

```
#include <stdlib.h>
#include <string.h>
#include <ctype.h>
```

```
#define MAXPAROLA 30
#define MAXRIGA 80
```

```
int main(int argc, char *argv[])
{
    int freq[MAXPAROLA]; /* vettore di contatori
delle frequenze delle lunghezze delle parole */
    char riga[MAXRIGA];
    int i, inizio, lunghezza;
    FILE *f;
```

```
for(i=0; i<MAXPAROLA; i++)
    freq[i]=0;
```

```
if(argc != 2)
```

```
{
    printf(stderr, "ERRORE, serve un parametro con il nome del file\n");
    exit(1);
}
```

```
f = fopen(argv[1], "r");
if(f==NULL)
```

```
{
    printf(stderr, "ERRORE, impossibile aprire il file %s\n", argv[1]);
    exit(1);
}
```

```
while( fgets( riga, MAXRIGA, f ) != NULL )
```



System and Device Programming

Advanced Process Control

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fork and exec system calls

- ❖ System call **fork** creates a new process duplicating the calling process
- ❖ There are two main applications of this mechanism
 - Parent and child execute **different code sections**
 - Example: a network server duplicates itself at each client request, and the child serves the request while the parent waits for a new client request
 - Parent and child execute **different code**
 - Example: a command interpreter (shell)
 - Uses the family of **exec** system calls
 - This function is used by many others system call

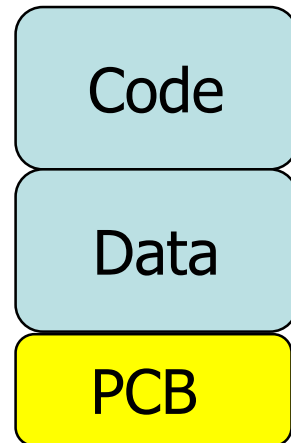
exec system call

- ❖ System call **exec substitutes** the process code with the executable code of another program
- ❖ The new program begins its execution as usual (from main)
- ❖ In particular **exec**
 - Does not create a new process
 - Substitutes the calling process image (i.e., its code, its data, the stack and the heap) with the image of another program.
 - The process PID does not change
 - fork → duplicates an **existent process**
 - exec → executes a **new program**

Address space

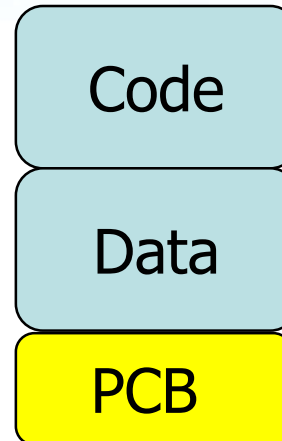
Fork:
creates new processes

Process

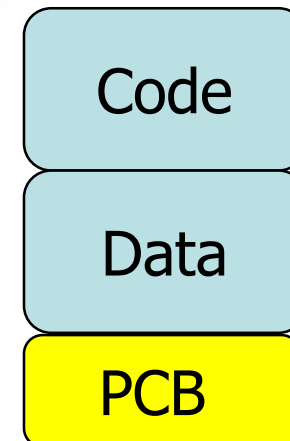


fork

Parent

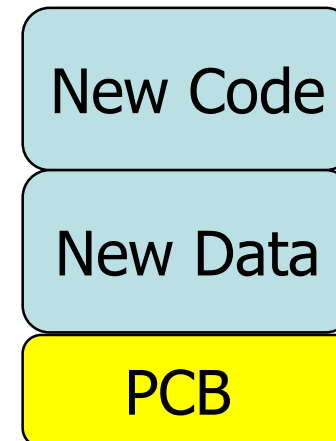


Child



exec

New Process



Exec:
executes new programs

exec system call

❖ 6 versions of exec system call

- execl, execlp, execl
- execv, execvp, execve

Type	Action
l (list)	Arguments are a list of strings
v (vector)	Arguments is a vector of strings arguments (char **)
p (path)	The executable filename is looked for in the directories listed in the environment variable PATH
e (environment)	The last argument is an environment vector envp[] which defines a set of new associations strings name=value

exec system call

```
#include <unistd.h>
```

```
int execl (char *path, char *arg0, ..., (char *)0);  
int execlp (char *name, char *arg0, ..., (char *)0);  
int execle (char *path, char *arg0, ..., (char *)0,  
            char *envp[]);
```

```
int execv (char *path, char *argv[]);  
int execvp (char *name, char *argv[]);  
int execve (char *path, char *argv[], char *envp[]);
```

❖ Returned values

- **None** on success
- **-1** on error

exec system call

❖ Arguments

➤ Pathname of the executable file

- Pathnames can specify the name of a file, or the name of a file plus the related path
- In the "p" versions of the exec it is sufficient (and better) to specify only the name of the file
 - If the pathname does not contain a path, it is inherited by the environment variable PATH (echo \$PATH)
 - If the pathname contains a path, the "p" version of exec is equal to the non-"p" version

➤ In the non-"p" version the pathname should include the path (otherwise unknown)

exec system call

➤ Its argument list

- In the "l" versions, exec receives a list of parameters (like a main in C)
 - The first argument is the **name** of the process
 - In practice the string argv[0] of the C syntax
 - The other arguments of the list are the arguments for the executable
 - In practice argv[i] with i>0 of the C syntax (i.e., argv[1], argv[2], etc)
- In the "v" versions the argument is a vector of pointers to the arguments
 - In practice it is a dynamic matrix similar to ** argv
 - Similar, not identical, because it is "NULL terminated"
 - The value argv[i]==NULL indicates the end of the arguments

exec system call

➤ The optional environment variables

- In the non- "e" versions, environment variables are inherited from the calling process
- In the versions "e", environment variables are explicitly specified
 - A second matrix dynamically allocated and NULL-terminated is passed to the function, which is a vector of pointers to strings of characters
 - These strings specify the values of the desired environment variables (e.g., variable=value)

Examples

OK

whereis cp: /bin/cp

User defined name

```
execl("/bin/cp", "mycp", "./file1", "./file2", NULL);
```

OK

Alternative
termination

```
execl("/bin/cp", "mycp", "./file1", "./file2", (char*)0);
```

NO

Path is missing

```
execl("cp", "File_copy", "./file1", "./file2", (char*)0);
```

OK

Default path (\$PATH)

```
execvp("cp", "mycp", "./file1", "./file2", (char*)0);
```

Example

The program (./**pgrm**) recalls itself if it receives as parameter 1 or 2

```
...
n = atoi (argv[1]);
switch (n) {
    case 1:
        printf("#1:PID=%d;PPID=%d\n", getpid(), getppid());
        sleep (n*10);
        execvp ("./pgrm", "./Pgrm", "2", (char *) 0);
        break;
    case 2:
        printf("#2:PID=%d;PPID=%d\n", getpid(), getppid());
        sleep (n*10);
        execvp ("./pgrm", "myPgrm", "3", (char *) 0);
        break;
    default:
        printf("#3:PID=%d;PPID=%d\n", getpid(), getppid());
        sleep (n*10);
        break;
}
return (1);
```

The path is the same
arg0 (its name) changes

Example

Run with n=1

The PID does not change

```
> ./pgrm 1 &  
[2] 2471
```

```
#1: PID=2471; PPID=2045
```

Shell commands (in blue)

```
> ps -aux | grep 2471
```

```
scanzio 2471 0.0 0.0 4192 352 pts/2 S 19:29 0:00 ./pgrm 1
```

```
#2: PID=2471; PPID=2045
```

```
> ps -aux | grep 2471
```

```
scanzio 2471 0.0 0.0 4192 356 pts/2 S 19:29 0:00 ./Pgrm 2
```

```
#3: PID=2471; PPID=2045
```

```
> ps -aux | grep 2471
```

```
scanzio 2471 0.0 0.0 4192 356 pts/2 S 19:29 0:00 ilMioPgrm 3
```

```
[2]+ Exit 1 ./pgrm 1
```

The name changes

exec system call

❖ `execv[p]`

➤ Uses a single argument: a pointer

- The pointer identifies a vector of pointers to the parameters (i.e., strings)
- The vector must be properly initialized

```
char *cmd[] = {  
    "ls",  
    "-laR",  
    ".",  
    (char *) 0  
};  
...  
execv ("/bin/ls", cmd);
```

Last argument must be the
NULL pointer

System call `exec()`

❖ `exec[lv]e`

- Can provide to the executable a set of environment variables
 - Pointer to a vector of pointers (i.e., strings)
 - Without "e" the environment of the new process is inherited from the calling process

```
char *env[] = {  
    "USER=unknown",  
    "PATH=/tmp",  
    NULL  
};  
...  
execle (path, arg0, ..., argn, 0, env);  
...  
execve (path, argv, env);
```

Considerations

- ❖ Note that during the exec
 - all open file descriptors are maintained (including stdin, stdout, stderr)
 - This allow the process to inherit possible redirections previously set (e.g., by shell)
- ❖ Many kernels
 - Implement only system call **execve**
 - The other versions are macros that use this system call

Exercise

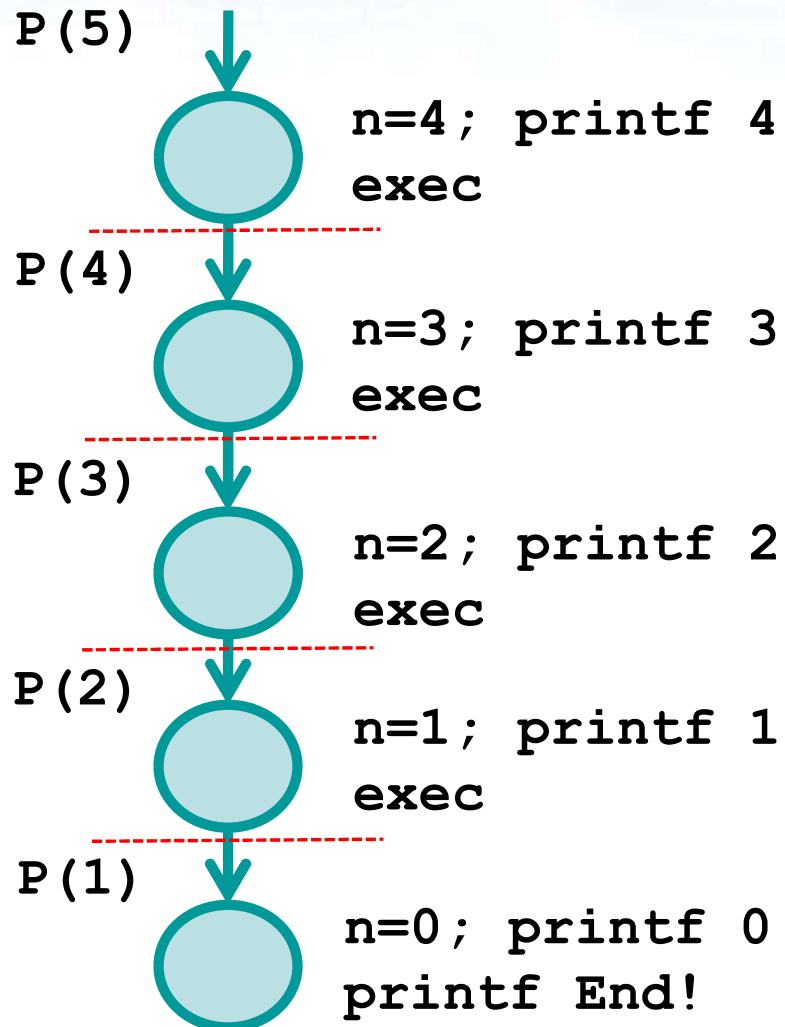
- ❖ The following program is run as a unique command line argument equal to "5"
 - Draw the process tree
 - Define what it displays
 - Specify why

Exercise

```
#include <stdio.h>
...
#include <unistd.h>
int main (int argc, char ** argv) {
    char str[10];
    int n;
    n = atoi(argv[1]) - 1;
    printf ("%d\n", n);
    if (n>0) {
        sprintf (str, "%d", n);
        execl (argv[0], argv[0], str, NULL);
    }
    printf ("End!\n");
    return 1;
}
```

Run with n=5

Solution



```
int main (int argc, char ** argv) {  
    char str[10];  
    int n;  
    n = atoi(argv[1]) - 1;  
    printf ("%d\n", n);  
    if (n>0) {  
        sprintf (str, "%d", n);  
        execl (argv[0], argv[0], str, NULL);  
    }  
    printf ("End!\n");  
    return 1;  
}
```

Output

```
4  
3  
2  
1  
0  
End!
```

Exercise

❖ Given the following program

➤ Draw the process tree and define what it displays and why?

```
#include <stdio.h>
#include <unistd.h>

int main(){
    int n;
    n=0;
    while (n<3 && fork()){
        if (!fork())
            execlp ("echo", "n++", "n", NULL);
        n++;
        printf ("%d\n", n);
    }
    return (1);
}
```

shell command
to print on stdout

Exercise

```
#include <stdio.h>
#include <unistd.h>
```

```
int main(){
    int n;
    n=0;
    while (n<3 && fork()){
        if (!fork())
            execlp ("echo", "n++", "n", NULL);
        n++;
        printf ("%d\n", n);
    }
    return (1);
}
```

fork #1

If 0 we are in the child
The child ends immediately
We can forget it

fork #2

If 0 we are in the child; the
child does exec

Solution

n=0

fork #2

P

fork #1

in the while condition is true only for the parent, thus it continues whereas the child exits

We do not represent it

P

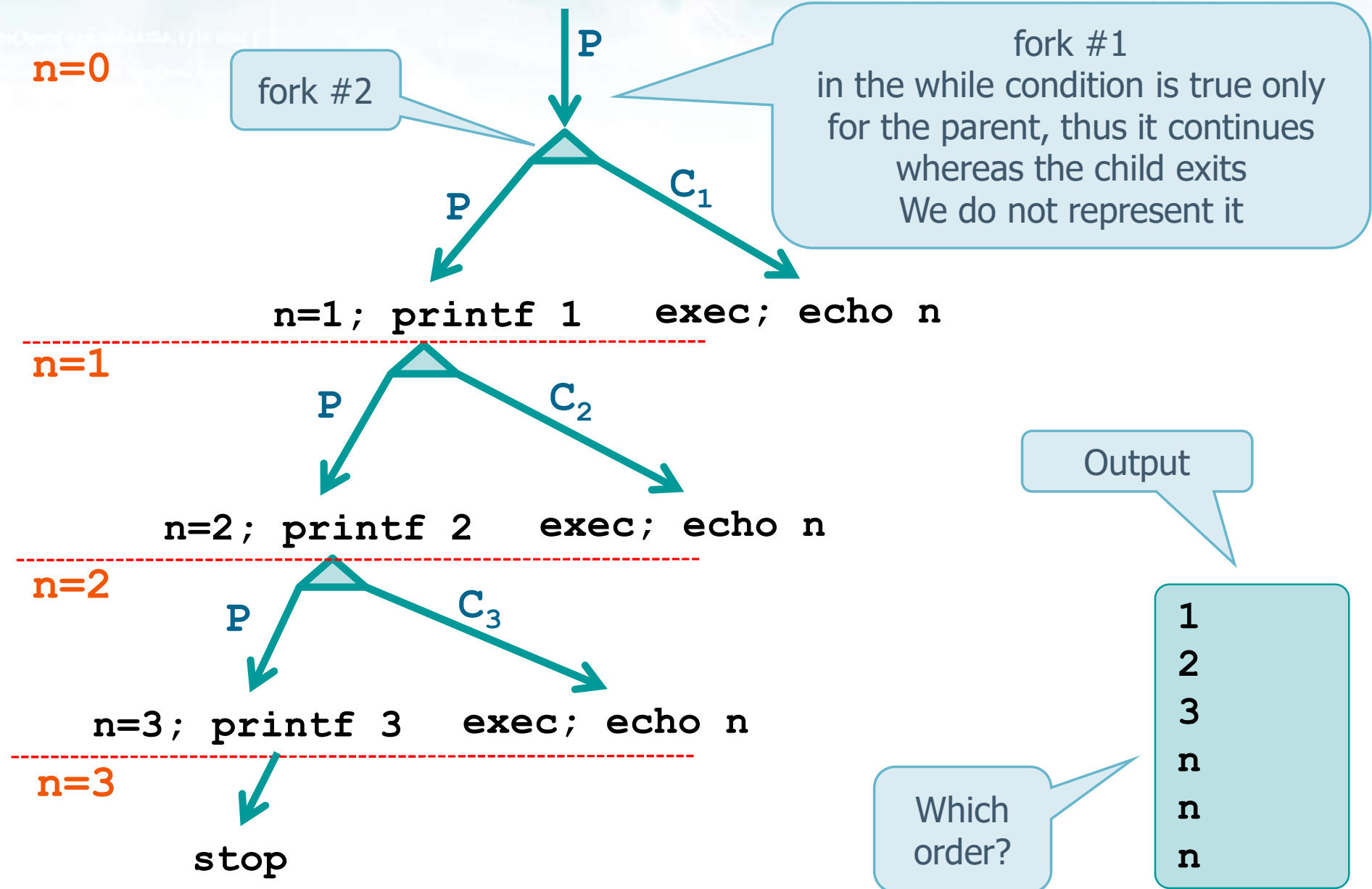
C₁

n=1; printf 1 exec; echo n

n=1

```
int main(){
    int n;
    n=0;
    while (n<3 && fork()){
        if (!fork())
            execlp ("echo", "n++", "n", NULL);
        n++;
        printf ("%d\n", n);
    }
    return (1);
}
```

Solution



Command execution

- ❖ It can be useful to execute a **shell command** from a process
 - For example for appending a date or a hour to a filename or to a file
- ❖ System call **system** solves this problem
 - Defined in the standard ISO C and POSIX
 - Although defined by the C standard, it is highly implementation-dependent
 - It is always present in UNIX-like systems

The system system call

```
#include <stdlib.h>
```

```
int system (const char *string);
```

Since it is implemented with fork, exec and wait has different termination conditions

❖ The system call system

- Forks a shell, which execute the string command, while the parent process waits the termination of the shell command
- Returned values
 - -1 if fork or waitpid fail (used in its implementation)
 - 127 if the exec fails (used in its implementation)
 - The exit value of the shell that executed the command (with the format of `waitpid`)

Example

```
...  
system ("date");  
...  
system ("date > file");
```

Redirection...
see section u04s07

```
...  
system ("ls -laR");  
...
```

```
char str[L];  
...  
strcpy (str, "ls -la");  
system (str);  
...
```

Exercise

- ❖ The following program is run as a unique command line argument equal to "4"
 - Draw the process tree
 - Define what it displays
 - Specify why

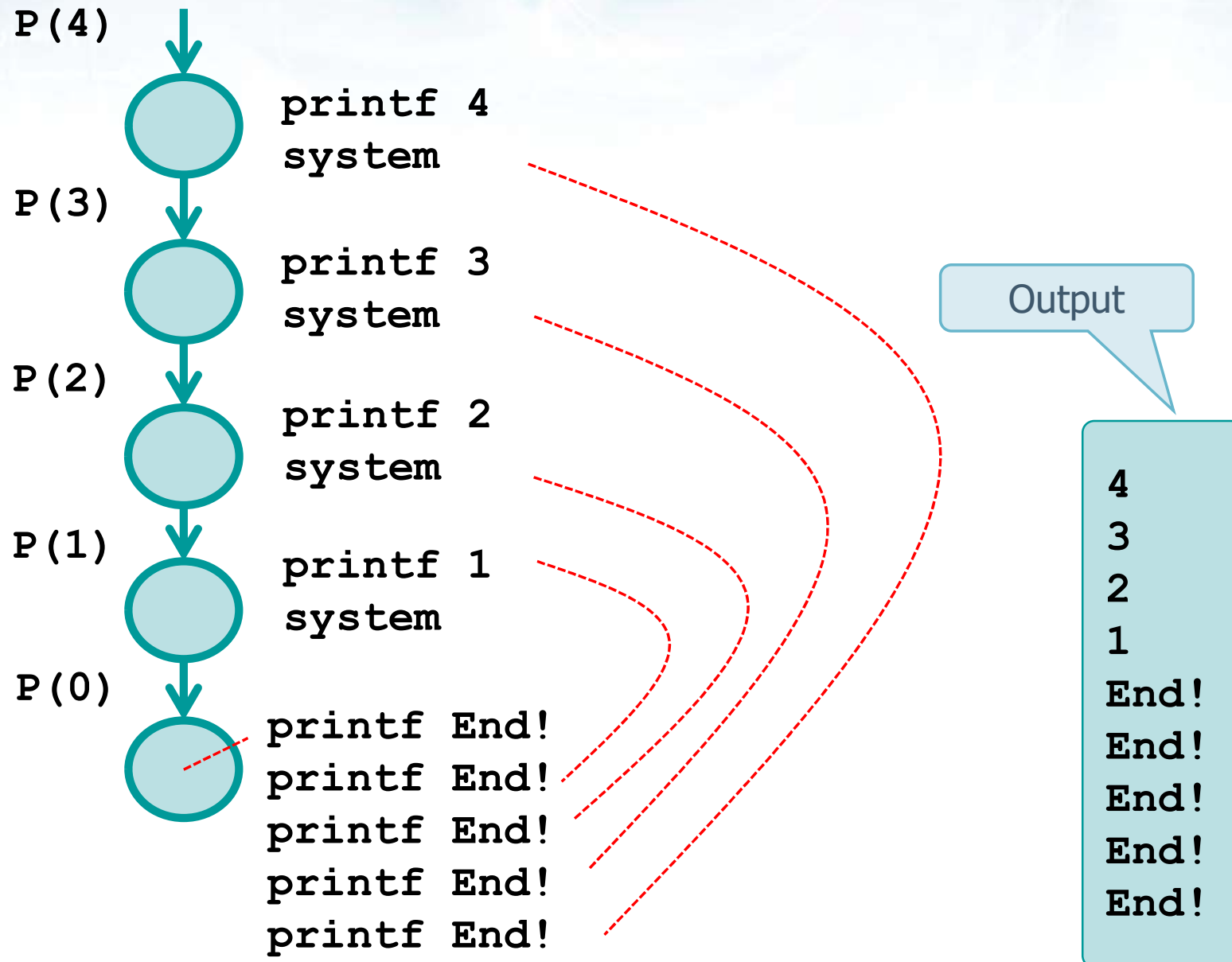
Exercise

Run with n=4

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>

int main(int argc, char ** argv){
    int n;
    char str[10];
    n = atoi (argv[1]);
    if (n>0) {
        printf ("%d\n", n);
        sprintf (str, "%s %d", argv[0], n-1);
        system (str);
    }
    printf("End!\n");
    return (1);
}
```

Solution



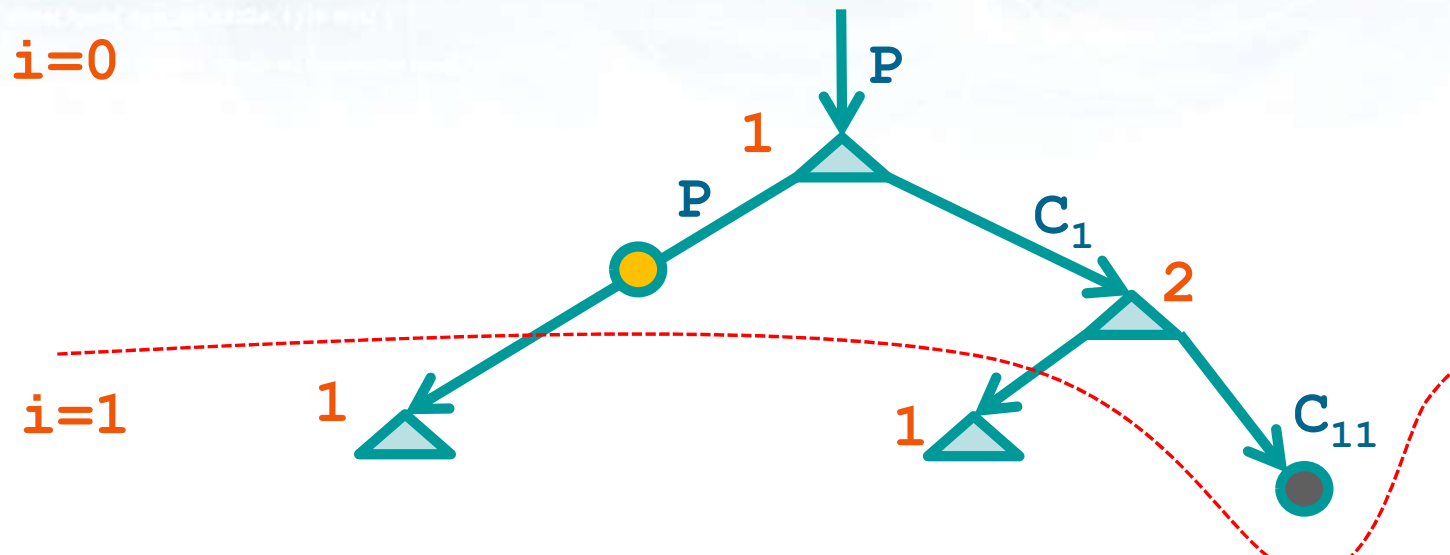
Exercise

- ❖ Given the following program
 - Draw the process tree
 - Define what it displays
 - Specify why

Exercise

```
...
int main () {
    char str[100];
    int i;
    for (i=0; i<2; i++){
        if (fork()!=0) {
            sprintf (str, "echo system with i=%d", i);
            system (str);
        } else {
            if (fork()==0) {
                sprintf (str, "exec with i=%d", i);
                execlp ("echo", "myPgrm", str, NULL);
            }
        }
    }
    return (0);
}
```

Exercise



```
for (i=0; i<2; i++){
    if (fork()!=0) {
        sprintf (str, "echo system with i=%d", i);
        system (str);
    } else {
        if (fork()==0) {
            sprintf (str, "exec with i=%d", i);
            execlp ("echo", "myPgrm", str, NULL);
        }
    }
}
```

sys



echo system with $i=\%d$

● exec echo with i=%d

Output

Which order?

```
system with i=0
system with i=1
exec with i=1
exec with i=0
system with i=1
exec with i=1
```