

Re: Forcing a thread to use a specific processor?

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- *From:* Joseph M. Newcomer <newcomer@xxxxxxxxxxxxx>
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SetThreadAffinityMask. You can check this out with my Thread Affinity Explorer that you can download from my MVP Tips site.

Generally, binding a thread to a particular processor will overall result in poorer performance than if you just let the scheduler choose the processor, because it means that it will be forced to wait if that processor is busy, even if other processors are idle.

One technique that is used to improve user responsiveness (as opposed to program performance or system performance) is to allow the main GUI thread to run on any processor, but the worker threads to run on any processor but processor 0 (the low-order bit of the mask), and then boost the priority of the worker threads. This will cause the scheduler to favor your threads, but not make the GUI sluggish, because the GUI (and other normal threads) will compete for CPU0 while the worker threads consume CPU1..n.
joe

On Mon, 9 Jul 2007 22:18:59 -0500, "Peter Olcott" <NoSpam@xxxxxxxxxxxxx> wrote:

Now that we have dual core and quad core processors is there an easy way to force a thread to use a particular one of these core processors in Windows XP or Vista?

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