Chapter 5 Objectives

Questions may be asked in class, on quizzes, and on exams

Students will be able to:

* + briefly explain the difference between preemptive and non-preemptive scheduling
  + identify what kinds of actions the dispatcher needs to conduct, and why they need to be conducted
  + define the terms: CPU utilization, throughput, turnaround time, waiting time, and response time
  + explain how FCFS scheduling works, identify the benefit of using FCFS, and identify a problem with using FCFS
  + explain how SJF scheduling works, identify the benefit of using SJF, and identify a problem with using SJF
  + explain how SJF would work if it was configured as a preemptive strategy
  + explain how RR scheduling works, identify the benefit of using RR, and identify a problem with using RR
  + identify and explain the key difficulty with attempting to implement SJF
  + briefly explain the differences and commonalities between RR, FCFS, SJF, and SRTF
  + identify and briefly explain the benefits and problems with using a priority-based scheduling system
  + identify and briefly explain the value of a multilevel queue scheduling strategy
  + briefly explain what memory stall is and how the use of multicore processors may suffer from memory stall or how it might effectively manage memory stall
  + identify and briefly explain the difference between coarse and fine grained multithreading, and provide an example
  + End of Chapter 5
    - Exercises: 5.10.2, 5.10.3, 5.10.4, 5.10.5, 5.10.6, 5.10.7, 5.10.8, 5.11.1, 5.11.2, 5.11.7, 5.11.8, 5.11.10
    - Where required, use the Scheduling spreadsheet I gave you instead of the author’s GANNT chart