Processes

- Why?
- How? \( \rightarrow \) structure, context

Scheduling

- next lecture
why?

- Abstraction, API
  + events + memory
  + execution

- Machine Abstraction
Machine Abstraction

- Memory
- Processor
- Disk (global / share)
- Isolated Machine
- Time Slicing (virtual / physical)
time slicing

context switch

memory

- registers

physical

P1

\[ \begin{array}{cccc}
  a & b & c & d \\
  \end{array} \]

instructions

"virtual CPU"

P2

\[ \begin{array}{cccc}
  e & f & g & h \\
  \end{array} \]
Disk (FS)
-
- File Descriptors
- # (index) → file table (per process)
- Identity / user (uid)

- file  dir  file  ...
Why?

- throughput
- I process does little
- many do a list together
- selection (fault protection)
- security
- lots of waiting for external
- privacy
- nice?
- security