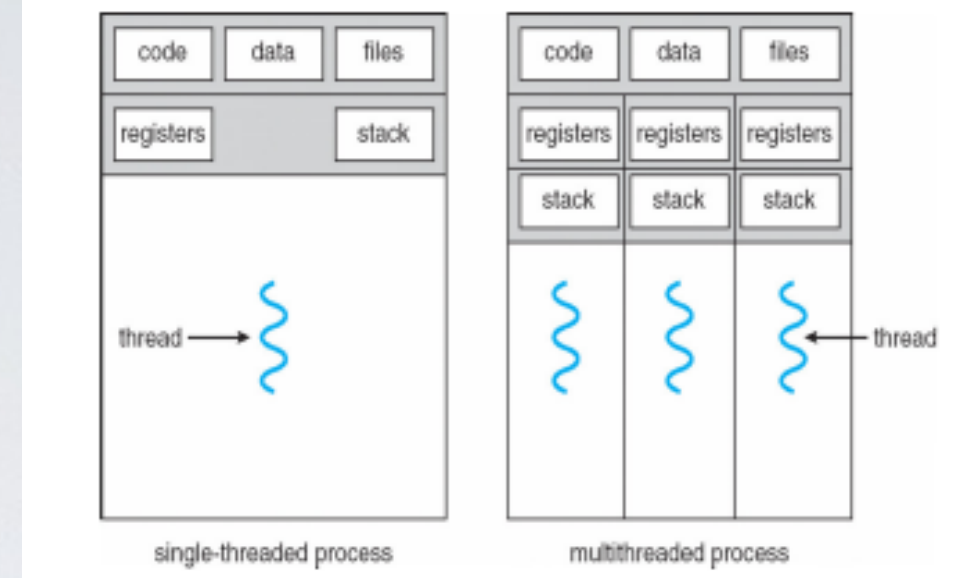


# A good but costly abstraction

- ✓ Good to avoid processes interfering with each other but ...
  - Creating a process is costly (space and time)
  - Context switching is costly (time)
  - Inter-process communication is costly (time)

# User Threads



Modern OSes separate the concepts of processes and threads

- The thread defines a sequential execution stream within a process (PC, SP, registers)
- The process defines the address space and general process attributes (everything but threads of execution)

✓ A thread is bound to a single process but a process can have multiple threads