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## A Review on multithreading processes and threads in multiple cores CPU

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**ABSTRACT:** The objective of our research is to analyze job handling process of CPU in different circumstances. Here we would analyze how CPU reacts in case of single task & in case when it switches among multiple tasks & how multiple task are managed as thread within a multi-core



processor to execute multiple processes or threads concurrently, appropriately supported by operating system. This approach differs from multiprocessing, as with multithreading processes & threads have to share resources of a single or multiple cores: computing units, CPU caches, & translation lookaside bufferA scheduler may aim at one of several goals, for example, maximizing throughput, minimizing response time or minimizing latency, maximizing fairness (equal CPU time to each process, or more generally appropriate times according to priority & workload of each process). All these goals often conflict thus a scheduler would implement a suitable compromise. Preference is given to any one of concerns mentioned above, depending upon user's needs & objectives.

Keywords: Thread, TLB, CPU, Throughput, scheduler, multithreading, SMT

## [1] INTRODUCTION

CPU is electronic circuitry within a computer that carries out instructions of a computer program by performing basic arithmetic, logical, control & input/output (I/O) operations specified by instructions. term has been used in computer industry at least since early 1960s. Traditionally, term CPU refers to a processor, more specifically to its processing unit & control unit (CU), distinguishing these core elements of a computer from external components such as main memory & I/O circuitry.

The form, design & implementation of CPUs have changed over course of their history, but their fundamental operation remains almost unchanged. Principal components of a CPU include arithmetic logic unit that performs arithmetic & logic

operations, processor registers that supply operands to ALU & store results of ALU operations, & a control unit that fetches instructions from memory & executes them by directing coordinated operations of ALU, registers & other components.

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