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)