HW #4

===================================start of the write-up===================================

Part1:

1. First-Come First Served (FCFS)
      - Could result in starvation
      - All long jobs comes before short jobs; all jobs behind large one
could potentially starve
      - High turnaround time (Tfinish - Tstart)

2. Shortest Job First (SJF)(Non-Preemptive)
      - Starving can occur to long jobs
      - When there are a lot of short jobs that keep coming in, then the long
jobs will just starve while short jobs are being run.

3. Shortest Remaining Time First (SRTF) (Preemptive)
      - Like shortest job first, starvation can occur to long jobs
      - If jobs with small run times are continuatlly add, the larger job
will be starved

4. Round Robin(RR)
      - Starvation does not occur in round robin because all jobs have equal
quantum time to run

5. Priority
      - Starvation occures on low-priority jobs
      - Solution is "Age" process
            -> Age jobs on low priorities so they have high prescedence as
they wait longer

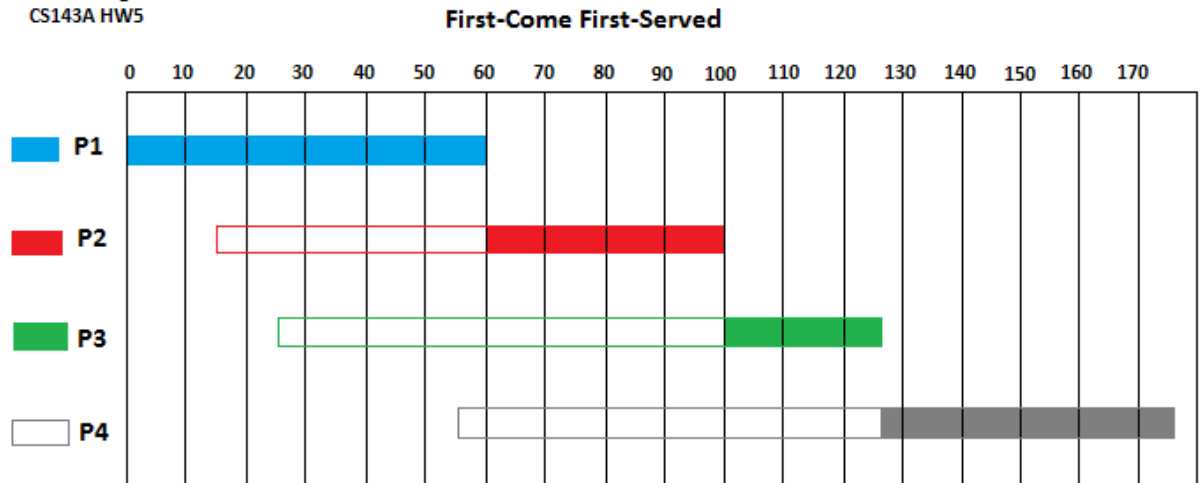Submitter: dereky1(Yang,Derek)

Part2: pthread_compute.c

Part3:

        91.25, 47.5
        87.5, 43.75
        83.75, 40
        116.25, 72.5
        87.5, 43.75

1. First-Come First-Served (FCFS)

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First-Come First-Served

2. Shortest Job First (SJF) (Non-preemptive)

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Shortest Job First
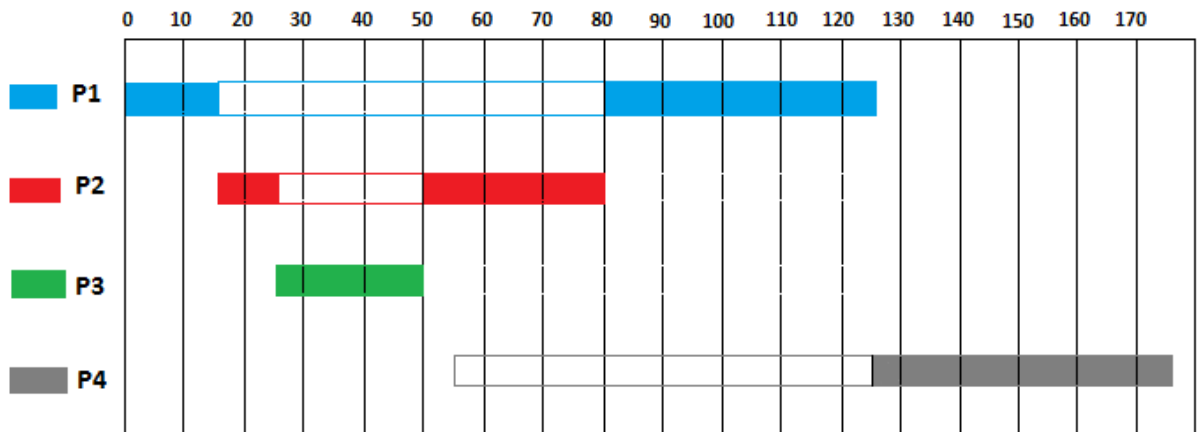
3. Shortest Remaining Time First (SRTF) (Preemptive)
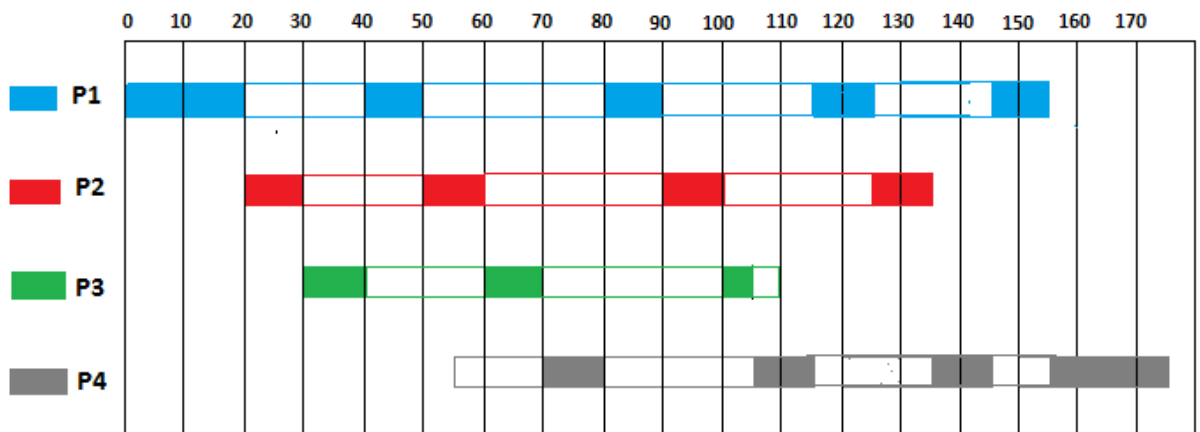
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Shortest Remaining Time First

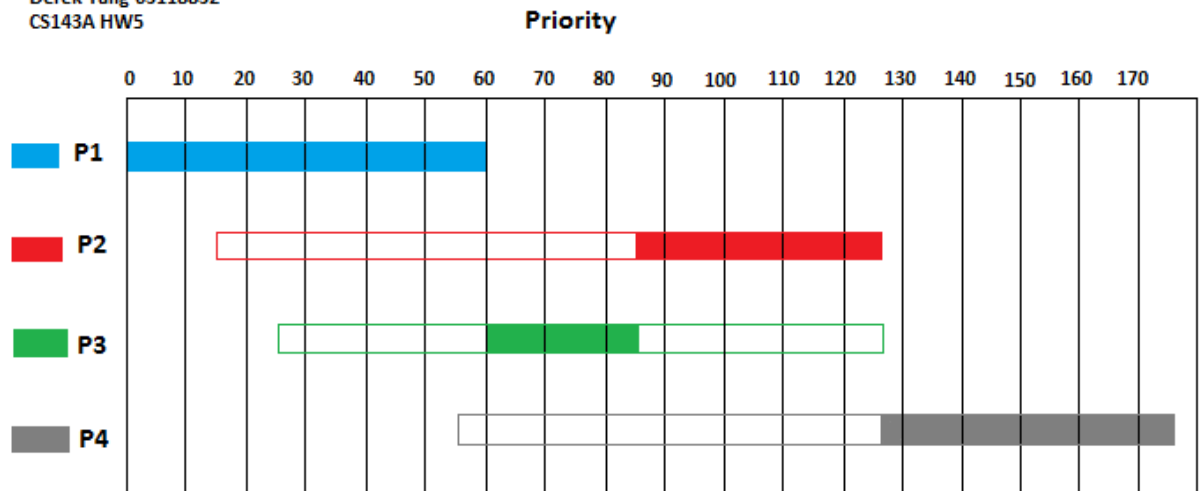4. Round Robin (RR) (Time Quantum = 10)

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Round Robin

5. Priority

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Priority

==================================end of the write-up==================================