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Subject: Re: "Alternative Multithreading" revisited  
Posted by [Mindtraveller](#) on Mon, 29 Jun 2009 21:53:10 GMT  
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luzr wrote on Tue, 30 June 2009 00:151. did project based on queues, now planning to rewrite it to plain old locking

2. Synchronization objects are simple to manage as compared to often complex race condition relations in queued systems.

3. IMO, this is the exactly same problem that seems to have killed microkernels.

1. Mirek, this is very interesting why you decided to switch back to "classic-MT". Could we discuss it in the old topic? I've written that this approach has it's boundaries, and it could be you jast had that case.

2. As I remember debugging app with 3+ threads and classic sync. objects - this was complete hell.

3. This is interesting too and I'd like to discuss it in the same topic. Microkernel is certainly very specific program with very strong requirements in efficiency, memory and overhead. Of course it should handle hundreds of thousands of messages per second. Alternative-MT is closer to classic GUI apps where you shouldn't quickly handle large masses of data between threads. The same is for some types of internet server applications. In the other hand, most typical applications use 10-100 events per second and it is OK for alt-MT.

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