1) Register 29 corresponds to the stack pointer.

2) splhigh and splx depending on the value passed in.

3) splx returns the previous value of curspl, which corresponds to a value indicating whether interrupts were enabled or disabled.

4) Anything passed into splx that is greater than 1 will disable interrupts. The function splhigh passes in the value 15.

5) hardclock() is called 100 times per second. The LAMEbus clock/timer card is responsible for these invocations.

6) A thread can be in any of the following states: S_RUN, S_READY, S_SLEEP, S_ZOMB

7) Zombie threads are cleaned up directly after a context switch, which occurs in mi_switch

8) A thread is put to sleep by the thread_sleep function.

9) The variable curthread is a pointer to the thread which is currently running on the CPU.