Data Structures

In struct thread :

Int64\_t ticks;

This is a variable that is used to store the ticks from OS start that correspond to the time when the thread should be unblocked if it’s blocked .

Algorithms

Assignment 1

To improve the busy wait structure we instead choose to let the sleep

Synchronization

An operating system kernel is a complex, multithreaded program, in which synchronizing multiple threads can be difficult. This section asks about how you chose to synchronize this particular type of activity.

Rationale

As instructed in the hint” the blocked threads should store the information on how long it should be stored”.

Whereas the other sections primarily ask “what” and “how,” the rationale section concentrates on “why.” This is where we ask you to justify some design decisions, by explaining why the choices you made are better than alternatives. You may be able to state these in terms of time and space complexity, which can be made as rough or informal arguments (formal language or proofs are unnecessary).