

NAME

`pthread_self` – obtain ID of the calling thread

SYNOPSIS

```
#include <pthread.h>
```

```
pthread_t pthread_self(void);
```

Compile and link with `-pthread`.

DESCRIPTION

The `pthread_self()` function returns the ID of the calling thread. This is the same value that is returned in `*thread` in the `pthread_create(3)` call that created this thread.

RETURN VALUE

This function always succeeds, returning the calling thread's ID.

ERRORS

This function always succeeds.

ATTRIBUTES

For an explanation of the terms used in this section, see `attributes(7)`.

Interface	Attribute	Value
<code>pthread_self()</code>	Thread safety	MT-Safe

CONFORMING TO

POSIX.1-2001, POSIX.1-2008.

NOTES

POSIX.1 allows an implementation wide freedom in choosing the type used to represent a thread ID; for example, representation using either an arithmetic type or a structure is permitted. Therefore, variables of type `pthread_t` can't portably be compared using the C equality operator (`==`); use `pthread_equal(3)` instead.

Thread identifiers should be considered opaque: any attempt to use a thread ID other than in pthreads calls is nonportable and can lead to unspecified results.

Thread IDs are guaranteed to be unique only within a process. A thread ID may be reused after a terminated thread has been joined, or a detached thread has terminated.

The thread ID returned by `pthread_self()` is not the same thing as the kernel thread ID returned by a call to `gettid(2)`.

SEE ALSO

`pthread_create(3)`, `pthread_equal(3)`, `pthread_t(7)`

COLOPHON

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