

Thread Scheduling

- Threads are scheduled by the OS (ignoring process-scope threads)
- How frequently and how long they get run for will depend on thread priority and the scheduling algorithm used

Thread Sleep/Wake

- Largely OS dependant
- Usually implemented as a queue of threads that are “running”, “sleeping” or “ready”
 - Automatically via indirect system calls such as IO
 - Programatically via system calls such as:
 - `std::this_thread::sleep_for()`
 - `std::condition_variable::notify_one/all()`
 - `std::condition_variable::wait()`
- Thread scheduler will pick a thread from the list to run
- Varying algorithms based on:
 - Priority
 - Last run time
- Can involve a context switch