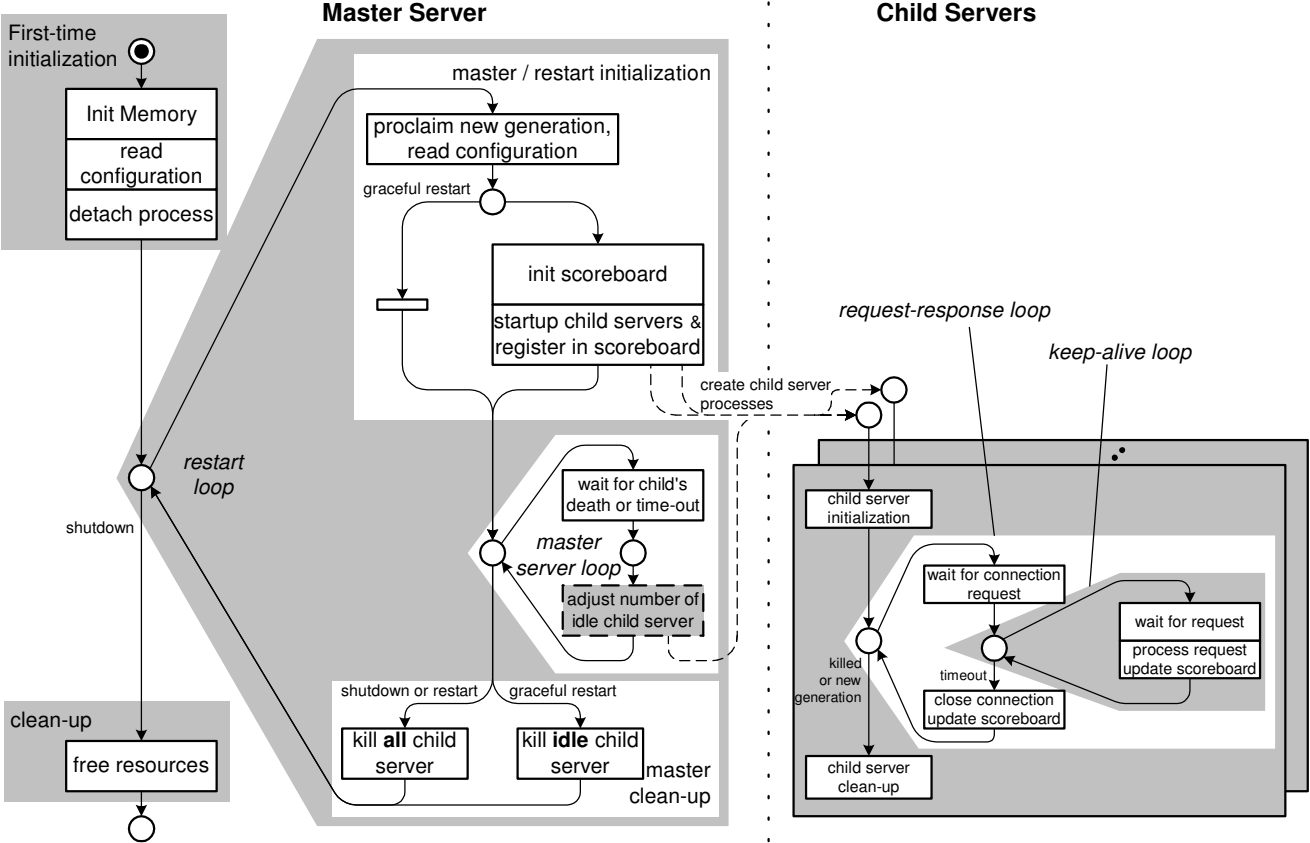
Master Server
Child Servers
First-time initialization
Init Memory
read configuration
detach process
master / restart initialization
proclaim new generation, read configuration
graceful restart
init scoreboard
startup child servers & register in scoreboard
restart loop
shutdown
wait for child's death or time-out
master server loop
adjust number of idle child server
shutdown or restart
graceful restart
kill all child server
kill idle child server
master clean-up
clean-up
free resources
create child server processes
request-response loop
keep-alive loop
child server initialization
wait for connection request
wait for request
process request update scoreboard
killed or new generation
timeout
close connection update scoreboard
child server clean-up