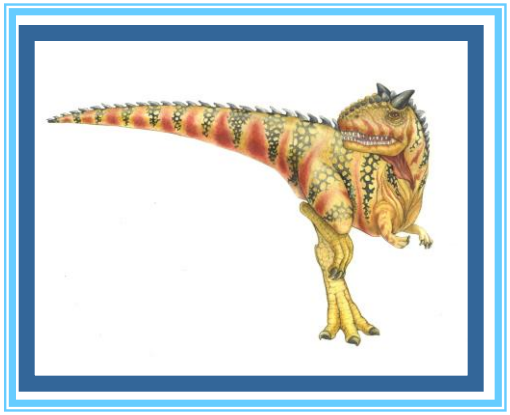
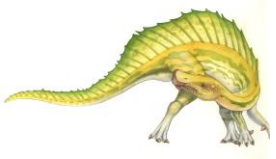
Chapter 4: Threads

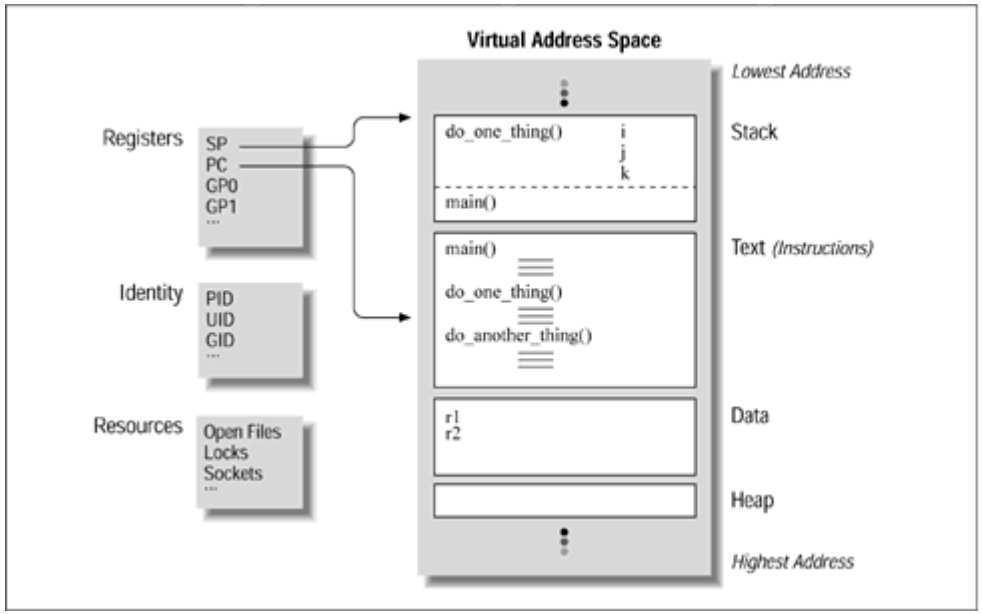


Objectives

- To introduce the notion of a thread — a fundamental unit of CPU utilization that forms the basis of multithreaded computer systems
- To discuss the APIs for the Pthreads, Win32, and Java thread libraries
- To examine issues related to multithreaded programming

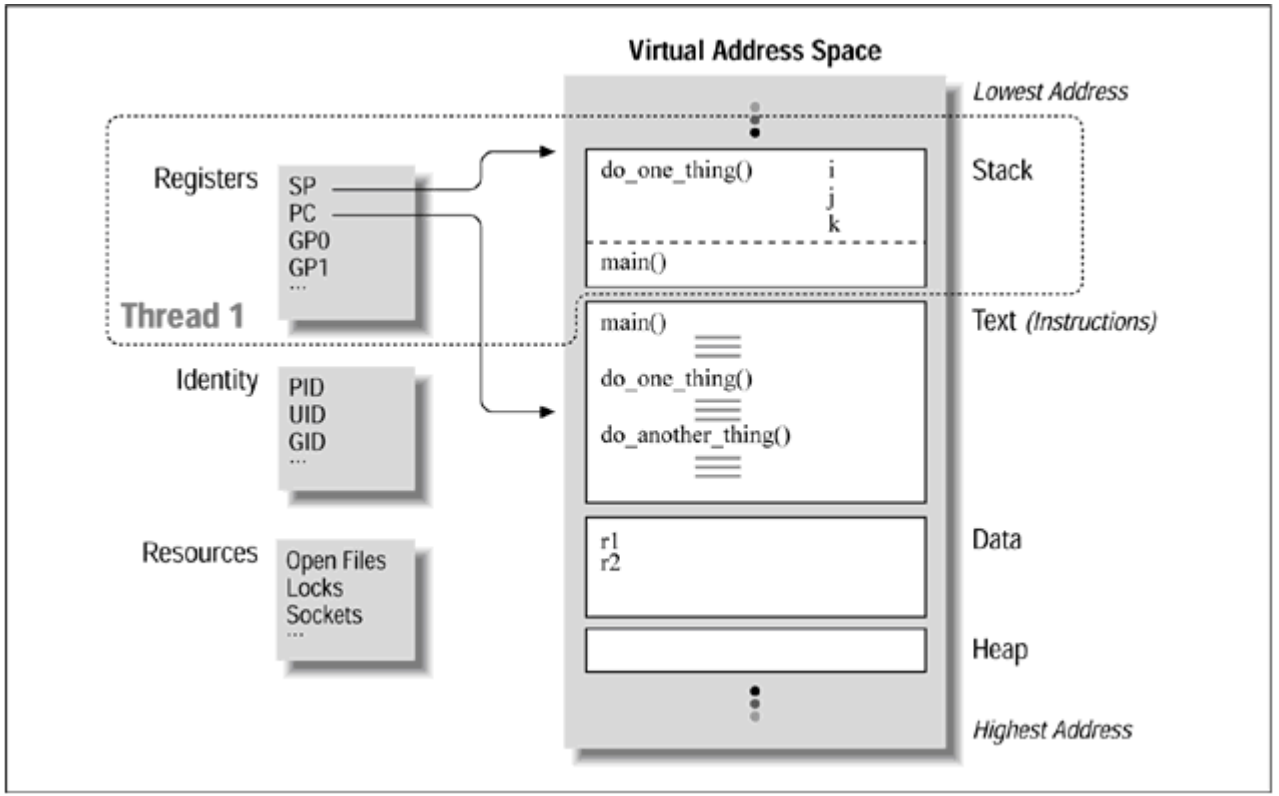


Process Revisited



http://maxim.int.ru/bookshelf/PthreadsProgram/htm/r_6.html

Single Thread



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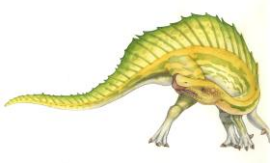
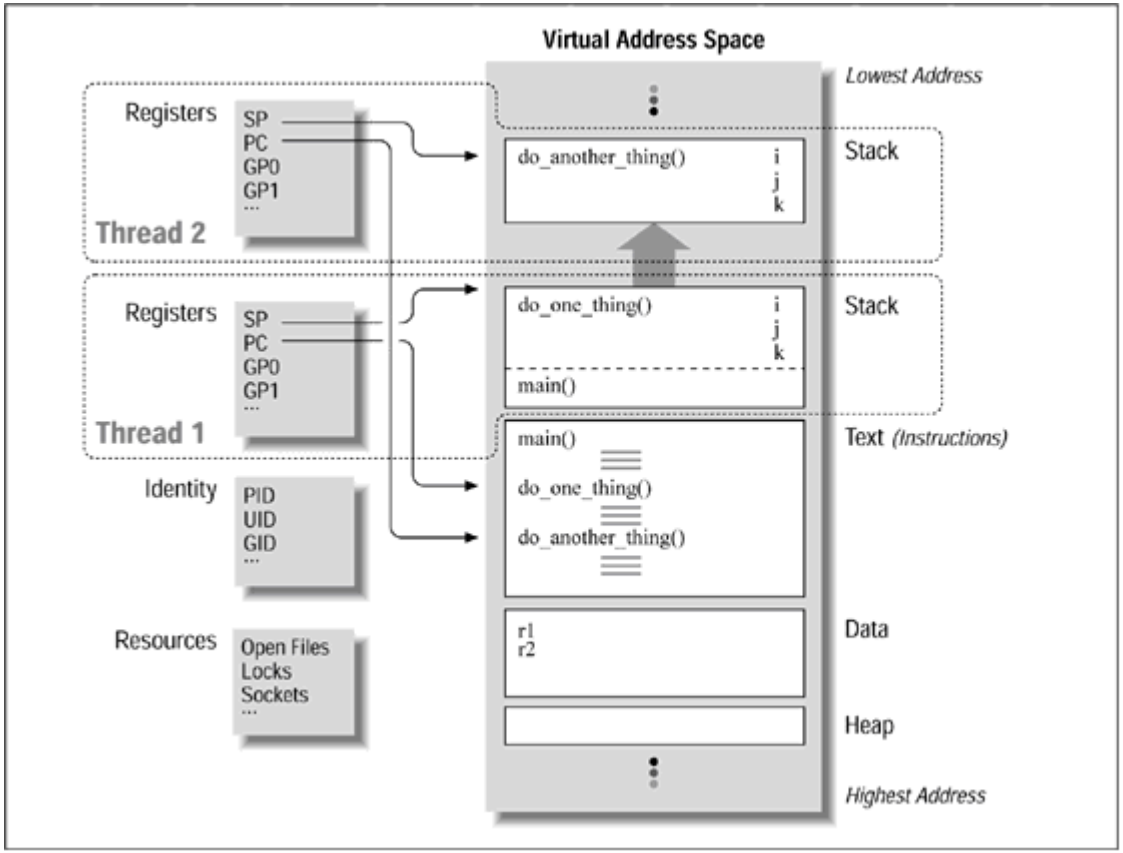


Multiple Threads



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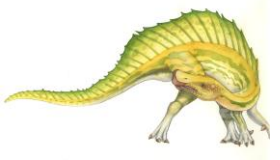
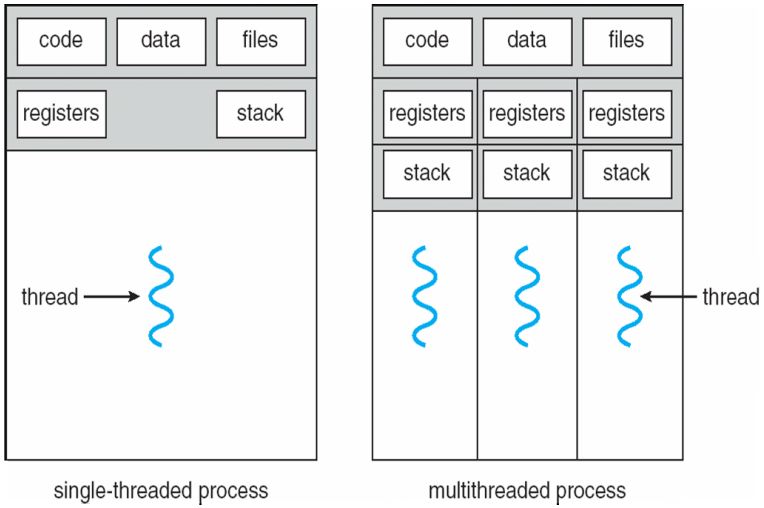


Single and Multithreaded Processes



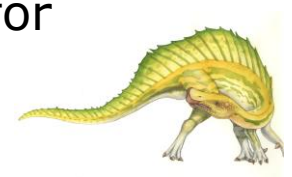
1. What is shared?

2. How many PCBs?

Word Processor Example
1. Thread 1 - display graphics
2. Thread 2 - respond to keystrokes
3. Thread 3 - spelling & grammar check

Kernel Example
1. Thread 1 - manage devices
2. Thread 2 - manage memory
3. Thread 3 - manage interrupts

Solaris - set of kernel threads for interrupt handling

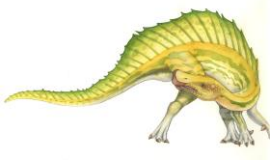


Benefits of Multithreaded Programming

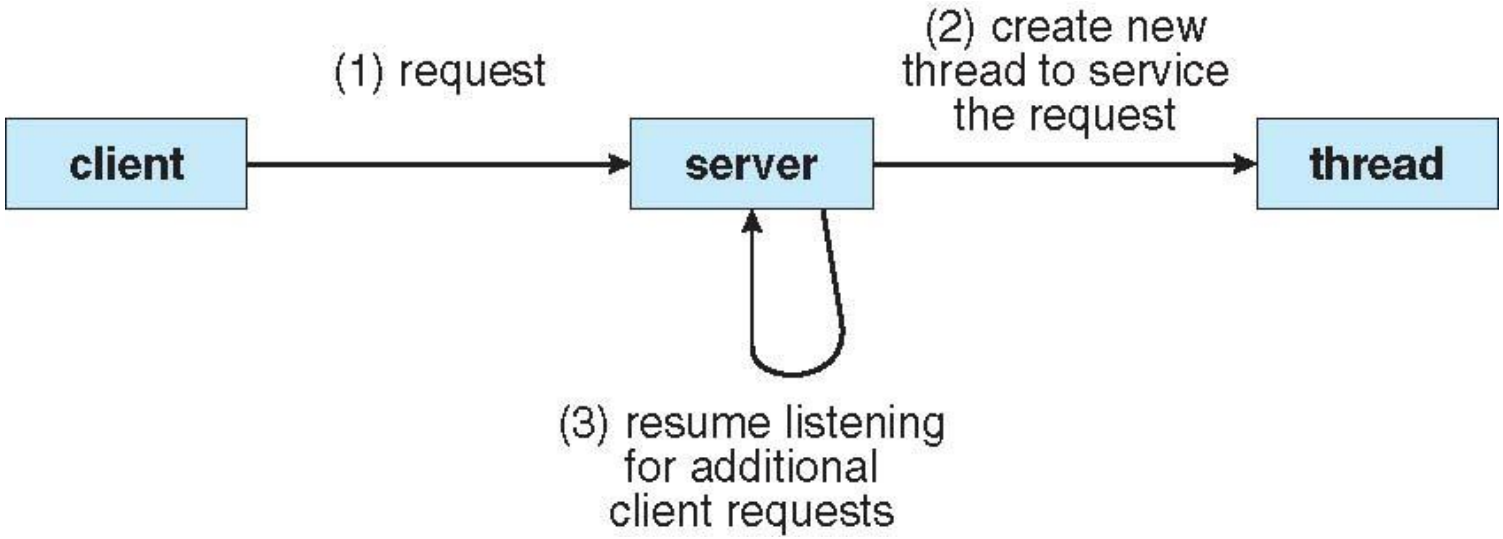
- Responsiveness - a program can continue running even if part is blocked
  1. What is blocked?
  2. Give an example of running while a portion is blocked.
- Resource Sharing
  1. How do processes share resources vs threads?
- Economy
  1. Compare process vs thread creation
- Scalability
  1. How can multithreading be even more beneficial as the # of cores increase?

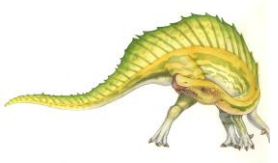
Multicore Programming

- Multicore systems putting pressure on programmers, challenges include
  - **Dividing activities**
  - **Balance**
  - **Data splitting**
  - **Data dependency**
  - **Testing and debugging**



Multithreaded Server Architecture

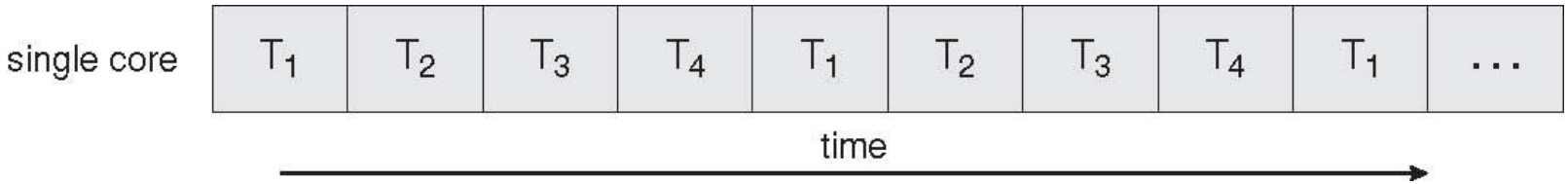




Concurrent vs Parallel Execution

Book Definiton which is not universally accepted:

1. concurrency - supports more than one task by allowing all tasks to make progress



2. parallelism - more than one task can be executing at once