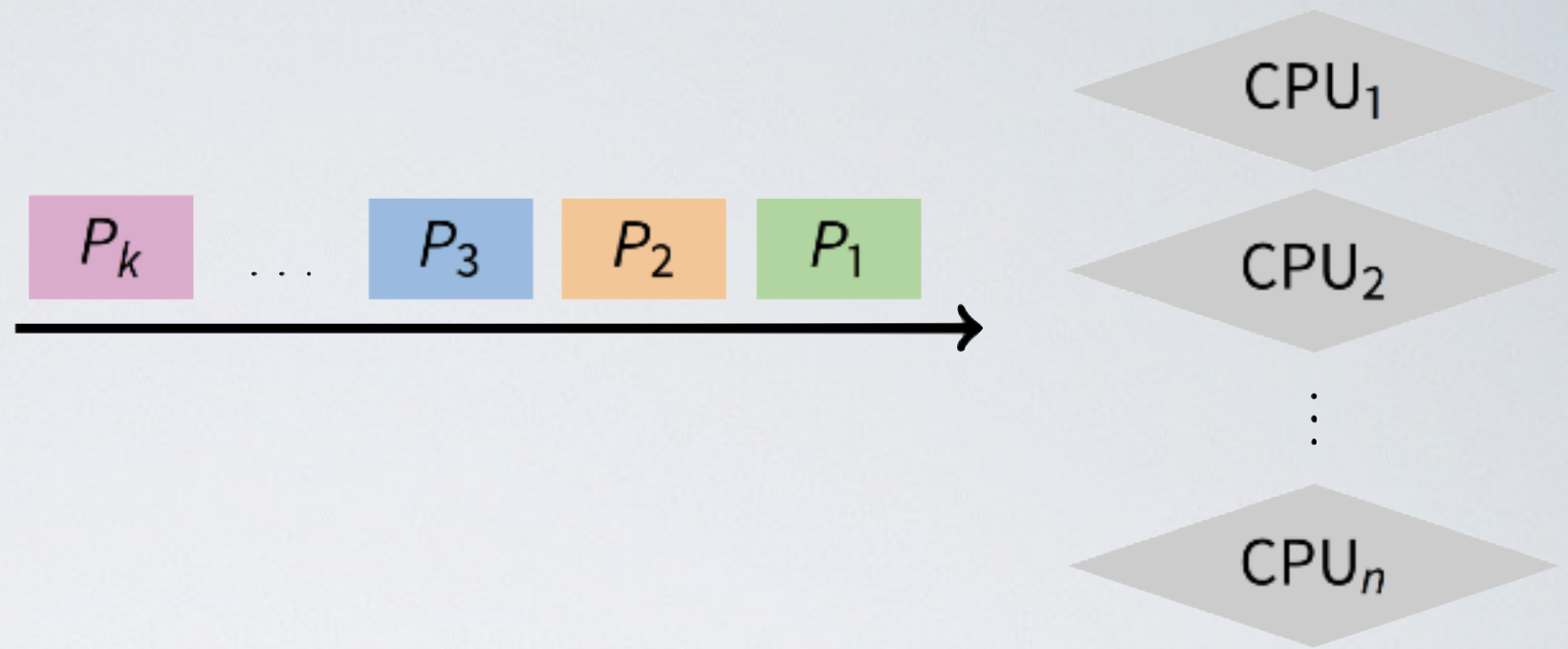


# The scheduling problem



- $n$  threads ready to run
  - $k \geq 1$  CPUs
- ➔ Scheduling Policy  
which jobs should we assign to which CPU(s)?  
and for how long?

# Non Goals : Starvation

**Starvation** is when a thread is prevented from making progress because some other thread has the resource it requires (could be CPU or a lock)

- ➡ Starvation is usually a side effect of the scheduling algorithm
  - e.g a high priority thread always prevents a low priority thread from running
- ➡ Starvation can be a side effect of synchronization
  - e.g constant supply of readers always blocks out writers