

# CptS 360 (System Programming)

## Unit 12: Process Relations

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# Motivation

- ▶ Processes are fundamental components of operating systems.
- ▶ “How Does a Shell Work?”

# References

- ▶ Stevens & Rago Ch. 9
- ▶ *man* pages

## 4.3BSD (and similar UNIX) Terminal Logins

Remember: *systemd(1)* (aka *init*, PID 1, see below) forks itself and *exec\*()*s *getty(1)* on all tty lines specified in */etc/init/tty\*.conf*.  
*getty(1)*

- ▶ opens terminal device
- ▶ reads user name
- ▶ sets initial environment
- ▶ *exec\*()*s *login(1)*

*login(1)*

- ▶ gets and verifies password
- ▶ cd's to home directory
- ▶ *exec\*()*s `$SHELL` as if  
`exec1($SHELL, "-" + $(basename $SHELL), NULL)`

## 4.3BSD (and similar UNIX) Terminal Logouts

When login shell exits, *systemd(1)*

- ▶ (ultimately) gets SIGCHLD
- ▶ starts *getty(1)* over again on tty line

# What About *Graphical* Logins?

- ▶ now there's a "display manager" (named *\*dm*, by convention) involved
- ▶ *take a look at pstree(1)*
- ▶ Q: Why are the "gnome-\*" utils children of "systemd"?

# systemd: A New, Improved *init(1)*

## Improvements:

- ▶ moves what used to be in `/etc/inittab` (as described in S & R) to `/etc/init/` (q.v.)
- ▶ clean, straightforward, and efficient design
- ▶ simpler boot process
- ▶ concurrent and parallel processing at boot
- ▶ better API
- ▶ simple unit syntax
- ▶ ability to remove optional components
- ▶ low memory footprint
- ▶ improved technique to express dependencies
- ▶ initialization instruction written in config file and not in shell script
- ▶ make use of Unix Domain Socket
- ▶ job scheduling using systemd calendar timers
- ▶ event logging with journald
- ▶ choice of logging System events with systemd as well as syslog
- ▶ logs are stored in binary file
- ▶ systemd state can be preserved to be called later in future
- ▶ track process using kernel's cgroup and not PID
- ▶ users login managed by systemd-logind
- ▶ better integration with Gnome for interoperability

# Network Logins

What happens when you log in to a machine over a network?

- ▶ *systemd(1)* starts up *inetd(8)*
- ▶ TCP connection causes *inetd* to
  - ▶ fork
  - ▶ exec *sshd(8)* (or, in olden days, *telnetd(8)*)
  - ▶ *sshd* (or *telnetd*) starts *login(1)*, which then behaves as above console but uses “pseudo-tty”s (explain)



# Process Groups

Processes are organized into groups, mainly for signal delivery purposes.

- ▶ calls:
  - ▶ *setpgrp(2)*
  - ▶ *setpgid(2)*
    - ▶ This creates a new process group
    - ▶ takes `pid_t pid, pid_t pgid`
  - ▶ *getpgid(2)*
  - ▶ *getpgrp(2)*
    - ▶ takes `pid_t pid, pid_t pgid`
    - ▶ sets the process GID of `pid` to `pgid`.

# Job Control

In job control shells,

- ▶ After *fork()*, both parent and child call *setpgrp(2)*.
- ▶ One call is redundant, but this avoids a race condition by guaranteeing that the child is in a different process group.

# Sessions

- ▶ A session is a collection of process groups.
- ▶ Process groups determine signal delivery, but sessions determine “controlling tty” (see below).
- ▶ *setsid(2)*
  - ▶ If the calling process is not already a session owner, a new session is created with no controlling tty.
  - ▶ It's an error if it is already a session owner.
  - ▶ It also belongs to a newly-created process group.
  - ▶ A preceding *fork()* with parental *exit()* guarantees that the call will not fail.

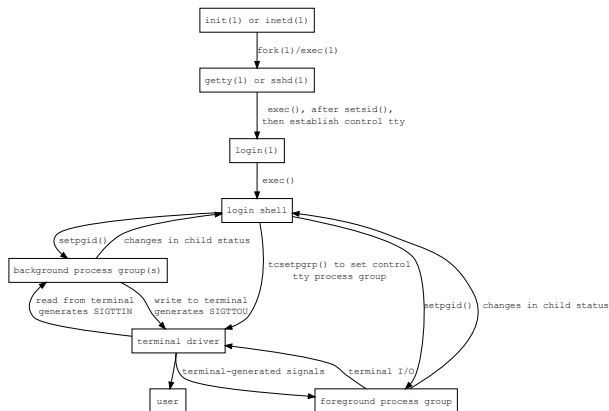
# Controlling Terminal

- ▶ A process can have at most one of these.
- ▶ Session gets controlling terminal (tty or pty).
- ▶ Within a session, there's a foreground process group and 0 or more background process groups.
- ▶ Keyboard interrupts go to the foreground process group only.
- ▶ Any process can get to its controlling tty (if it has one) by opening `/dev/tty`.
- ▶ Controlling tty set (a la BSD) via `ioctl(fdttty, TIOCSCTTY, NULL)`

# *tcgetpgrp(2)* and *tcsetpgrp(2)*

sets controlling process group

# Job Control



(after S & R Figure 9.9)

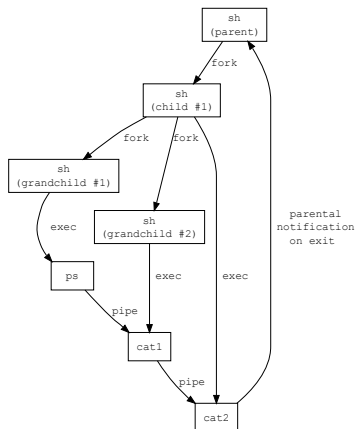
# Shell Execution of Programs

result of

`ps | cat1 | cat2`

after S & R Figure 9.9

- How are the pipes set up?



# Orphaned Process Groups

- ▶ processes can become orphans
- ▶ so can whole groups
- ▶ demo Stevens & Rago Program 9.11