Hello Dolly

Forks, zombies, orphans, pipes, exec...

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Read about the (not strictly related) sheep Dolly here:
• A process is a running program, an execution of instructions and a set of resources
• A process can be represented by a unique number called process id (pid)
fork()

- Function that creates a new process
- Creates a copy (child process) of the current process (parent process)
- Returns twice
  - child’s pid to the parent
  - 0 to the child
- The processes have separate address spaces ...
- ... but they share some things, such as references to open files
Example – fork()

```c
int pid = fork();
if (pid == 0) {
    printf("I’m the child");
} else {
    printf("I’m the parent ");
}
```
Zombie

- Child process that has finished executing but still exists in the process table
- Happens if parent does not call wait()

```c
else {
    //parent process
    printf("I'm the parent");
    wait(NULL); //wait for child process to terminate, prevent zombie
}
```
Orphans

- Child process that is still running but the parent process has finished executing or terminated
- Will be "adopted" by another process, get a new parent process
- In UNIX the new parent process is the init or systemd process
  - parent of all processes
  - process id 1
Groups and Sessions

- The child and parent belong to the same group
- `getpgid()` gives the group leader’s pid

- A session consists of several groups and a session leader
- `getsid()` gives the session leader’s pid
- When a session terminates, all processes belonging to the session terminate
Daemon

- Process that runs in the background instead of under direct control of a user
- Has its own session
- Performs operations at predefined times or in response to events
- Runs most of the tasks in a system
exec()

- Runs an executable file in the context of an existing process, replacing the previous execution context
- `execlp("ls", "ls", NULL);
  - check if 'ls' exists
  - run it with the rest of the arguments
- exec functions do not return when successful
exec() family of functions

- execl, exectp, execle, execv, execvp, execvpe
  - e: pass an array of pointers to environment variables
  - l: arguments are passed individually to the function
  - v: arguments are passed as an array of strings
  - p: uses PATH environment variable to find the file that is to be executed
Pipes

- Sends the output of one program to another program's input
- Denoted by symbol '|'
- Piping in the shell: combine several commands
  - Ex: cat countries.txt | grep a | sort
  - Displays all countries that start with an 'a' and sorts them in alphabetical order
1.3  Arghhh! [2 points]

Assume that we have a program `boba` that writes “Don’t get in my way” to `stdout`. What will the result be if we run the program below and why is this the result? (the procedure `dprintf()` takes a file descriptor as argument)

```c
int main() {

    int fd = open("quotes.txt", O_RDWR | O_CREAT, S_IRUSR | S_IWUSR);

    int pid = fork();

    if (pid == 0) {
        dup2(fd, 1);
        close(fd);
        exec1("boba", "boba", NULL);
    } else {
        dprintf(fd, "Arghhh!");
        close(fd);
    }
    return 0;
}
```
Exam question

1.3 Arghhh! [2 points]

Assume that we have a program boba that writes “Don’t get in my way” to stdout. What will the result be if we run the program below and why is this the result? (the procedure dprintf() takes a file descriptor as argument)

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    int pid = fork();

    if (pid == 0) {
        dup2(fd, 1);
        close(fd);
        execl("boba", "boba", NULL);
    } else {
        dprintf(fd, "Arghhh!");
        close(fd);
    }

    return 0;
}
```

**Answer:** In `dup2(fd,1)` we redirect stdout to the opened file. Boba will write its line to the file `quotes.txt`. At the same time the mother process will write “Arghhh!” to the same file. The two processes will share the file current position and combine the write operations. The result is a mixture of the two texts in the file `quotes.txt` i.e. the texts will not overwrite each other.
Exam question: What is the value of count after?

```c
#include <stdio.h>
#include <unistd.h>
#include <sys/wait.h>
#include <sys/types.h>

int count = 0;

int main() {
    int *status;
    int pid = fork();
    if (pid == 0) {
        for (int i = 0; i < 10; i++) {
            count += 1;
        }
        return 0;
    } else {
        for (int i = 0; i < 10; i++) {
            count += 1;
        }
        wait(status);
    }
    printf("count = %d\n", count);
    return 0;
}
```
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            count += 1;
        }
        wait(status);
    }
    printf("count = %d\n", count);
    return 0;
}
```

As both processes have their own virtual memory which means that the value of count will be 10 for both of them.
Exam question: How does pipe work?

2.2 pipes [2 points]

If we have two processes, one producer and one consumer, that are communicating through a so called pipe. How can we then prevent that the producer sends more information than the consumer is ready to receive and thereby crash the system.
Exam question: How does pipes work?

2.2 pipes [2 points]

If we have two processes, one producer and one consumer, that are communicating through a so called pipe. How can we then prevent that the producer sends more information than the consumer is ready to receive and thereby crash the system.

Answer: Pipes have built-in flow control. If the consumer does not read from the pipe the producer will be suspended when it tries to write the filled pipe.