signals 2 / processes API

last time

signals : [hardware] exceptions :: OS : hardware

signal types

SIGINT (control-C), SIGSEGV (segfault), SIGUSR1, ...

OS calling signal handlers in middle of your program

"forwarding" exceptions as signals

sigaction, registering signal handlers

anonymous feedback (1)

"i feel like there are excessive questions during lecture that prevent us from covering new material in enough time—would it be possible to have a question limit or maybe submit questions anonymously through PollEverywhere or something?..."

anonymous feedback (2)

"for what it's worth, I think the information given in lecture was sufficient to answer the quiz correctly....I think people in general get it and everyone here just likes to complain and freak out over nothing."

"Regarding the feedback we were shown in class, I want to say that I heavily agree that there is a disconnect between the lectures/readings and the quizzes. Even the lab we were given is a length, involved assignment for something we were given a cursory glance at yesterday. Specifically, I want to encourage you to include at least 1-2 example questions in lecture that directly mirror the questions we will be given on the quiz....Especially since we are not allowed to ask questions about the quiz, this would allow us to clear up any miscommunication of the relevant material before the quiz while not spoiling the quiz's questions."

"Right now, the learning environment in class is not positive. It feels like this course was designed for us to fail..."

on signals lab length

signals lab seems a bit more time consuming than I want it to be

took some measures to make simpler this semester, but not quite enough

signal handler unsafety (0)

```
void foo() {
    /* SIGINT might happen while foo() is running */
    char *p = malloc(1024);
    ...
}

/* signal handler for SIGINT
   (registered elsewhere with sigaction() */
void handle_sigint() {
    printf("You pressed control-C.\n");
}
```

signal handler unsafety (1)

```
void *malloc(size_t size) {
    ...
    to_return = next_to_return;
    /* SIGNAL HAPPENS HERE */
    next_to_return += size;
    return to_return;
}

void foo() {
    /* This malloc() call interrupted */
    char *p = malloc(1024);
    p[0] = 'x';
}

void handle_sigint() {
    // printf might use malloc()
    printf("You pressed control-C.\n");
}
```

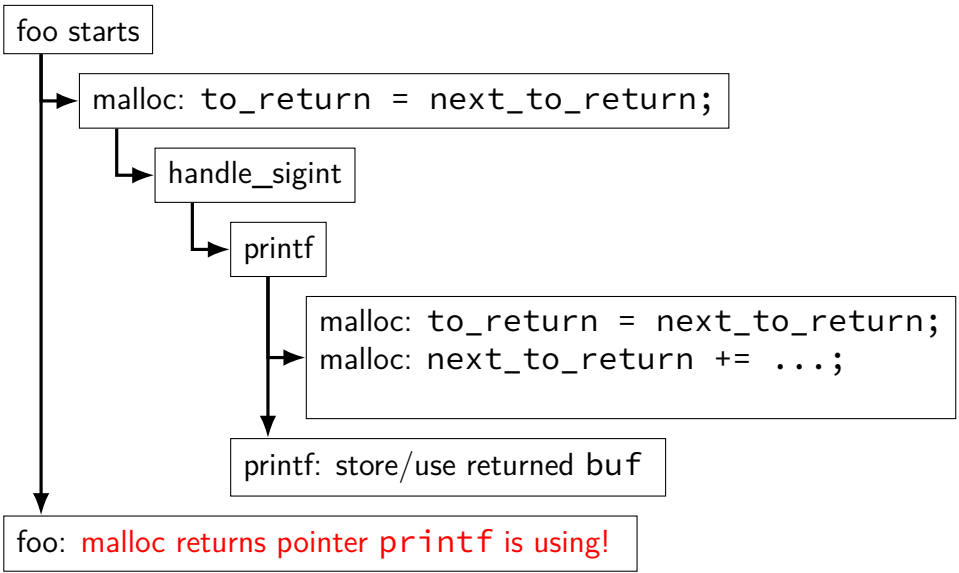
signal handler unsafety (1)

```
void *malloc(size_t size) {
    ...
    to_return = next_to_return;
    /* SIGNAL HAPPENS HERE */
    next_to_return += size;
    return to_return;
}

void foo() {
    /* This malloc() call interrupted */
    char *p = malloc(1024);
    p[0] = 'x';
}

void handle_sigint() {
    // printf might use malloc()
    printf("You pressed control-C.\n");
}
```

signal handler unsafety (2)

```
void handle_sigint() {
    printf("You pressed control-C.\n");
}

int printf(...) {
    static char *buf;
    ...
    buf = malloc()
    ...
}
```

signal handler unsafety: timeline



signal handler unsafety (3)

```
foo() {
  char *p = malloc(1024)... {
    to_return = next_to_return;
    handle_sigint() { /* signal delivered here */
      printf("You pressed control-C.\n") {
        buf = malloc(...) {
          to_return = next_to_return;
          next_to_return += size;
          return to_return;
        }
        ...
      }
    }
    next_to_return += size;
    return to_return;
  }
  /* now p points to buf used by printf! */
}
```

signal handler unsafety (3)

```
foo() {
  char *p = malloc(1024)... {
    to_return = next_to_return;
    handle_sigint() { /* signal delivered here */
      printf("You pressed control-C.\n") {
        buf = malloc(...) {
          to_return = next_to_return;
          next_to_return += size;
          return to_return;
        }
        ...
      }
    }
    next_to_return += size;
    return to_return;
  }
  /* now p points to buf used by printf! */
}
```

signal handler safety

POSIX (standard that Linux follows) defines "async-signal-safe" functions

these must work correctly no matter what they interrupt

...and no matter how they are interrupted

includes: `write`, `_exit`

does not include: `printf`, `malloc`, `exit`

blocking signals

avoid having signal handlers anywhere:

can instead block signals

- `sigprocmask()`, `pthread_sigmask()`

blocked = signal handled doesn't run

- signal not *delivered*

instead, signal becomes *pending*

- delivered if unblocked

blocking signals

avoid having signal handlers anywhere:

can instead block signals

`sigprocmask()`, `pthread_sigmask()`

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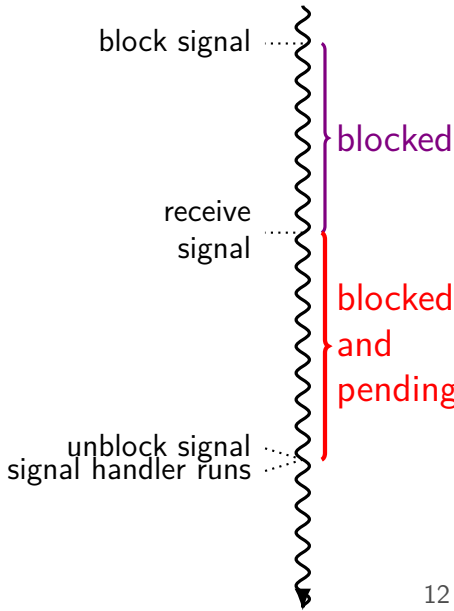
signal not *delivered*

instead, signal becomes *pending*

delivered if unblocked



controlling when signals are handled

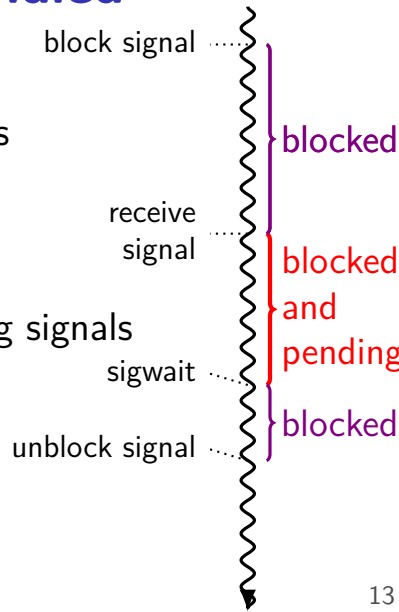
first, block a signal

then either unblock signals only at certain times

- some special functions to help:
  `sigsuspend` (unblock until handler runs),
  `pselect` (unblock while checking for I/O), ...

and/or use API for inspecting/changing pending signals

- example: `sigwait`
- typically instead of having signal handler



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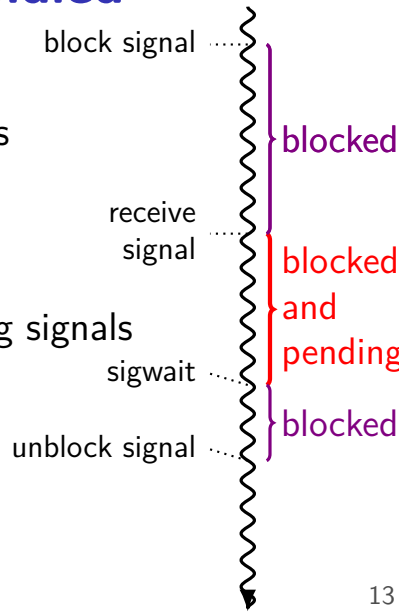

synchronous signal handling

```
int main(void) {
    sigset_t set;
    sigemptyset(&set);
    sigaddset(&set, SIGINT);
    sigprocmask(SIG_BLOCK, &set, NULL);

    printf("Waiting for SIGINT (control-C)\n");
    int num;
    if (sigwait(&set, &num) != 0) {
        printf("sigwait failed!\n");
    }
    if (num == SIGINT);
        printf("Got SIGINT\n");
    }
}
```

timing HW

POSIX process management

essential operations

process information: `getpid`

process creation: `fork`

running programs: `exec*`

also `posix_spawn` (not widely supported), ...

waiting for processes to finish: `waitpid` (or `wait`)

process destruction, 'signaling': `exit`, `kill`

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fork

`pid_t fork()` — copy the current process

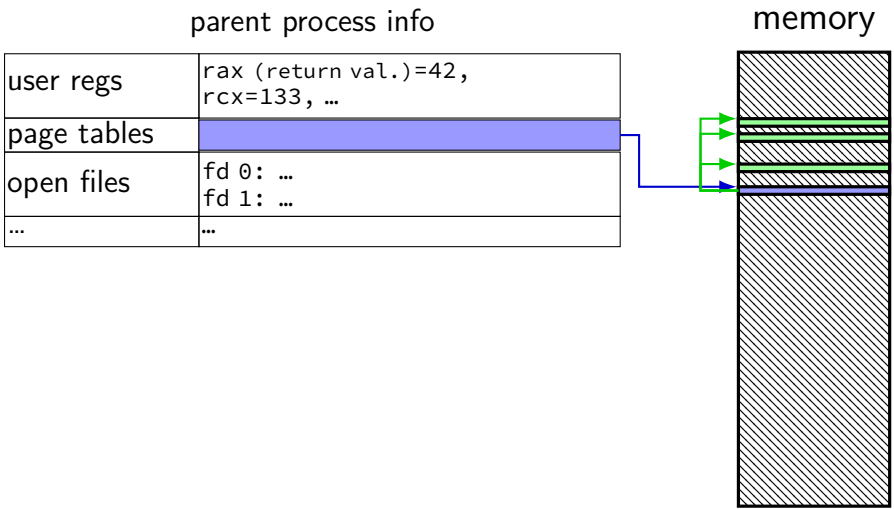
returns twice:

- in *parent* (original process): pid of new *child* process
- in *child* (new process): `0`

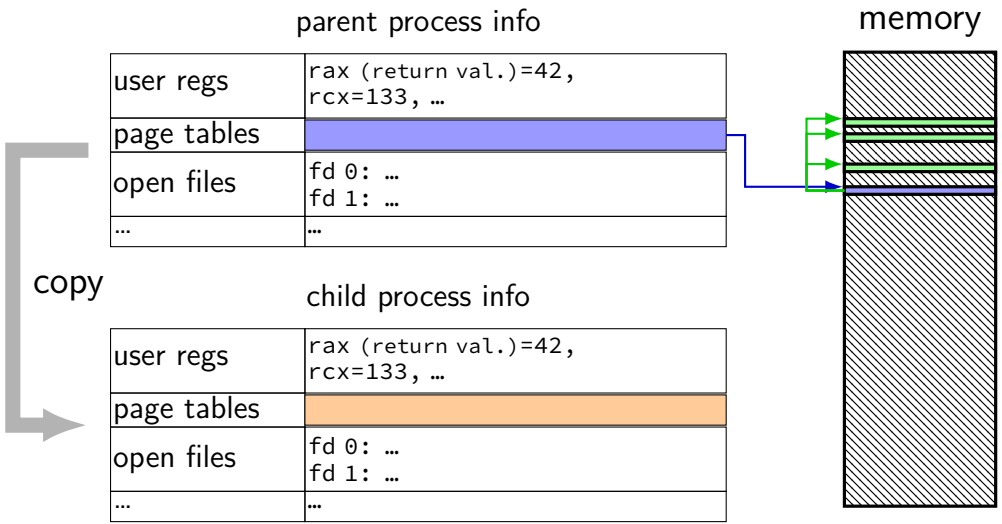
everything (but pid) duplicated in parent, child:

- memory
- file descriptors (later)
- registers

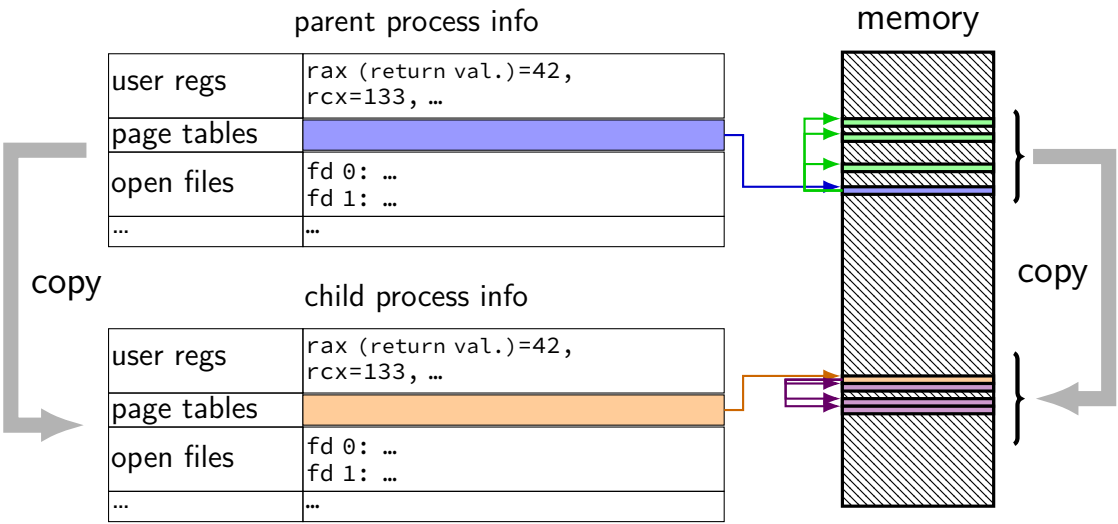
fork and process info (w/o copy-on-write)



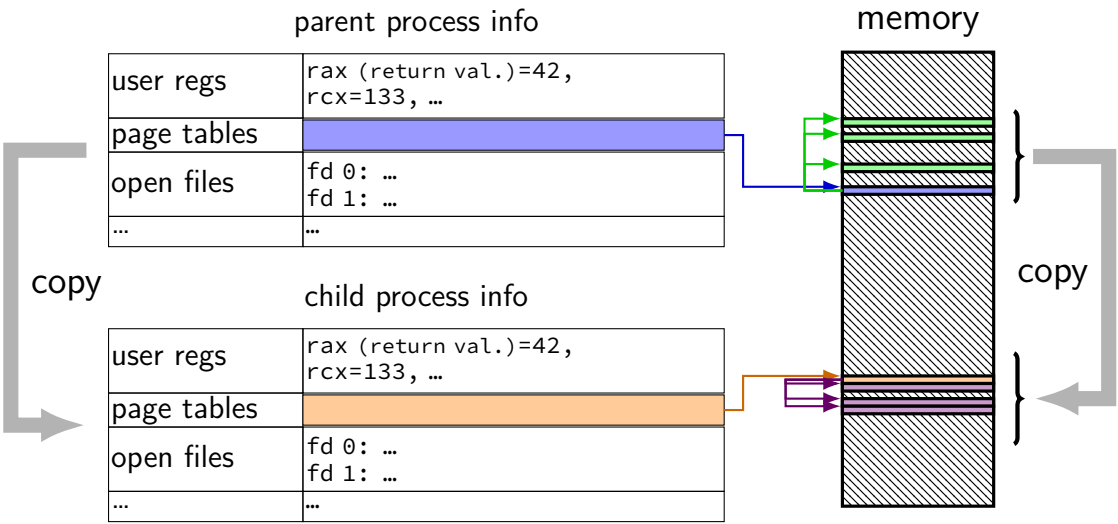
fork and process info (w/o copy-on-write)



fork and process info (w/o copy-on-write)



fork and process info (w/o copy-on-write)



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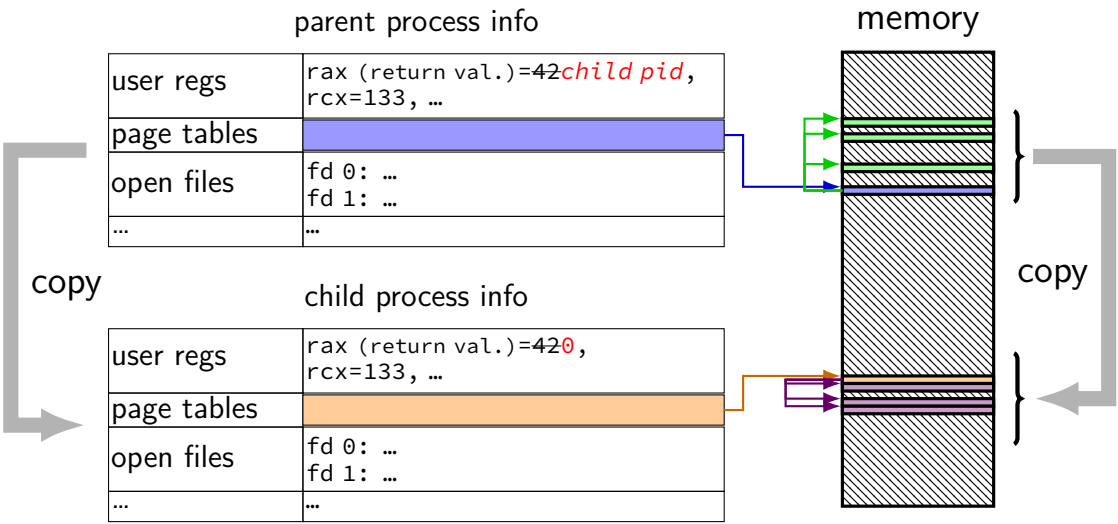


fork example

```
// not shown: #include various headers
int main(int argc, char *argv[]) {
    pid_t pid = getpid();
    printf("Parent pid: %d\n", (int) pid);
    pid_t child_pid = fork();
    if (child_pid > 0) {
        /* Parent Process */
        pid_t my_pid = getpid();
        printf("[%d] parent of [%d]\n",
               (int) my_pid,
               (int) child_pid);
    } else if (child_pid == 0) {
        /* Child Process */
        pid_t my_pid = getpid();
        printf("[%d] child\n",
               (int) my_pid);
    } else {
        perror("Fork failed");
    }
    return 0;
}
```

fork example

```
// not shown: #include various headers
int main(int argc, char *argv[]) {
    pid_t pid = getpid();
    printf("Parent pid: %d\n",
    pid_t child_pid = fork();
    if (child_pid > 0) {
        /* Parent Process */
        pid_t my_pid = getpid();
        printf("[%d] parent of [%d]\n",
               (int) my_pid,
               (int) child_pid);
    } else if (child_pid == 0) {
        /* Child Process */
        pid_t my_pid = getpid();
        printf("[%d] child\n",
               (int) my_pid);
    } else {
        perror("Fork failed");
    }
    return 0;
}
```

`getpid` — returns current process pid

fork example

```
// not shown: #include various headers
int main(int argc, char *argv[]) {
    pid_t pid
    printf("Pa
    pid_t chil
    if (child_
        /* Par
        pid_t my_pid = getpid();
        printf("[%d] parent of [%d]\n",
               (int) my_pid,
               (int) child_pid);
    } else if (child_pid == 0) {
        /* Child Process */
        pid_t my_pid = getpid();
        printf("[%d] child\n",
               (int) my_pid);
    } else {
        perror("Fork failed");
    }
    return 0;
}
```

cast in case `pid_t` isn't int

POSIX doesn't specify (some systems it is, some not...)

(not necessary if you were using C++'s cout, etc.)

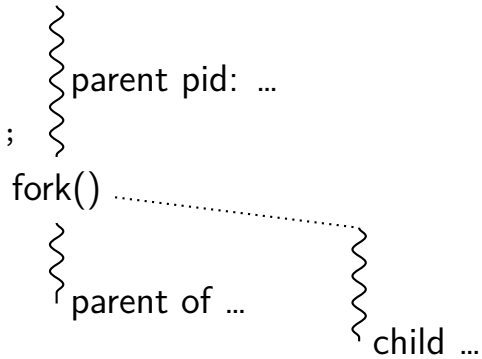
fork example

```
// not shown: #include various headers
int main(int argc, char *argv[]) {
    pid_
    prin
    pid_
    if (
        pid_t my_pid = getpid();
        printf("[%d] parent of [%d]\n",
               (int) my_pid,
               (int) child_pid);
    } else if (child_pid == 0) {
        /* Child Process */
        pid_t my_pid = getpid();
        printf("[%d] child\n",
               (int) my_pid);
    } else {
        perror("Fork failed");
    }
    return 0;
}
```

prints out `Fork failed: error message`
(example *error message*: "Resource temporarily unavailable")
from error number stored in special global variable `errno`

fork example

```c
// not shown: #include various headers
int main(int argc, char *argv[]) {
    pid_t pid = getpid();
    printf("Parent pid: %d\n", (int) pid);
    pid_t child_pid = fork();
    if (child_pid > 0) {
        /* Parent Process */
        pid_t my_pid = getpid();
        printf("[%d] parent of [%d]\n",
               (int) my_pid,
               (int) child_pid);
    } else if (child_pid == 0) {
        /* Child Process */
        pid_t my_pid = getpid();
        printf("[%d] child\n",
               (int) my_pid);
    } else {
        perror("Fork failed");
    }
    return 0;
}
```



Example output:

```
Parent pid: 100
[100] parent of [432]
[432] child
```

a fork question

```
int main() {
    pid_t pid = fork();
    if (pid == 0) {
        printf("In child\n");
    } else {
        printf("Child %d\n", pid);
    }
    printf("Done!\n");
}
```

Exercise: Suppose the pid of the parent process is 99 and child is 100. Give **two** possible outputs. (Assume no crashes, etc.)

a fork question

```
int main() {
    pid_t pid = fork();
    if (pid == 0) {
        printf("In child\n");
    } else {
        printf("Child %d\n", pid);
    }
    printf("Done!\n");
}
```

Exercise: Suppose the pid of the parent process is 99 and child is 100. Give **two** possible outputs. (Assume no crashes, etc.)


```
Child 100
In child
Done!
Done!
```

```
In child
Done!
Child 100
Done!
```

a fork question (2)

```
int x = 0;
int main() {
    pid_t pid = fork();
    int y = 0;
    if (pid == 0) {
        x += 1;
        y += 2;
    } else {
        x += 3;
        y += 4;
    }
    printf("%d %d\n", x, y);
}
```

Exercise: which (possibly multiple) are possible outputs?

A. 1 2 (newline) 3 4 B. 1 2 (newline) 4 4 C. 1 2 (newline) 4 6
D. 3 4 (newline) 1 2 E. 3 4 (newline) 4 6 F. 4 6 (newline) 4 6

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also `posix_spawn` (not widely supported), ...

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process destruction, 'signaling': `exit`, `kill`

exec*

exec* — replace current program with new program

* — multiple variants

same pid, new process image

```
int execv(const char *path, const char **argv)
```

path: new program to run

argv: array of arguments, termianted by null pointer

also other variants that take argv in different form and/or environment variables*

*environment variables = list of key-value pairs

execv example

```
...
child_pid = fork();
if (child_pid == 0) {
  /* child process */
  char *args[] = {"ls", "-l", NULL};
  execv("/bin/ls", args);
  /* execv doesn't return when it works.
     So, if we got here, it failed. */
  perror("execv");
  exit(1);
} else if (child_pid > 0) {
  /* parent process */
  ...
}
```

execv example

```
...
child_pid = fork();
if (child_pid == 0) {
  /* child process */
  char *args[] = {"ls", "-l", NULL};
  execv("/bin/ls",
  /* execv doesn't
     So, if we got
  perror("execv");
  exit(1);
} else if (child_pid > 0) {
  /* parent process */
  ...
}
```

used to compute argv, argc
when program's `main` is run

convention: first argument is program name

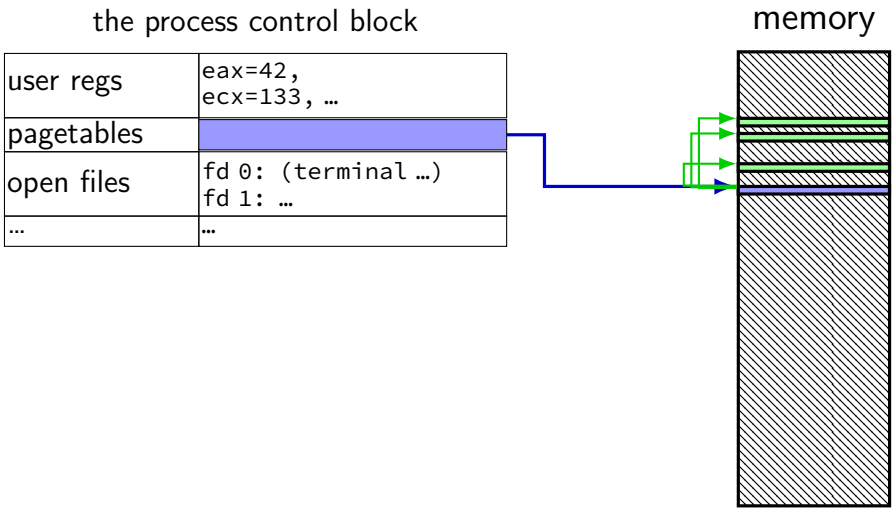
execv example

```
...
child_pid = fork();
if (child_pid == 0) {
  /* child process */
  char *args[] = {"ls", "-l", NULL};
  execv("/bin/ls", args);
  /* execv doesn't retur
     So, if we got here,
  perror("execv");
  exit(1);
} else if (child_pid > 0
  /* parent process */
  ...
}
```

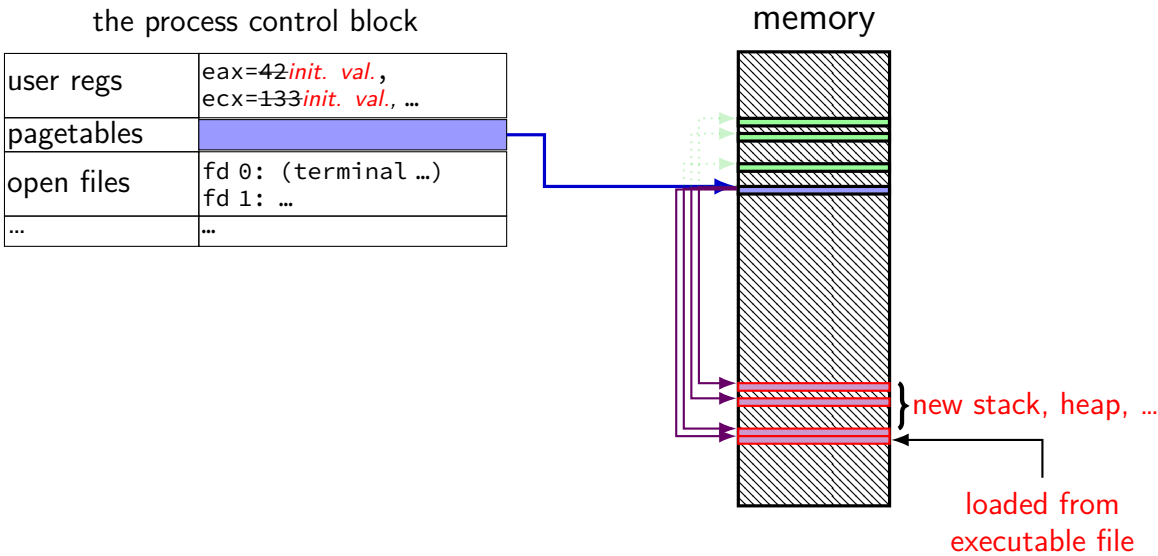
path of executable to run
need not match first argument
(but probably should match it)

on Unix /bin is a directory
containing many common programs,
including `ls` ('list directory')

exec in the kernel



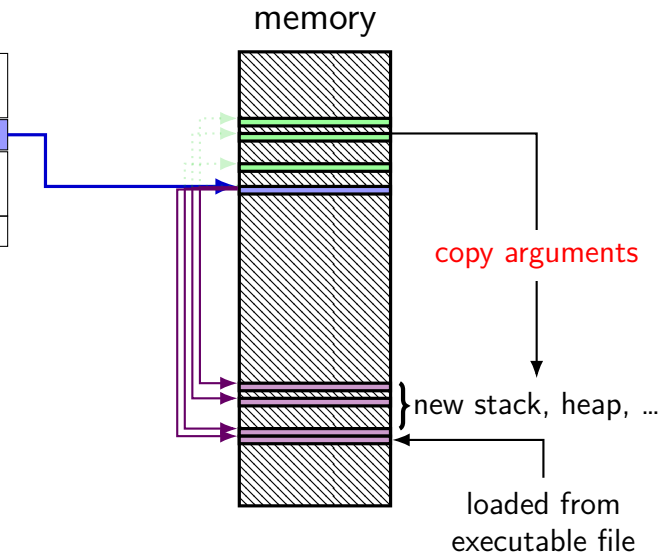
exec in the kernel



exec in the kernel

the process control block

user regs	eax=~~42~~*init. val.*, ecx=~~133~~*init. val.*, …
pagetables	
open files	fd 0: (terminal …) fd 1: …
…	…



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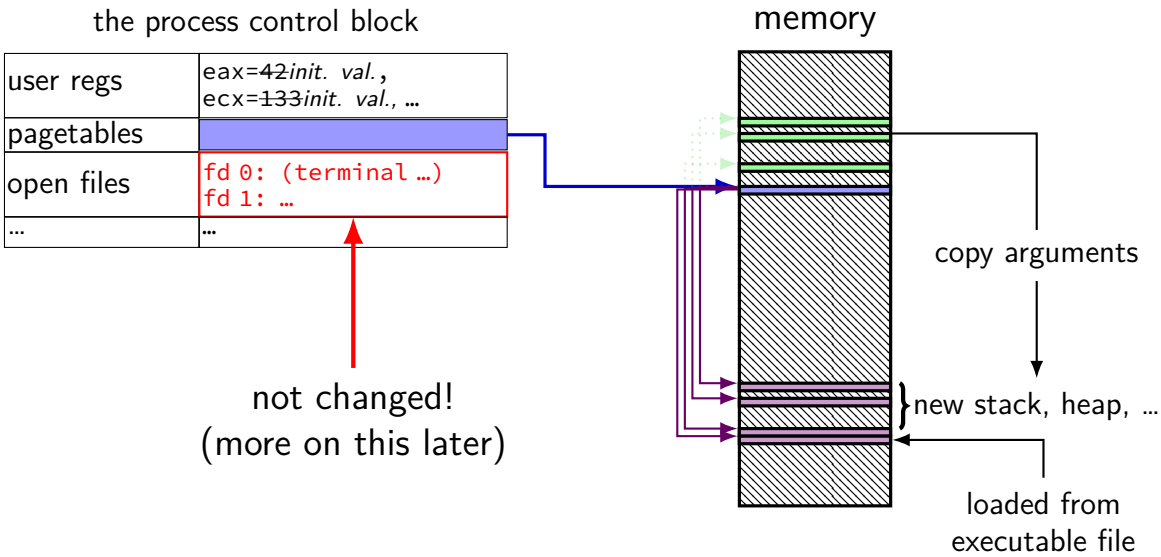

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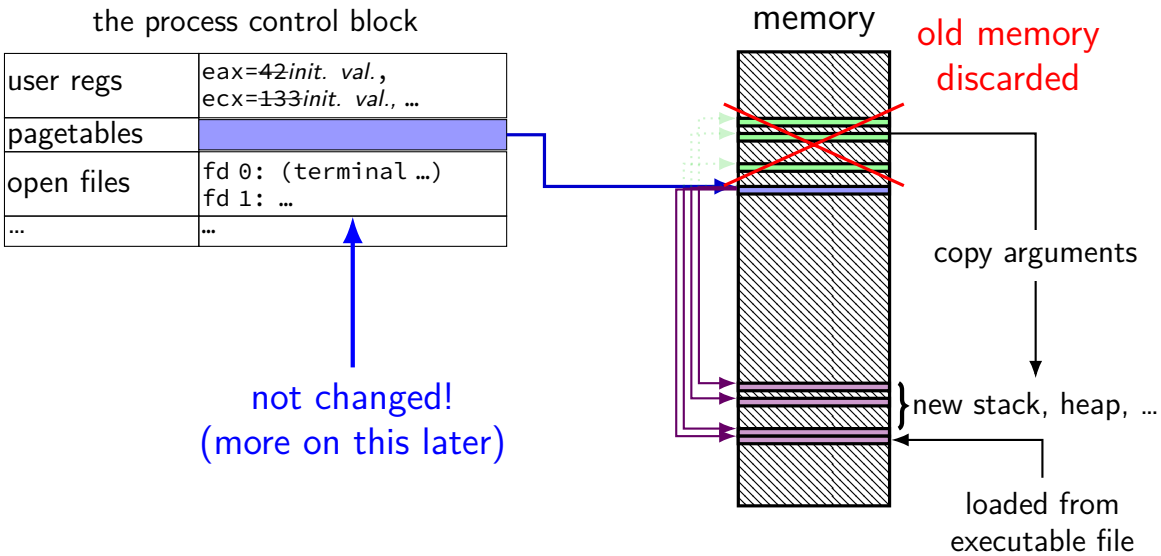

why fork/exec?

could just have a function to spawn a new program

- Windows `CreateProcess()`; POSIX's (rarely used) `posix_spawn`

some other OSs do this (e.g. Windows)

needs to include API to set new program's state

- e.g. without fork: either:
  need function to set new program's current directory, *or*
  need to change your directory, then start program, then change back
- e.g. with fork: just change your current directory before exec

but allows OS to avoid 'copy everything' code

- probably makes OS implementation easier

posix_spawn

```
pid_t new_pid;
const char argv[] = { "ls", "-l", NULL };
int error_code = posix_spawn(
    &new_pid,
    "/bin/ls",
    NULL /* null = copy current process's open files;
            if not null, do something else */,
    NULL /* null = no special settings for new process */,
    argv,
    NULL /* null = copy current "environment variables",
            if not null, do something else */
);
if (error_code == 0) {
    /* handle error */
}
```

some opinions (via HotOS '19)

A fork() in the road

Andrew Baumann, Microsoft Research
Jonathan Appavoo, Boston University
Orran Krieger, Boston University
Timothy Roscoe, ETH Zurich

ABSTRACT

The received wisdom suggests that Unix's unusual combination of `fork()` and `exec()` for process creation was an inspired design. In this paper, we argue that fork was a clever hack for machines and programs of the 1970s that has long outlived its usefulness and is now a liability. We catalog the ways in which fork is a terrible abstraction for the modern programmer to use, describe how it compromises OS implementations, and propose alternatives.

POSIX process management

essential operations

process information: `getpid`

process creation: `fork`

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also `posix_spawn` (not widely supported), ...

waiting for processes to finish: `waitpid` (or `wait`)

process destruction, 'signaling': `exit`, `kill`

wait/waitpid

```
pid_t waitpid(pid_t pid, int *status,
                    int options)
```

wait for a child process (with pid=`pid`) to finish

sets `*status` to its "status information"

`pid=-1` → wait for any child process instead

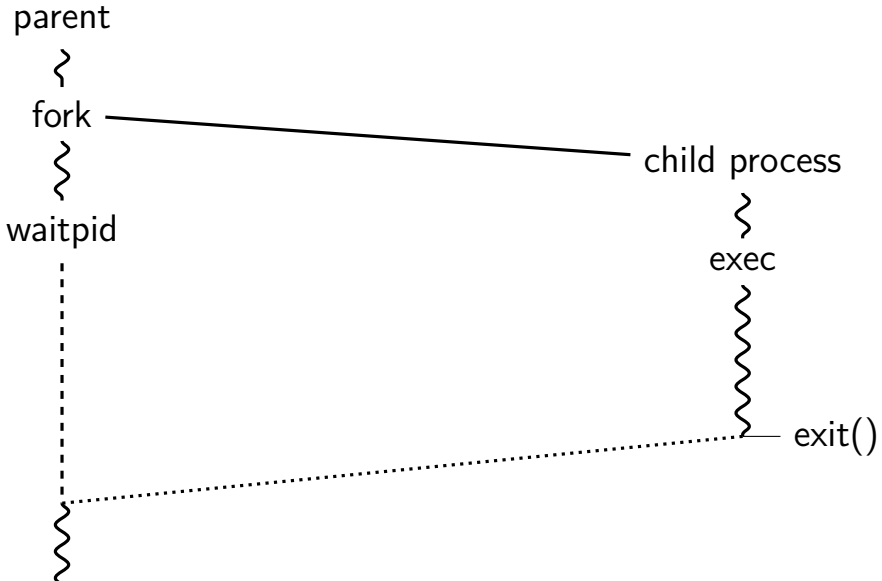
options? see manual page (command `man waitpid`)

- `0` — no options

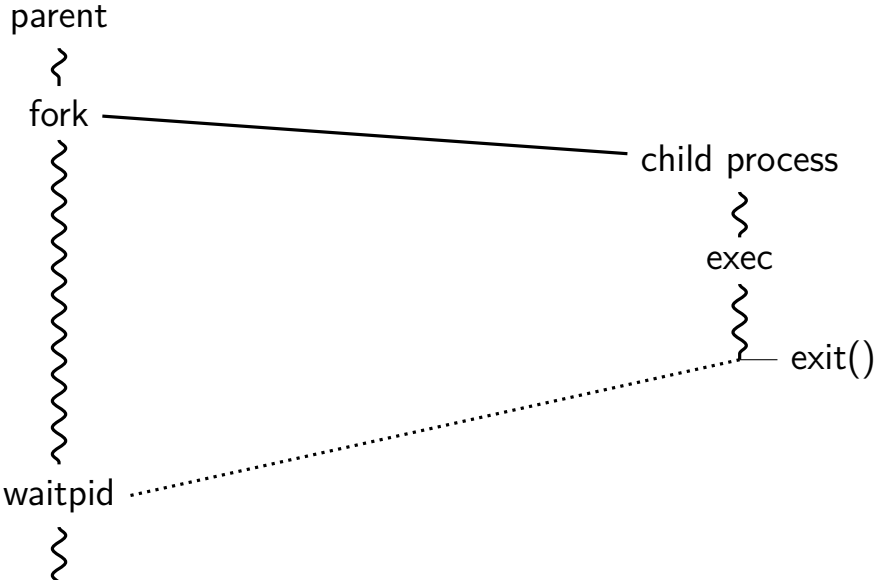
waitpid example

```
#include <sys/wait.h>
...
  child_pid = fork();
  if (child_pid > 0) {
      /* Parent process */
      int status;
      waitpid(child_pid, &status, 0);
  } else if (child_pid == 0) {
      /* Child process */
      ...
```

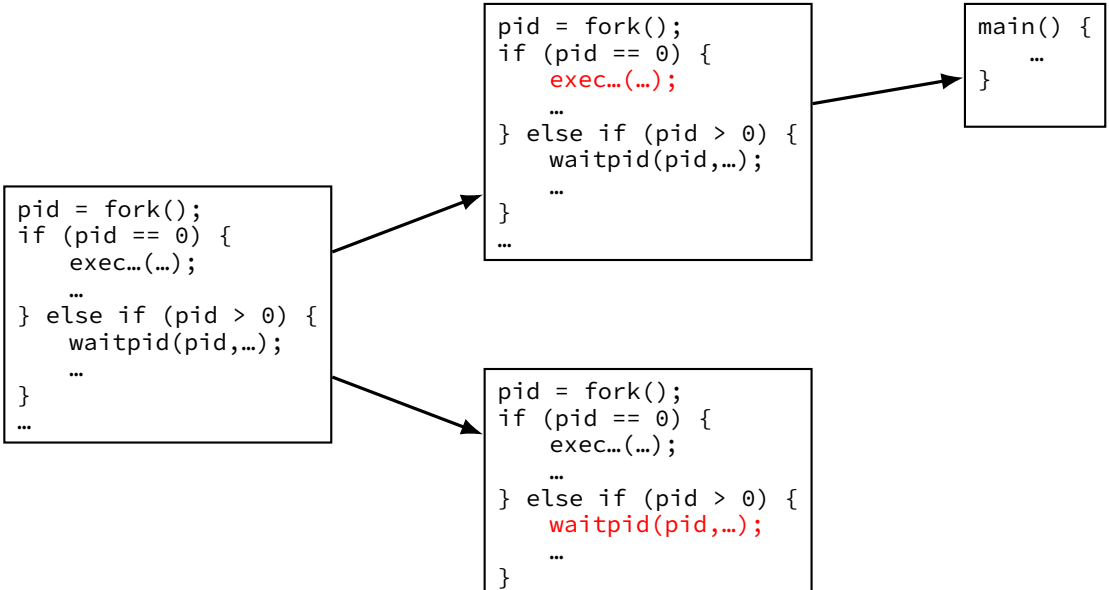
typical pattern



typical pattern (alt)



typical pattern (detail)



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exercise (1)

```
int main() {
    pid_t pids[2]; const char *args[] = {"echo", "ARG", NULL};
    const char *extra[] = {"L1", "L2"};
    for (int i = 0; i < 2; ++i) {
        pids[i] = fork();
        if (pids[i] == 0) {
            args[1] = extra[i];
            execv("/bin/echo", args);
        }
    }
    for (int i = 0; i < 2; ++i) {
        waitpid(pids[i], NULL, 0);
    }
}
```

Assuming fork and execv do not fail, which are possible outputs?

A. L1 (newline) L2

B. L1 (newline) L2 (newline) L2

C. L2 (newline) L1

D. A and B

E. A and C

F. all of the above

exercise (2)

```
int main() {
    pid_t pids[2]; const char *args[] = {"echo", "0", NULL};
    for (int i = 0; i < 2; ++i) {
        pids[i] = fork();
        if (pids[i] == 0) { execv("/bin/echo", args); }
    }
    printf("1\n"); fflush(stdout);
    for (int i = 0; i < 2; ++i) {
        waitpid(pids[i], NULL, 0);
    }
    printf("2\n"); fflush(stdout);
}
```

Assuming fork and execv do not fail, which are possible outputs?

A. 0 (newline) 0 (newline) 1 (newline) 2

B. 0 (newline) 1 (newline) 0 (newline) 2

C. 1 (newline) 0 (newline) 0 (newline) 2

D. 1 (newline) 0 (newline) 2 (newline) 0

E. A, B, and C

F. C and D

G. all of the above

H. something else

exercise (2)

```
int main() {
    pid_t pids[2]; const char *args[] = {"echo", "0", NULL};
    for (int i = 0; i < 2; ++i) {
        pids[i] = fork();
        if (pids[i] == 0) { execv("/bin/echo", args); }
    }
    printf("1\n"); fflush(stdout);
    for (int i = 0; i < 2; ++i) {
        waitpid(pids[i], NULL, 0);
    }
    printf("2\n"); fflush(stdout);
}
```

Assuming fork and execv do not fail, which are possible outputs?

A. 0 (newline) 0 (newline) 1 (newline) 2

B. 0 (newline) 1 (newline) 0 (newline) 2

C. 1 (newline) 0 (newline) 0 (newline) 2

D. 1 (newline) 0 (newline) 2 (newline) 0

E. A, B, and C

F. C and D

G. all of the above

H. something else

backup slides

output of this?

pid 1000

```
void handle_usr1(int num) {
    write(1, "X", 1);
    kill(2000, SIGUSR1);
    _exit(0);
}

int main() {
    struct sigaction act;
    ...
    act.sa_handler = &handle_usr1;
    sigaction(SIGUSR1, &act, NULL);
    kill(1000, SIGUSR1);
}
```

pid 2000

```
void handle_usr1(int num) {
    write(1, "Y", 1);
    _exit(0);
}

int main() {
    struct sigaction act;
    ...
    act.sa_handler = &handle_usr1;
    sigaction(SIGUSR1, &act, NULL);
}
```

If these run at same time, expected output?

A. XY B. X C. Y

D. YX E. X or XY, depending on timing F. crash

G. (nothing) H. something else

output of this? (v2)

pid 1000

```
void handle_usr1(int num) {
    write(1, "X", 1);
    kill(2000, SIGUSR1);
    _exit(0);
}

int main() {
    struct sigaction act;
    ...
    act.sa_handler = &handle_usr1;
    sigaction(SIGUSR1, &act);
    kill(1000, SIGUSR1);
    while (1) pause();
}
```

pid 2000

```
void handle_usr1(int num) {
    write(1, "Y", 1);
    _exit(0);
}

int main() {
    struct sigaction act;
    ...
    act.sa_handler = &handle_usr1;
    sigaction(SIGUSR1, &act);
    while (1) pause();
}
```

If these run at same time, expected output?

A. XY B. X C. Y

D. YX E. X or XY, depending on timing F. crash

G. (nothing) H. something else

sending signals (1)

pid 1000

```c
void handle_usr1(int num) {
    write(1, "Y", 1);
    kill(2000, SIGUSR2);
}

int main() {
    struct sigaction act;
    ... // initialize act
    act.sa_handler = &handle_usr1;
    sigaction(SIGUSR1, &act, NULL);
    sleep(60); // wait for pid 2000 to start
    kill(2000, SIGUSR1);
    while (1) pause();
}
```

sending signals (2)

pid 1000

```
void handle_usr1(int num) {
    write(1, "Y", 1);
    kill(2000, SIGUSR2);
}

int main() {
    struct sigaction act;
    ... // initialize act
    act.sa_handler = &handle_usr1;
    sigaction(SIGUSR1, &act, NULL);
    sleep(60); // wait for pid 2000 to start
    kill(2000, SIGUSR1);
    while (1) pause();
}
```

pid 2000

```
void handle_usr1(int num) {
    write(1, "X", 1);
    kill(1000, SIGUSR1);
}

void handle_usr2(int num) {
    write(1, "Z", 1);
    kill(1000, SIGTERM);
    _exit(0);
}

int main() {
    struct sigaction act;
    ... // initialize act
    act.sa_handler = &handle_usr1;
    sigaction(SIGUSR1, &act, NULL);
    act.sa_handler = &handle_usr2;
    sigaction(SIGUSR2, &act, NULL);
    while (1) pause();
}
```

sending signals (2)

pid 1000

```
void handle_usr1(int num) {
    write(1, "Y", 1);
    kill(2000, SIGUSR2);
}

int main() {
    struct sigaction act;
    ... // initialize act
    act.sa_handler = &handle_usr1;
    sigaction(SIGUSR1, &act, NULL);
    sleep(60); // wait for pid 2000 to start
    kill(2000, SIGUSR1);
    while (1) pause();
}
```

pid 2000

```
void handle_usr1(int num) {
    write(1, "X", 1);
    kill(1000, SIGUSR1);
}

void handle_usr2(int num) {
    write(1, "Z", 1);
    kill(1000, SIGTERM);
    _exit(0);
}

int main() {
    struct sigaction act;
    ... // initialize act
    act.sa_handler = &handle_usr1;
    sigaction(SIGUSR1, &act, NULL);
    act.sa_handler = &handle_usr2;
    sigaction(SIGUSR2, &act, NULL);
    while (1) pause();
}
```

sending signals (2)

pid 1000

```
void handle_usr1(int num) {
    write(1, "Y", 1);
    kill(2000, SIGUSR2);
}

int main() {
    struct sigaction act;
    ... // initialize act
    act.sa_handler = &handle_usr1;
    sigaction(SIGUSR1, &act, NULL);
    sleep(60); // wait for pid 2000 to start
    kill(2000, SIGUSR1);
    while (1) pause();
}
```

pid 2000

```
void handle_usr1(int num) {
    write(1, "X", 1);
    kill(1000, SIGUSR1);
}

void handle_usr2(int num) {
    write(1, "Z", 1);
    kill(1000, SIGTERM);
    _exit(0);
}

int main() {
    struct sigaction act;
    ... // initialize act
    act.sa_handler = &handle_usr1;
    sigaction(SIGUSR1, &act, NULL);
    act.sa_handler = &handle_usr2;
    sigaction(SIGUSR2, &act, NULL);
    while (1) pause();
}
```

sending signals (2)

pid 1000

```
void handle_usr1(int num) {
    write(1, "Y", 1);
    kill(2000, SIGUSR2);
}

int main() {
    struct sigaction act;
    ... // initialize act
    act.sa_handler = &handle_usr1;
    sigaction(SIGUSR1, &act, NULL);
    sleep(60); // wait for pid 2000 to start
    kill(2000, SIGUSR1);
    while (1) pause();
}
```

pid 2000

```
void handle_usr1(int num) {
    write(1, "X", 1);
    kill(1000, SIGUSR1);
}

void handle_usr2(int num) {
    write(1, "Z", 1);
    kill(1000, SIGTERM);
    _exit(0);
}

int main() {
    struct sigaction act;
    ... // initialize act
    act.sa_handler = &handle_usr1;
    sigaction(SIGUSR1, &act, NULL);
    act.sa_handler = &handle_usr2;
    sigaction(SIGUSR2, &act, NULL);
    while (1) pause();
}
```

sending signals (2)

pid 1000

```
void handle_usr1(int num) {
    write(1, "Y", 1);
    kill(2000, SIGUSR2);
}

int main() {
    struct sigaction act;
    ... // initialize act
    act.sa_handler = &handle_usr1;
    sigaction(SIGUSR1, &act, NULL);
    sleep(60); // wait for pid 2000 to start
    kill(2000, SIGUSR1);
    while (1) pause();
}
```

pid 2000

```
void handle_usr1(int num) {
    write(1, "X", 1);
    kill(1000, SIGUSR1);
}

void handle_usr2(int num) {
    write(1, "Z", 1);
    kill(1000, SIGTERM);
    _exit(0);
}

int main() {
    struct sigaction act;
    ... // initialize act
    act.sa_handler = &handle_usr1;
    sigaction(SIGUSR1, &act, NULL);
    act.sa_handler = &handle_usr2;
    sigaction(SIGUSR2, &act, NULL);
    while (1) pause();
}
```

sending signals (2)

pid 1000

```
void handle_usr1(int num) {
    write(1, "Y", 1);
    kill(2000, SIGUSR2);
}

int main() {
    struct sigaction act;
    ... // initialize act
    act.sa_handler = &handle_usr1;
    sigaction(SIGUSR1, &act, NULL);
    sleep(60); // wait for pid 2000 to start
    kill(2000, SIGUSR1);
    while (1) pause();
}
```

pid 2000

```
void handle_usr1(int num) {
    write(1, "X", 1);
    kill(1000, SIGUSR1);
}

void handle_usr2(int num) {
    write(1, "Z", 1);
    kill(1000, SIGTERM);
    _exit(0);
}

int main() {
    struct sigaction act;
    ... // initialize act
    act.sa_handler = &handle_usr1;
    sigaction(SIGUSR1, &act, NULL);
    act.sa_handler = &handle_usr2;
    sigaction(SIGUSR2, &act, NULL);
    while (1) pause();
}
```

exit statuses

```
int main() {
    return 0;  /* or exit(0);  */
}
```

the status

```
#include <sys/wait.h>
...
  waitpid(child_pid, &status, 0);
  if (WIFEXITED(status)) {
    printf("main returned or exit called with %d\n",
           WEXITSTATUS(status));
  } else if (WIFSIGNALED(status)) {
    printf("killed by signal %d\n", WTERMSIG(status));
  } else {
      ...
  }
```

"status code" encodes both return value and if exit was abnormal

W* macros to decode it

the status

```
#include <sys/wait.h>
...
  waitpid(child_pid, &status, 0);
  if (WIFEXITED(status)) {
    printf("main returned or exit called with %d\n",
           WEXITSTATUS(status));
  } else if (WIFSIGNALED(status)) {
    printf("killed by signal %d\n", WTERMSIG(status));
  } else {
      ...
  }
```

"status code" encodes both return value and if exit was abnormal

W* macros to decode it

shell

allow user (= person at keyboard) to run applications

user's wrapper around process-management functions

aside: shell forms

POSIX: command line you have used before

also: graphical shells

e.g. OS X Finder, Windows explorer

other types of command lines?

completely different interfaces?

searching for programs

POSIX convention: PATH *environment variable*

- example: `/home/cr4bd/bin:/usr/bin:/bin`
- list of directories to check in order

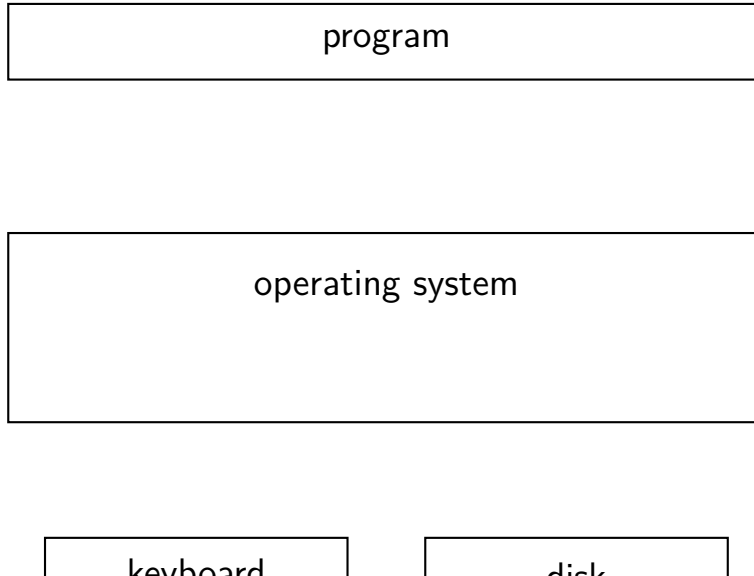
environment variables = key/value pairs stored with process

- by default, left unchanged on execve, fork, etc.

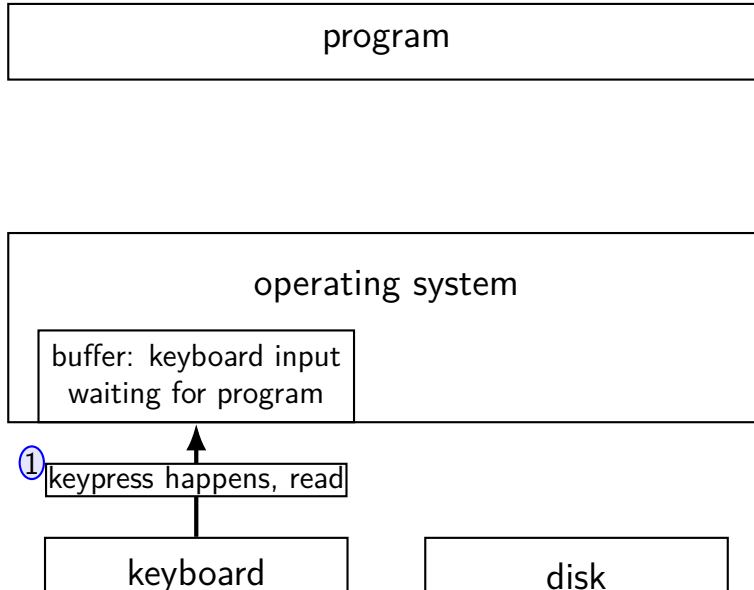
one way to implement: [pseudocode]

```
for (directory in path) {
    execv(directory + "/" + program_name, argv);
}
```

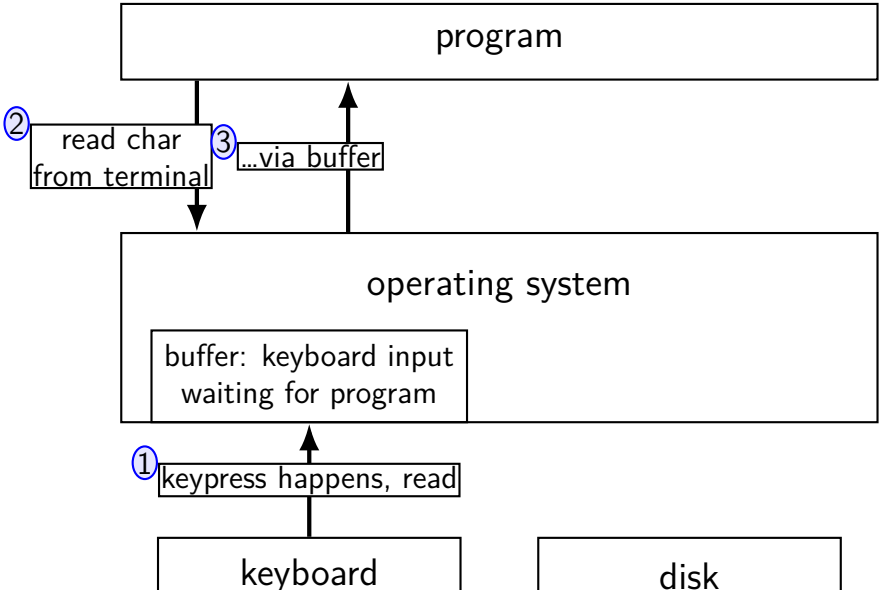
kernel buffering (reads)



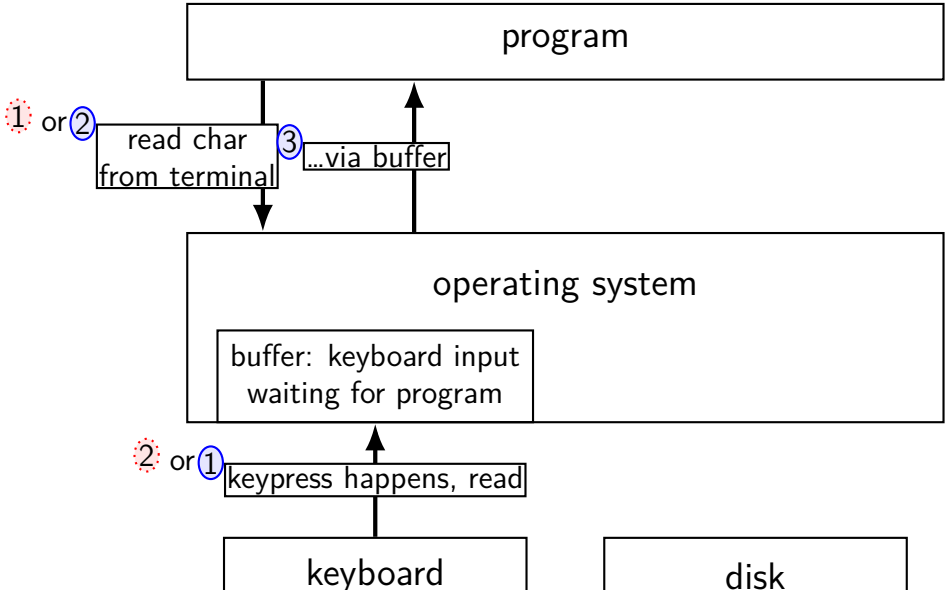
kernel buffering (reads)



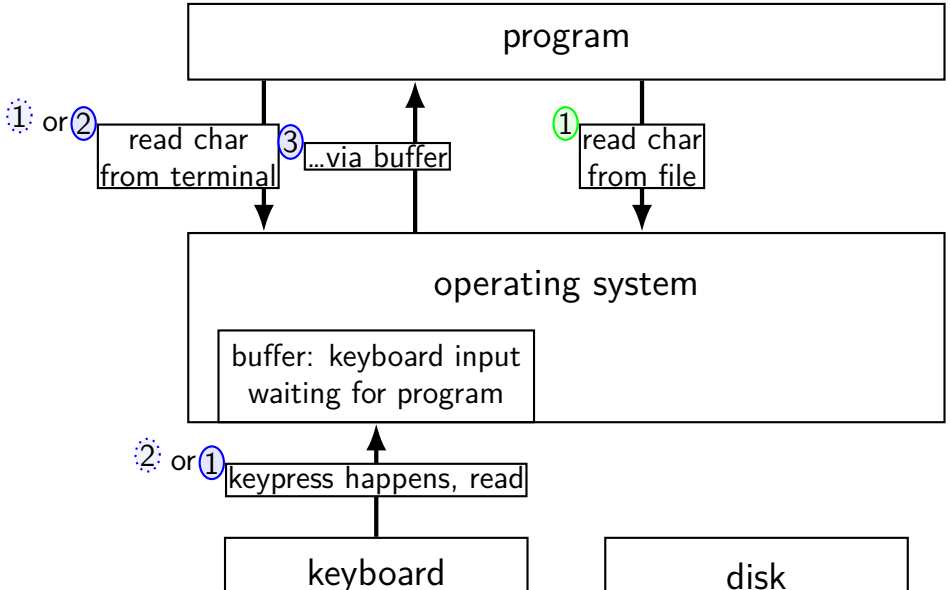
kernel buffering (reads)



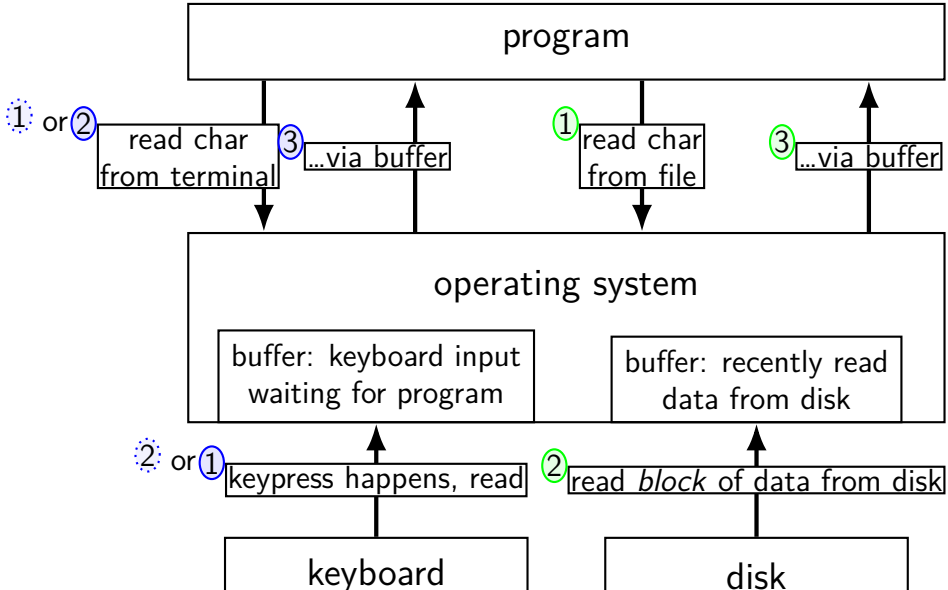
kernel buffering (reads)



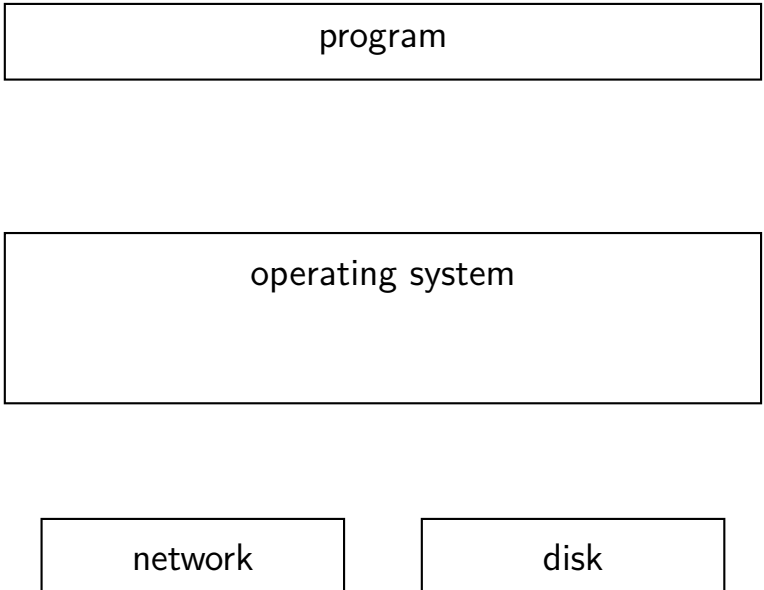
kernel buffering (reads)



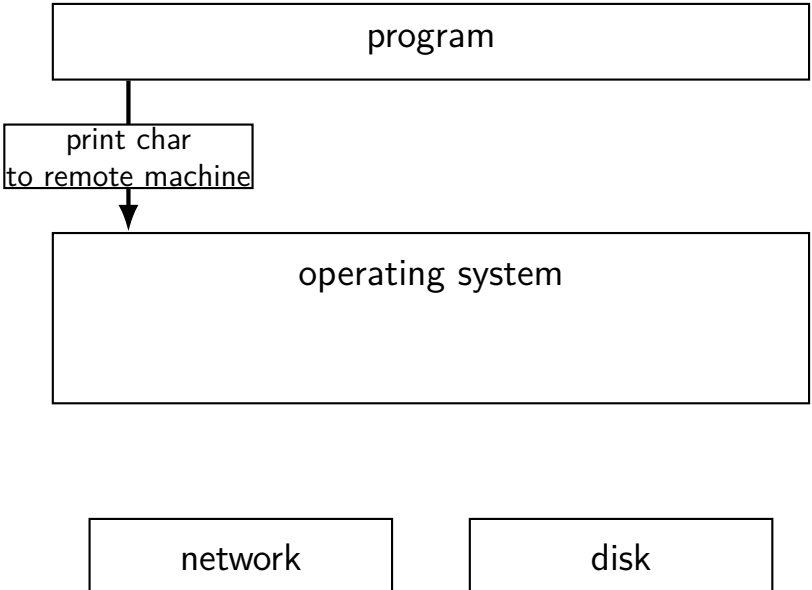
kernel buffering (reads)



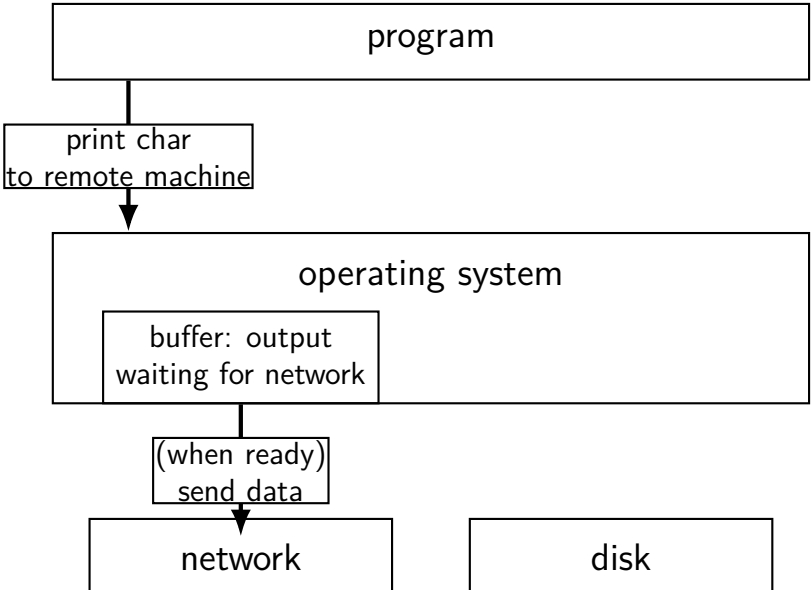
kernel buffering (writes)



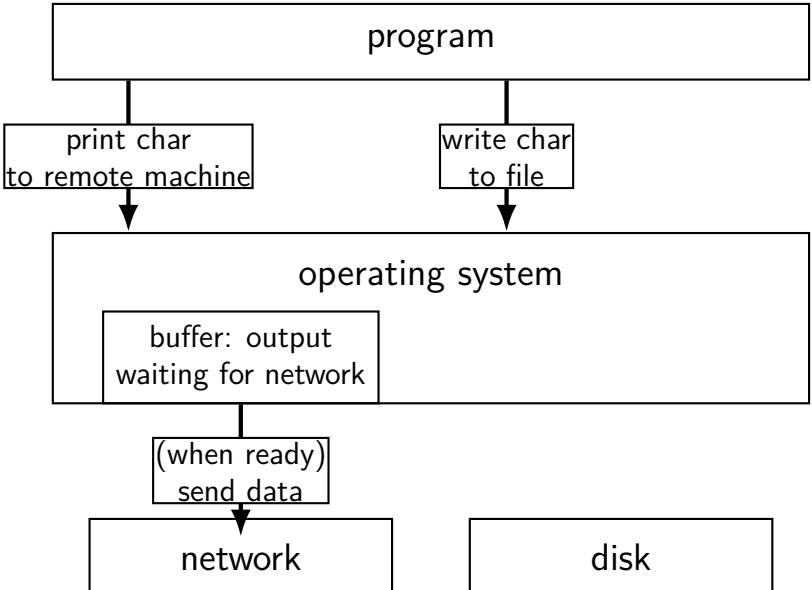
kernel buffering (writes)



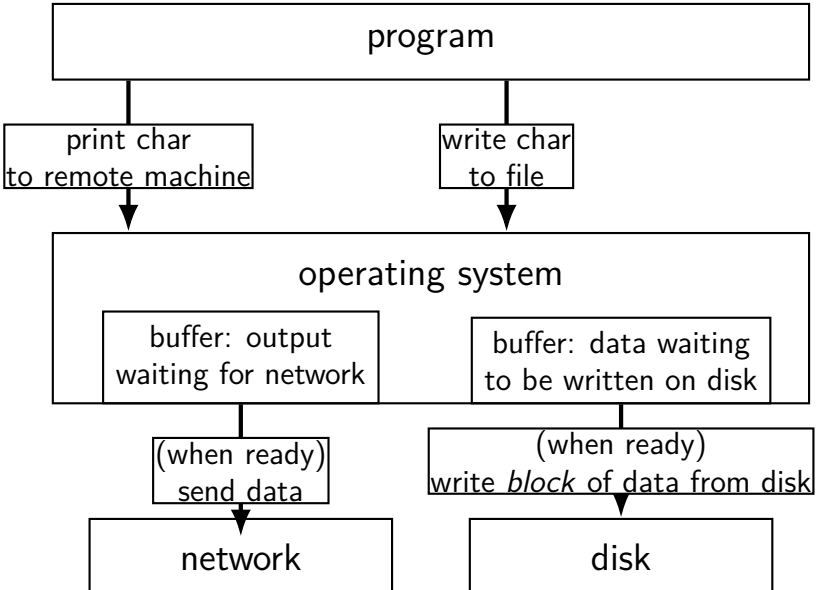
kernel buffering (writes)



kernel buffering (writes)



kernel buffering (writes)



read/write operations

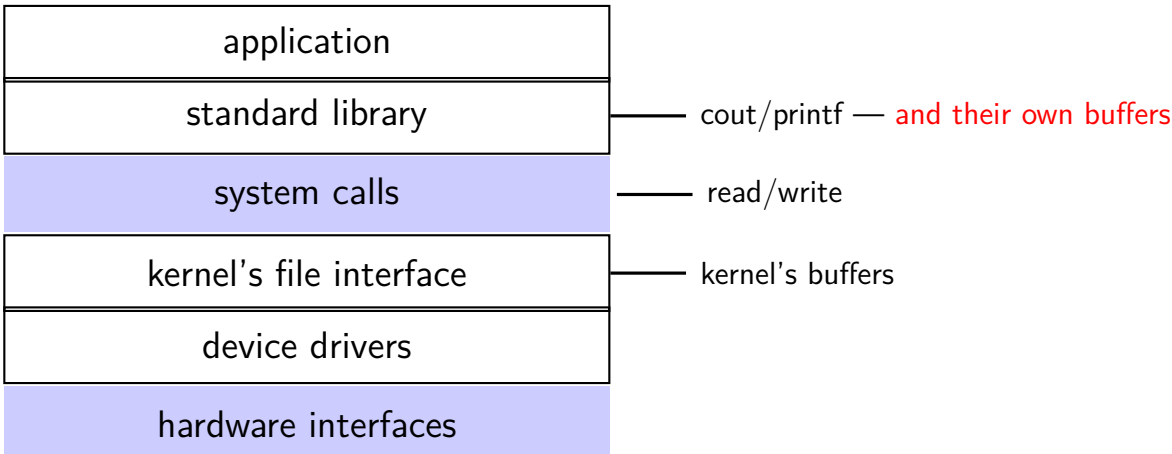
read()/write(): move data into/out of buffer

possibly wait if buffer is empty (read)/full (write)

actual I/O operations — wait for device to be ready

- trigger process to stop waiting if needed

layering


application
standard library
system calls
kernel's file interface
device drivers
hardware interfaces
cout/printf — and their own buffers
read/write
kernel's buffers

why the extra layer

better (but more complex to implement) interface:

- read line
- formatted input (scanf, cin into integer, etc.)
- formatted output

less system calls (bigger reads/writes) sometimes faster

- buffering can combine multiple in/out library calls into one system call

more portable interface

- cin, printf, etc. defined by C and C++ standards

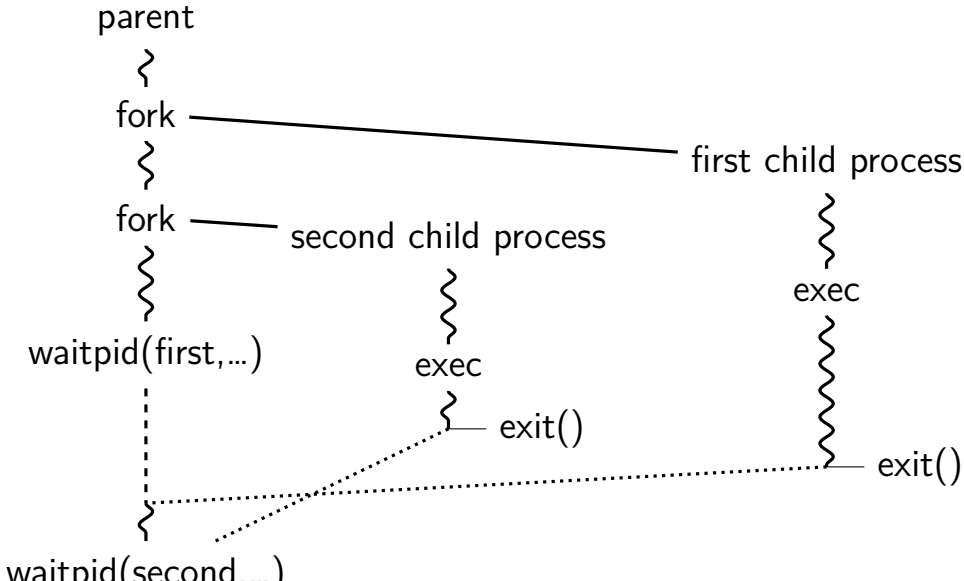
pipe() and blocking

BROKEN example:

```
int pipe_fd[2];
if (pipe(pipe_fd) < 0)
    handle_error();
int read_fd = pipe_fd[0];
int write_fd = pipe_fd[1];
write(write_fd, some_buffer, some_big_size);
read(read_fd, some_buffer, some_big_size);
```

This is likely to not terminate. What's the problem?

pattern with multiple?



this class: focus on Unix

Unix-like OSes will be our focus

we have source code

used to from 2150, etc.?

have been around for a while

xv6 imitates Unix

Unix history

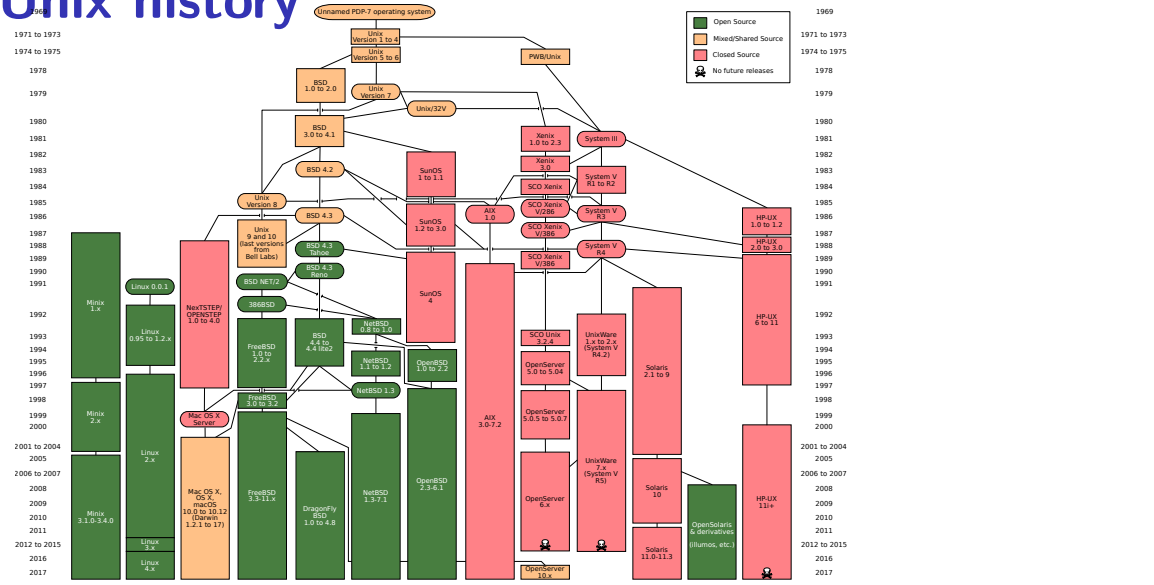


image: Wikipedia/Eraserhead1+Infinity0+Sav_vas

POSIX: standardized Unix

Portable Operating System Interface (POSIX)

> "standard for Unix"

current version online:
https://pubs.opengroup.org/onlinepubs/9699919799/

(almost) followed by most current Unix-like OSes

...but OSes add extra features

...and POSIX doesn't specify everything

what POSIX defines

POSIX specifies the library and shell interface

- source code compatibility

doesn't care what is/is not a system call...

doesn't specify binary formats...

idea: write applications for POSIX, recompile and run on all implementations

- this was a very important goal in the 80s/90s
- at the time, no dominant Unix-like OS (Linux was very immature)

getpid

```
pid_t my_pid = getpid();
printf("my pid is %ld\n", (long) my_pid);
```

process ids in ps

```
cr4bd@machine:~$ ps
  PID TTY          TIME CMD
14777 pts/3    00:00:00 bash
14798 pts/3    00:00:00 ps
```

read/write

```
ssize_t read(int fd, void *buffer, size_t count);
ssize_t write(int fd, void *buffer, size_t count);
```

read/write up to *count* bytes to/from *buffer*

returns number of bytes read/written or -1 on error

- ssize_t is a signed integer type
- error code in `errno`

read returning 0 means end-of-file (*not an error*)

- can read/write less than requested (end of file, broken I/O device, ...)

read'ing one byte at a time

```
string s;
ssize_t amount_read;
char c;
/* cast to void * not needed in C */
while ((amount_read = read(STDIN_FILENO, (void*) &c, 1)) > 0)
    /* amount_read must be exactly 1 */
    s += c;
}
if (amount_read == -1) {
    /* some error happened */
    perror("read"); /* print out a message about it */
} else if (amount_read == 0) {
    /* reached end of file */
}
```

write example

```
/* cast to void * optional in C */
write(STDOUT_FILENO, (void *) "Hello, World!\n", 14);
```

aside: environment variables (1)

key=value pairs associated with every process:

```
$ printenv
MODULE_VERSION_STACK=3.2.10
MANPATH=:/opt/puppetlabs/puppet/share/man
XDG_SESSION_ID=754
HOSTNAME=labsrv01
SELINUX_ROLE_REQUESTED=
TERM=screen
SHELL=/bin/bash
HISTSIZE=1000
SSH_CLIENT=128.143.67.91 58432 22
SELINUX_USE_CURRENT_RANGE=
QTDIR=/usr/lib64/qt-3.3
OLDPWD=/zf14/cr4bd
QTINC=/usr/lib64/qt-3.3/include
SSH_TTY=/dev/pts/0
QT_GRAPHICSSYSTEM_CHECKED=1
USER=cr4bd
LS_COLORS=rs=0:di=01;34:ln=01;36:mh=00:pi=40;33:so=01;35:do=01;35:bd=40;33;01:cd=40;33;01:or
MODULE_VERSION=3.2.10
MAIL=/var/spool/mail/cr4bd
PATH=/zf14/cr4bd/.cargo/bin:/zf14/cr4bd/bin:/usr/lib64/qt-3.3/bin:/usr/local/bin:/usr/bin:/u
PWD=/zf14/cr4bd
```

aside: environment variables (2)

environment variable library functions:

`getenv("KEY")` → *value*

`putenv("KEY=value")` (sets KEY to *value*)

`setenv("KEY", "value")` (sets KEY to *value*)

```
int execve(char *path, char **argv, char **envp)
```

```
char *envp[] = { "KEY1=value1", "KEY2=value2", NULL };
char *argv[] = { "somecommand", "some arg", NULL };
execve("/path/to/somecommand", argv, envp);
```

normal exec versions — keep same environment variables

aside: environment variables (3)

interpretation up to programs, but common ones...

`PATH=/bin:/usr/bin`

to run a program 'foo', look for an executable in `/bin/foo`, then `/usr/bin/foo`

`HOME=/zf14/cr4bd`

current user's home directory is '/zf14/cr4bd'

`TERM=screen-256color`

your output goes to a 'screen-256color'-style terminal

...

multiple processes?

```
while (...) {
    pid = fork();
    if (pid == 0) {
        exec ...
    } else if (pid > 0) {
        pids.push_back(pid);
    }
}

/* retrieve exit statuses in order */
for (pid_t pid : pids) {
    waitpid(pid, ...);
    ...
}
```

waiting for all children

```
#include <sys/wait.h>
...
  while (true) {
    pid_t child_pid = waitpid(-1, &status, 0);
    if (child_pid == (pid_t) -1) {
      if (errno == ECHILD) {
        /* no child process to wait for */
        break;
      } else {
        /* some other error */
      }
    }
    /* handle child_pid exiting */
  }
```

multiple processes?

```
while (...) {
    pid = fork();
    if (pid == 0) {
        exec ...
    } else if (pid > 0) {
        pids.push_back(pid);
    }
}

/* retrieve exit statuses as processes finish */
while ((pid = waitpid(-1, ...)) != -1) {
    handleProcessFinishing(pid);
}
```

‘waiting’ without waiting

```
#include <sys/wait.h>
...
  pid_t return_value = waitpid(child_pid, &status, WNOHANG);
  if (return_value == (pid_t) 0) {
    /* child process not done yet */
  } else if (child_pid == (pid_t) -1) {
    /* error */
  } else {
    /* handle child_pid exiting */
  }
```

parent and child processes

every process (but process id 1) has a *parent process* (`getppid()`)

this is the process that can wait for it

creates tree of processes (Linux `pstree` command):

parent and child questions...

what if parent process exits before child?

- child's parent process becomes process id 1 (typically called *init*)

what if parent process never `waitpid()`s (or equivalent) for child?

- child process stays around as a "zombie"
- can't reuse pid in case parent wants to use `waitpid()`

what if non-parent tries to `waitpid()` for child?

- waitpid fails

read'ing a fixed amount

```
ssize_t offset = 0;
const ssize_t amount_to_read = 1024;
char result[amount_to_read];
do {
    /* cast to void * optional in C */
    ssize_t amount_read =
        read(STDIN_FILENO,
             (void *) (result + offset),
             amount_to_read - offset);
    if (amount_read < 0) {
        perror("read"); /* print error message */
        ... /* abort??? */
    } else {
        offset += amount_read;
    }
```

partial reads

on regular file: read reads what you request

but otherwise: usually gives you what's known to be available

after waiting for something to be available

partial reads

on regular file: read reads what you request

but otherwise: usually gives you what's known to be available

after waiting for something to be available

reading from network — what's been received

reading from keyboard — what's been typed

write example (with error checking)

```
const char *ptr = "Hello, World!\n";
ssize_t remaining = 14;
while (remaining > 0) {
    /* cast to void * optional in C */
    ssize_t amount_written = write(STDOUT_FILENO,
                                   ptr,
                                   remaining);
    if (amount_written < 0) {
        perror("write"); /* print error message */
        ... /* abort??? */
    } else {
        remaining -= amount_written;
        ptr += amount_written;
    }
}
```

partial writes

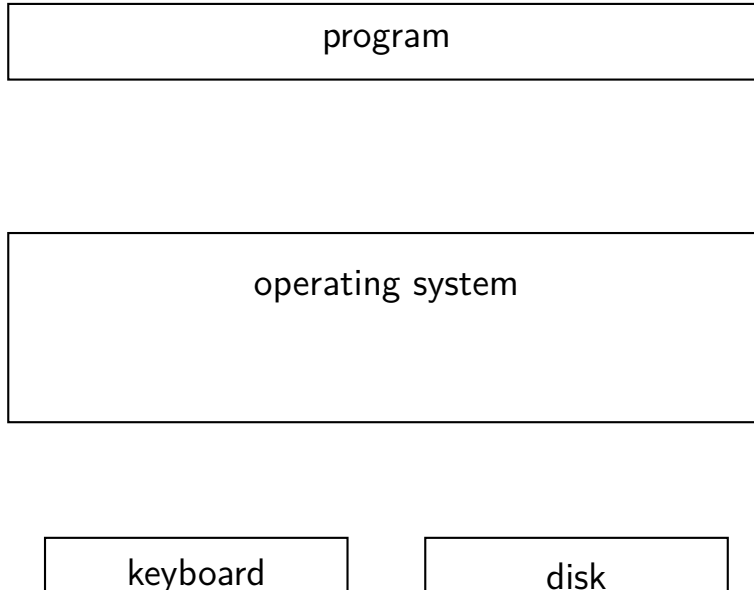
usually only happen on error or interruption

- but can request "non-blocking"
- (interruption: via *signal*)

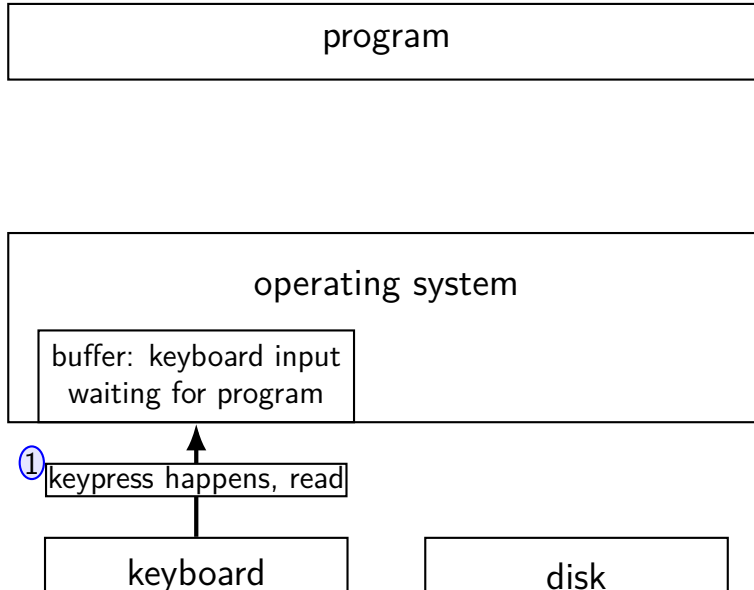
usually: write waits until it completes

- = until remaining part fits in buffer in kernel
- does not mean data was sent on network, shown to user yet, etc.

kernel buffering (reads)



kernel buffering (reads)



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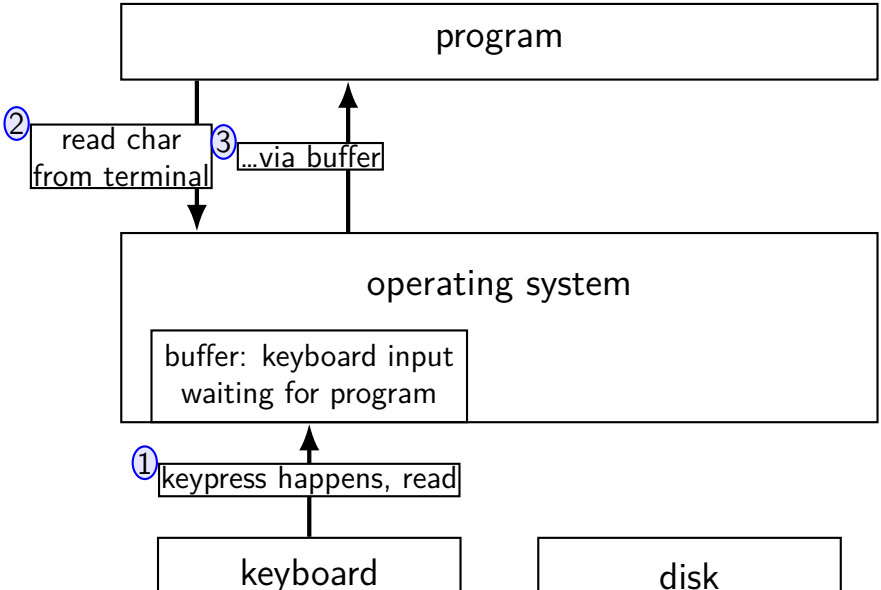

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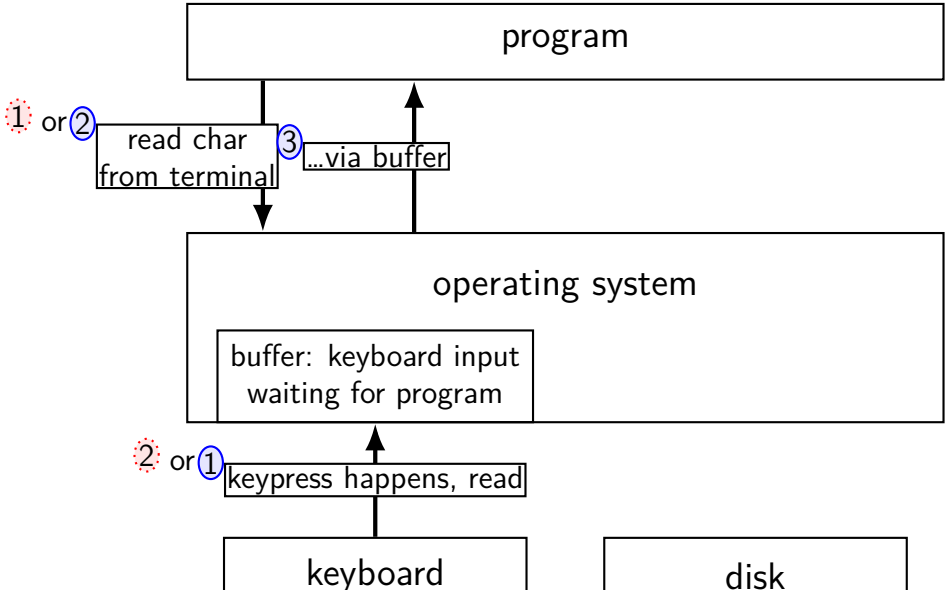

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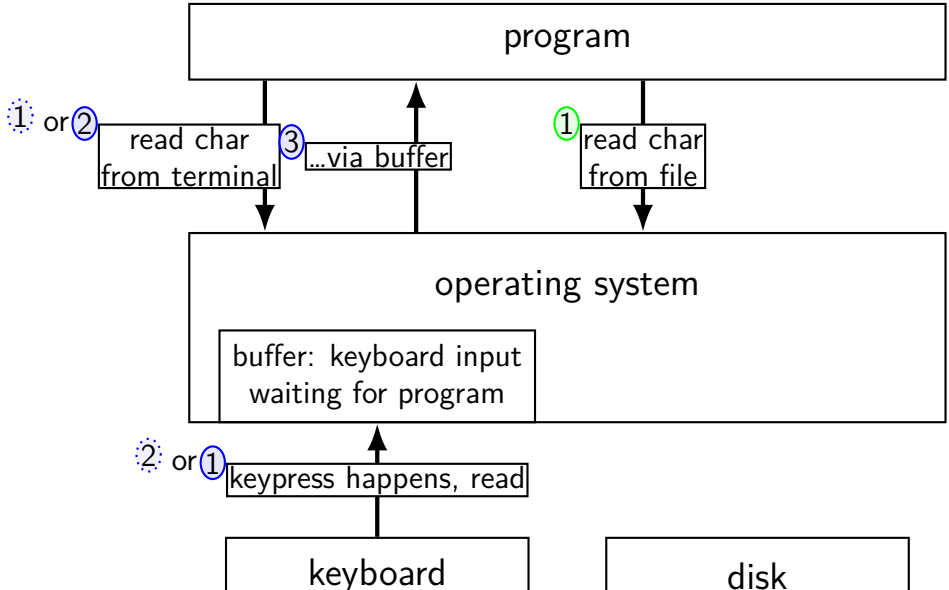
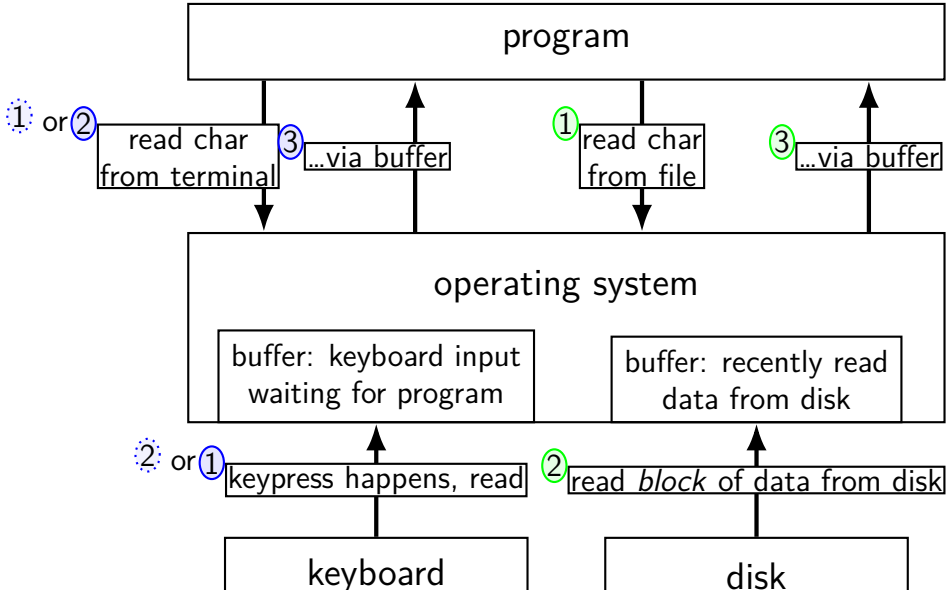


kernel buffering (reads)



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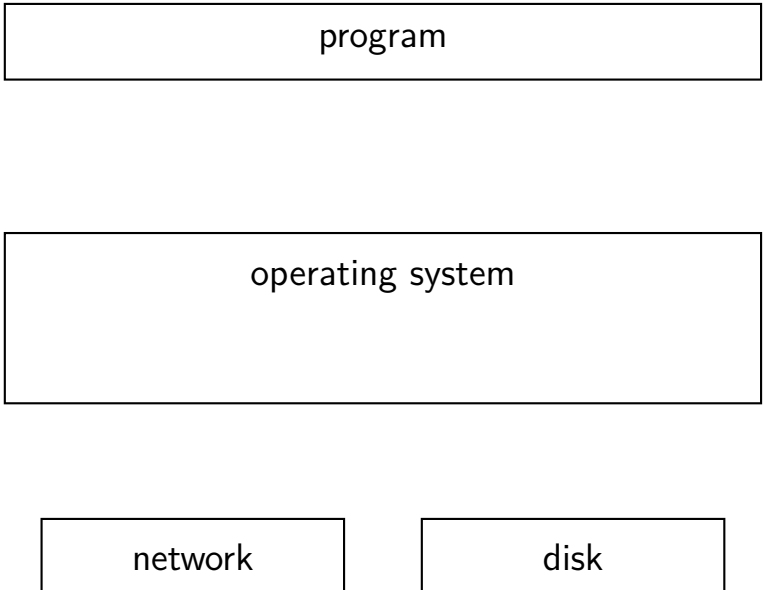

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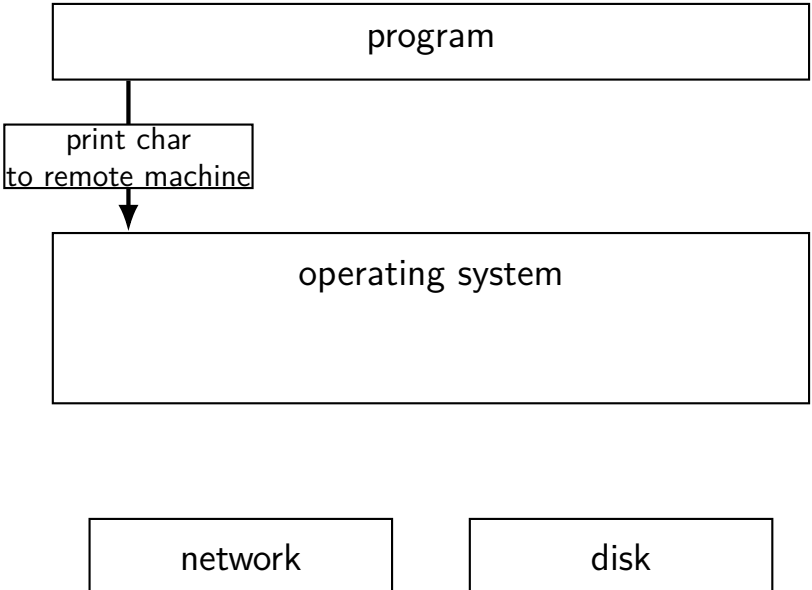

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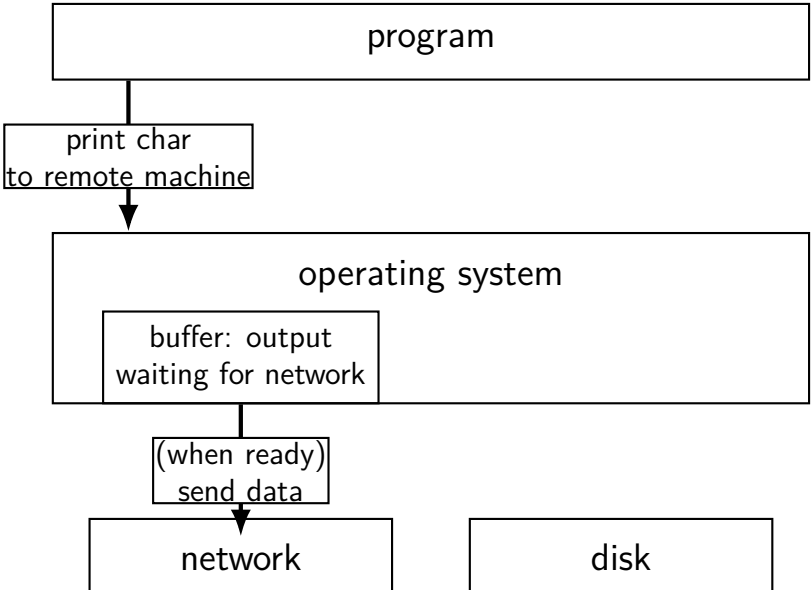

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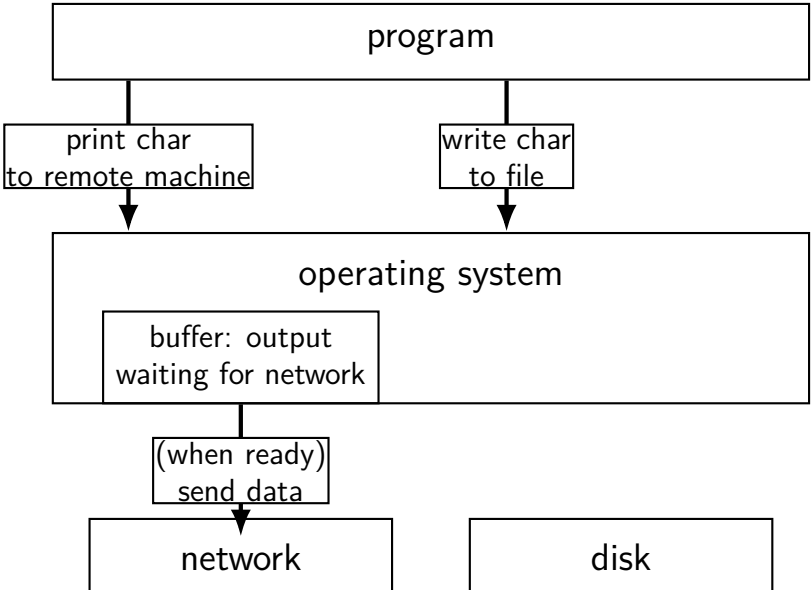

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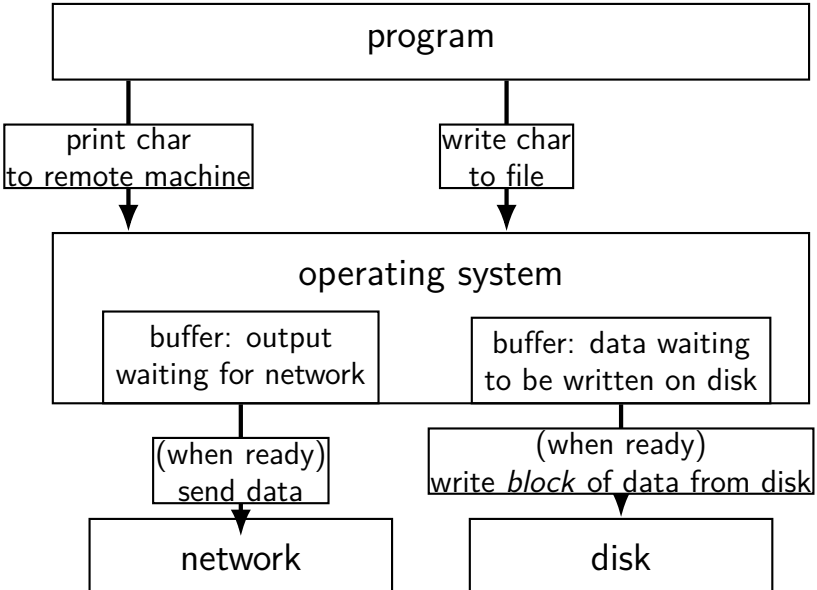

read/write operations

read()/write(): move data into/out of buffer

possibly wait if buffer is empty (read)/full (write)

actual I/O operations — wait for device to be ready

- trigger process to stop waiting if needed

filesystem abstraction

regular files — named collection of bytes

- also: size, modification time, owner, access control info, ...

directories — folders containing files and directories

- hierarchical naming: `/net/zf14/cr4bd/fall2018/cs4414`
- *mostly* contains regular files or directories

open

```
int open(const char *path, int flags);
int open(const char *path, int flags, int mode);
...

int read_fd = open("dir/file1", O_RDONLY);
int write_fd = open("/other/file2",
        O_WRONLY | O_CREAT | O_TRUNC, 0666);
int rdwr_fd = open("file3", O_RDWR);
```

open

```
int open(const char *path, int flags);
int open(const char *path, int flags, int mode);
```

path = filename

e.g. `"/foo/bar/file.txt"`
`file.txt` in
directory `bar` in
directory `foo` in
"the root directory"

e.g. `"quux/other.txt`
`other.txt` in
directory `quux` in
"the current working directory" (set with `chdir()`)

open: file descriptors

```
int open(const char *path, int flags);
int open(const char *path, int flags, int mode);
```

return value = file descriptor (or -1 on error)

index into table of *open file descriptions* for each process

used by system calls that deal with open files

POSIX: everything is a file

the file: one interface for

- devices (terminals, printers, ...)
- regular files on disk
- networking (sockets)
- local interprocess communication (pipes, sockets)

basic operations: open(), read(), write(), close()

exercise

```
int pipe_fds[2]; pipe(pipe_fds);
pid_t p = fork();
if (p == 0) {
  close(pipe_fds[0]);
  for (int i = 0; i < 10; ++i) {
    char c = '0' + i;
    write(pipe_fds[1], &c, 1);
  }
  exit(0);
}
close(pipe_fds[1]);
char buffer[10];
ssize_t count = read(pipe_fds[0], buffer, 10);
for (int i = 0; i < count; ++i) {
  printf("%c", buffer[i]);
}
```

Which of these are possible outputs (if pipe, read, write, fork don't fail)?

A. `0123456789` B. `0` C. (nothing)

D. A and B E. A and C F. A, B, and C

exercise

```
int pipe_fds[2]; pipe(pipe_fds);
pid_t p = fork();
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  close(pipe_fds[0]);
  for (int i = 0; i < 10; ++i) {
    char c = '0' + i;
    write(pipe_fds[1], &c, 1);
  }
  exit(0);
}
close(pipe_fds[1]);
char buffer[10];
ssize_t count = read(pipe_fds[0], buffer, 10);
for (int i = 0; i < count; ++i) {
  printf("%c", buffer[i]);
}
```

Which of these are possible outputs (if pipe, read, write, fork don't fail)?

A. `0123456789` B. `0` C. (nothing)

D. A and B E. A and C F. A, B, and C

empirical evidence

```
  8 0
374 01
210 012
 30 0123
 12 01234
  3 012345
  1 0123456
  2 01234567
  1 012345678
359 0123456789
```

partial reads

read returning 0 always means end-of-file

- by default, read always waits *if no input available yet*
- but can set read to return *error* instead of waiting

read can return less than requested if not available

- e.g. child hasn't gotten far enough

pipe: closing?

if all write ends of pipe are closed

- can get end-of-file (read() returning 0) on read end
- exit()ing closes them

→ close write end when not using

generally: limited number of file descriptors per process

→ good habit to close file descriptors not being used

(but probably didn't matter for read end of pipes in example)

dup2 exercise

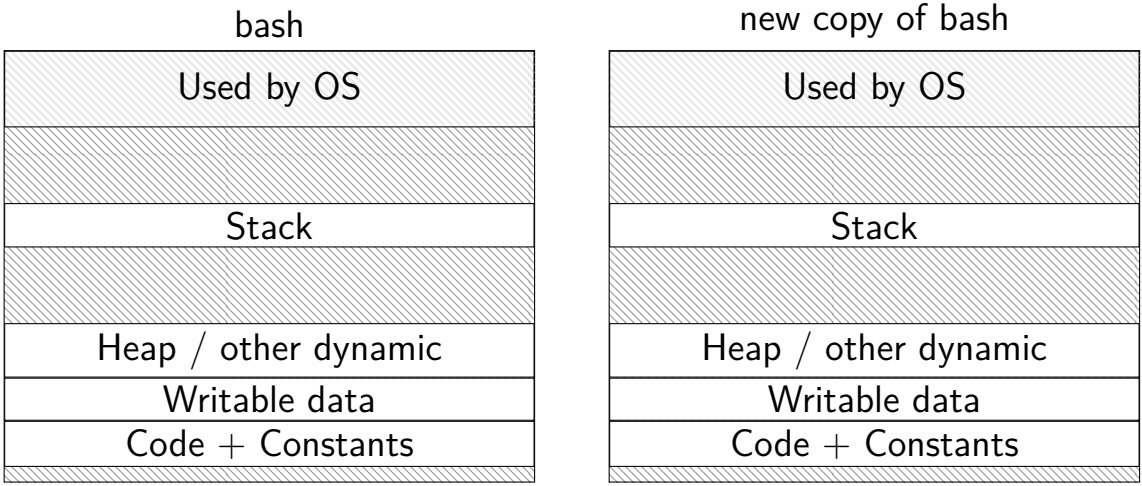
recall: dup2(old_fd, new_fd)

```
int fd = open("output.txt", O_WRONLY | O_CREAT, 0666);
write(STDOUT_FILENO, "A", 1);
dup2(fd, STDOUT_FILENO);
pid_t pid = fork();
if (pid == 0) { /* child: */
    dup2(STDOUT_FILENO, fd); write(fd, "B", 1);
} else {
    write(STDOUT_FILENO, "C", 1);
}
```

Which outputs are possible?

A. stdout: ABC ; output.txt: empty
B. stdout: AC ; output.txt: B
C. stdout: A ; output.txt: CB
D. stdout: A ; output.txt: BC
E. more?

do we really need a complete copy?



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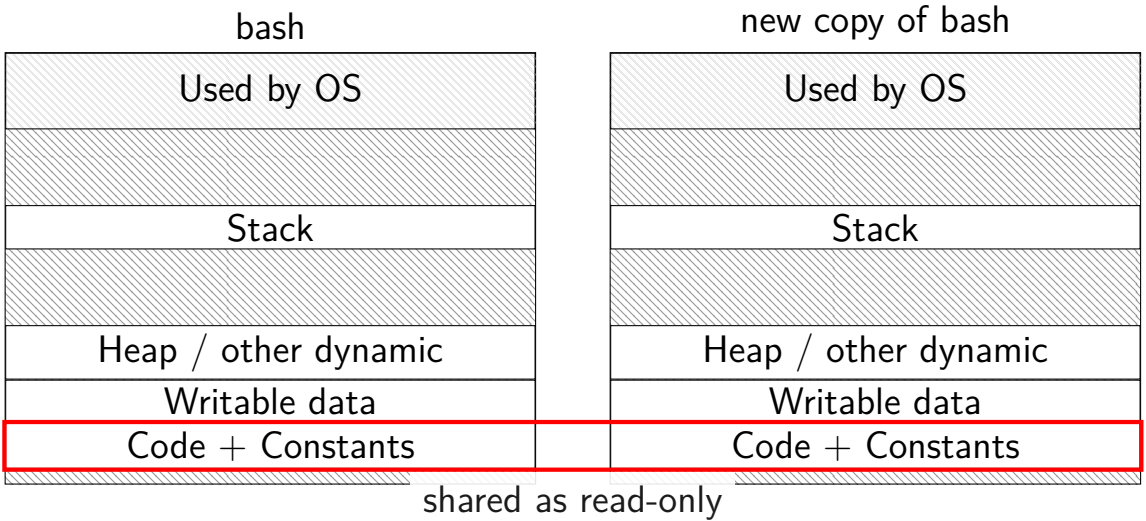

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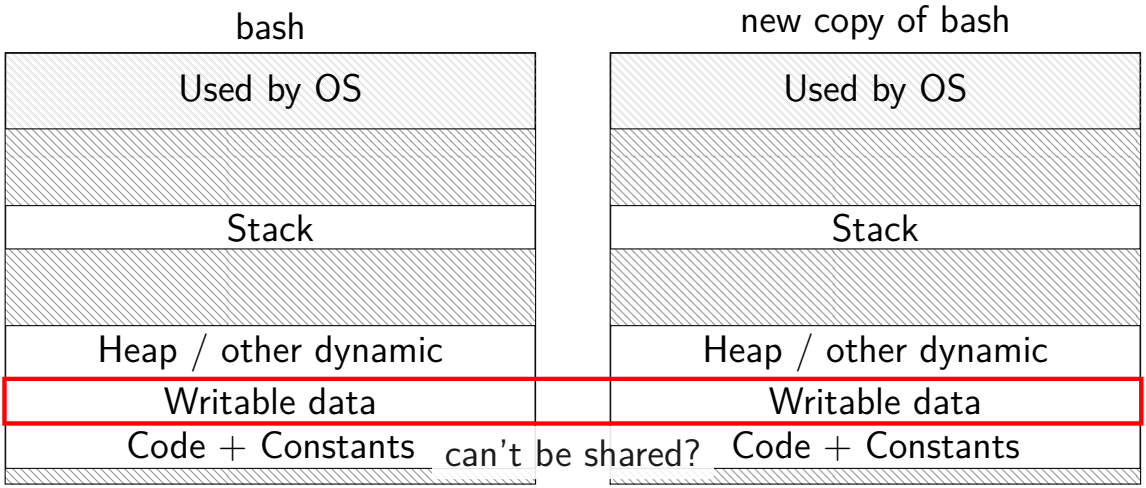

trick for extra sharing

sharing writeable data is fine — until either process modifies it

- example: default value of global variables
- might typically not change
- (or OS might have preloaded executable's data anyways)

can we detect modifications?

trick for extra sharing

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- example: default value of global variables
  might typically not change
  (or OS might have preloaded executable's data anyways)

can we detect modifications?

trick: tell CPU (via page table) shared part is read-only

processor will trigger a fault when it's written

copy-on-write and page tables

VPN	valid?	write?	physical page
…	…	…	…
0x00601	1	1	0x12345
0x00602	1	1	0x12347
0x00603	1	1	0x12340
0x00604	1	1	0x200DF
0x00605	1	1	0x200AF
…	…	…	…

copy-on-write and page tables

VPN	valid?	write?	physical page
…	…	…	…
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0x00605	1	0	0x200AF
…	…	…	…

copy operation actually duplicates page table
both processes share all physical pages
but marks pages in both copies as read-only

copy-on-write and page tables

VPN	valid?	write?	physical page
…	…	…	…
0x00601	1	0	0x12345
0x00602	1	0	0x12347
0x00603	1	0	0x12340
0x00604	1	0	0x200DF
0x00605	1	0	0x200AF
…	…	…	…

VPN	valid?	write?	physical page
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0x00601	1	0	0x12345
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0x00603	1	0	0x12340
0x00604	1	0	0x200DF
0x00605	1	0	0x200AF
…	…	…	…

when either process tries to write read-only page triggers a fault — OS actually copies the page

copy-on-write and page tables

VPN	valid?	write?	physical page
…	…	…	…
0x00601	1	0	0x12345
0x00602	1	0	0x12347
0x00603	1	0	0x12340
0x00604	1	0	0x200DF
0x00605	1	0	0x200AF
…	…	…	…

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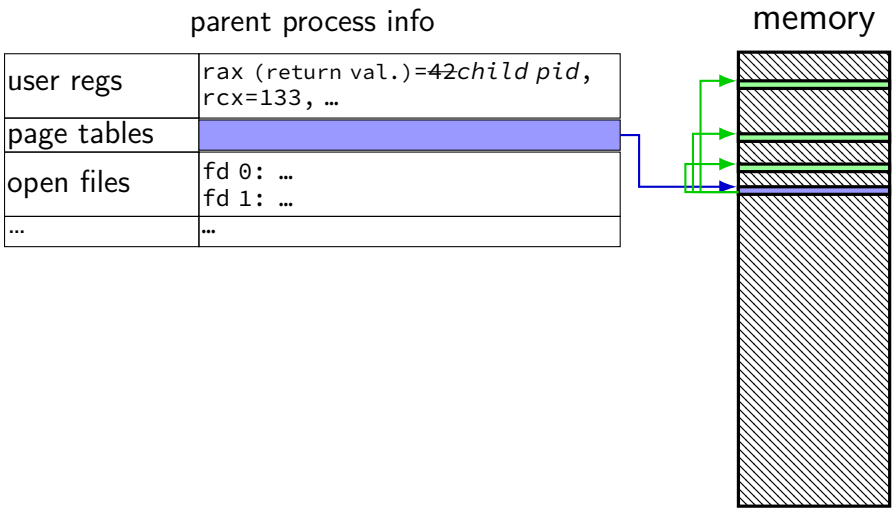
0x00603	1	0	0x12340
0x00604	1	0	0x200DF
0x00605	1	1	0x300FD
…	…	…	…

after allocating a copy, OS reruns the write instruction

fork (w/ copy-on-write, if parent writes first)



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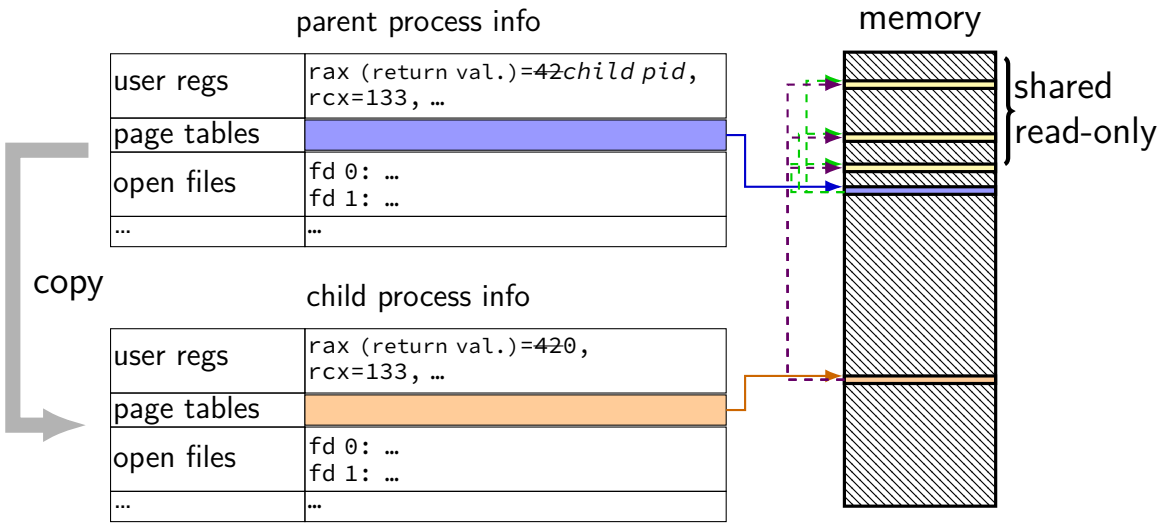

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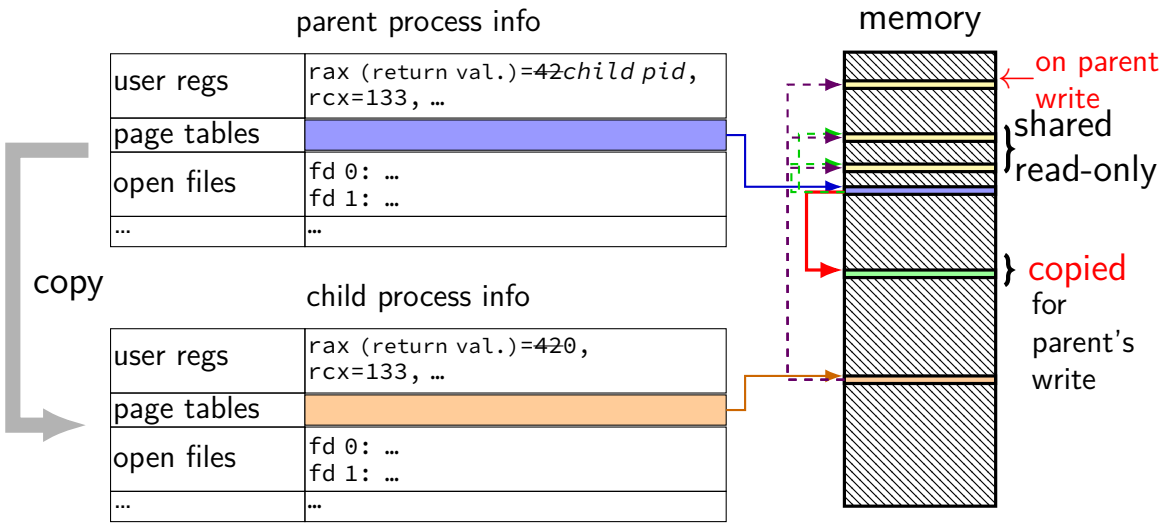

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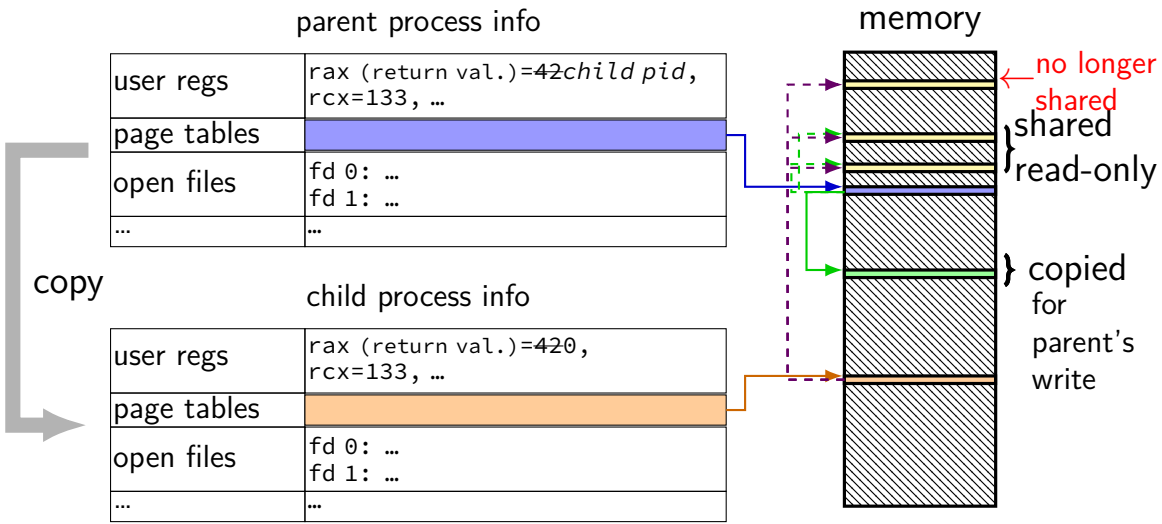

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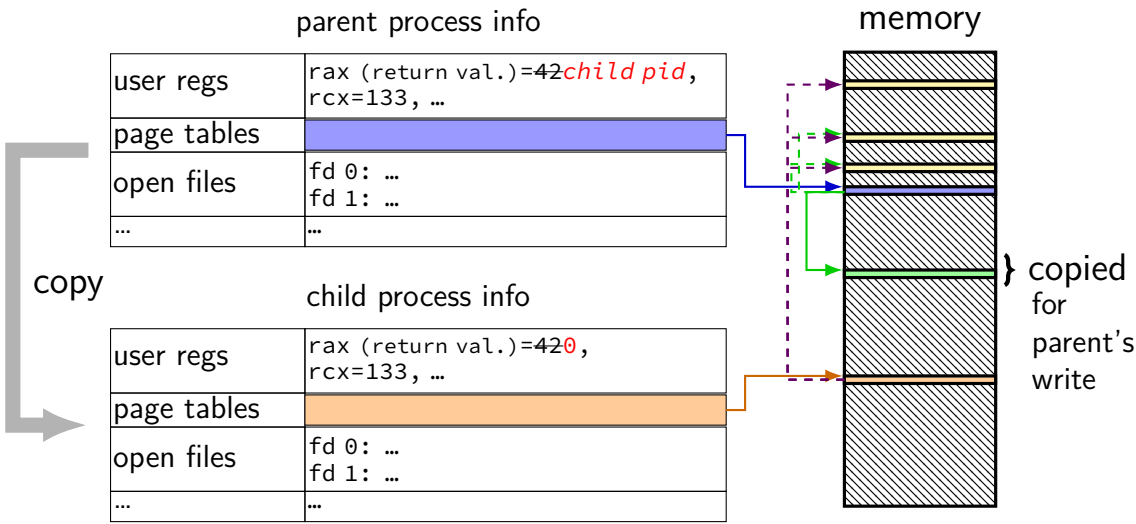

fork and process info (w/o copy-on-write)