PMC Lecture 09

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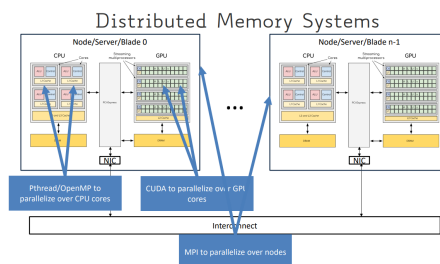
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Chapter 3

Threads

3.1 Defining the main aspects of threads

When dealing with distributed memory systems, it can come in handy to parallelize computations by implementing a message passing interface and, at the same time, each system node handles its CPU/GPU activities using threads that are able to communicate through a shared DRAM.

Generally speaking, threads are chosen over processes because they represent the smallest independent instance that can be executed by a computer.
Nowadays, most operating systems implement threading by referring to the POSIX Threads standard.