CS 370: OPERATING SYSTEMS
[PROCESSES]

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Frequently asked questions from the previous class survey

- PCB:
  - Hardwar? Where is it stored?
- Process in memory
  - Where is the stack/heap? How fast is the access to it?
- Vertical vs horizontal scaling
- What if there is only process that is ready? Will the CPU keep running it?
- What happens at the CPU when there is a context switch?
- Are processIDs tied to a process forever?
- Can the CPU minimize context switching time?
- Where is the PCB stored?

Topics covered in this lecture

- Operations on processes
  - Creation
  - Termination
- Process groups
- Buffer Overflows
  - One of the greatest security violations of all time

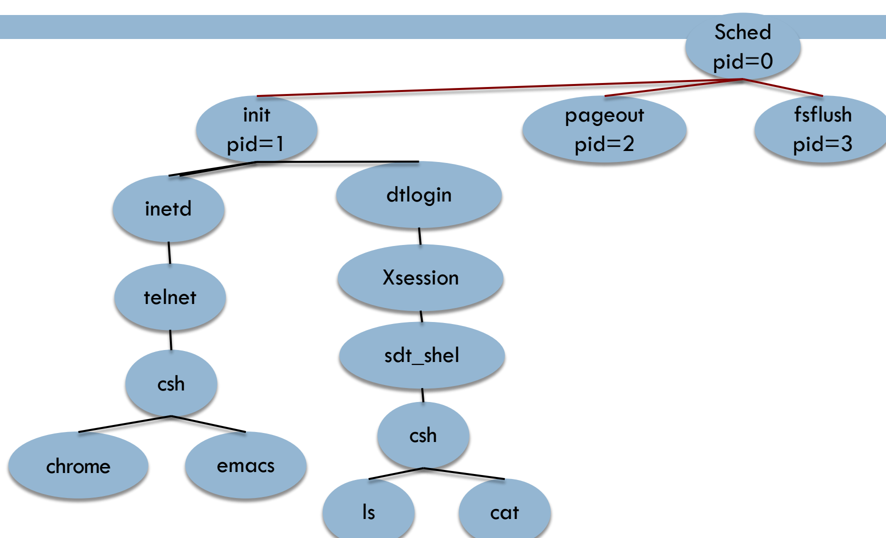
Processes execute concurrently
Can be created and deleted dynamically.

OPERATIONS ON PROCESSES

Process Creation: A process may create new processes during its execution

- **Parent** process: The creating process
- **Child** process: New process that was created
  - May itself create processes: **Process tree**
- All processes have ***unique*** identifiers
  - Processes have names; in most systems, this is a number (process ID)
  - There is one ID per process

Example: Process tree in Solaris



Processes in UNIX

- `init` : Root parent process for all user processes
- Get a listing of processes with **`ps`** command
  - `ps`: List of all processes associated with user
  - `ps -a` : List of all processes associated with terminals
  - `ps -A` : List of all active processes

Resource sharing between a process and its subprocess

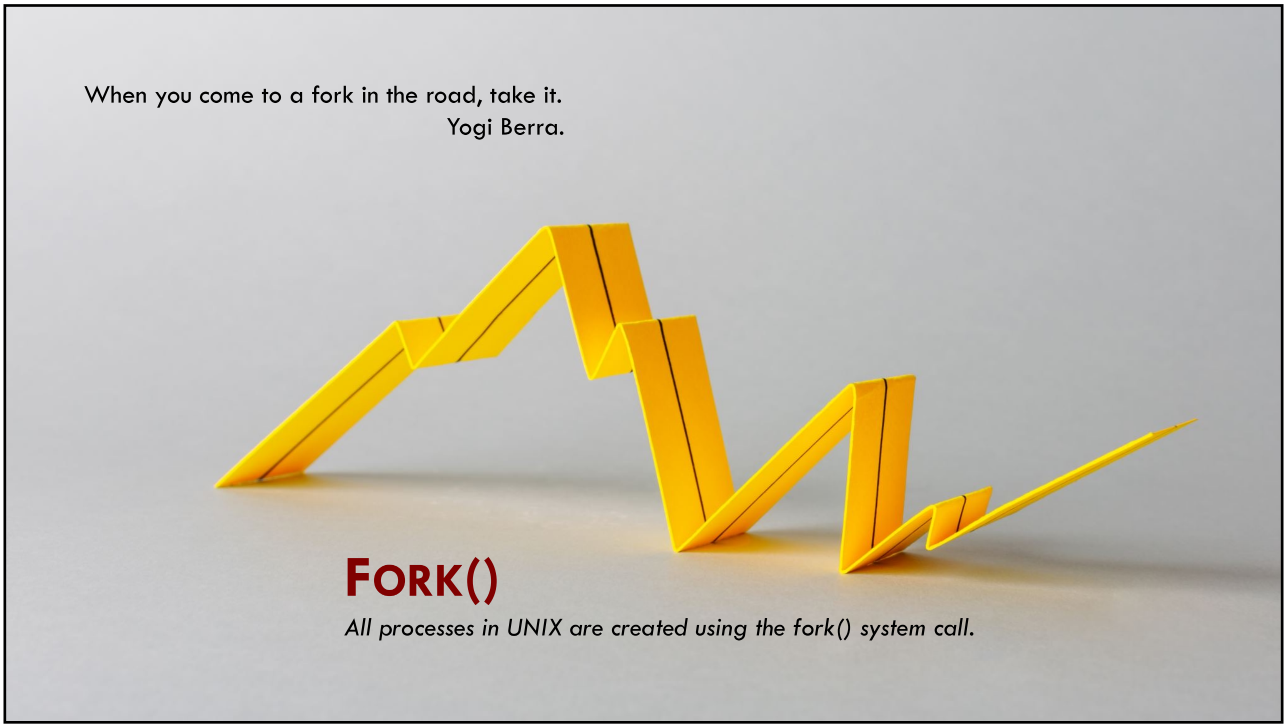
- Child process may obtain resources **directly from OS**
- Child may be **constrained** to a subset of parent's resources
  - Prevents any process from overloading system
- Parent process also passes along initialization data to the child
  - Physical and logical resources

Parent/Child processes: Execution possibilities

- Parent executes **concurrently** with children
- Parent **wait**s until some or all of its children terminate

Parent/Child processes: Address space possibilities

- Child is a **duplicate** of the parent
  - Same program and data as parent
- Child has a **new program** loaded into it



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Process creation in UNIX

- Process created using **`fork()`**
  - `fork()` copies parent's memory image
  - Includes copy of parent's address space
- Parent and child continue execution **at instruction after** `fork()`
  - Child: Return code for `fork()` is **0**
  - Parent: Return code for `fork()` is the non-ZERO *process-ID* of new child

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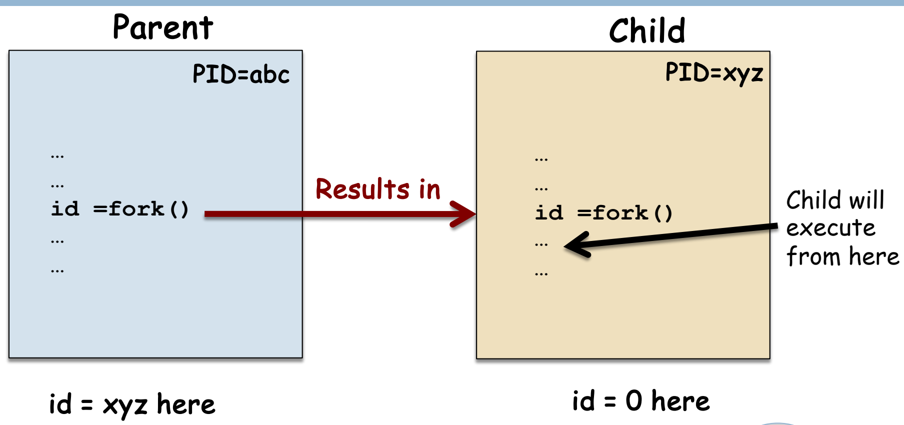
`fork()` results in the creation of 2 distinct processes



? Do the parent and child process *share* a stack or heap?

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Simple example:

```
#include <stdio.h>
#include <unistd.h>

int main(void) {
    int x;
    x=0;
    fork();
    x=1;
     …
}
```

? Why is this the case?

Both parent and child execute this *after* returning from fork()

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Another example

```
#include <stdio.h>
#include <unistd.h>

int main () {
    printf("Hello World\n");
    fork();
    printf("Hello World\n");
 }
```

Hello World
Hello World
Hello World

? How many hello worlds?

```
#include <stdio.h>
#include <unistd.h>

int main () {
    printf("Hello World\n");
    if (fork()==0) {
       printf("Hello World\n");
    }
}
```

Hello World
Hello World

? How many hello worlds?

What happens when `fork()` fails?

- No child is created
- `fork()` returns **-1** and sets `errno`
  - `errno` is a global variable in `errno.h`

If a system is short on resources OR if limit on number of processes breached

- `fork()` sets `errno` to `EAGAIN`

- Some typical numbers for Solaris
  - `maxusers`: 2 less than number of MB of physical memory up to 1024
    - Set up to 2048 manually in `/etc/system` file
  - `mx_nprocs`: Default: `16 x maxusers + 10`
    min = 138, max = 30,000

Take different paths depending on what happens with `fork()`

```
childpid = fork();
if (childpid == -1) {
   perror("Failed to fork");
   return 1;
}
if (childpid == 0) {
   ….. child specific processing
} else {
   ….. parent specific processing
}
```

Child (<u>any process</u>) can use **`getpid()`** to retrieve its process ID

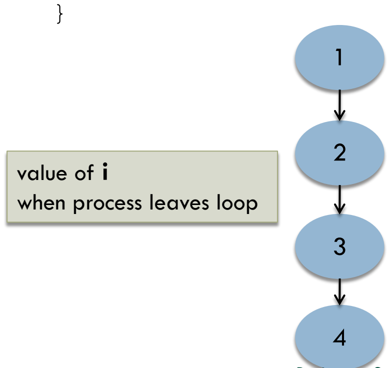
Creating a chain of processes

```
for (int i=1; i < 4; i++) {
   if (childid = fork()) {
       break;
   }
}
```

For each iteration:

Parent has non-ZERO `childid`
- So it breaks out

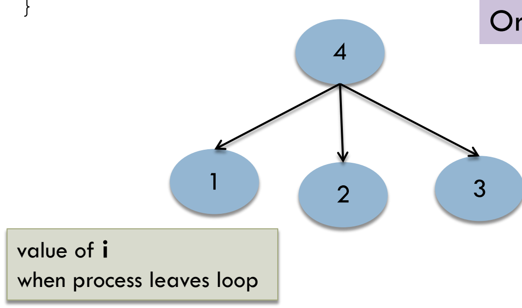
Child process
- Parent in NEXT iteration



Creating a process fan

```
for (int i=1; i < 4; i++) {
   if ((childid = fork()) <= 0) {
       break;
   }
}
```

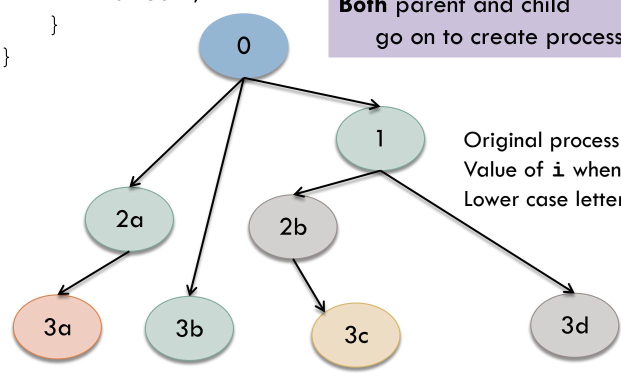
Newly created process breaks out
Original process continues



Creation of a process tree

```
int i=0;
for (i=1; i < 4; i++) {
    if ((childid = fork()) == -1) {
        break;
    }
}
```

Both parent and child go on to create processes in the next iteration



Original process has a **0** label
Value of **i** when created
Lower case letters: Process created with same **i**

Replacing a process's memory space with a new program

- Use `exec()` after the `fork()` in *one* of the two processes
- `exec()` does the following:
  1. **Destroys** memory image of program containing the call
  2. **Replaces** the invoking process's memory space with a new program
  3. Allows processes to go their **separate** ways

Replacing a process's memory space with a new program

- **TRADITION:**
  - Child executes **new** program
  - Parent executes **original** code

Launching programs using the shell is a two-step process

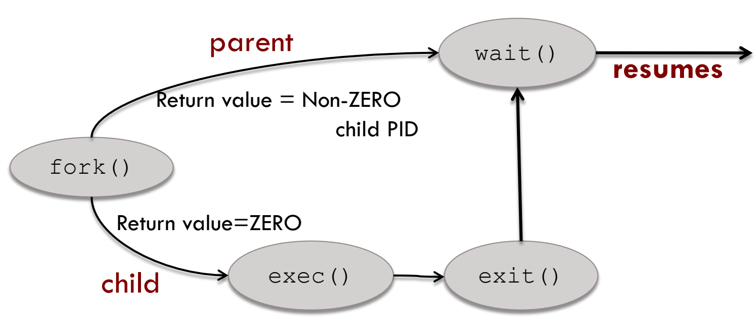
- Example: user types **`ls`** on the **shell**
  1. Shell `forks` off a child process
  2. Child executes **`ls`**

But why is this the case?

- Allows the child to manipulate its file descriptors
  - After the `fork()`
  - But before the `exec()`
- Accomplish **redirection** of standard input, standard output, and standard error

A parent can move itself from off the ready queue and await child's termination

- Done using the `wait()` system call.
- When child process completes, parent process resumes



`wait/waitpid` allows caller to suspend execution till a child's status is available

- Process status availability
  - Most commonly after termination
  - Also available if process is stopped
- `waitpid(pid, *stat_loc, options)`
  - `pid== -1` : any child
  - `pid > 0` : specific child
  - `pid == 0` : any child in the same **process group**
  - `pid < -1` : any child in process group abs(`pid`)

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PROCESS CREATION IN WINDOWS

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Process creation in Windows

- **`CreateProcess`** handles
  1. Process creation
  2. Loading in a new program
- Parent and child's address spaces are **different** from the start

`CreateProcess` takes up to 10 parameters

- Program to be executed
- Command line parameters that feed program
- Security attributes
- Bits that control whether files are inherited
- Priority information
- Window to be created?

Process Management on Windows

- **WIN 32** has about 100 other functions
  - Managing & Synchronizing processes

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Process groups

- Process group is a *collection* of processes
- Each process has a **process group ID**
- Process group leader?
  - Process with `pid==pgid`
- **`kill`** treats negative `pid` as `pgid`
  - Sends signal to all constituent processes

Process Group IDs: When a child is created with `fork()`

1. **Inherits** parent's process group ID
2. **Parent can change** group ID of child by using `setpgid`
3. Child can **give itself** new process group ID
   - Set process group ID = its process ID

Process groups

- By default, comprises:
  1. Parent (and further ancestors)
  2. Siblings
  3. Children (and further descendants)
- A process can only send **signals** to members of its process group
  - Signals are a limited form of inter-process communication used in Unix

Windows has no concept of a process hierarchy

- The only hint of a hierarchy?
  - When a process is created, parent is given a special *token* (called **handle**)
    - Use this to control the child
- However, parent is free to **pass** this token to some other process
  - **Invalidates** hierarchy

PROCESS TERMINATIONS

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Process terminations

- Normal exit (voluntary)
  - E.g., successful compilation of a program
- Error exit (voluntary)
  - E.g., trying to compile a file that does not exist

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Process terminations

- Fatal error (involuntary)
  - Program bug
    - Referencing non-existing memory, dividing by zero, etc
- Killed by another process (involuntary)
  - Execute system call telling OS to kill some other process
  - *Killer* must be authorized to do in the *killee*
  - Unix: **`kill`** Win32: **`TerminateProcess`**

Process terminations: This can be either normal or abnormal

- OS **deallocates** the process resources
  - Cancel pending timers and signals
  - Release virtual memory resources and locks
  - Close any open files
- Updates statistics
  - Process status and resource usage
- Notifies parent in response to a `wait()`

On termination a UNIX process DOES NOT fully release resources until a parent waits for it

- If the parent is not waiting when the child terminates?
  - The process becomes a **zombie**
- Zombie is an *inactive* process
  - Still has an entry in the process table

Zombies and termination

- When a process terminates, its *orphaned* children and zombies are *adopted*
  - This special system process is **`init`**
- Some more about **`init`**
  1. Has a `pid` of 1
  2. Periodically waits for children
  3. Eventually orphaned zombies are removed

Normal termination of processes

- Return from `main`
- Implicit return from `main`
  - Function **falls off the end**
- Call to `exit`, `_Exit` or `_exit`

Abnormal termination

- Call `abort`
- Process signal that causes termination
  - Generated by an external event: keyboard `Ctrl-C`
  - Internal errors: Accessing illegal memory location
- Consequences
  - Core dump
  - User-installed exit handler not called

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Protection and Security

- Control access to system resources
  - Improve reliability
- Defend against use (misuse) by unauthorized or incompetent users
- Examples
  - Ensure process executes within its own space
  - Force processes to relinquish control of CPU
  - Device-control registers accessible only to the OS
    - E.g., Why the Security of USB Is Fundamentally Broken https://www.wired.com/2014/07/usb-security/

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Buffer overflows:

- When? Program copies data into a variable for which it **has not allocated enough space**

```
char buf[80];
printf("Enter your first name:");
scanf("%s", buf);
```

If user enters string > 79 bytes ?

– The string AND string terminator do not fit.

Buffer Overflows: Fixing the example problem

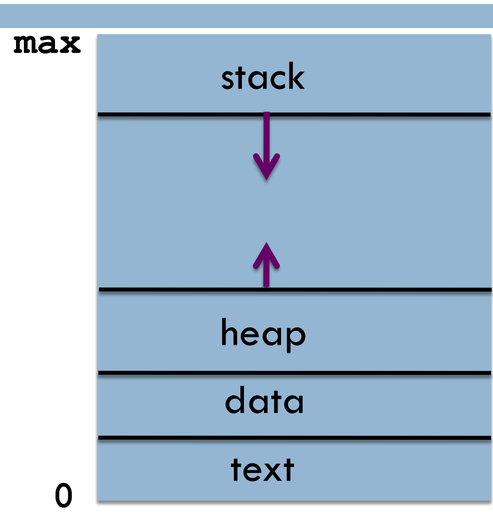
```
char buf[80];
printf("Enter your first name:");
scanf("79%s", buf);
```

Program now reads at most 79 characters into `buf`

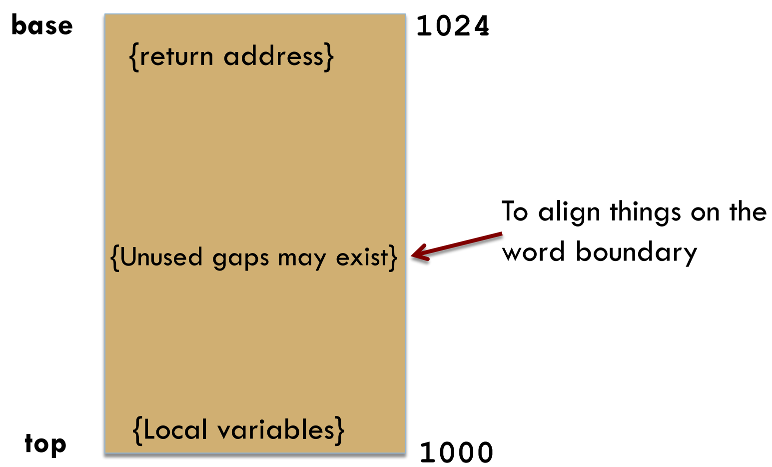
Automatic variables (local variables)

- Allocated/deallocated automatically when program flow enters or leaves the variable's scope
- Allocated on the program stack
- Stack grows from high-memory to low-memory

A process in memory



A rough anatomy of the program stack



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A function that checks password: Susceptible to buffer overflow

```
int checkpass(void) {
  int x;
  char a[9];
  x =0;
  printf("Enter a short word: ");
  scanf("%s", a);
  if (strcmp(a, "mypass") == 0)
     x =1;
  return x;
}
```


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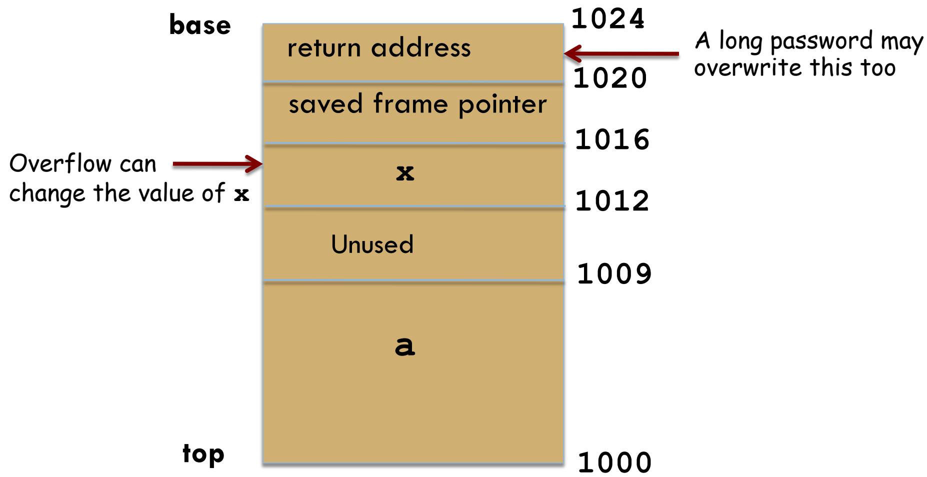
Stack layout for our unsafe function



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Problems with buffer overflow

- Function will try to return to an address space **outside** the program
  - Segmentation fault or core dump
  - Programs may lose unsaved data
  - In the OS, such a function can cause the OS to crash!

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One of the greatest security violations of all time: November 2, 1988

- Exploited 2 bugs in Berkeley UNIX
- Worm: Self replication program
- Bought down most of the Sun and VAX systems on the internet within a *few hours*

Worm had two programs

1. Bootstrap (99 lines of C, `l1.c`)
2. Worm proper

- Both these programs compiled and executed on the system under attack

Synopsis of the worm's modus operandi

① Spread the bootstrap to machines

② Once the bootstrap runs:
- Connects back to its origins
- Download worm proper
- Execute worm

③ Worm then attempts to spread bootstrap

Infecting new machines: Method 1 & 2
Violate trust

- Method 1: Run the remote shell `rsh`
  - Machines used to trust each other, and would willingly run it
  - Use this to upload the worm
- Method 2: `sendmail`

Method 3: Buffer overflow in the `finger` daemon (finger name@site)

- **`finger`** daemon runs all the time on sites, and responds to queries
- The worm called **`finger`** with a handcrafted 536-byte string as a parameter.
  - Overflowed daemon's buffer & overwrote its stack
- Daemon did not return to `main()`, but to a procedure in the 536-bit string on stack
- Next try to get a shell by executing `/bin/sh`

Far too many worms can grind things to a halt

- Break user passwords
- Check for copies of worm on machine
  - Exit if there is a copy 6 out of 7 times
    - This is in place to cope with a situation where sys admin starts fake worm to fool the real one
- Use of 1 in 7 caused far too worms
  - Machines ground to a halt

Consequences

- $10K fine, 3 years probation and 400 hours community service
- Legal costs $150,000

The contents of the slide-set are based on the following references

- *Avi Silberschatz, Peter Galvin, Greg Gagne. Operating Systems Concepts, 9th edition. John Wiley & Sons, Inc. ISBN-13: 978-1118063330.* [Chapter 3]
- *Andrew S Tanenbaum and Herbert Bos. Modern Operating Systems. 4th Edition, 2014. Prentice Hall. ISBN: 013359162X/ 978-0133591620* [Chapter 2]
- *Kay Robbins & Steve Robbins. Unix Systems Programming, 2nd edition, Prentice Hall ISBN-13: 978-0-13-042411-2.* [Chapters 2 & 3]
- *CS 451: Operating Systems (Colorado State University)* Help Session 2B*: Forking in C by Rink Dewri. Professor: Shrideep Pallickara, GTA: Rinku Dewri*