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CPSC-3220-001
5/31/2019

Pre-class Assignment #11

1. Task: A user request.

2. Starvation: The lack of resources for one task, due to resources given to a higher priority task.

3. Workload: A set of tasks for some system to perform, along with when each task arrives and how long each task takes to complete.

4. Compute-bound Task: A task that primarily uses the processor and does little I/O.

5. I/O-bound Task: A task that primarily does I/O, and does little processing.

6. Work-conserving Scheduling Policy - A policy that never leaves the processor idle if there is work to do.

7. Preemption - When a scheduler takes the processor away from one task and gives it to another.

8. Future Knowledge - decisions made based on knowledge of service times:
    –SJF(non-preemptive)
    –SJF(preemptive) – minimum avg. response time
    –Approximate SJF(preemptive) by predicting service times

9. Time Quantum (a.k.a. time slice) - The length of time that a task is scheduled before being preempted.

10. Max-min Fairness - A scheduling objective to maximize the minimum resource allocation given to each task.