Threads:

Schedulable unit

Thread states:

* Running (only one at a time on uniprocessor)
* Ready
* Waiting (for some resource)
* “waiting” is an abstraction- there are MANY wait states, one for each resource type

pthread return value:

unix

return 0 on success, -1 on error

erno specifies which error

pthreads:

return 0 on success, error code otherwise

Thread ID

* process ID is int
* pthread\_equal(t1, t2) to compare 2 pthreads
* pthread\_self() to get ID
* ID is out parameter

Thread Start