CSGE602055 Operating Systems
CSF2600505 Sistem Operasi
Week 06: Concurency: Processes & Threads

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https://os.vlsm.org/
Always check for the latest revision!

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Operating Systems 2019-1

A (Rm 3114) [Tu/Th 10-12] — B (Rm 3114) [Tu/Th 13-15] — C (Rm 3114) [Tu/Th 16-18] — D (Rm 2401) [Tu/Th 10-12] — E (Rm 2306) [Tu/Th 13-15]

Week	Schedule	Topic	OSC10
Week 00	07 Feb - 13 Feb 2019	Overview 1, Virtualization & Scripting	Ch. 1, 2, 18.
Week 01	14 Feb - 20 Feb 2019	Overview 2, Virtualization & Scripting	Ch. 1, 2, 18.
Week 02	21 Feb - 27 Feb 2019	Security, Protection, Privacy, & C-language	Ch. 16, 17
Week 03	28 Feb - 06 Mar 2019	File System & FUSE	Ch. 13, 14, 15
Week 04	12 Mar - 18 Mar 2019	Addressing, Shared Lib, & Pointer	Ch. 9
Week 05	19 Mar - 25 Mar 2019	Virtual Memory	Ch. 10
Mid-Term	23-30 Mar 2019 (tba)	MidTerm (UTS)	
Week 06	02 Apr - 08 Apr 2019	Concurency: Processes & Threads	Ch. 3, 4
Week 07	09 Apr - 15 Apr 2019	Synchronization & Deadlock	Ch. 6, 7, 8
Week 08	16 Apr - 22 Apr 2019	Scheduling	Ch. 5
Week 09	23 Apr - 29 Apr 2019	Storage, BIOS, Loader, & Systemd	Ch. 11
Week 10	30 Apr - 06 May 2019	I/O & Programming	Ch. 12
Reserved	07 May - 17 May 2019		
Final	18-25 May 2019 (tba)	Final (UAS)	This schedule is subject to change.
Extra	27 Jun 2019	Extra assignment confirmation	

The Weekly Check List

- **Resources**: `https://os.vlsm.org/`
  - **(THIS) Slides** — `https://github.com/UI-FASILKOM-OS/SistemOperasi/tree/master/pdf/`
  - **Demos** — `https://github.com/UI-FASILKOM-OS/SistemOperasi/tree/master/demos/`
  - **Extra** — `BADAK.cs.ui.ac.id:///extra/`
  - **Problems** — `https://rms46.vlsm.org/2/`: `195.pdf` (Week 00), `196.pdf` (Week 01), `197.pdf` (Week 02), `198.pdf` (Week 03), `199.pdf` (Week 04), `200.pdf` (Week 05), `201.pdf` (Week 06), `202.pdf` (Week 07), `203.pdf` (Week 08), `204.pdf` (Week 09), `205.pdf` (Week 10).
- **Text Book**: any recent/decent OS book. Eg. (**OSC10**) Silberschatz et. al.: **Operating System Concepts**, 10^{th} Edition, 2018.
- Encode your **QRC** with size upto 7cm x 7cm (ca. 400x400 pixels): **"OS182 CLASS ID SSO-ACCOUNT Your-Full-Name"**
- Write your Memo (with QRC) **every week**.
- Login to `badak.cs.ui.ac.id` via `kawung.cs.ui.ac.id` for at least **10 minutes** every week. Copy the weekly demo files to your own home directory.
  Eg. (Week00): `cp -r /extra/Week00/W00-demos/ W00-demos/`

Agenda I

Agenda II

Week 06 Concurency: Topics[1]

- States and state diagrams
- Structures (ready list, process control blocks, and so forth)
- Dispatching and context switching
- The role of interrupts
- Managing atomic access to OS objects
- Implementing synchronization primitives
- Multiprocessor issues (spin-locks, reentrancy)

[1] Source: ACM IEEE CS Curricula 2013

Week 06 Concurency: Learning Outcomes (1)[1]

- Describe the need for concurrency within the framework of an operating system. [Familiarity]
- Demonstrate the potential run-time problems arising from the concurrent operation of many separate tasks. [Usage]
- Summarize the range of mechanisms that can be employed at the operating system level to realize concurrent systems and describe the benefits of each. [Familiarity]
- Explain the different states that a task may pass through and the data structures needed to support the management of many tasks. [Familiarity]

[1] Source: ACM IEEE CS Curricula 2013

Week 06 Concurency: Learning Outcomes (2)[1]

- Summarize techniques for achieving synchronization in an operating system (e.g., describe how to implement a semaphore using OS primitives). [Familiarity]
- Describe reasons for using interrupts, dispatching, and context switching to support concurrency in an operating system. [Familiarity]
- Create state and transition diagrams for simple problem domains. [Usage]

[1] Source: ACM IEEE CS Curricula 2013

Week 06: Concurency: Processes & Threads

- Reference: (OSC10-ch03 OSC10-ch04 demo-w06)
- Process Concept
  - Program (passive) $\leftrightarrow$ Process (active)
  - Process in Memory: | *Stack* $\cdots$ *Heap* | *Data* | *Text* |
  - Process State: | *running* | *waiting* | *ready* |
  - Process Control Block (PCB)
    - `/proc/`, Process State, Program Counter, Registers, Management Information.
- Process Creation
  - PID: Process Identifier (uniq)
  - The Parent Process forms a tree of Children Processes
  - `fork()`, new process system call (clone)
  - `execlp()`, replaces the clone with a new program.
- Process Termination
  - `wait()`, until the child process is terminated.
- PCB (Context) Switch

Process Map

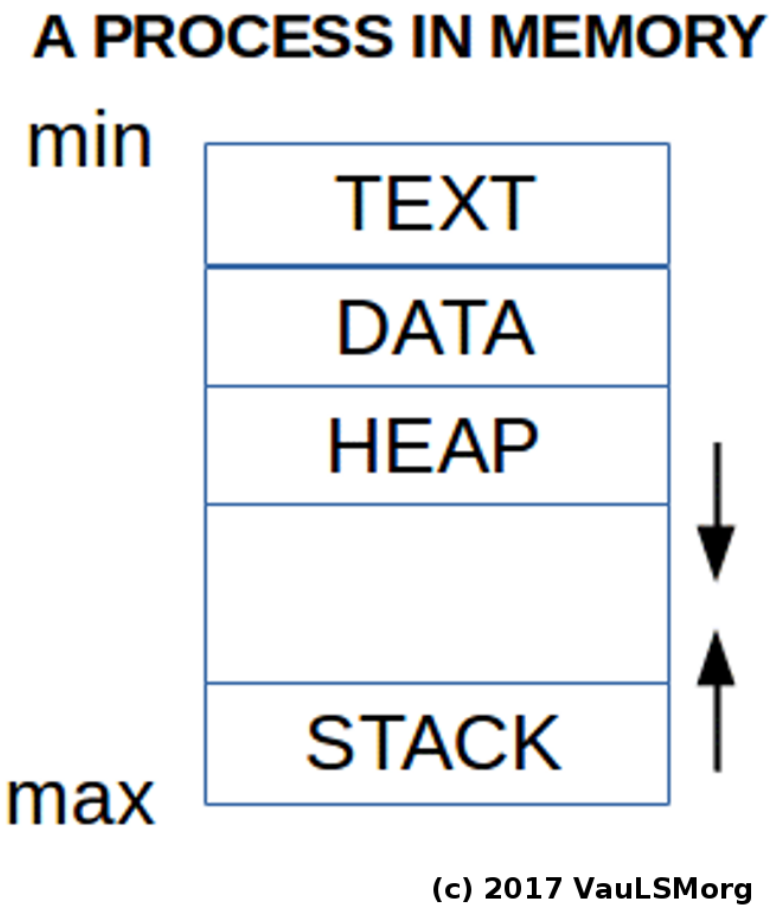

Figure: A Process in (**logical**) Memory

Process State

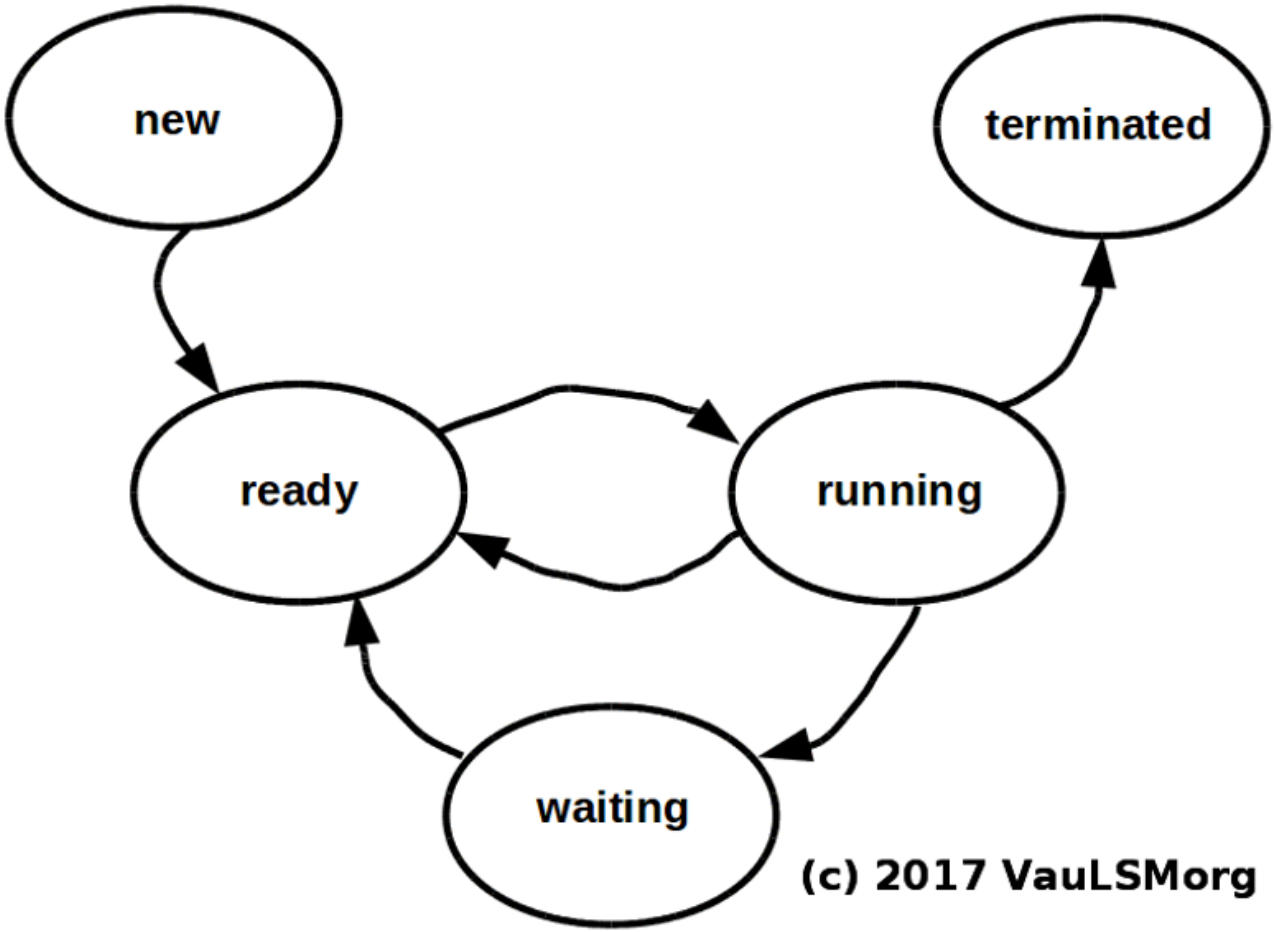

Figure: A Process State

Process Scheduling

- Scheduling Queue
- Schedulers
  - Long Term (non VM) vs Short Term (CPU)
  - (I/O vs CPU) Bound Processes
- Context Switch
- I/O Queue Scheduling
- Android Systems
  - Dalvik VM Performance Problem: Replaced with ART (Android Runtime).
  - Foreground Processes: with an User Interface (UI) for Videos, Images, Sounds, Texts, etc.
  - Background Processes: with a service with no UI and small memory footprint.

Inter-Process Communication (IPC)

- Independent vs Cooperating Processes.
  - Cooperation: Information Sharing, Computational Speedup, Modularity, Convenience.
- Shared Memory vs Message Passing.
  - Message Passing: Direct vs Indirect Comunication
- Client-Server Systems
  - Sockets
  - RPC: Remote Procedure Calls
  - Pipes

Threads

- Single vs Multithreaded Process
  - MultiT Benefits: Responsiveness, Resource Sharing, Economy, Scalability
- Multicore Programming
  - Concurrency vs. Parallelism
- Multithreading Models (Kernel vs User Thread)
  - Many to One
  - One to One
  - Many to Many
  - Multilevel Models
- Threading Issues
  - Parallelism on a multi-core system.
- Pthreads

Makefile

```
CC=gcc
P00=00-fork
P01=01-fork
...
P14=14-fork
P15=15-fork

EXECS= \
   $(P00) \
   $(P01) \
   ....
   $(P14) \
   $(P15) \

all:  $(EXECS)

$(P00): $(P00).c
   $(CC) $(P00).c -o $(P00)

$(P01): $(P01).c
   $(CC) $(P01).c -o $(P01)

...

$(P14): $(P14).c
   $(CC) $(P14).c -o $(P14)

$(P15): $(P15).c
   $(CC) $(P15).c -o $(P15)

clean:
   rm -f $(EXECS)
```

00-fork

```
/*
 * (c) 2016-2017 Rahmat M. Samik-Ibrahim
 * https://rahmatm.samik-ibrahim.vlsm.org/
 * This is free software.
 * REV04 Mon Oct 30 10:28:12 WIB 2017
 * START Mon Oct 24 09:42:05 WIB 2016
 */

#include <stdio.h>
#include <unistd.h>
#include <sys/types.h>

void main(void) {
   printf("  [[[ This is 00-fork: PID[%d] PPID[%d] ]]]\n",
             getpid(), getppid());
}

>>>>> $ 00-fork

  [[[ This is 00-fork: PID[5777] PPID[1350] ]]]
```

01-fork

```
>>>>> $ cat 01-fork.c ; echo "======" ; ./01-fork
/* (c) 2016-2017 Rahmat M. Samik-Ibrahim
 * https://rahmatm.samik-ibrahim.vlsm.org/
 * This is free software.
 */

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

void main(void) {
   char *iAM="PARENT";

   printf("PID[%d] PPID[%d] (START:%s)\n", getpid(), getppid(), iAM);
   if (fork() > 0) {
      sleep(1);     /* LOOK THIS ************** */
      printf("PID[%d] PPID[%d] (IFF0:%s)\n", getpid(), getppid(), iAM);
   } else {
      iAM="CHILD";
      printf("PID[%d] PPID[%d] (ELSE:%s)\n", getpid(), getppid(), iAM);
   }
   printf("PID[%d] PPID[%d] (STOP:%s)\n", getpid(), getppid(), iAM);
}

======
PID[5784] PPID[1350] (START:PARENT)
PID[5785] PPID[5784] (ELSE:CHILD)
PID[5785] PPID[5784] (STOP:CHILD)
PID[5784] PPID[1350] (IFF0:PARENT)
PID[5784] PPID[1350] (STOP:PARENT)
>>>>> $
```

02-fork

```
>>>>> $ cat 02-fork.c ; echo "======" ; ./02-fork
/* (c) 2016-2017 Rahmat M. Samik-Ibrahim
 * https://rahmatm.samik-ibrahim.vlsm.org/
 * This is free software.
 */

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

void main(void) {
   char *iAM="PARENT";

   printf("PID[%d] PPID[%d] (START:%s)\n", getpid(), getppid(), iAM);
   if (fork() > 0) {
      printf("PID[%d] PPID[%d] (IFF0:%s)\n", getpid(), getppid(), iAM);
   } else {
      iAM="CHILD";
      printf("PID[%d] PPID[%d] (ELSE:%s)\n", getpid(), getppid(), iAM);
      sleep(1);      /* LOOK THIS ************** */
   }
   printf("PID[%d] PPID[%d] (STOP:%s)\n", getpid(), getppid(), iAM);
}

======
PID[5792] PPID[1350] (START:PARENT)
PID[5792] PPID[1350] (IFF0:PARENT)
PID[5792] PPID[1350] (STOP:PARENT)
PID[5793] PPID[5792] (ELSE:CHILD)
>>>>> $ PID[5793] PPID[1] (STOP:CHILD)
>>>>> $
```

03-fork

```
>>>>> $ cat 03-fork.c ; echo "======" ; ./03-fork
/* (c) 2016-2017 Rahmat M. Samik-Ibrahim
 * https://rahmatm.samik-ibrahim.vlsm.org/
 * This is free software.
 */

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

void main(void) {
   char *iAM="PARENT";

   printf("PID[%d] PPID[%d] (START:%s)\n", getpid(), getppid(), iAM);
   if (fork() > 0) {
      wait(NULL);     /* LOOK THIS ************** */
      printf("PID[%d] PPID[%d] (IFF0:%s)\n", getpid(), getppid(), iAM);
   } else {
      iAM="CHILD";
      printf("PID[%d] PPID[%d] (ELSE:%s)\n", getpid(), getppid(), iAM);
   }
   printf("PID[%d] PPID[%d] (STOP:%s)\n", getpid(), getppid(), iAM);
}

======
PID[5799] PPID[1350] (START:PARENT)
PID[5800] PPID[5799] (ELSE:CHILD)
PID[5800] PPID[5799] (STOP:CHILD)
PID[5799] PPID[1350] (IFF0:PARENT)
PID[5799] PPID[1350] (STOP:PARENT)
>>>>> $
```

01-fork vs 02-fork vs 03-fork

```
>>>>> $ ./01-fork
PID[5803] PPID[1350] (START:PARENT)
PID[5804] PPID[5803] (ELSE:CHILD)
PID[5804] PPID[5803] (STOP:CHILD)
PID[5803] PPID[1350] (IFF0:PARENT)
PID[5803] PPID[1350] (STOP:PARENT)
>>>>> $ ./02-fork
PID[5805] PPID[1350] (START:PARENT)
PID[5805] PPID[1350] (IFF0:PARENT)
PID[5805] PPID[1350] (STOP:PARENT)
PID[5806] PPID[5805] (ELSE:CHILD)
>>>>> $ PID[5806] PPID[1] (STOP:CHILD)

>>>>> $ ./03-fork
PID[5807] PPID[1350] (START:PARENT)
PID[5808] PPID[5807] (ELSE:CHILD)
PID[5808] PPID[5807] (STOP:CHILD)
PID[5807] PPID[1350] (IFF0:PARENT)
PID[5807] PPID[1350] (STOP:PARENT)
>>>>> $
```

04-sleeping

```
#include <stdio.h>
#include <unistd.h>
void main(void) {
   int ii;
   printf("Sleeping 3s with fflush(): ");
   fflush(NULL);
   for (ii=0; ii < 3; ii++) {
      sleep(1);
      printf("x ");
      fflush(NULL);
   }
   printf("\nSleeping with no fflush(): ");
   for (ii=0; ii < 3; ii++) {
      sleep(1);
      printf("x ");
   }
   printf("\n");
}
Sleeping 3s with fflush(): x x x
Sleeping with no fflush(): x x x
```

05-fork

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

void main(void) {
   printf("Start:           PID[%d] PPID[%d]\n", getpid(), getppid());
   fflush(NULL);
   if (fork() == 0) {
      /* START BLOCK
         END   BLOCK */
      execlp("./00-fork", "00-fork", NULL);
      printf("Child:           ");
   } else {
      wait(NULL);
      printf("Parent:          ");
   }
   printf(        "PID[%d] PPID[%d]  <<< <<< <<<\n", getpid(), getppid());
}
```

```
execlp ======================
Start:           PID[6007] PPID[1350]
  [[[ This is 00-fork: PID[6008] PPID[6007] ]]]
Parent:          PID[6007] PPID[1350]  <<< <<< <<<

no execlp ===================
Start:           PID[6040] PPID[1350]
Child:           PID[6041] PPID[6040]  <<< <<< <<<
Parent:          PID[6040] PPID[1350]  <<< <<< <<<
```

06-fork

```
#include <sys/types.h>
#include <sys/wait.h>
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
/************************************************** main ** */
void main(void) {
   pid_t val1, val2, val3;
   val3 = val2 = val1 = 1000;
   printf("PID==%4d ==== ==== ==== ====\n", getpid());
   fflush(NULL);
   val1 = fork();
   wait(NULL);
   val2 = fork();
   wait(NULL);
   val3 = fork();
   wait(NULL);
/* ***** ***** ***** ***** START BLOCK *
   ***** ***** ***** ***** END** BLOCK */
   printf("VAL1=%4d VAL2=%4d VAL3=%4d\n", val1, val2, val3);
}
======
PID==6072 ==== ==== ==== ====
VAL1=   0 VAL2=   0 VAL3=   0
VAL1=   0 VAL2=   0 VAL3=6075
VAL1=   0 VAL2=6074 VAL3=   0
VAL1=   0 VAL2=6074 VAL3=6076
VAL1=6073 VAL2=   0 VAL3=   0
VAL1=6073 VAL2=   0 VAL3=6078
VAL1=6073 VAL2=6077 VAL3=   0
VAL1=6073 VAL2=6077 VAL3=6079
```

07-fork

```
>>>>> $ cat 07-fork.c
/*
 * (c) 2005-2017 Rahmat M. Samik-Ibrahim
 * https://rahmatm.samik-ibrahim.vlsm.org/
 * This is free software.
 * REV05 Mon Oct 30 10:57:02 WIB 2017
 * REV02 Mon Oct 24 10:43:00 WIB 2016
 * REV01 Sun Feb 27 08:31:46 WIB 2011
 * START 2005
 */

#include <sys/types.h>
#include <sys/wait.h>
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#define DISPLAY1 "START * PARENT *** ** PID (%4d) ** **********\n"
#define DISPLAY2 "RANDOM: val1(%4d) -- val2(%4d) -- val3(%4d)\n"
/************************************************ main ** */
void main(void) {
   pid_t val1, val2, val3;
   printf(DISPLAY1, getpid());
   val1 = fork();
   val2 = fork();
   val3 = fork();
   printf(DISPLAY2, val1, val2, val3);
   wait(NULL);
   wait(NULL);
   wait(NULL);
/* *********** START BLOCK ***
   *********** END * BLOCK *** */
}
```

07-fork (2)

```
>>>>> $ 07-fork
START * PARENT *** ** PID (6160) ** **********
RANDOM: val1(6161) -- val2(6162) -- val3(6163)
RANDOM: val1(6161) -- val2(6162) -- val3(   0)
RANDOM: val1(6161) -- val2(   0) -- val3(6165)
RANDOM: val1(6161) -- val2(   0) -- val3(   0)
RANDOM: val1(   0) -- val2(6164) -- val3(6166)
RANDOM: val1(   0) -- val2(6164) -- val3(   0)
RANDOM: val1(   0) -- val2(   0) -- val3(6167)
RANDOM: val1(   0) -- val2(   0) -- val3(   0)
>>>>> $ 07-fork
START * PARENT *** ** PID (6168) ** **********
RANDOM: val1(6169) -- val2(6170) -- val3(6172)
RANDOM: val1(6169) -- val2(   0) -- val3(6173)
RANDOM: val1(6169) -- val2(6170) -- val3(   0)
RANDOM: val1(   0) -- val2(6171) -- val3(6174)
RANDOM: val1(6169) -- val2(   0) -- val3(   0)
RANDOM: val1(   0) -- val2(   0) -- val3(6175)
RANDOM: val1(   0) -- val2(   0) -- val3(   0)
RANDOM: val1(   0) -- val2(6171) -- val3(   0)
>>>>> $ 07-fork
START * PARENT *** ** PID (6176) ** **********
RANDOM: val1(6177) -- val2(6178) -- val3(6181)
RANDOM: val1(   0) -- val2(6179) -- val3(6180)
RANDOM: val1(   0) -- val2(6179) -- val3(   0)
RANDOM: val1(   0) -- val2(   0) -- val3(6182)
RANDOM: val1(6177) -- val2(   0) -- val3(6183)
RANDOM: val1(6177) -- val2(   0) -- val3(   0)
RANDOM: val1(6177) -- val2(6178) -- val3(   0)
RANDOM: val1(   0) -- val2(   0) -- val3(   0)
>>>>> $
```

08-fork

```
/* (c) 2005-2017 Rahmat M. Samik-Ibrahim
 * https://rahmatm.samik-ibrahim.vlsm.org/
 * This is free software.
 * REV02 Thu Oct 26 12:27:30 WIB 2017
 * START 2005
 */
#include <sys/types.h>
#include <sys/wait.h>
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
void main(void) {
   int ii=0;
   if (fork() == 0) ii++;
   wait(NULL);
   if (fork() == 0) ii++;
   wait(NULL);
   if (fork() == 0) ii++;
   wait(NULL);
   printf ("Result = %d \n",ii);
   exit(0);
}
======
Result = 3
Result = 2
Result = 2
Result = 1
Result = 2
Result = 1
Result = 1
Result = 0
>>>>> $
```

09-fork

```
/*
 * (c) 2015-2017 Rahmat M. Samik-Ibrahim
 * https://rahmatm.samik-ibrahim.vlsm.org/
 * REV03 Mon Oct 30 11:04:10 WIB 2017
 * REV00 Mon Oct 24 10:43:00 WIB 2016
 * START 2015
 */

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

void main(void) {
   int value;

   value=fork();
   wait(NULL);
   printf("I am PID[%4d] -- The fork() return value is: %4d)\n", getpid(), value);

   value=fork();
   wait(NULL);
   printf("I am PID[%4d] -- The fork() return value is: %4d)\n", getpid(), value);
}
======
I am PID[6225] -- The fork() return value is:    0)
I am PID[6226] -- The fork() return value is:    0)
I am PID[6225] -- The fork() return value is: 6226)
I am PID[6224] -- The fork() return value is: 6225)
I am PID[6227] -- The fork() return value is:    0)
I am PID[6224] -- The fork() return value is: 6227)
>>>>> $
```

10-fork

```
/* (c) 2016-2017 Rahmat M. Samik-Ibrahim
 * https://rahmatm.samik-ibrahim.vlsm.org/
 * This is free software.
 * REV02 Mon Oct 30 20:25:44 WIB 2017
 */

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

void procStatus(int level) {
   printf("L%d: PID[%d] (PPID[%d])\n", level, getpid(), getppid());
   fflush(NULL);
}

int addLevelAndFork(int level) {
   if (fork() == 0) level++;
   wait(NULL);
   return level;
}

void main(void) {
   int level = 0;
   procStatus(level);
   level = addLevelAndFork(level);
   procStatus(level);
}
======
L0: PID[7540] (PPID[1350])
L1: PID[7541] (PPID[7540])
L0: PID[7540] (PPID[1350])
```

11-fork

```
/* (c) 2016-2017 Rahmat M. Samik-Ibrahim
 * https://rahmatm.samik-ibrahim.vlsm.org/
 * This is free software.
 * REV02 Mon Oct 30 20:27:24 WIB 2017
 * START Mon Oct 24 09:42:05 WIB 2016
 */

#define  LOOP   3
#include <stdio.h>
#include <sys/types.h>
#include <sys/wait.h>
#include <unistd.h>

void procStatus(int level) {
   printf("L%d: PID[%d] (PPID[%d])\n", level, getpid(), getppid());
   fflush(NULL);
}

int addLevelAndFork(int level) {
   if (fork() == 0) level++;
   wait(NULL);
   return level;
}

void main(void) {
   int ii, level = 0;
   procStatus(level);
   for (ii=0;ii<LOOP;ii++) {
      level = addLevelAndFork(level);
      procStatus(level);
   }
}
```

11-fork (2)

```
L0: PID[7548] (PPID[1350])
L1: PID[7549] (PPID[7548])
L2: PID[7550] (PPID[7549])
L3: PID[7551] (PPID[7550])
L2: PID[7550] (PPID[7549])
L1: PID[7549] (PPID[7548])
L2: PID[7552] (PPID[7549])
L1: PID[7549] (PPID[7548])
L0: PID[7548] (PPID[1350])
L1: PID[7553] (PPID[7548])
L2: PID[7554] (PPID[7553])
L1: PID[7553] (PPID[7548])
L0: PID[7548] (PPID[1350])
L1: PID[7555] (PPID[7548])
L0: PID[7548] (PPID[1350])
```

12-fork

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

void waitAndPrintPID(void) {
   wait(NULL);
   printf("PID: %d\n", getpid());
   fflush(NULL);
}
void main(int argc, char *argv[]) {
   int rc, status;

   waitAndPrintPID();
   rc = fork();
   waitAndPrintPID();
   if (rc == 0) {
      fork();
      waitAndPrintPID();
      execlp("./00-fork", "00-fork", NULL);
   }
   waitAndPrintPID();
}
======
PID: 7614
PID: 7615
PID: 7616
  [[[ This is 00-fork: PID[7616] PPID[7615] ]]]
PID: 7615
  [[[ This is 00-fork: PID[7615] PPID[7614] ]]]
PID: 7614
PID: 7614
>>>>> $
```

14-fork

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

void main(void) {
   int firstPID = (int) getpid();
   int   RelPID;

   fork();
   wait(NULL);
   fork();
   wait(NULL);
   fork();
   wait(NULL);

   RelPID=(int)getpid()-firstPID+1000;
   printf("RelPID: %d\n", RelPID);
   fflush(NULL);
}
======
RelPID: 1003
RelPID: 1002
RelPID: 1004
RelPID: 1001
RelPID: 1006
RelPID: 1005
RelPID: 1007
RelPID: 1000
>>>>> $
```

15-fork

```
#include <stdio.h>
#include <sys/types.h>
#include <unistd.h>
#include <sys/wait.h>
#define  NN 2

void main (void) {
   int ii, id1000=getpid()-1000;
   for (ii=1; ii<=NN; ii++) {
      fork();
      wait(NULL);
      int rPID = getpid()-id1000; // "relative"
      int rPPID=getppid()-id1000; // "relative"
      if (rPPID < 1 || rPID < rPPID) rPPID=999;
      printf("Loop [%d] - rPID[%d] - rPPID[%4d]\n", ii, rPID, rPPID);
      fflush(NULL);
   }
}
======
Loop [1] - rPID[1001] - rPPID[1000]
Loop [2] - rPID[1002] - rPPID[1001]
Loop [2] - rPID[1001] - rPPID[1000]
Loop [1] - rPID[1000] - rPPID[ 999]
Loop [2] - rPID[1003] - rPPID[1000]
Loop [2] - rPID[1000] - rPPID[ 999]
>>>>> $
```

The End

- ☐ This is the end of the presentation.
- ☒ This is the end of the presentation.
- This is the end of the presentation.