

CPU scheduling

preemptive

- CPU kicks process off
- Runs interrupts

non preemptive

- blocks on terminated
- OS never preempts

Evaluate by

- 1 CPU utilization = How much CPU use
- 2 Throughput = # of processes in unit of time
- 3 Turnaround time = start - finish
- 4 Response time = issuing cmd → result
- 5 Wait time = time on ready queue

Scheduling Algo

FCFS = FIFO

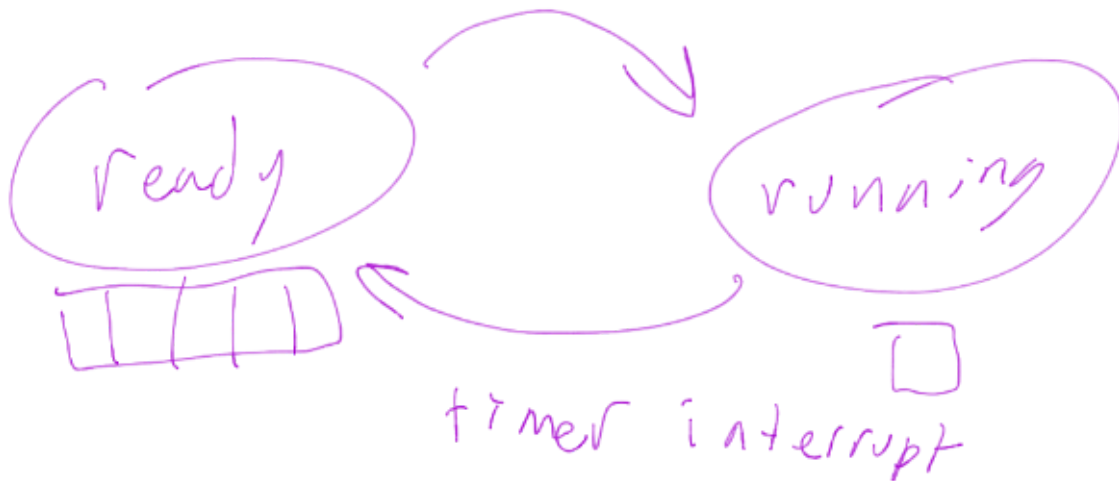


run until then finish/block

an IO

- bad throughput
- long wait time

Round Robin P_0 turn



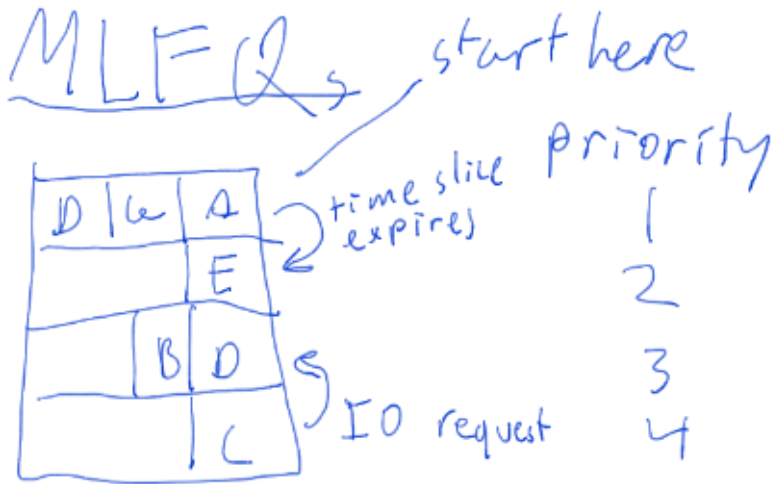
- fair in the sense that all processes get to run
- bad wait time if time slice is too large
- bad throughput if time slice is too small

SJF = schedule the process that takes the least amt of time





- incurs starvation
- good throughput



time slice

1
2
4
8

- still have starvation
- combines all 3 scheduling algo