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- A thread is a software abstraction of a single processor
- Some threads (system threads) are **supported by the operating system**, which schedules those threads over the **physical processors**
- Other types of threads (user space or green threads) use only cooperative multithreading and all share (at most) a **single physical processor**. Typically more efficient, but not parallel.
- There can be **more threads than physical processors**. Threads are **allocated chunks of time** (time-slicing) on the physical processor(s), and with system threads are pre-empted if they run for longer to allow another thread to run

Reference section

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