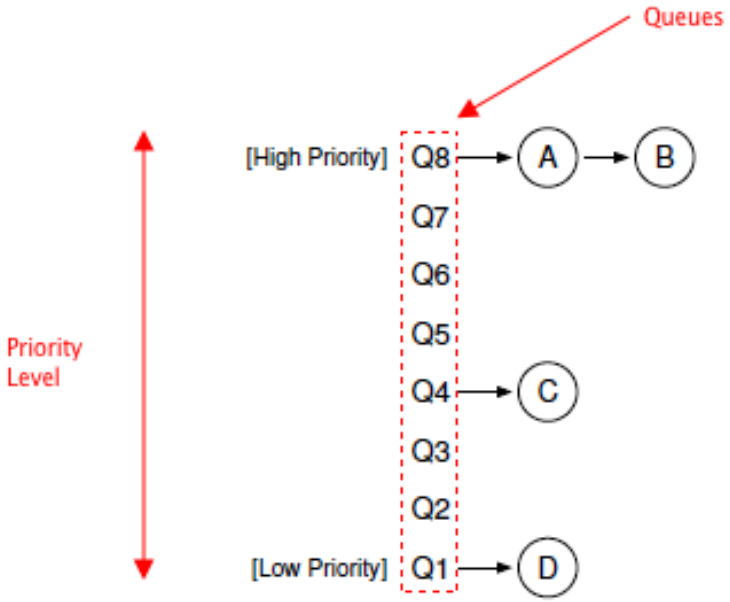
CSC 369 Worksheet 5 Solution

August 18, 2020

1. **Notes**

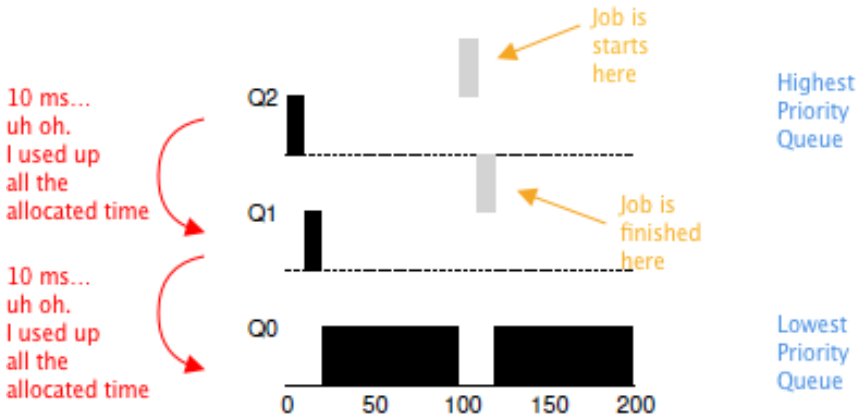
   - **Multi-level Feeback Queue (MLFQ):**
     - Is one of the most well-known approaches to scheduling
     - Does two things:
       a) Optimizes turnaround time
       b) Minimizes response time
     - Uses **priority level** and **Queues** to achieve it's goal
   - **MLFQ Basic Rules:**
     - Jobs on same queue → Same priority
     - **Rule 1:** If Priority(A) > Priority(B), A runs (B doesn't)
     - **Rule 2:** If Priority(A) = Priority(B), A & B run in RR



- **Attemp #1: How to Change Priority**
  - **Rule 3:** When a job enters the system, it is placed at the highest priority (the topmost queue)
  - **Rule 4a:** If a job uses up an entire time slice while running , its' priority is reduced (i.e. it moves down on queue).
  - **Rule 4b:** If a job gives up the CPU before the time slice is up, it stays at the same priority level (e.g I/O Operation)
    - Means that the shifting down of priority level only depends on CPU time

Example (Along Came a Short Job):

1) A job A enters system
2) Job is placed on highest Queue Q_2
3) After time-slice (e.g. 10 ms) in Q_2, A is placed on lower queue Q_1
4) After time-slice in Q_1, A is placed in lowest priority queue Q_0



- **Attemp #2: The Priority Boost**
  - **Rule 5:** After some time period S, move all the jobs in the system to the topmost queue.
    - This is to prevent starvation (i.e. a job never being run)
- **Attempt #3: Better Accounting (Fix of Attempt # 1)**
  - Is to prevent programmers from gaming (i.e tricking) the CPU so all programs get a fair share of allotment time
  - **Rule 4:** Once a job uses up its time allotment at a given level (regardless of how many times it has given up the CPU), its priority is reduced (it moves down one queue).