**Comparison among Windows 10, Mac OS and Ubuntu**

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|  | Ubuntu | Mac OS | Windows 10 |
| Architecture | Computer architectures supported by Linux are IA-32, x86-64, ARM, PowerPC and SPARC | Computer architectures supported by macOS are Ax86-64(10.4.7- present), IA-32(10.4.4-10. 6.8) and PowerPC(10.0-1 0.5.8). | Computer architectures supported by Windows are IA-32, x86-64, IA-64, ARM, Alpha, MIPS and PowerPC. |
| File System | File systems supported by Linux are ext2, ext3, ext4, btrfs, ReiserFS, FAT, ISO 9660, UDF and NFS. | File systems supported by macOS are HFS+, APFS, HFS, UFS, AFP, ISO 9660, FAT, UDF, NFS, SMBFS, NTFS, FTP, WebDAV and ZFS. | File systems supported by OS/2 are HPFS, JFS, FAT, ISO 9660, UDF and NFS. |
| Scheduling Policies | Completely Fair Scheduler or Brain Fuck Scheduler is used. | macOS uses a multilevel feedback queue, with four priority bands for threads – normal, system high priority, kernel mode only, and real-time. | Multilevel feedback queue algorithm is used on windows 10. |
| Page Replacement Algorithms | Linux uses "Page Frame Reclaiming Algorithm". In my limited understanding, it's basically LRU (Least Recently Used) with a bias towards non-dirty pages. | Mac OS X adopts a second-chance first in, first out (FIFO) algorithm which approximates the least-recently used (LRU) algorithm. | On single processor 80x86 systems, a variation of the clock (second chance) algorithm is used.  On Alpha and multiprocessor systems, clearing the reference bits may require invalidating entries in the TLB on other processors, which is an expensive operation. In this case Windows uses a variation of FIFO. |