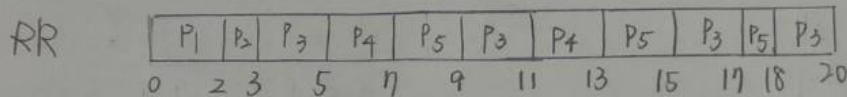
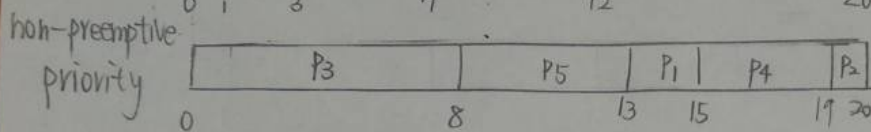
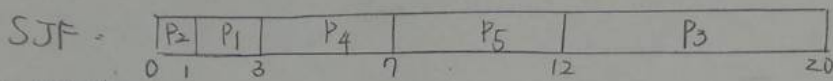
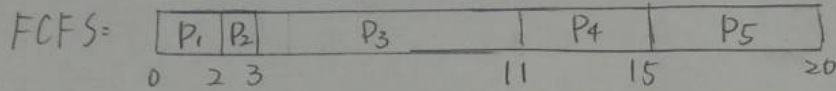


OS HW3 寶管 = Bob705098 王佩琳

5.16 The scheduler would favor CPU-bound processes. They are rewarded with a long time quantum and their priority boost whenever they consume an entire time quantum. Also, it doesn't penalize I/O-bound processes. Since they are likely to block for I/O before consuming their entire time quantum, but their priority remains the same.

5.17

(a)



(b)

turnaround time =

	FCFS	SJF	Priority	RR
P <sub>1</sub>	2	3	15	2
P <sub>2</sub>	3	1	20	3
P <sub>3</sub>	11	20	8	20
P <sub>4</sub>	15	7	19	13
P <sub>5</sub>	20	12	13	18

(c) Waiting time

	FCFS	SJF	Priority	RR
P <sub>1</sub>	0	1	13	0
P <sub>2</sub>	2	0	19	2
P <sub>3</sub>	3	12	0	12
P <sub>4</sub>	11	3	15	9
P <sub>5</sub>	15	7	8	13

(d) Shortest Job First (optimal)

5.14

(a)

First come, First Served

(b)

Last in, First out