

Processes

CSE 351 Winter 2020

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REFRESH TYPE	EXAMPLE SHORTCUTS	EFFECT
SOFT REFRESH	EMAIL <input type="button" value="REFRESH"/> BUTTON	REQUESTS UPDATE WITHIN JAVASCRIPT
NORMAL REFRESH	F5, CTRL-R, ⌘R	REFRESHES PAGE
HARD REFRESH	CTRL-F5, CTRL-⇧, ⌘⇧R	REFRESHES PAGE INCLUDING CACHED FILES
HARDER REFRESH	CTRL-⇧-HYPER-ESC-R-F5	REMOVELY CYCLES POWER TO DATACENTER
HARDEST REFRESH	CTRL-⌘-⇧-#-R-F5-F5-ESC-O-O-Ø-▲-SCROLL LOCK	INTERNET STARTS OVER FROM ARPANET

Administrivia

- ❖ Lab 3 due TONIGHT (2/24)
- ❖ hw17 due Wednesday (2/26)
 - Lab 4 preparation!
- ❖ Lab 4 coming soon!
 - Cache parameter puzzles and code optimizations

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();
```

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

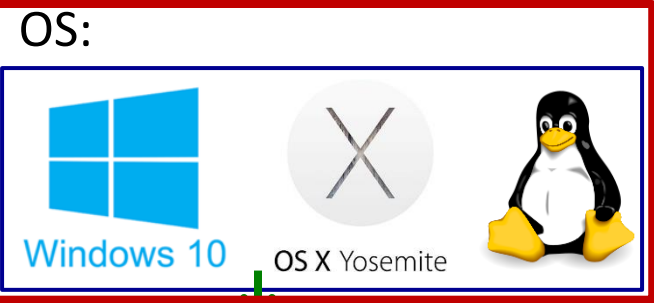
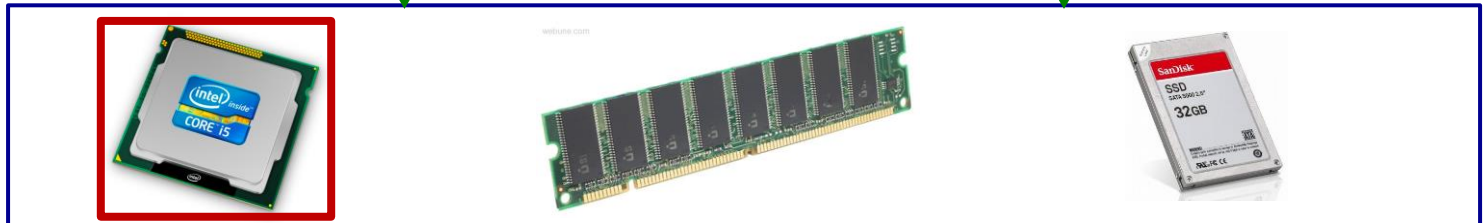
Assembly language:

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

Machine code:

```
0111010000011000
100011010000010000000010
1000100111000010
110000011111101000011111
```

Computer system:



Leading Up to Processes

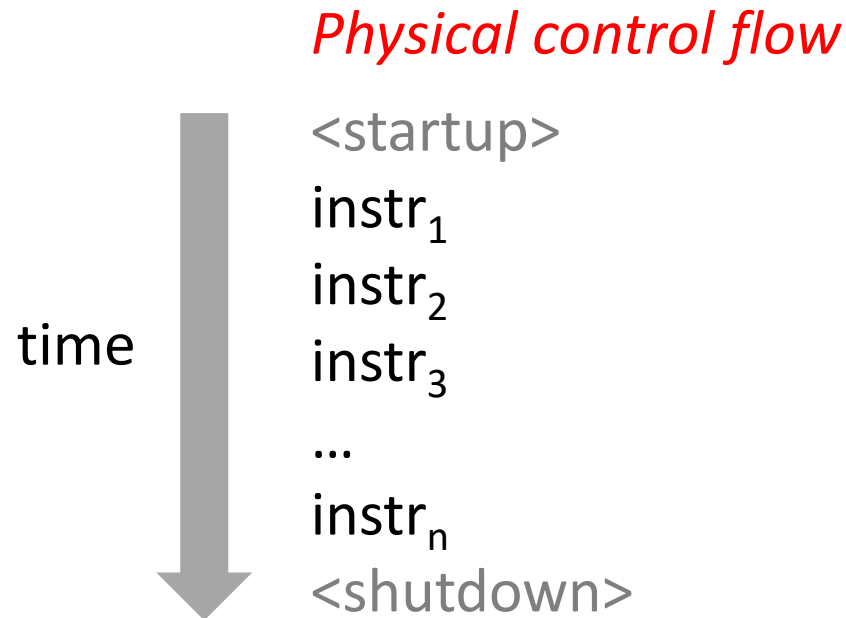
- ❖ System Control Flow
 - **Control flow**
 - **Exceptional control flow**
 - Asynchronous exceptions (interrupts)
 - Synchronous exceptions (traps & faults)

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!

Java Digression

This is extra
(non-testable)
material

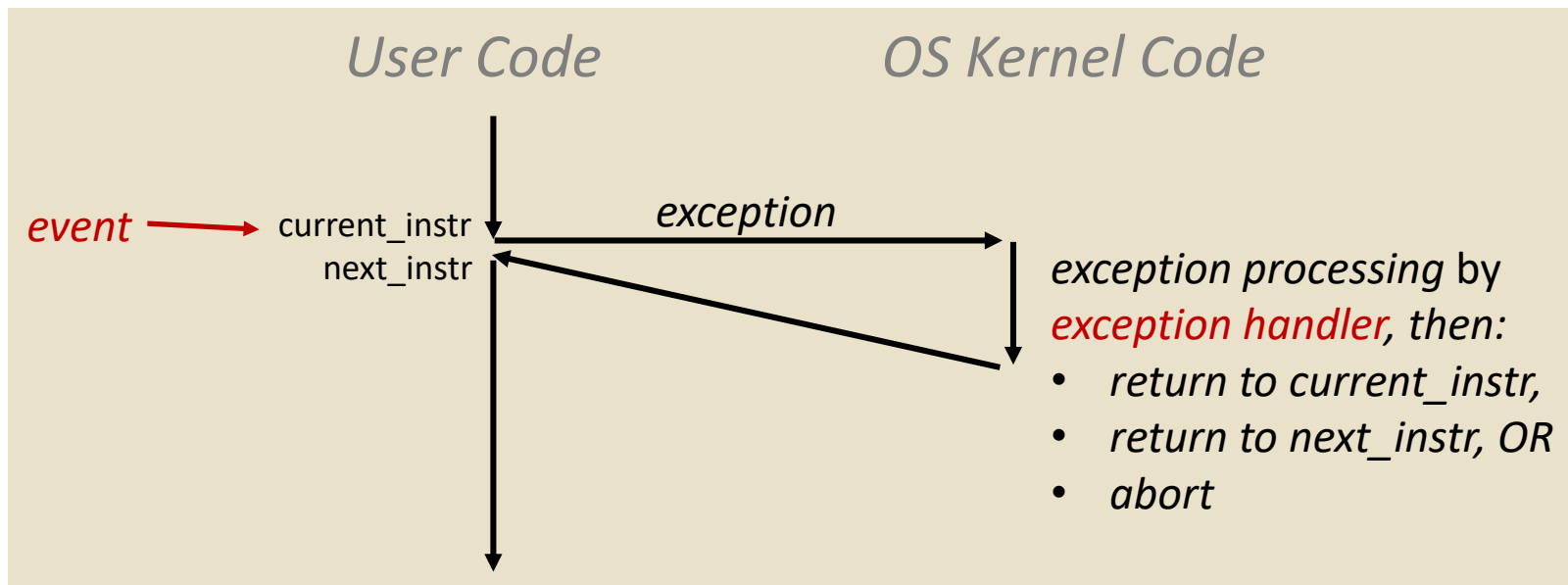
- ❖ Java has exceptions, but they're *something different*
 - Examples: NullPointerException, MyBadThingHappenedException, ...
 - `throw` statements
 - `try/catch` statements (“throw to youngest matching catch on the call-stack, or exit-with-stack-trace if none”)
- ❖ Java exceptions are for reacting 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

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 CSE/EE474

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

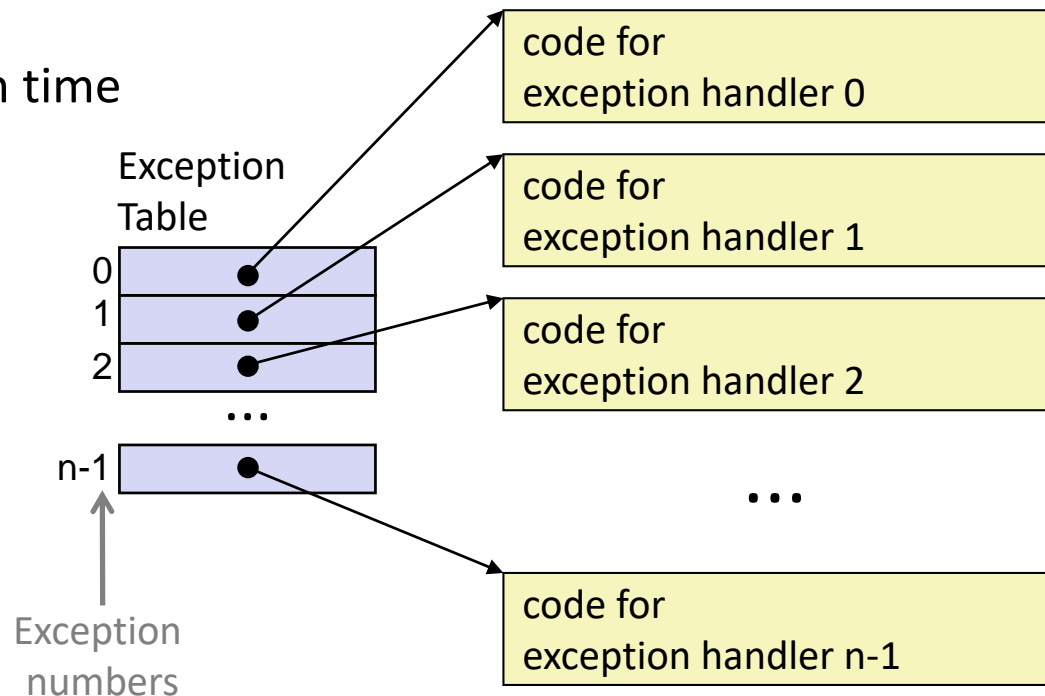


- ❖ *How does the system know where to jump to in the OS?*

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

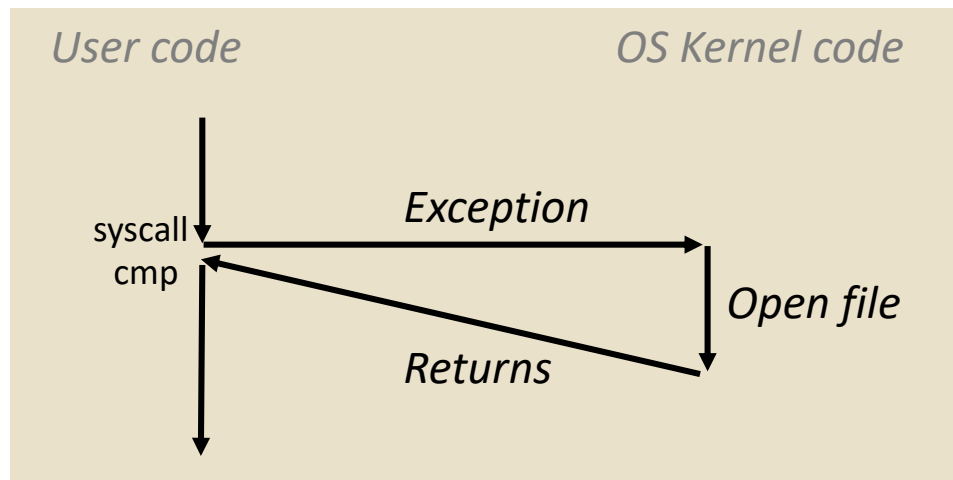
Traps Example: Opening File

- ❖ 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

```



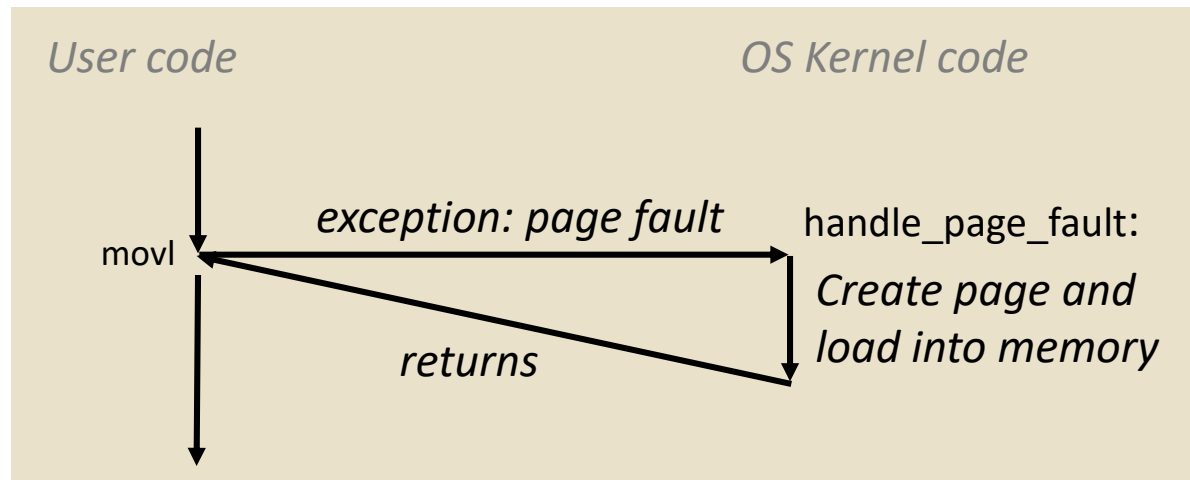
- `%rax` contains syscall number
- Other arguments in `%rdi`, `%rsi`, `%rdx`, `%r10`, `%r8`, `%r9`
- Return value in `%rax`
- Negative value is an error corresponding to negative `errno`

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
```

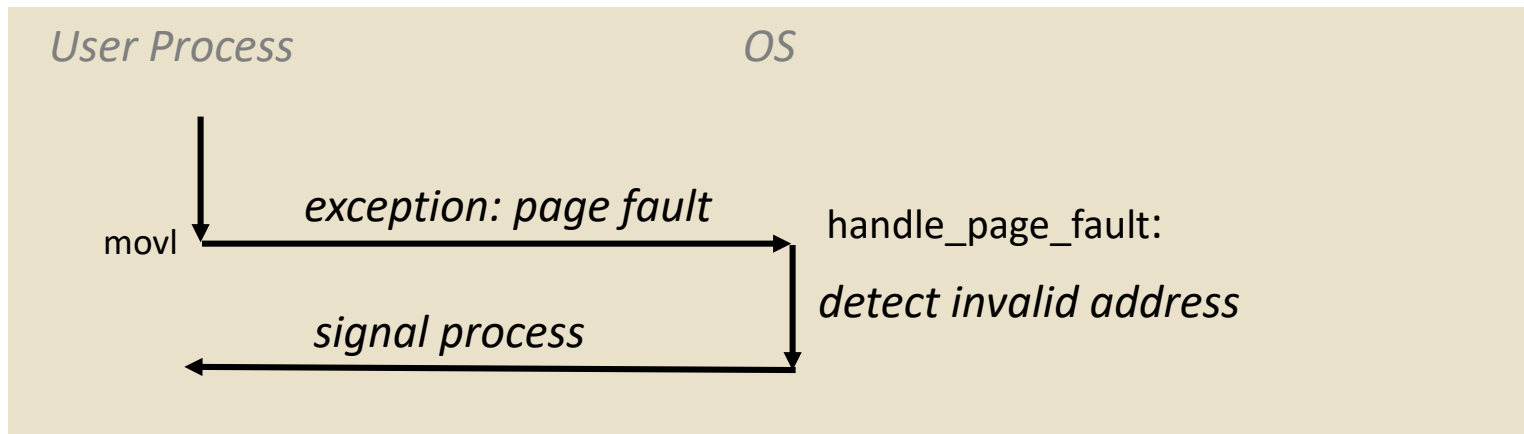


- ❖ Page fault handler must load page into physical memory
- ❖ Returns to faulting instruction: `mov` is executed again!
 - Successful on second try

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”

Summary

❖ Exceptions

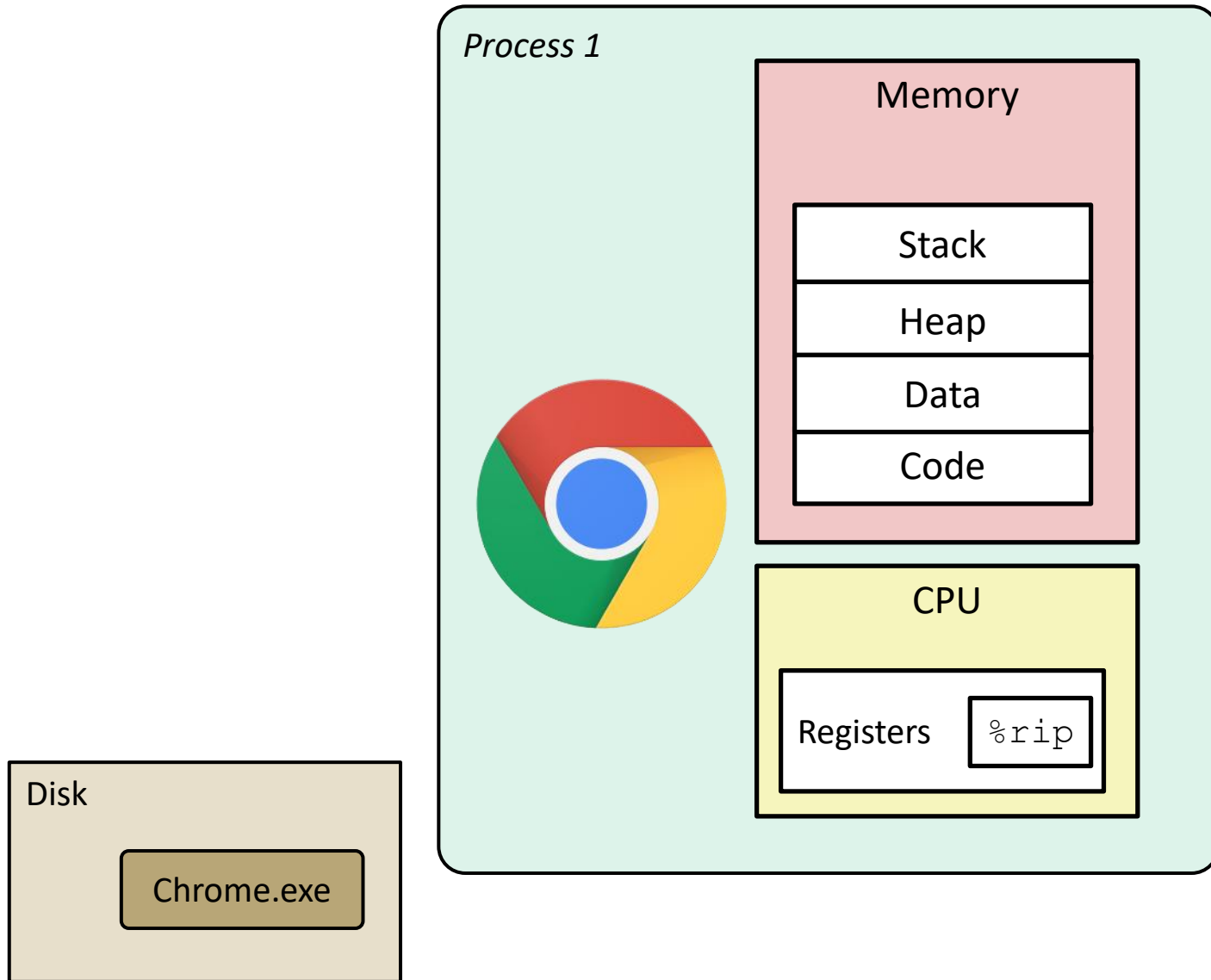
- Events that require non-standard control flow
- Generated externally (interrupts) or internally (traps and faults)
- After an exception is handled, one of three things may happen:
 - Re-execute the current instruction
 - Resume execution with the next instruction
 - Abort the process that caused the exception

Processes

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

What is a process?

It's an *illusion!*

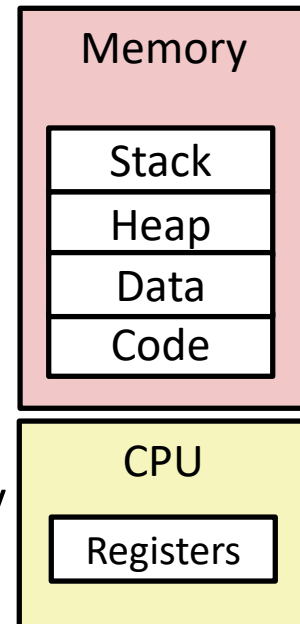


What is a process?

- ❖ 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?

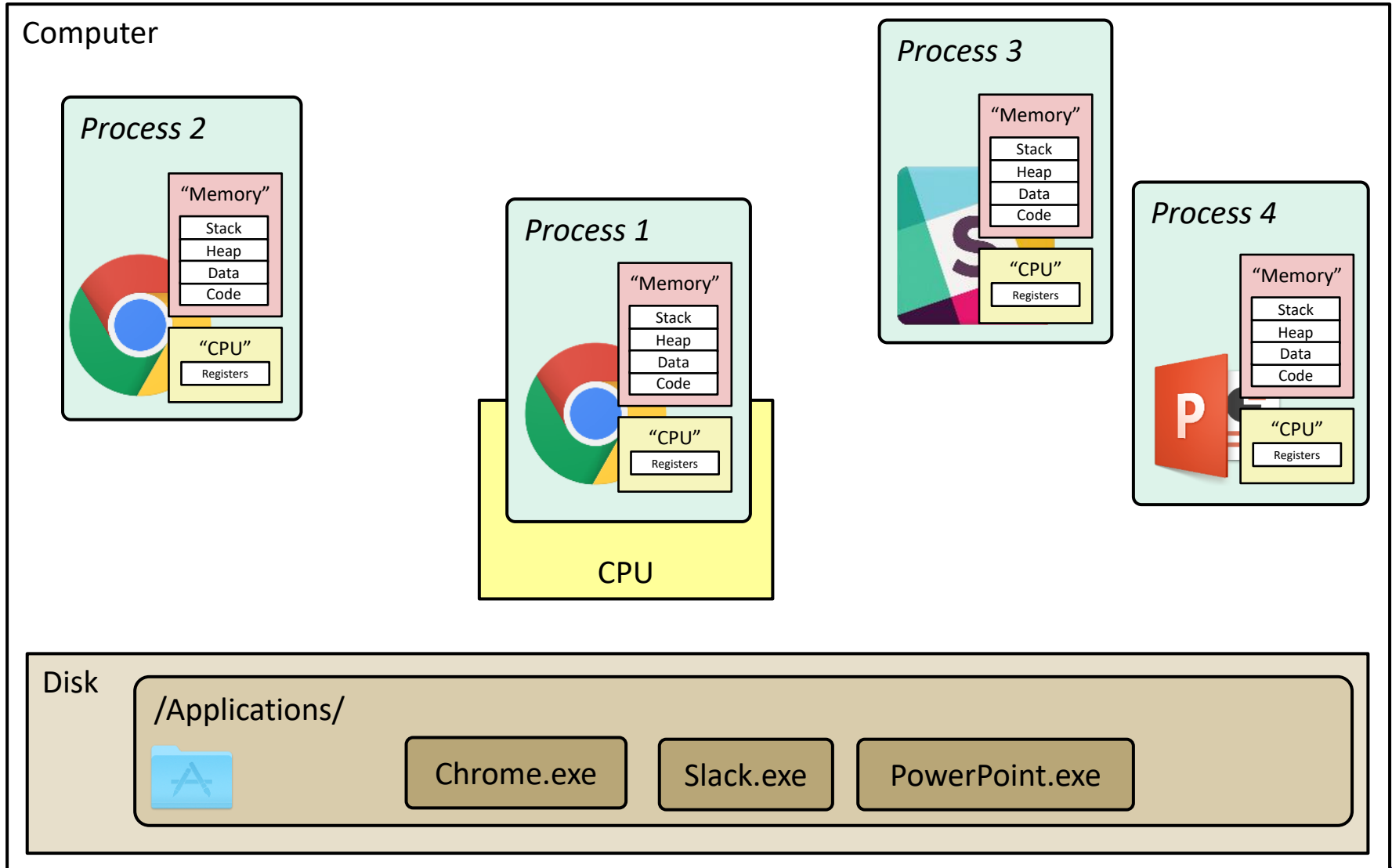
Processes

- ❖ A **process** is an instance of a running program
 - One of the most profound ideas in computer science
 - Not the same as “program” or “processor”
- ❖ 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**



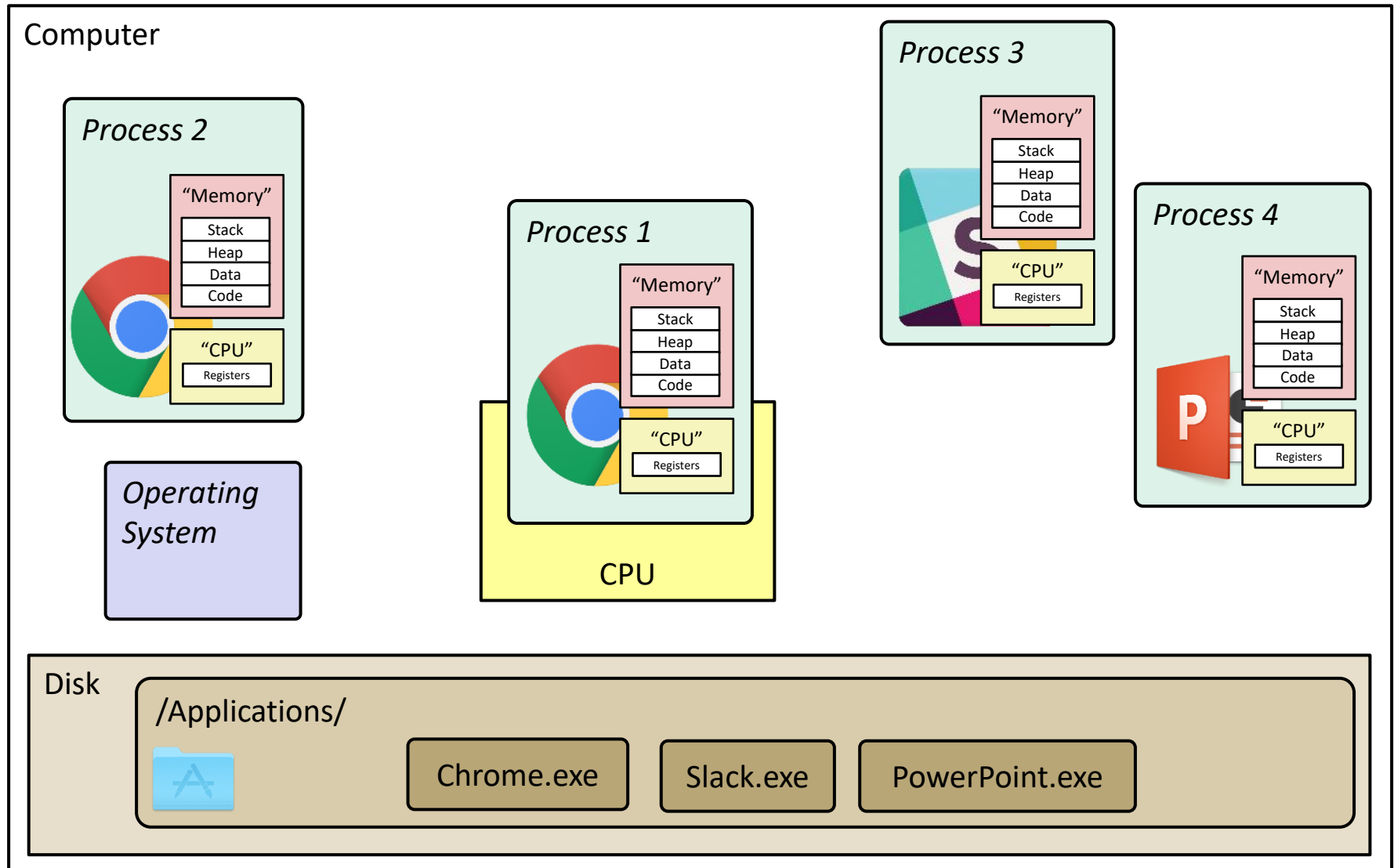
What is a process?

It's an *illusion!*

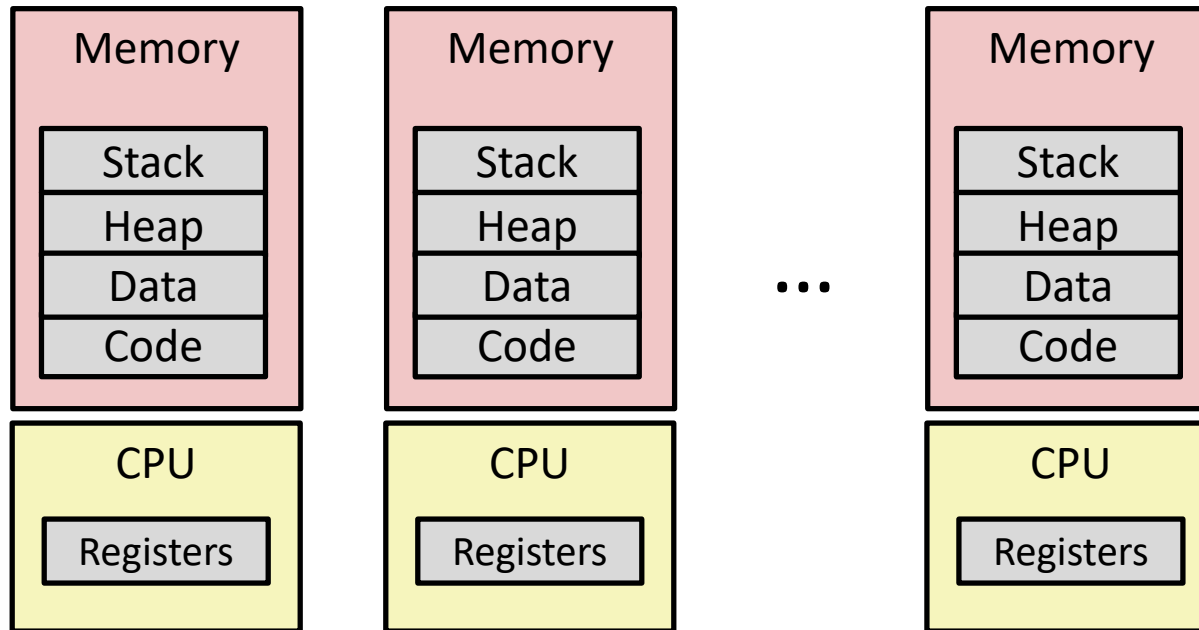


What is a process?

It's an *illusion!*

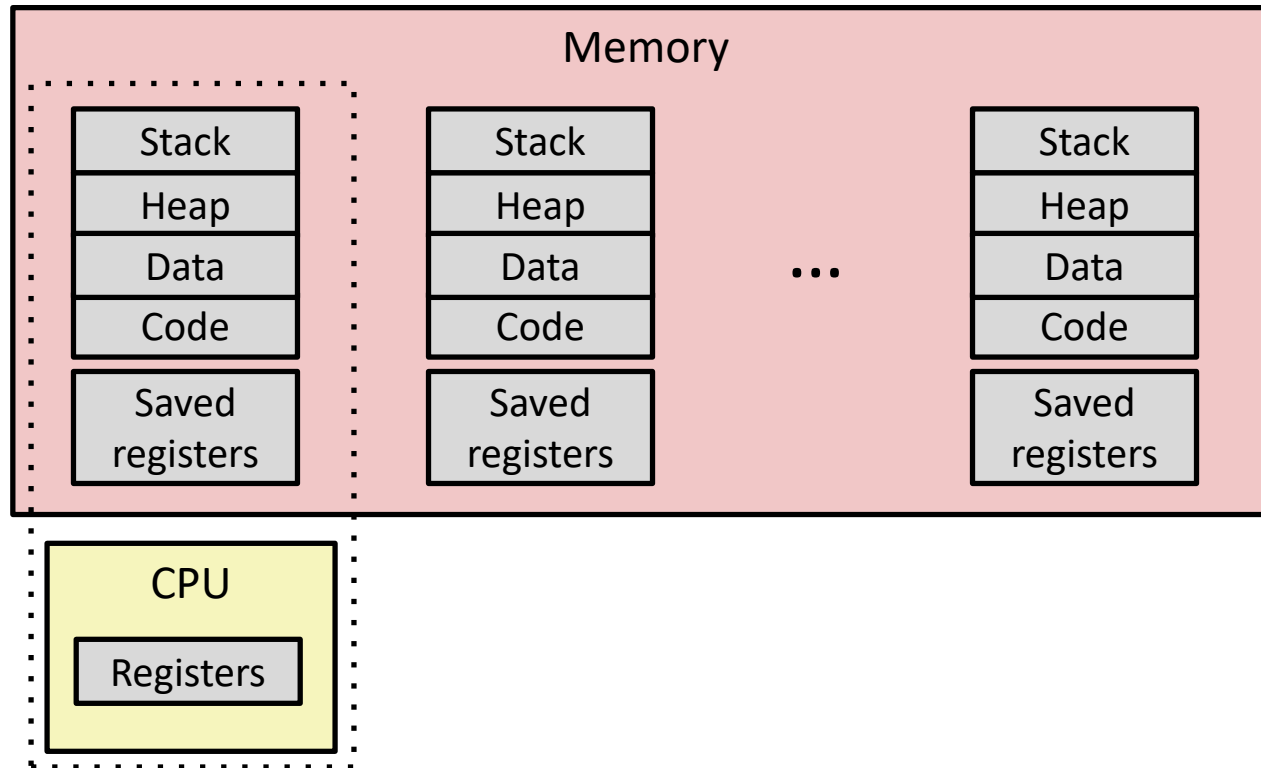


Multiprocessing: The Illusion



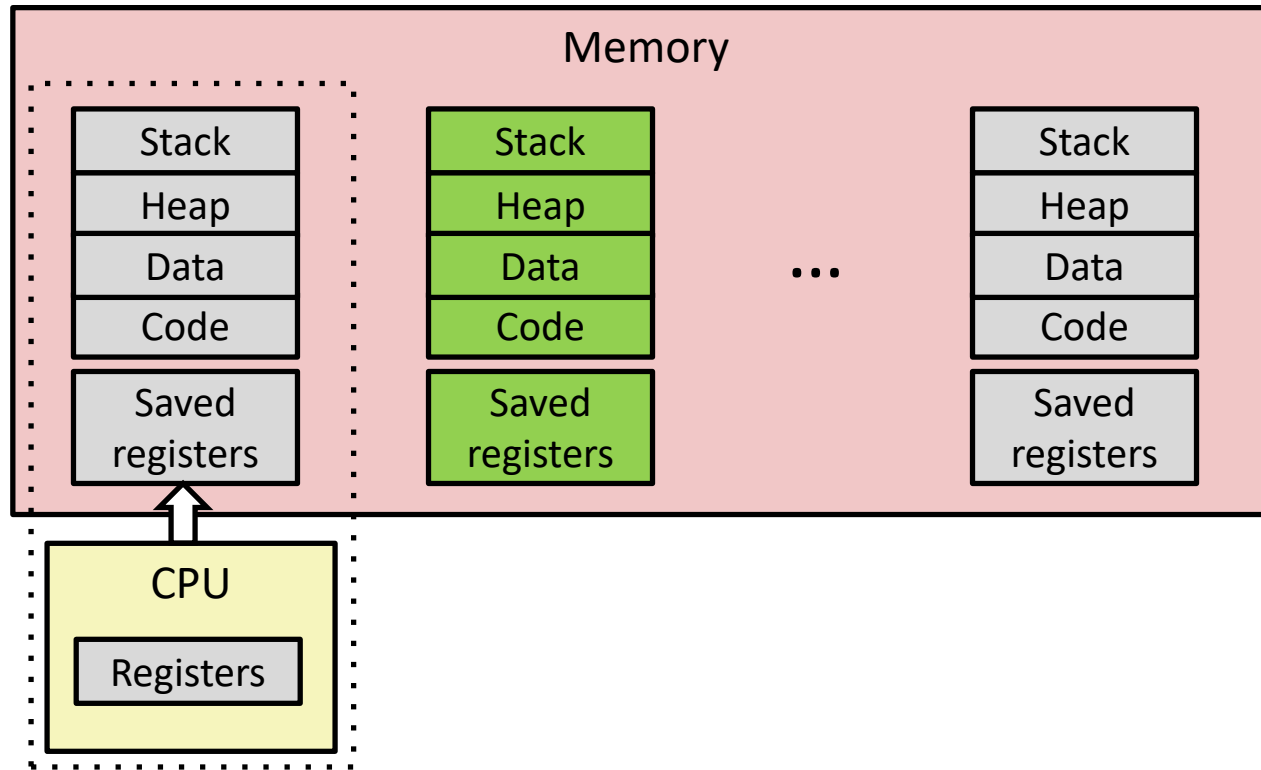
- ❖ Computer runs many processes simultaneously
 - Applications for one or more users
 - Web browsers, email clients, editors, ...
 - Background tasks
 - Monitoring network & I/O devices

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

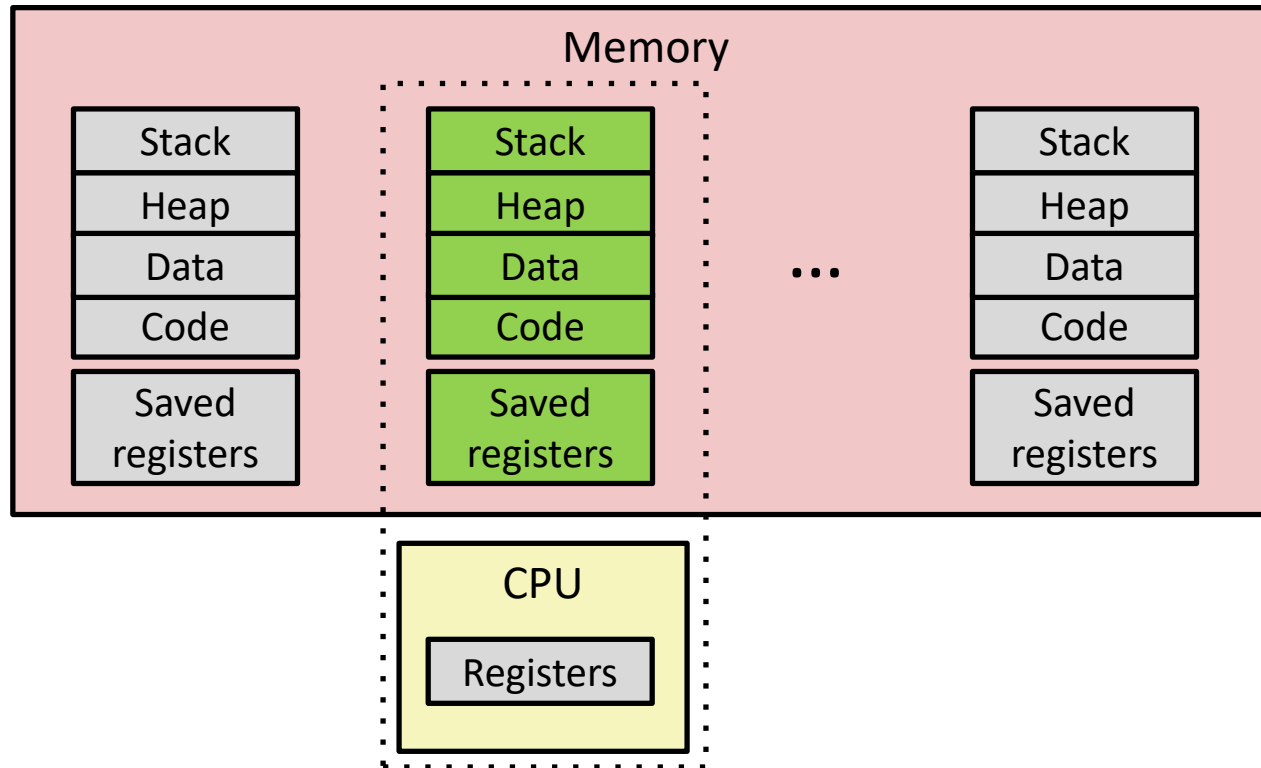
Multiprocessing



❖ Context switch

- 1) Save current registers in memory

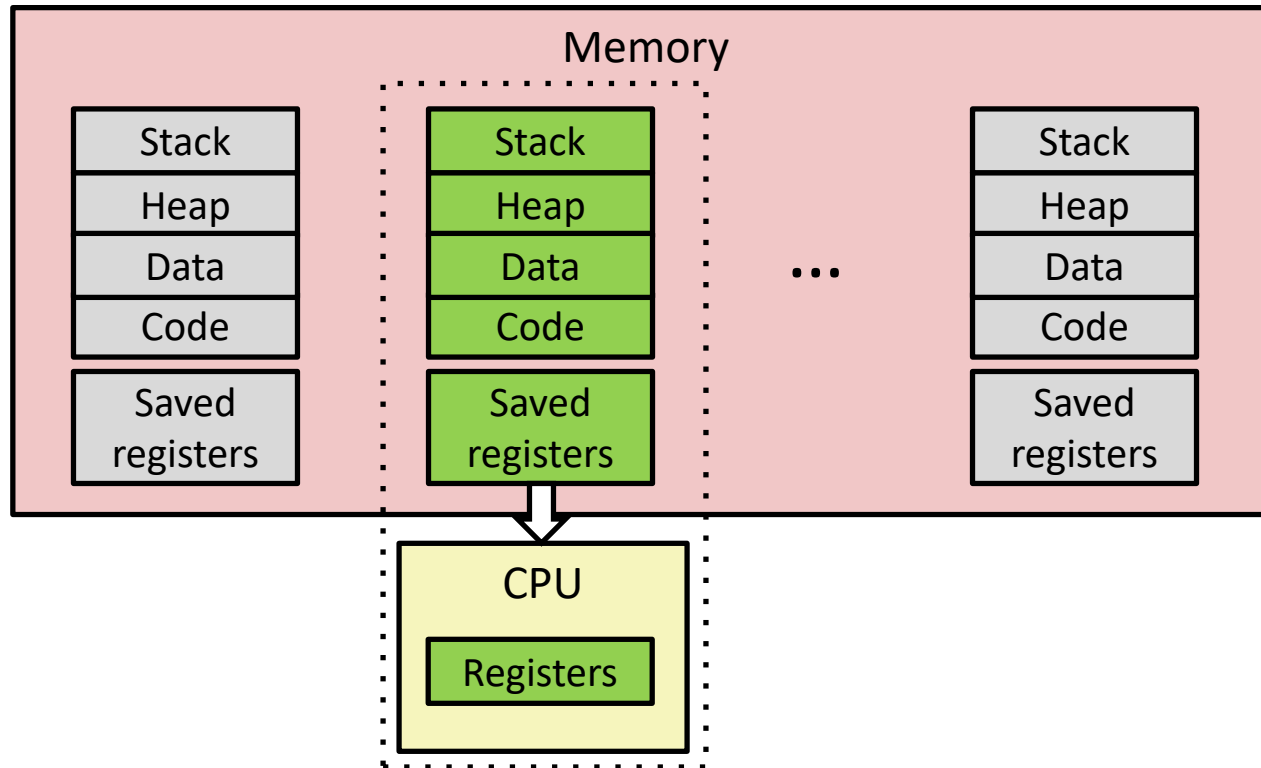
Multiprocessing



❖ Context switch

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

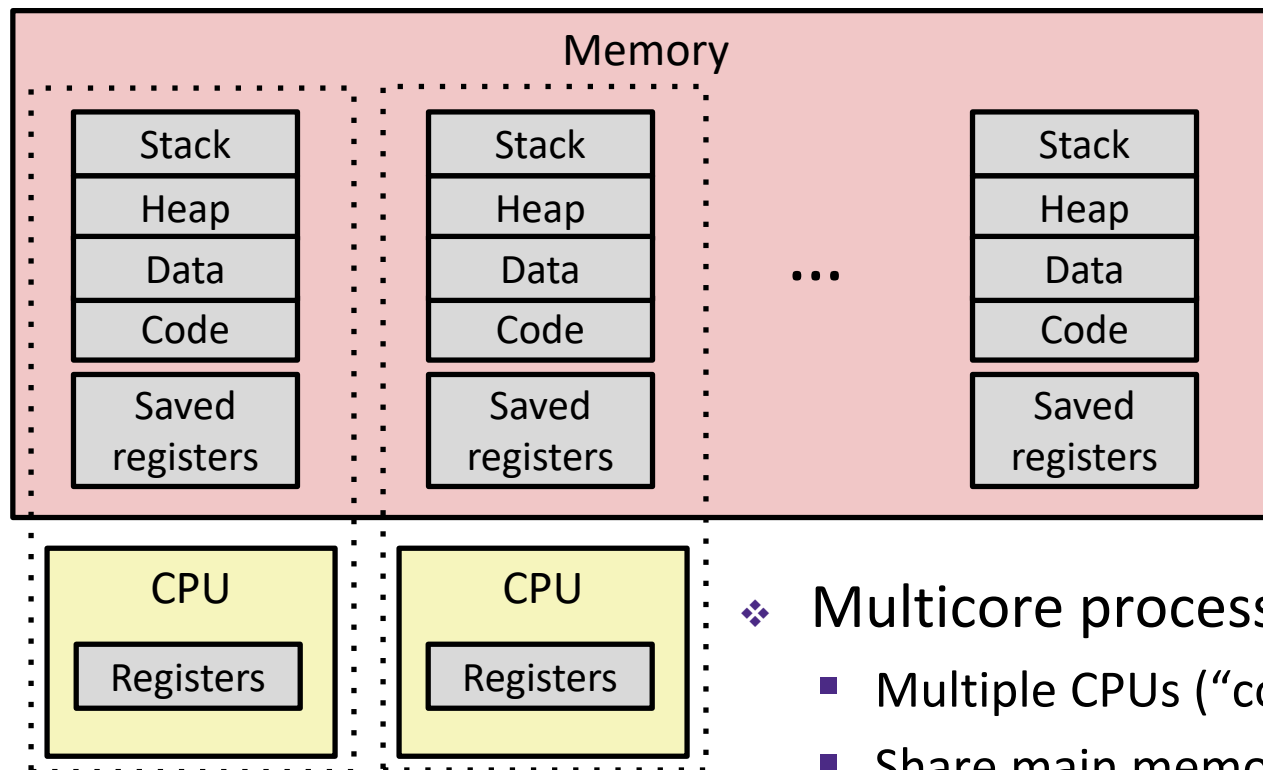
Multiprocessing



❖ 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

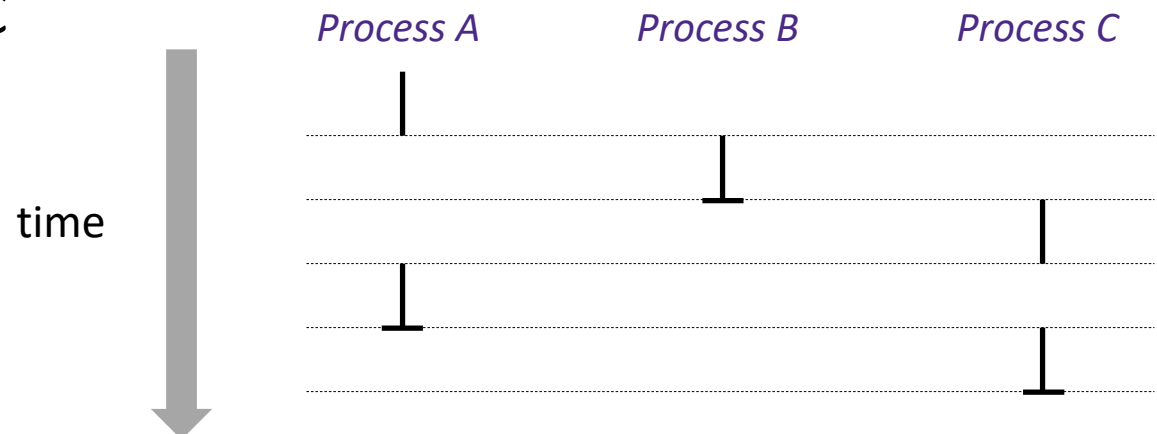


- ❖ **Multicore processors**
 - Multiple CPUs (“cores”) on single chip
 - Share main memory (and some of the caches)
 - Each can execute a separate process
 - Kernel schedules processes to cores
 - **Still constantly swapping processes**

Concurrent Processes

Assume only one CPU

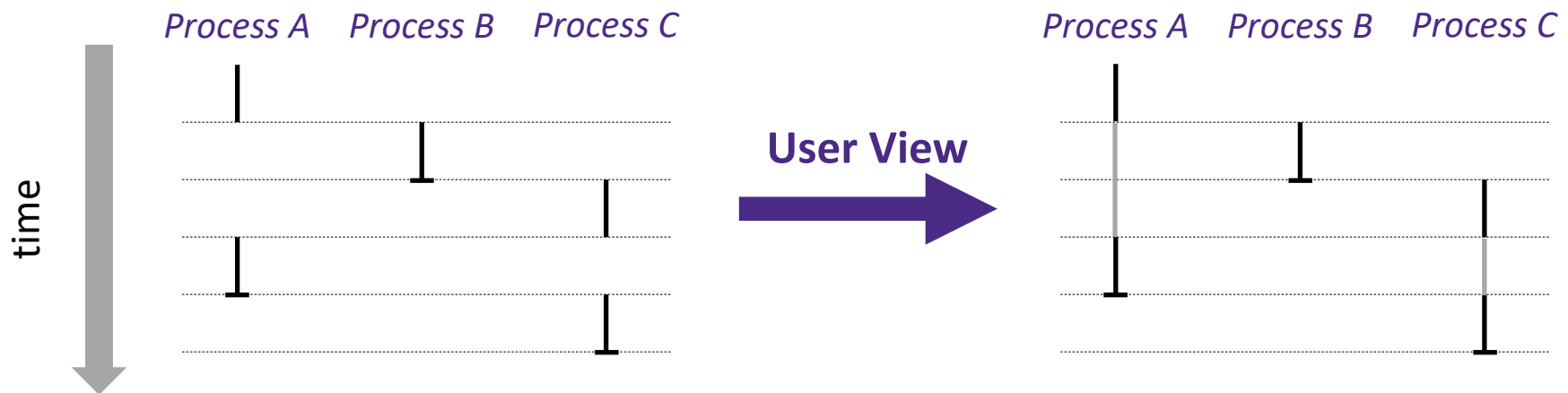
- ❖ Each process is a logical control flow
- ❖ Two processes *run concurrently* (are concurrent) if their instruction executions (flows) overlap in time
 - Otherwise, they are *sequential*
- ❖ Example: (running on single core)
 - Concurrent: A & B, A & C
 - Sequential: B & C



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*

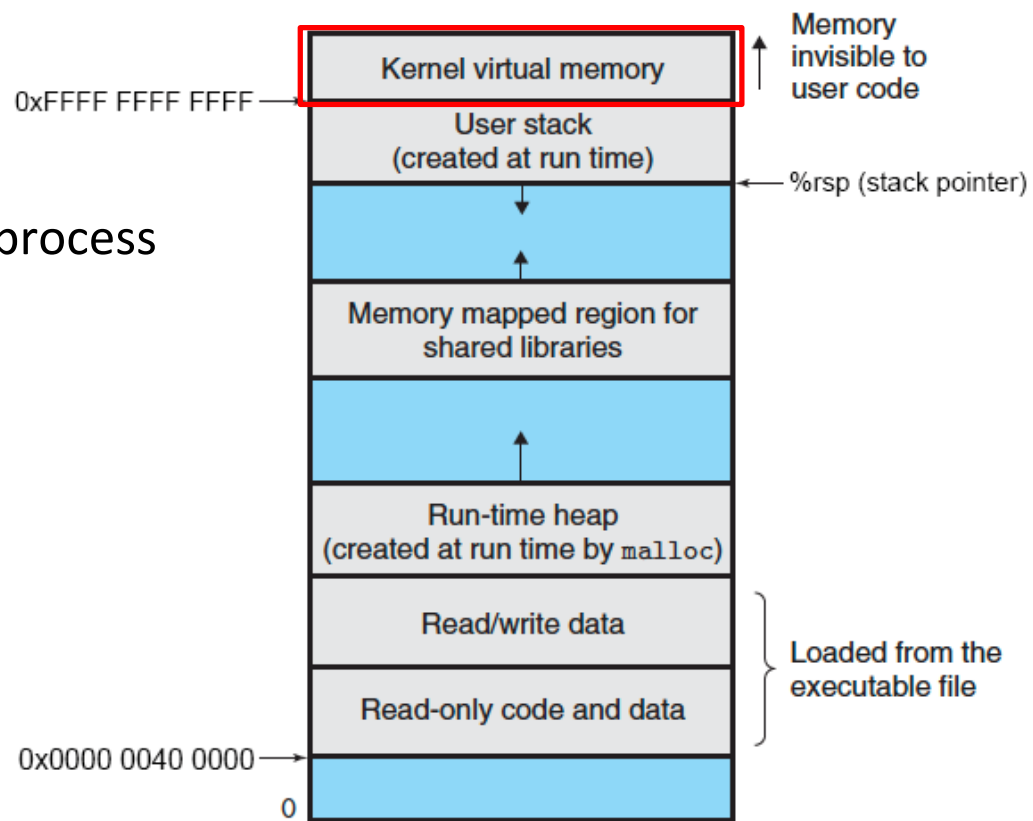


Context Switching

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

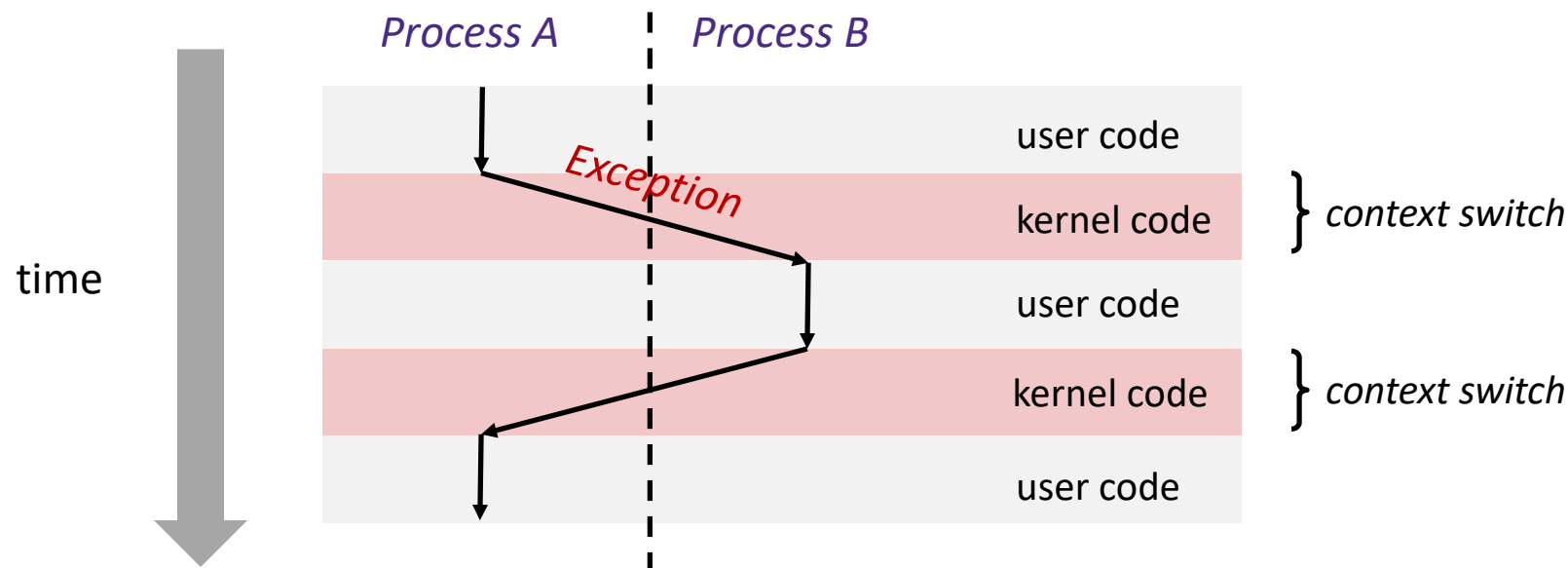
- ❖ In x86-64 Linux:
 - Same address in each process refers to same shared memory location



Context Switching

Assume only one CPU

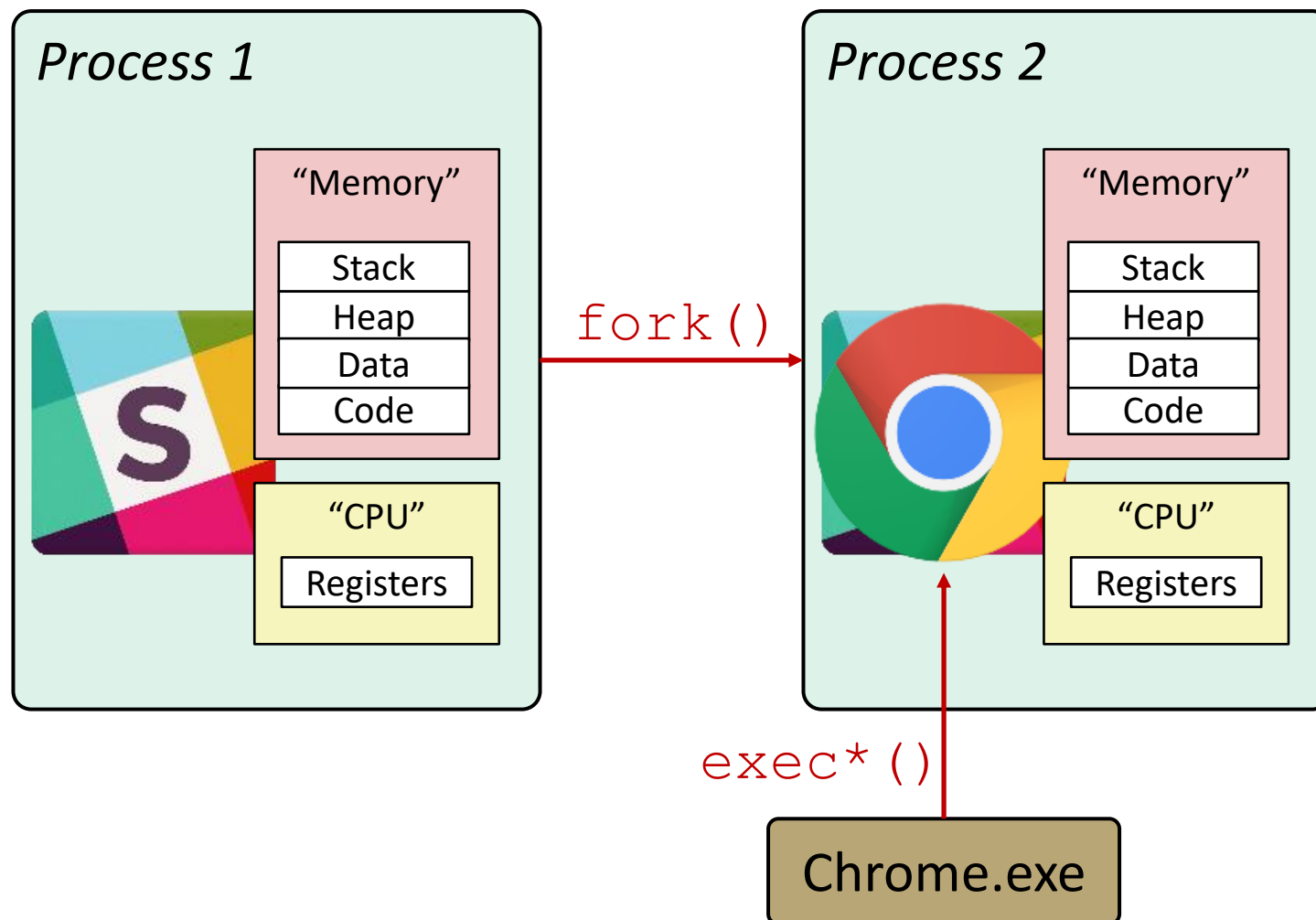
- ❖ Processes are managed by a *shared* chunk of OS code called the **kernel**
 - The kernel is not a separate process, but rather runs as part of a user process
- ❖ Context switch passes control flow from one process to another and is performed using kernel code



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) {
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} else {
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}
```

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

❖ Processes

- At any given time, system has multiple active processes
- On a one-CPU system, only one can execute at a time, but each process appears to have total control of the processor
- OS periodically “context switches” between active processes
 - Implemented using *exceptional control flow*

❖ Process management

- `fork`: one call, two returns
- `execve`: one call, usually no return
- `wait` or `waitpid`: synchronization
- `exit`: one call, no return