1. Multiple Queues

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Run | 1 | 2 | 3 | 4 | 5 |
| Q | 1 | 2 | 4 | 8 | 15 |
| Acc | 1 | 3 | 7 | 15 | 30 |

1. Shortest Process Next

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Run | 1st run | 2nd run | 3rd run | 4th run |
| A | 50 | 150 | 300 | 85 |
| B | 300 | 150 | 85 | 50 |
| Scheduler | A | anybody | B | B |
|  | Shorter than B | A and B have the same time | Shorter than a | Shorter than a |

1. CPU-bound and I/O-bound Processes

* CPU-bound

Need high quanta but low priority

* I/O-bound

Need low quanta but high priority

Because an I/O-bound process need small quanta and small quanta cause frequent context switches which cause high administration costs.

1. Real Time Schedulabel

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| period | 50 | 100 | 200 | 250 |
| requires | 35 | 20 | 10 | 12,5 |
|  | 0.7 | 0.2 | 0.05 | 0,05 |

35/50+20/100+10/200+x/250 =1

1-0,95 = x/250

X=12,5