OS Lab #4
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1. The function call is what gives the process a piece of work to do. If we remove the function call, the process does nothing, but if we leave a print in it, that adds latency. Thus we can get an idea for how expensive it is to create a thread/process by giving it a function to call but not doing anything to introduce latency in the function it calls.

2.
a) Yes, pretty substantial because we eliminated a for loop
b) Don't we have a call that can just wait until they are all finished and that would be the smarter way to make sure all the threads are taken care of?

3.
a) Threads are faster
b) Threads don't copy the memory/essentially have a lot less 'startup cost' associated with them.

4. You can get which thread you are on/is active from the ID from pthread_self, you can use THREAD_COMPLETE pointer to determine if a thread is still running, and then you can observe what happens in the runner.