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

A good but costly abstraction

✓ Good to avoid processes interfering with each other but ...

- Creating a process is costly (space and time)
- Context switching is costly (time)
- Inter-process communication is costly (time)