Administrivia

- **Sections scheduled Friday 12:30pm-1:20pm here in Skilling**
  - Please attend first section this Friday to learn about lab 1
- **Change of plan: sections every week**
  - Dawson Engler will lead sections reviewing lecture material
- **Lab 1 due Friday, Jan 25 at 12pm**
- **Ask `cs140-staff` for extension if you can't finish**
  - Tell us where you are with the project,
  - How much more you need to do, and
  - How much longer you need to finish
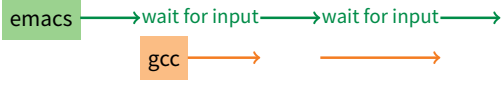- **No credit for late assignments w/o extension**

Processes

- **A *process* is an instance of a program running**
- **Modern OSes run multiple processes simultaneously**
- **Examples (can all run simultaneously):**
  - `gcc file_A.c` – compiler running on file A
  - `gcc file_B.c` – compiler running on file B
  - `emacs` – text editor
  - `firefox` – web browser
- **Non-examples (implemented as one process):**
  - Multiple firefox windows or emacs frames (still one process)
- **Why processes?**
  - Simplicity of programming
  - Speed: Higher throughput, lower latency

Speed

- **Multiple processes can increase CPU utilization**
  - Overlap one process's computation with another's wait

emacs ────→ wait for input ────→ wait for input ────→
        gcc ──→   ──→

- **Multiple processes can reduce latency**
  - Running A then B requires 100 sec for B to complete

A ──── 80s ────→ B ── 20s ──→

  - Running A and B concurrently makes B finish faster

A ──→   ──────→
B ──→ ──→

  - A is slower than if it had whole machine to itself,
    but still < 100 sec unless both A and B completely CPU-bound
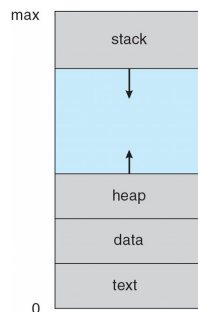
Processes in the real world

- **Processes and parallelism have been a fact of life much longer than OSes have been around**
  - E.g., say takes 1 worker 10 months to make 1 widget
  - Company may hire 100 workers to make 100 widgets
  - Latency for first widget $\gg$ 1/10 month
  - Throughput may be < 10 widgets per month
    (if can't perfectly parallelize task)
  - And 100 workers making 10,000 widgets may achieve > 10 widgets/month (e.g., if workers never idly wait for paint to dry)
- **You will see these effects in you Pintos project group**
  - May block waiting for partner to complete task
  - Takes time to coordinate/explain/understand one another's code
  - Labs won't take 1/3 time with three people
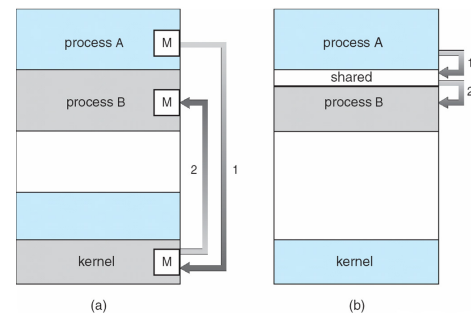 - But you will graduate faster than if you took only 1 class at a time

A process's view of the world

- **Each process has own view of machine**
  - Its own address space – `*(char *)0xc000` different in P_1 & P_2
  - Its own open files
  - Its own virtual CPU (through preemptive multitasking)
- **Simplifies programming model**
  - `gcc` does not care that `firefox` is running
- **Sometimes want interaction between processes**
  - Simplest is through files: `emacs` edits file, `gcc` compiles it
  - More complicated: Shell/command, Window manager/app.

max
stack
↓
↑
heap
data
text
0

Inter-Process Communication

process A M
process B M
2 1
kernel M
(a)

process A   1
shared   2
process B
kernel
(b)

- **How can processes interact in real time?**
  - **(a)** By passing messages through the kernel
  - **(b)** By sharing a region of physical memory
  - **(c)** Through asynchronous signals or alerts

Outline

Creating processes

- **Original UNIX paper is a great reference on core system calls**
- `int fork (void);`
  - Create new process that is exact copy of current one
  - Returns *process ID* of new process in "parent"
  - Returns 0 in "child"
- `int waitpid (int pid, int *stat, int opt);`
  - `pid` – process to wait for, or -1 for any
  - `stat` – will contain exit value, or signal
  - `opt` – usually 0 or `WNOHANG`
  - Returns process ID or -1 on error

Deleting processes

- `void exit (int status);`
  - Current process ceases to exist
  - `status` shows up in `waitpid` (shifted)
  - By convention, `status` of 0 is success, non-zero error
- `int kill (int pid, int sig);`
  - Sends signal `sig` to process `pid`
  - `SIGTERM` most common value, kills process by default
    (but application can catch it for "cleanup")
  - `SIGKILL` stronger, kills process always

Running programs

- `int execve (char *prog, char **argv, char **envp);`
  - `prog` – full pathname of program to run
  - `argv` – argument vector that gets passed to `main`
  - `envp` – environment variables, e.g., `PATH`, `HOME`
- **Generally called through a wrapper functions**
  - `int execvp (char *prog, char **argv);`
    Search `PATH` for prog, use current environment
  - `int execlp (char *prog, char *arg, ...);`
    List arguments one at a time, finish with `NULL`
- **Example:** `minish.c`
  - Loop that reads a command, then executes it
- **Warning: Pintos `exec` more like combined fork/exec**

`minish.c` (simplified)

```
pid_t pid; char **av;
void doexec () {
  execvp (av[0], av);
  perror (av[0]);
  exit (1);
}

  /* ... main loop: */
  for (;;) {
    parse_next_line_of_input (&av, stdin);
    switch (pid = fork ()) {
    case -1:
      perror ("fork"); break;
    case 0:
      doexec ();
    default:
      waitpid (pid, NULL, 0); break;
    }
  }
```

Manipulating file descriptors

- `int dup2 (int oldfd, int newfd);`
  - Closes `newfd`, if it was a valid descriptor
  - Makes `newfd` an exact copy of `oldfd`
  - Two file descriptors will share same offset
    (`lseek` on one will affect both)
- `int fcntl (int fd, F_SETFD, int val)`
  - Sets *close on exec* flag if `val` = 1, clears if `val` = 0
  - Makes file descriptor non-inheritable by spawned programs
- **Example:** `redirsh.c`
  - Loop that reads a command and executes it
  - Recognizes `command < input > output 2> errlog`

redirsh.c

```c
void doexec (void) {
  int fd;
  if (infile) {      /* non-NULL for "command < infile" */
    if ((fd = open (infile, O_RDONLY)) < 0) {
      perror (infile);
      exit (1);
    }
    if (fd != 0) {
      dup2 (fd, 0);
      close (fd);
    }
  }

  /* ... do same for outfile→fd 1, errfile→fd 2 ... */

  execvp (av[0], av);
  perror (av[0]);
  exit (1);
}
```

Pipes

- `int pipe (int fds[2]);`
  - Returns two file descriptors in `fds[0]` and `fds[1]`
  - Data written to `fds[1]` will be returned by `read` on `fds[0]`
  - When last copy of `fds[1]` closed, `fds[0]` will return EOF
  - Returns 0 on success, -1 on error
- **Operations on pipes**
  - `read`/`write`/`close` – as with files
  - When `fds[1]` closed, `read(fds[0])` returns 0 bytes
  - When `fds[0]` closed, `write(fds[1])`:
    - ▷ Kills process with SIGPIPE
    - ▷ Or if signal ignored, fails with EPIPE
- **Example:** `pipesh.c`
  - Sets up pipeline `command1 | command2 | command3 ...`

pipesh.c (simplified)

```c
void doexec (void) {
  while (outcmd) {
    int pipefds[2]; pipe (pipefds);
    switch (fork ()) {
    case -1:
      perror ("fork"); exit (1);
    case 0:
      dup2 (pipefds[1], 1);
      close (pipefds[0]); close (pipefds[1]);
      outcmd = NULL;
      break;
    default:
      dup2 (pipefds[0], 0);
      close (pipefds[0]); close (pipefds[1]);
      parse_command_line (&av, &outcmd, outcmd);
      break;
    }
  }
  ⋮
```

Why fork?

- **Most calls to** `fork` **followed by** `execve`
- **Could also combine into one** *spawn* **system call** **(like Pintos** `exec`**)**
- **Occasionally useful to fork one process**
  - Unix *dump* utility backs up file system to tape
  - If tape fills up, must restart at some logical point
  - Implemented by forking to revert to old state if tape ends
- **Real win is simplicity of interface**
  - Tons of things you might want to do to child: Manipulate file descriptors, set environment variables, reduce privileges, …
  - Yet `fork` requires *no* arguments at all

Spawning a process without fork

- **Without fork, needs tons of different options for new process**
- **Example: Windows** `CreateProcess` **system call**
  - Also `CreateProcessAsUser`, `CreateProcessWithLogonW`, `CreateProcessWithTokenW`, …

```c
BOOL WINAPI CreateProcess(
  _In_opt_    LPCTSTR lpApplicationName,
  _Inout_opt_ LPTSTR lpCommandLine,
  _In_opt_    LPSECURITY_ATTRIBUTES lpProcessAttributes,
  _In_opt_    LPSECURITY_ATTRIBUTES lpThreadAttributes,
  _In_        BOOL bInheritHandles,
  _In_        DWORD dwCreationFlags,
  _In_opt_    LPVOID lpEnvironment,
  _In_opt_    LPCTSTR lpCurrentDirectory,
  _In_        LPSTARTUPINFO lpStartupInfo,
  _Out_       LPPROCESS_INFORMATION lpProcessInformation
);
```

Outline

1. (UNIX-centric) User view of processes

2. Kernel view of processes

3. Threads

4. Thread implementation details

Implementing processes

- **Keep a data structure for each process**
  - Process Control Block (PCB)
  - Called `proc` in Unix, `task_struct` in Linux, and just `struct thread` in Pintos
- **Tracks *state* of the process**
  - Running, ready (runnable), waiting, etc.
- **Includes information necessary to run**
  - Registers, virtual memory mappings, etc.
  - Open files (including memory mapped files)
- **Various other data about the process**
  - Credentials (user/group ID), signal mask, controlling terminal, priority, accounting statistics, whether being debugged, which system call binary emulation in use, …

| |
|---|
| Process state |
| Process ID |
| User id, etc. |
| Program counter |
| Registers |
| Address space (VM data structs) |
| Open files |

PCB
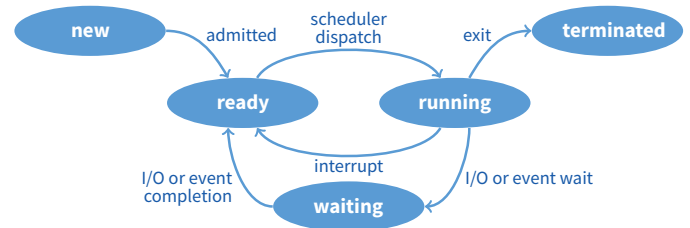
Process states

- **Process can be in one of several states**
  - *new* & *terminated* at beginning & end of life
  - *running* – currently executing (or will execute on kernel return)
  - *ready* – can run, but kernel has chosen different process to run
  - *waiting* – needs async event (e.g., disk operation) to proceed
- **Which process should kernel run?**
  - if 0 runnable, run idle loop (or halt CPU), if 1 runnable, run it
  - if >1 runnable, must make scheduling decision

Scheduling

- **How to pick which process to run**
- **Scan process table for first runnable?**
  - Expensive. Weird priorities (small pids do better)
  - Divide into runnable and blocked processes
- **FIFO?**
  - Put threads on back of list, pull them from front:
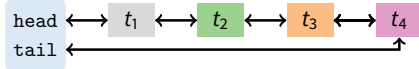
  - Pintos does this—see `ready_list` in `thread.c`
- **Priority?**
  - Give some threads a better shot at the CPU

Scheduling policy

- **Want to balance multiple goals**
  - *Fairness* – don't starve processes
  - *Priority* – reflect relative importance of procs
  - *Deadlines* – must do *X* (play audio) by certain time
  - *Throughput* – want good overall performance
  - *Efficiency* – minimize overhead of scheduler itself
- **No universal policy**
  - Many variables, can't optimize for all
  - Conflicting goals (e.g., throughput or priority vs. fairness)
- **We will spend a whole lecture on this topic**

Preemption

- **Can preempt a process when kernel gets control**
- **Running process can vector control to kernel**
  - System call, page fault, illegal instruction, etc.
  - May put current process to sleep—e.g., read from disk
  - May make other process runnable—e.g., fork, write to pipe
- **Periodic timer interrupt**
  - If running process used up quantum, schedule another
- **Device interrupt**
  - Disk request completed, or packet arrived on network
  - Previously waiting process becomes runnable
  - Schedule if higher priority than current running proc.
- **Changing running process is called a *context switch***
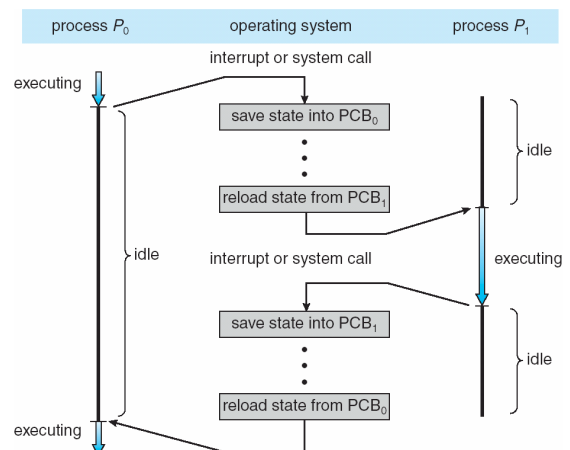
Context switch

Context switch details

- **Very machine dependent. Typical things include:**
  - Save program counter and integer registers (always)
  - Save floating point or other special registers
  - Save condition codes
  - Change virtual address translations
- **Non-negligible cost**
  - Save/restore floating point registers expensive
    - ▷ Optimization: only save if process used floating point
  - May require flushing TLB (memory translation hardware)
    - ▷ HW Optimization 1: don't flush kernel's own data from TLB
    - ▷ HW Optimization 2: use tag to avoid flushing any data
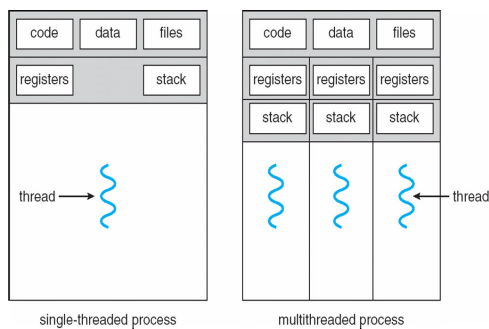 - Usually causes more cache misses (switch working sets)

Outline

1. (UNIX-centric) User view of processes

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Threads

| code | data | files |
| registers | | stack |

single-threaded process

code	data	files
registers	registers	registers
stack	stack	stack

multithreaded process

- **A thread is a schedulable execution context**
  - Program counter, stack, registers, …
- **Simple programs use one thread per process**
- **But can also have multi-threaded programs**
  - Multiple threads running in same process's address space

Why threads?

- **Most popular abstraction for concurrency**
  - Lighter-weight abstraction than processes
  - All threads in one process share memory, file descriptors, etc.
- **Allows one process to use multiple CPUs or cores**
- **Allows program to overlap I/O and computation**
  - Same benefit as OS running `emacs` & `gcc` simultaneously
  - E.g., threaded web server services clients simultaneously:
    ```
    for (;;) {
      fd = accept_client ();
      thread_create (service_client, &fd);
    }
    ```
- **Most kernels have threads, too**
  - Typically at least one kernel thread for every process
 - Switch kernel threads when preempting process

Thread package API

- `tid thread_create (void (*fn) (void *), void *);`
  - Create a new thread, run `fn` with `arg`
- `void thread_exit ();`
  - Destroy current thread
- `void thread_join (tid thread);`
  - Wait for thread `thread` to exit
- **Plus lots of support for synchronization [in 3 weeks]**
- **See [Birell] for good introduction**
- **Can have preemptive or non-preemptive threads**
  - Preemptive causes more race conditions
  - Non-preemptive can't take advantage of multiple CPUs
  - Before prevalence of multicore, most kernels non-preemptive

Kernel threads

user thread
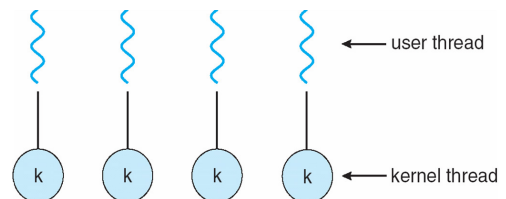
k   k   k   k   ← kernel thread

- **Can implement `thread_create` as a system call**
- **To add `thread_create` to an OS that doesn't have it:**
  - Start with process abstraction in kernel
  - `thread_create` like process creation with features stripped out
    - ▷ Keep same address space, file table, etc., in new process
    - ▷ `rfork`/`clone` syscalls actually allow individual control
- **Faster than a process, but still very heavy weight**

Limitations of kernel-level threads

- **Every thread operation must go through kernel**
  - create, exit, join, synchronize, or switch for any reason
  - On my laptop: syscall takes 100 cycles, fn call 5 cycles
  - Result: threads 10x-30x slower when implemented in kernel
- **One-size fits all thread implementation**
  - Kernel threads must please all people
  - Maybe pay for fancy features (priority, etc.) you don't need
- **General heavy-weight memory requirements**
  - E.g., requires a fixed-size stack within kernel
  - Other data structures designed for heavier-weight processes

Alternative: User threads
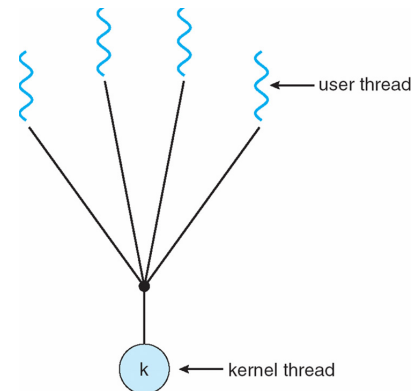
- **Implement as user-level library (a.k.a.** *green* **threads)**
  - One kernel thread per process
  - `thread_create`, `thread_exit`, etc., just library functions

Implementing user-level threads

- **Allocate a new stack for each** `thread_create`
- **Keep a queue of runnable threads**
- **Replace networking system calls (`read`/`write`/etc.)**
  - If operation would block, switch and run different thread
- **Schedule periodic timer signal (`setitimer`)**
  - Switch to another thread on timer signals (preemption)
- **Multi-threaded web server example**
  - Thread calls `read` to get data from remote web browser
  - "Fake" `read` *function* makes read *syscall* in non-blocking mode
  - No data? schedule another thread
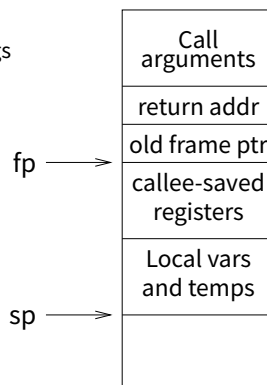 - On timer or when idle check which connections have new data

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Background: calling conventions

- **Registers divided into 2 groups**
  - Functions free to clobber *caller-saved* regs (%eax [return val], %edx, & %ecx on x86)
  - But must restore *callee-saved* ones to original value upon return (on x86, %ebx, %esi, %edi, plus %ebp and %esp)
- *sp* **register always base of stack**
  - Frame pointer (*fp*) is old *sp*
- **Local variables stored in registers and on stack**
- **Function arguments go in caller-saved regs and on stack**
  - With 32-bit x86, all arguments on stack

Call arguments
return addr
old frame ptr
callee-saved registers
Local vars and temps

fp → old frame ptr

sp → Local vars and temps

Background: procedure calls

> **Procedure call**
>
> save active caller registers
> push arguments to stack
> call `foo` (pushes pc)
> → save needed callee registers
> …do stuff…
> restore callee saved registers
> → jump back to calling function
> restore stack+caller regs.

- **Caller must save some state across function call**
  - Return address, caller-saved registers
- **Other state does not need to be saved**
  - Callee-saved regs, global variables, stack pointer

Pintos thread implementation

- **Pintos implements user processes on top of its own threads**
  - Same technique can be used to implement user-level threads, too
- **Per-thread state in thread control block structure**

```
struct thread {
    ...
    uint8_t *stack;  /* Saved stack pointer. */
    ...
};
uint32_t thread_stack_ofs = offsetof(struct thread, stack);
```

- **C declaration for asm thread-switch function:**
  - struct thread *switch_threads (struct thread *cur,
        struct thread *next);
- **Also thread initialization function to create new stack:**
  - void thread_create (const char *name,
        thread_func *function, void *aux);

i386 `switch_threads`

```
pushl %ebx; pushl %ebp         # Save callee-saved regs
pushl %esi; pushl %edi

mov thread_stack_ofs, %edx     # %edx = offset of stack field
                               #        in thread struct

movl 20(%esp), %eax            # %eax = cur
movl %esp, (%eax,%edx,1)       # cur->stack = %esp

movl 24(%esp), %ecx            # %ecx = next
movl (%ecx,%edx,1), %esp       # %esp = next->stack

popl %edi; popl %esi           # Restore calle-saved regs
popl %ebp; popl %ebx

ret                            # Resume execution
```
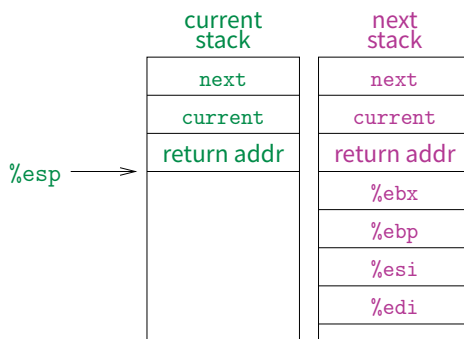
- **This is actual code from Pintos** `switch.S` **(slightly reformatted)**
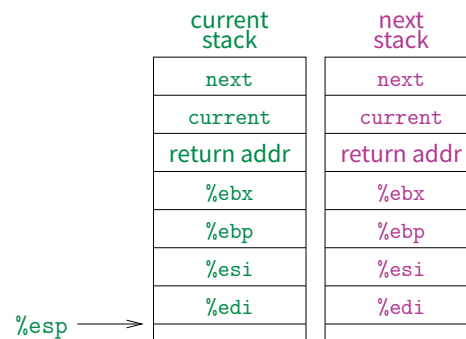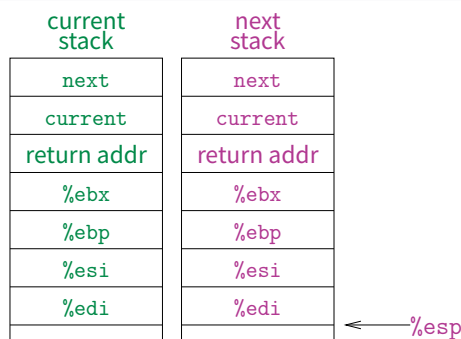 - See Thread Switching in documentation

i386 `switch_threads`

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i386 `switch_threads`

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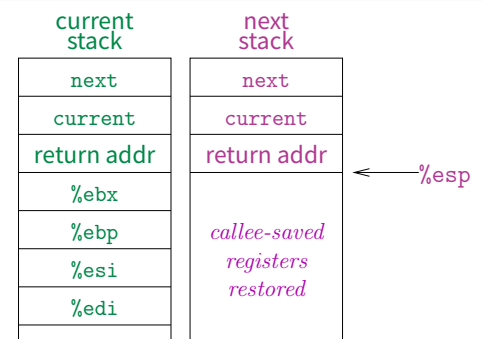 - See Thread Switching in documentation

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i386 `switch_threads`

- **This is actual code from Pintos** `switch.S` **(slightly reformatted)**
 - See Thread Switching in documentation

Limitations of user-level threads

- **A user-level thread library can do the same thing as Pintos**
- **Can't take advantage of multiple CPUs or cores**
- **A blocking system call blocks all threads**
  - Can replace `read` to handle network connections
  - But usually OSes don't let you do this for disk
  - So one uncached disk read blocks all threads
- **A page fault blocks all threads**
- **Possible deadlock if one thread blocks on another**
  - May block entire process and make no progress
  - [More on deadlock in future lectures.]

User threads on kernel threads
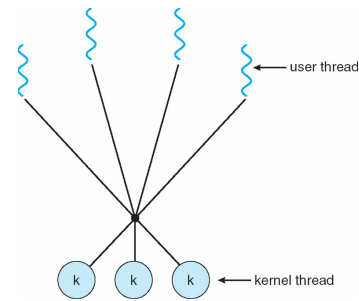
- **User threads implemented on kernel threads**
  - Multiple kernel-level threads per process
  - `thread_create`, `thread_exit` still library functions as before
- **Sometimes called $n : m$ threading**
  - Have n user threads per m kernel threads
    (Simple user-level threads are $n : 1$, kernel threads $1 : 1$)

Limitations of $n : m$ threading

- **Many of same problems as $n : 1$ threads**
  - Blocked threads, deadlock, …
- **Hard to keep same # ktrheads as available CPUs**
  - Kernel knows how many CPUs available
  - Kernel knows which kernel-level threads are blocked
  - But tries to hide these things from applications for transparency
  - So user-level thread scheduler might think a thread is running while underlying kernel thread is blocked
- **Kernel doesn't know relative importance of threads**
  - Might preempt kthread in which library holds important lock

Lessons

- **Threads best implemented as a library**
  - But kernel threads not best interface on which to do this
- **Better kernel interfaces have been suggested**
  - See Scheduler Activations [Anderson et al.]
  - Maybe too complex to implement on existing OSes (some have added then removed such features)
- **Standard threads still fine for most purposes**
  - Use kernel threads if I/O concurrency main goal
  - Use $n : m$ threads for highly concurrent (e.g,. scientific applications) with many thread switches
- **But concurrency greatly increases complexity**
  - More on that in concurrency, synchronization lectures…

```c
#include <stdio.h>
#include <unistd.h>
#include <stdlib.h>
#include <string.h>
#include <fcntl.h>
#include <sys/types.h>
#include <sys/wait.h>

char **av;
int avsize;

void
avreserve (int n)
{
  int oldavsize = avsize;

  if (avsize > n + 1)
    return;

  avsize = 2 * (oldavsize + 1);
  if (avsize <= n)
    avsize = n + 1;
  av = realloc (av, avsize * sizeof (*av));
  while (oldavsize < avsize)
    av[oldavsize++] = NULL;
}

void
parseline (char *line)
{
  char *a;
  int n;

  for (n = 0; n < avsize; n++)
    av[n] = NULL;

  a = strtok (line, " \t\r\n");
  for (n = 0; a; n++) {
    avreserve (n);
    av[n] = a;
    a = strtok (NULL, " \t\r\n");
  }
}

void
doexec (void)
{
  execvp (av[0], av);
  perror (av[0]);
  exit (1);
}

int
main (void)
{
  char buf[512];
  char *line;
  int pid;

  avreserve (10);

  for (;;) {
    write (2, "$ ", 2);
    if (!(line = fgets (buf, sizeof (buf), stdin))) {
      write (2, "EOF\n", 4);
```

```
      exit (0);
    }
    parseline (line);
    if (!av[0])
      continue;

    switch (pid = fork ()) {
    case -1:
      perror ("fork");
      break;
    case 0:
      doexec ();
      break;
    default:
      waitpid (pid, NULL, 0);
      break;
    }
  }
}
```

```c
#include <stdio.h>
#include <unistd.h>
#include <stdlib.h>
#include <string.h>
#include <fcntl.h>
#include <sys/types.h>
#include <sys/wait.h>

char **av;
char *infile;
char *outfile;
char *errfile;
int avsize;

void
avreserve (int n)
{
  int oldavsize = avsize;

  if (avsize > n + 1)
    return;

  avsize = 2 * (oldavsize + 1);
  if (avsize <= n)
    avsize = n + 1;
  av = realloc (av, avsize * sizeof (*av));
  while (oldavsize < avsize)
    av[oldavsize++] = NULL;
}

void
parseline (char *line)
{
  char *a;
  int n;

  infile = outfile = errfile = NULL;
  for (n = 0; n < avsize; n++)
    av[n] = NULL;

  a = strtok (line, " \t\r\n");
  for (n = 0; a; n++) {
    if (a[0] == '<')
      infile = a[1] ? a + 1 : strtok (NULL, " \t\r\n");
    else if (a[0] == '>')
      outfile = a[1] ? a + 1 : strtok (NULL, " \t\r\n");
    else if (a[0] == '2' && a[1] == '>')
      errfile = a[2] ? a + 2 : strtok (NULL, " \t\r\n");
    else {
      avreserve (n);
      av[n] = a;
    }
    a = strtok (NULL, " \t\r\n");
  }
}

void
doexec (void)
{
  int fd;

  if (infile) {
    if ((fd = open (infile, O_RDONLY)) < 0) {
      perror (infile);
      exit (1);
```

```c
    }
    if (fd != 0) {
      dup2 (fd, 0);
      close (fd);
    }
  }

  if (outfile) {
    if ((fd = open (outfile, O_WRONLY|O_CREAT|O_TRUNC, 0666)) < 0) {
      perror (outfile);
      exit (1);
    }
    if (fd != 1) {
      dup2 (fd, 1);
      close (fd);
    }
  }

  if (errfile) {
    if ((fd = open (errfile, O_WRONLY|O_CREAT|O_TRUNC, 0666)) < 0) {
      perror (outfile);
      exit (1);
    }
    if (fd != 2) {
      dup2 (fd, 2);
      close (fd);
    }
  }

  execvp (av[0], av);
  perror (av[0]);
  exit (1);
}

int
main (void)
{
  char buf[512];
  char *line;
  int pid;

  avreserve (10);

  for (;;) {
    write (2, "$ ", 2);
    if (!(line = fgets (buf, sizeof (buf), stdin))) {
      write (2, "EOF\n", 4);
      exit (0);
    }
    parseline (line);
    if (!av[0])
      continue;

    switch (pid = fork ()) {
    case -1:
      perror ("fork");
      break;
    case 0:
      doexec ();
      break;
    default:
      waitpid (pid, NULL, 0);
      break;
    }
  }
```

```
}
```

```
}
```

```c
#include <stdio.h>
#include <unistd.h>
#include <stdlib.h>
#include <string.h>
#include <fcntl.h>
#include <sys/types.h>
#include <sys/wait.h>

char **av;
char *infile;
char *outfile;
char *errfile;
char *outcmd;
int avsize;

void
avreserve (int n)
{
  int oldavsize = avsize;

  if (avsize > n + 1)
    return;

  avsize = 2 * (oldavsize + 1);
  if (avsize <= n)
    avsize = n + 1;
  av = realloc (av, avsize * sizeof (*av));
  while (oldavsize < avsize)
    av[oldavsize++] = NULL;
}

void
parseline (char *line)
{
  char *a;
  int n;

  outcmd = infile = outfile = errfile = NULL;
  for (n = 0; n < avsize; n++)
    av[n] = NULL;

  a = strtok (line, " \t\r\n");
  for (n = 0; a; n++) {
    if (a[0] == '<')
      infile = a[1] ? a + 1 : strtok (NULL, " \t\r\n");
    else if (a[0] == '>')
      outfile = a[1] ? a + 1 : strtok (NULL, " \t\r\n");
    else if (a[0] == '|') {
      if (!a[1])
        outcmd = strtok (NULL, "");
      else {
        outcmd = a + 1;
        a = strtok (NULL, "");
        while (a > outcmd && !a[-1])
          *--a = ' ';
      }
    }
    else if (a[0] == '2' && a[1] == '>')
      errfile = a[2] ? a + 2 : strtok (NULL, " \t\r\n");
    else {
      avreserve (n);
      av[n] = a;
    }
    a = strtok (NULL, " \t\r\n");
  }
```

```c
}

void
doexec (void)
{
  int fd;

  while (outcmd) {
    int pipefds[2];

    if (outfile) {
      fprintf (stderr, "syntax error: > in pipe writer\n");
      exit (1);
    }

    if (pipe (pipefds) < 0) {
      perror ("pipe");
      exit (0);
    }

    switch (fork ()) {
    case -1:
      perror ("fork");
      exit (1);
    case 0:
      if (pipefds[1] != 1) {
        dup2 (pipefds[1], 1);
        close (pipefds[1]);
      }
      close (pipefds[0]);
      outcmd = NULL;
      break;
    default:
      if (pipefds[0] != 0) {
        dup2 (pipefds[0], 0);
        close (pipefds[0]);
      }
      close (pipefds[1]);
      parseline (outcmd);
      if (infile) {
        fprintf (stderr, "syntax error: < in pipe reader\n");
        exit (1);
      }
      break;
    }
  }

  if (infile) {
    if ((fd = open (infile, O_RDONLY)) < 0) {
      perror (infile);
      exit (1);
    }
    if (fd != 0) {
      dup2 (fd, 0);
      close (fd);
    }
  }

  if (outfile) {
    if ((fd = open (outfile, O_WRONLY|O_CREAT|O_TRUNC, 0666)) < 0) {
      perror (outfile);
      exit (1);
    }
    if (fd != 1) {
      dup2 (fd, 1);
```

```c
        close (fd);
      }
    }

    if (errfile) {
      if ((fd = open (errfile, O_WRONLY|O_CREAT|O_TRUNC, 0666)) < 0) {
        perror (errfile);
        exit (1);
      }
      if (fd != 2) {
        dup2 (fd, 2);
        close (fd);
      }
    }

    execvp (av[0], av);
    perror (av[0]);
    exit (1);
}

int
main (void)
{
    char buf[512];
    char *line;
    int pid;

    avreserve (10);

    for (;;) {
      write (2, "$ ", 2);
      if (!(line = fgets (buf, sizeof (buf), stdin))) {
        write (2, "EOF\n", 4);
        exit (0);
      }
      parseline (line);
      if (!av[0])
        continue;

      switch (pid = fork ()) {
      case -1:
        perror ("fork");
        break;
      case 0:
        doexec ();
        break;
      default:
        waitpid (pid, NULL, 0);
        break;
      }
    }
}
```