

Quiz

March 14, 2023

Which of the following is/are true about user-level and kernel-level thread?

A

Many-to-many mapping requires thread implementation on both user-level and kernel-level

B

The benefit of one-to-many mapping is that when a user thread blocks on I/O, it may use other kernel thread to run

C

Kernel-level thread is an implementation of the thread abstraction in the OS kernel

D

With many-to-one mapping, the OS kernel can schedule user threads independently

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Which of the followings is/are true about preemptive scheduling?

A

If scheduler is invoked when a process switches from running to ready state, it is preemptive scheduling

B

RR is non-preemptive because the scheduler is not invoked when a process switches from waiting to ready

C

A scheduler is preemptive if it is invoked when a process switches from waiting to running

D

If the running process only gives up the CPU when it terminates or blocks on I/O, the scheduler is non-preemptive

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