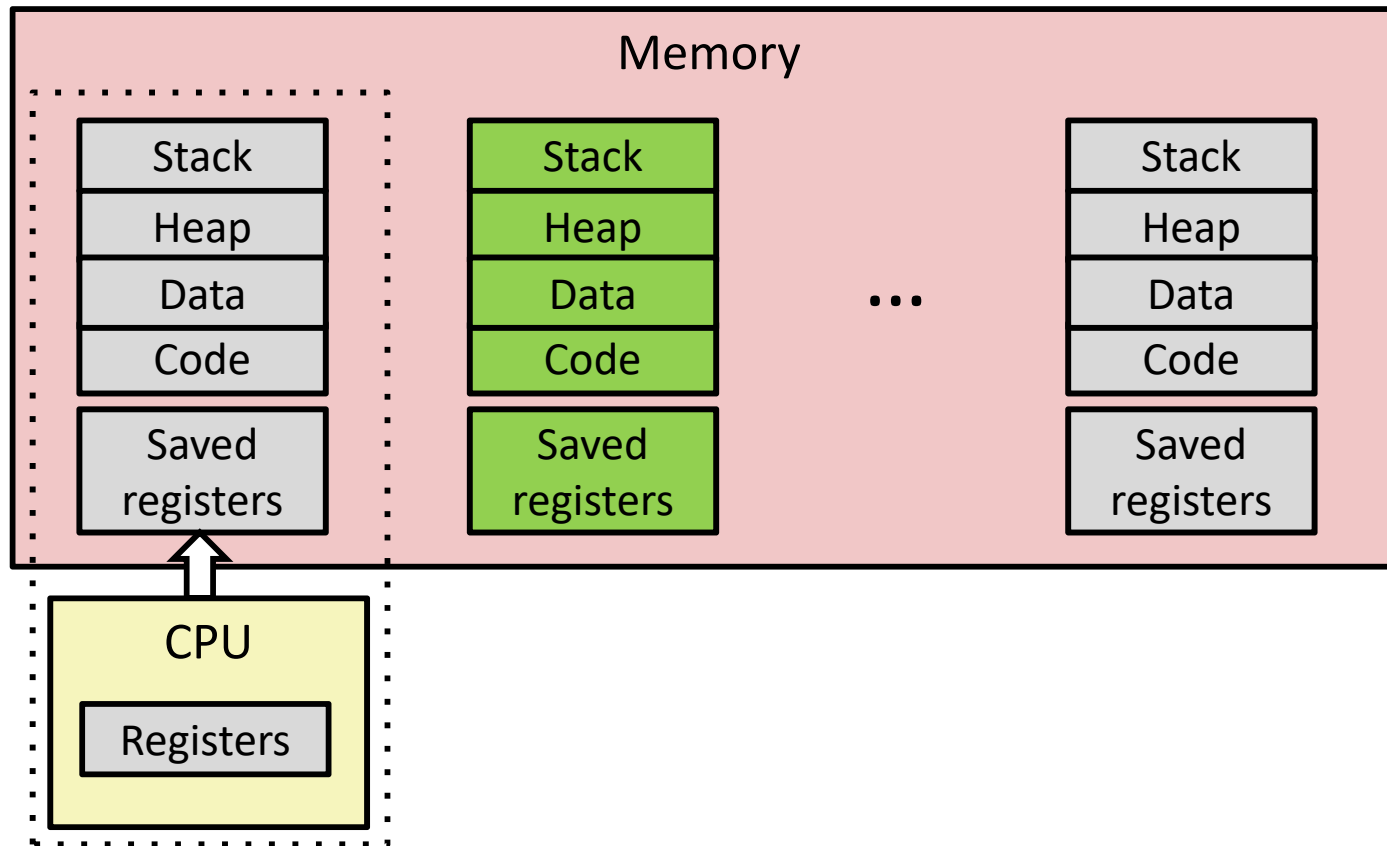
- ❖ Computer runs many processes simultaneously
 - Applications for one or more users
 - Web browsers, email clients, editors, ...
 - Background tasks
 - Monitoring network & I/O devices

Multiprocessing: The Reality



- ❖ Single processor executes multiple processes *concurrently*
 - Process executions interleaved, CPU runs *one at a time*
 - Address spaces managed by virtual memory system (later in course)
 - *Execution context* (register values, stack, ...) for other processes saved in memory

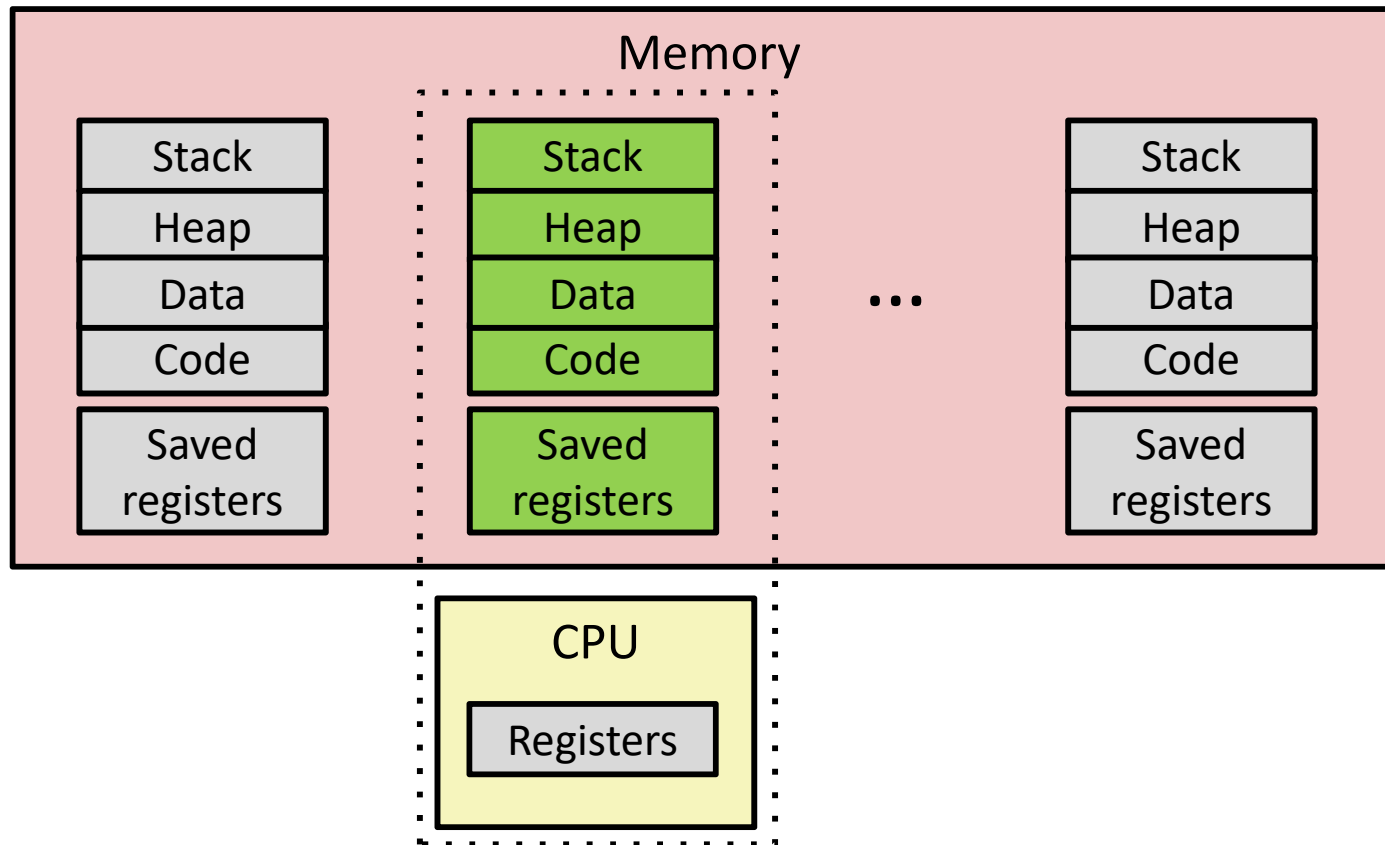
Multiprocessing



❖ Context switch

- 1) Save current registers in memory

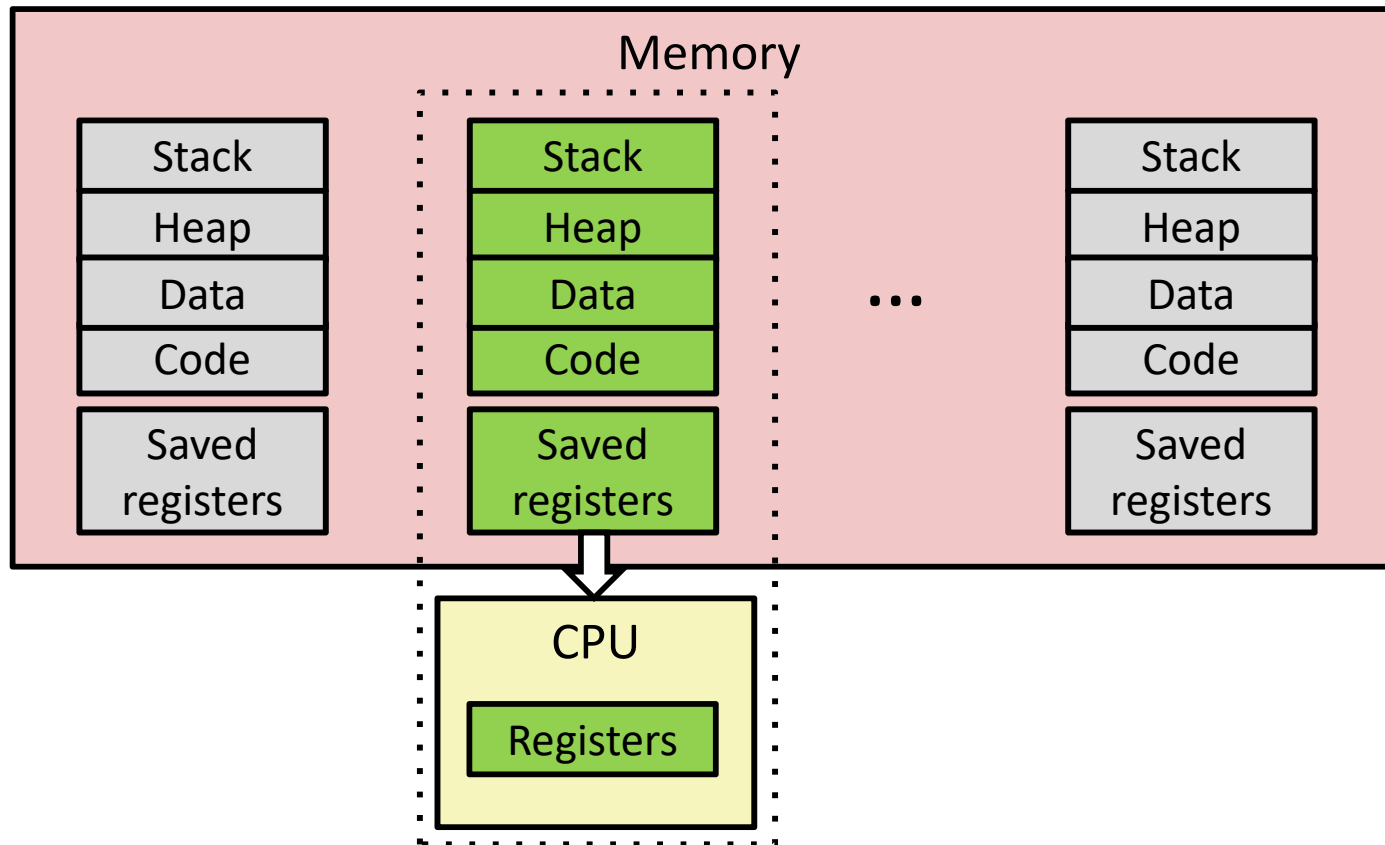
Multiprocessing



❖ Context switch

- 1) Save current registers in memory
- 2) **Schedule next process for execution**

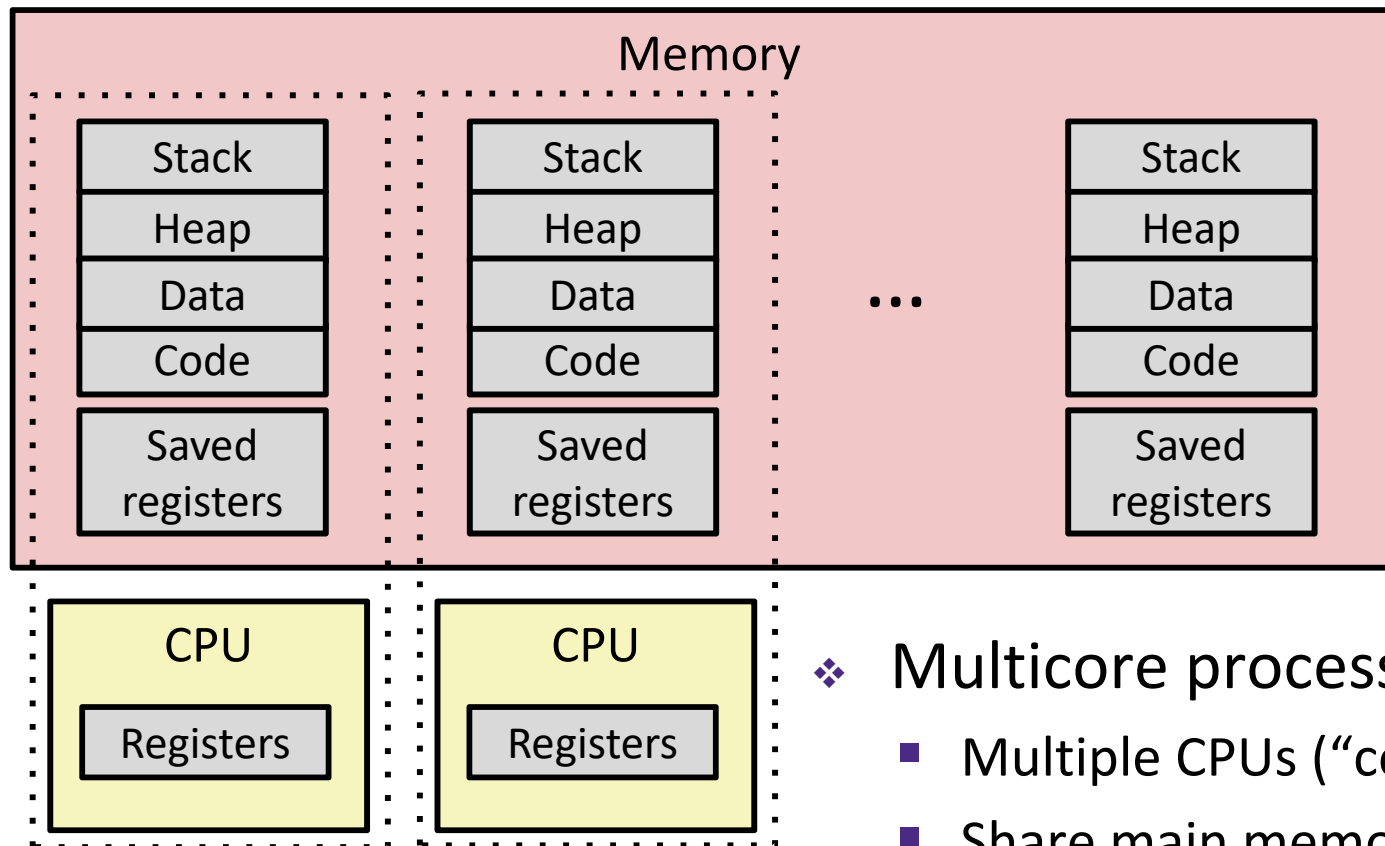
Multiprocessing



❖ Context switch

- 1) Save current registers in memory
- 2) Schedule next process for execution
- 3) **Load saved registers and switch address space**

Multiprocessing: The (Modern) Reality



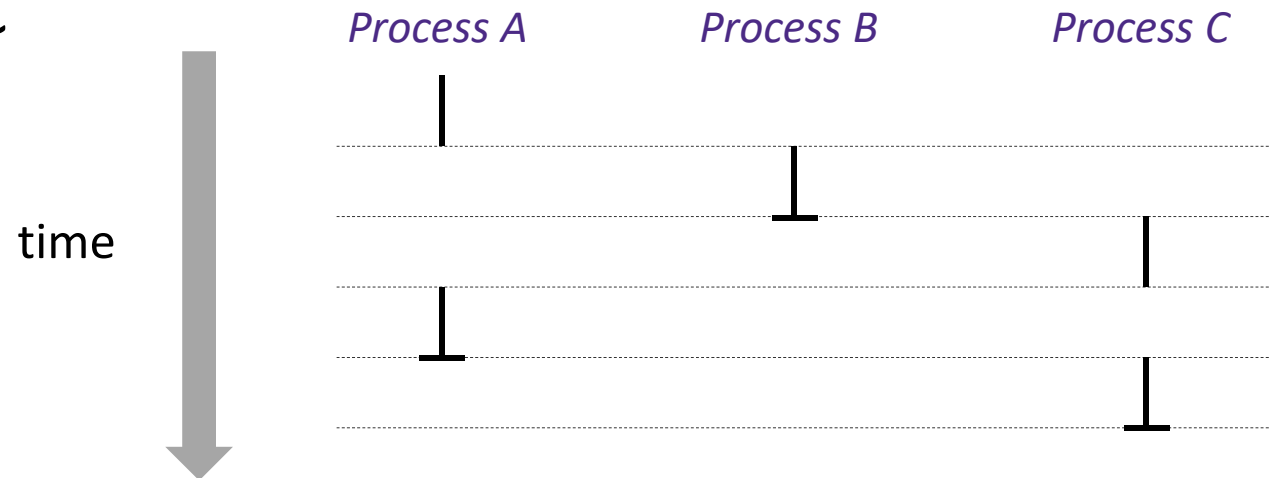
❖ Multicore processors

- Multiple CPUs (“cores”) on single chip
- Share main memory (and some of the caches)
- Each can execute a separate process
 - Kernel schedules processes to cores
 - ***Still* constantly swapping processes**

Concurrent Processes

Assume only one CPU

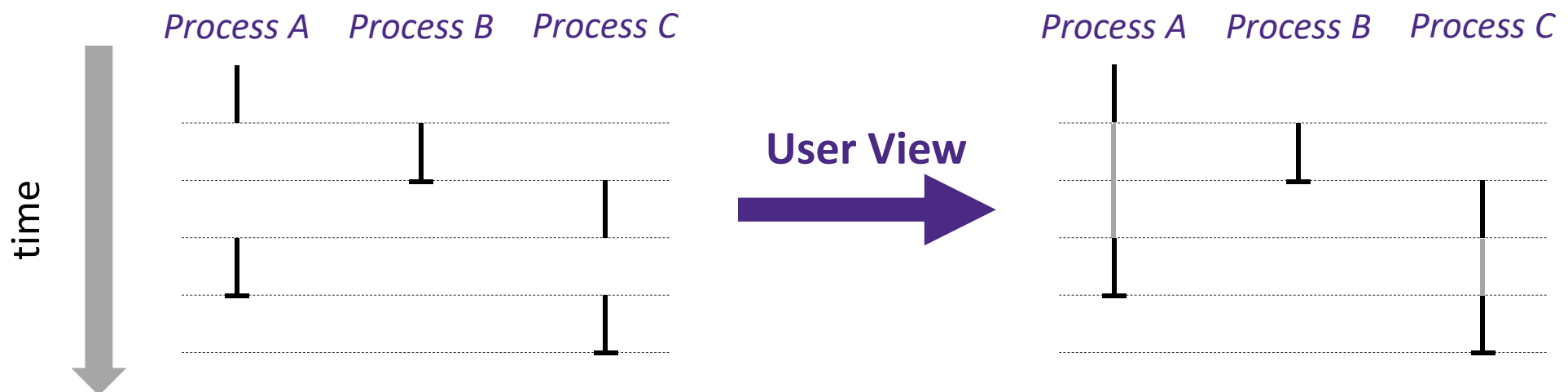
- ❖ Each process is a logical control flow
- ❖ Two processes *run concurrently* (are concurrent) if their instruction executions (flows) overlap in time
 - Otherwise, they are *sequential*
- ❖ Example: (running on single core)
 - Concurrent: A & B, A & C
 - Sequential: B & C



User's View of Concurrency

Assume only one CPU

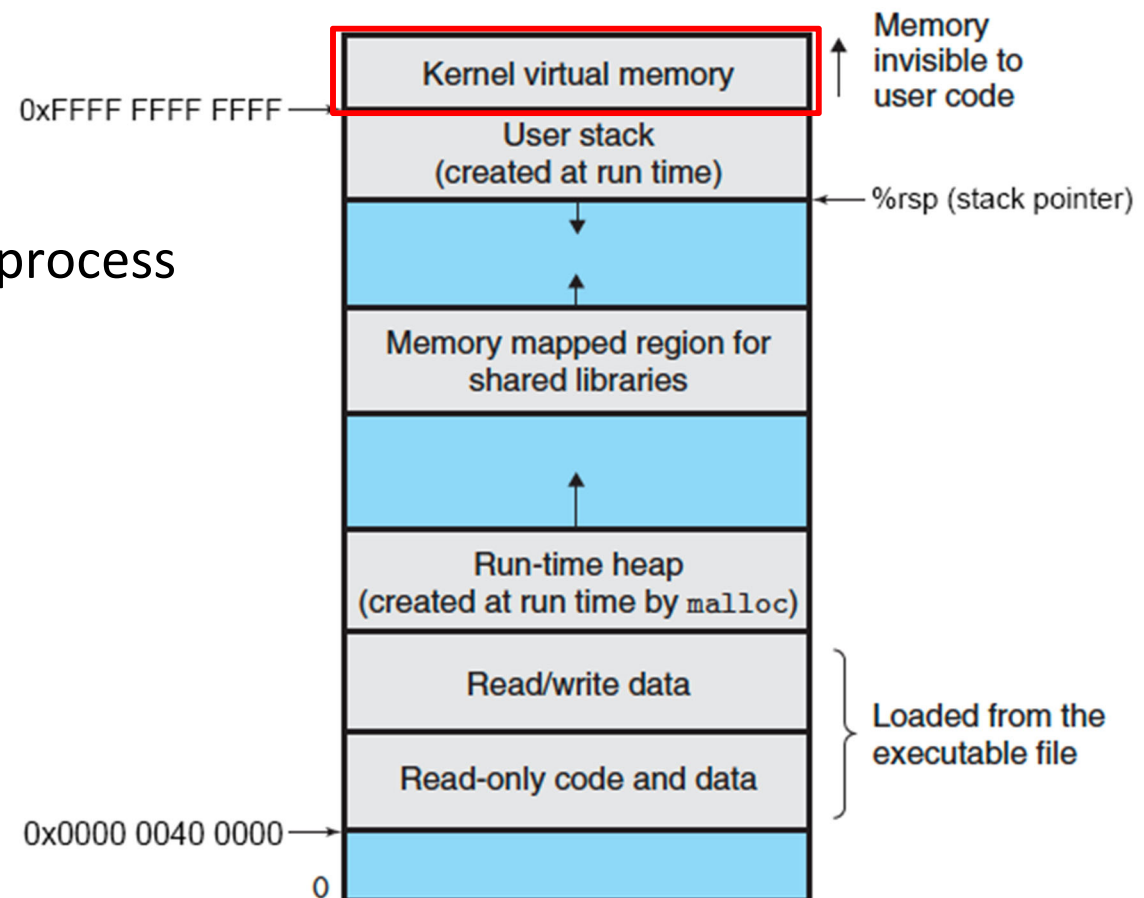
- ❖ Control flows for concurrent processes are physically disjoint in time
 - CPU only executes instructions for one process at a time
- ❖ However, the user can *think of* concurrent processes as executing at the same time, in *parallel*



Context Switching

Assume only one CPU

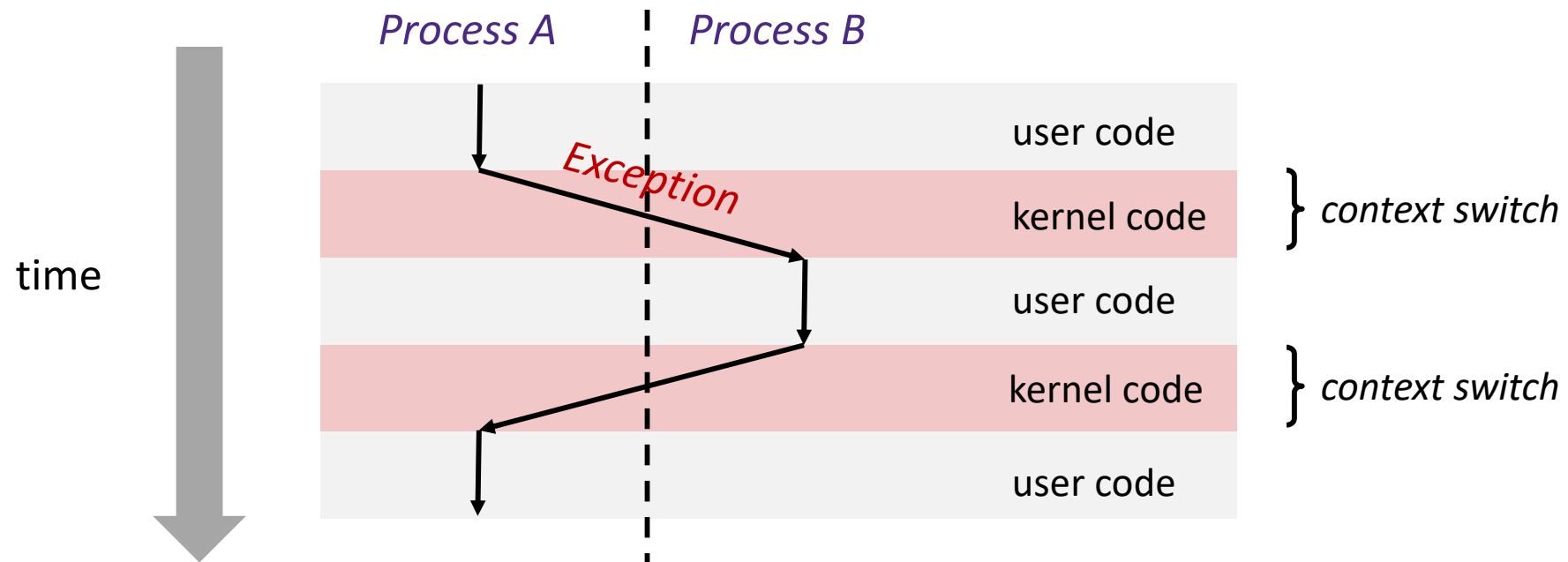
- ❖ Processes are managed by a *shared* chunk of OS code called the **kernel**
 - The kernel is not a separate process, but rather runs as part of a user process
- ❖ In x86-64 Linux:
 - Same address in each process refers to same shared memory location



Context Switching

Assume only one CPU

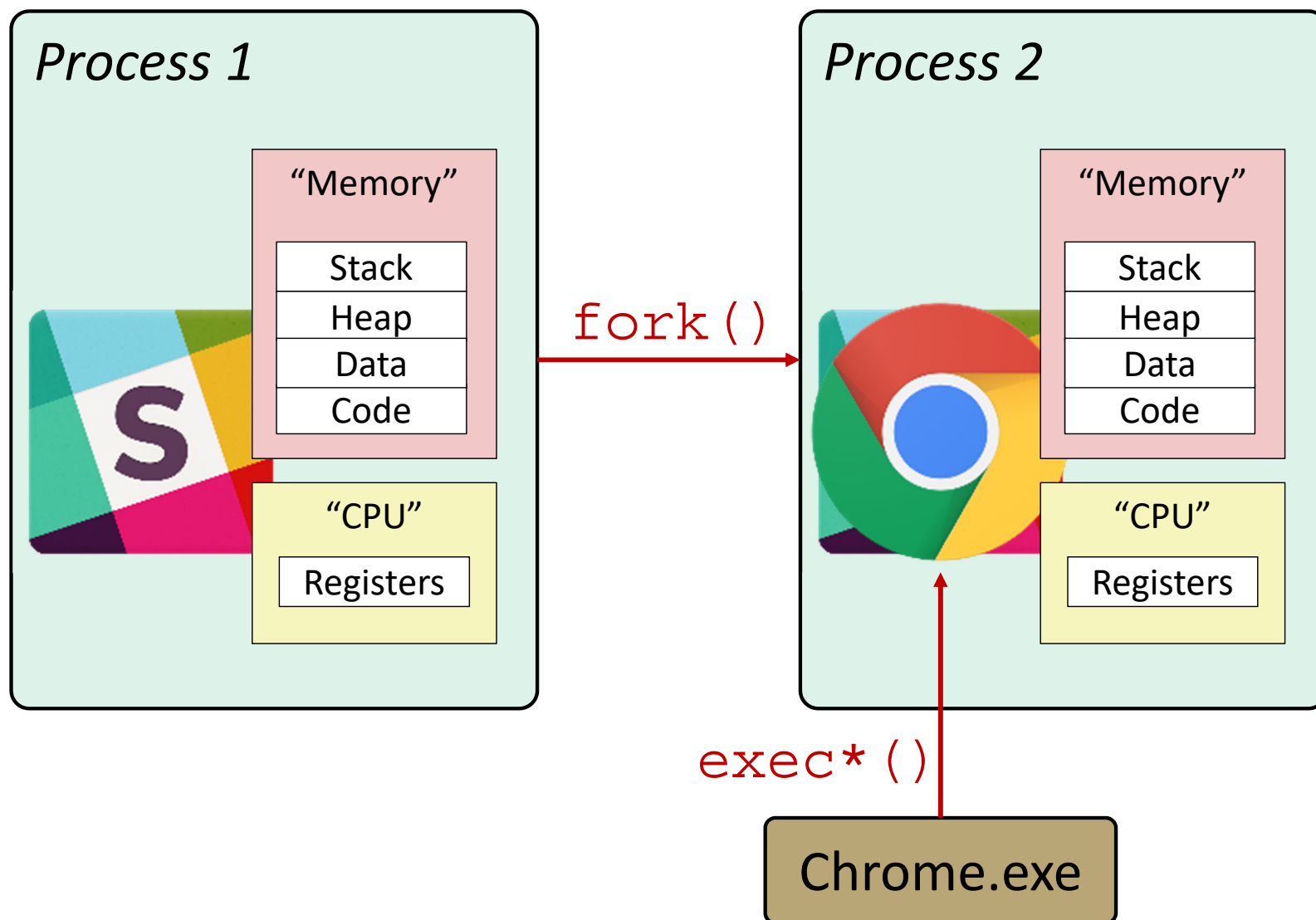
- ❖ Processes are managed by a *shared* chunk of OS code called the **kernel**
 - The kernel is not a separate process, but rather runs as part of a user process
- ❖ Context switch passes control flow from one process to another and is performed using kernel code



Processes

- ❖ Processes and context switching
- ❖ **Creating new processes**
 - `fork()`, `exec*()`, and `wait()`
- ❖ Zombies

Creating New Processes & Programs



Creating New Processes & Programs

❖ fork-exec model (Linux):

- `fork()` creates a copy of the current process
- `exec*()` replaces the current process' code and address space with the code for a different program
 - Family: `execv`, `execl`, `execve`, `execle`, `execvp`, `execlp`
- `fork()` and `execve()` are *system calls*

❖ Other system calls for process management:

- `getpid()`
- `exit()`
- `wait()`, `waitpid()`

fork: Creating New Processes

❖ `pid_t fork(void)`

- Creates a new “**child**” process that is *identical* to the calling “**parent**” process, including all state (memory, registers, etc.)
- Returns 0 to the **child** process
- Returns child’s **process ID (PID)** to the **parent** process

❖ Child is *almost* identical to parent:

- Child gets an identical (but separate) copy of the parent’s virtual address space
- Child has a different PID than the parent

```
pid_t pid = fork();  
if (pid == 0) {  
    printf("hello from child\n");  
} else {  
    printf("hello from parent\n");  
}
```

- ❖ `fork` is unique (and often confusing) because it is called **once** but returns “**twice**”

Understanding `fork()`

Process X (parent; PID X)



```
pid_t fork_ret = fork();  
if (fork_ret == 0) {  
    printf("hello from child\n");  
} else {  
    printf("hello from parent\n");  
}
```

Process Y (child; PID Y)



```
pid_t fork_ret = fork();  
if (fork_ret == 0) {  
    printf("hello from child\n");  
} else {  
    printf("hello from parent\n");  
}
```


Understanding `fork()`

Process X (parent; PID X)



```
pid_t fork_ret = fork();  
if (fork_ret == 0) {  
    printf("hello from child\n");  
} else {  
    printf("hello from parent\n");  
}
```

fork_ret = Y



```
pid_t fork_ret = fork();  
if (fork_ret == 0) {  
    printf("hello from child\n");  
} else {  
    printf("hello from parent\n");  
}
```

Process Y (child; PID Y)



```
pid_t fork_ret = fork();  
if (fork_ret == 0) {  
    printf("hello from child\n");  
} else {  
    printf("hello from parent\n");  
}
```

fork_ret = 0



```
pid_t fork_ret = fork();  
if (fork_ret == 0) {  
    printf("hello from child\n");  
} else {  
    printf("hello from parent\n");  
}
```

Understanding `fork()`

Process X (parent; PID X)



```
pid_t fork_ret = fork();  
if (fork_ret == 0) {  
    printf("hello from child\n");  
} else {  
    printf("hello from parent\n");  
}
```

fork_ret = Y



```
pid_t fork_ret = fork();  
if (fork_ret == 0) {  
    printf("hello from child\n");  
} else {  
    printf("hello from parent\n");  
}
```

hello from parent

Process Y (child; PID Y)



```
pid_t fork_ret = fork();  
if (fork_ret == 0) {  
    printf("hello from child\n");  
} else {  
    printf("hello from parent\n");  
}
```

fork_ret = 0



```
pid_t fork_ret = fork();  
if (fork_ret == 0) {  
    printf("hello from child\n");  
} else {  
    printf("hello from parent\n");  
}
```

hello from child

Which one appears first?

Summary

❖ Exceptions

- Events that require non-standard control flow
- Generated asynchronously (interrupts) or synchronously (traps and faults)
- After an exception is handled, either:
 - Re-execute the current instruction
 - Resume execution with the next instruction
 - Abort the process that caused the exception

❖ Processes

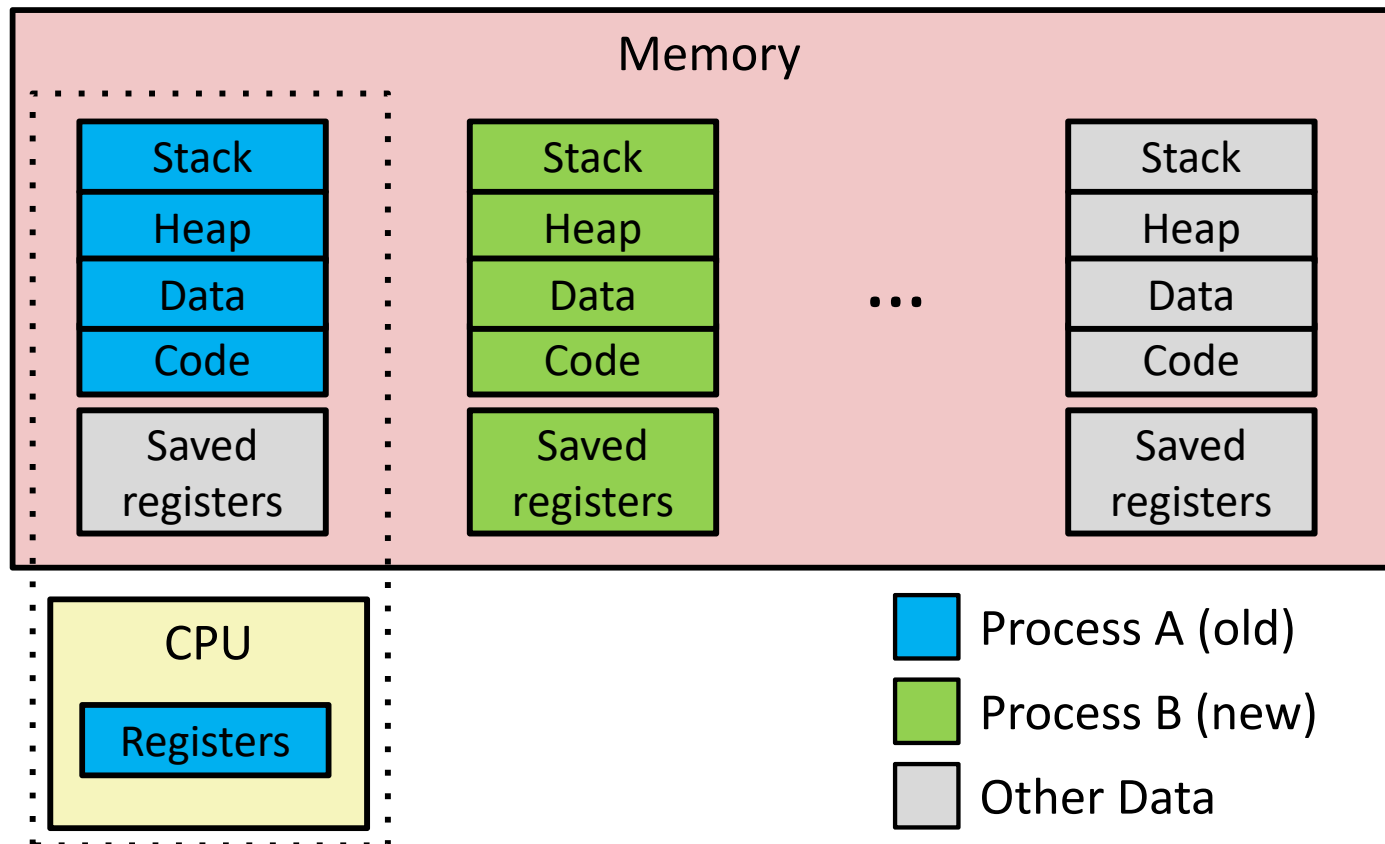
- Only one of many active processes executes at a time on a CPU, but each appears to have total control of the processor
- OS periodically “context switches” between active processes

Java Digression

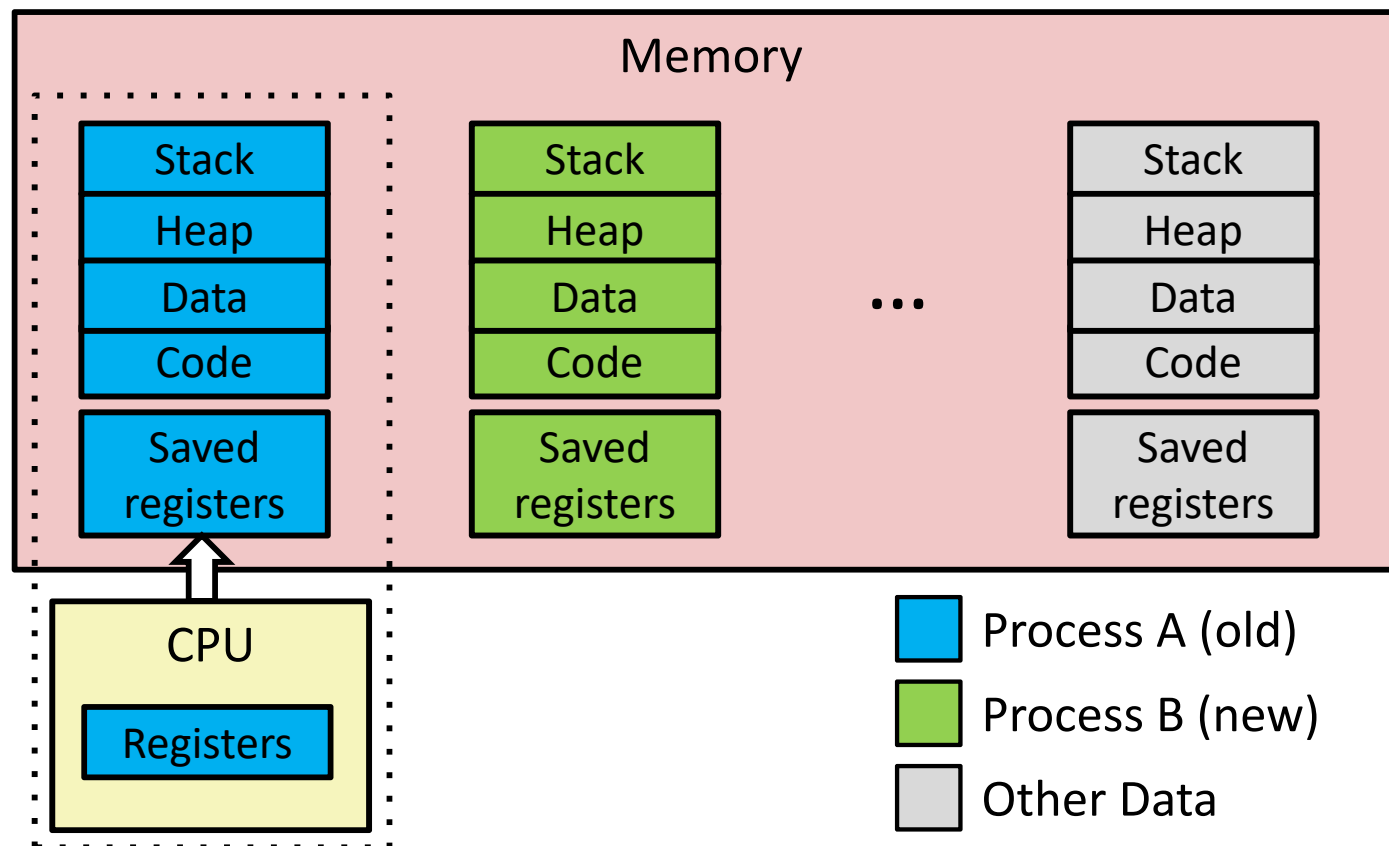
This is extra
(non-testable)
material

- ❖ Java has exceptions, but they're *something different*
 - Examples: NullPointerException, MyBadThingHappenedException, ...
 - `throw` statements
 - `try/catch` statements (“throw to youngest matching catch on the call-stack, or exit-with-stack-trace if none”)
- ❖ Java exceptions are for reacting to (unexpected) program state
 - Can be implemented with stack operations and conditional jumps
 - A mechanism for “many call-stack returns at once”
 - Requires additions to the calling convention, but we already have the CPU features we need
- ❖ System-state changes on previous slide are mostly of a different sort (asynchronous/external except for divide-by-zero) and implemented very differently

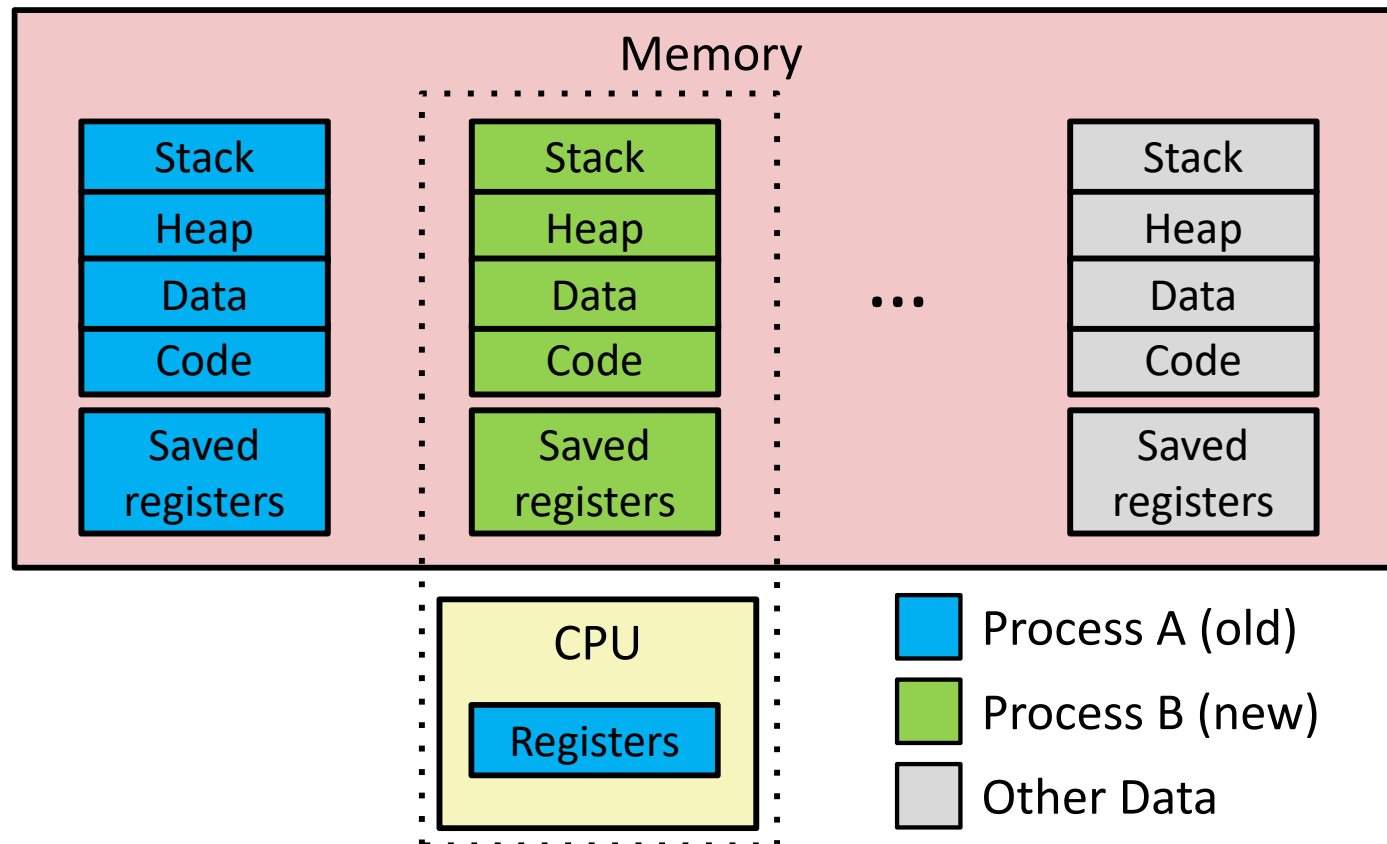
Multiprocessing: The Reality



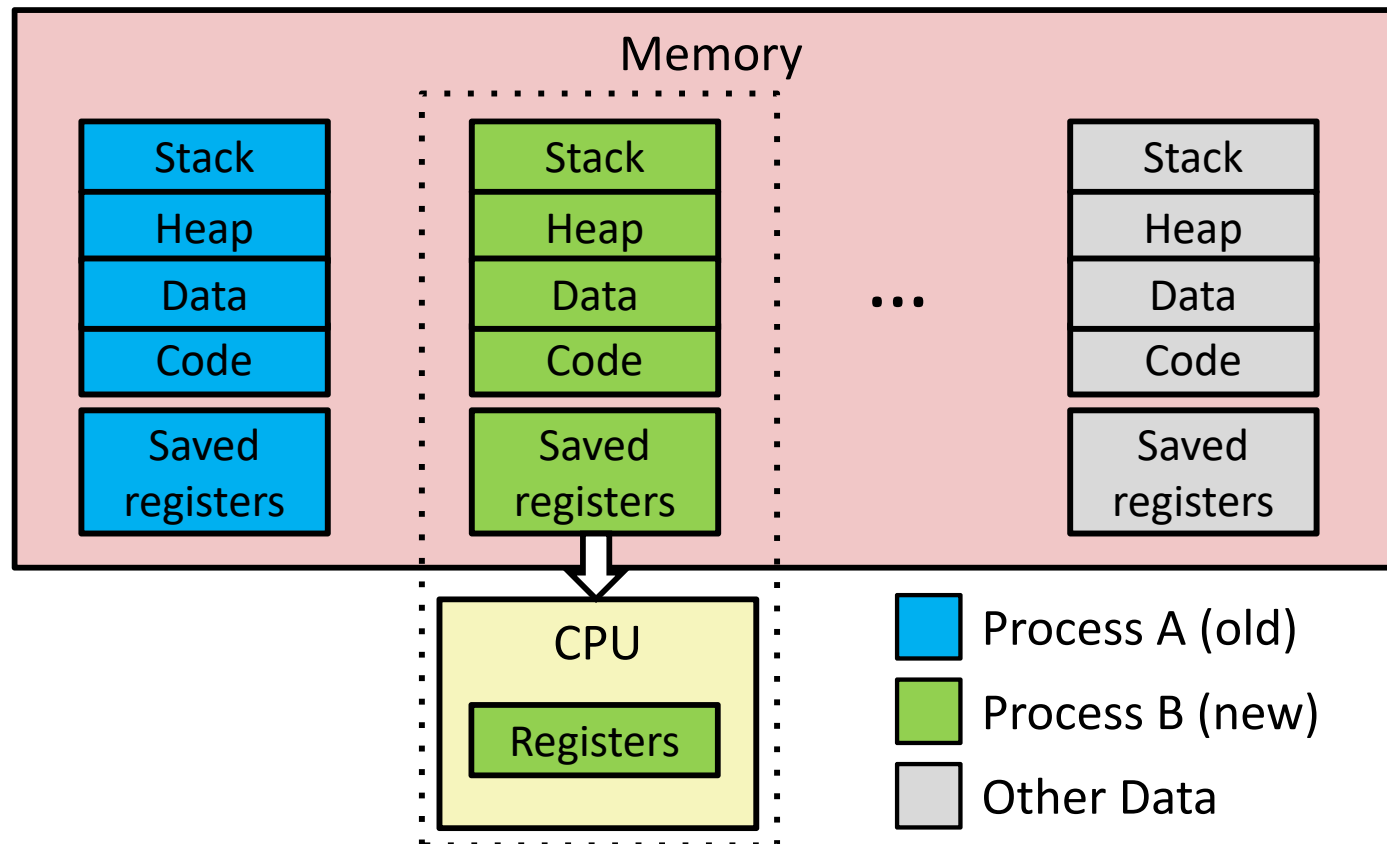
Multiprocessing



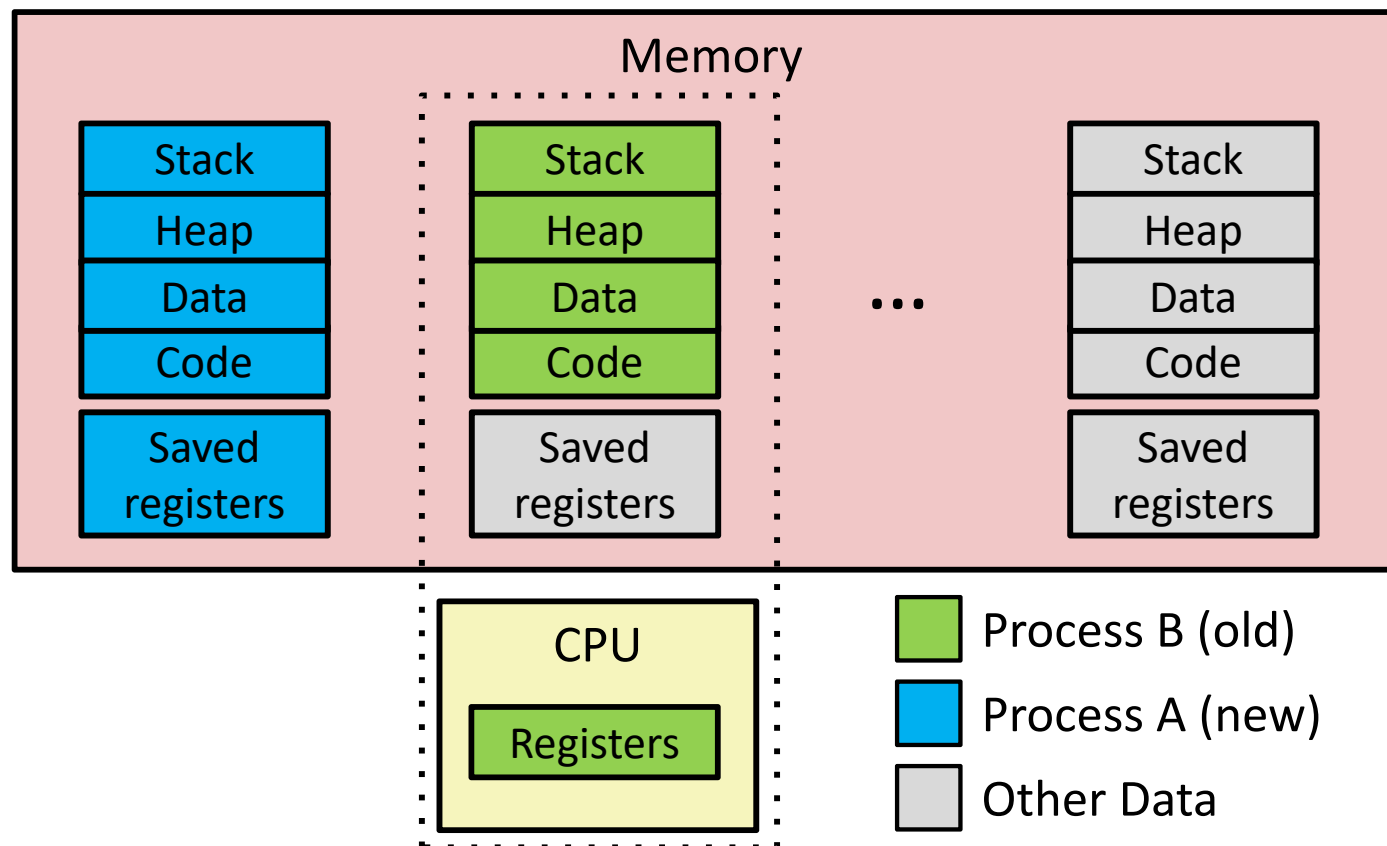
Multiprocessing



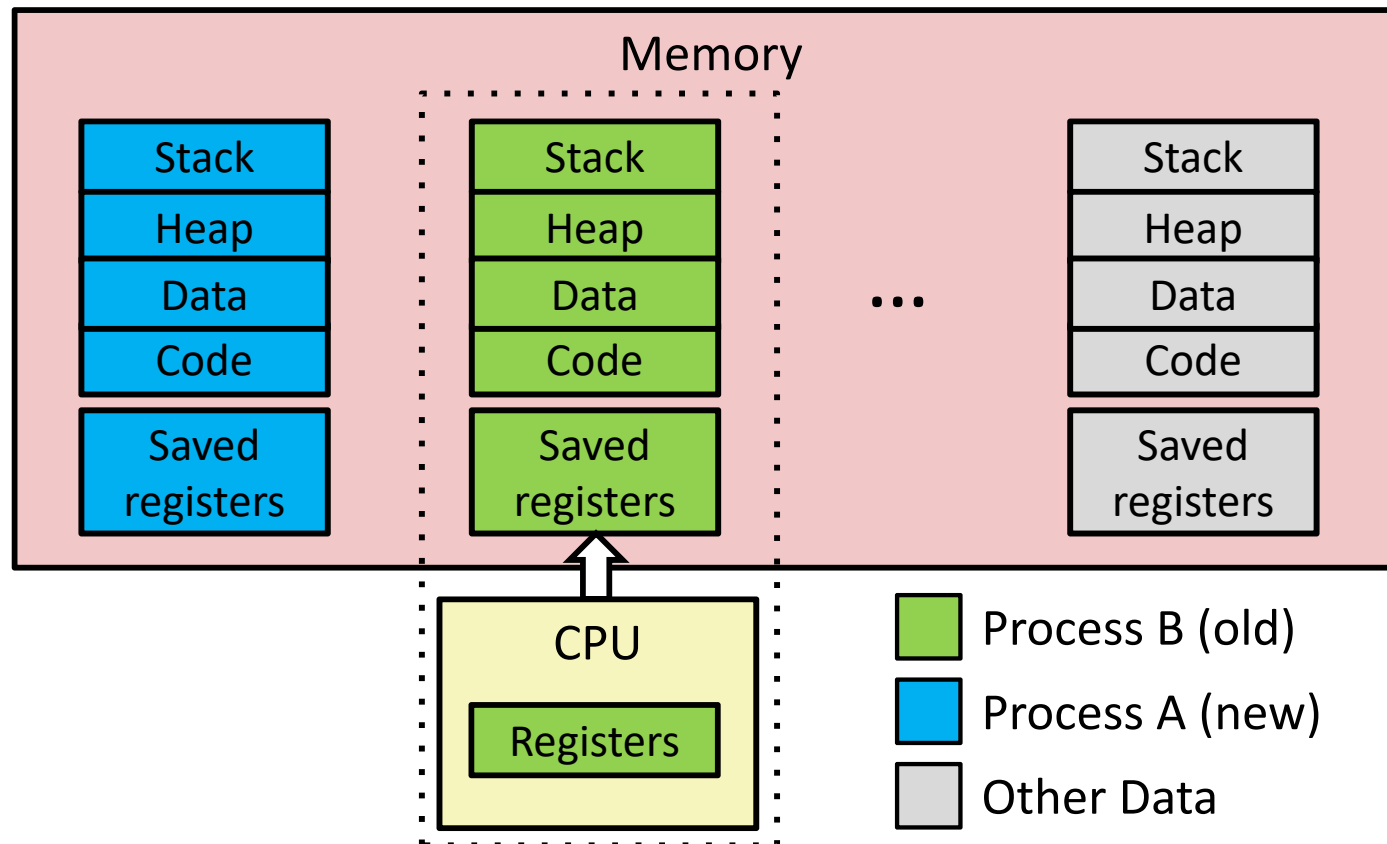
Multiprocessing



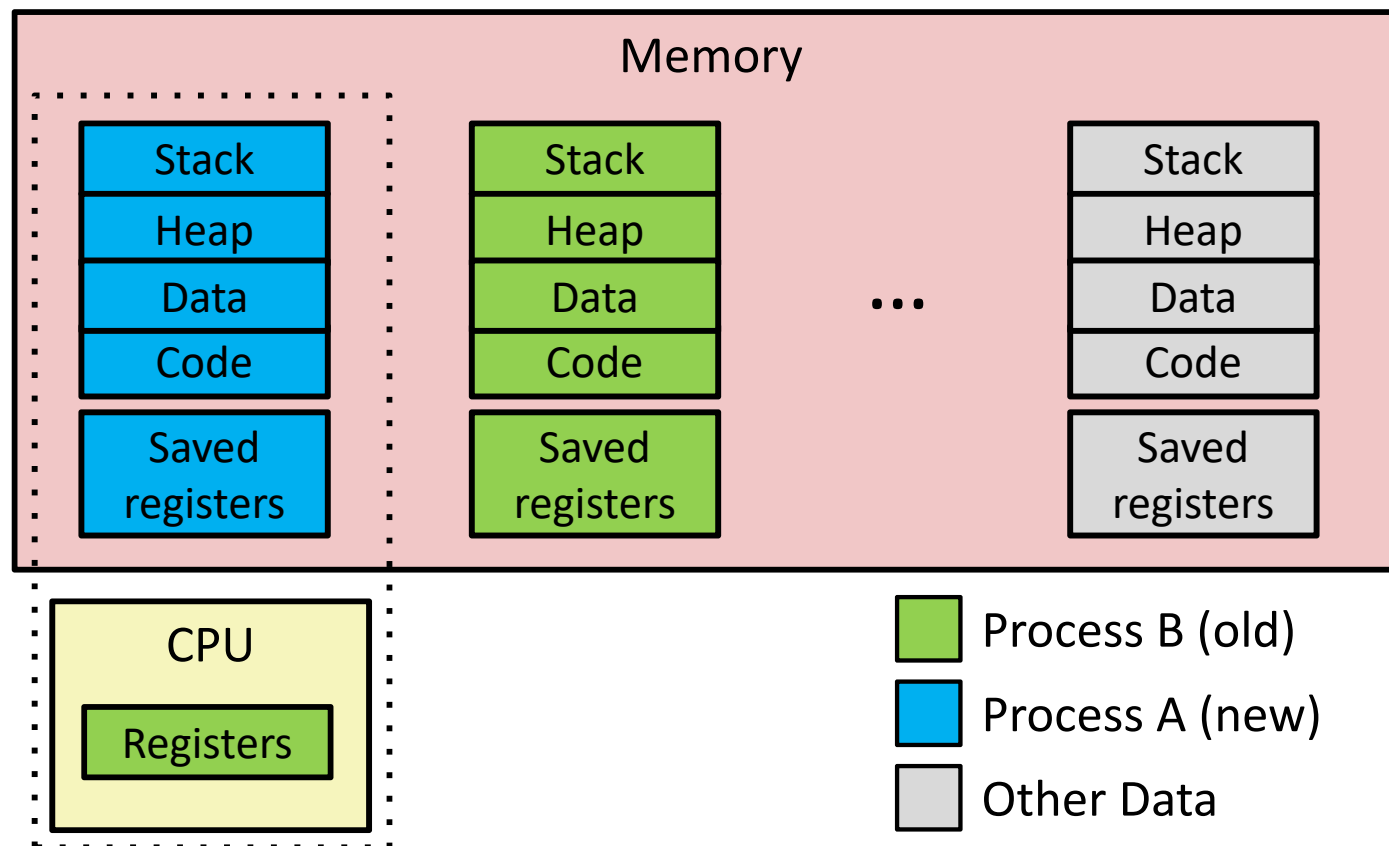
Multiprocessing



Multiprocessing



Multiprocessing



Multiprocessing

