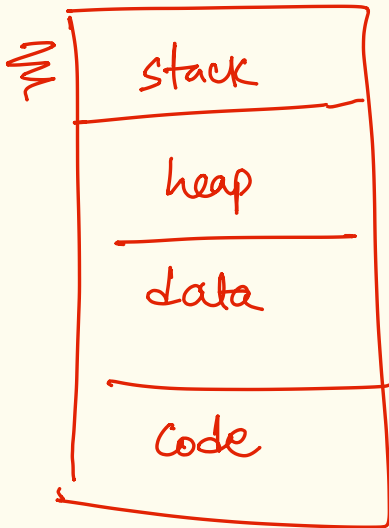
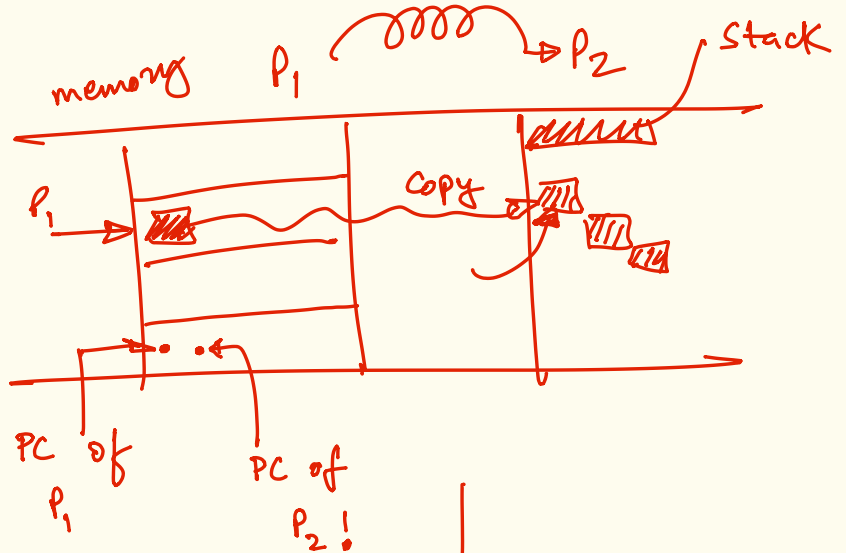




(logical) memory layout of a process

madnise

fork()



copy-on-write optimization

- no / little / on-demand memory reservation for child process
- parent process memory is marked read-only!

int pid;

pid = fork();

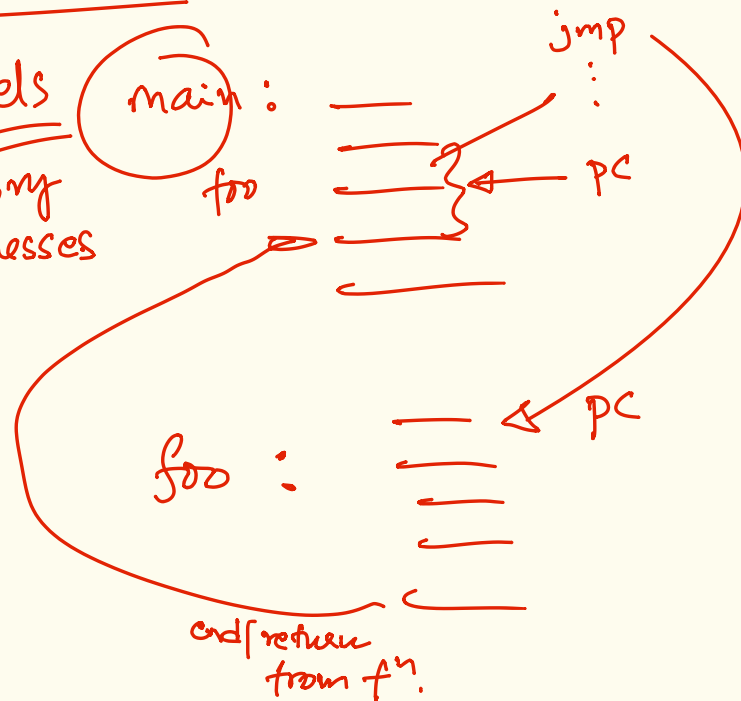
0 2363

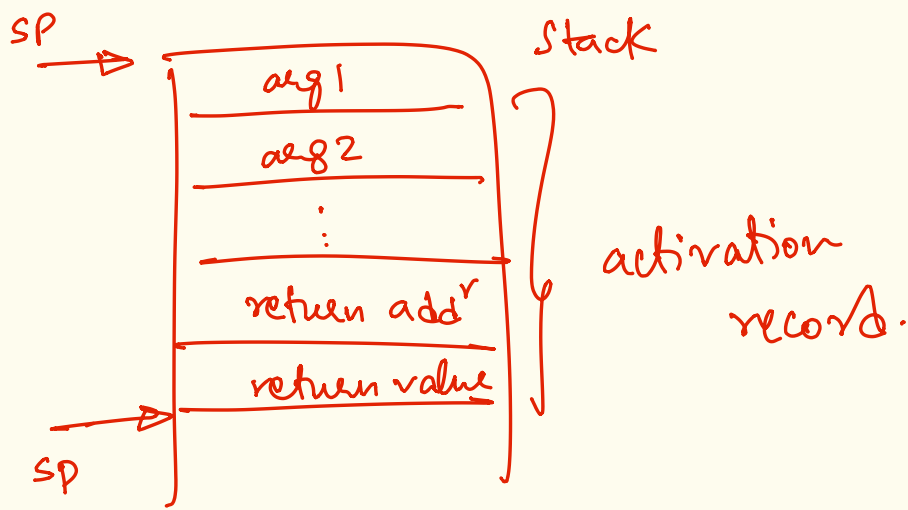
int main() {

foo();

}

Labels
memory addresses

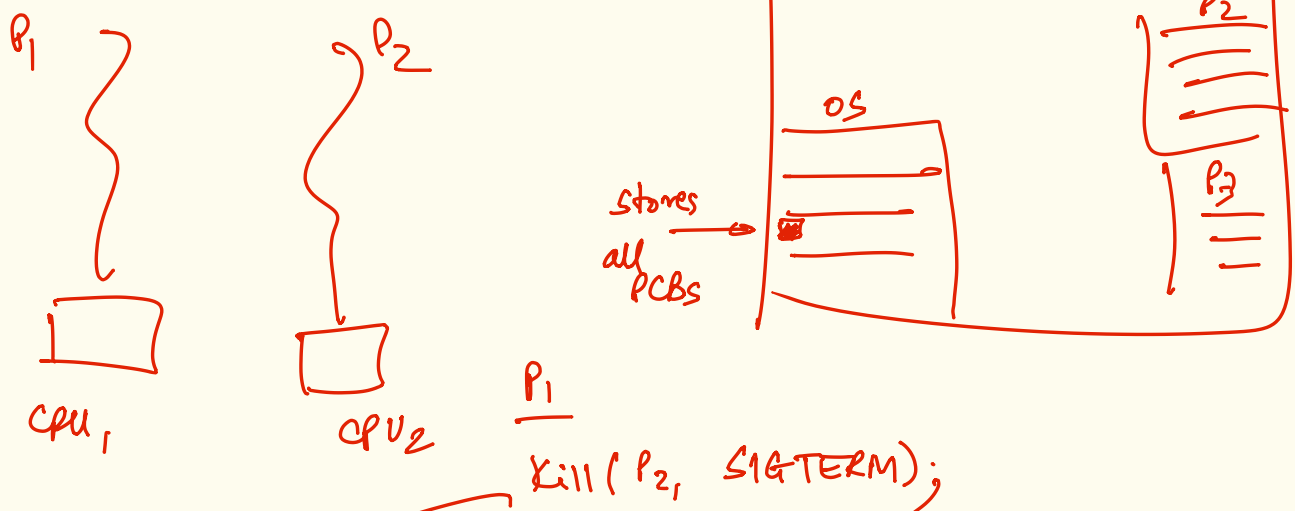




signals — inter process communication signaling

- signal is an OS primitive/mechanism for inter-process (control) communication
- similar to interrupts, but process-initiated & handled in software (as a state variable)
- per process (pending) signal state stored in the PCB.

- `Kill(pid, signal)` number



find PCB of P₂

& update signal state ~ pending SIGTERM

~ before a process is scheduled on

the CPU, pending signals

can be processed by the OS.

SIGKILL 9

SIGINT 2

SIGSEGV 11

~~~~~ on null ptr. access!

SIGSTOP 19

↳ dump all  
memory  
state / core  
& exit

SIGCONT 18

SIGCHLD 17

SIGTERM 5