

Date: 29-11-21

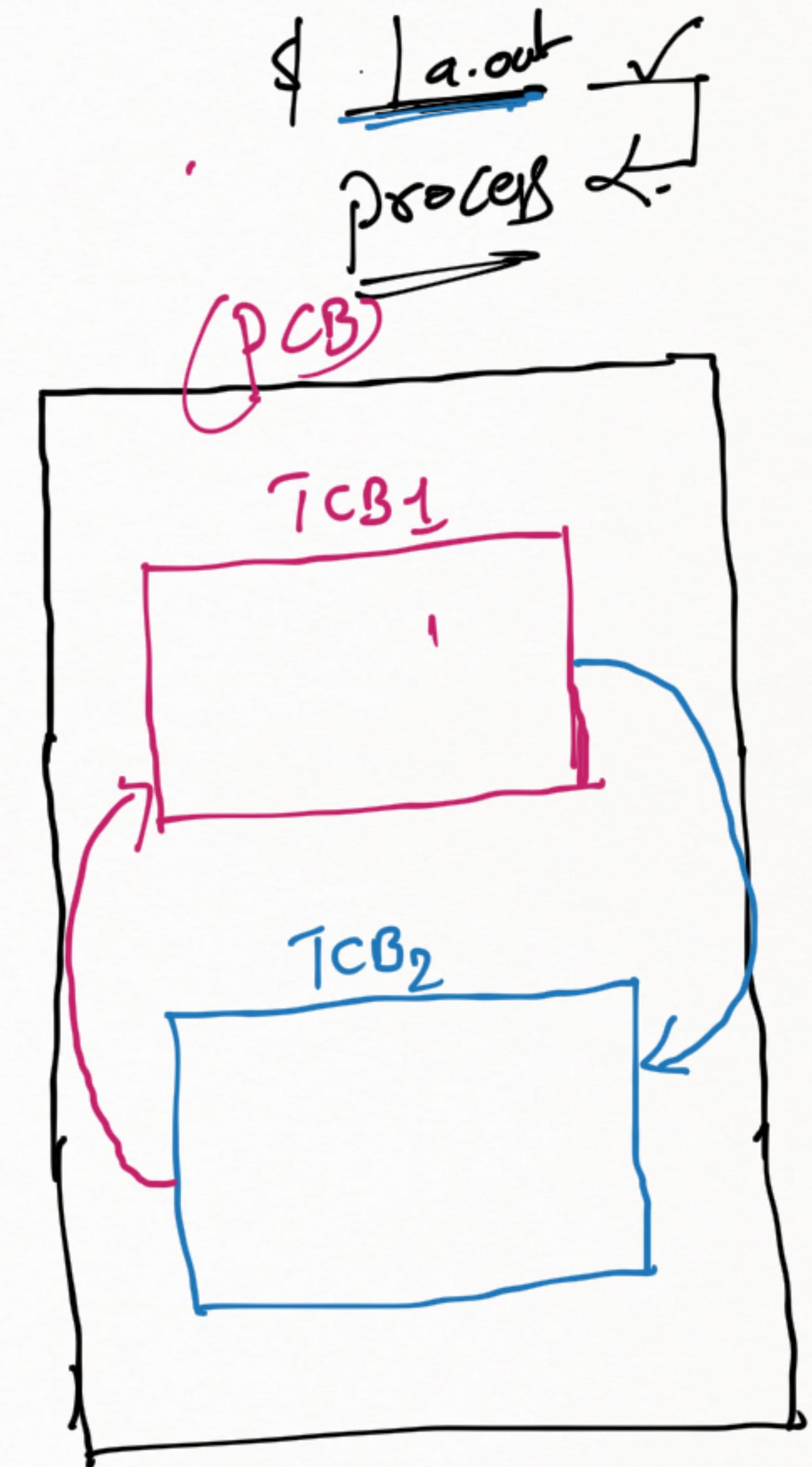
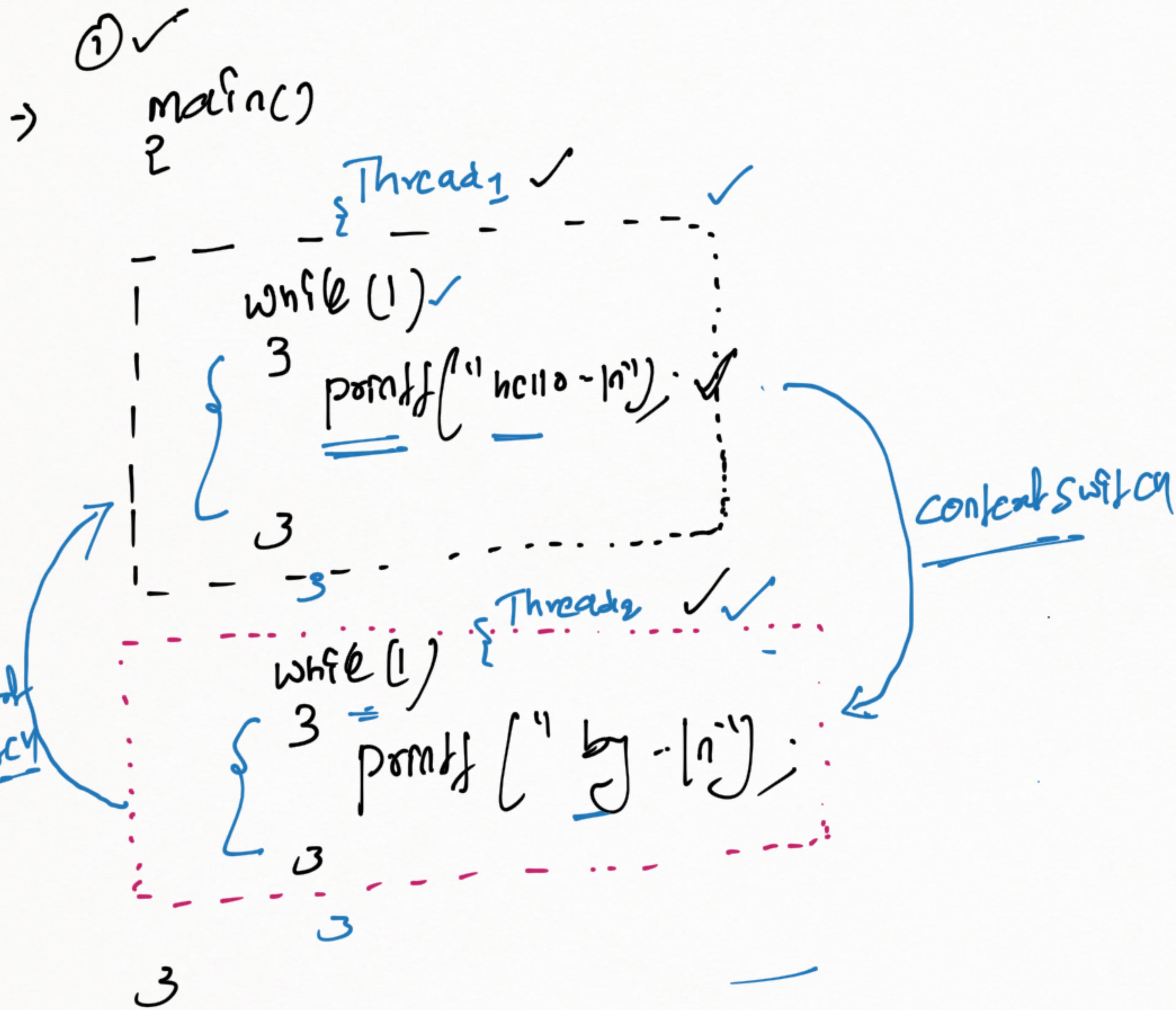
Threads & Threads synchronization

- Thread is a lightweight of process (thread is a part of the process)
- One process can have multiple threads and each thread is scheduled independently
- When a process is created PCB created similarly when a thread is created TCB (Thread control block) is created

→ All The Threads belongs to Same process will share many attributg are common including code, data and heap section of memory (except stack, each Thread is having separate stack memory).

→ Sharing of data between two threads is easy than sharing of data between processes. b/w process sharing of data needs Ipc mechanism, but threads case no need of Ipc).

- Context switch time b/w two threads is less than context switch time b/w two processes when faced with a switch from one thread to other thread than only thread specific attribute switching required, common attribute switching of required hence less number of parameters switch leads to less time)
- Threads creation is faster than process creation.

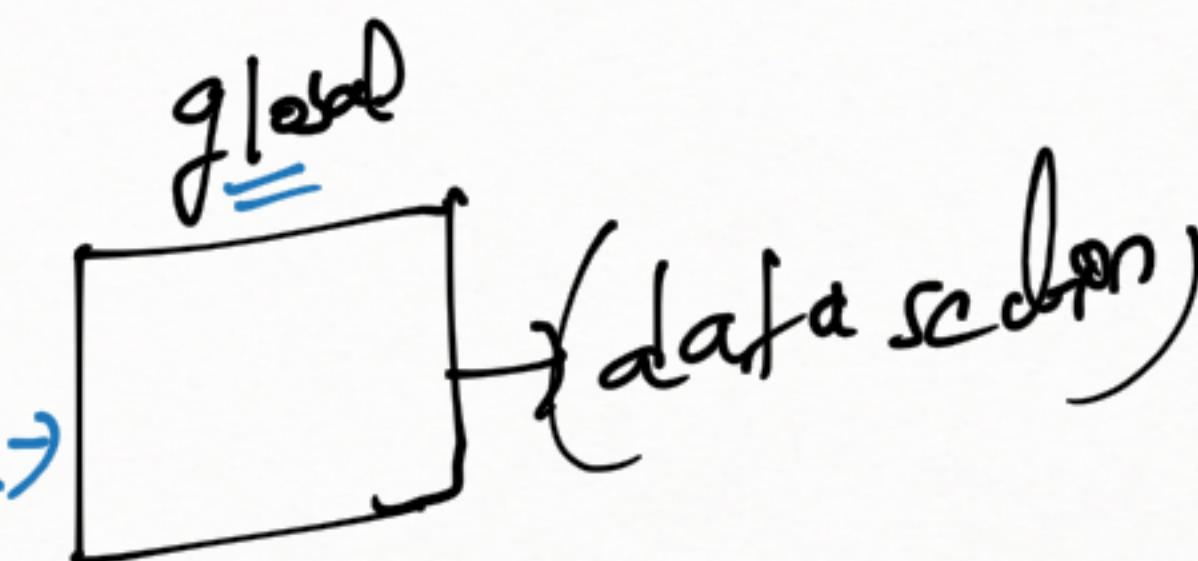


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Sharing of data b/w Threads
fn₁ global
main()
}

Threads
3

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3

Threads
3

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