

2023 Fall ECE 344: Operating Systems

Lecture 5

1.0.1

Process Management

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Linux Terminology Is Slightly Different

You can look at a process' state by reading `/proc/<PID>/status | grep State`
Replace `<PID>` with the process ID (or `self`)

R: Running and runnable [Running and Waiting]

S: Interruptible sleep [Blocked]

D: Uninterruptible sleep [Blocked]

T: Stopped

Z: Zombie

The kernel lets you explicitly stop a process to prevent it from running
You or another process must explicitly continue it

On Unix, the Kernel Launches A Single User Process

After the kernel initializes, it creates a single process from a program

This process is called `init`, and it looks for it in `/sbin/init`

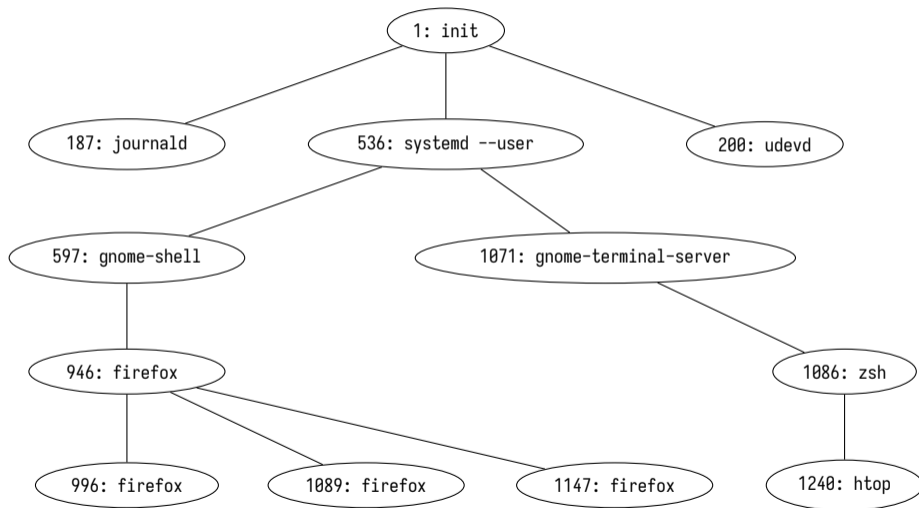
- Responsible for executing every other process on the machine

- Must always be active, if it exits the kernel thinks you're shutting down

For Linux, `init` will probably be `systemd` but there's other options

Aside: some operating systems create an "idle" process that the scheduler can run

A Typical Process Tree on the Virtual Machine



How You Can See Your Process Tree

Use htop

You can press F5 to switch between tree and list view

Processes Are Assigned a Process ID (pid) On Creation and Does Not Change

The process ID is just a number, and is unique for every **active** process

On most Linux systems the maximum pid 32768, and 0 is reserved (invalid)

Eventually the kernel will recycle a pid, after the process dies, for a new process

Remember: each process has its own *address space* (independent view of memory)

Maintaining the Parent/Child Relationship

Previously, we made sure that our parent exited last (by using sleep)

What happens if the parent process exits first, and no longer exists?

The Parent Process is Responsible for Its Child

The operating system sets the exit status when a process terminates
(the process terminates by calling `exit`)

It can't remove its PCB yet

The minimum acknowledgment the parent has to do is read the child's exit status

There's two situations:

1. The child exits first (zombie process)
2. The parent exits first (orphan process)

You Need to Call `wait` on Child Processes

`wait` as the following API:

- `status`: Address to store the wait status of the process
- Returns the process ID of child process
 - 1: on failure
 - 0: for non blocking calls with no child changes
 - >0: the child with a change

The wait status contains a bunch of information, including the exit code

Use `man wait` to find all the macros to query wait status

You can use `waitpid` to wait on a specific child process

wait-example.c Blocks Until The Child Process Exits, and Cleans Up

```
int main(int argc, char *argv[]) {
    pid_t pid = fork();
    if (pid == -1) { return errno; }
    if (pid == 0) {
        sleep(2);
    }
    else {
        printf("Calling wait\n");
        int wstatus;
        pid_t wait_pid = wait(&wstatus);
        if (WIFEXITED(wstatus)) {
            printf("Wait returned for an exited process! pid: %d, status: %d\n",
                wait_pid, WEXITSTATUS(wstatus));
        }
    }
    return 0;
}
```

A Zombie Process Waits for Its Parent to Read Its Exit Status

The process is terminated, but it hasn't been acknowledged

A process may have an error in it, where it never reads the child's exit status

The operating system can interrupt the parent process to acknowledge the child

It is just a suggestion and the parent is free to ignore it

This is a basic form of IPC called a signal

The operating system has to keep a zombie process until it's acknowledged

If the parent ignores it, the zombie process needs to wait to be re-parented

An Orphan Process Needs a New Parent

The child process lost its parent process

The child still needs a process to acknowledge its exit

The operating system re-parents the child process to `init`

The `init` process is now responsible to acknowledge the child

orphan-example.c The Parent Exits Before the Child, init Cleans Up

```
int main(int argc, char *argv[]) {
    pid_t pid = fork();
    if (pid == -1) {
        int err = errno;
        perror("fork failed");
        return err;
    }
    if (pid == 0) {
        printf("Child parent pid: %d\n", getppid());
        sleep(2);
        printf("Child parent pid (after sleep): %d\n", getppid());
    }
    else {
        sleep(1);
    }
    return 0;
}
```

zombie-example.c The Parent Monitors the Child To Check Its State

```
pid_t pid = fork();
// Error checking
if (pid == 0) {
    sleep(2);
}
else {
    // Parent process
    int ret;
    sleep(1);
    printf("Child process state: ");
    ret = print_state(pid);
    if (ret < 0) { return errno; }
    sleep(2);
    printf("Child process state: ");
    ret = print_state(pid);
    if (ret < 0) { return errno; }
}
```

You're Responsible for Managing Processes

The operating system maintains a strict parent/child relationship

You should be able to identify (and prevent) the following:

- Zombie processes
- Orphan processes