

14 March

Lec 12

Thursday

Multi-Tasking (CN / ICT Course)

↳ At a time, multiple tasks perform here

↳ To do multiple things at a same time within a computer.

↳ So se milte jatte concept hai

Multi-Threading

↳ To do multiple ^{tasks} things at same time within a program.

Thread?

↳ It is light weight process / program / procedure.

Address space → OS mai paste the concept

↳ Eik program ko execution ko liye jo space, RAM mai jo area chadega hoga jaha code, data store kare.

Program memory mai load kare to space require kare → address space.

Eik new instance → uske apna address space

eik aur instance → uske apna address space.

→ Agar pure instance load kare hai bharpe, sharing krwate to optimize krsktte --

It actually shares address space of parent

process, apni share ni kr rhta hoga... → So liye ye light-weight process.

Parent = 100 MB address space, 100 MB

- share address space

Benefit of using thread:

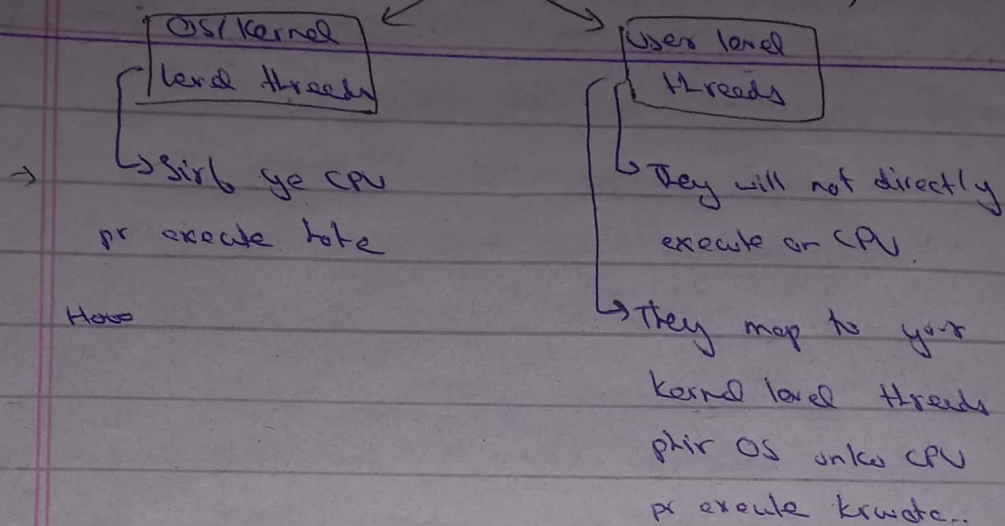
Efficient logical use of memory

loadin sharing to si to but si galat hai. Dead lock.

starvation, synchronization polling etc. need to set

Threads in Computer

(2)



How

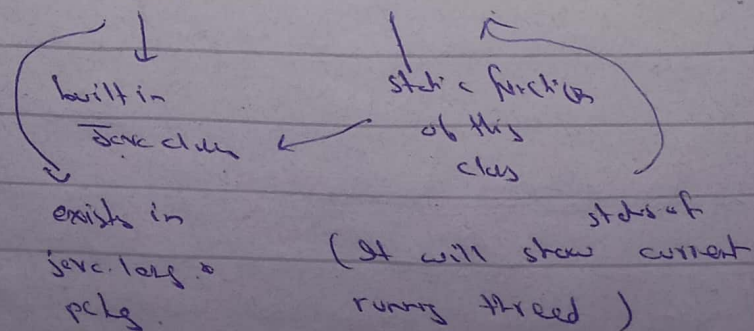
- How to create these user-level threads in Java?
- How they will be mapped on your system/kernel level thread take CPU pr execute krsktte?
- Braye ge kaise Aur execute kaise?
- Braye ge kaise threads?

First program → We were using threads we wrote at that time

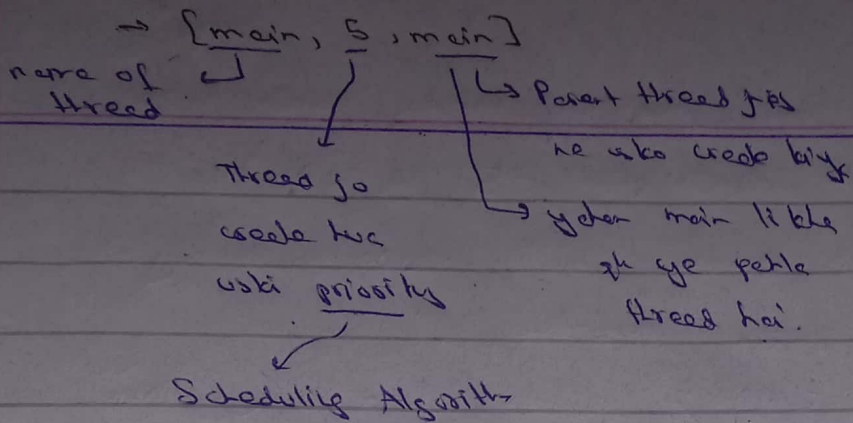
Java mai single se program hi likhte, but Java us program ko run krte ke liye thread load. Aur jo pehle pehle karte - uske main thread karte.

→ Jo mai java ke student likhte

System -- (Thread.currentThread()) ;



JS like print kyaaye go to what se info aayga.



How process will be scheduled on CPU?

(LIFO, FIFO, ---)

Q. Java ke threads CPU pr kaise execute krte?

→ unko map krke kernel level thread pr convert

→ JVM unko map krta based on priorities.
↳ transparently maps your user level threads to system level threads based on their priorities.

2nd lec

↳ Platform independent.

Java provides JVM for each OS?

↳ Why not ^{one} JVM for all OS?

→ One of reason is priority based threads.

Total priority levels = 10.

1 → min priority 5 → center ---

10 → highest

Ye CPU pr execute ni krta user-level ---

↳ Windows NT = 7 total levels

↳ $2^{32} - 1$ → Solaris and levels.

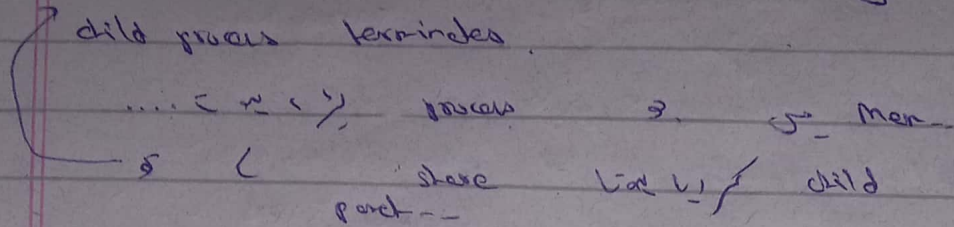
Difference double time zyada.

↳ $2^{32} - 1$ 1 7 5 10 1 2 1
map krta hai

- $\overline{w_i} \in C$ as \nearrow JIM
 maps

→ Java mai jitne shi threads create krge,
 normal/default priority = 5 ke sath hnge.

→ Parent process should reside in memory until

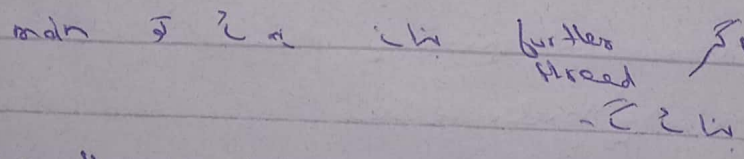


Agar parent process priority ↑ & it terminates
 to ek temporary parent process (init process)
 assign krke child ko.

Kuch process allow nahi krke parent terminate
 krke child se pehle lekin Java allow krke
 to O/S ki tarah agar chhote hote to during
 parent process assign.

⇒ Main thread is responsible to execute main function

↓
 central entry point



Main thread baqi threads ko create krwate.
 To kaise child thread se hum baayege
 unke parent main thread se.

[t1, priority, main]

↓
 Humare thread

jo hum se create
 krge

↓
 Parent

Q k main ke baad
 bn age

User level threads ke parent → main thread.

- Eik prgrm mei 2,3, n tasks || (parallel chl rsk lge)
- Jitne CPU's, uthe multiple threads ki execution chl rsk lge.
- 2003 → single CPU → low voltage jo multi-tasking mai hote..

How to create user-level threads?

Try to run heavy game & music

music ruk ruk kr chl rsk

Switching of CPU..

Game mei interruption

Thread → complete process

4 CPU → 4 threads at a time.

Har thread aik CPU pr

multiple, jo T + parallel CPU

lke jo block hlo switching

4 threads diff CPU pr run kr rsk.

Thread 1, 2, 3, 4 abe VP kr rsk.

Idar koi an lo system pr maybe CPU 2 palle hre

he hu 2 ki O/P palle..

→ Eik prgrm ko multiple CPU/machine pr

run kr skt hain slight variation in sequence depending

kr kr kr assign hve..

→ Same threads ko main create. By default

main ki priority hi chld hogi. Awo hum

change krsktte priority (1-10).

Is out of range jayete
to exception.

→ 2 ways.

name of interface

1) Using interface (Runnable):

2) Using class ^{name of class} (Thread):

① You need to create a class
 class Test implements Runnable
 ↳ control ka rok
 ↳ responsible to provide functions implementation of this interface
 ↳ Only one function.
 run()

② Override this function.

Override void run()

This run function is similar to main.

↳ Control entry point of your thread.

↳ execution system ki start jh selet.

- whenever your thread will get CPU, it will run its run function.

→ tk ke through file read krlo chhe but ye file read run function mai krega. Aur jh CPU milege tk ko, wo n file-read krega.

CPU mile → start execution of run process

③ You need to create object of Thread class
 Thread t = new Thread(_____).

↳ save log. pkg

↳ Here we need to pass an instance of runnable type.

Vo object jiske pass thread ke control entry point hai vo pass krlo. Jis ke pass

is ke control entry point hai.
Kya pata kya yeha?
 Is-a relationship.

Test is a runnable type.
 Test type ko object pata.

Thread t = new Thread (new Test ());
 Thread create krige.

Eik instance object create krige RAM mai.

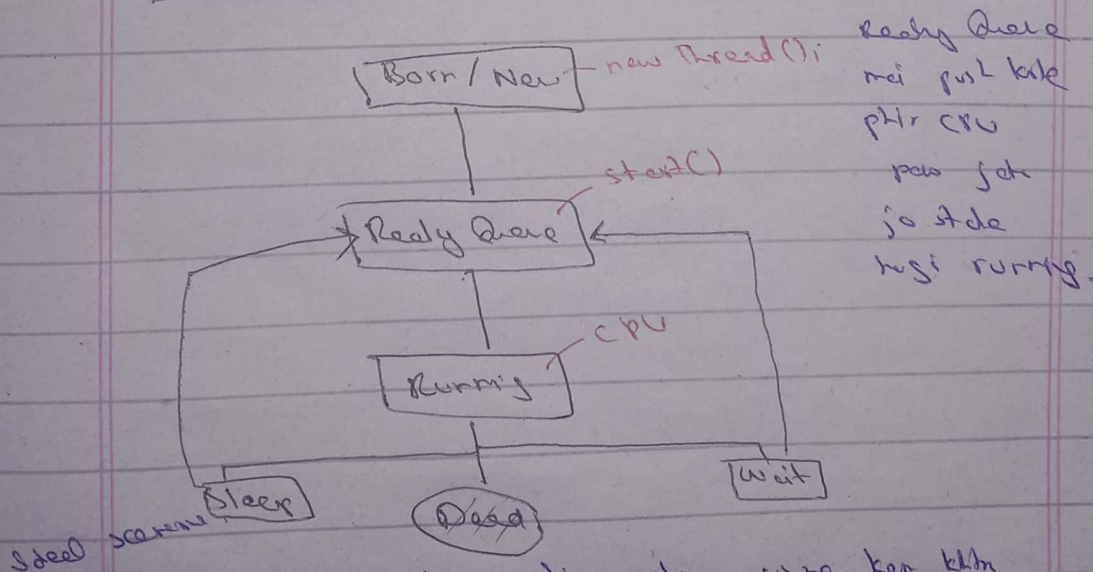
(4) ⇒ You need to put this in Ready Queue.

CPU process call krige
 - 2 or 4 or 8

For this purpose, you need to make a call
 t.start();

Whenever you will call start, it will put it in
Ready Queue mai ek queue mai lage hai.
 Jo CPU milega it execute start krige.
 waha ni.

Life Cycle of Thread:



Ideal scenario

Jiske thread ko time mile, uske kar krke
 krige, execution krke, dead krige.

→ Suppose running mai the, koi high priority thread
 se usko nikal ke uske mai sleep krige, ye koi are

Thread ko usko sleep state ni lejayega -
Jo vo in state se bahar niklegi, tab vo
CPU/running ke part ni jaye ga - vo ready

Queue mei jaye ga & again it will wait for CPU.

new Thread(); → born state.

start(); → ready Queue mei lejayega

CPU mile → Running Condition

Runer quatin, → Dead

line splice mei kar kln

Agar interrupt → sleep / wait

ل ب ان ۛ با ۛ ۛ

ۛ ۛ ۛ ready ۛ
Queue

ۛ ۛ CPU ۛ

ۛ ۛ CPU ۛ
executing
state