

Processes I

CSE 351 Autumn 2023

Instructor:
Justin Hsia

Teaching Assistants:

Afifah Kashif

Malak Zaki

Bhavik Soni

Naama Amiel

Cassandra Lam

Nayha Auradkar

Connie Chen

Nikolas McNamee

David Dai

Pedro Amarante

Dawit Hailu

Renee Ruan

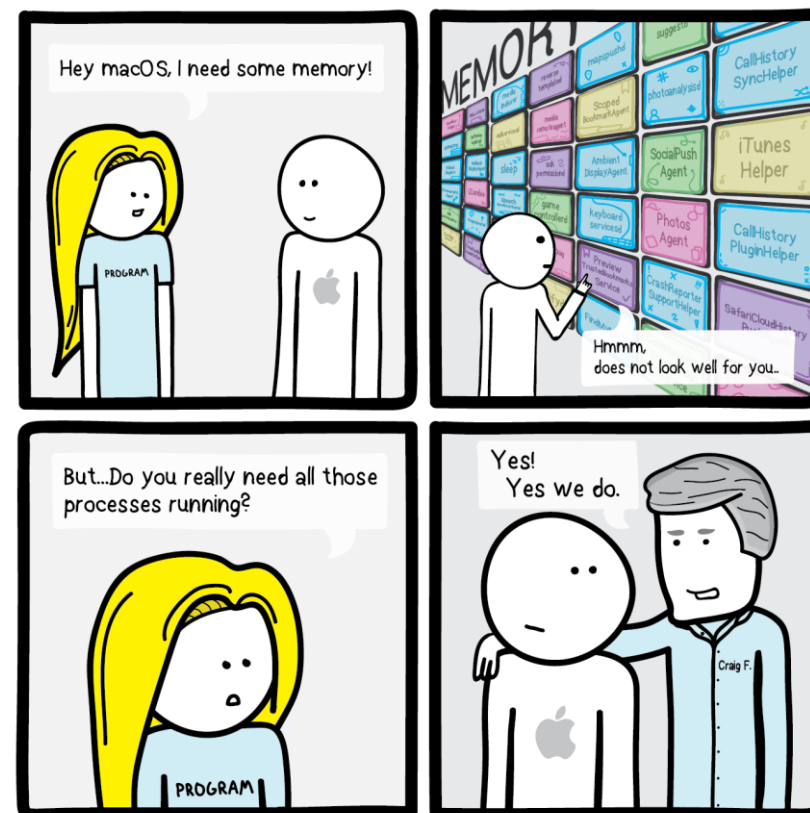
Ellis Haker

Simran Bagaria

Eyoel Gebre

Will Robertson

Joshua Tan



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<https://ptbd.jwels.berlin/comic/21/>

Relevant Course Information

- ❖ HW21 due Friday (11/24)
- ❖ No HW24; HW25 will cover processes
- ❖ Lab 4 due Monday (11/27)
- ❖ Lab 5 due 12/7

- ❖ “Virtual Section” on Memory Allocation/Lab 5
 - Worksheet and solutions released on Wednesday or Thursday
 - Videos will be released of material review and problem solutions

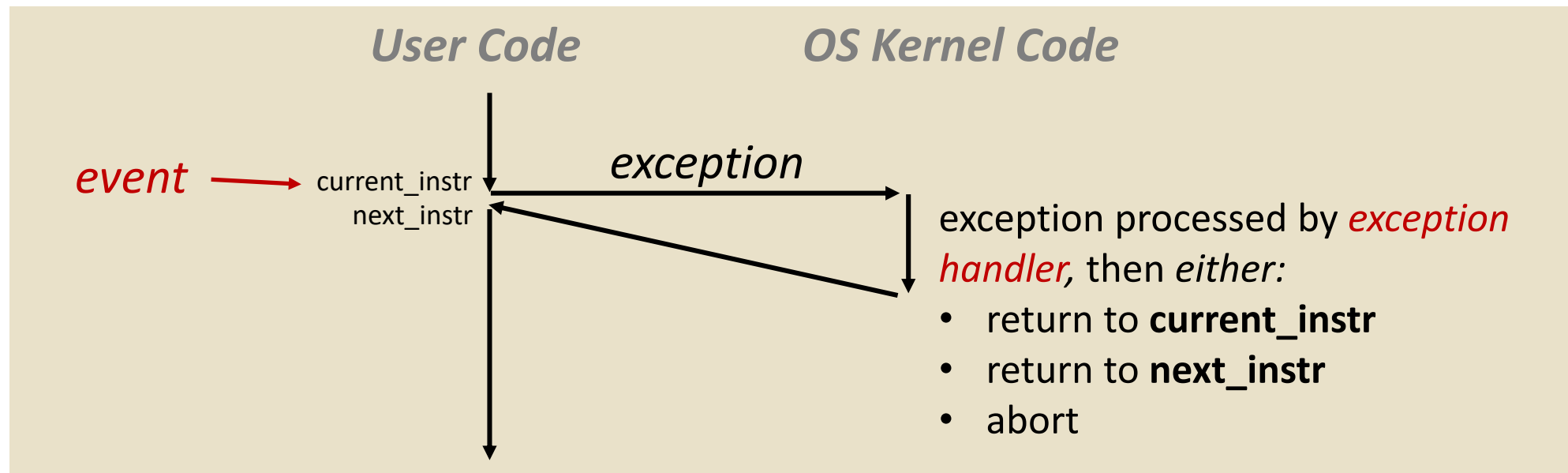
- ❖ Final Dec. 11-13, regrade requests Dec. 17

A detailed, colorful micrograph of a microchip die, showing a complex grid of circuitry and various colored regions. The die is rectangular and filled with intricate patterns of purple, blue, yellow, and green.

Processes I

Lesson Summary (1/3)

- ❖ **Exceptional control flow** enables a computer to respond/react to system *events* that can be external to the running process
 - The event generates an **exception** that transfers control to **exception handler** in operating system kernel, which will have 1 of 3 possible outcomes:

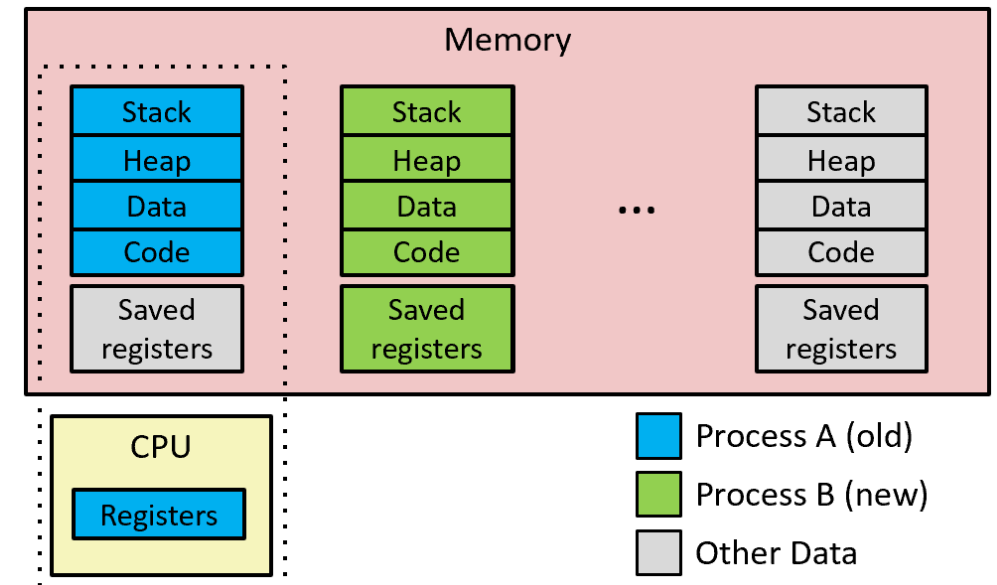
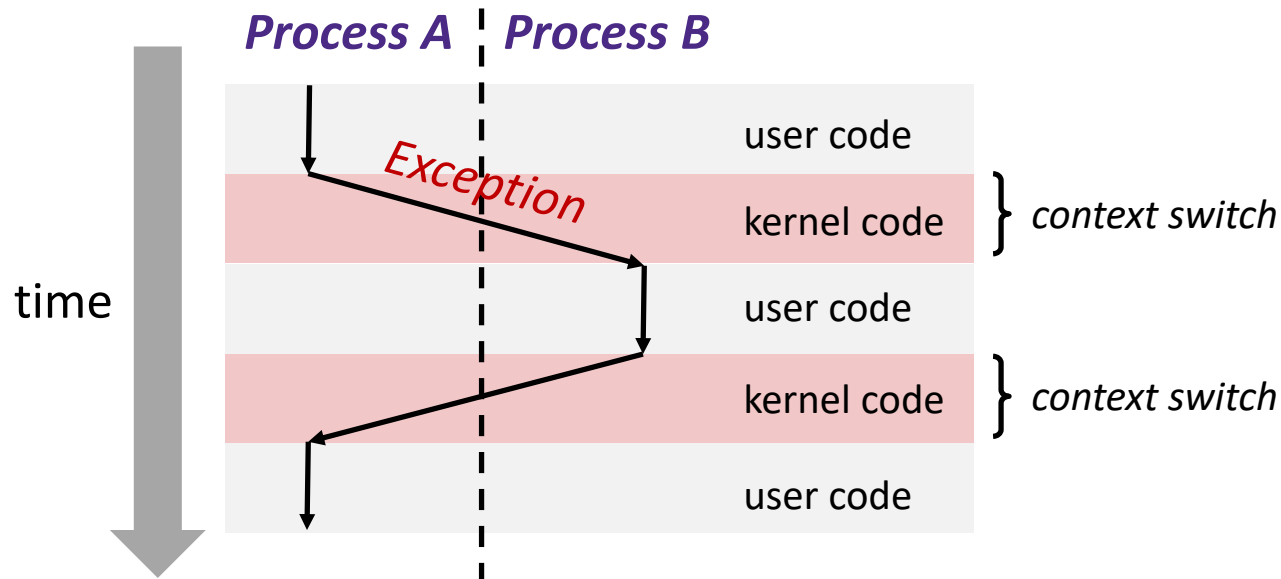


Lesson Summary (2/3)

- ❖ *Asynchronous exceptions* (external to running process)
 - **Interrupts** don't affect the currently running process
- ❖ *Synchronous exceptions* (internal to running process)
 - **Traps** are intentional – asking the operating system to do something for you
 - **Faults** are unintentional but possibly recoverable
 - **Aborts** are unintentional and unrecoverable

Lesson Summary (3/3)

- ❖ A **process** is an instance of an running program and provides two key abstractions: logical control flow and private address space
- ❖ Multiple running processes can be run *concurrently* via **context switching**
 - Parallelism only possible with multiple CPUs/cores



Lesson Q&A

❖ Terminology:

- Exceptional control flow, event handlers, operating system kernel
- Exceptions: interrupts, traps, faults, aborts
- Processes: concurrency, context switching

❖ Learning Objectives:

- Define exceptional control flow and explain its importance in enabling concurrency and error handling.

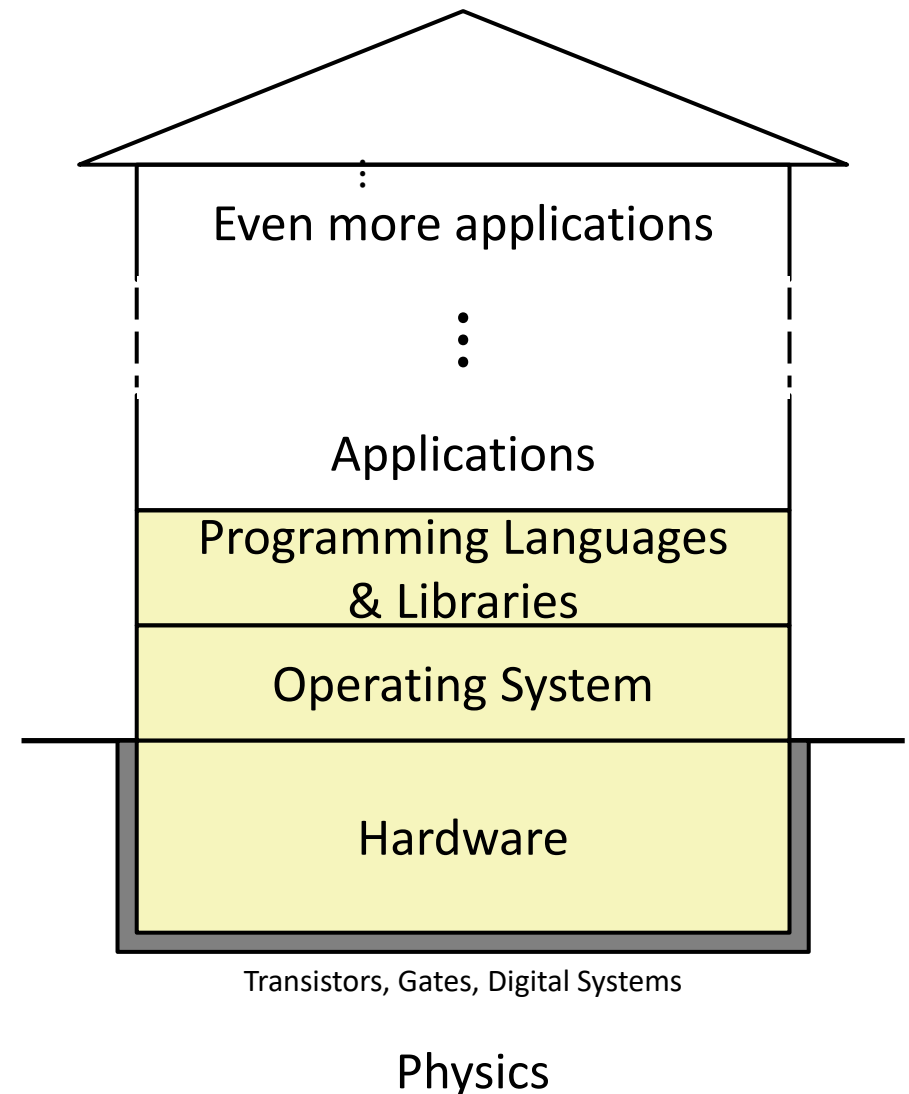
❖ What lingering questions do you have from the lesson?

A detailed, colorful micrograph of a microchip die, showing a complex grid of circuitry and various colored regions (purple, blue, yellow, green, red) representing different functional blocks and interconnects.

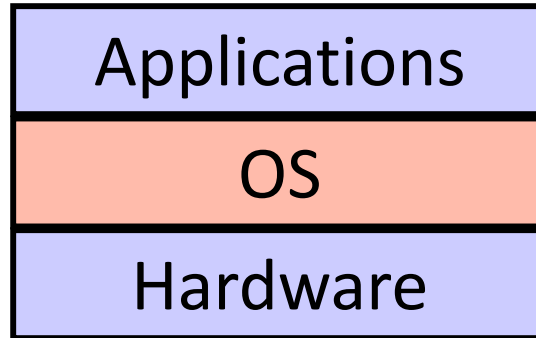
Processes I – Context

The Hardware/Software Interface

- ❖ Topic Group 3: **Scale & Coherence**
 - Caches, Memory Allocation, **Processes**, Virtual Memory
- ❖ How do we maintain logical consistency in the face of more data and more processes?
 - How do we support control flow both within many processes and things external to the computer?
 - How do we support data access, including dynamic requests, **across multiple processes**?



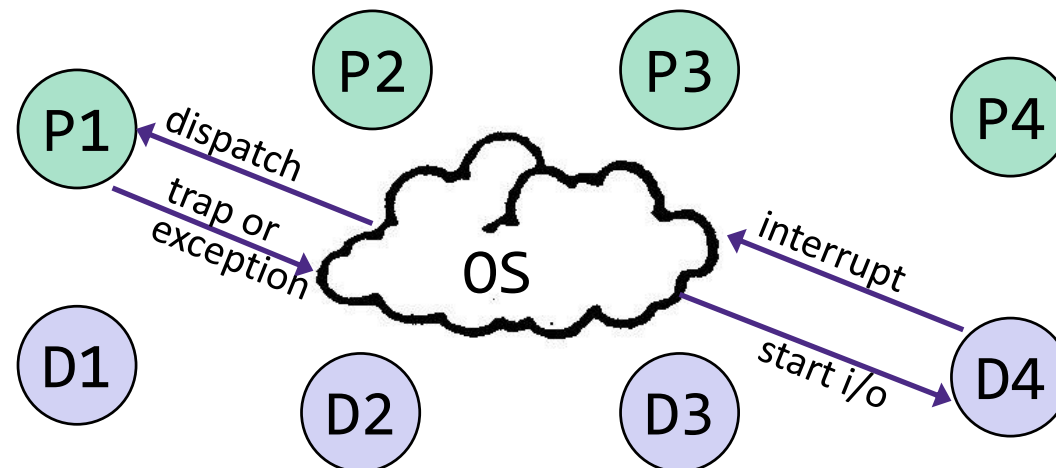
The Operating System



- ❖ “The OS is everything you don’t need to write in order to run your application”
- ❖ This depiction invites you to think of the OS as a library
 - In some ways, it is:
 - All operations on I/O devices require OS calls (`syscalls` – traps)
 - In other ways, it isn't:
 - You use the CPU/memory without OS calls
 - It intervenes without having been explicitly called

Operating System Structure

- ❖ The OS sits between application programs (P for processes) and the hardware (D for devices)
 - It mediates access (**sharing** and **protection**)
 - Programs request services via *traps* or *exceptions*; devices request attention via *interrupts*
 - It abstracts away hardware into *logical resources* and well-defined *interfaces* to those resources (**ease of use**)
 - *e.g.*, **processes** (CPU, memory), files (disk), programs (sequences of instructions), sockets (network)



OS Relevance in 351

- ❖ From programmer's perspective, the application benefits include:
 - Programming **simplicity**
 - Can deal with high-level abstractions instead of low-level hardware details
 - Abstractions are *reusable* across many programs
 - **Portability** (across machine configurations or architectures)
 - Device independence: 3com card or Intel card?

- ❖ Want to learn more?
 - CSE 333 will cover the application interface with the OS via system calls
 - CSE 451 will have you implementing the complex details of an operating system

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Processes I – Practice

Group Work Time

- ❖ During this time, you are encouraged to work on the following:
 - 1) If desired, continue your discussion
 - 2) Work on the homework problems
 - 3) Work on the current lab

- ❖ Resources:
 - You can revisit the lesson material
 - Work together in groups and help each other out
 - Course staff will circle around to provide support