User thread

The cost of multi-processing

```
while (1) {
    int sock = accept();
    if ((child_pid = fork()) == 0) {
        // Handle client request
    } else {
        // Close socket
    }
}
```

Recall our Web Server example
we need to fork a child process for each request

- Create a new PCB

- Copy the address space and the resources

- Have the OS execute this child process
  (switching process involves remapping the virtual memory)

- Use signals and pipes if the child wants to send information back
  to the parent process