Announcements

- **Program #1**
  - Is on the web

- **Reminder about change in office hours**
  - Now Tu & Th 11-12

- **Reading**
  - Chapter 4
  - Chapter 6 (for Tuesday)
Project Issues

- **Role of libuser.c**
  - system call routines
  - _Entry
    - Calls Main
    - Calls Exit
  - Useful functions

- **buildFat**
  - Standalone program to build fd.img (floppy disk)
  - Needs to contain:
    - Bootinfo
    - Kernel
    - User programs
User Process Memory Layout

File as loaded by loadFile

User-space Process

This is address 0 when running in user mode.

Value of IP is Entry from elf hdr

Data starts at dataHdr.Vaddr from start of region

Add 10*4096 to have room For stack

SP should be size of region allocated
(I.e. dataHdr.Vaddr + dataHdr.memSize + 40960)
Process Termination

- **Process can terminate self**
  - via the exit system call

- **One process can terminate another process**
  - use the kill system call
  - can any process kill any other process?
    - No, that would be bad.
    - Normally an ancestor can terminate a descendant

- **OS kernel can terminate a process**
  - exceeds resource limits
  - tries to perform an illegal operation

- **What if a parent terminates before the child**
  - called an orphan process
  - in UNIX becomes child of the root process
  - in VMS - causes all descendants to be killed
Termination (cont.) - UNIX example

- **Kernel**
  - frees memory used by the process
  - moved process control block to the terminated queue

- **Terminated process**
  - signals parent of its death (SIGCHILD)
  - is called a zombie in UNIX
  - remains around waiting to be reclaimed

- **parent process**
  - wait system call retrieves info about the dead process
    - exit status
    - accounting information
  - signal handler is generally called the reaper
    - since its job is to collect the dead processes
Threads

- processes can be a heavy (expensive) object
- threads are like processes but generally a collection of threads will share
  - memory (except stack)
  - open files (and buffered data)
  - signals
- can be user or system level
  - user level: kernel sees one process
    + easy to implement by users
    - I/O management is difficult
    - in a multi-processor can’t get parallelism
  - system level: kernel schedules threads
Thread Implementation

User Visible Threads

Async Kernel Calls (TruUnix 64)

Light Weight Processes (Solaris)
Dispatcher

- The inner most part of the OS that runs processes
- Responsible for:
  - saving state into PCB when switching to a new process
  - selecting a process to run (from the ready queue)
  - loading state of another process
- Sometimes called the short term scheduler
  - but does more than schedule
- Switching between processes is called context switching
- One of the most time critical parts of the OS
- Almost never can be written completely in a high level language
Selecting a process to run

- called scheduling
- can simply pick the first item in the queue
  - called round-robin scheduling
  - is round-robin scheduling fair?
- can use more complex schemes
  - we will study these in the future
- use alarm interrupts to switch between processes
  - when time is up, a process is put back on the end of the ready queue
  - frequency of these interrupts is an important parameter
    - typically 3-10ms on modern systems
    - need to balance overhead of switching vs. responsiveness