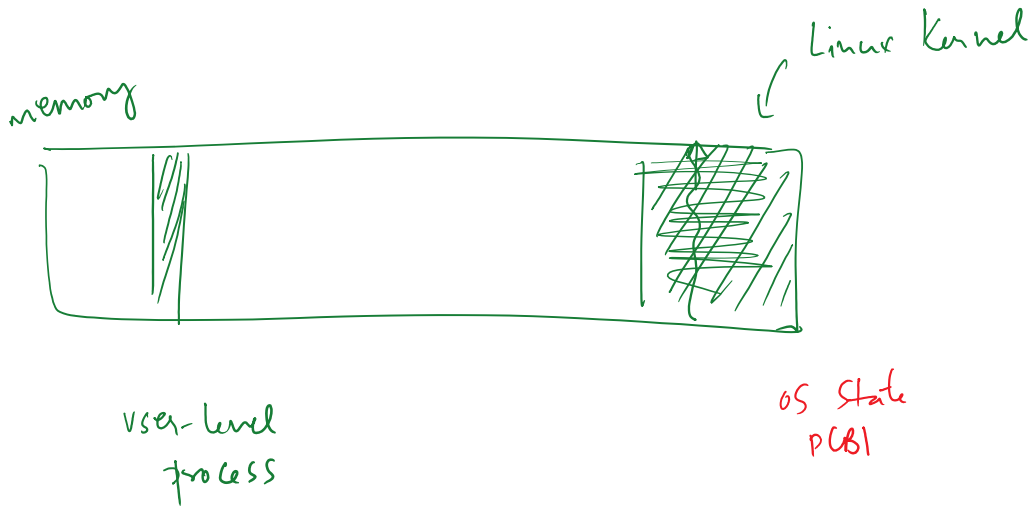


\* Three Easy Pieces : OS basics  
OSTEP Ch. 1, 2, 3, 4, 5, 6 - + process  
Ch. 12, 13, 14, 15 ~ memory

① OS game plan for general-purpose computing

- fork + exec
- vmlinuz.x.y ~~~~~ /boot



1<sup>st</sup> process : hand crafts a process

- create a PCB - init (circled)
- load startup program in memory
- schedule

② [migration / o] ps - aux

↑  
Kernel threads / processes

+ which kernel "work"  
+ process reaping  
+ cache coherency (disk)  
+ migration of processes.  
+ scheduled  $\Rightarrow$  PCB!