

The thread group ID. This is a unique key within the table.

- [CONSUMER\\_THREADS](#)

The number of consumer threads. There is at most one thread ready to start executing if the active threads become stalled or blocked.

- [RESERVE\\_THREADS](#)

The number of threads in the reserved state. This means that they are not started until there is a need to wake a new thread and there is no consumer thread. This is where most threads end up when the thread group has created more threads than needed for normal operation. Often a thread group needs additional threads for a short while and then does not need them again for a while. In this case, they go into the reserved state and remain until needed again. They take up some extra memory resources, but no extra computing resources.

- [CONNECT\\_THREAD\\_COUNT](#)

The number of threads that are processing or waiting to process connection initialization and authentication. There can be a maximum of four connection threads per thread group; these threads expire after a period of inactivity.

- [CONNECTION\\_COUNT](#)

The number of connections using this thread group.

- [QUEUED\\_QUERIES](#)

The number of statements waiting in the high-priority queue.

- [QUEUED\\_TRANSACTIONS](#)

The number of statements waiting in the low-priority queue. These are the initial statements for transactions that have not started, so they also represent queued transactions.

- [STALL\\_LIMIT](#)

The value of the `thread_pool_stall_limit` system variable for the thread group. This is the same value for all thread groups.

- [PRIO\\_KICKUP\\_TIMER](#)

The value of the `thread_pool_prio_kickup_timer` system variable for the thread group. This is the same value for all thread groups.

- [ALGORITHM](#)

The value of the `thread_pool_algorithm` system variable for the thread group. This is the same value for all thread groups.

- [THREAD\\_COUNT](#)

The number of threads started in the thread pool as part of this thread group.

- [ACTIVE\\_THREAD\\_COUNT](#)

The number of threads active in executing statements.