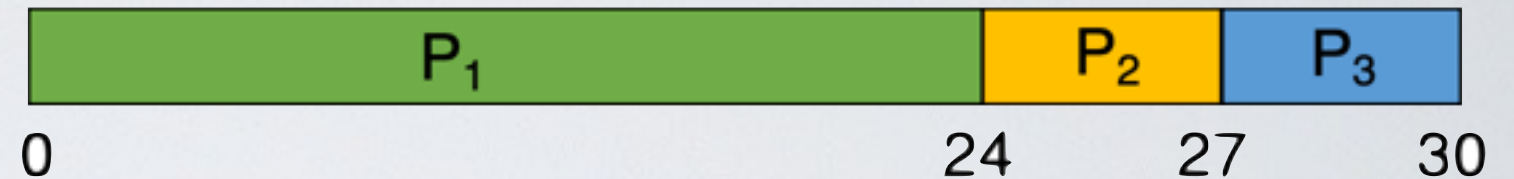


Two kinds of scheduling algorithm

- **Non-preemptive scheduling** (good for batch systems)
once the CPU has been allocated to a thread, it keeps the CPU until it terminates
- **Preemptive scheduling** (good for interactive systems)
CPU can be taken from a running thread and allocated to another

FCFS - First Come First Serve (non-preemptive)



➔ Run jobs in order that they arrive (no interrupt)

Throughput	$3 / 30 = 0.1$ jobs/sec
Turnaround	$(24 + 27 + 30) / 3 = 27$ sec in average
Waiting Time	$(0 + 24 + 27) / 3 = 17$ sec in average

© **Problem : convoy effect**

all other threads wait for the one big thread to release the CPU