Hardware Threads vs Software Threads

- 1 Core today == 2 hardware threads (due to hyper-threading)

- How can we understand how many software threads I can really run in parallel ???

- Usually more threads my application spawns (exceeding the number of hardware threads) and less job I get done…. let's see in few slides

Get physical threads

```cpp
const unsigned physical_thread_number = std::thread::hardware_concurrency();

 std::cout << "Available physical thread = "
 << available_threads << std::endl;
```