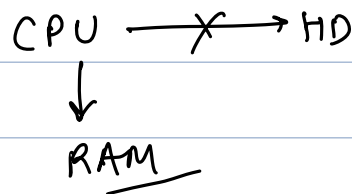
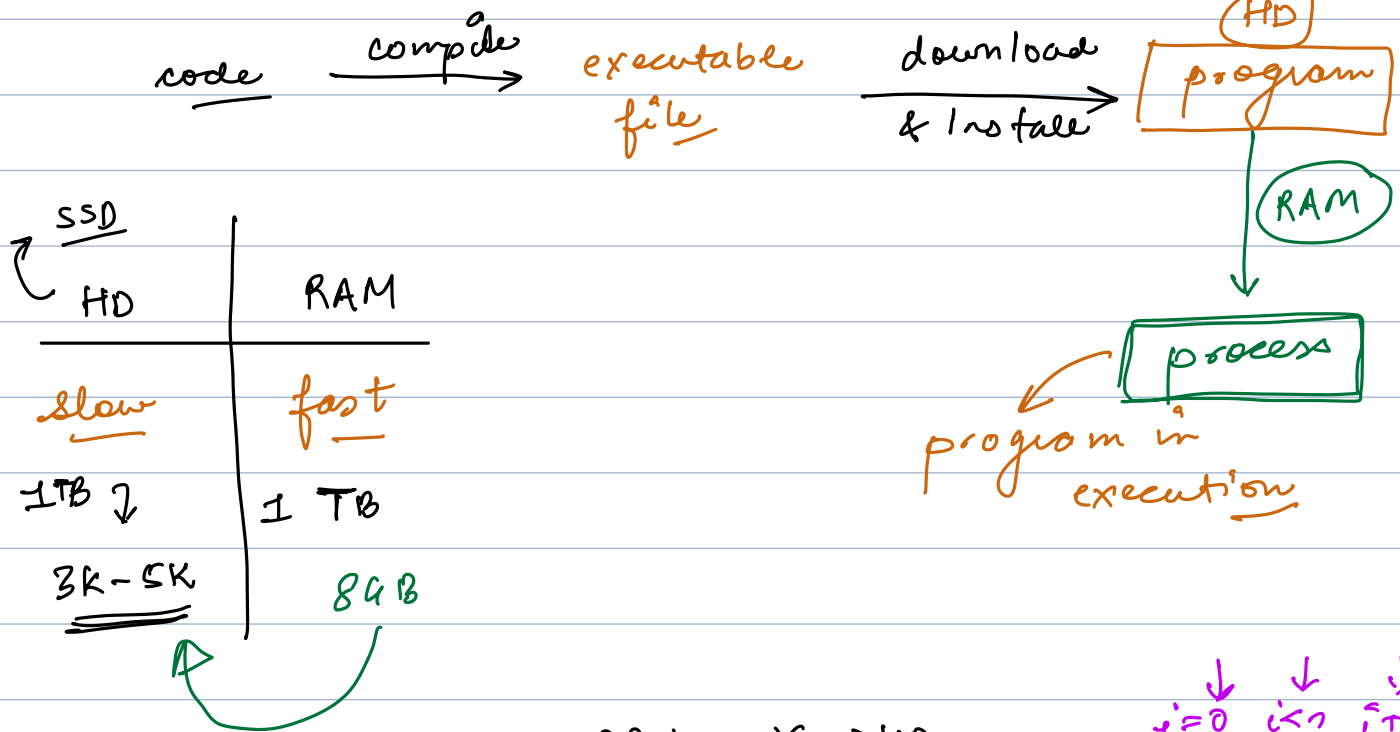


Agenda

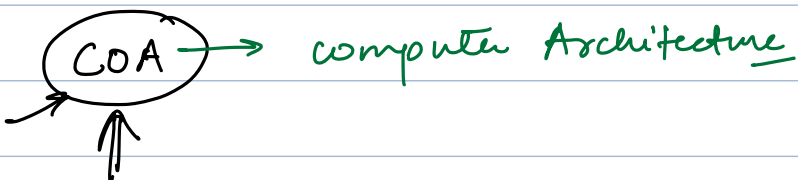
Processes & Threads

Threaded program in Java
concurrency vs parallelism
single core vs multicore
context switching ←



for (\downarrow \downarrow \downarrow)
i \downarrow \downarrow \downarrow
- - -
y

$$\frac{2.2 \text{ GHz}}{\downarrow}$$
$$\underline{2.2 \times 10^9 \text{ ops/sec}}$$



Process : program in execution



PCB (Process Control Block)



data structure which stores the complete info about a process.

class ProcessControlBlock {

pid

list < variables >

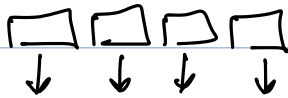
memory details

priority

program counter → current line
of execution.

call stack

}



MS word

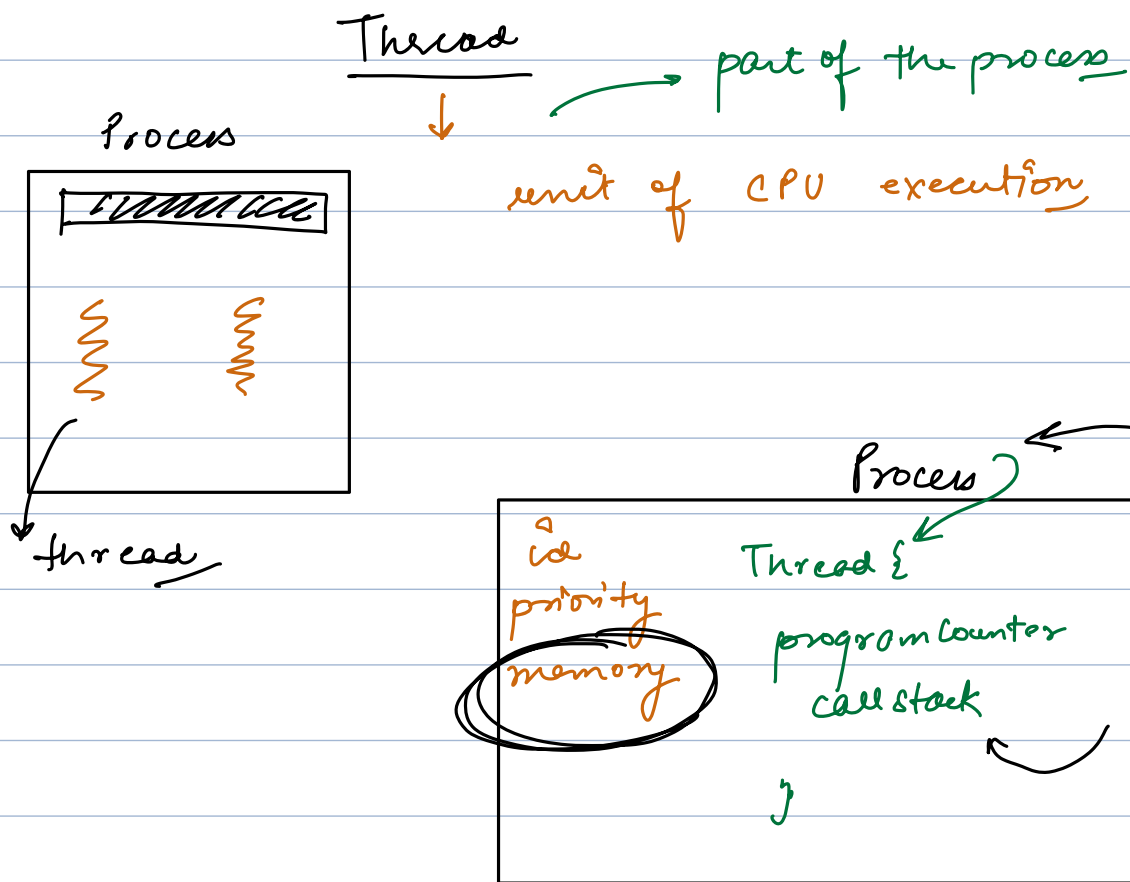
I/O

consuming input : P1

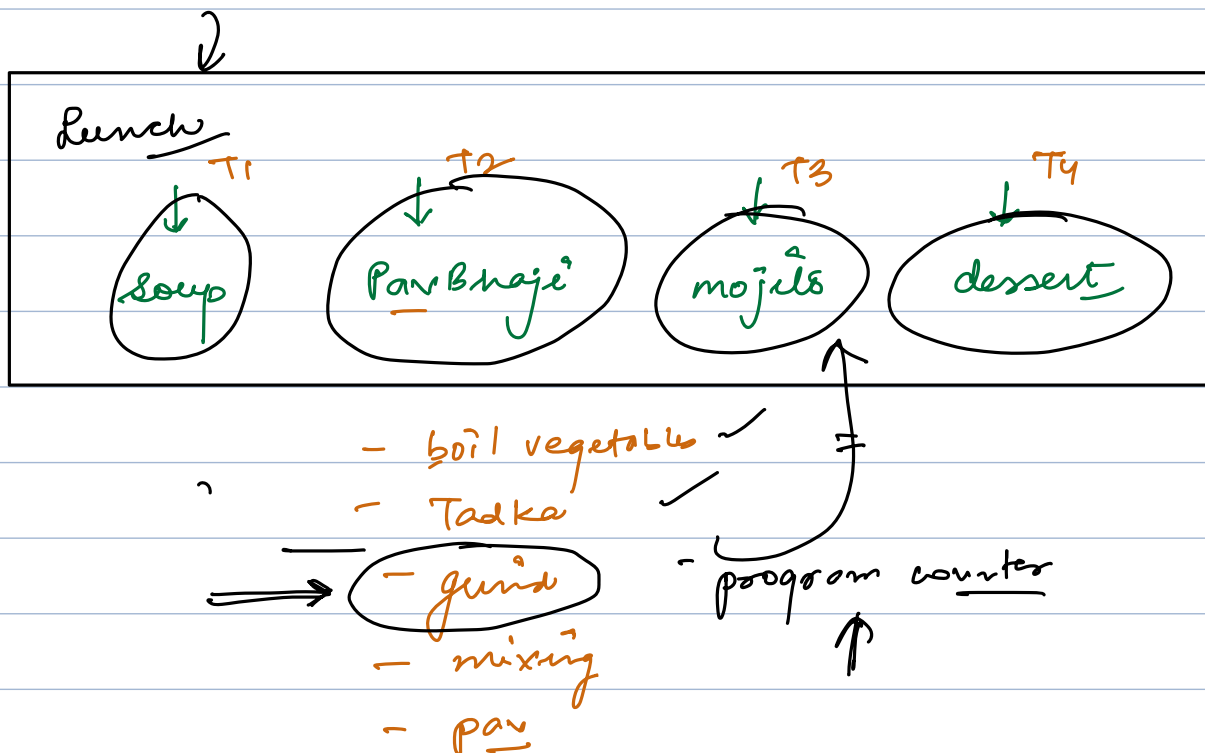
displaying the output : P2

autosaving : P3

auto correct - P4



- ① Data sharing is much easier in threads
- ② creation of threads takes less overhead.

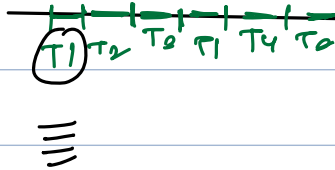




CPU scheduler

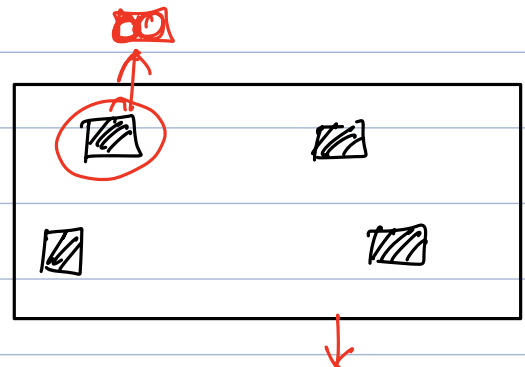
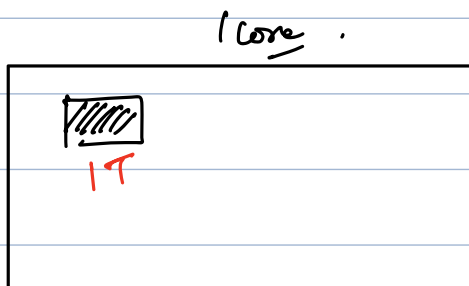
→ decides which^a thread to be executed

CPU



context switch

single core vs multi-core



Each core can execute
one thread at a
particular moment

i3 - dual

i5 - quad

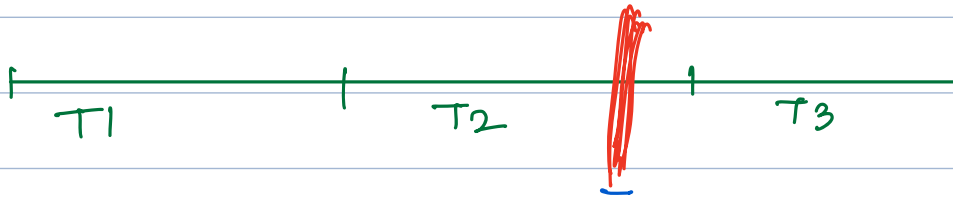
i7 - quad + hyperthreading

2 threads

concurrency vs parallelism

Case I
single core

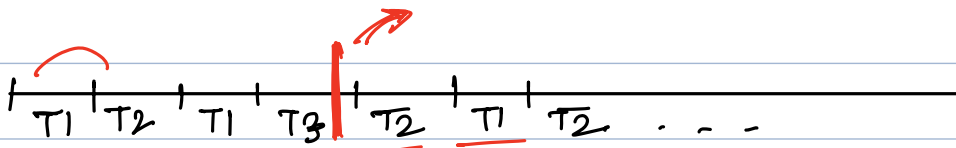
→ until one thread completely executes, the other thread can't start



① How many threads are partially completed?
1

② How many threads are making progress?
1

Case II single core, but switching b/w threads is allowed

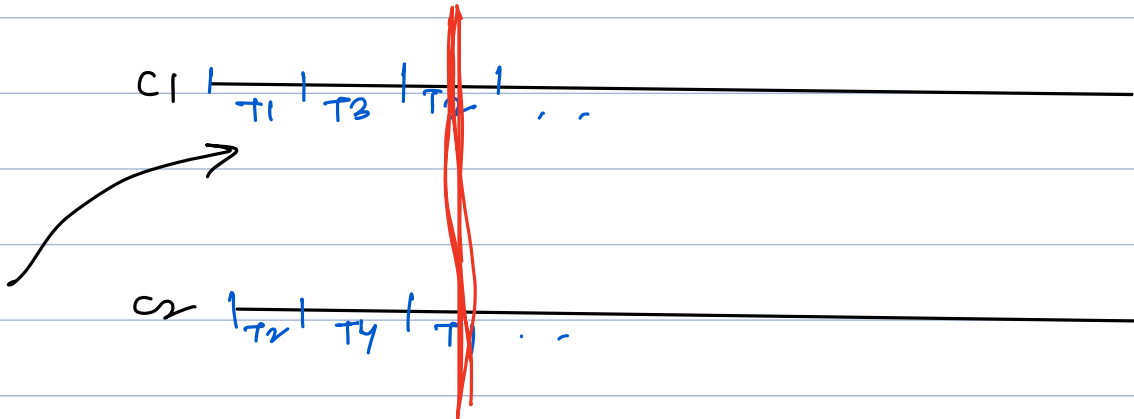


① How many threads are partially completed?
multiple

② How many threads are making progress?
1

Case III

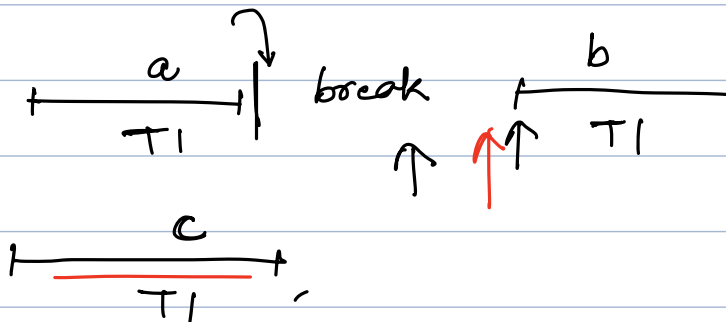
multi-core.



① How many threads are partially completed?
multiple

② How many threads are making progress?
2
↓ parallelism

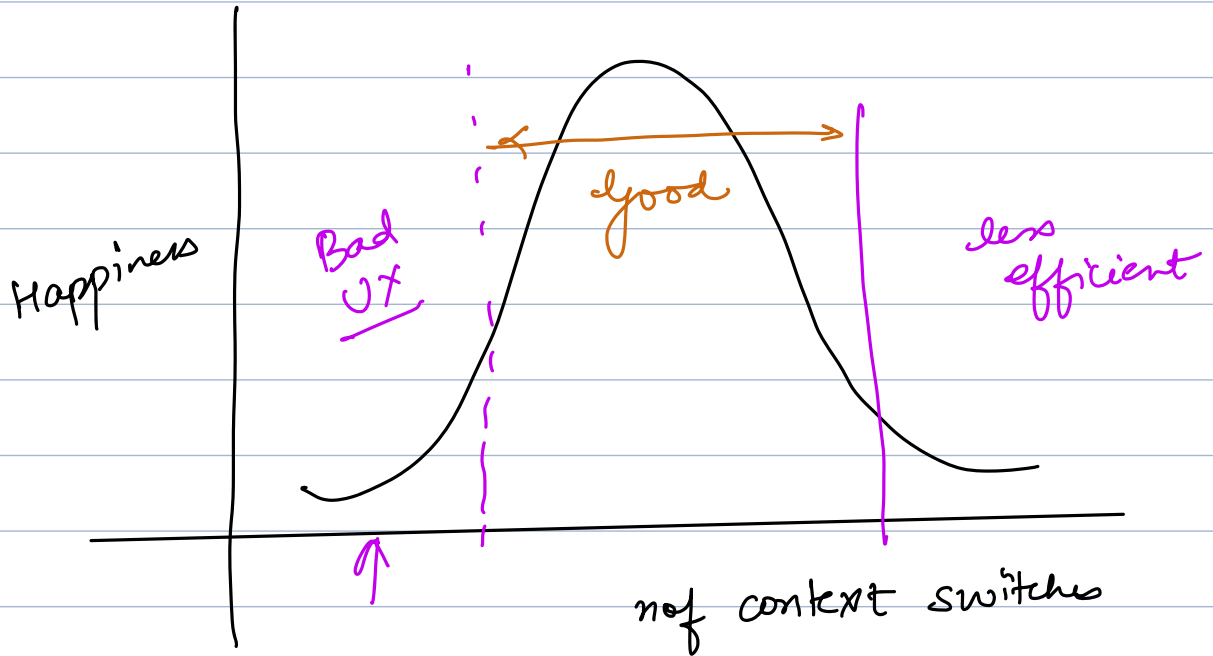
context switch



- ① $a + b = c$
- ② $a + b < c$
- ③ $a + b > c$

T1 \longrightarrow T2

- ① save the current state of T1
 - ② load the previous state of T2
- } fine



10:30 pm

Java: multi-threaded program

