Exceptional Control Flow: Exceptions and Processes

15-213 : Introduction to Computer Systems
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Instructor:
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Today

- Exceptional Control Flow
- Exceptions
- Processes
- Process Control
Control Flow

- Processors do only one thing:
  - From startup to shutdown, a CPU simply reads and executes (interprets) a sequence of instructions, one at a time
  - This sequence is the CPU’s control flow (or flow of control)

*Physical control flow*

- $\langle\text{startup}\rangle$
- $\text{inst}_1$
- $\text{inst}_2$
- $\text{inst}_3$
- ...
- $\text{inst}_n$
- $\langle\text{shutdown}\rangle$
Altering the Control Flow

- Up to now: two mechanisms for changing control flow:
  - Jumps and branches
  - Call and return
  React to changes in *program state*

- Insufficient for a useful system:
  Difficult to react to changes in *system state*
  - Data arrives from a disk or a network adapter
  - Instruction divides by zero
  - User hits Ctrl-C at the keyboard
  - System timer expires

- System needs mechanisms for “exceptional control flow”
Exceptional Control Flow

- Exists at all levels of a computer system

- Low level mechanisms
  - 1. Exceptions
    - Change in control flow in response to a system event (i.e., change in system state)
    - Implemented using combination of hardware and OS software

- Higher level mechanisms
  - 2. Process context switch
    - Implemented by OS software and hardware timer
  - 3. Signals
    - Implemented by OS software
  - 4. Nonlocal jumps: `setjmp()` and `longjmp()`
    - Implemented by C runtime library
Today

- Exceptional Control Flow
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Exceptions

- An *exception* is a transfer of control to the OS *kernel* in response to some *event* (i.e., change in processor state)
  - Kernel is the memory-resident part of the OS
  - Examples of events: Divide by 0, arithmetic overflow, page fault, I/O request completes, typing Ctrl-C

![Diagram of Exception Handling]

- **Event**
  - `l_current`
  - `l_next`

- **Exception**
  - `Exception processing by exception handler`
  - `Return to l_current`
  - `Return to l_next`
  - `Abort`
Exception Tables

- Each type of event has a unique exception number $k$
- $k = \text{index into exception table (a.k.a. interrupt vector)}$
- Handler $k$ is called each time exception $k$ occurs
(partial) Taxonomy

- Asynchronous: Interrupts
- Synchronous: Traps, Faults, Aborts
Asynchronous Exceptions (Interrupts)

- Caused by events external to the processor
  - Indicated by setting the processor’s interrupt pin
  - Handler returns to “next” instruction

- Examples:
  - Timer interrupt
    - Every few ms, an external timer chip triggers an interrupt
    - Used by the kernel to take back control from user programs
  - I/O interrupt from external device
    - Hitting Ctrl-C at the keyboard
    - Arrival of a packet from a network
    - Arrival of data from a disk
Synchronous Exceptions

- Caused by events that occur as a result of executing an instruction:
  - **Traps**
    - Intentional
    - Examples: *system calls*, breakpoint traps, special instructions
    - Returns control to “next” instruction
  - **Faults**
    - Unintentional but possibly recoverable
    - Examples: page faults (recoverable), protection faults (unrecoverable), floating point exceptions
    - Either re-executes faulting (“current”) instruction or aborts
  - **Aborts**
    - Unintentional and unrecoverable
    - Examples: illegal instruction, parity error, machine check
    - Aborts current program
# System Calls

- Each x86-64 system call has a unique ID number
- Examples:

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>read</td>
<td>Read file</td>
</tr>
<tr>
<td>1</td>
<td>write</td>
<td>Write file</td>
</tr>
<tr>
<td>2</td>
<td>open</td>
<td>Open file</td>
</tr>
<tr>
<td>3</td>
<td>close</td>
<td>Close file</td>
</tr>
<tr>
<td>4</td>
<td>stat</td>
<td>Get info about file</td>
</tr>
<tr>
<td>57</td>
<td>fork</td>
<td>Create process</td>
</tr>
<tr>
<td>59</td>
<td>execve</td>
<td>Execute a program</td>
</tr>
<tr>
<td>60</td>
<td>_exit</td>
<td>Terminate process</td>
</tr>
<tr>
<td>62</td>
<td>kill</td>
<td>Send signal to process</td>
</tr>
</tbody>
</table>
System Call Example: Opening File

- User calls: `open(filename, options)`
- Calls `__open` function, which invokes system call instruction `syscall`

```
000000000000e5d70 <__open>:
...
  e5d79: b8 02 00 00 00      mov $0x2,%eax  # open is syscall #2
  e5d7e: 0f 05 syscall       # Return value in %rax
  e5d80: 48 3d 01 f0 ff ff cmp $0xfffffffffffff001,%rax
  ...
  e5dfa: c3 retq
```

- `%rax` contains syscall number
- Other arguments in `%rdi`, `%rsi`, `%rdx`, `%r10`, `%r8`, `%r9
- Return value in `%rax`
- Negative value is an error corresponding to negative `errno`
System Call Implementation

- User calls: `open(filename, options)`
- Calls `__open` function

```
00000000000e5d70 <__open>:
  ...
  e5d79: b8 02 00 00 00      mov $0x2,%eax  # open is syscall #2
  e5d7e: 0f 05
  e5d80: 48 3d 01 f0 ff ff  cmp $0xfffffffffffff001,%rax
  ...
  e5dfa: c3  retq
```

Almost like a function call
- Transfer of control
- On return, executes next instruction
- Passes arguments using calling convention
- Gets result in `%rax`

One Important exception!
- Executed by Kernel
- Different set of privileges
- And other differences:
  - E.g., “address” of “function” is in `%rax`
  - Uses `errno`
  - Etc.

- Return value in `%rax`
- Negative value is an error corresponding to negative `errno`
Fault Example: Page Fault

- User writes to memory location
- That portion (page) of user’s memory is currently on disk

```c
int a[1000];
main ()
{
   a[500] = 13;
}
```

80483b7: c7 05 10 9d 04 08 0d movl $0xd,0x8049d10

User code | Kernel code
---|---
movl | Exception: page fault
Return and reexecute movl | Copy page from disk to memory
Fault Example: Invalid Memory Reference

```c
int a[1000];
main ()
{
    a[5000] = 13;
}
```

80483b7: c7 05 60 e3 04 08 0d movl $0xd,0x804e360

- Sends **SIGSEGV** signal to user process
- User process exits with “segmentation fault”
Today

- Exceptional Control Flow
- Exceptions
- Processes
- Process Control
Processes

- **Definition:** A *process* is an instance of a running program.
  - One of the most profound ideas in computer science
  - Not the same as “program” or “processor”

- **Process provides each program with two key abstractions:**
  - *Logical control flow*
    - Each program seems to have exclusive use of the CPU
    - Provided by kernel mechanism called *context switching*
  - *Private address space*
    - Each program seems to have exclusive use of main memory.
    - Provided by kernel mechanism called *virtual memory*

<table>
<thead>
<tr>
<th>Memory</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Stack</td>
</tr>
<tr>
<td></td>
<td>Heap</td>
</tr>
<tr>
<td></td>
<td>Data</td>
</tr>
<tr>
<td></td>
<td>Code</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>CPU</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Registers</td>
</tr>
</tbody>
</table>
Multiprocessing: The Illusion

- Computer runs many processes simultaneously
  - Applications for one or more users
    - Web browsers, email clients, editors, ...
  - Background tasks
    - Monitoring network & I/O devices
### Multiprocessing Example

<table>
<thead>
<tr>
<th>Command</th>
<th>%CPU Time</th>
<th>%TH</th>
<th>#WQ</th>
<th>#PORT</th>
<th>MREG</th>
<th>PRT</th>
<th>RSRD</th>
<th>RSIZE</th>
<th>VPRVT</th>
<th>VSIZE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Microsoft of</td>
<td>0.0</td>
<td>02:28:34</td>
<td>4</td>
<td>202</td>
<td>418</td>
<td>21M</td>
<td>24M</td>
<td>21M</td>
<td>66M</td>
<td>763M</td>
</tr>
<tr>
<td>usbmuxd</td>
<td>0.0</td>
<td>00:04:10</td>
<td>3</td>
<td>47</td>
<td>66</td>
<td>436K</td>
<td>216K</td>
<td>408K</td>
<td>60M</td>
<td>2422M</td>
</tr>
<tr>
<td>iTunesHelper</td>
<td>0.0</td>
<td>00:01:23</td>
<td>2</td>
<td>55</td>
<td>78</td>
<td>728K</td>
<td>3124K</td>
<td>1124K</td>
<td>43M</td>
<td>2429M</td>
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<td>bash</td>
<td>0.0</td>
<td>00:00:11</td>
<td>1</td>
<td>20</td>
<td>24</td>
<td>224K</td>
<td>732K</td>
<td>484K</td>
<td>17M</td>
<td>2378M</td>
</tr>
<tr>
<td>xterm</td>
<td>0.0</td>
<td>00:00:83</td>
<td>1</td>
<td>32</td>
<td>73</td>
<td>656K</td>
<td>872K</td>
<td>692K</td>
<td>9728K</td>
<td>2382M</td>
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<tr>
<td>Microsoft Ex</td>
<td>0.3</td>
<td>21:58:37</td>
<td>10</td>
<td>360</td>
<td>954</td>
<td>16M</td>
<td>65M</td>
<td>46M</td>
<td>114M</td>
<td>1057M</td>
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<tr>
<td>sleep</td>
<td>0.0</td>
<td>00:00:00</td>
<td>1</td>
<td>17</td>
<td>20</td>
<td>92K</td>
<td>212K</td>
<td>360K</td>
<td>9632K</td>
<td>2370M</td>
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<td>00:00:00</td>
<td>2</td>
<td>33</td>
<td>50</td>
<td>488K</td>
<td>220K</td>
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<td>2409M</td>
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<td>6.5</td>
<td>00:02:53</td>
<td>1/0</td>
<td>30</td>
<td>29</td>
<td>1416K</td>
<td>216K</td>
<td>2124K</td>
<td>17M</td>
<td>2378M</td>
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<td>4</td>
<td>61</td>
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<td>1268K</td>
<td>2644K</td>
<td>3132K</td>
<td>50M</td>
<td>2426M</td>
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<tr>
<td>Grab</td>
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<td>00:02:75</td>
<td>3</td>
<td>222+</td>
<td>389+</td>
<td>15M+</td>
<td>26M+</td>
<td>40M+</td>
<td>75M+</td>
<td>2556M+</td>
</tr>
<tr>
<td>cooked</td>
<td>0.0</td>
<td>00:00:15</td>
<td>2</td>
<td>40</td>
<td>61</td>
<td>3316K</td>
<td>224K</td>
<td>4088K</td>
<td>42M</td>
<td>2411M</td>
</tr>
<tr>
<td>mdworker</td>
<td>0.0</td>
<td>00:01:57</td>
<td>3</td>
<td>52</td>
<td>91</td>
<td>7628K</td>
<td>7412K</td>
<td>889K</td>
<td>18M</td>
<td>2392M</td>
</tr>
<tr>
<td>worker</td>
<td>0.0</td>
<td>00:00:12</td>
<td>3</td>
<td>37</td>
<td>91</td>
<td>2464K</td>
<td>6148K</td>
<td>9976K</td>
<td>44M</td>
<td>2434M</td>
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<tr>
<td>emacs</td>
<td>0.0</td>
<td>00:00:06</td>
<td>1</td>
<td>20</td>
<td>35</td>
<td>52K</td>
<td>216K</td>
<td>88K</td>
<td>18M</td>
<td>2392M</td>
</tr>
</tbody>
</table>

- Running program “top” on Mac
  - System has 123 processes, 5 of which are active
  - Identified by Process ID (PID)
Multiprocessing: The (Traditional) Reality

- Single processor executes multiple processes concurrently
  - Process executions interleaved (multitasking)
  - Address spaces managed by virtual memory system (later in course)
  - Register values for nonexecuting processes saved in memory
Multiprocessing: The (Traditional) Reality

- Save current registers in memory
Multiprocessing: The (Traditional) Reality

- Schedule next process for execution
Load saved registers and switch address space (context switch)
Multithreading: The (Modern) Reality

- **Multicore processors**
  - Multiple CPUs on single chip
  - Share main memory (and some caches)
  - Each can execute a separate process
    - Scheduling of processors onto cores done by kernel
Concurrent Processes

- Each process is a logical control flow.
- Two processes run concurrently (are concurrent) if their flows overlap in time
- Otherwise, they are sequential
- Examples (running on single core):
  - Concurrent: A & B, A & C
  - Sequential: B & C
User View of Concurrent Processes

- Control flows for concurrent processes are physically disjoint in time

- However, we can think of concurrent processes as running in parallel with each other
Context Switching

- Processes are managed by a shared chunk of memory-resident OS code called the kernel
  - Important: the kernel is not a separate process, but rather runs as part of some existing process.
- Control flow passes from one process to another via a context switch

**Diagram:***

- **Process A**
  - User code
  - Kernel code
  - User code
  - Kernel code
  - User code

- **Process B**
  - User code
  - Kernel code
  - User code

**Time**

**context switch**

**context switch**
Today

- Exceptional Control Flow
- Exceptions
- Processes
- Process Control
System Call Error Handling

- On error, Linux system-level functions typically return -1 and set global variable `errno` to indicate cause.

- **Hard and fast rule:**
  - You must check the return status of every system-level function
  - Only exception is the handful of functions that return `void`

- Example:

```c
if ((pid = fork()) < 0) {
    fprintf(stderr, "fork error: %s\n", strerror(errno));
    exit(-1);
}
```
Error-reporting functions

- Can simplify somewhat using an error-reporting function:

```c
void unix_error(char *msg) /* Unix-style error */
{
    fprintf(stderr, "%s: %s\n", msg, strerror(errno));
    exit(-1);
}
```

- But, must think about application. Not always appropriate to exit when something goes wrong.

```c
if ((pid = fork()) < 0)
    unix_error("fork error");
```

Note: csapp.c exits with 0.
Error-handling Wrappers

- We simplify the code we present to you even further by using Stevens-style error-handling wrappers:

```c
pid_t Fork(void)
{
    pid_t pid;

    if ((pid = fork()) < 0)
        unix_error("Fork error");
    return pid;
}
```

```c
pid = Fork();
```

- NOT what you generally want to do in a real application
Obtaining Process IDs

- `pid_t getpid(void)`
  - Returns PID of current process

- `pid_t getppid(void)`
  - Returns PID of parent process
Creating and Terminating Processes

From a programmer’s perspective, we can think of a process as being in one of three states

- **Running**
  - Process is either executing, or waiting to be executed and will eventually be *scheduled* (i.e., chosen to execute) by the kernel

- **Stopped**
  - Process execution is *suspended* and will not be scheduled until further notice (next lecture when we study signals)

- **Terminated**
  - Process is stopped permanently
Terminating Processes

- Process becomes terminated for one of three reasons:
  - Receiving a signal whose default action is to terminate (next lecture)
  - Returning from the main routine
  - Calling the exit function

- void exit(int status)
  - Terminates with an exit status of status
  - Convention: normal return status is 0, nonzero on error
  - Another way to explicitly set the exit status is to return an integer value from the main routine

- exit is called once but never returns.
Creating Processes

- **Parent process** creates a new running **child process** by calling **fork**

- **int fork(void)**
  - Returns 0 to the child process, child’s PID to parent process
  - Child is *almost* identical to parent:
    - Child get an identical (but separate) copy of the parent’s virtual address space.
    - Child gets identical copies of the parent’s open file descriptors
    - Child has a different PID than the parent

- **fork** is interesting (and often confusing) because it is called *once* but returns *twice*
Conceptual View of `fork`

- Make complete copy of execution state
  - Designate one as parent and one as child
  - Resume execution of parent or child
fork Example

```c
int main(int argc, char** argv)
{
    pid_t pid;
    int x = 1;

    pid = Fork();
    if (pid == 0) { /* Child */
        printf("child : x=%d\n", ++x);
        return 0;
    }

    /* Parent */
    printf("parent: x=%d\n", --x);
    return 0;
}
```

```
linux> ./fork
parent: x=0
child : x=2
```

- Call once, return twice
- Concurrent execution
  - Can’t predict execution order of parent and child

```
linux> ./fork
parent: x=0
child : x=2
```
Making `fork` More Nondeterministic

**Problem**
- Linux scheduler does not create much run-to-run variance
- Hides potential race conditions in nondeterministic programs
  - E.g., does `fork` return to child first, or to parent?

**Solution**
- Create custom version of library routine that inserts random delays along different branches
  - E.g., for parent and child in `fork`
- Use runtime interpositioning to have program use special version of library code
Variable delay fork

```c
/* fork wrapper function */
pid_t fork(void) {
    initialize();
    int parent_delay = choose_delay();
    int child_delay = choose_delay();
    pid_t parent_pid = getpid();
    pid_t child_pid_or_zero = real_fork();
    if (child_pid_or_zero > 0) {
        /* Parent */
        if (verbose) {
            printf("Fork. Child pid=%d, delay = %dms. Parent pid=%d, delay = %dms\n",
                   child_pid_or_zero, child_delay,
                   parent_pid, parent_delay);
            fflush(stdout);
        }
        ms_sleep(parent_delay);
    } else {
        /* Child */
        ms_sleep(child_delay);
    }
    return child_pid_or_zero;
}
```

myfork.c
forkx2 Example

```
int main(int argc, char** argv)
{
    pid_t pid;
    int x = 1;

    pid = Fork();
    if (pid == 0) { /* Child */
        printf("child: x=%d\n", ++x);
        printf("child: x=%d\n", ++x);
        return 0;
    }

    /* Parent */
    printf("parent: x=%d\n", --x);
    printf("parent: x=%d\n", --x);
    return 0;
}
```

```
linux> ./fork2
parent: x=0
parent: x=-1
child : x=2
child : x=3
```
Modeling `fork` with Process Graphs

- A *process graph* is a useful tool for capturing the partial ordering of statements in a concurrent program:
  - Each vertex is the execution of a statement
  - `a -> b` means `a` happens before `b`
  - Edges can be labeled with current value of variables
  - `printf` vertices can be labeled with output
  - Each graph begins with a vertex with no inedges

- Any *topological sort* of the graph corresponds to a feasible total ordering.
  - Total ordering of vertices where all edges point from left to right
int main(int argc, char** argv) {
    pid_t pid;
    int x = 1;

    pid = Fork();
    if (pid == 0) { /* Child */
        printf("child: x=%d\n", ++x);
        return 0;
    }

    /* Parent */
    printf("parent: x=%d\n", --x);
    return 0;
}

fork.c
Interpreting Process Graphs

- Original graph:

```
main  fork  printf  exit

x==1

child: x=2

printf  exit

parent: x=0

main
```

- Relabeled graph:

```
a  b  c  d

x==1

e  f
```

Feasible total ordering:

```
a  b  e  c  f  d
```

Infeasible total ordering:

```
a  b  f  c  e  d
```
**fork Example: Two consecutive forks**

```c
void fork2()
{
    printf("L0\n");
    fork();
    printf("L1\n");
    fork();
    printf("Bye\n");
}
```

---

**Feasible output:**

```
L0
L1
Bye
L1
Bye
Bye
```

**Infeasible output:**

```
L0
Bye
L1
Bye
L1
Bye
Bye
```
**fork Example: Nested forks in parent**

```c
void fork4() {
    printf("L0\n");
    if (fork() != 0) {
        printf("L1\n");
        if (fork() != 0) {
            printf("L2\n");
        }
    }
    printf("Bye\n");
}
```

**Feasible output:**
```
L0
L1
Bye
Bye
L2
Bye
```

**Infeasible output:**
```
L0
Bye
L1
Bye
Bye
L2
Bye
```
**fork Example: Nested forks in children**

```c
void fork5()
{
    printf("L0\n");
    if (fork() == 0) {
        printf("L1\n");
        if (fork() == 0) {
            printf("L2\n");
        }
    }
    printf("Bye\n");
}
```

Feasible output:

```
L0
Bye
L1
L2
Bye
Bye
```

Infeasible output:

```
L0
Bye
L1
L1
Bye
Bye
L2
```
Quiz Time!

Check out:

https://canvas.cmu.edu/courses/1221
Reaping Child Processes

- **Idea**
  - When process terminates, it still consumes system resources
    - Examples: Exit status, various OS tables
    - Called a “zombie”
      - Living corpse, half alive and half dead
- **Reaping**
  - Performed by parent on terminated child (using `wait` or `waitpid`)
  - Parent is given exit status information
  - Kernel then deletes zombie child process
- **What if parent doesn’t reap?**
  - If any parent terminates without reaping a child, then the orphaned child will be reaped by `init` process (pid == 1)
  - So, only need explicit reaping in long-running processes
    - e.g., shells and servers
Zombie Example

```c
void fork7() {
    if (fork() == 0) {
        /* Child */
        printf("Terminating Child, PID = %d\n", getpid());
        exit(0);
    } else {
        printf("Running Parent, PID = %d\n", getpid());
        while (1)
            ; /* Infinite loop */
    }
}
```

- `ps` shows child process as "defunct" (i.e., a zombie)
- Killing parent allows child to be reaped by `init`
Non-terminating Child Example

```c
void fork8()
{
    if (fork() == 0) {
        /* Child */
        printf("Running Child, PID = %d\n", getpid());
        while (1)
            ; /* Infinite loop */
    } else {
        printf("Terminating Parent, PID = %d\n", getpid());
        exit(0);
    }
}
```

Child process still active even though parent has terminated

Must kill child explicitly, or else will keep running indefinitely
**wait: Synchronizing with Children**

- Parent reaps a child by calling the `wait` function

- `int wait(int *child_status)`
  - Suspends current process until one of its children terminates
  - Implemented as syscall

And, potentially other user processes, including a child of parent
wait: Synchronizing with Children

- Parent reaps a child by calling the `wait` function

```c
int wait(int *child_status)
```

- Suspends current process until one of its children terminates
- Return value is the `pid` of the child process that terminated
- If `child_status != NULL`, then the integer it points to will be set to a value that indicates reason the child terminated and the exit status:
  - Checked using macros defined in `wait.h`
    - `WIFEXITED`, `WEXITSTATUS`, `WIFSIGNALED`, `WTERMSIG`, `WIFSTOPPED`, `WSTOPSIG`, `WIFCONTINUED`
    - See textbook for details
wait: Synchronizing with Children

```c
void fork9() {
    int child_status;

    if (fork() == 0) {
        printf("HC: hello from child\n");
        exit(0);
    } else {
        printf("HP: hello from parent\n");
        wait(&child_status);
        printf("CT: child has terminated\n");
    }
    printf("Bye\n");
}
```

Feasible output(s):
- HC
- HP
- HP
- HC
- CT
- CT
- Bye
- Bye

Infeasible output:
- HP
- CT
- Bye
- HC
Another wait Example

- If multiple children completed, will take in arbitrary order
- Can use macros WIFEXITED and WEXITSTATUS to get information about exit status

```c
void fork10() {
    pid_t pid[N];
    int i, child_status;

    for (i = 0; i < N; i++)
        if ((pid[i] = fork()) == 0) {
            exit(100+i); /* Child */
        }
    for (i = 0; i < N; i++) { /* Parent */
        pid_t wpid = wait(&child_status);
        if (WIFEXITED(child_status))
            printf("Child %d terminated with exit status %d\n", wpid, WEXITSTATUS(child_status));
        else
            printf("Child %d terminate abnormally\n", wpid);
    }
}
```

forks.c
waitpid: Waiting for a Specific Process

- **pid_t waitpid(pid_t pid, int *status, int options)**
  - Suspends current process until specific process terminates
  - Various options (see textbook)

```c
void fork11() {
    pid_t pid[N];
    int i;
    int child_status;

    for (i = 0; i < N; i++)
        if ((pid[i] = fork()) == 0)
            exit(100+i); /* Child */
    for (i = N-1; i >= 0; i--)
        pid_t wpid = waitpid(pid[i], &child_status, 0);
        if (WIFEXITED(child_status))
            printf("Child %d terminated with exit status %d\n", wpid, WEXITSTATUS(child_status));
        else
            printf("Child %d terminate abnormally\n", wpid);
}
forks.c
```
**execve: Loading and Running Programs**

- int `execve(char *filename, char *argv[], char *envp[])`

- **Loads and runs in the current process:**
  - Executable file `filename`
    - Can be object file or script file beginning with `#!interpreter` (e.g., `#!/bin/bash`)
  - ...with argument list `argv`
    - By convention `argv[0]==filename`
  - ...and environment variable list `envp`
    - “name=value” strings (e.g., `USER=droh`)
    - `getenv`, `putenv`, `printenv`

- **Overwrites code, data, and stack**
  - Retains PID, open files and signal context

- **Called once and never returns**
  - ...except if there is an error
Structure of the stack when a new program starts

Null-terminated environment variable strings

Null-terminated command-line arg strings

envp[n] == NULL
envp[n-1]
...
envp[0]

argv[argc] = NULL
argv[argc-1]
...
argv[0]

Stack frame for libc_start_main

Future stack frame for main

argv (in %rsi)

argc (in %rdi)

Bottom of stack

environ (global var)

envp (in %rdx)

Top of stack
execve Example

- **Execute** "/bin/ls -lt /usr/include" in child process using current environment:

```c
if ((pid = Fork()) == 0) { /* Child runs program */
    if (execve(myargv[0], myargv, environ) < 0) {
        printf("%s: Command not found.\n", myargv[0]);
        exit(1);
    }
}
```
Summary

- **Exceptions**
  - Events that require nonstandard control flow
  - Generated externally (interrupts) or internally (traps and faults)

- **Processes**
  - At any given time, system has multiple active processes
  - Only one can execute at a time on any single core
  - Each process appears to have total control of processor + private memory space
Summary (cont.)

- **Spawning processes**
  - Call `fork`
  - One call, two returns

- **Process completion**
  - Call `exit`
  - One call, no return

- **Reaping and waiting for processes**
  - Call `wait` or `waitpid`

- **Loading and running programs**
  - Call `execve` (or variant)
  - One call, (normally) no return