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CSCI - P436 | *Brandon Young*

Definitions

- Load balancing distributes the work to be done by the computer across all CPUs.
- Process migration redistributes the load from CPUs working more heavily to those that are not. Processors not in use pull in new tasks to complete.
- Soft real-time systems may operate close to real time and on real-time principles, but they are not guaranteed to complete everything in real time.
- Hard real-time systems are required to meet a predetermined deadline and there are no excuses, it must guarantee that all deadlines can be met.
- Priority-based scheduling ensures that all tasks meet their deadlines and gives the processor to the highest priority process next.
- Earliest deadline simply starts the process that has the nearest deadline with no regard to priority or efficiency.
- Completely fair scheduler calculates a virtual run time that is built off the context of the task and the system, whichever task has the lowest virtual run time, it will schedule next.

Windows

It seems as if windows 10 still utilizes the scheduling method described.

[Microsoft Documentation](#)