1. Thrashing is a high paging activity. Which means when the computer’s virtual memory resources is being overused. This causes a constant state of paging and page faults which inhibits most application layer processing.
2. If the CPU is too low, the type of page replacement algorithm will use a global page-replacement algorithm. This replaces pages without regard to the process to which they belong.
3. For Thrashing,
   1. If CPU utilization is too low, it will increase the degree of multiprogramming by introducing a new process to the system
   2. The number of processes will increase to increase the level of multiprogramming to increase CPU utilization
   3. The scheduler will try to bring more processes into the system
   4. Memory access time may increase since the higher-level memory is only as fast as the next lower level in the memory hierarchy
4. To stop the thrashing, we need to see the locality model. A locality is a set of pages that are actively used together. The locality model states that as process executes, it moves from one locality to another.
5. To stop thrashing, we use the global page replacement algorithm.
6. To prevent thrashing, we can also use the locality model.