Processes and Threads

- Processes and their scheduling
- Multiprocessor scheduling
- Threads
- Distributed Scheduling/migration
Computing Parables

• The Lion and the Rabbit - Part 1

• courtesy: S. Keshav, U. Waterloo
Processes: Review

- Multiprogramming versus multiprocessing
- Kernel data structure: process control block (PCB)
- Each process has an address space
  - Contains code, global and local variables..
- Process state transitions
- Uniprocessor scheduling algorithms
  - Round-robin, shortest job first, FIFO, lottery scheduling, EDF
- Performance metrics: throughput, CPU utilization, turnaround time, response time, fairness
Process Behavior

- Processes: alternate between CPU and I/O
- CPU bursts
  - Most bursts are short, a few are very long (high variance)
  - Modeled using hyperexponential behavior
  - If \( X \) is an exponential r.v.
    - \( \Pr [X \leq x] = 1 - e^{-\mu x} \)
    - \( E[X] = 1/\mu \)
  - If \( X \) is a hyperexponential r.v.
    - \( \Pr [X \leq x] = 1 - p e^{-\mu_1 x} - (1-p) e^{-\mu_2 x} \)
    - \( E[X] = p/\mu_1 + (1-p)/\mu_2 \)
Process Scheduling

• Priority queues: multiples queues, each with a different priority
  – Use strict priority scheduling
  – Example: page swapper, kernel tasks, real-time tasks, user tasks

• Multi-level feedback queue
  – Multiple queues with priority
  – Processes dynamically move from one queue to another
    • Depending on priority/CPU characteristics
  – Gives higher priority to I/O bound or interactive tasks
  – Lower priority to CPU bound tasks
  – Round robin at each level
Processes and Threads

- Traditional process
  - One thread of control through a large, potentially sparse address space
  - Address space may be shared with other processes (shared mem)
  - Collection of systems resources (files, semaphores)

- Thread (light weight process)
  - A flow of control through an address space
  - Each address space can have multiple concurrent control flows
  - Each thread has access to entire address space
  - Potentially parallel execution, minimal state (low overheads)
  - May need synchronization to control access to shared variables
Threads

- Each thread has its own stack, PC, registers
  - Share address space, files,…

![Diagram showing thread-related components including stacks, PC, and virtual address space.]

**Computer Science**

CS677: Distributed OS

Lecture 3, page 7
Why use Threads?

- Large multiprocessors/multi-core systems need many computing entities (one per CPU or core)
- Switching between processes incurs high overhead
- With threads, an application can avoid per-process overheads
  - Thread creation, deletion, switching cheaper than processes
- Threads have full access to address space (easy sharing)
- Threads can execute in parallel on multiprocessors
Why Threads?

- **Single threaded process**: blocking system calls, no parallelism
- **Finite-state machine** [event-based]: non-blocking with parallelism
- **Multi-threaded process**: blocking system calls with parallelism
- Threads retain the idea of sequential processes with blocking system calls, and yet achieve parallelism
- Software engineering perspective
  - Applications are easier to structure as a collection of threads
  - Each thread performs several [mostly independent] tasks
Multi-threaded Clients Example: Web Browsers

- Browsers such as IE are multi-threaded
- Such browsers can display data before entire document is downloaded: performs multiple simultaneous tasks
  - Fetch main HTML page, activate separate threads for other parts
  - Each thread sets up a separate connection with the server
    - Uses blocking calls
  - Each part (gif image) fetched separately and in parallel
  - Advantage: connections can be setup to different sources
    - Ad server, image server, web server…
Multi-threaded Server Example

- Apache web server: pool of pre-spawned worker threads
  - Dispatcher thread waits for requests
  - For each request, choose an idle worker thread
  - Worker thread uses blocking system calls to service web request
Thread Management

• Creation and deletion of threads
  – Static versus dynamic

• Critical sections
  – Synchronization primitives: blocking, spin-lock (busy-wait)
    – Condition variables

• Global thread variables

• Kernel versus user-level threads
User-level versus kernel threads

- **Key issues:**
- Cost of thread management
  - More efficient in user space
- Ease of scheduling
- Flexibility: many parallel programming models and schedulers
- Process blocking – a potential problem
User-level Threads

- Threads managed by a threads library
  - Kernel is unaware of presence of threads

Advantages:
- No kernel modifications needed to support threads
- Efficient: creation/deletion/switches don’t need system calls
- Flexibility in scheduling: library can use different scheduling algorithms, can be application dependent

Disadvantages
- Need to avoid blocking system calls [all threads block]
- Threads compete for one another
- Does not take advantage of multiprocessors [no real parallelism]
User-level threads

Figure 6-1: User-space thread implementations
Kernel-level threads

- Kernel aware of the presence of threads
  - Better scheduling decisions, more expensive
  - Better for multiprocessors, more overheads for uniprocessors

![Diagram of kernel-level threads]

*Figure 6-2: Kernel thread-based implementations*
Scheduler Activation

- User-level threads: scheduling both at user and kernel levels
  - user thread system call: process blocks
  - kernel may context switch thread during important tasks
- Need mechanism for passing information back and forth
- Scheduler activation: OS mechanism for user level threads
  - Notifies user-level library of kernel events
  - Provides data structures for saving thread context
- Kernel makes up-calls : CPU available, I/O is done etc.
- Library informs kernel: create/delete threads

Performance of user-level threads with behavior of kernel threads
Light-weight Processes

- Several LWPs per heavy-weight process
- User-level threads package
  - Create/destroy threads and synchronization primitives
- Multithreaded applications – create multiple threads, assign threads to LWPs (one-one, many-one, many-many)
- Each LWP, when scheduled, searches for a runnable thread \([two-level scheduling]\)
  - Shared thread table: no kernel support needed
- When a LWP thread block on system call, switch to kernel mode and OS context switches to another LWP
LWP Example

Figure 6-3: Two-level scheduler implementations
Thread Packages

• Posix Threads (pthreads)
  – Widely used threads package
  – Conforms to the Posix standard
  – Sample calls: pthread_create,…
  – Typical used in C/C++ applications
  – Can be implemented as user-level or kernel-level or via LWPs

• Java Threads
  – Native thread support built into the language
  – Threads are scheduled by the JVM