P99 CONF

Why User-Mode Threads Are Good for Performance

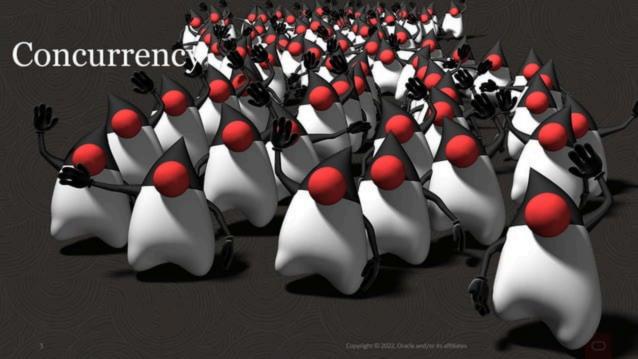


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Why?

- · Why do anything?
- · Why do this rather than that?





Concurrency and Parallelism

- Parallelism:
 - Speed up a task by splitting it into cooperating subtasks scheduled onto multiple available computing resources.
 - Performance measure: latency (time duration)
- Concurrency:
 - Schedule available computing resources to multiple largely independent tasks that compete over them.
 - Performance measure: throughput (task/time unit)



Little's Law





Little's Law

In any **stable** system

