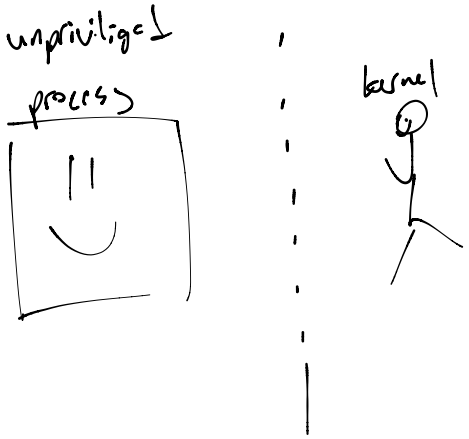


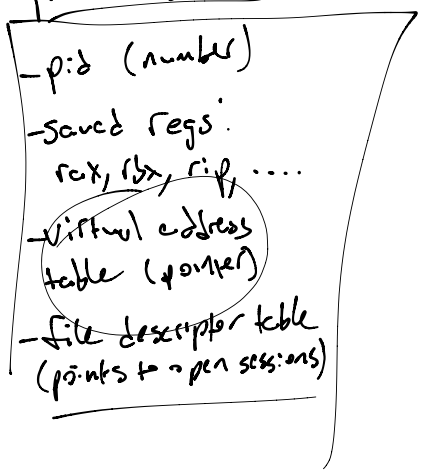
process = box = a self-contained train of thought

- self-contained: anything read for train of thought is in the box
- train of thought: executing assembly

process != program. program might be composed of 1 or more processes

What is inside a process?

process struct (in kernel mem):

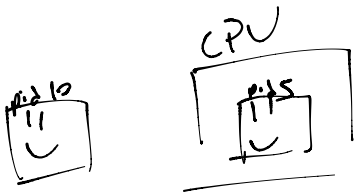


process struct:

- PCB (process control block)
- task_struct

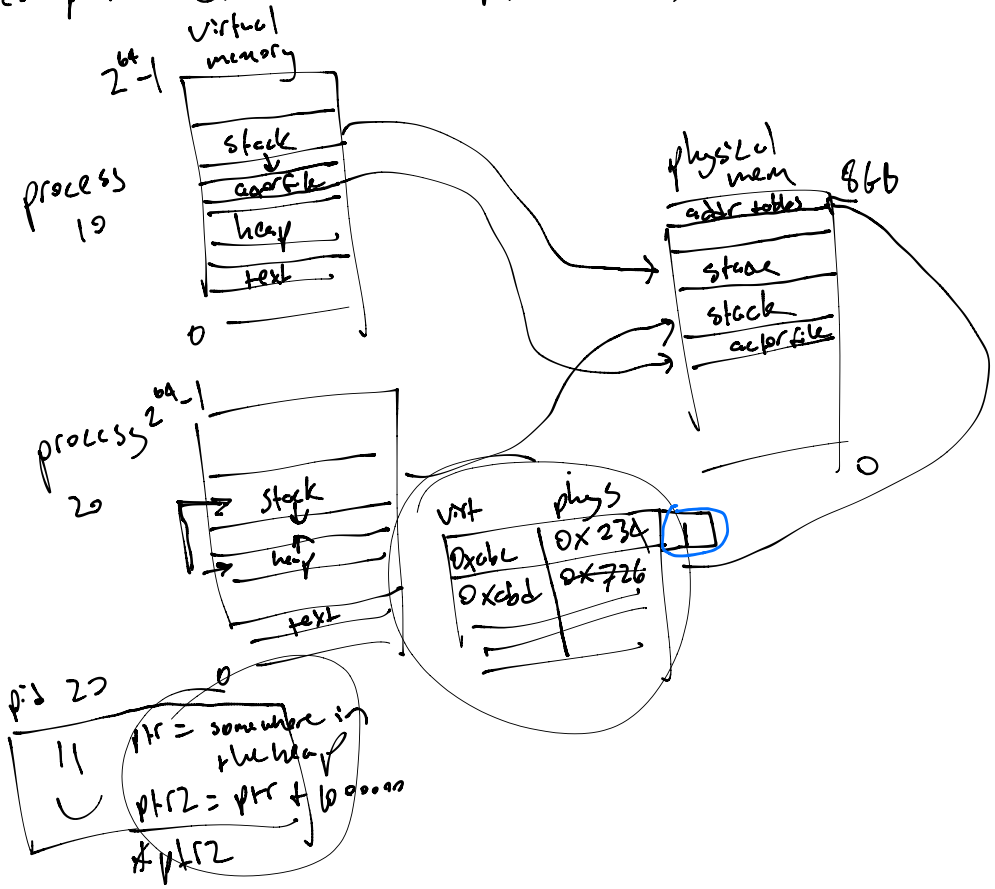
How do you execute multiple processes at the same time when num processes > num CPU cores?

Answer: switch really fast, storing regs in process struct



time slice: duration for which each process runs

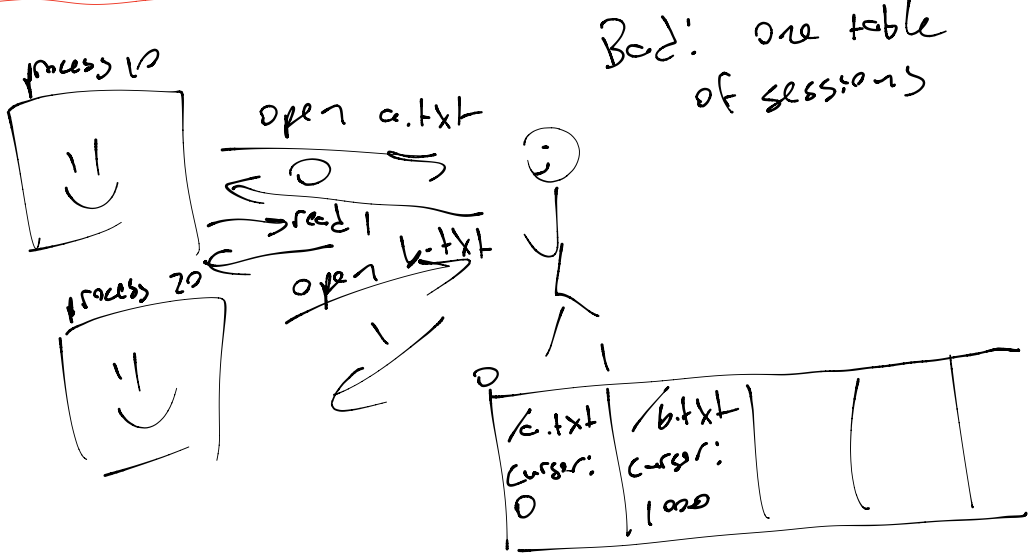
Early computers: direct access to physical memory



In practice, we map pages, not segments

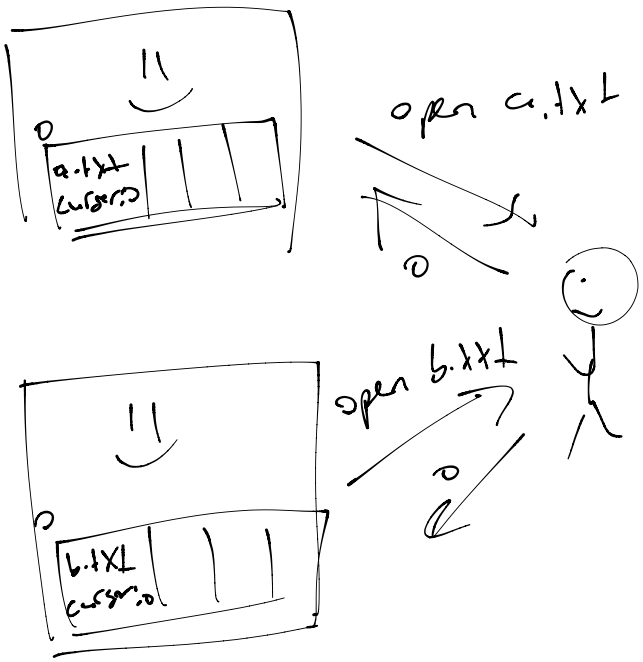
(common page size is 4KB)

How to deal with file sessions?

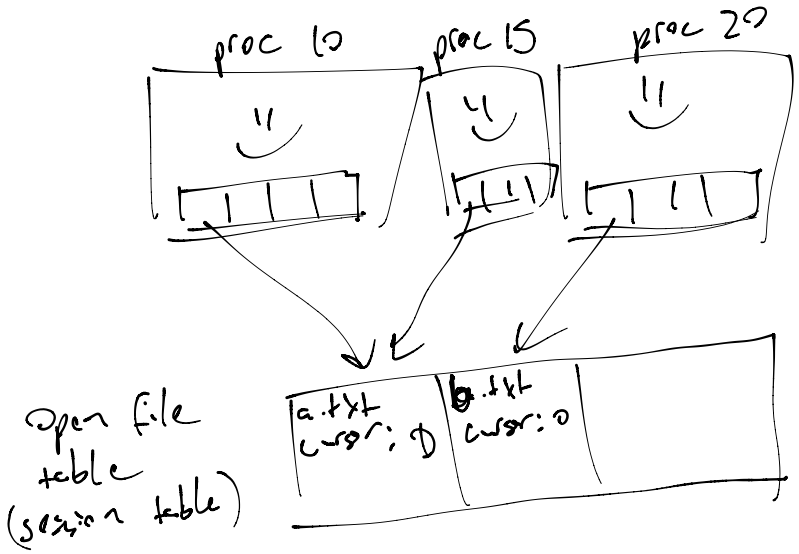


Bad: one table of sessions

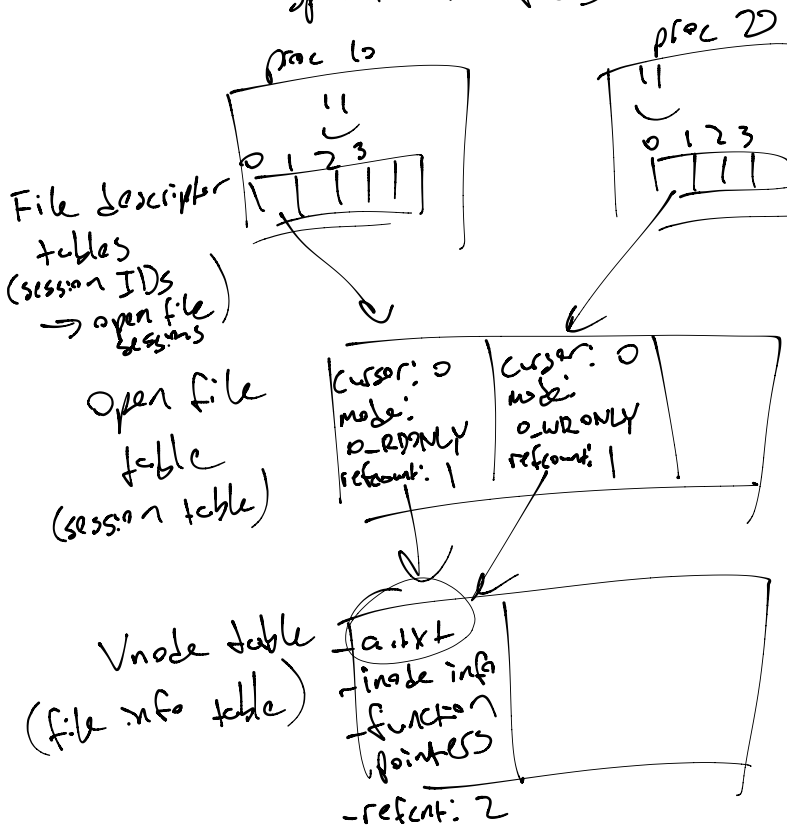
Store sessions per process?



Store sessions external to processes?



Final version: Add another table storing info specific to files



int fork(): split your process into two

getpid(): returns your pid
getppid(): returns parent pid