



VPM's
MAHARSHI PARSHURAM
COLLEGE OF ENGINEERING

“Threads”

Presented By

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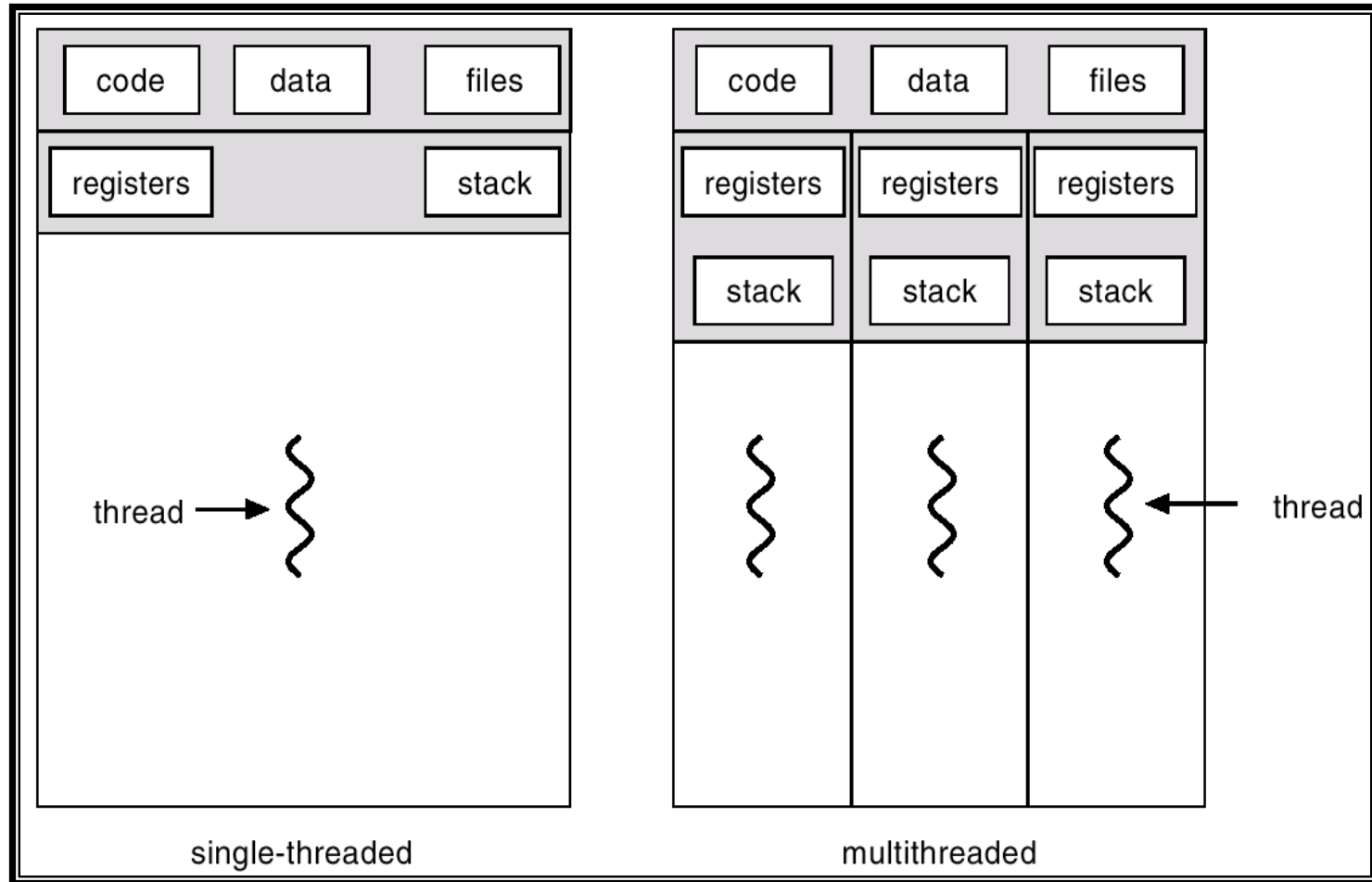
DEPARTMENT OF COMPUTER ENGINEERING

The Thread

- Thread is light weight process
- A *thread* is a basic unit of CPU utilization, consisting of a program counter, a stack, and a set of registers, (and a thread ID.)
- Traditional system (heavyweight) processes have a single thread of control

Example ?

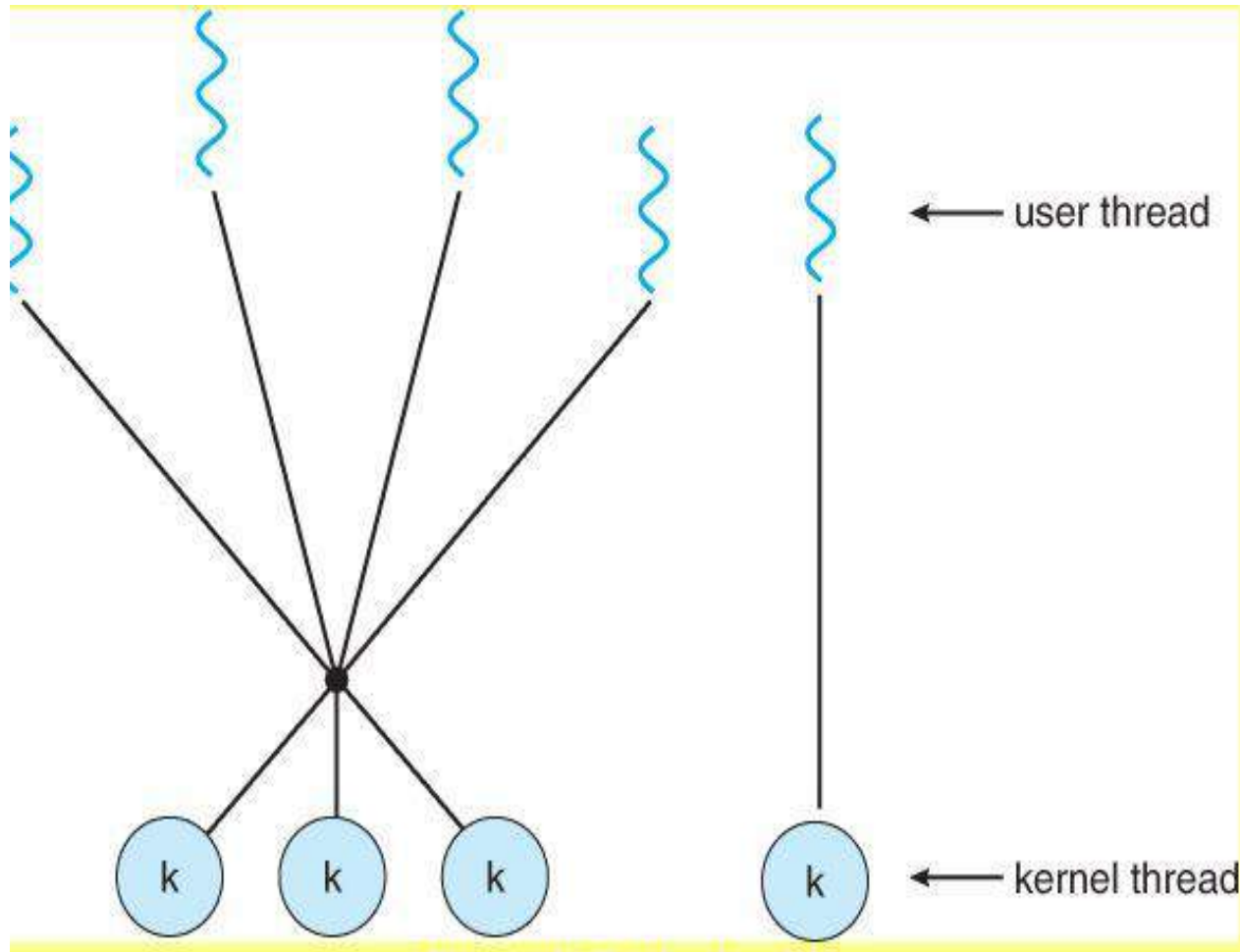
The Thread (cont.)



The Thread Benefits

- Responsiveness
- Resource Sharing
- Economy
- Utilization of MP Architectures

Two Level Model



Threads

User Threads

- Thread management done by **user-level threads library**
- Examples
 - POSIX *Pthreads*
 - Mach *C-threads*
 - Solaris *threads*

- Supported by the Kernel
- Examples
 - Windows 95/98/NT/2000
 - Solaris
 - Tru64 UNIX
 - BeOS
 - Linux

Kernel Threads

User Level Thread

- All thread management is done by the application
- The kernel is **not aware** of the existence of threads
- Thread switching does not require kernel mode privileges (and is thus faster)
- **Scheduling** is application specific (can thus be more efficient)

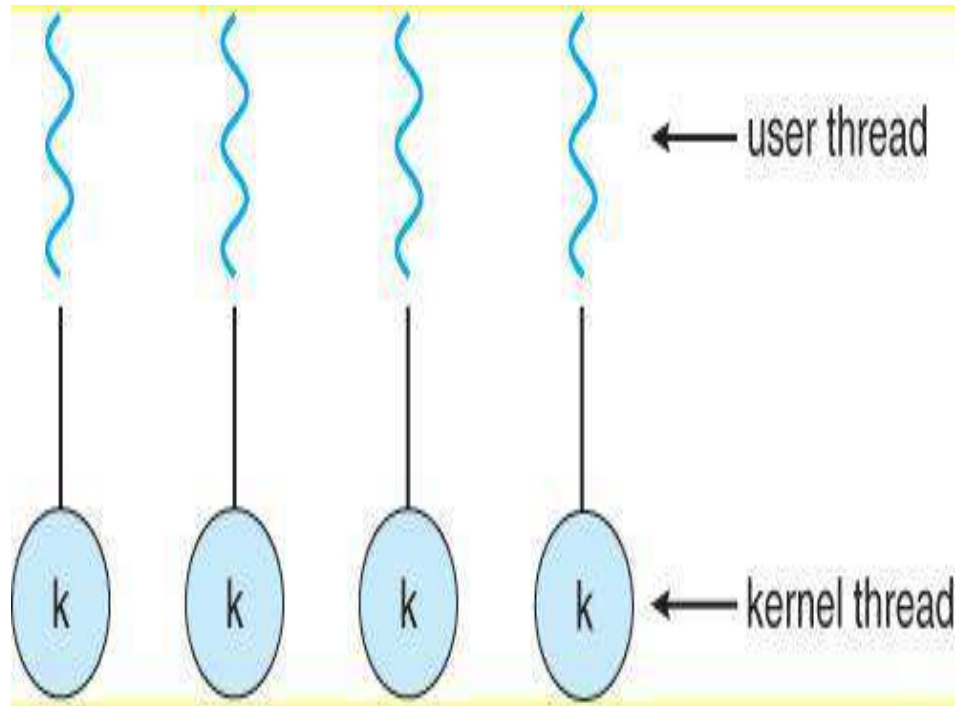
Kernel Level Thread

- Kernel maintains information for the process and the threads
- Kernel can **schedule** different threads of the same process to different processors
- **Switching** between threads requires the kernel
- Kernel threads can simplify context switch of system functions

Multithreading Models

- One-to-One
- Many-to-One
- Many-to-Many

One to One

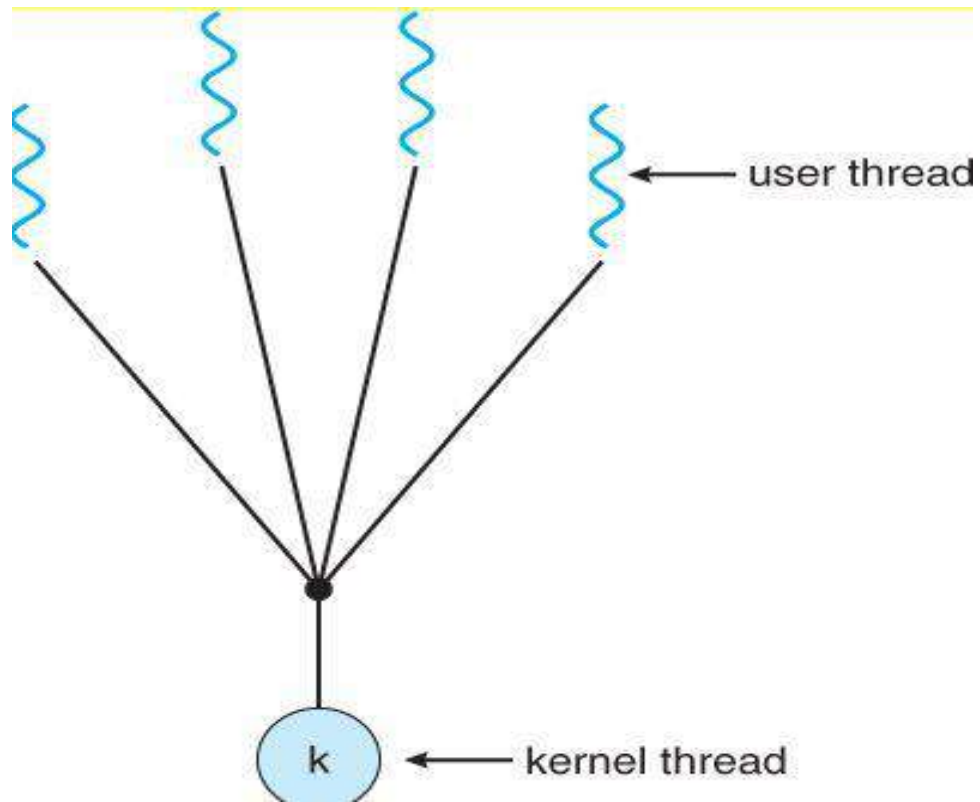


- **Examples:**

Solaris Green Threads

GNU Portable Threads

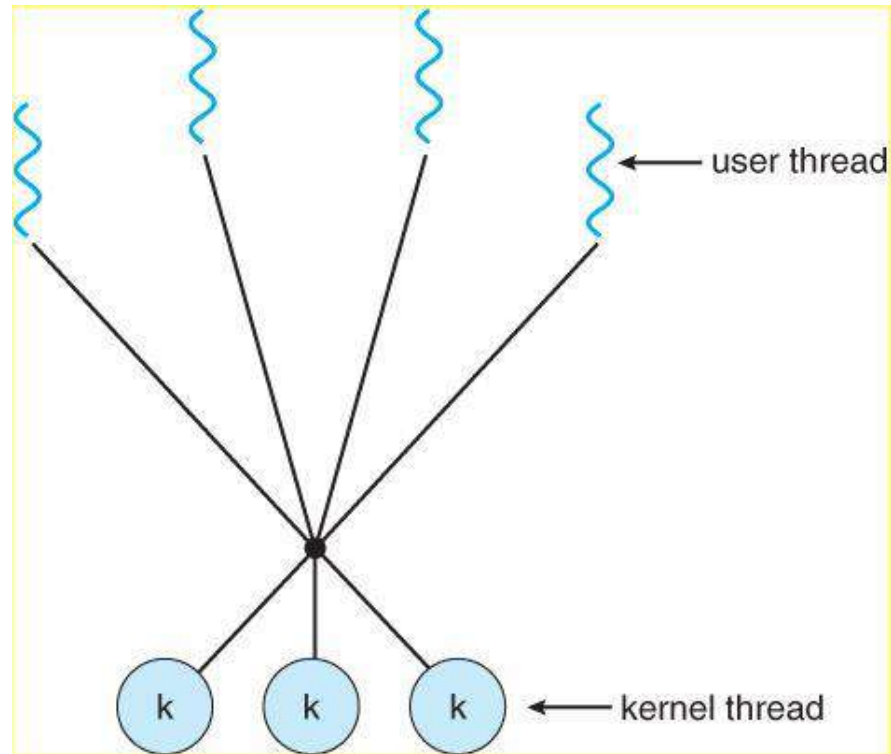
Many to One



- **Examples:**

- Windows 95/98/NT/2000
- Linux

Many to Many



- **Examples**

- Solaris 9
- Solaris Prior
- True 64 Unix

Single and Multicore Programming (cont.)

Examples Multicore processor

- Intel Core 2 Duo E6755
- AMD Athlon X2 6400+ dual-core processor.
- Intel I3, I5, I7

• **Thank you....**