Threads

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Threads

- Thread Models
- Scheduling
Thread Models

1. Kernel level threads
   a. 1 to 1
   b. Every thread is seen by the kernel.

2. User level threads
   a. n to 1
   b. Threading done within the application.

3. Hybrid Threads
   a. n to m
   b. Combination of both kernel and user level threads.
Scheduling

- Co-operative Scheduling
- Pre-emptive Scheduling
  - OS balances several goals in scheduling
    1. Throughput
    2. Latency
    3. Response time
    4. Fairness
    5. Waiting time
Scheduling Algorithms

- First in First Out
- Round Robin
- Earliest Deadline First
- Shortest Time Remaining
- Fixed Priority Preemptive Scheduling
  - Multilevel Queue Scheduling