Quizlet

Operating System Concepts Chapter 6

1. **Aging**	In priority scheduling, as time progresses increase the priority of the process. (This is the solution to starvation)	18. **Load Scheduling**	How the threads library decides which thread to put onto an available. This is only need when each processor has it's own queue of processes
2. **Asymmetric multiprocessing**	Only one processor access the system data structures	19. **Load Sharing**	Share the processing load between multiple processors
3. **Background(batch)**	FCFS processes in the Multilevel Queue. Recieves 20% time slice.	20. **Multilevel Feedback Queue**	Decides whether a process is foreground or background
4. **Convoy Effect**	Short process lag behind a long process	21. **Multilevel queue**	Ready queue is partitioned into separate queues.
5. **CPU Scheduler**	Selects from among the processes in memory that are ready, and allocates the CPU to one of them	22. **Priority Scheduling**	A priority number is associated with each process
6. **CPU utilization**	Keeping the CPU as busy as possible. (Max)	23. **Pull migration**	a task pulls a waiting task from a processor
7. **Dispatcher**	This module gives control of the CPU to the process selected by the short-term scheduler	24. **Push migration**	a task pushes an excessive load to another processor
8. **Dispatcher latency**	The time it takes for the dispatcher to stop one processor and start another	25. **Quantum(q)**	The time each processes gets in round robin. (Large means FIFO)] (Small means huge overhead)
9. **Exponential Averaging**	Determining length of next CPU burst	26. **Response time**	amount of time it takes from when the first request was submitted until the first response. (Min)
10. **First Come, First Served(FCFS)**	Processes run in the order they arrive. (Non-preemptive)	27. **Round Robin(RR)**	Each process receives a small unit of CPU time. After this time the process is added to the end of the ready queue.
11. **Five Performance Analysis**	CPU Utilization Throughput Turnaround Time Wait Time Response Time	28. **Shortest-Job-First-Non-Preemptive(SFR)**	CPU will switch to the shortest job next after finishing the current job
12. **Five Scheduling Algorithms**	FCFS SJF Preemptive SJF Non-Preemptive Priority Round Robin	29. **Shortest-Job-First-Preemptive(SRTF)**	If a new processes arrives with a shorter burst, The processor switches to it
13. **Foreground(interactive)**	Round Robin processes in the Multilevel Queue. Recieves 80% time slice.	30. **Simulation**	programmed model of a computer system with variable clocks
14. **Global Scheduling**	How the kernel decides which kernel thread to run next	31. **Soft Affinity**	Tries to keep the process exclusive to one processor
15. **Hard affinity**	Mandates a particular process run on one processor	32. **Starvation**	In priority scheduling, low priority processes may never execute.
16. **Little's Formula**	can help determine average wait time per process in any scheduling algorithm	33. **Symmetric Multiprocessing**	Each processor is self scheduling
17. **Load balancing**	Making sure each processor has an equivalent amount of work	34. **Throughput**	Number of processes that complete in a time unit. (Max)
		35. **Turnaround time**	amount of time to execute a specific process. (Min)
		36. **Waiting time**	amount of time a process has been ready and waiting. (Min)