

# CMSC216: Processes and Exceptional Control Flow

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# Logistics

## Goals

- ▶ Assembly Security / Buffer Overflow Attacks
- ▶ Floating Point Ops in assembly
- ▶ Creating Child Processes
- ▶ Waiting for them
- ▶ Running other programs

## Schedule

Date	Event
Mon 25-Mar	Dis: P3 Work
Tue 26-Mar	Asm Wrap Processes Intro
Wed 27-Mar	Dis: P3 Work Lab08: Reflection
Thu 28-Mar	Unix Processes
Fri 29-Mar	P3 Due
Mon 01-Apr	Lab09: fork / wait
Tue 02-Apr	Practice Exam
Wed 03-Apr	Lab09 / Review
Thu 04-Apr	<b>Exam 2</b>

# Announcements

## Review Materials for Exam 2

- ▶ Lab/HW Solutions posted
- ▶ HW08 contains review exercises
- ▶ Practice Exam 2A will go up later today
- ▶ Practice Exam 2B in lecture Tue

## Detailed Reading from Bryant/O'Hallaron Ch 8

- ▶ Textbook has detailed coverage of many aspects of Process basics in Chapter 8 *Exceptional Control Flow*
- ▶ Below is a detailed section reading guide for what we will be important for us

Ch	Read?	Topic
8.1	Skim	Assembly/Hardware mechanisms for “exceptional control flow”
8.2	READ	Processes as running programs, context switches, user/kernel mode
8.3	Skim	System call error handling
8.4	READ	Fundamental process system calls: <code>fork()</code> / <code>waitpid()</code> / etc.
8.5	Opt	Optional: Software Signals
8.6	Opt	Optional: Nonlocal jumps via <code>setjmp()</code> / <code>longjmp()</code>
8.7	READ	“Tools” (one paragraph, we'll discuss these in more detail in class)

## Traditional vs Modern Computing Devices

- ▶ Old-school computers had a single executing programs which could interact freely with all parts of the computing hardware
- ▶ Modern computing devices have different expectations summarized below

Traditional	Modern
Single program on device	Multiple programs sharing single device
No Operating System	OS manages all programs
Program access to all hardware	OS controls/coordinates hardware access
Single program accesses all memory	OS isolates memories of each program
Relatively simple hardware interactions	Complex interactions of many devices
Single “user” running programs at once	Multiple users simultaneously on system
Apple II: insert disk to run program	Mac OS: Click to start another program

- ▶ New hardware and expectations led to new concepts
- ▶ **Operating Systems:** “manager” program that coordinates activities of all programs / users, manages hardware and provides abstraction layer, enforces security and fairness
- ▶ **Process:** a running program with its context

## OS Kernel and Kernel Mode

- kernel (noun)*
1. *a softer, usually edible part of a nut, seed, or fruit stone contained within its hard shell.*
  2. *the central or most important part of something.*

Operating System code is usually in the **kernel**, a program that starts running when a computing system is powered on

- ▶ Kernel sets up handlers for various exceptional control flows such as hardware interrupts and system calls
- ▶ Most CPUs have (at least) two modes
  1. **User / Normal** mode
  2. **Kernel / Privileged / Supervisor** mode
- ▶ User programs run in user mode, cannot directly manipulate hardware or access certain resources
- ▶ Requests OS to perform some operations which jumps to kernel code running in kernel mode

**Example** `hello64.s`: Linux System Call to write data in x86-64

# Processes: Running Programs

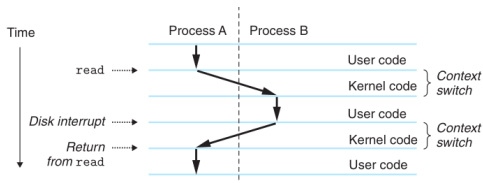
- ▶ Hardware just executes a stream of instructions
- ▶ The OS creates the notion of a **process**: instructions comprising a **running program**
- ▶ Processes can be executed for a while, then paused while another process executes
- ▶ To accomplish this, OS usually provides. . .
  1. Bookkeeping info for processes (resources)
  2. Ability to interrupt / pre-empt a running process to allow OS actions to take place
  3. Scheduler that decides which process runs and for how long
- ▶ Will discuss all of these things from a systems programming perspective

# Exceptional Control Flow

- ▶ CPUs use “regular” control flow most of the time but support several kinds of **exceptional control flow**
- ▶ General idea is as follows:
  1. Something triggers exceptional control flow
  2. Normal program instructions pause
  3. Processor jumps to a designated set of instructions to handle the situation
  4. Typical handling code is in the Operating System Kernel
  5. After the situation is handled control may be returned to the program that was running OR something else may happen
- ▶ Flavors of exceptional control flow include interrupts, traps, faults, aborts, and possibly others depending on whose terminology you follow



# Process Context and Context Switches



Source: Bryan/O'Hallaron Fig 8.14

- ▶ Exceptional Control Flow at hardware level allows high-level behaviors such as changing between processes
- ▶ OS Kernel tracks data structures associated with Processes that allows them to be paused and resumed
- ▶ **Process Context** includes data such as
  - ▶ Values of registers as the process is paused
  - ▶ Regions of main memory in use by process
  - ▶ Open files and other resources in use by process
- ▶ Switching between processes is a **Context Switch**
  - ▶ OS saves the context of Process A someplace safe
  - ▶ OS loads the context for Process B and starts it running
  - ▶ Later A's context can be loaded to resume where it left off

# Exceptional Control Flow Use Cases

## Enable Multiple Processes to Share the CPU

- ▶ OS sets a hardware timer
- ▶ OS Starts Process A running
- ▶ When timer expires (“rings”), control jumps to the OS
- ▶ OS can select Process B to run, resuming A later after B's timer expires
- ▶ Selecting a Process to run is part of the **scheduler** code in the OS

## Hiding I/O Latency

- ▶ Process A requests to receive data from the Network (e.g. internet search result)
- ▶ This Input request is a **System Call**: jumps to OS code
- ▶ OS inspects the Network Interface Card (NIC), hardware responsible for network communications and find data is not yet available for Process A
- ▶ Marks Process A as waiting for I/O to complete, starts running Process B
- ▶ While Process B is running, data arrives on the NIC which sends an electrical signal to the CPU
- ▶ CPU jumps away from Process B to handle the incoming I/O, finds it is a data packet for Process A
- ▶ OS marks Process A as ready to run again, then scheduler selects A or B to run

# Inside and Outside of the Kernel

## CMSC216 (This Course)

- ▶ Discuss basic OS System Calls that Unix provides
- ▶ Create processes, coordinate them simply
- ▶ Perform low-level read/write I/O calls
- ▶ Understand OS interface at a high level, some ideas about internal data structures maintained by Kernels for processes, files, virtual memory, etc.

## CMSC412 Operating Systems

- ▶ Build a small OS Kernel
- ▶ Directly implement data structures for processes, files, virtual memory, etc.
- ▶ Study tradeoffs in design of these data structures
- ▶ Utilize more complex process coordination / communication mechanisms

If you find these things interesting, consider CMSC412 in the future

# Overview of Process Creation/Coordination

The following are the 4 fundamental process creation / coordination primitives provided by UNIX systems including Linux

## `getpid() / getppid()`

- ▶ Get process ID of the currently running process
- ▶ Get parent process ID

## `fork()`

- ▶ Create a child process
- ▶ Identical to parent EXCEPT for return value of `fork()` call
- ▶ Determines child/parent

## `wait() / waitpid()`

- ▶ Wait for any child to finish (`wait`)
- ▶ Wait for a specific child to finish (`waitpid`)
- ▶ Get return status of child

## `exec() family`

- ▶ Replace currently running process with a different program image
- ▶ Process becomes something else losing previous code
- ▶ Focus on `execvp()`

# Code: Overview of Process Creation/Coordination

## getpid() / getppid()

```
pid_t my_pid = getpid();
printf("I'm proces %d\n",my_pid);
pid_t par_pid = getppid();
printf("My parent is %d\n",par_pid);
```

## wait() / waitpid()

```
int status;
waitpid(child_pid, &status, 0);
printf("Child %d done, status %d\n",
       child_pid, status);
```

## fork()

```
pid_t child_pid = fork();
if(child_pid == 0){
    printf("Child!\n");
}
else{
    printf("Parent!\n");
}
```

## exec() family

```
char *new_argv[] = {"ls","-l",NULL};
char *command = "ls";
printf("Goodbye old code, hello LS!\n");
execvp(command, new_argv);
```

Aside: before the next exercise, compile the complain.c program to be named complain using GCC (good review)

## Exercise: Putting Child Processes to Work

Explain program and use getpid(), getppid(), fork(), execvp()

```
1 // child_labor.c:
2 #include <stdio.h>
3 #include <stdlib.h>
4 #include <sys/wait.h>
5 #include <unistd.h>
6
7 int main(int argc, char* argv){
8
9     char *child_argv[] = {"/./complain",NULL};
10    char *child_cmd = "complain";
11
12    printf("P: I'm %d, and I really don't feel like '%s'ing\n",
13           getpid(),child_cmd);
14    printf("P: I have a solution\n");
15
16    pid_t child_pid = fork();
17
18    if(child_pid == 0){
19        printf("C: I'm %d My pa '%d' wants me to '%s'. This sucks.\n",
20              getpid(), getppid(), child_cmd);
21
22        execvp(child_cmd, child_argv);
23
24        printf("C: I don't feel like myself anymore...\n");
25    }
26    else{
27        printf("P: Great, junior %d is taking care of that\n",
28              child_pid);
29    }
30    return 0;
31 }
```

# Answers: Putting Child Processes to Work

```
1 // child_labor.c: demonstrate the basics of fork/exec to launch a
2 // child process to do "labor"; e.g. run a another program via
3 // exec. Make sure that the the 'complain' program is compiled first.
4 #include <stdio.h>
5 #include <stdlib.h>
6 #include <sys/wait.h>
7 #include <unistd.h>
8
9 int main(int argc, char* argv){
10
11     char *child_argv[] = {"complain",NULL};           // argument array to child, must end with NULL
12     char *child_cmd = "complain";                   // actual command to run, must be on path
13
14     printf("P: I'm %d, and I really don't feel like '%s'ing\n",
15           getpid(),child_cmd);                       // use of getpid() to get current PID
16     printf("P: I have a solution\n");
17
18     pid_t child_pid = fork();                        // clone a child
19
20     if(child_pid == 0){                              // child will have a 0 here
21         printf("C: I'm %d My pa '%d' wants me to '%s'. This sucks.\n",
22               getpid(), getppid(), child_cmd);      // use of getpid() and getppid()
23
24         execvp(child_cmd, child_argv);              // replace running image with child_cmd
25
26         printf("C: I don't feel like myself anymore...\n"); // unreachable statement
27     }
28     else{                                           // parent will see nonzero in child_pid
29         printf("P: Great, junior %d is taking care of that\n",
30               child_pid);
31     }
32     return 0;
33 }
```

## Experiment: Alter Command for exec()

Experiment in `child_labor.c` with altering lines associated with `exec()` arguments

```
char *child_argv[] = {"/complain",NULL};           // argument array to child, must end with NULL
char *child_cmd = "complain";                     // actual command to run, must be on path

char *child_argv[] = {"ls","-l","-ah",NULL};      // alternative argv/command swap comment
char *child_cmd = "ls";                          // with above to alter what child does

char *child_argv[] = {"seq","5","2","20",NULL};   // alternative
char *child_cmd = "seq";
```

Note the effects after recompiling and re-running.



## Exercise: Coordinating Parent and Child

child\_labor.c has **concurrency issues**: Parent/Child output mixed and may occur in an unpredictable order

```
>> ./a.out
P: I'm 53174, and I really don't feel like 'complain'ing
P: I have a solution
P: Great, junior 53175 is taking care of that
C: I'm 53175 My pa '53174' wants me to 'complain'. This sucks.
>> COMPLAIN: God this sucks. On a scale of 0 to 10 I hate pa ...
```

```
>> ./a.out
P: I'm 53187, and I really don't feel like 'complain'ing
P: I have a solution
C: I'm 53188 My pa '53187' wants me to 'complain'. This sucks.
COMPLAIN: God this sucks. On a scale of 0 to 10 I hate pa ...
P: Great, junior 53188 is taking care of that
```

```
>> ./a.out
P: I'm 53198, and I really don't feel like 'complain'ing
P: I have a solution
C: I'm 53199 My pa '53198' wants me to 'complain'. This sucks.
P: Great, junior 53199 is taking care of that
>> COMPLAIN: God this sucks. On a scale of 0 to 10 I hate pa ...
```

```
>>
```

**Modify** with a call to `wait(somepid)` to ensure Parent output comes **AFTER** Child output

# Answers: child\_wait.c modification

```
1 // child_wait.c: fork/exec plus parent waits for child to
2 // complete printing before printing itself.
3 #include <stdio.h>
4 #include <stdlib.h>
5 #include <sys/wait.h>
6 #include <unistd.h>
7
8 int main(int argc, char* argv){
9
10     char *child_argv[] = {"/./complain",NULL};           // alternative commands
11     char *child_cmd = "complain";
12
13     printf("P: I'm %d, and I really don't feel like '%s'ing\n",
14           getpid(),child_cmd);
15     printf("P: I have a solution\n");
16
17     pid_t child_pid = fork();
18
19     if(child_pid == 0){
20         printf("C: I'm %d My pa %d wants me to '%s'. This sucks.\n",
21               getpid(), getpid(), child_cmd);
22         execvp(child_cmd, child_argv);
23         printf("C: I don't feel like myself anymore...\n"); // unreachable
24     }
25     else{
26         int status;
27         wait(&status);                               // wait for any child to finish, collect status
28         // wait(NULL);                               // wait for any child, ignore status
29         // waitpid(child_pid, &status);             // wait for specific child
30         // waitpid(-1, NULL);                       // wait for any child, collect status
31         printf("P: Great, junior %d is done with that '%s'ing\n",
32               child_pid, child_cmd);
33     }
34     return 0;
35 }
```

# Effects of fork()

- ▶ Single process becomes 2 processes
- ▶ Sole difference is return value from fork()
- ▶ All other aspects of process are copied

*Before fork(): 1 process*

Process 1234		
STACK	heap_str	0x500
	myint	5
	child_pid	?
...	...	...
HEAP	0x500	h
	0x501	i
	0x502	\0
...	...	...
GLOBALS	glob_doub	1.23
	...	...
TEXT/CODE		
int main(){		
char *heap_str = malloc(..);		
int myint = 5;		
glob_doub = 1.23;		
>> int child_pid = fork()		
if(child_pid == 0){		
myint = 19;		
}		
printf("myint: %d\n", myint);		
...		

*After fork(): 2 processes*

Process 1234 (parent)			Process 5678 (child)		
STACK	heap_str	0x500	heap_str	0x500	
	myint	5	myint	5	
	child_pid	5678	child_pid	0	
...	...	...	...		
HEAP	0x500	h	0x500	h	
	0x501	i	0x501	i	
	0x502	\0	0x502	\0	
...	...	...	...		
GLOBALS	glob_doub	1.23	glob_doub	1.23	
	...	...	...	...	
TEXT/CODE			TEXT/CODE		
int main(){			int main(){		
char *heap_str = malloc(..);			char *heap_str = malloc(..);		
int myint = 5;			int myint = 5;		
glob_doub = 1.23;			glob_doub = 1.23;		
>> int child_pid = fork()			>> int child_pid = fork()		
if(child_pid == 0){			>> if(child_pid == 0){		
myint = 19;			myint = 19;		
}			}		
printf("myint: %d\n", myint);			printf("myint: %d\n", myint);		
...			...		

## Effects of exec()

- ▶ Entire Memory image of process is replaced/reset
- ▶ Original process Text/Code is replaced, begin new main()
- ▶ Successful exec() does not return to original code

<i>Before exec(): original code</i>				<i>After exec(): code replaced</i>			
<b>Process 1234</b>				<b>Process 1234</b>			
<b>STACK</b>	heap_str	0x500		<b>STACK</b>	??	??	
	myint	5			??	??	
	some_var	?			??	??	
	...	...			...	...	
<b>HEAP</b>	0x500	h		<b>HEAP</b>	0x500	??	
	0x501	i			0x501	??	
	0x502	\0			0x502	??	
	...	...			...	...	
<b>GLOBALS</b>	glob_doub	1.23		<b>GLOBALS</b>	??	??	
	...	...			...	...	
<b>TEXT/CODE</b>				<b>TEXT/CODE</b>			
<pre>int main(){ // my program   char *heap_str = malloc(..);   int myint = 5;   glob_doub = 1.23;   &gt;&gt; exec("ls",...);   printf("Unreachable!\n");   some_var = 21;   ...</pre>				<pre>int main(...){ // ls program   &gt;&gt; if(argc == 1){     MODE = SIMPLE_LIST;   }   else {     ...   }   ...</pre>			

## Exercise: Child Exit Status

- ▶ A successful call to `wait()` sets a status variable with child info:

```
int status;
wait(&status);
```

- ▶ Several **macros** are used to parse out this variable

```
// determine if child actually exited
// other things like signals can cause
// wait to return
if(WIFEXITED(status)){

    // get the return value of program
    int retval = WEXITSTATUS(status);
}
```

- ▶ **Modify** `child_labor.c` so that parent checks child exit status
- ▶ Convention: 0 normal, nonzero error, print something if non-zero

```
# program that returns non-zero
> gcc -o complain complain.c

# EDIT FILE TO HAVE CHILD RUN 'complain'
> gcc child_labor_wait_returnval.c
> ./a.out
I'm 2239, and I really don't feel
like 'complain'ing
I have a solution
    I'm 2240 My pa '2239' wants me to 'complain'.
    This sucks.
COMPLAIN: God this sucks. On a scale of 0 to 10
           I hate pa ...

Great, junior 2240 did that and told me '10'
That little punk gave me a non-zero return.
I'm glad he's dead
>
```

*NOTE: C Macros look a bit like functions with `CAPTIAL_NAMES()` but are different from normal functions. We will discuss Macros more later.*

# Answers: Child Exit Status

```
1 // child_wait_returnval.c: fork/exec plus parent waits for child and
2 // checks their status using macros. If nonzero, parent reports.
3
4 #include <stdio.h>
5 #include <stdlib.h>
6 #include <sys/wait.h>
7 #include <unistd.h>
8
9 int main(int argc, char* argv){
10     char *child_argv[] = {"/complain",NULL};           // program returns non-zero
11     char *child_cmd = "complain";
12
13     printf("P: I'm %d, and I really don't feel like '%s'ing\n",
14           getpid(),child_cmd);
15     printf("P: I have a solution\n");
16
17     pid_t child_pid = fork();
18
19     if(child_pid == 0){
20         printf("C: I'm %d My pa '%d' wants me to '%s'. This sucks.\n",
21               getpid(), getppid(), child_cmd);
22         execvp(child_cmd, child_argv);
23         printf("C: I don't feel like myself anymore...\n"); // unreachable
24     }
25     else{
26         int status;
27         wait(&status);                               // wait for child to finish, collect status
28         if(WIFEXITED(status)){
29             int retval = WEXITSTATUS(status);        // decode status to 0-255
30             printf("P: Great, junior %d did that and told me '%d'\n",
31                   child_pid, retval);
32             if(retval != 0){                          // nonzero exit codes usually indicate failure
33                 printf("P: That little punk gave me a non-zero return. I'm glad he's dead\n");
34             }
35         }
36         else{
37             printf("P: Oh no, something happened to the boy!\n");
38         }
39     }
40     return 0;
41 }
```

## Return Value for wait() family

- ▶ Return value for wait() and waitpid() is the PID of the child that finished
- ▶ Makes a lot of sense for wait() as multiple children can be started and wait() reports which finished
- ▶ One wait() per child process is typical
- ▶ See faster\_child.c

```
// parent waits for each child
for(int i=0; i<3; i++){
    int status;
    int child_pid = wait(&status);
    if(WIFEXITED(status)){
        int retval = WEXITSTATUS(status);
        printf("PARENT: Finished child proc %d, retval: %d\n",
              child_pid, retval);
    }
}
```

# Blocking vs. Nonblocking Activities

## Blocking

- ▶ A call to `wait()` and `waitpid()` may cause calling process to **block** (hang, stall, pause, suspend, so many names...)
- ▶ Blocking is associated with other activities as well
  - ▶ I/O, obtain a lock, get a signal, etc.
- ▶ Generally creates **synchronous** situations: waiting for something to finish means the next action *always* happens.. next (e.g. `print` after `wait()` returns)

```
// BLOCKING VERSION
```

```
int pid = waitpid(child_pid, &status, 0);
```

## Non-blocking

- ▶ Contrast with **non-blocking** (asynchronous) activities: calling process goes ahead even if something isn't finished yet
- ▶ `wait()` is always blocking
- ▶ `waitpid()` can be blocking or non-blocking



# Non-Blocking waitpid()

- ▶ Use the WNOHANG option
- ▶ Returns immediately regardless of the child's status

```
int child_pid = fork();
int status;

// NON-BLOCKING
int pid = waitpid(child_pid, &status, WNOHANG); // specific child
OR
int pid = waitpid(-1, &status, WNOHANG); // any child
```

Returned pid is

Returned	Means
child_pid	status of child that changed / exited
0	there is no status change for child / none exited
-1	an error

Examine impatient\_parent.c

# impatient\_parent.c

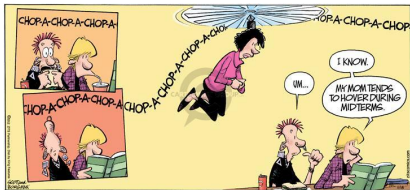
```
1 // impatient_parent.c: demonstrate non-blocking waitpid(),
2
3 #include <stdio.h>
4 #include <stdlib.h>
5 #include <sys/wait.h>
6 #include <unistd.h>
7
8 int main(int argc, char* argv){
9     char *child_argv[] = {"/complains",NULL};
10    char *child_cmd = "complains";
11    printf("PARENT: Junior is about to '%s', I'll keep an eye on him\n",
12          child_cmd);
13    pid_t child_pid = fork();
14
15    // CHILD CODE
16    if(child_pid == 0){
17        printf("CHILD: I'm %d and I'm about to '%s'\n",
18              getpid(), child_cmd);
19        execvp(child_cmd, child_argv);
20    }
21
22    // PARENT CODE
23    int status;
24    int retcode = waitpid(child_pid, &status, WNOHANG); // non-blocking wait
25    if(retcode == 0){ // 0 means child has not exited/changed status
26        printf("PARENT: 0? The kid's not done yet. I'm bored\n");
27    }
28    else{ // child has changed status / exited
29        printf("PARENT: Something happened to junior!\n");
30        if(WIFEXITED(status)){
31            printf("Ah, he Exited with code %d\n", WEXITSTATUS(status));
32        }
33        else{
34            printf("Junior didn't exit, what happened to him?\n");
35        }
36    }
37    return 0;
38 }
```

## Runs of impatient\_parent.c

```
> gcc impatient_parent.c
> a.out
PARENT: Junior is about to 'complain', I'll keep an eye on him
PARENT: 0? The kid's not done yet. I'm bored
CHILD: I'm 1863 and I'm about to 'complain'
> COMPLAIN: God this sucks. On a scale of 0 to 10 I hate pa ...
```

```
> a.out
PARENT: Junior is about to 'complain', I'll keep an eye on him
PARENT: 0? The kid's not done yet. I'm bored
CHILD: I'm 1865 and I'm about to 'complain'
> COMPLAIN: God this sucks. On a scale of 0 to 10 I hate pa ...
```

# Exercise: Helicopter Parent



- ▶ Modify `impatient_parent.c` to `helicopter_parent.c`
- ▶ Checks continuously on child process
- ▶ Will need a loop for this...

```
> gcc helicopter_parent.c
> a.out
PARENT: Junior is about to 'complain', I'll keep an eye on him
Oh, junior's taking so long. Is he among the 50% of people that are below average?
Oh, junior's taking so long. Is he among the 50% of people that are below average?
...
Oh, junior's taking so long. Is he among the 50% of people that are below average?
Oh, junior's taking so long. Is he among the 50% of people that are below average?
CHILD: I'm 21789 and I'm about to 'complain'
Oh, junior's taking so long. Is he among the 50% of people that are below average?
...
Oh, junior's taking so long. Is he among the 50% of people that are below average?
Oh, junior's taking so long. Is he among the 50% of people that are below average?
COMPLAIN: God this sucks. On a scale of 0 to 10 I hate pa ...
Oh, junior's taking so long. Is he among the 50% of people that are below average?
Oh, junior's taking so long. Is he among the 50% of people that are below average?
...
PARENT: Good job junior. I only checked on you 226 times.
```

# Answers: Helicopter Parent

```
1 // helicopter_parent.c: demonstrate non-blocking waitpid() in excess
2 #include <stdio.h>
3 #include <stdlib.h>
4 #include <sys/wait.h>
5 #include <unistd.h>
6
7 int main(int argc, char* argv){
8
9     char *child_argv[] = {"/./complain",NULL};
10    char *child_cmd = "complain";
11
12    printf("PARENT: Junior is about to '%s', I'll keep an eye on him\n",
13           child_cmd);
14
15    pid_t child_pid = fork();
16
17    // CHILD CODE
18    if(child_pid == 0){
19        printf("CHILD: I'm %d and I'm about to '%s'\n",
20               getpid(), child_cmd);
21        execvp(child_cmd, child_argv);
22    }
23
24    // PARENT CODE
25    int status;
26    int checked = 0;
27    while(1){
28        int cpid = waitpid(child_pid,&status,WNOHANG); // Check if child done, but don't actually wait
29        if(cpid == child_pid){ // Child did finish
30            break;
31        }
32        printf("Oh, junior's taking so long. Is he among the 50%% of people that are below average?\n");
33        checked++;
34    }
35    printf("PARENT: Good job junior. I only checked on you %d times.\n",checked);
36    return 0;
37 }
```

## Polling vs Interrupts

- ▶ `helicopter_parent.c` is an example of **polling**: checking on something repeatedly until it achieves a ready state
- ▶ Easy to program, generally inefficient
- ▶ Alternative: **interrupt** style is closer to `wait()` and `waitpid()` *without* `WNOHANG`: rest until notified of a change
- ▶ Usually requires cooperation with OS/hardware which must wake up process when stuff is ready
- ▶ Both polling-style and interrupt-style programming have uses
- ▶ Projects may use one or the other of these so it's good to be aware of them

# Zombies Processes

- ▶ Parent creates a child
- ▶ Child completes
- ▶ Child becomes a **zombie** (!!!)
- ▶ Parent waits for child
- ▶ Child reaped



*All we want is the attention of a loving parent. . .*

## Zombie Process

A process that has finished, but has not been `wait()`'ed for by its parent yet so cannot be (entirely) eliminated from the system. OS can reclaim child resources like memory once parent `wait()`'s.

## Demonstrate

Requires a process monitoring with `top/ps` but can see zombies created using `spawn_undead.c`

# Tree of Processes

```
> pstree
systemd--+-NetworkManager---2*[{NetworkManager}]
|-accounts-daemon---2*[{accounts-daemon}]
|-colord---2*[{colord}]
|-csd-printer---2*[{csd-printer}]
|-cupsd
|-dbus-daemon
|-drjava---java+-java---27*[{java}]
|
|   -37*[{java}]
|-dropbox---106*[{dropbox}]
|-emacs+-aspell
|   |-bash---pstree
|   |
|   |   |-evince---4*[{evince}]
|   |   |-idn
|   |   -3*[{emacs}]
|-gdm+-gdm-session-wor+-gdm-wayland-ses+-gnome-session-b+-gnome-shell+-Xwayland---14*[{Xwayland}]
|
|   ...
|   |-gnome-terminal+-bash+-chromium+-chrome-sandbox---chromium---chromium+-8*[chromium---12*[{chromium}]]
|   |
|   |   |-chromium---11*[{chromium}]
|   |   |-chromium---14*[{chromium}]
|   |   |-chromium---15*[{chromium}]
|   |   -chromium---18*[{chromium}]
|   |
|   |   |-chromium---9*[{chromium}]
|   |   -42*[{chromium}]
|   |   -cinnamon---21*[{cinnamon}]
|   |
|   |   |-bash---ssh
|   |   -3*[{gnome-terminal-}]
```

- ▶ Processes exist in a tree: see with shell command `pstree`
- ▶ Children can be **orphaned** by parents: parent exits without `wait()`'ing for child
- ▶ Orphans are adopted by the root process (PID==1)
  - ▶ `init` traditionally
  - ▶ `systemd` in many modern systems
- ▶ Root process occasionally `wait()`'s to “reap” zombies



## Orphans are always Adopted

- ▶ Survey code in `baudelaire_orphans.c` which demonstrates what happens to orphans
- ▶ Parent exits without `wait()`'ing, leaving them orphaned.
- ▶ Adopted by root process with `PID=1`

```
> gcc baudelaire_orphans.c
```

```
> ./a.out
```

```
1754593: I'm Klaus and my parent is 1754592
```

```
1754594: I'm Violet and my parent is 1754592
```

```
1754596: (Sunny blows raspberry) 1754592
```

```
1754593: My original parent was 1754592, my current parent is 1754592
```

```
> 1754594: My original parent was 1754592, my current parent is 1
```

```
1754594: I've been orphaned. How Unforunate.
```

```
1754596: My original parent was 1754592, my current parent is 1
```

```
1754596: I've been orphaned. How Unforunate.
```

## Reapers and the Subreapers

- ▶ Process X creates many children, Orphans them
- ▶ Children of X complete, become Zombies until...
- ▶ Newly assigned Parent `wait()`'s for them
- ▶ Adoptive parent like Process 1 sometimes referred to as a **Reaper** process: "reaps the dead processes"
- ▶ System may designate a **Subreaper** to do this per user so orphans NOT re-parented to process ID 1

- ▶ Graphical Login on Ubuntu Linux systems usually designates a Subreaper for each user



Source: [Cartoongoodies.com](http://Cartoongoodies.com)  
*Reaper and Orphan? More like Subreaper...*