

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



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

