


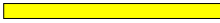




Each object is represented by a line, and each color in the ligne represent the state of the object:

*\* Thread*

-  running
-  zombie
-  blocked(cause by EVT\_XXX\_REQUIRE )
-  blocked(cause by a join)

*\*Mutex, Barrier, Cond-variables*

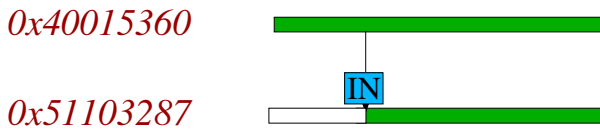
-  free
-  locked

Events are represented by a letter and an arrow from the object which do the event to the object which subit the event

- IN** initialization
- DE** destruction
- I** increment
- D** decrement
- R** request
- L** lock
- U** unlock
- J** join

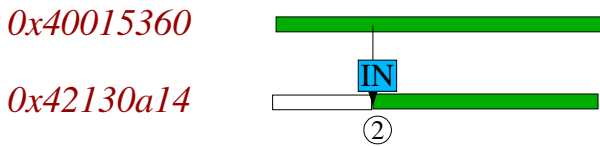
EVT\_THREAD\_INIT:

ex: "Thread *0x40015360* creates thread *0x51103287*"



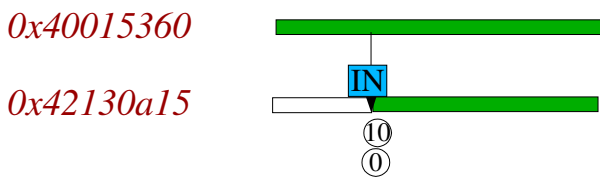
EVT\_BARRIER\_INIT:

"Thread *0x40015360* initializes barrier *0x42130a14*, lock= 0, left= 2"



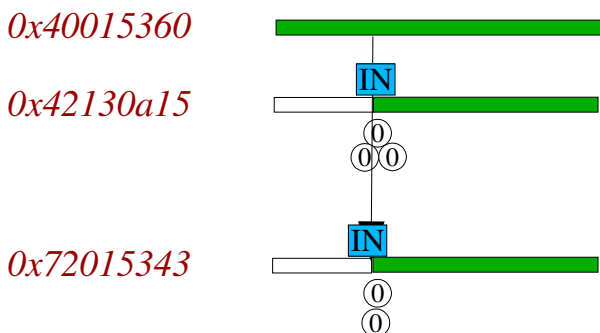
EVT\_MUTEX\_INIT:

ex: "Thread *0x40015360* initializes mutex *0x42130a15*, lock = 0, owner= 10, count=0 "



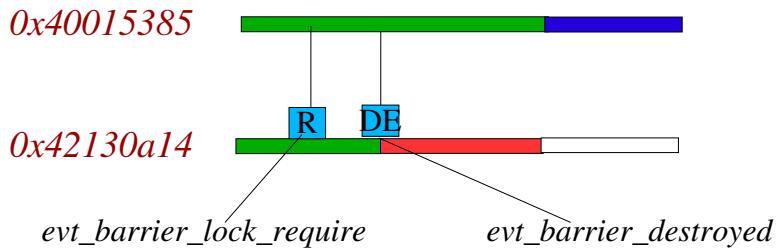
EVT\_COND\_INIT:

ex: "Thread *0x40015360* initializes cond *0x42130a17*, lock =0 , total\_seq =0 , broadcast\_seq=0 ,mutex=*0x72015343* "



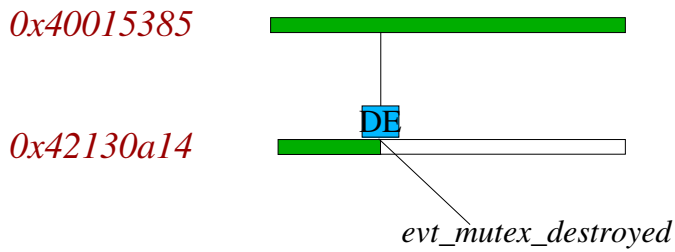
*EVT\_BARRIER\_DESTROY:*

ex: "Barrier *0x42130a14* is destroyed by thread *0x40015385*"



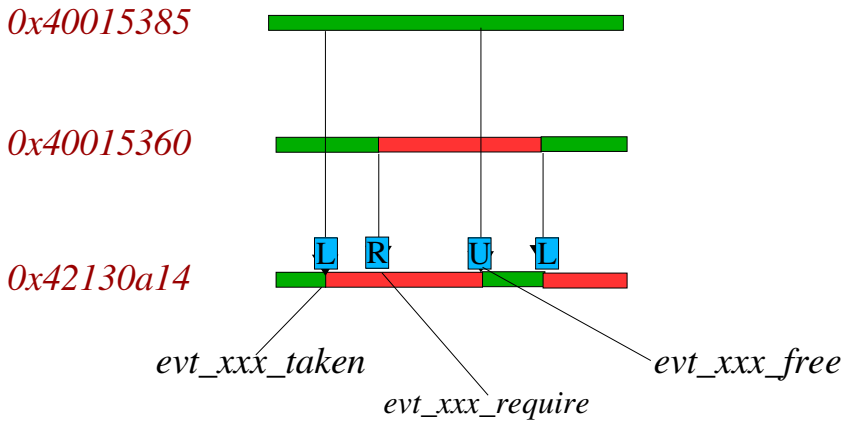
*EVT\_MUTEX\_DESTROY:*

ex: "Mutex *0x42130c20* is destroyed by thread *0x40015385*"



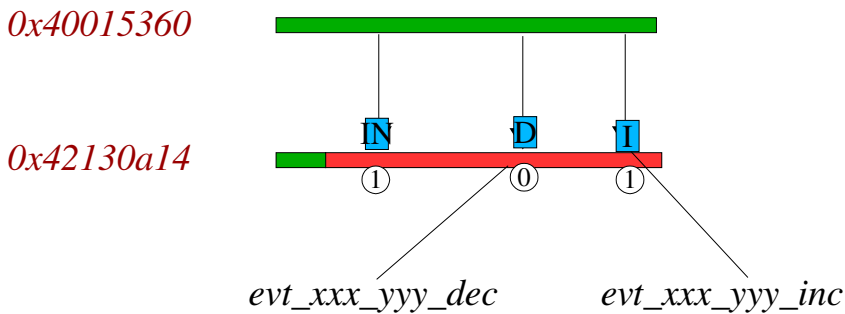
*EVT\_XXX\_REQUIRE & EVT\_XXX\_TAKEN & EVT\_XXX\_FREE*

ex: "XXX *0x42130a14* is taken by thread *0x40015385*"  
 "XXX *0x42130a14* is required by thread *0x40015360*, lock = 1 "  
 "XXX *0x42130a14* is freed by thread *0x40015385*"  
 "XXX *0x42130a14* is taken by thread *0x40015360*"



*EVT\_XXX\_YYY\_DEC & EVT\_XXX\_YYY\_INC:*

ex: "Thread *0x40015360* enters the XXX *0x42130a14* , YYY=0"  
 "Thread *0x40015360* leaves the XXX *0x42130a14* , YYY=1"



*EVT\_THREAD\_JOIN:*

ex: "Thread *0x40015360* is waiting for thread *0x51103287*"

