

1. Register 29
2. splhigh()
3. Oldspl
4. 15
5. Hardclock is called from the timer HZ times a second, where HZ is 100.
6. Run, ready, sleep, and zombie
7. Zombies are destroyed during a context switch
8. Thread_sleep(const void *addr)
9. It's the variable for the thread currently executing at any given time