Table

Description automatically generatedThe structure of threads in pintos is struct thread which represents a thread, the struct thread starts its own page of memory and the rest is taken up by the threads stack, the struct thread stores all information about the thread e.g. the threads state, name, priority and tid(identifier, each new thread gets given the next higher integer as their tid).

Thread switching in pintos uses a busy waiting alarm clock which has all none running threads in a single ready list causing thread\_yield() (function to switch threads) to be possibly called before enough time has passed to switch threads.



Whereas in the project we have to implement a sleep list of threads and a sleep and wakeup function which put the running thread into the sleep list and move the thread from sleep list into the ready list. Wakeup function will only be called when enough time has passed for thread\_yield() to be called.

