L3: C++ Standard Library
std::thread, std::mutex, std::condition_variable, std::future ⋯

Interface (Header-level API):
Defined by ISO C++ Standard.

L2: POSIX Library (glibc)
pthread_create(...)
pthread_join(...)
User Mode Wrapper

L2: Win32 CRT (kernel32)
_beginthreadex(...)
CreateThread(...)
User Mode Wrapper

Implementation (User-space RT):
Allocates stack & TLS.
Adapts args for Syscall.
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User Mode
Kernel Mode

L1: Linux Syscalls
sys_clone / clone(...)
sys_futex

L1: Windows Syscalls
NtCreateThreadEx(...)
NtWaitForSingleObject

Kernel Entry:
Switches CPU to Kernel Mode.

L0: OS Kernel Space
Task Scheduler (CFS), Virtual Memory, Interrupts