#### **Processes and Threads**

- Processes and their scheduling
- Multiprocessor scheduling
- Threads
- Distributed Scheduling/migration



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## Processes: Review

- Multiprogramming versus multiprocessing
- Kernel data structure: process control block (PCB)
- Each process has an address space
  - Contains code, global and local variables..
- Process state transitions
- Uniprocessor scheduling algorithms
  - Round-robin, shortest job first, FIFO, lottery scheduling, EDF
- Performance metrics: throughput, CPU utilization, turnaround time, response time, fairness



## **Process Behavior**

- Processes: alternate between CPU and I/O
- CPU bursts
  - Most bursts are short, a few are very long (high variance)
  - Modeled using *hyperexponential* behavior
  - If X is an exponential r.v.

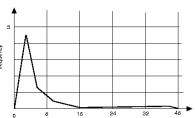
• Pr [ 
$$X \le x$$
] = 1 -  $e^{-\mu x}$ 

• 
$$E[X] = 1/\mu$$

- If X is a hyperexponential r.v.

• 
$$Pr[X \le x] = 1 - p e^{-\mu 1x} - (1-p) e^{-\mu 2x}$$

• 
$$E[X] = p/\mu 1 + (1-p)/\mu 2$$



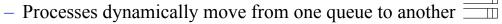


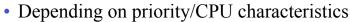
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## **Process Scheduling**

- Priority queues: multiples queues, each with a different priority
  - Use strict priority scheduling
  - Example: page swapper, kernel tasks, real-time tasks, user tasks
- Multi-level feedback queue
  - Multiple queues with priority





- Gives higher priority to I/O bound or interactive tasks
- Lower priority to CPU bound tasks
- Round robin at each level



#### **Processes and Threads**

- Traditional process
  - One thread of control through a large, potentially sparse address space
  - Address space may be shared with other processes (shared mem)
  - Collection of systems resources (files, semaphores)
- Thread (light weight process)
  - A flow of control through an address space
  - Each address space can have multiple concurrent control flows
  - Each thread has access to entire address space
  - Potentially parallel execution, minimal state (low overheads)
  - May need synchronization to control access to shared variables

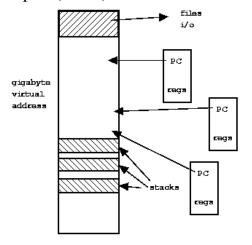


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## **Threads**

- Each thread has its own stack, PC, registers
  - Share address space, files,...





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## Why use Threads?

- Large multiprocessors need many computing entities (one per CPU)
- Switching between processes incurs high overhead
- With threads, an application can avoid per-process overheads
  - Thread creation, deletion, switching cheaper than processes
- Threads have full access to address space (easy sharing)
- Threads can execute in parallel on multiprocessors



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# Why Threads?

- Single threaded process: blocking system calls, no parallelism
- Finite-state machine [event-based]: non-blocking with parallelism
- *Multi-threaded process:* blocking system calls with parallelism
- Threads retain the idea of sequential processes with blocking system calls, and yet achieve parallelism
- Software engineering perspective
  - Applications are easier to structure as a collection of threads
    - Each thread performs several [mostly independent] tasks



# Multi-threaded Clients Example : Web Browsers

- Browsers such as IE are multi-threaded
- Such browsers can display data before entire document is downloaded: performs multiple simultaneous tasks
  - Fetch main HTML page, activate separate threads for other parts
  - Each thread sets up a separate connection with the server
    - Uses blocking calls
  - Each part (gif image) fetched separately and in parallel
  - Advantage: connections can be setup to different sources
    - Ad server, image server, web server...

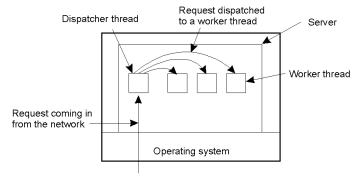


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## Multi-threaded Server Example

- Apache web server: pool of pre-spawned worker threads
  - Dispatcher thread waits for requests
  - For each request, choose an idle worker thread
  - Worker thread uses blocking system calls to service web request





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## **Thread Management**

- Creation and deletion of threads
  - Static versus dynamic
- Critical sections
  - Synchronization primitives: blocking, spin-lock (busy-wait)
  - Condition variables
- Global thread variables
- Kernel versus user-level threads



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## User-level versus kernel threads

- Key issues:
- Cost of thread management
  - More efficient in user space
- Ease of scheduling
- Flexibility: many parallel programming models and schedulers
- Process blocking a potential problem



## **User-level Threads**

- Threads managed by a threads library
  - Kernel is unaware of presence of threads
- Advantages:
  - No kernel modifications needed to support threads
  - Efficient: creation/deletion/switches don't need system calls
  - Flexibility in scheduling: library can use different scheduling algorithms, can be application dependent
- Disadvantages
  - Need to avoid blocking system calls [all threads block]
  - Threads compete for one another
  - Does not take advantage of multiprocessors [no real parallelism]



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## User-level threads

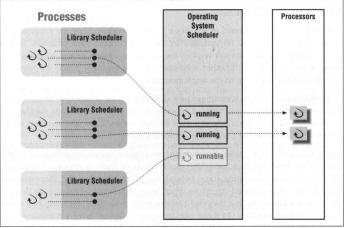
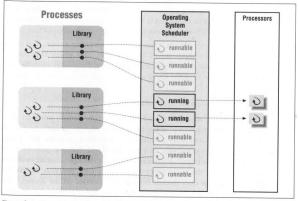


Figure 6-1: User-space thread implementations



#### Kernel-level threads

- Kernel aware of the presence of threads
  - Better scheduling decisions, more expensive
  - Better for multiprocessors, more overheads for uniprocessors



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## **Light-weight Processes**

- Several LWPs per heavy-weight process
- User-level threads package
  - Create/destroy threads and synchronization primitives
- Multithreaded applications create multiple threads, assign threads to LWPs (one-one, many-one, many-many)
- Each LWP, when scheduled, searches for a runnable thread [two-level scheduling]
  - Shared thread table: no kernel support needed
- When a LWP thread block on system call, switch to kernel mode and OS context switches to another LWP



## LWP Example

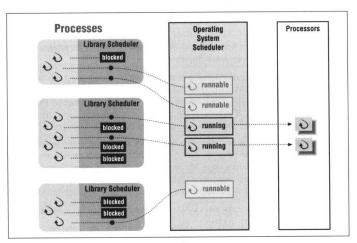


Figure 6-3: Two-level scheduler implementations



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## **Thread Packages**

- Posix Threads (pthreads)
  - Widely used threads package
  - Conforms to the Posix standard
  - Sample calls: pthread\_create,...
  - Typical used in C/C++ applications
  - Can be implemented as user-level or kernel-level or via LWPs
- Java Threads
  - Native thread support built into the language
  - Threads are scheduled by the JVM

