

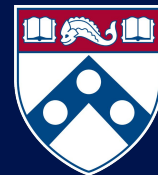


# CIS 5480

## Recitation 3

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Thursday, February 20, 2025



**Penn**  
**Engineering**  
UNIVERSITY of PENNSYLVANIA

# Agenda

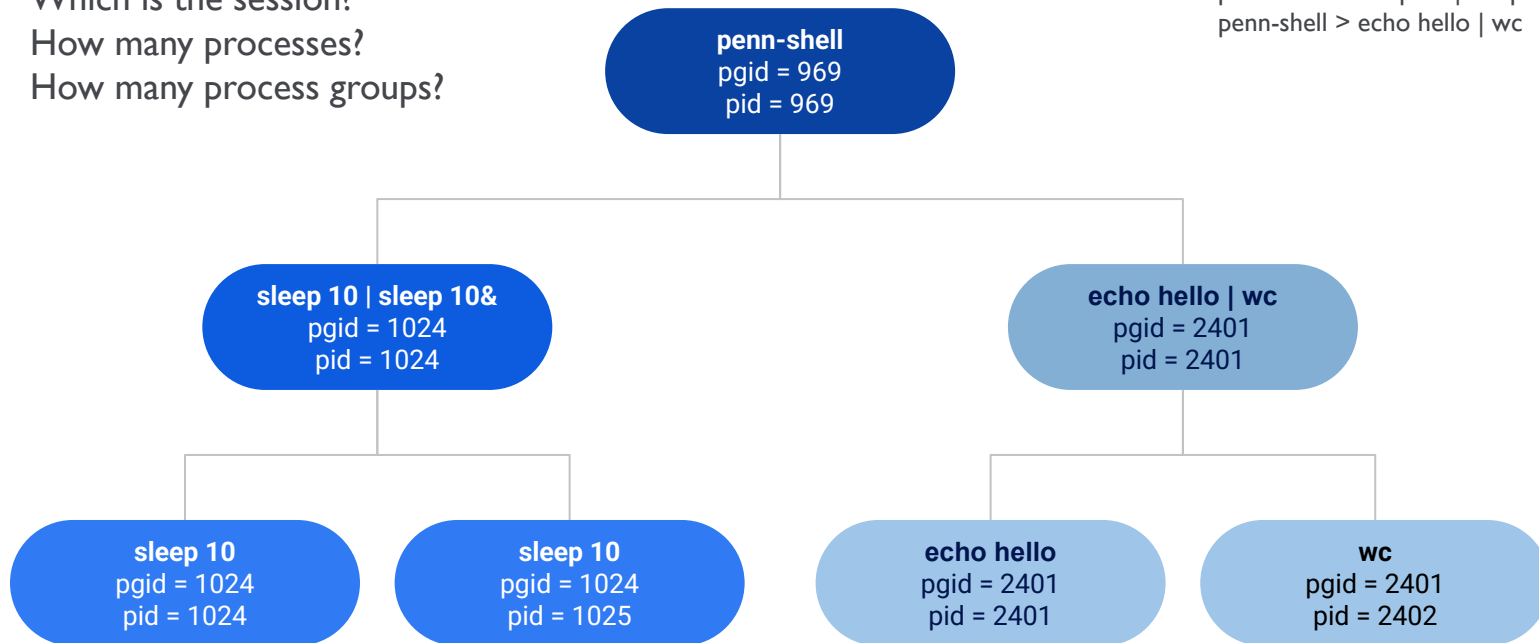
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- Process Groups
  - waitpid()
  - Signal handling
- Terminal Control

# Process Groups

1. Which is the session?
2. How many processes?
3. How many process groups?

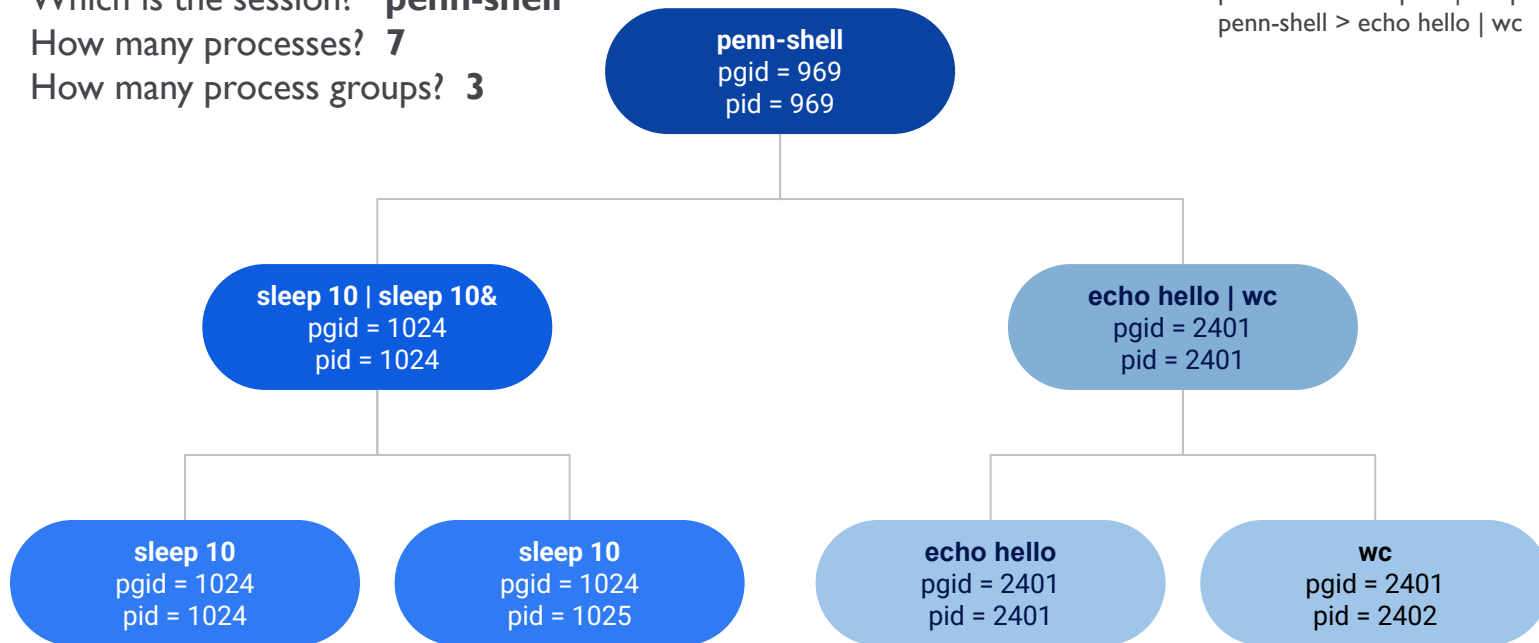
```
penn-shell > sleep 10 | sleep 10 &  
penn-shell > echo hello | wc
```



# Process Groups

1. Which is the session? **penn-shell**
2. How many processes? **7**
3. How many process groups? **3**

penn-shell > sleep 10 | sleep 10 &  
penn-shell > echo hello | wc



# Signal Handling

```
int main() {
    sigset_t mask;
    sigset_t old_mask;
    if (sigemptyset(&mask) == -1) {
        perror("initializing empty set failed");
    }
    if (sigaddset(&mask, SIGINT) == -1) {
        perror("adding sigint failed");
    }

    while(1) {
        char buff[4096] = {0};
        int numBytes = read(STDIN_FILENO, buff, 4096);
        if (numBytes == -1) {
            perror("read failed");
        }
        if (!strcmp(buff, "unblock sigint\n")) {
            sigset_t reset_mask;
            if (sigemptyset(&reset_mask) == -1) {
                perror("initializing empty set failed");
            }
            if (sigprocmask(SIG_SETMASK, &reset_mask, &mask) == -1) {
                perror("resetting mask failed");
            }
            printf("resetting mask...\n");
        }
    }
    return 0;
}
```

What does this code do?

Assume you have all the proper #include statements

# Signal Handling

```
int main() {
    sigset_t mask;
    sigset_t old_mask;
    if (sigemptyset(&mask) == -1) {
        perror("initializing empty set failed");
    }
    if (sigaddset(&mask, SIGINT) == -1) {
        perror("adding sigint failed");
    }

    while(1) {
        char buff[4096] = {0};
        int numBytes = read(STDIN_FILENO, buff, 4096);
        if (numBytes == -1) {
            perror("read failed");
        }
        if (!strcmp(buff, "unblock sigint\n")) {
            sigset_t reset_mask;
            if (sigemptyset(&reset_mask) == -1) {
                perror("initializing empty set failed");
            }
            if (sigprocmask(SIG_SETMASK, &reset_mask, &mask) == -1) {
                perror("resetting mask failed");
            }
            printf("resetting mask...\n");
        }
    }
    return 0;
}
```

How would you fix the code?

# What's the difference between these two?

```
int main() {
    sigset_t mask;
    sigset_t old_mask;
    if (sigemptyset(&mask) == -1) {
        perror("initializing empty set failed");
    }
    if (sigaddset(&mask, SIGINT) == -1) {
        perror("adding sigint failed");
    }
    if (sigprocmask(SIG_BLOCK, &mask, &old_mask) == -1) {
        perror("failure to block sigint");
    }
    while(1) {
        char buff[4096] = {0};
        int numBytes = read(STDIN_FILENO, buff, 4096);
        if (numBytes == -1) {
            perror("read failed");
        }
        if (!strcmp(buff, "unblock sigint\n")) {
            sigset_t reset_mask;
            if (sigemptyset(&reset_mask) == -1) {
                perror("initializing empty set failed");
            }
            if (sigprocmask(SIG_SETMASK, &reset_mask, &mask) == -1) {
                perror("resetting mask failed");
            }
            printf("resetting to default behavior...\n");
        }
    }
    return 0;
}
```

```
int main() {
    struct sigaction sa = {0};
    sa.sa_handler = SIG_IGN;
    sa.sa_flags = SA_RESTART;
    sigaction(SIGINT, &sa, NULL);
    while(1) {
        char buff[4096] = {0};
        int numBytes = read(STDIN_FILENO, buff, 4096);
        if (numBytes == -1) {
            perror("read failed");
        }
        if (!strcmp(buff, "unblock sigint\n")) {
            sa.sa_handler = SIG_DFL;
            sigaction(SIGINT, &sa, NULL);
            printf("resetting to default behavior...\n");
        }
    }
    return 0;
}
```

# Now: we mix signals and process groups

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True or False?

- Only foreground processes can read from the terminal
- Only foreground processes can write to the terminal
- Multiple processes can exist in the foreground
- Multiple process groups can exist in the foreground
- Multiple process groups can exist in the background
- Signals sent from the terminal is sent to all processes
- Signals can only be sent to the foreground job
- Signal blocking behavior is always different from signal ignoring behavior



# Situation #1

---

A parent creates its own signal handler to ignore SIGINT. It forks a child. You hit Ctrl+C. Which process terminates?

- A. The parent only
- B. The child only
- C. Both parent and child
- D. Neither parent nor child

## Situation #2

---

A parent creates its own signal handler to ignore SIGINT. It forks a child. The child execs the command “sleep 100” You hit Ctrl+C. Which process terminates?

- A. The parent only
- B. The child only
- C. Both parent and child
- D. Neither parent nor child

# Situation #3

---

A parent creates its own signal handler to ignore SIGINT. It forks a child. The child execs the command “sleep 100 &” You hit Ctrl+C. Which process terminates?

- A. The parent only
- B. The child only
- C. Both parent and child
- D. Neither parent nor child

# Situation #4

---

A parent with no signal handlers forks a child. Both processes run an infinite loop. You hit Ctrl+C. Which process terminates?

- A. The parent only
- B. The child only
- C. Both parent and child
- D. Neither parent nor child

# Terminal Control

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- Only one process group should have terminal control at a time
- Only the controlling group can read from and write to terminal, and receive terminal signals (`SIGINT` from **Ctrl-C** & `SIGTSTP` from **Ctrl-Z**)
  - foreground job in penn-shell

# Terminal Control

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- Which process group has terminal control at this point?
  - `pid_t tcgetpgrp(int fd);`
- What happens when another group (e.g., in the background) tries to access the terminal?
  - OS sends a `SIGTTIN` signal
  - Default action: stop the program

# Terminal Control

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- How can another process group take over terminal control?
  - `int tcsetpgrp(int fd, pid_t pgrp);`
- What if we need to write to stdout from the background?
  - Call `tcsetpgrp()` and receive a `SIGTTOU` signal (default: stop the program)
  - We can configure it to block or ignore this signal

# ./tc\_demo

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- Questions? :)