Chapter 5 - Threads

- Thread vs Traditional Process
- Unique set of registers, program counter and stack
- Shares other resources of process
- Example: Server

Chapter 5 - Advantages

- Responsiveness
- Resource Sharing
- Efficiency
- Multiprocessor architectures

Chapter 5 - User Threads

- Thread operations supplied by library
- Responsibility falls on programmer
- Advantages?
- Disadvantages?

Chapter 5 - Kernel Threads

- Operating system provides operations
- Advantages?
- Disadvantages?

Chapter 5 - Models

- Many-to-One: Management at user level
- One-to-One: Increased concurrency
- Many-to-Many: Best of both worlds?