Chapter 4 Threads - 1

Process "context switching" overhead is directly proportional to (or will depend on):

- [ ] size of process address space (stack, heap, etc.)
- [x] scheduler overhead
- [x] number of hardware registers
- [x] memory latency and bandwidth

Which of these statements about threads are true?

- [x] Threads are lighter-weight compared to process
- [x] Multiple threads will need less memory than multiple processes
- [ ] Multiple threads cannot run concurrently
- [x] Threads are not "protected" from each other (unlike processes)
- [ ] Each thread gets a different process id
- [x] Each thread gets it own stack partition
- [ ] Each thread gets it own heap partition
- [x] Each thread gets its own hardware context

The thread attributes set before thread creation can control the following:

- [x] Scheduling priority of the thread
- [ ] Size of the thread's heap region
- [ ] How long is the thread active

Calling "exit()" from a thread will kill the main thread and other sibling threads?

- (●) True
- ( ) False

Clear selection

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