

## Zombie Processes and their Prevention

Difficulty Level : Medium • Last Updated : 16 Jul, 2021

### Prerequisites: fork() in C: Zombie Process

**Zombie state:** When a process is created in UNIX using `fork()` system call, the address space of the Parent process is replicated. If the parent process calls `wait()` system call, then the execution of parent is suspended until the child is terminated. At the termination of the child, a "SIGCHLD" signal is generated which is delivered to the parent by the kernel. Parent, on receipt of "SIGCHLD" reads the status of the child from the process table. Even though, the child is terminated, there is an entry in the process table corresponding to the child where the status is stored. When parent collects the status, this entry is deleted. Thus, all the traces of the child process are removed from the system. If the parent decides not to wait for the child's termination and it executes its subsequent task, then at the termination of the child, the exit status is not read. Hence, there remains an entry in the process table even after the termination of the child. This state of the child process is known as the Zombie state.

```
// A C program to demonstrate working of
// fork() and process table entries.
#include<stdio.h>
#include<unistd.h>
#include<sys/wait.h>
#include<sys/types.h>

int main()
{
    int i;
    int pid = fork();

    if (pid == 0)
    {
        for (i=0; i<20; i++)
            printf("I am Child\n");
    }
    else
    {
        printf("I am Parent\n");
        while(1);
    }
}
```

**Output :**

[illegible]

Now check the process table using the following command in the terminal

```
$ ps -eaf
```

[illegible]

Here the entry **[a.out] defunct** shows the zombie process.

### Why do we need to prevent the creation of Zombie process?


There is one process table per system. The size of the process table is finite. If too many zombie processes are generated, then the process table will be full. That is, the system will not be able to generate any new process, then the system will come to a standstill. Hence, we need to prevent the creation of zombie processes.

### Different ways in which the creation of Zombie can be Prevented

4. Using `wait()` system call: When the parent process calls `wait()` after the creation of a child, it indicates that it will wait for the child to




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```
// A C program to demonstrate working of
// fork()/wait() and Zombie processes
#include<stdio.h>
#include<unistd.h>
#include<sys/wait.h>
#include<sys/types.h>

int main()
{
    int i;
    int pid = fork();
    if (pid==0)
    {
        for (i=0; i<20; i++)
            printf("I am Child\n");
    }
    else
    {
        wait(NULL);
        printf("I am Parent\n");
        while(1);
    }
}
```

```
// A C program to demonstrate ignoring
// SIGCHLD signal to prevent Zombie processes
#include<stdio.h>
#include<unistd.h>
#include<sys/wait.h>
#include<sys/types.h>

int main()
{
    int i;
    int pid = fork();
    if (pid == 0)
        for (i=0; i<20; i++)
            printf("I am Child\n");
    else
    {
        signal(SIGCHLD,SIG_IGN);
        printf("I am Parent\n");
        while(1);
    }
}
```

```
// A C program to demonstrate handling of
// SIGCHLD signal to prevent Zombie processes.
#include<stdio.h>
#include<unistd.h>
#include<sys/wait.h>
#include<sys/types.h>

void func(int signum)
{
    wait(NULL);
}

int main()
{
    int i;
    int pid = fork();
    if (pid == 0)
        for (i=0; i<20; i++)
            printf("I am Child\n");
    else
    {
        signal(SIGCHLD, func);
        printf("I am Parent\n");
        while(1);
    }
}
```

[illegible]

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