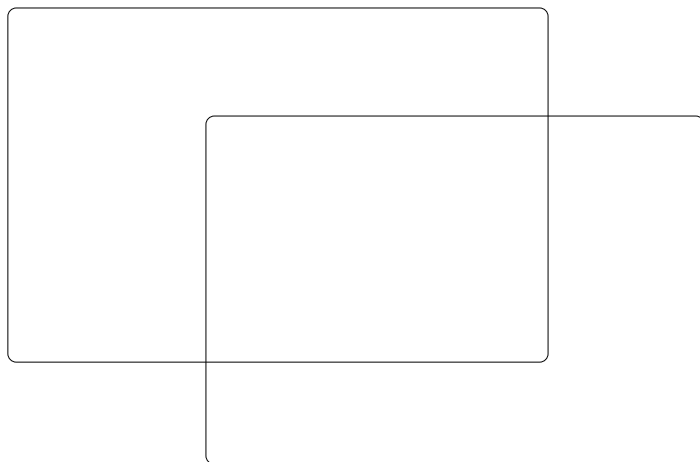
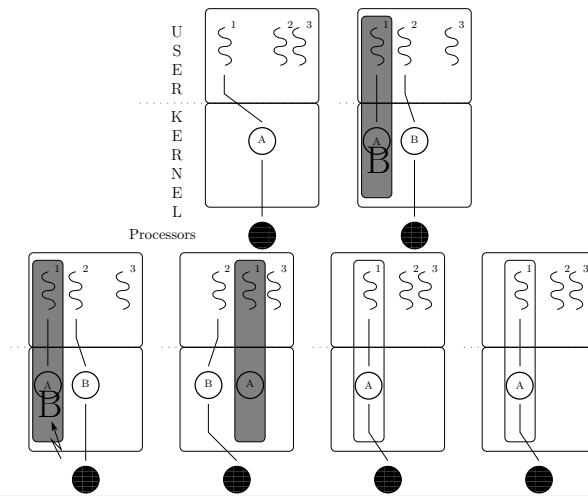


# Example

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## 1 Introduction





- 1** The user-level thread 1 is running onto an activation *A* bounded to a processor.
  - 1** The thread 1 makes a system call blocking the activation *A*. Another activation *B* is launched which runs another user-level thread 2.
  - 1** An interrupt occurs. The blocked activation *A* will be able to wake up (when requested by the application).
  - 1** The activation *B* is used to send the unblocking notice event with an upcall. The user thread scheduler put the thread 1 in the ready-to-run thread queue.
  - 1** When the user thread scheduler wants to restart the unblocked thread, it saves the currently running thread state and discard the current activation in favor of the unblocked thread activation.
- To limit the number of activations, unblocked activations are rescheduled instead of new ones when a thread blocks (state **1**).

Figure 1: Blocking System Call



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