## Interlude: Process API

#### ASIDE: INTERLUDES

Interludes will cover more practical aspects of systems, including a particular focus on operating system APIs and how to use them. If you don't like practical things, you could skip these interludes. But you should like practical things, because, well, they are generally useful in real life; companies, for example, don't usually hire you for your non-practical skills.

In this interlude, we discuss process creation in UNIX systems. UNIX presents one of the most intriguing ways to create a new process with a pair of system calls: fork() and exec(). A third routine, wait(), can be used by a process wishing to wait for a process it has created to complete. We now present these interfaces in more detail, with a few simple examples to motivate us. And thus, our problem:

#### CRUX: HOW TO CREATE AND CONTROL PROCESSES

What interfaces should the OS present for process creation and control? How should these interfaces be designed to enable ease of use as well as utility?

## 5.1 The fork() System Call

The fork() system call is used to create a new process [C63]. However, be forewarned: it is certainly the strangest routine you will ever call<sup>1</sup>. More specifically, you have a running program whose code looks like what you see in Figure 5.1; examine the code, or better yet, type it in and run it yourself!

<sup>&</sup>lt;sup>1</sup>Well, OK, we admit that we don't know that for sure; who knows what routines you call when no one is looking? But fork() is pretty odd, no matter how unusual your routine-calling patterns are.

```
#include <stdio.h>
1
  #include <stdlib.h>
   #include <unistd.h>
   main(int argc, char *argv[])
       printf("hello world (pid:%d)\n", (int) getpid());
       int rc = fork();
9
                            // fork failed; exit
       if (rc < 0) {
10
           fprintf(stderr, "fork failed\n");
12
           exit(1);
      } else if (rc == 0) { // child (new process)
13
          printf("hello, I am child (pid:%d)\n", (int) getpid());
       } else {
15
                            // parent goes down this path (main)
       printf("hello, I am parent of %d (pid:%d)\n",
16
                 rc, (int) getpid());
       return 0;
19
```

Figure 5.1: Calling fork () (p1.c)

When you run this program (called p1.c), you'll see the following:

```
prompt> ./p1
hello world (pid:29146)
hello, I am parent of 29147 (pid:29146)
hello, I am child (pid:29147)
prompt>
```

Let us understand what happened in more detail in pl.c. When it first started running, the process prints out a hello world message; included in that message is its **process identifier**, also known as a **PID**. The process has a PID of 29146; in UNIX systems, the PID is used to name the process if one wants to do something with the process, such as (for example) stop it from running. So far, so good.

Now the interesting part begins. The process calls the fork() system call, which the OS provides as a way to create a new process. The odd part: the process that is created is an (almost) exact copy of the calling process. That means that to the OS, it now looks like there are two copies of the program p1 running, and both are about to return from the fork() system call. The newly-created process (called the child, in contrast to the creating parent) doesn't start running at main(), like you might expect (note, the "hello, world" message only got printed out once); rather, it just comes into life as if it had called fork() itself.

You might have noticed: the child isn't an *exact* copy. Specifically, although it now has its own copy of the address space (i.e., its own private memory), its own registers, its own PC, and so forth, the value it returns to the caller of **fork()** is different. Specifically, while the parent receives the PID of the newly-created child, the child is simply returned a 0. This differentiation is useful, because it is simple then to write the code that handles the two different cases (as above).

```
#include <stdio.h>
   #include <stdlib.h>
2
   #include <unistd.h>
3
    #include <sys/wait.h>
6
   main(int argc, char *argv[])
7
       printf("hello world (pid:%d)\n", (int) getpid());
9
        int rc = fork();
10
                             // fork failed; exit
11
       if (rc < 0) {
            fprintf(stderr, "fork failed\n");
12
            exit(1);
13
       } else if (rc == 0) { // child (new process)
           printf("hello, I am child (pid:%d)\n", (int) getpid());
15
        } else {
                              // parent goes down this path (main)
16
           int wc = wait(NULL);
17
            printf("hello, I am parent of %d (wc:%d) (pid:%d) \n",
18
                   rc, wc, (int) getpid());
19
21
       return 0;
22 }
```

Figure 5.2: Calling fork() And wait() (p2.c)

You might also have noticed: the output (of  $\mathfrak{pl}.\mathfrak{c}$ ) is not **deterministic**. When the child process is created, there are now two active processes in the system that we care about: the parent and the child. Assuming we are running on a system with a single CPU (for simplicity), then either the child or the parent might run at that point. In our example (above), the parent did and thus printed out its message first. In other cases, the opposite might happen, as we show in this output trace:

```
prompt> ./p1
hello world (pid:29146)
hello, I am child (pid:29147)
hello, I am parent of 29147 (pid:29146)
prompt>
```

The CPU **scheduler**, a topic we'll discuss in great detail soon, determines which process runs at a given moment in time; because the scheduler is complex, we cannot usually make strong assumptions about what it will choose to do, and hence which process will run first. This **non-determinism**, as it turns out, leads to some interesting problems, particularly in **multi-threaded programs**; hence, we'll see a lot more non-determinism when we study **concurrency** in the second part of the book.

# 5.2 The wait () System Call

So far, we haven't done much: just created a child that prints out a message and exits. Sometimes, as it turns out, it is quite useful for a parent to wait for a child process to finish what it has been doing. This task is accomplished with the wait() system call (or its more complete sibling waitpid()); see Figure 5.2 for details.

In this example (p2.c), the parent process calls wait() to delay its execution until the child finishes executing. When the child is done, wait() returns to the parent.

Adding a wait () call to the code above makes the output deterministic. Can you see why? Go ahead, think about it.

(waiting for you to think .... and done)

Now that you have thought a bit, here is the output:

```
prompt> ./p2
hello world (pid:29266)
hello, I am child (pid:29267)
hello, I am parent of 29267 (wc:29267) (pid:29266)
prompt>
```

With this code, we now know that the child will always print first. Why do we know that? Well, it might simply run first, as before, and thus print before the parent. However, if the parent does happen to run first, it will immediately call wait(); this system call won't return until the child has run and exited<sup>2</sup>. Thus, even when the parent runs first, it politely waits for the child to finish running, then wait() returns, and then the parent prints its message.

### 5.3 Finally, The exec() System Call

A final and important piece of the process creation API is the <code>exec()</code> system call³. This system call is useful when you want to run a program that is different from the calling program. For example, calling <code>fork()</code> in <code>p2.c</code> is only useful if you want to keep running copies of the same program. However, often you want to run a different program; <code>exec()</code> does just that (Figure 5.3, page 5).

In this example, the child process calls <code>execvp()</code> in order to run the program <code>wc</code>, which is the word counting program. In fact, it runs <code>wc</code> on the source file <code>p3.c</code>, thus telling us how many lines, words, and bytes are found in the file:

 $<sup>^2</sup> There are a few cases where wait () returns before the child exits; read the man page for more details, as always. And beware of any absolute and unqualified statements this book makes, such as "the child will always print first" or "UNIX is the best thing in the world, even better than ice cream."$ 

 $<sup>^3</sup>$ Actually, there are six variants of exec(): execl(), execle(), execlp(), execv(), and execvp(). Read the man pages to learn more.

```
#include <stdio.h>
1
    #include <stdlib.h>
2
    #include <unistd.h>
3
    #include <string.h>
    #include <sys/wait.h>
7
   main(int argc, char *argv[])
8
9
10
        printf("hello world (pid:%d)\n", (int) getpid());
11
        int rc = fork();
                              // fork failed; exit
        if (rc < 0) {
12
            fprintf(stderr, "fork failed\n");
13
14
            exit(1):
        } else if (rc == 0) { // child (new process)
15
           printf("hello, I am child (pid:%d)\n", (int) getpid());
16
            char *myargs[3];
17
            myargs[0] = strdup("wc"); // program: "wc" (word count)
18
            myargs[1] = strdup("p3.c"); // argument: file to count
19
           myargs[2] = NULL;
                                      // marks end of array
            execvp(myargs[0], myargs); // runs word count
21
            printf("this shouldn't print out");
22
23
        } else {
                              // parent goes down this path (main)
            int wc = wait (NULL);
24
            printf("hello, I am parent of %d (wc:%d) (pid:%d) \n",
25
                    rc, wc, (int) getpid());
26
       return 0:
28
29
    }
```

Figure 5.3: Calling fork(), wait(), And exec() (p3.c)

The fork () system call is strange; its partner in crime, <code>exec()</code>, is not so normal either. What it does: given the name of an executable (e.g., <code>wc</code>), and some arguments (e.g., <code>p3.c</code>), it **loads** code (and static data) from that executable and overwrites its current code segment (and current static data) with it; the heap and stack and other parts of the memory space of the program are re-initialized. Then the OS simply runs that program, passing in any arguments as the <code>argv</code> of that process. Thus, it does *not* create a new process; rather, it transforms the currently running program (formerly <code>p3</code>) into a different running program (<code>wc</code>). After the <code>exec()</code> in the child, it is almost as if <code>p3.c</code> never ran; a successful call to <code>exec()</code> never returns.

## 5.4 Why? Motivating The API

Of course, one big question you might have: why would we build such an odd interface to what should be the simple act of creating a new process? Well, as it turns out, the separation of fork() and exec() is essential in building a UNIX shell, because it lets the shell run code *after* the call to fork() but *before* the call to exec(); this code can alter the environment of the about-to-be-run program, and thus enables a variety of interesting features to be readily built.

#### TIP: GETTING IT RIGHT (LAMPSON'S LAW)

As Lampson states in his well-regarded "Hints for Computer Systems Design" [L83], "Get it right. Neither abstraction nor simplicity is a substitute for getting it right." Sometimes, you just have to do the right thing, and when you do, it is way better than the alternatives. There are lots of ways to design APIs for process creation; however, the combination of fork() and exec() are simple and immensely powerful. Here, the UNIX designers simply got it right. And because Lampson so often "got it right", we name the law in his honor.

The shell is just a user program<sup>4</sup>. It shows you a **prompt** and then waits for you to type something into it. You then type a command (i.e., the name of an executable program, plus any arguments) into it; in most cases, the shell then figures out where in the file system the executable resides, calls fork() to create a new child process to run the command, calls some variant of exec() to run the command, and then waits for the command to complete by calling wait(). When the child completes, the shell returns from wait() and prints out a prompt again, ready for your next command.

The separation of fork() and exec() allows the shell to do a whole bunch of useful things rather easily. For example:

```
prompt> wc p3.c > newfile.txt
```

In the example above, the output of the program wc is **redirected** into the output file <code>newfile.txt</code> (the greater-than sign is how said redirection is indicated). The way the shell accomplishes this task is quite simple: when the child is created, before calling <code>exec()</code>, the shell closes **standard output** and opens the file <code>newfile.txt</code>. By doing so, any output from the soon-to-be-running program wc are sent to the file instead of the screen.

Figure 5.4 shows a program that does exactly this. The reason this redirection works is due to an assumption about how the operating system manages file descriptors. Specifically, UNIX systems start looking for free file descriptors at zero. In this case, STDOUT\_FILENO will be the first available one and thus get assigned when  $\mathtt{open}()$  is called. Subsequent writes by the child process to the standard output file descriptor, for example by routines such as  $\mathtt{printf}()$ , will then be routed transparently to the newly-opened file instead of the screen.

Here is the output of running the p4.c program:

 $<sup>^4</sup>$ And there are lots of shells; tcsh, bash, and zsh to name a few. You should pick one, read its man pages, and learn more about it; all UNIX experts do.

```
#include <stdio.h>
   #include <stdlib.h>
2
   #include <unistd.h>
3
   #include <string.h>
5
   #include <fcntl.h>
   #include <sys/wait.h>
   int.
8
9
   main(int argc, char *argv[])
10
11
       int rc = fork();
       if (rc < 0) {
                          // fork failed; exit
12
           fprintf(stderr, "fork failed\n");
13
           exit(1):
       } else if (rc == 0) { // child: redirect standard output to a file
15
           close(STDOUT_FILENO);
16
           open("./p4.output", O_CREAT|O_WRONLY|O_TRUNC, S_IRWXU);
17
18
           // now exec "wc"...
19
           char *myargs[3];
          myargs[0] = strdup("wc"); // program: "wc" (word count)
21
           myargs[1] = strdup("p4.c"); // argument: file to count
22
           23
24
                           // parent goes down this path (main)
       } else {
25
          int wc = wait(NULL);
26
      return 0;
28
29
```

Figure 5.4: All Of The Above With Redirection (p4.c)

You'll notice (at least) two interesting tidbits about this output. First, when p4 is run, it looks as if nothing has happened; the shell just prints the command prompt and is immediately ready for your next command. However, that is not the case; the program p4 did indeed call fork() to create a new child, and then run the wc program via a call to execvp(). You don't see any output printed to the screen because it has been redirected to the file p4.output. Second, you can see that when we cat the output file, all the expected output from running wc is found. Cool, right?

UNIX pipes are implemented in a similar way, but with the pipe() system call. In this case, the output of one process is connected to an inkernel **pipe** (i.e., queue), and the input of another process is connected to that same pipe; thus, the output of one process seamlessly is used as input to the next, and long and useful chains of commands can be strung together. As a simple example, consider looking for a word in a file, and then counting how many times said word occurs; with pipes and the utilities grep and wc, it is easy — just type grep —o foo file | wc —l into the command prompt and marvel at the result.

Finally, while we just have sketched out the process API at a high level, there is a lot more detail about these calls out there to be learned and digested; we'll learn more, for example, about file descriptors when we talk about file systems in the third part of the book. For now, suffice it to say that the fork()/exec() combination is a powerful way to create and manipulate processes.

#### ASIDE: RTFM — READ THE MAN PAGES

Many times in this book, when referring to a particular system call or library call, we'll tell you to read the **manual pages**, or **man pages** for short. Man pages are the original form of documentation that exist on UNIX systems; realize that they were created before the thing called **the web** existed.

Spending some time reading man pages is a key step in the growth of a systems programmer; there are tons of useful tidbits hidden in those pages. Some particularly useful pages to read are the man pages for whichever shell you are using (e.g., tcsh, or bash), and certainly for any system calls your program makes (in order to see what return values and error conditions exist).

Finally, reading the man pages can save you some embarrassment. When you ask colleagues about some intricacy of fork(), they may simply reply: "RTFM." This is your colleagues' way of gently urging you to Read The Man pages. The F in RTFM just adds a little color to the phrase...

### 5.5 Other Parts Of The API

Beyond fork(), exec(), and wait(), there are a lot of other interfaces for interacting with processes in UNIX systems. For example, the kill() system call is used to send **signals** to a process, including directives to go to sleep, die, and other useful imperatives. In fact, the entire signals subsystem provides a rich infrastructure to deliver external events to processes, including ways to receive and process those signals.

There are many command-line tools that are useful as well. For example, using the ps command allows you to see which processes are running; read the man pages for some useful flags to pass to ps. The tool top is also quite helpful, as it displays the processes of the system and how much CPU and other resources they are eating up. Humorously, many times when you run it, top claims it is the top resource hog; perhaps it is a bit of an egomaniac. Finally, there are many different kinds of CPU meters you can use to get a quick glance understanding of the load on your system; for example, we always keep MenuMeters (from Raging Menace software) running on our Macintosh toolbars, so we can see how much CPU is being utilized at any moment in time. In general, the more information about what is going on, the better.

## 5.6 Summary

We have introduced some of the APIs dealing with UNIX process creation: fork(), exec(), and wait(). However, we have just skimmed the surface. For more detail, read Stevens and Rago [SR05], of course, particularly the chapters on Process Control, Process Relationships, and Signals. There is much to extract from the wisdom therein.

### References

[C63] "A Multiprocessor System Design" Melvin E. Conway

AFIPS '63 Fall Joint Computer Conference

New York, USA 1963

An early paper on how to design multiprocessing systems; may be the first place the term fork () was used in the discussion of spawning new processes.

[DV66] "Programming Semantics for Multiprogrammed Computations"

Jack B. Dennis and Earl C. Van Horn

Communications of the ACM, Volume 9, Number 3, March 1966

A classic paper that outlines the basics of multiprogrammed computer systems. Undoubtedly had great influence on Project MAC, Multics, and eventually UNIX.

[L83] "Hints for Computer Systems Design"

Butler Lampson

ACM Operating Systems Review, 15:5, October 1983

Lampson's famous hints on how to design computer systems. You should read it at some point in your life, and probably at many points in your life.

[SR05] "Advanced Programming in the UNIX Environment"

W. Richard Stevens and Stephen A. Rago

Addison-Wesley, 2005

All nuances and subtleties of using UNIX APIs are found herein. Buy this book! Read it! And most importantly, live it.

#### ASIDE: CODING HOMEWORKS

Coding homeworks are small exercises where you write code to run on a real machine to get some experience with some of the basic APIs that modern operating systems have to offer. After all, you are (probably) a computer scientist, and therefore should like to code, right? Of course, to truly become an expert, you have to spend more than a little time hacking away at the machine; indeed, find every excuse you can to write some code and see how it works. Spend the time, and become the wise master you know you can be.

### Homework (Code)

In this homework, you are to gain some familiarity with the process management APIs about which you just read. Don't worry – it's even more fun than it sounds! You'll in general be much better off if you find as much time as you can to write some code<sup>5</sup>, so why not start now?

### Questions

- 1. Write a program that calls fork(). Before calling fork(), have the main process access a variable (e.g., x) and set its value to something (e.g., 100). What value is the variable in the child process? What happens to the variable when both the child and parent change the value of x?
- 2. Write a program that opens a file (with the open() system call) and then calls fork() to create a new process. Can both the child and parent access the file descriptor returned by open()? What happens when they are writing to the file concurrently, i.e., at the same time?
- 3. Write another program using fork(). The child process should print "hello"; the parent process should print "goodbye". You should try to ensure that the child process always prints first; can you do this without calling wait() in the parent?
- 4. Write a program that calls fork() and then calls some form of exec() to run the program /bin/ls. See if you can try all of the variants of exec(), including execl(), execle(), execlp(), execv(), execvp(), and execvP(). Why do you think there are so many variants of the same basic call?
- 5. Now write a program that uses wait () to wait for the child process to finish in the parent. What does wait () return? What happens if you use wait () in the child?

<sup>&</sup>lt;sup>5</sup>If you don't like to code, but want to become a computer scientist, this means you need to either (a) become really good at the theory of computer science, or (b) perhaps rethink this whole "computer science" thing you've been telling everyone about.

- 6. Write a slight modification of the previous program, this time using waitpid() instead of wait(). When would waitpid() be useful?
- 7. Write a program that creates a child process, and then in the child closes standard output (STDOUT\_FILENO). What happens if the child calls printf() to print some output after closing the descriptor?
- 8. Write a program that creates two children, and connects the standard output of one to the standard input of the other, using the pipe() system call.