

`pthread_exit` is called from the thread itself to terminate its execution (and return a result) early.

`pthread_join` is called from another thread (usually the thread that created it) to wait for a thread to terminate and obtain its return value. It can be called before or after the thread you're waiting for calls `pthread_exit`. If before, it will wait for the exit to occur. If after, it simply obtains the return value and releases the `pthread_t` resources.

`pthread_detach` can be called from either the thread itself or another thread, and indicates that you don't want the thread's return value or the ability to wait for it to finish. This is useful because otherwise, until you call `pthread_join`, the `pthread_t` value remains valid and consumes resources - at the very least, resources to store the return value and tying up one possible value of `pthread_t`. If you're using `pthread_detach`, normally you call it from either the new thread or the creating thread as soon as the new thread is created (right after `pthread_create`).

`pthread_cancel` requests that the thread terminate at the next cancellation point, and is probably safer than using `pthread_kill`

The `pthread_cancel()` function sends a cancellation request to the thread. Whether and when the target thread reacts to the cancellation request depends on two attributes that are under the control of that thread: its cancelability state and type. It is decided by attr of `thread_create`.