



CS 423

Operating System Design

Systems Programming Review

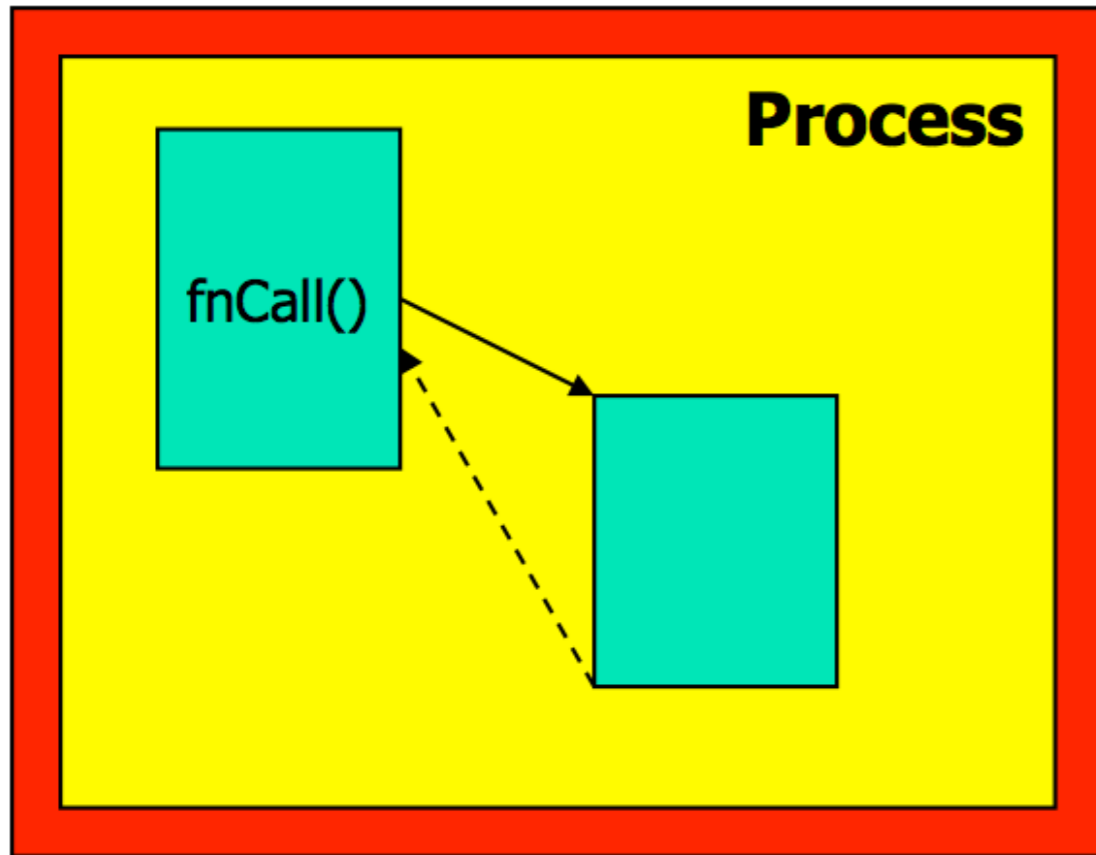
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* Thanks for Prof. Adam Bates for the slides.

System Calls



Function Calls



Caller and callee are in the same Process

- Same user
- Same "domain of trust"

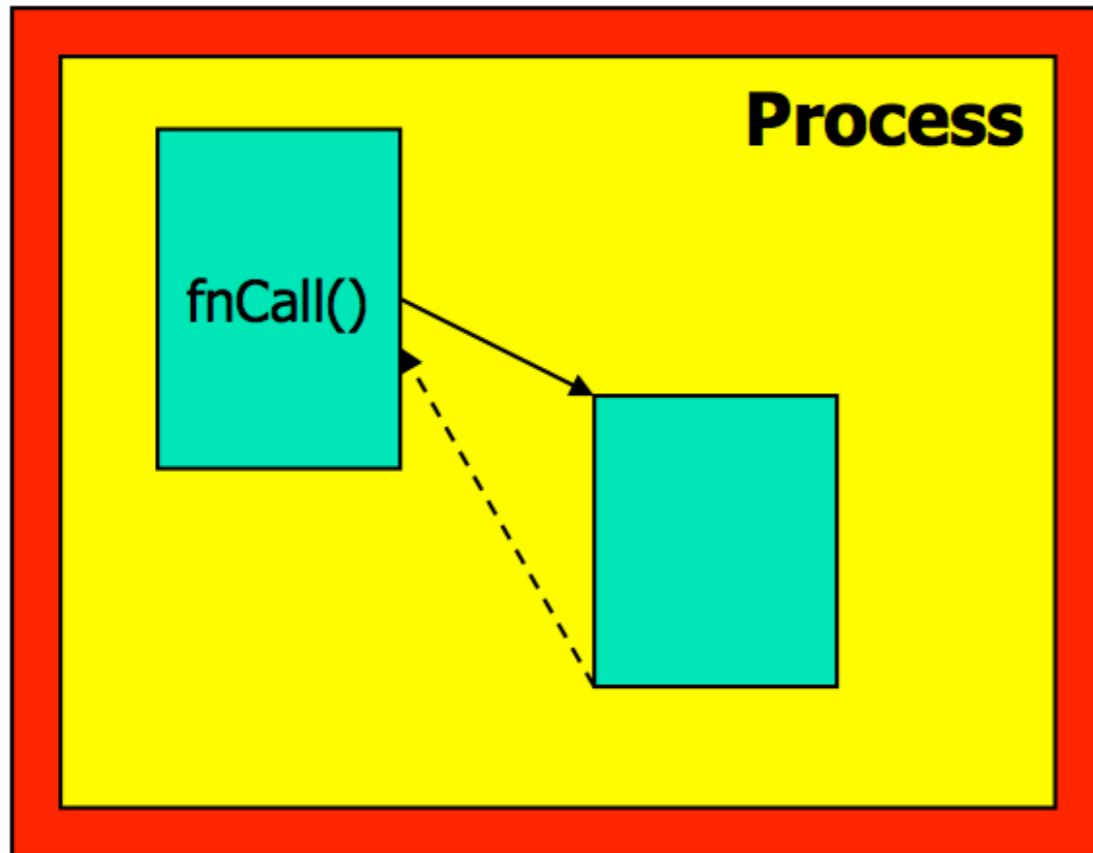
System Calls



Review: System Calls



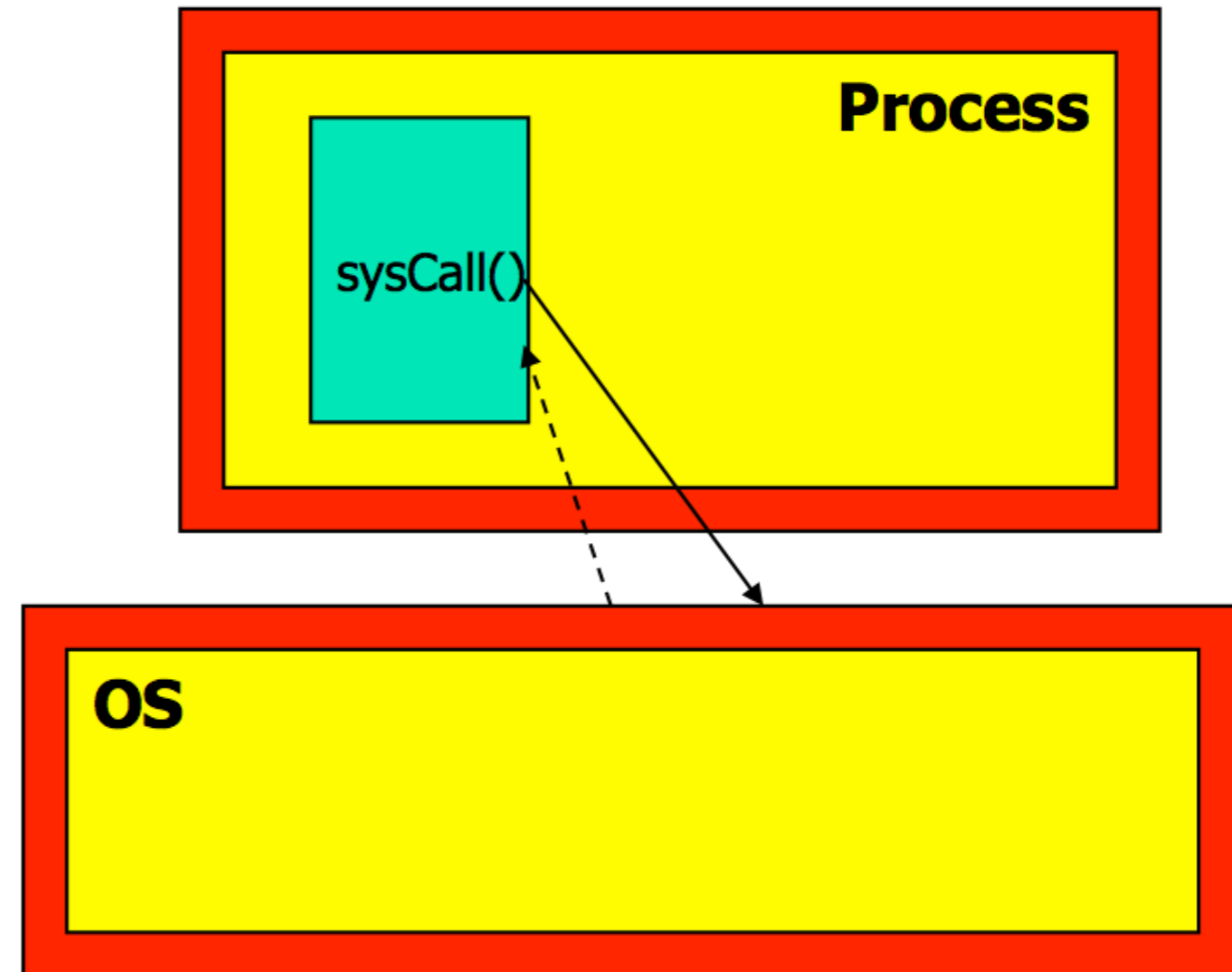
Function Calls



Caller and callee are in the same Process

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System Calls



- OS is trusted; user is not.
- OS has super-privileges; user does not
- Must take measures to prevent abuse

Example System Calls?



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Example:

```
getuid() //get the user ID
fork()   //create a child process
exec()   //executing a program
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Don't confuse system calls with stdlib calls

Differences?

Is printf() a system call?

Is rand() a system call?

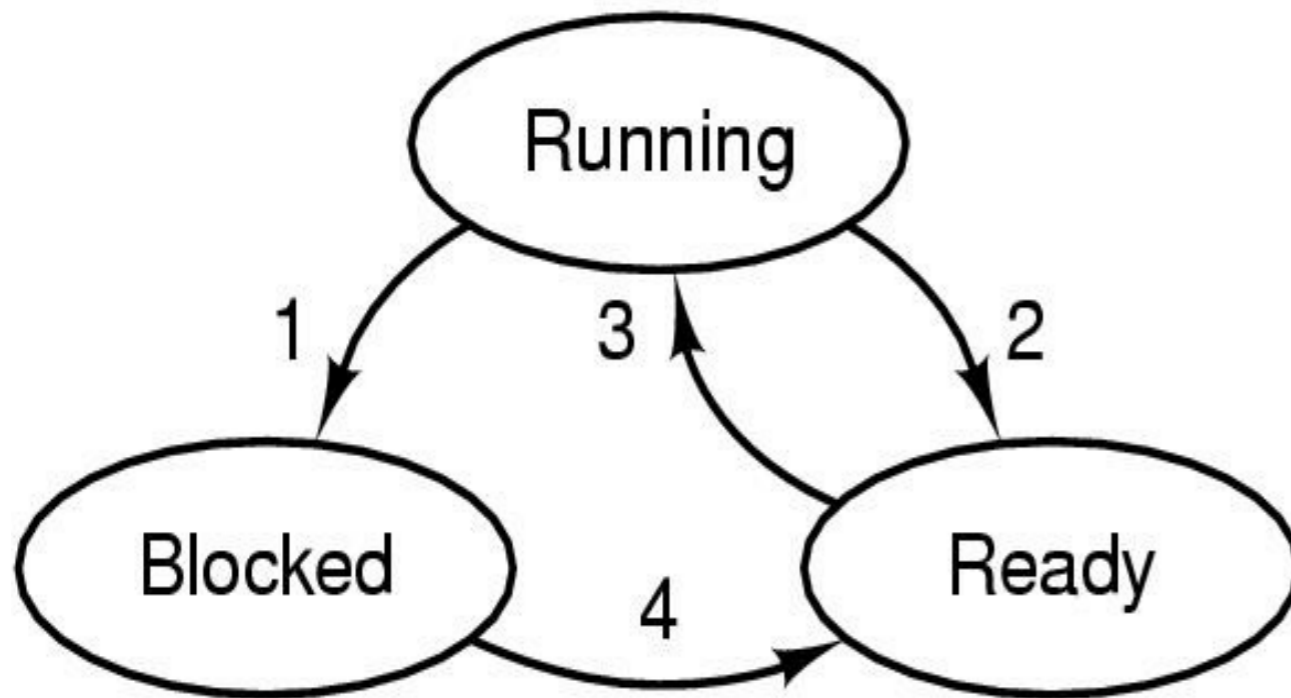
Syscalls vs. I/O Lib Calls



Each system call has analogous procedure calls from the standard I/O library:

<u>System Call</u>	<u>Standard I/O call</u>
open	fopen
close	fclose
read/write	getchar/putchar getc/putc fgetc/fputc fread/fwrite
	gets/puts fgets/fputs
	scanf/printf fscanf/fprintf
lseek	fseek

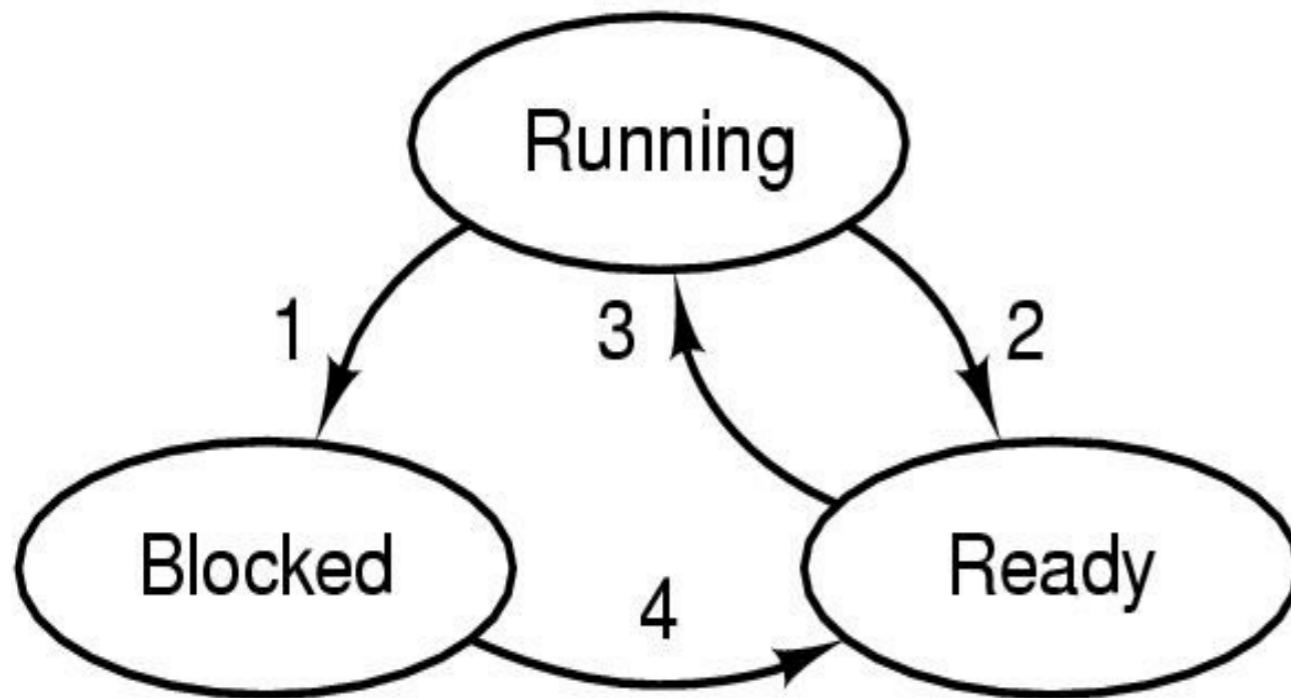
Processes



1. Process blocks for input
2. Scheduler picks another process
3. Scheduler picks this process
4. Input becomes available

- Possible process states
 - Running (occupy CPU)
 - Blocked
 - Ready (does not occupy CPU)
 - Other states: suspended, terminated

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Question: in a single processor machine, how many process can be in running state?

Creating a Process



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Creating a Process - fork()



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 - Child's PID to parent process
- If the parent code changes a global variable, will the child see the change?
 - Nope! On fork, child gets new program counter, stack, file descriptors, heap, globals, pid!

Creating a Process



- What if we need the child process to execute different code than the parent process?

Creating a Process - `exec()`



- What if we need the child process to execute different code than the parent process?
 - `exec` function allows child process to execute code that is different from that of parent
 - `exec` family of functions provides a facility for overlaying the process image of the calling process with a new image.
 - `exec` functions return `-1` and sets `errno` if unsuccessful

Threads vs. Processes



- What is the difference between a thread and a process?

Threads vs. Processes



- What is the difference between a thread and a process?
 - Both provided independent execution sequences, but...
 - Each process has its own memory space
 - Remember how child processes can't see changes to parent's global variable??
 - Threads run in a shared memory space

Threads vs. Processes



- What is POSIX?
- How do you create a POSIX thread?

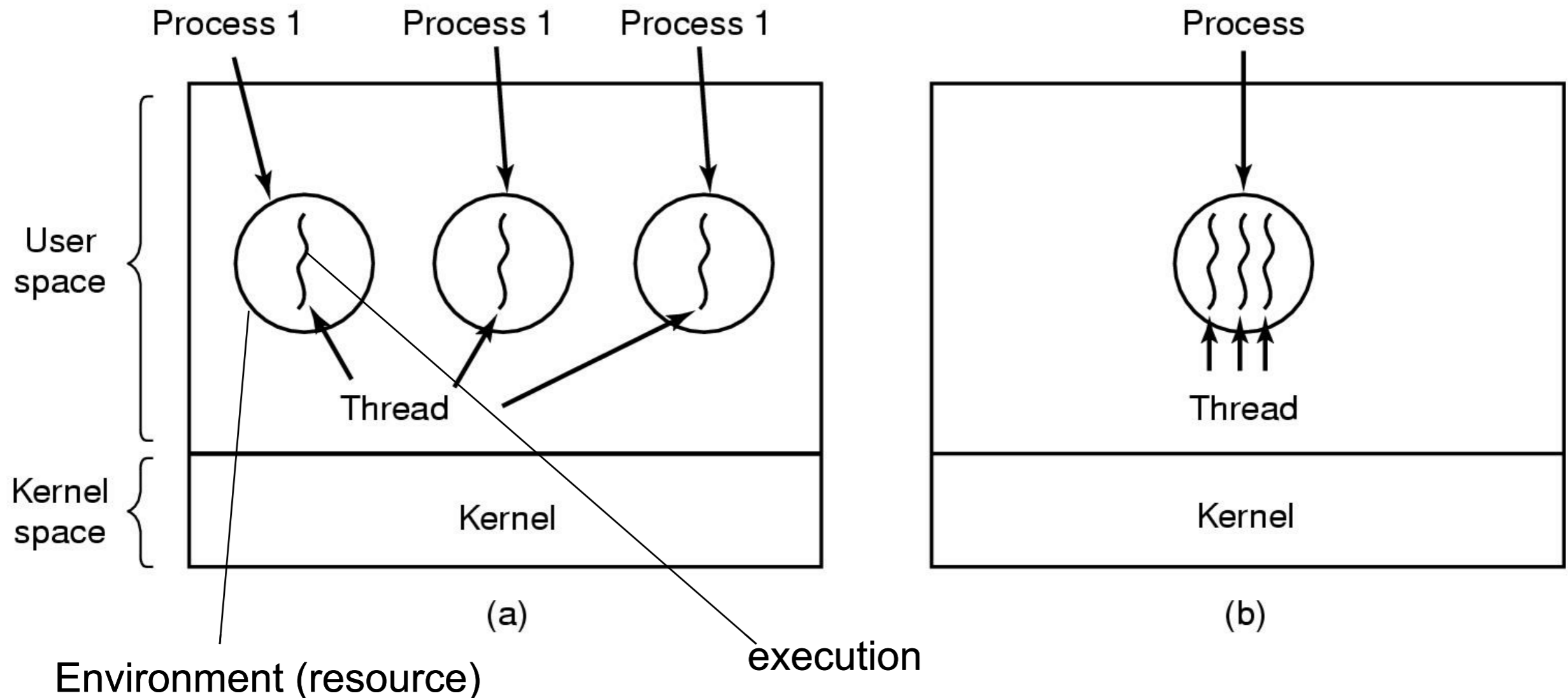
Threads vs. Processes



- What is POSIX?
- How do you create a POSIX thread?

POSIX function	description
<code>pthread_create</code>	create a thread
<code>pthread_detach</code>	set thread to release resources
<code>pthread_equal</code>	test two thread IDs for equality
<code>pthread_exit</code>	exit a thread without exiting process
<code>pthread_kill</code>	send a signal to a thread
<code>pthread_join</code>	wait for a thread
<code>pthread_self</code>	find out own thread ID

Threads: Lightweight Proc's



- (a) Three processes each with one thread
- (b) One process with three threads

Threads: Kernel v. User



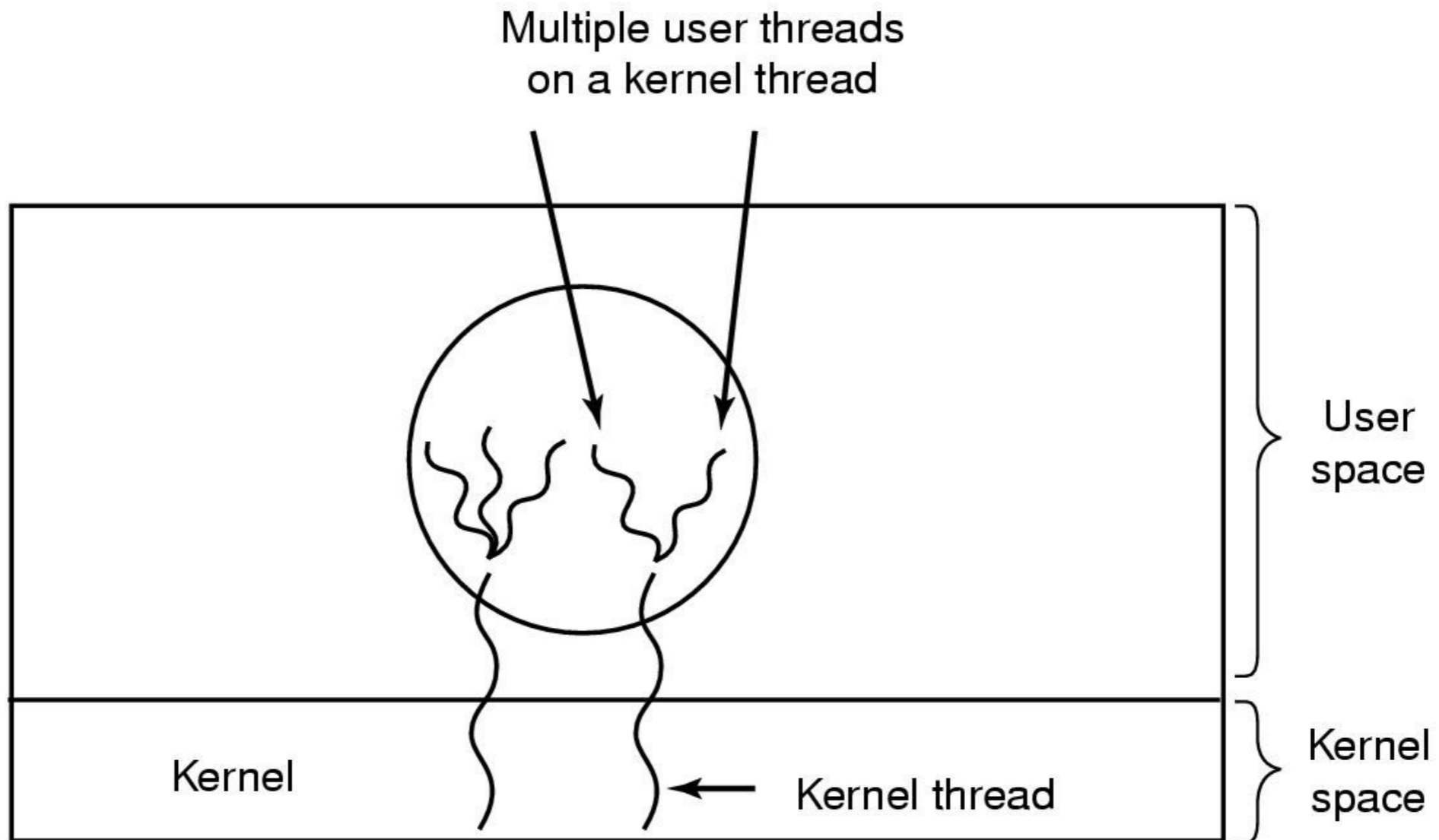
- What is the difference between kernel and user threads? Pros and Cons?

Threads: Kernel v. User



- What is the difference between kernel and user threads? Pros and Cons?
- Kernel thread packages
 - Each thread can make blocking I/O calls
 - Can run concurrently on multiple processors
- Threads in User-level
 - Fast context switch
 - Customized scheduling

Hybrid Threads (Solaris)



M:N model multiplexes N user-level threads onto M kernel-level threads

Good idea? Bad Idea?

Synchronization



- Processes and threads can be preempted at arbitrary times, which may generate problems.
- Example: What is the execution outcome of the following two threads (initially $x=0$)?

Thread 1:

Read X

Add 1

Write X

Thread 2:

Read X

Add 1

Write X

How do we account for this?

Critical Regions/Sections



```
Process {  
    while (true) {  
        ENTER CRITICAL SECTION  
        Access shared variables;  
        LEAVE CRITICAL SECTION  
        Do other work  
    }  
}
```



- Simplest and most efficient thread synchronization mechanism
- A special variable that can be either in
 - **locked state**: a distinguished thread that holds or owns the mutex; or
 - **unlocked state**: no thread holds the mutex
- When several threads compete for a mutex, the losers block at that call
 - The mutex also has a queue of threads that are waiting to hold the mutex.
- POSIX does not require that this queue be accessed FIFO.
- Helpful note — Mutex is short for “Mutual Exclusion”

POSIX Mutex Functions



- `int pthread_mutex_init(pthread_mutex_t *restrict mutex, const pthread_mutexattr_t *restrict attr);`
 - Also see `PTHREAD_MUTEX_INITIALIZER`
- `int pthread_mutex_destroy(pthread_mutex_t *mutex);`
- `int pthread_mutex_lock(pthread_mutex_t *mutex);`
- `int pthread_mutex_trylock(pthread_mutex_t *mutex);`
- `int pthread_mutex_unlock(pthread_mutex_t *mutex);`

Semaphores



Pseudocode for a blocking implementation of semaphores:

```
void wait (semaphore_t *sp)
    if (sp->value >0) sp->value--;
    else {
        <Add this process to sp->list>
        <block>
    }

void signal (semaphore_t *sp)
    if (sp->list != NULL)
        <remove a process from sp->list,
        put it in ready state>
    else sp->value++;
```



- **Basic scheduling algorithms**
 - FIFO (FCFS)
 - Shortest job first
 - Round Robin
 - Priority Scheduling



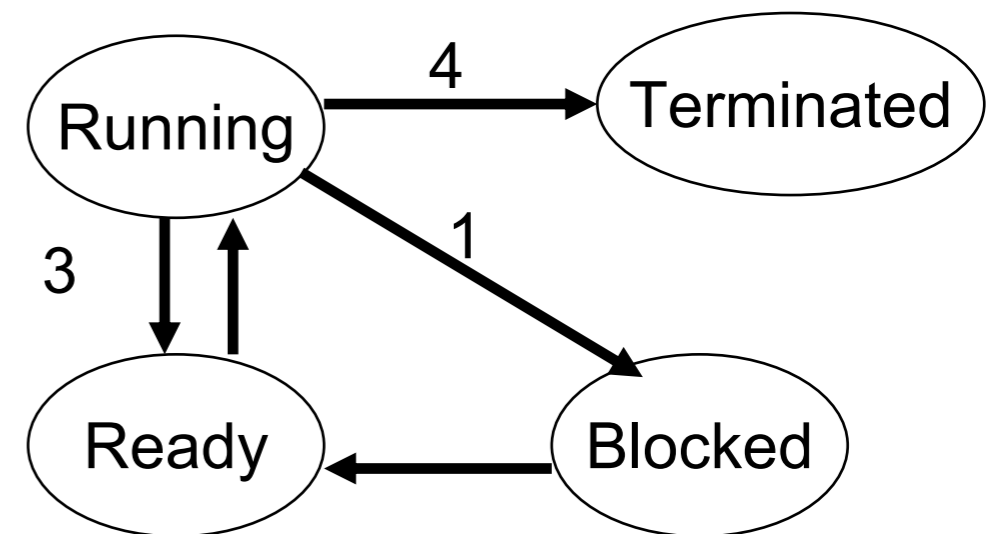
- Basic scheduling algorithms
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- What is an optimal algorithm in the sense of maximizing the number of jobs finished?



- Basic scheduling algorithms
 - FIFO (FCFS)
 - Shortest job first
 - Round Robin
 - Priority Scheduling
- What is an optimal algorithm in the sense of meeting the most deadlines (of real time tasks)?

- **Non-preemptive scheduling:**

- The running process keeps the CPU until it **voluntarily** gives up the CPU
 - process exits
 - switches to blocked state
 - 1 and 4 only (no 3)



- **Preemptive scheduling:**

- The running process can be interrupted and must release the CPU (can be **forced** to give up CPU)

Signals



- What is a signal in UNIX/Linux?

Signals



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 - A way for one process to send a notification to another
 - A signal can be “caught”, “ignored”, or “blocked”



- What is a signal in UNIX/Linux?
 - A way for one process to send a notification to another
 - A signal can be “caught”, “ignored”, or “blocked”
- Signal is **generated** when the event that causes it occurs.
- Signal is **delivered** when a process receives it.
- The **lifetime** of a signal is the interval between its generation and delivery.
- Signal that is generated but not delivered is **pending**.
- Process **catches** signal if it executes a **signal handler** when the signal is delivered.
- Alternatively, a process can **ignore** a signal when it is delivered, that is to take no action.
- Process can temporarily prevent signal from being delivered by **blocking** it.
- **Signal Mask** contains the set of signals currently blocked.

POSIX-required Signals*



Signal	Description	default action
SIGABRT	process abort	implementation dependent
SIGALRM	alarm clock	abnormal termination
SIGBUS	access undefined part of memory object	implementation dependent
SIGCHLD	child terminated, stopped or continued	ignore
SIGILL	invalid hardware instruction	implementation dependent
SIGINT	interactive attention signal (usually ctrl-C)	abnormal termination
SIGKILL	terminated (cannot be caught or ignored)	abnormal termination

* *Not an exhaustive list*

POSIX-required Signals*



Signal	Description	default action
SIGSEGV	Invalid memory reference	implementation dependent
SIGSTOP	Execution stopped	stop
SIGTERM	termination	Abnormal termination
SIGTSTP	Terminal stop	stop
SIGTTIN	Background process attempting read	stop
SIGTTOU	Background process attempting write	stop
SIGURG	High bandwidth data available on socket	ignore
SIGUSR1	User-defined signal 1	abnormal termination

* *Not an exhaustive list*

User-generated Signals



- How can you send a signal to a process from the command line?

User-generated Signals



- How can you send a signal to a process from the command line?
- **kill** 🥵

User-generated Signals



- How can you send a signal to a process from the command line?
- **kill** 🥵
- `kill -1` will list the signals the system understands
- `kill [-signal] pid` will send a signal to a process.
 - The optional argument may be a name or a number (default is SIGTERM).
- To unconditionally kill a process, use:
 - `kill -9 pid` which is
`kill -SIGKILL pid.`

Signal Masks



- A process can temporarily prevent a signal from being delivered by **blocking** it.
- **Signal Mask** contains a set of signals currently blocked.
- **Important!** Blocking a signal is different from ignoring signal. Why?

Signal Masks



- A process can temporarily prevent a signal from being delivered by **blocking** it.
- **Signal Mask** contains a set of signals currently blocked.
- **Important!** Blocking a signal is different from ignoring signal. Why?
- When a process blocks a signal, the OS does not deliver signal until the process unblocks the signal
 - A **blocked** signal is not delivered to a process until it is unblocked.
- When a process ignores signal, signal is delivered and the process handles it by throwing it away.

Deadlocks



Deadlocks



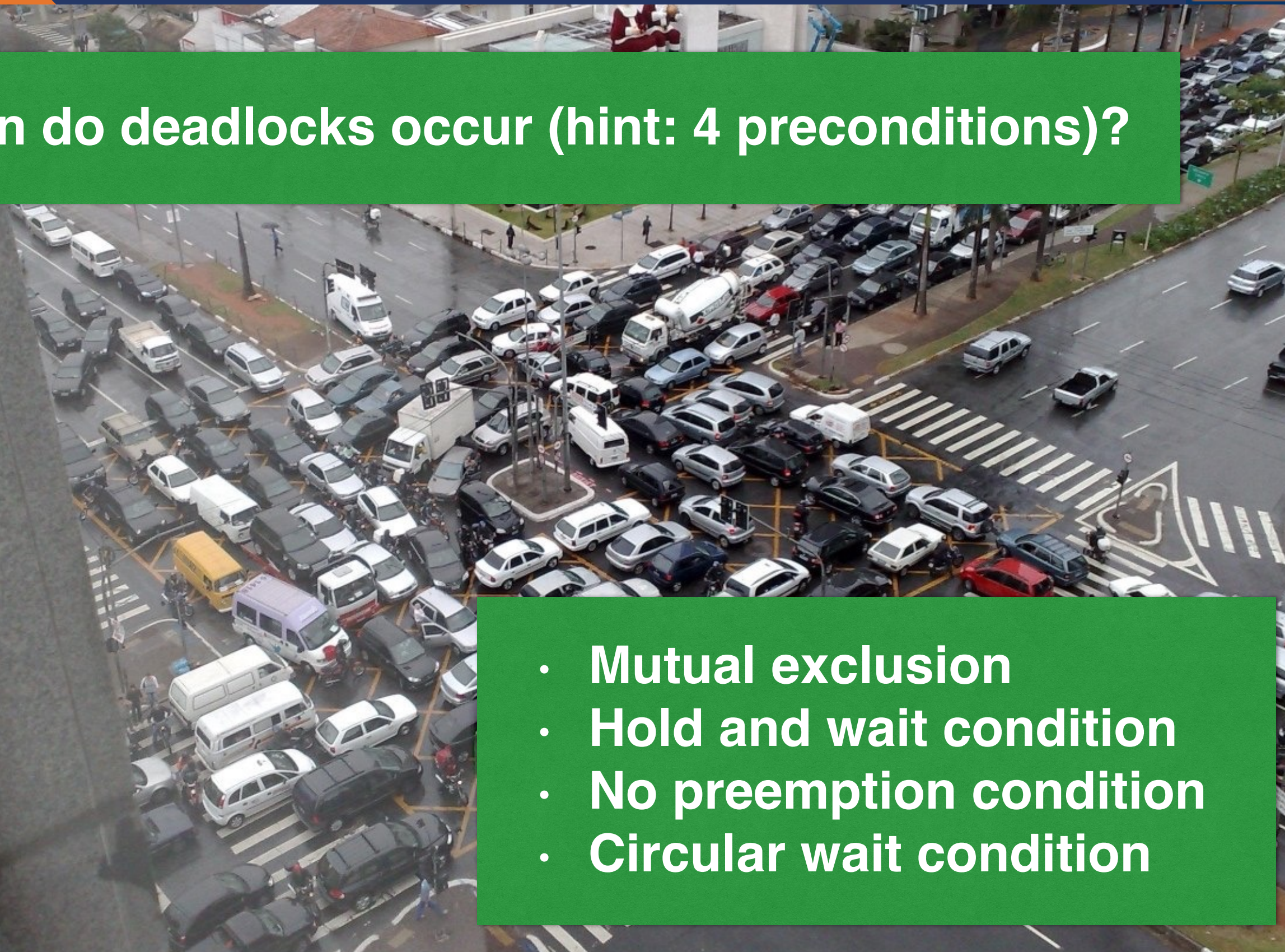
When do deadlocks occur (hint: 4 preconditions)?



Deadlocks



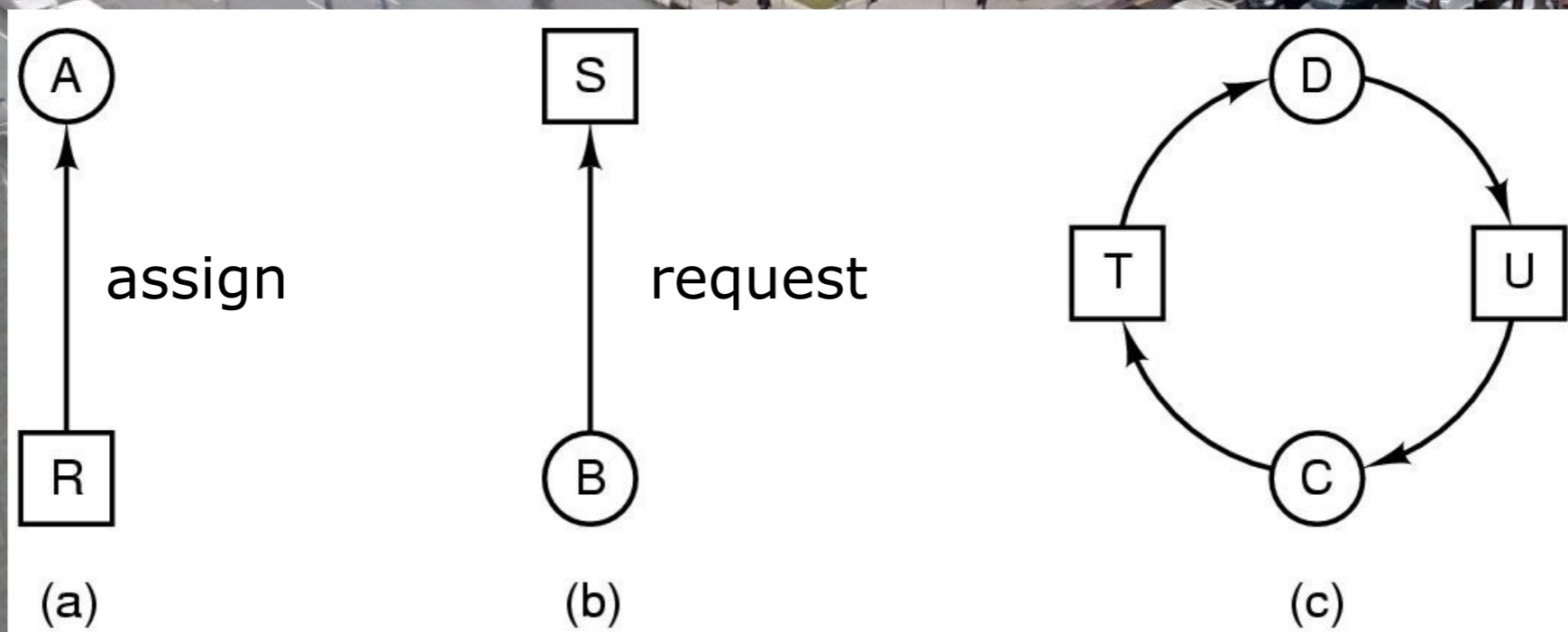
When do deadlocks occur (hint: 4 preconditions)?

- 
- **Mutual exclusion**
 - **Hold and wait condition**
 - **No preemption condition**
 - **Circular wait condition**

Deadlocks



Resource Allocation Graphs



- resource R assigned to process A
- process B is requesting/waiting for resource S
- process C and D are in deadlock over resources T and U

Strategies for Dealing with Deadlocks

- ~~shouting~~
- detection and recovery
- dynamic avoidance (at run-time)
- prevention (by offline design)
 - by negating one of the four necessary conditions

