## PA 1: Address Spaces and Resource Usage Monitoring

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(a) Addresses 1 are for the local variables; Addresses 2 are for the dynamically allocated variables.

We know that local variables are stored in the stack, and dynamically allocated variables are stored in the heap. After each invocation of the function, the sizes of the stack and the heap grow bigger. Also, we know that the stack grows down towards smaller addresses, and the heap grows up towards the larger address. According to the console output, Address 1 is decreasing, and Address 2 is increasing. Thus, Address 1 matches the stack, and Address 2 matches the heap.

e5-cse-204-07.cse.psu.edu 41\$ ./prog1 Address 1 = 0x7ffc6ee1b5c0Address 2 = 0x19d6010Address 2 = 0x19d6210Address 1 = 0x7ffc6edeb020Address 2 = 0x19d6410Address 1 = 0x7ffc6edbaa80Address 1 = 0x7ffc6ed8a4e0Address 2 = 0x19d6610Address 1 = 0x7ffc6ed59f40Address 2 = 0x19d6810Address 1 = 0x7ffc6ed299a0Address 2 = 0x19d6a10Address 1 = 0x7ffc6ecf9400Address 2 = 0x19d6c10Address 1 = 0x7ffc6ecc8e60Address 2 = 0x19d6e10Address 1 = 0x7ffc6ec988c0Address 2 = 0x19d7010Address 1 = 0x7ffc6ec68320Address 2 = 0x19d7210Enter any key to exit

On our system, the stack grows down towards smaller addresses, and the heap grows up towards the larger address.

- (b) The size of the process stack when it is waiting for user input is 2140 kB.
- (c) The size of the process heap when it is waiting for user input 132 kB.
- (d) The address limits of the stack are 0x7ffc6ec37000-0x7ffc6ee4e000. The address limits of the heap are 0x019d6000-0x019f7000.

According to the console output, Addresses 1 are within the address limits of the stack. Addresses 2 are within the address limits of the heap.

(e) execve() executes prog1.
brk() adjusts the size of the data segment of the address space for prog1.
mmap() serves the memory allocation purpose.
access() checks if the user is permitted to execute the file prog1.
open() opens required libraries for prog1 execution.
stat() checks the status of the required library.
fstat() checks the status of a previously opened file.
mprotect() protects a specified region of memory from unexpected modification.
close() close an opened file.
arch\_prctl() set the state of the current thread.
munmap() serves the memory deallocation purpose.
write() displays the output of prog1.
read() reads in user inputs.

2.

(a) Size of the code in bytes:

exit\_group() exits all threads of prog1.

- 32-bit:
- (i) 1520
- (ii) 2008K
- (iii) 1996K

## 64-bit:

- (i) 1722
- (ii) 4088K
- (iii) 4072K
- (b) Prog2 32 received a segmentation fault after executing "c = malloc (30000);"

Prog2\_64 received a segmentation fault after executing "allocate(count - 1);"

```
Breakpoint 1, allocate (count=5) at prog2.c:13
13 allocate(count - 1);
(gdb) n

Program received signal SIGSEGV, Segmentation fault.
0x00000000000000000010618 in allocate (count=<error reading variable: Cannot access memory at address 0x7fffff7fafac>) at prog2.c:5
5 {
(gdb) ■
```

(c) According to the result of the command "cat /proc/PID/limits" for prog2\_32, the limit of the stack size in our system is 8388608 bytes.

e5-cse-204-07.cse.psu.edu	33\$ cat /proc/18451/	limits	
Limit	Soft Limit	Hard Limit	Units
Max cpu time	unlimited	unlimited	seconds
Max file size	unlimited	unlimited	bytes
Max data size	unlimited	unlimited	bytes
Max stack size	8388608	unlimited	bytes
Max core file size	Θ	unlimited	bytes
Max resident set	unlimited	unlimited	bytes
Max processes	4096	63051	processes
Max open files	1024	4096	files
Max locked memory	65536	65536	bytes
Max address space	unlimited	unlimited	bytes
Max file locks	unlimited	unlimited	locks
Max pending signals	63051	63051	signals
Max msgqueue size	819200	819200	bytes
Max nice priority	0	0	
Max realtime priority	0	0	
Max realtime timeout	unli <u>m</u> ited	unlimited	us

According to the result of "cat /proc/PID/maps" for prog2\_32, the bottom of the stack is at the address 0xffffe000.

Thus, the top of the stack cannot exceed <code>0xffffe000-8388608</code>, which is <code>0xff7fe000</code>. According to the output of prog2\_32, we can safely print the stack address for 6 times, and we get a segmentation fault when we try the 7th time. And from the change of the stack address, we expect that the address printed at the 7th time would be lower than <code>0xff7fe000</code>. Therefore, it is reasonable to say that the segmentation fault is caused by stack overflow.

Similarly, for 64 bits, the limit of stack is still 8388608 bytes.

e5-cse-204-07.cse.psu.edu	39\$ cat /proc/20180/	limits	
Limit	Soft Limit	Hard Limit	Units
Max cpu time	unlimited	unlimited	seconds
Max file size	unlimited	unlimited	bytes
Max data size	unlimited	unlimited	bytes
Max stack size	8388608	unlimited	bytes
Max core file size	0	unlimited	bytes
Max resident set	unlimited	unlimited	bytes
Max processes	4096	63051	processes
Max open files	1024	4096	files
Max locked memory	65536	65536	bytes
Max address space	unlimited	unlimited	bytes
Max file locks	unlimited	unlimited	locks
Max pending signals	63051	63051	signals
Max msgqueue size	819200	819200	bytes
Max nice priority	Θ	0	
Max realtime priority	0	0	
Max realtime timeout	unli <u>m</u> ited	unlimited	us

The bottom of the stack is at 0x7fffffff000, and thus the top of the stack cannot be lower than 0x7fffffff000 (0x7fffffff000-8388608).

```
lower than 0x7fffffff000 (0x7fffffff000-8388608).

e5-cs-204-07.cse.psu.edu 38$ cat /proc/20180/maps
0040000-00601000 r-xp 00000000 00:35 9183505
00600000-00601000 r--p 00000000 00:35 9183505
00602000-00601000 r--p 00001000 00:35 9183505
00602000-00664000 rw-p 00001000 00:35 9183505
00ffff7addo00-7ffff7dd000 r-xp 00000000 00:00 0
7ffff7add000-7ffff7dd000 r-xp 00000000 00:00 0
7ffff7dd000-7ffff7dd000 r-xp 0010200 fd:00 537242972
7ffff7dd000-7ffff7dd000 r-xp 0010200 fd:00 537242972
7ffff7dd000-7ffff7dd000 r-xp 00000000 00:00 0
7ffff7fd000-7ffff7f6000 r-xp 00000000 00:00 0
7ffff7ffa000-7ffff7f6000 r-xp 00000000 00:00 0
7ffff7ff0000-7ffff7ff6000 r-xp 00000000 00:00 0
7ffff7ff0000-7ffff7ff6000 r-xp 00000000 00:00 0
7ffff7ff6000-7ffff7ff6000 r-xp 00000000 00:00 0
7ffff7ff6000-7ffff7ff6000 r-xp 00000000 00:00 0
7ffff7ff6000-7fffffff6000 r-xp 00000000 00:00 0
7fffffff6000-7fffffff6000 r-xp 00000000 00:00 0
7fffffff60000-7fffffff6000 r-xp 00000000 00:00 0
7fffffff60000-7ffffff6000 r-xp 00000000 00:00 0
7fffffff60000-7fffffff6000 r-xp 00000000 00:00 0
7fffffff60000-7fffffff6000 r-xp 00000000 00:00 0
7fffffff60000-7ffffff6000 r-xp 00000000 00:00 0
7fffffff60000-7fffffff6000 r-xp 00000000 00:00 0
7fffffff60000-7fffffff6000 r-xp 00000000 00:00 0
7ffffffff60000-7fffffff60000 r-xp 00000000 00:00 0
7ffffffff60000-7fffffffff0000 r-xp 00000000 00:00 0
7ffffffff60000-7ffffffff0000 r-xp 00000000 00:00 0
7fffffff60000-7ffffffff0000 r-xp 00000000 00:00 0
7ffffffff60000-7ffffffff0000 r-xp 00000000 00:00 0
7ffffffff60000-7ffffffff0000 r-xp 00000000 00:00 0
7fffffff60000-7ffffffff0000 r-xp 00000000 00:00 0
7fffffff0000-7fffffff0000 r-xp 00000000 00:00 0
7ffffff0000-7ffffff0000 r-xp 00000000 00:00 0
7ffffff0000-7ffffff0000 r-xp 00000000 00:00 0
7ffff7ff0000-7ffffff0000 r-xp 00000000 00:00 0
7fff7ff0000-7fffff0000 r-xp 00000000 00:00 0
7ffff7ff0
```

Again, from the change of the 6 printed stack addresses, we expect that the 7th stack address is probably lower than 0x7fffffff000. Therefore, stack overflow is the cause of the segmentation fault.

(d) In prog2\_32, there are already 8 frames in the stack.

```
#0 allocate (count=4) at prog2.c:11
#1 0x080484e6 in allocate (count=5) at prog2.c:13
#2 0x080484e6 in allocate (count=6) at prog2.c:13
#3 0x080484e6 in allocate (count=7) at prog2.c:13
#4 0x080484e6 in allocate (count=8) at prog2.c:13
#5 0x080484e6 in allocate (count=9) at prog2.c:13
#6 0x080484e6 in allocate (count=10) at prog2.c:13
#7 0x08048511 in main (argc=1, argv=0xffffd014) at prog2.c:21
```

The address of the frames: (using the "info f" command)

#0 0xff91f130

#1 0xffa440e0

#2 0xffb69090

#3 0xffc8e040

#4 0xffdb2ff0

#5 0xffed7fa0

#6 0xffffcf50

#7 0xffffcf80

The size of each frame (in bytes):

#1 1200048 (= 0xffa440e0-0xff91f130)

#2 1200048 (= 0xffb69090-0xffa440e0)

#3 1200048 (= 0xffc8e040-0xffb69090)

#4 1200048 (= 0xffdb2ff0-0xffc8e040)

#5 1200048 (= 0xffed7fa0-0xffdb2ff0)

#6 1200048 (= 0xffffcf50-0xffed7fa0)

#7 48 (= 0xffffcf80-0xffffcf50)

8388608/1200048=6.99. Therefore, 6 invocations of the recursive function should be possible on my system.

When we actually execute the program, 6 invocations of the recursive function occur without any error. The 7th invocation causes a segmentation fault.

In prog2\_64, there are already 8 frames in the stack.

```
#0 0x0000000000400618 in allocate (count=<error reading variable: Cannot access memory at address 0x7fffff7fafac>) at prog2.c:5
#1 0x0000000000400662 in allocate (count=5) at prog2.c:13
#2 0x00000000000400662 in allocate (count=7) at prog2.c:13
#3 0x00000000000400662 in allocate (count=7) at prog2.c:13
#4 0x0000000000400662 in allocate (count=8) at prog2.c:13
#5 0x0000000000400662 in allocate (count=9) at prog2.c:13
#6 0x0000000000400662 in allocate (count=10) at prog2.c:13
#7 0x000000000000400668 in main (argc=1, argv=0x7ffffffde78) at prog2.c:21
```

```
The address of the frames:
```

```
#0 0x7fffff91ff50
```

#1 0x7fffffa44f00

#2 0x7fffffb69eb0

#3 0x7fffffc8ee60

#4 0x7fffffdb3e10

#5 0x7fffffed8dc0

#6 0x7ffffffdd70

#7 0x7ffffffdda0

```
The size of each frame (in bytes):
```

```
#1 1200048 (= 0x7fffffa44f00-0x7ffffff91ff50)
```

 $#2\ 1200048 (= 0x7fffffb69eb0-0x7ffffffa44f00)$ 

#3 1200048 (= 0x7fffffc8ee60-0x7fffffb69eb0)

#4 1200048 (= 0x7fffffdb3e10-0x7fffffc8ee60)

#5 1200048 (= 0x7fffffed8dc0-0x7fffffdb3e10)

#6 1200048 (= 0x7ffffffdd70-0x7ffffffed8dc0)

#7.48 (= 0x7ffffffdda0-0x7fffffffdd70)

8388608/1200048=6.99. Therefore, 6 invocations of the recursive function should be possible on my system.

When we actually execute the program, 6 invocations of the recursive function occur without any error. The 7th invocation causes a segmentation fault.

(e) In general, the content of a frame includes return address, arguments, local variables, frame pointer, and saved registers.

For both prog\_32, contents present in a frame of the recursive function and their sizes:

Return address: 4 bytes

Arguments:

count: 4 bytes

Local variables:

x: 1200000 bytes

c: 4 bytes

frame pointer: 4 bytes

For prog\_64, contents present in a frame of the recursive function and their sizes:

```
Return address: 8 bytes
Arguments:
        count: 4 bytes
Local variables:
        x: 1200000 bytes
        c: 8 bytes
frame pointer: 8 bytes
```

3.

- (a) 32-bit (in bytes):
  - (i) 1747
  - (ii) 2268K
  - (iii) 2256K

64-bit (in bytes):

- (i) 2017
- (ii) 66424K
- (iii) 66408K
- (b) The program statement causing the segmentation fault is "memset(ch1,'\*',sizeof(b[0])+i);". The memset function attempts to access some address outside the heap. This is caused by heap overflow.

According to the result of the command "cat /proc/PID/maps" for prog3\_32, the top of the heap (f7d99000) reaches the address space for shared libraries. Thus, any further access will cause a segmentation fault.

```
e5-cse-204-10.cse.psu.edu 20$ cat /proc/27547
08048000-08049000 r-xp 00000000 00:2f 3030507
                                                                                       /home/ugrads/smc6823/cmpsc473-proj
ect1-473_pa1_lm_sc/prog3/prog3_32
08049000-0804a000 r--p 00000000 00:2f 3030507
                                                                                       /home/ugrads/smc6823/cmpsc473-proj
ect1-473_pa1_lm_sc/prog3/prog3_32
0804a000-0804b000 rw-p 00001000 00:2f 3030507
                                                                                       /home/ugrads/smc6823/cmpsc473-proj
ect1-473_pa1_lm_sc/prog3/prog3_32
0804b000-0806c000 rw-p 00000000 00:00
                                                                                       [heap]
dd400000-dd421000 rw-p 00000000 00:00 0
dd421000-dd500000
                     ---p 00000000 00:00 0
dd5c6000-f7d99000 rw-p 00000000 00:00 0
f7d99000-f7f5d000 r-xp 00000000 fd:00 805679742
                                                                                       /usr/lib/libc-2.17.so
                                                                                       /usr/lib/libc-2.17.so
f7f5d000-f7f5e000 ---p 001c4000 fd:00 805679742
f7f5e000-f7f60000 r--p 001c4000
                                      fd:00 805679742
                                                                                       /usr/lib/libc-2.17.so
f7f60000-f7f61000 rw-p 001c6000 fd:00 805679742
                                                                                       /usr/lib/libc-2.17.so
f7f61000-f7f64000 rw-p 00000000 00:00 0
f7f64000-f7fa4000 r-xp 00000000 fd:00 805679750
                                                                                       /usr/lib/libm-2.17.so
f7fa4000-f7fa5000 r--p 0003f000 fd:00 805679750
                                                                                       /usr/lib/libm-2.17.so
/usr/lib/libm-2.17.so
f7fa5000-f7fa6000 rw-p 00040000 fd:00 86 f7fd7000-f7fd9000 rw-p 00000000 00:00 0
                                      fd:00 805679750
f7fd9000-f7fda000 r-xp 00000000 00:00 0
f7fda000-f7ffc000 r-xp 00000000 fd:00 806231790
                                                                                       [vdso]
                                                                                      /usr/lib/ld-2.17.so
/usr/lib/ld-2.17.so
f7ffc000-f7ffd000 r--p 00021000 fd:00 806231790
                                                                                       /usr/lib/ld-2.17.so
f7ffd000-f7ffe000 rw-p 00022000
                                      fd:00 806231790
 fffdd000-ffffe000
```

Also, for prog3\_64, according to the result of the command "cat /proc/PID/maps", the top of the heap (7ffff770b000) reaches the address space for shared libraries. Thus, any further access will cause a segmentation fault.

(c) The error in prog2 is caused by stack overflow, whereas the error in prog3 is caused by heap overflow.

4.

(a) Because the dynamically allocated memories are freed conditionally in the function allocate, not all memories are freed. This leads to serious memory leaks.

This error can be fixed by removing the if condition in the function allocate.

- (b) (i) user CPU time used: about 1100 ms
  - (ii) system CPU time used: about 480 ms

The difference between user CPU time and system CPU time is the modes. User CPU time is the execution time spent in user mode, but the system CPU time is the execution time spent in kernel mode.

(iii) maximum resident set size: 1814736 KB

The upper bound of the physical memory that the process occupied during the whole execution process.

(iii) signals received: 0

User processes and the OS may send signals.

- (iv) voluntary context switches: 3
- (v) involuntary context switches: 32

According to the *Linux Programmer's Manual*, voluntary context switches happen when "a process voluntarily giving up the processor before its time slice was completed (usually to await availability of a resource)." Involuntary context switches happen when "a higher priority process becoming runnable or because the current process exceeded its time slice."

- 5.
- (a) (i) The PID of the parent and child processes are different.
  - (ii) The addresses of the dynamic variables are the same.

Screenshot of prog71 execution:

```
e5-cse-204-07.cse.psu.edu 54$ ./prog71
PID of prog71.c: 7454
PID: 7454, Address pointed by p: 0x1a77010
PID: 7455, Address pointed by p: 0x1a77010
Hello, We are in child process (process B), PID: 7455
Hello, We are in prog72.c , PID: 7455
PID: 7455, Address pointed by p: 0x1d35010
Hello, We are in parent process (process A), PID: 7454
Sending signal to process B (PID: 7455)
Hello, We are in prog72's signal handler , PID: 7455
Signal Received from process A, and process B is killed
Welcome back to process A, PID: 7454
```

(b) Address space of the parent process before the "execv" command:

```
/home/ugrads/lkm5463/cmpsc473/cmpsc473-project1-473_pal_lm_sc/prog7/prog71
/home/ugrads/lkm5463/cmpsc473/cmpsc473-project1-473_pal_lm_sc/prog7/prog71
/home/ugrads/lkm5463/cmpsc473/cmpsc473-project1-473_pal_lm_sc/prog7/prog71
[heap]
/usr/lib64/libc-2.17.so
/usr/lib64/libc-2.17.so
/usr/lib64/libc-2.17.so
                                                                                                            /usr/lib64/ld-2.17.so
                                                                                                           [vdso]
/usr/lib64/ld-2.17.so
/usr/lib64/ld-2.17.so
                                                                                                            [stack]
[vsyscall]
```

Address space of the child process before the "execv" command:

```
e5-cse-204-07.cse.psu.edu 28$ pmap 3725
3725: /home/ugrads/lkm5463/cmpsc473/cmpsc473-project1-473_pal_lm_sc/prog7/prog71
000000000000600000 4K r-x-- prog71
00000000006600000 4K r--- prog71
                                   0000000000601000
0000000000602000
   0007fffff7a0d000
   0007fffff7bd1000
0007fffff7dd0000
   0007ffff7dd4000
0007ffff7dd6000
   0007ffff7ddb000
   0007ffff7ff8000
0007ffff7ffa000
0007ffff7ffc000
   0007ffff7ffd000
   00007fffff7ffe000
00007fffffffde000
total
                                                                                                                                              /home/ugrads/lkm5463/cmpsc473/cmpsc473-project1-473_pal_lm_sc/prog7/prog71
/home/ugrads/lkm5463/cmpsc473/cmpsc473-project1-473_pal_lm_sc/prog7/prog71
/home/ugrads/lkm5463/cmpsc473/cmpsc473-project1-473_pal_lm_sc/prog7/prog71
[heap]
/usr/lib64/libc-2.17.so
/usr/lib64/libc-2.17.so
/usr/lib64/libc-2.17.so
                                                                                                                                               /usr/lib64/ld-2.17.so
                                                                                                                                               [vdso]
/usr/lib64/ld-2.17.so
/usr/lib64/ld-2.17.so
                                                                                                                                               [stack]
[vsyscall]
```

## Address space of the parent process after the "execv" command:

```
### Care Committed States | Ca
```

Address space of the child process after the "execv" command:

```
e5-cse-204-07.cse.psu.edu 35$ pmap 37
3725: Hello World
                                                                        4K rw--- prog/2

4K rw--- prog/2

1808K r-x-- libc-2.17.so

2044K ---- libc-2.17.so

8K rw--- libc-2.17.so
     0000000000601000
   00007fffff7a0d000
00007fffff7bd1000
      9007ffff7dd0000
                                                                            20K rw--- [ anon ]
136K r-x-- ld-2.17.so
12K rw--- [ anon l
4K p--
     0007ffff7dd6000
     0007fffff7ddb000
0007fffff7fc4000
                                                                                    4K r---- ld-2.17.so
4K rw--- ld-2.17.so
4K rw--- [ anon ]
        007fffff7ffc000
    0007fffff7ffd000
0007ffff7ffe000
    0007fffffffde000
fffffffff600000
                                                                        4216K
                                                                                                                                                                                                                                                                                         /home/ugrads/lkm5463/cmpsc473/cmpsc473-project1-473_pal_lm_sc/prog7/prog7/
/home/ugrads/lkm5463/cmpsc473/cmpsc473-project1-473_pal_lm_sc/prog7/prog72
/home/ugrads/lkm5463/cmpsc473/cmpsc473-project1-473_pal_lm_sc/prog7/prog72
/usr/lib64/libc-2.17.so
/usr/lib64/libc-2.17.so
/usr/lib64/libc-2.17.so
eS-cse-204-07.cse.psu.edu 36$ cat /proc/3725/maps 00400000-00401000 r-xp 00000000 00:30 9182940 00600000-00601000 r-rp 00000000 00:30 9182940 00601000-00602000 rw-p 00001000 00:30 9182940 7ffff7bd0000-7fffff7bd1000 r-xp 00000000 fd:00 537242972 7ffff7bd1000-7ffff7dd0000 ---p 001c4000 fd:00 537242972 7ffff7dd0000-7ffff7dd0000 rw-p 001c7000 fd:00 537242972 7ffff7dd0000-7ffff7dd0000 rw-p 001c7000 fd:00 537242972 7ffff7dd0000-7ffff7dd0000 rw-p 00000000 fd:00 537242972 7ffff7dd0000-7ffff7fdf000 rw-p 00000000 fd:00 537241598 7ffff7fd000-7ffff7ff0000 rw-p 00000000 00:00 0 7ffff7fff9000-7ffff7ff0000 rw-p 00000000 00:00 0 7ffff7fff9000-7ffff7ff0000 rw-p 00000000 00:00 0
                                                                                                                                                                                                                                                                                           /usr/lib64/ld-2.17.so
77fff/ff3000-7ffff/ff6000 r-xp 00000000 00:00 0
7ffff/ff6000-7ffff/ff6000 r-xp 00000000 00:00 0
7ffff/fffd000-7ffff/fff6000 rv-p 00021000 fd:00 537241598
7fff/fff6000-7fffffff600 rw-p 00002000 00:00 0
7ffffffde000-7ffffffff000 rw-p 00000000 00:00 0
7ffffffff600000-ffffffffff601000 r-xp 00000000 00:00 0
                                                                                                                                                                                                                                                                                           [vdso]
/usr/lib64/ld-2.17.so
/usr/lib64/ld-2.17.so
                                                                                                                                                                                                                                                                                            [stack]
                                                                                                                                                                                                                                                                                             [vsvscall]
```

From the 4 screenshots of address spaces above, we can see that the first 3 address spaces are essentially the same. This is because before the "execv" command, the parent process and the child process both execute prog71, and therefore the first 2 screenshots are similar. Besides, because of the if statement, the parent process will never run the "execv" command. Only the child process will run the "execv" command. Even if the child process run the "execv" command, nothing will happen to the parent process. The address space of the parent process will remain the same. However, because the child process executes prog72, the address space of the child process will change to store information about prog72.

## (c) stack of prog72 before signal handling:

```
(gdb) bt
#0 main (argc=2, argv=0x7fffffffdef8) at prog72.c:34
(gdb) info f 0
Stack frame at 0x7fffffffde20:
   rip = 0x4008eb in main (prog72.c:34); saved rip 0x7ffff7a2f555
   source language c.
   Arglist at 0x7fffffffde10, args: argc=2, argv=0x7fffffffdef8
   Locals at 0x7fffffffde10, Previous frame's sp is 0x7fffffffde20
   Saved registers:
   rbp at 0x7fffffffde10, rip at 0x7ffffffde18
```

stack of prog72 after signal handling:

(In the screenshot above, inferior 3 is the parent process, and inferior 4 is the child process. Inferior 1 is just some process generated in previous tests, and it is already terminated. Please ignore inferior 1.)

Before signal handling, the child process (prog72) has one frame in the stack, which is the frame of the main function. After signal handling, the child process is killed. Therefore, its stack does not exist.