

Timed Wait

Parent forks child

Parent waits until  $\left\{ \begin{array}{l} \text{child exits} \\ 3/4 \text{ second} \end{array} \right\}$  whichever happens first

Polling: Process waits for event while runnable

+ easy to wait for complex conditions

- poor utilization

Blocking: Process waits for event while not runnable; becomes runnable when event occurs

+ good utilization

- difficult to express complex conditions

Signal: Process-level abstraction of HW interrupt

① Blocking system calls return early when signal delivered. Syscall returns -1 and errno = EINTR

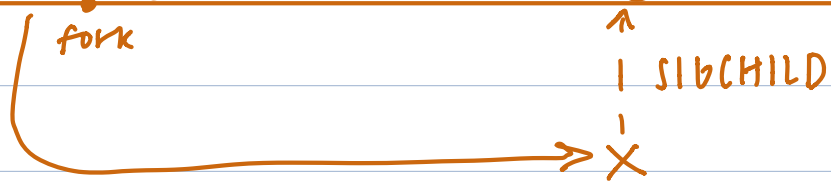
② Processes can install their own signal handlers

SIGCHLD: delivered to parent when child exits.

parent blocks waiting for timeout, SIGCHLD interrupts

usleep(750000)

→ ①



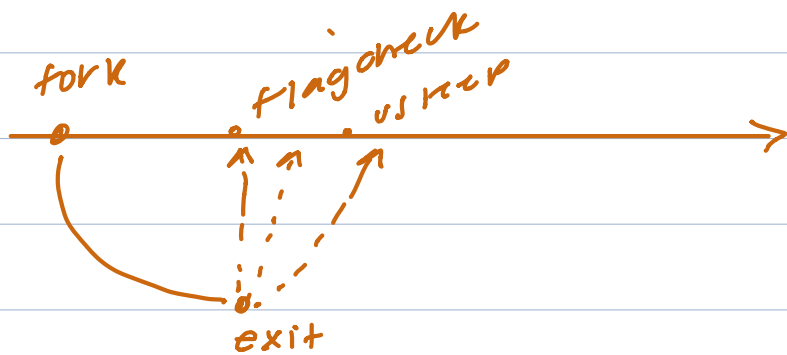
SIGALRM: delivered after pause.

sigalarm interrupts waitpid



code: process 4

Fork vsleep



void signal  
:

if (!flag)

r = vsleep ( ... );

void(r)

code: timedwait 05- self pipe

# Problem Set

Control - C

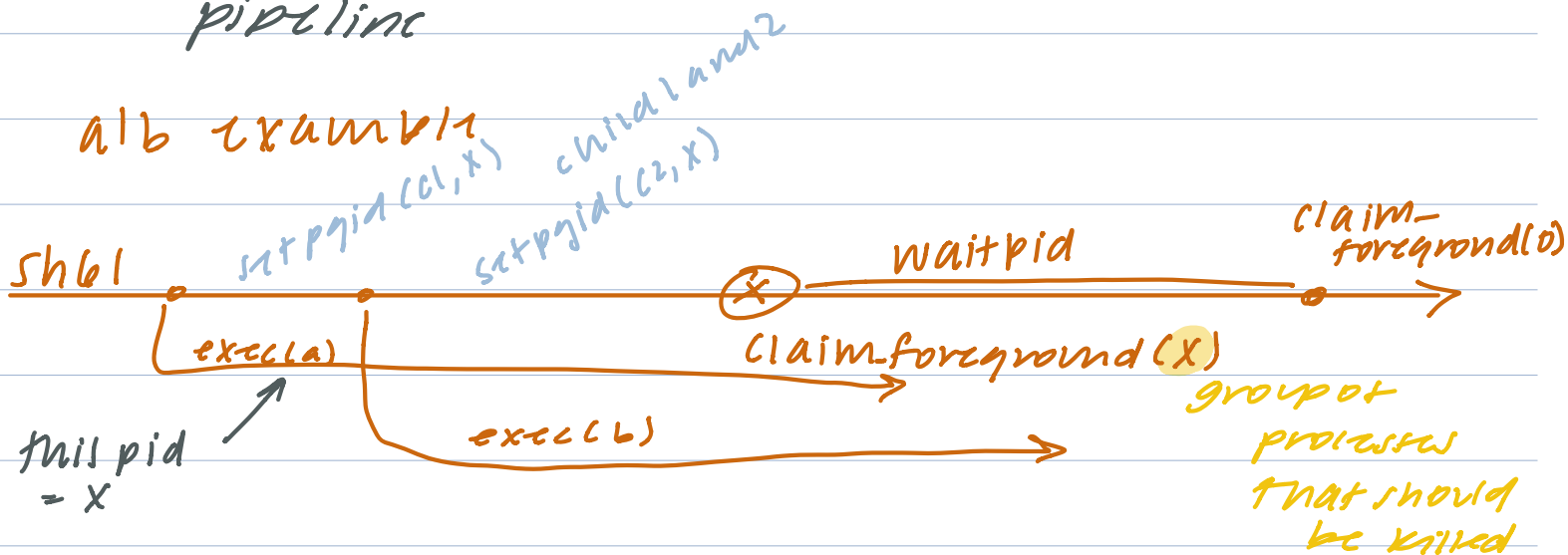
\* pstrace \*

2nd to last part of pstr:

interruption in shell

- Kill all procs in currently foregrounded pipeline

all examples



x is a process group id

only for  
commands in  
foreground

- `exec(a)` and `exec(b)` need to change their process group id to x before running

`setpgid(0, x)`