structures of the parent process. A new task is also created when the clone() system call is made. However, rather than copying all data structures, the new task points to the data structures of the parent task, depending on the set of flags passed to clone().

4.8 Summary

A thread is a flow of control within a process. A multithreaded process contains several different flows of control within the same address space. The benefits of multithreading include increased responsiveness to the user, resource sharing within the process, economy, and scalability factors, such as more efficient use of multiple processing cores.

User-level threads are threads that are visible to the programmer and are unknown to the kernel. The operating-system kernel supports and manages kernel-level threads. In general, user-level threads are faster to create and manage than are kernel threads, because no intervention from the kernel is required.

Three different types of models relate user and kernel threads. The many-to-one model maps many user threads to a single kernel thread. The one-to-one model maps each user thread to a corresponding kernel thread. The many-to-many model multiplexes many user threads to a smaller or equal number of kernel threads.

Most modern operating systems provide kernel support for threads. These include Windows, Mac OS X, Linux, and Solaris.

Thread libraries provide the application programmer with an API for creating and managing threads. Three primary thread libraries are in common use: POSIX Pthreads, Windows threads, and Java threads.

In addition to explicitly creating threads using the API provided by a library, we can use implicit threading, in which the creation and management of threading is transferred to compilers and run-time libraries. Strategies for implicit threading include thread pools, OpenMP, and Grand Central Dispatch.

Multithreaded programs introduce many challenges for programmers, including the semantics of the fork() and exec() system calls. Other issues include signal handling, thread cancellation, thread-local storage, and scheduler activations.

Practice Exercises

4.1 Provide two programming examples in which multithreading provides better performance than a single-threaded solution.

4.2 What are two differences between user-level threads and kernel-level threads? Under what circumstances is one type better than the other?

4.3 Describe the actions taken by a kernel to context-switch between kernel-level threads.

4.4 What resources are used when a thread is created? How do they differ from those used when a process is created?
4.5 Assume that an operating system maps user-level threads to the kernel using the many-to-many model and that the mapping is done through LWP's. Furthermore, the system allows developers to create real-time threads for use in real-time systems. Is it necessary to bind a real-time thread to an LWP? Explain.

Exercises

4.6 Provide two programming examples in which multithreading does not provide better performance than a single-threaded solution.

4.7 Under what circumstances does a multithreaded solution using multiple kernel threads provide better performance than a single-threaded solution on a single-processor system?

4.8 Which of the following components of program state are shared across threads in a multithreaded process?
   a. Register values
   b. Heap memory
   c. Global variables
   d. Stack memory

4.9 Can a multithreaded solution using multiple user-level threads achieve better performance on a multiprocessor system than on a single-processor system? Explain.

4.10 In Chapter 3, we discussed Google's Chrome browser and its practice of opening each new website in a separate process. Would the same benefits have been achieved if instead Chrome had been designed to open each new website in a separate thread? Explain.

4.11 Is it possible to have concurrency but not parallelism? Explain.

4.12 Using Amdahl's Law, calculate the speedup gain of an application that has a 60 percent parallel component for (a) two processing cores and (b) four processing cores.

4.13 Determine if the following problems exhibit task or data parallelism:
   - The multithreaded statistical program described in Exercise 4.21
   - The multithreaded Sudoku validator described in Project 1 in this chapter
   - The multithreaded sorting program described in Project 2 in this chapter
   - The multithreaded web server described in Section 4.1

4.14 A system with two dual-core processors has four processors available for scheduling. A CPU-intensive application is running on this system. All input is performed at program start-up, when a single file must be opened. Similarly, all output is performed just before the program
terminates, when the program results must be written to a single file. Between startup and termination, the program is entirely CPU-bound. Your task is to improve the performance of this application by multithreading it. The application runs on a system that uses the one-to-one threading model (each user thread maps to a kernel thread).

- How many threads will you create to perform the input and output? Explain.
- How many threads will you create for the CPU-intensive portion of the application? Explain.

4.15 Consider the following code segment:

```c
pid_t pid;

pid = fork();
if (pid == 0) { /* child process */
    fork();
    thread.create(...);
} else {
    fork();
```

a. How many unique processes are created?
b. How many unique threads are created?

4.16 As described in Section 4.7.2, Linux does not distinguish between processes and threads. Instead, Linux treats both in the same way, allowing a task to be more akin to a process or a thread depending on the set of flags passed to the clone() system call. However, other operating systems, such as Windows, treat processes and threads differently. Typically, such systems use a notation in which the data structure for a process contains pointers to the separate threads belonging to the process. Contrast these two approaches for modeling processes and threads within the kernel.

4.17 The program shown in Figure 4.16 uses the Pthreads API. What would be the output from the program at line C and line P?

4.18 Consider a multicore system and a multithreaded program written using the many-to-many threading model. Let the number of user-level threads in the program be greater than the number of processing cores in the system. Discuss the performance implications of the following scenarios.

a. The number of kernel threads allocated to the program is less than the number of processing cores.
b. The number of kernel threads allocated to the program is equal to the number of processing cores.
c. The number of kernel threads allocated to the program is greater than the number of processing cores but less than the number of user-level threads.

#include <pthread.h>
#include <stdio.h>
#include <types.h>

int value = 0;
void *runner(void *param); /* the thread */

int main(int argc, char *argv[]) {
    pid_t pid;
    pthread_t tid;
    pthread_attr_t attr;

    pid = fork();
    if (pid == 0) { /* child process */
        pthread_attr_init(&attr);
        pthread_attr_setinheritsched(&attr, PTHREAD_EXPLICIT_SCHED);
        pthread_create(&tid, &attr, runner, NULL);
        pthread_join(tid, NULL);
        printf("CHILD: value = %d", value); /* LINE C */
    }
    else if (pid > 0) { /* parent process */
        wait(NULL);
        printf("PARENT: value = %d", value); /* LINE P */
    }
}

void *runner(void *param) {
    value = 5;
    pthread_exit(0);
}

Figure 4.16 C program for Exercise 4.17.

4.19 Pthreads provides an API for managing thread cancellation. The
pthread_setcancelstate() function is used to set the cancellation state. Its prototype appears as follows:

    pthread_setcancelstate(int state, int *oldstate)

The two possible values for the state are PTHREAD_CANCEL_ENABLE and
PTHREAD_CANCEL_DISABLE.

Using the code segment shown in Figure 4.17, provide examples of
two operations that would be suitable to perform between the calls to
disable and enable thread cancellation.