Chapter 4 Controlling Processes

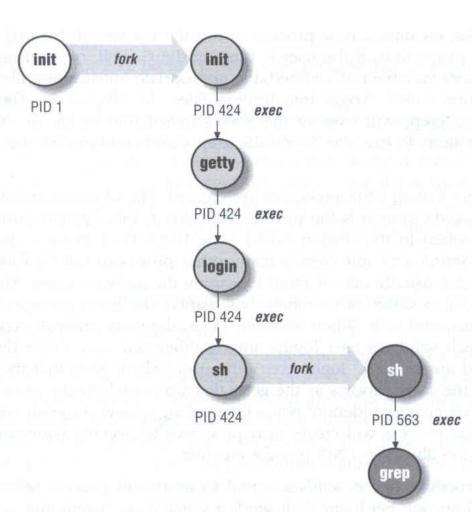
Program to Process

Program is dead

- Just lie on disk
- > grep is a program
 - /usr/bin/grep
 - \$ file /usr/bin/grep
 ELF 32-bit LSB executable ...

When you execute it

- It becomes a process
- Process is alive
 - > It resides in memory



Components of a Process

- An address space in memory
 - > Code and data of this process
- A set of data structures within the kernel
 - > Used to monitor, schedule, trace,, this process
 - Owner, Group (Credentials)
 - Current status
 - VM space
 - Execution priority (scheduling info)
 - Information of used resource
 - Resource limits
 - Syscall vector
 - Signal actions

Process Credentials

PID, PPID

- > Process ID and parent process ID
- UID, EUID
 - > User ID and Effective user ID
- GID, EGID
 - > Group ID and Effective group ID
- Niceness
 - > The suggested priority of this process

Attributes of the process – PID and PPID

```
PID – process id
                                       Unique number assigned for each process in increasing order when they are created
 1 #include <stdio.h>
 2 #include <unistd.h>
                                           PPID – parent PID
                                       з
                                               The PID of the parent from which it was cloned
4 int main(void)
5 {
                                            > UNIX uses fork-and-exec model to create
 6
      int pid, i;
                                                new process
 8
      pid = fork();
 9
      if (pid == 0) {
10
          for (i=0;i<12;i++) {</pre>
11
               printf("I am a child process, my pid is %d, parent pid is %d\n",getpid(),getppid());
12
               sleep(1);
13
           }
14
           exit(1);
15
16
      else if (pid > 0) {
17
          for (i=0;i<10;i++) {</pre>
18
               printf(" I am a parent process, my pid is %d, parent pid is %d\n",getpid(),getppid());
19
               sleep(1);
20
           ł
21
22
      else if (pid < 0)
          printf(" Sorry .....I can't fork my self\n");
23
24
25
      return 0:
26 }
```

Attributes of the process – UID、GID、EUID and EGID UID, GID, EUID, EGID

- The effective uid and gid can be used to enable or restrict the additional permissions
- > Effective uid will be set to
 - Real uid if setuid bit is off
 - The file owner's uid if setuid bit is on Ex:

/etc/master.passwd is "root read-write only" and /usr/bin/passwd is a "setuid root" program

lwbsd:~ -lwhsu- ls -al /etc/passwd /etc/master.passwd -rw----- 1 root wheel - 1999 Sep 8 20:49 /etc/master.passwd -rw-r--r-- 1 root wheel - 1727 Sep 8 20:49 /etc/passwd lwbsd:~ -lwhsu- ls -al /usr/bin/passwd -r-sr-xr-x 2 root wheel schg 8120 Sep 26 16:23 /usr/bin/passwd

Process Lifecycle

fork

- > child has the same program context fork(2)
- exec
 - child use exec to change the program context execve(2)
- exit
 - child use _exit to tell kernel that it is ready to die and this death should be acknowledged by the child's parent – _exec(2)
- wait
 - > parent use wait to wait for child's death
 - If parent died before child, this orphan process will have init as it's new parent – wait(2)

Signal

- A way of telling a process something has happened
- Signals can be sent
 - > among processes as a means of communication
 - > by the terminal driver to kill, interrupt, or suspend process
 - <Ctrl-C> 、<Ctrl-Z>
 - > by the administrator to achieve various results
 - by the kernel when a process violate the rules, such as divide by zero

Signal – Actions when receiving signal

- Depend on whether there is a designated handler routine for that signal
 - I. If yes, the handler is called
 - 2. If no, the kernel takes some default action
- "Catching" the signal
 - > Specify a handler routine for a signal within a program
- Two ways to prevent signals from arriving
 - l. Ignored
 - Just discard it and there is no effect to process
 - 2. Blocked
 - Queue for delivery until unblocked
 - The handler for a newly unblocked signal is called only once

Signal – BSD signals signal(3)

Jusr/include/sys/signal.h

#	Name	Description	Default	Catch	Block	Dump core
1	SIGHUP	Hangup	Terminate	\odot	\odot	
2	SIGINT	Interrupt (^C)	Terminate	\odot	\odot	8
3	sigquit	Quit	Terminate	\odot	\odot	
9	SIGKILL	Kill	Terminate	X	X	X
10	SIGBUS	Bus error	Terminate	0	0	\odot
11	SIGSEGV	Segmentation fault	Terminate	0	0	\odot
15	SIGTERM	Soft. termination	Terminate	0	0	×
17	SIGSTOP	Stop	Stop	X	8	×
18	SIGTSTP	Stop from tty (^Z)	Stop	\odot	۲	8
19	SIGCONT	Continue after stop	Ignore	\odot	X	8

Signal – Send signals: kill

- Sill(1) --terminate or signal a process
- \$ kill [-signal] pid
 - > Ex:
 - First, find out the pid you want to kill (ps, top, sockstat, lsof...)
 - % kill –I (list all available signals)
 - % kill 49222
 - % kill –TERM 49222
 - % kill −15 49222
 - > killall(1)
 - kill processes by name

Process States

• man ps and see "state" keyword

State	Meaning
I	Idle
R	R unnable
S	S leeping
Т	S topped
Z	Zombie
D	in D isk wait

Niceness

How kindly of you when contending CPU time

> High nice value \rightarrow low priority

- Inherent Property
 - A newly created process inherits the nice value of its parent

Prevent processes with low priority from bearing high-priority children

- Root has complete freedom in setting nice value
 - Use nice to start a high-priority shell to beat berserk process

Niceness – nice and renice

o nice format

- > OS nice : % /usr/bin/nice [range] utility [argument]
- > csh nice : % nice [range] utility [argument]

• % nice +10 ps -l

- renice format
 - % renice [prio | -n incr] [-p pid] [-g gid] [-u user]
 - % renice 15 u lwhsu

System	Nice. Range	OS nice	csh nice	renice
FreeBSD	-20 ~ 20	-incr -n incr	+prio -prio	prio -n incr
Red Hat	-20 ~ 20	-incr -n incr	+prio -prio	prio
Solaris	0 ~ 39	-incr -n incr	+incr -incr	prio -n incr
SunOS	-20 ~ 19	-incr	+prio -prio	prio

ps command (BSD \ Linux)

• ps

lwbsd:	~ -l	whsu-	ps	
PID	ΤT	STAT	TIME	COMMAND
68272	0	Ss+	0:00.05	-tcsh (tcsh)
54245	3	R+	0:00.00	ps

• ps aux

lucky7:~ -lwhsu- ps aux									
USER	PID	%CPU	%MEM	VSZ	RSS	ΤT	STAT	STARTED	TIME COMMAND
root	10	100.0	0.0	0	16	??	RL	Sat03PM	4724:11.63 [idle: cpu1]
root	11	96.5	0.0	0	16	??	RL	Sat03PM	4728:04.35 [idle: cpu0]
cvsup	63790	0.4	0.1	9056	4764	??	S	2:59AM	0:14.86 /usr/local/sbin/cvsupd -e -C
16 -l	@daemon	-b/u	sr/lo	cal/eto	:/				
lwhsu	65013	0.4	0.1	11080	4176	р4	Ds	3:19AM	0:00.19 -tcsh (tcsh)
()									

• ps auxww

lucky7	:~ -lwh	su- ps	s auxw	w he	ad					
USER	PID	%CPU	%MEM	VSZ	RSS	ΤT	STAT	STARTED	TIME COMMAND	
root	11	89.7	0.0	0	16	??	RL	Sat03PM	4730:25.76 [idle: cpu0]	
root	10	83.7	0.0	0	16	??	RL	Sat03PM	4726:29.66 [idle: cpu1]	
cvsup	65024	28.8	0.1	8212	4052	??	R	3:20AM	0:17.07 /usr/local/sbin/cvsupd -	e-C
16 -l	@daemon	-b /u	usr/lo	cal/et	c/cvsu	p-s	sup.	client		
cvsup	63790	1.4	0.1	9056	4764	??	D	2:59AM	0:16.87 /usr/local/sbin/cvsupd -	e-C
16 -l	@daemon	-b /u	usr/lo	cal/et	c/cvsu	p-s	sup.	client		
()										

ps command – Explanation of ps –aux (BSD \ Linux)

Field	Contents
USER	Username of the process's owner
PID	Process ID
%CPU	Percentage of the CPU this process is using
%MEM	Percentage of real memory this process is using
VSZ	Virtual size of the process, in kilobytes
RSS	Resident set size (number of 1K pages in memory)
TT	Control terminal ID
STAT	Current process status:
	R = Runnable $D = In disk (or short-term) wait$ $I = Sleeping (> 20 sec)$ $S = Sleeping (< 20 sec)$ $T = Stopped$ $Z = Zombie$
	Additional Flags:
	 > = Process has higher than normal priority N = Process has lower than normal priority < = Process is exceeding soft limit on memory use A = Process has requested random page replacement S = Process has asked for FIFO page replacement V = Process is suspended during a vfork E = Process is trying to exit L = Some pages are locked in core X = Process is being traced or debugged s = Process is a session leader (head of control terminal)
	W= Process is swapped out + = Process is in the foreground of its control terminal
STARTED	Time the process was started
TIME	CPU time the process has consumed
COMMAND	Command name and arguments ^a

ps command (BSD 、 Linux)



Use these options with shell scripts

lucky7:~ -lwhsu- ps -j										
USER	PID	PPID	PGID	SID	JOBC	STAT	TT	TIME	COMMAND	
lwhsu	28905	28903	28905	28905	0	Is+	p0	0:00.16	-tcsh (tcsh)	
lwhsu	65063	65013	65063	65013	1	R+	p4	0:00.00	ps -j	

● ps - o

lucky7:~ -lwhsu- ps -o uid,pid,ppid,%cpu,%mem,command UID PID PPID %CPU %MEM COMMAND 1000 28905 28903 0.0 0.0 -tcsh (tcsh) 1000 30617 30615 0.0 0.0 -tcsh (tcsh) 1000 65066 65013 0.0 0.0 ps -o uid,pid,ppid,%cpu,%mem,command

💿 ps -L

lucky7:~ -lwhsu- ps -L

%cpu %mem acflag acflg args blocked caught comm command cpu cputime emul etime f flags ignored inblk inblock jid jobc ktrace label lim lockname login logname lstart lwp majflt minflt msgrcv msgsnd mwchan ni nice nivcsw nlwp nsignals nsigs nswap nvcsw nwchan oublk oublock paddr pagein pcpu pending pgid pid pmem ppid pri re rgid rgroup rss rtprio ruid ruser sid sig sigcatch sigignore sigmask sl start stat state svgid svuid tdev time tpgid tsid tsiz tt tty ucomm uid upr uprocp user usrpri vsize vsz wchan xstat

top command

last pid: 52477; load averages: 0.01, 0.05, 0.02 up 0+19:38:37
17:23:38
29 processes: 1 running, 28 sleeping
CPU states: 0.4% user, 0.0% nice, 0.0% system, 0.0% interrupt, 99.6% idle
Mem: 19M Active, 308M Inact, 113M Wired, 88K Cache, 111M Buf, 556M Free
Swap: 1024M Total, 1024M Free
DDD USERNAME THE DDL NICE SIZE DES STATE TIME WCDU COMMAND

PID	USERNAME	THR	PRI	NICE	SIZE	RES STATE	TIME	WCPU COMMAND
697	root	1	76	0	3784K	2728K select	0:02	0.00% sshd
565	root	1	76	0	1468K	1068K select	0:00	0.00% syslogd
704	root	1	8	0	1484K	1168K nanslp	0:00	0.00% cron

- Various usage
 - > top –q run top and renice it to -20
 - > top –u don't map uid to username
 - > top Uusername show process owned by user
 - > top –S Show system processes in the display
- Interactive command
 - > o change display order (cpu, res, size, time)
 - v show only processes owned by user ("+" means all)
 - > ? Listing available options

Runaway process

- Processes that use up excessive system resource or just go berserk
 - kill –STOP for unknown process
 - renice it to a higher nice value for reasonable process