
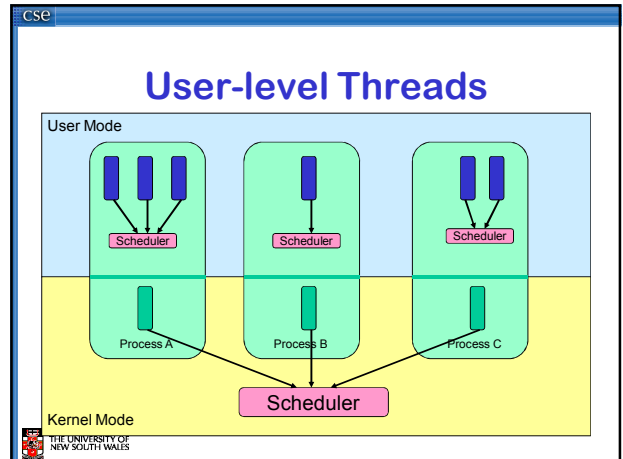


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Scheduler Activations


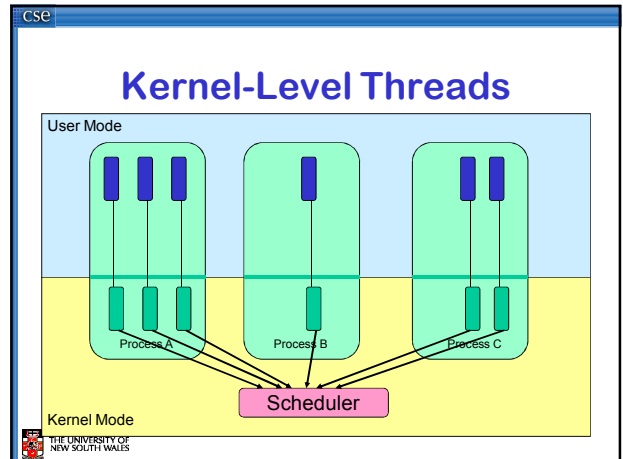
With some slides modified from Raymond Namyst, U. Bordeaux

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User-level Threads


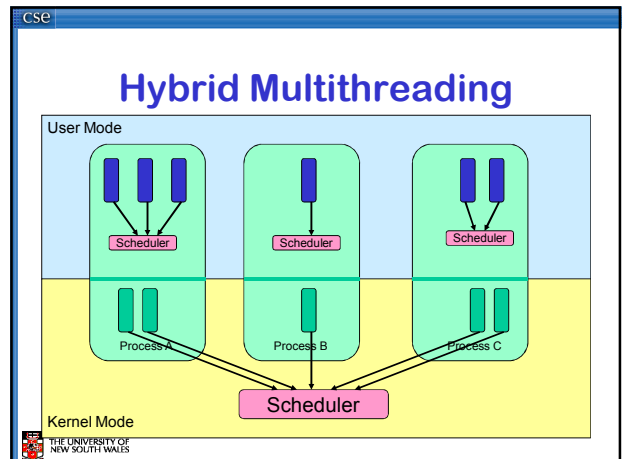
- ✓ Fast thread management (creation, deletion, switching, synchronisation...)
- ✗ Blocking blocks all threads in a process
 - Syscalls
 - Page faults
- ✗ No thread-level parallelism on multiprocessor

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Kernel-level Threads

- ✗ Slow thread management (creation, deletion, switching, synchronisation...)
 - System calls
- ✓ Blocking blocks only the appropriate thread in a process
- ✓ Thread-level parallelism on multiprocessor


Hybrid Multithreading

- ✓ Can get real thread parallelism on multiprocessor
- ✗ Blocking still a problem!!!



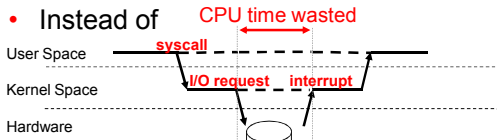
Scheduler Activations

- First proposed by [Anderson et al. 91]
- Idea: Both schedulers co-operate
 - User scheduler uses system calls
 - Kernel scheduler uses upcalls!
- Two important concepts
 - Upcalls
 - Notify the user-level of kernel scheduling events
 - Activations
 - A new structure to support upcalls and execution
 - approximately a kernel thread
 - As many running activations as (allocated) processors
 - Kernel controls activation creation and destruction

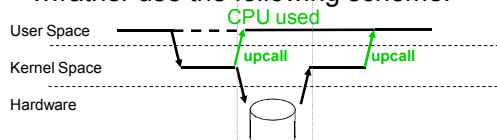



Scheduler Activations

- Instead of CPU time wasted




- ...rather use the following scheme:

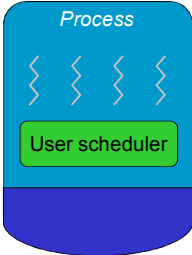

Upcalls to User-level scheduler

- New
 - Allocated a new virtual CPU
 - Can schedule a user-level thread
- Preempted
 - Deallocated a virtual CPU
 - Can schedule one less thread
- Blocked
 - Notifies thread has blocked
 - Can schedule another user-level thread
- Unblocked
 - Notifies a thread has become runnable
 - Must decided to continue current or unblocked thread



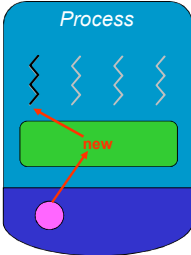

Working principle

- Blocking syscall scenario on 2 processors

Working principle

- Blocking syscall scenario on 2 processors

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Working principle

- Blocking syscall scenario on 2 processors

Process

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Working principle

- Blocking syscall scenario on 2 processors

Process

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Working principle

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Process

Preempt

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Working principle

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Process

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Working principle

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Process

Blocking syscall

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Working principle

- Blocking syscall scenario on 2 processors

Process

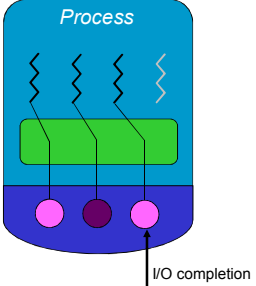
Now + blocked

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Working principle

- Blocking syscall scenario on 2 processors



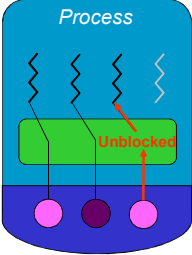
I/O completion

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Working principle

- Blocking syscall scenario on 2 processors



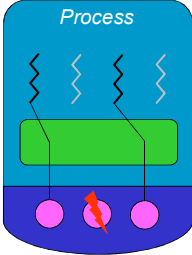
Unblocked

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Working principle

- Blocking syscall scenario on 2 processors



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Scheduler Activations

- Thread management at user-level
 - Fast
- Real thread parallelism via activations
 - Number of activations (virtual CPU) can equal CPUs
- Blocking (syscall or page fault) creates new activation
 - User-level scheduler can pick new runnable thread.
- Fewer stacks in kernel
 - Blocked activations + number of virtual CPUs

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Adoption

- Adopters
 - BSD "Kernel Scheduled Entities"
 - K42
 - Digital UNIX
 - Solaris
 - Mach
- Linux -> kernel threads

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