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In the context of a chess engine, a process can be thought of as the main program that controls the overall flow of the game, while threads can be thought of as sub-programs that perform specific tasks, such as evaluating moves or searching for the best move.

Each process in a chess engine typically has at least one thread, which is responsible for the overall control of the game. This thread manages the user interface, updates the game board, and communicates with the other threads.

However, a chess engine often has several threads with varying lifespans. For example, a thread may be created to evaluate a specific move, or to search for the best move. Once the task is completed, the thread may be terminated, or it may be put to sleep until it is needed again.

In terms of differences between threads that belong to distinct processes, there are no significant differences in the context of a chess engine. All threads in the same process share the same memory space, which means they can access the same data structures and variables. Additionally, all threads in the same process share the same execution context, which means they can all execute the same instructions.

Therefore, in a chess engine, threads that belong to the same process can communicate with each other easily and share data without the need for complex inter-process communication mechanisms. This makes it easier to implement complex algorithms and improve the performance of the engine.