# CPU-Scheduling

The Illusion of Multitasking

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*Kantonschule Im Lee — 2024/25*

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# Part I

# Introduction / Forewords

- what is CPU scheduling - why do we need it - how does a CPU work / why isnt there multitasking - What is the goal of my project - bit of an overview over the whole report

# Part II

# The ABCs of CPU Scheduling

# Chapter 1

# Introduction to Part 1

## 1.1 Metrics

- turnaround time (performance) - response time (performance) - fairness

**Definition 1.1: Turnaround Time**

The turnaround time is ....
It is calculated as follows:

$$T_{Turnaround} = T_{Completion} - T_{Arrival}$$

# Chapter 2

# Basic Algorithms

## 2.1 Optimized for Performance

### 2.1 First In, First Out (FIFO )

### 2.1 Shortest Job First (SJF)

### 2.1 Shortest Time-to-Completion (STCF)

## 2.2 Optimized for Fairness

### 2.2 Round Robin (RR)

# Part III

# The Industry Standard of CPU-Scheduling

# Chapter 3

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# Chapter 4

# Lottery and Stride Scheduling

# Part IV

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# Chapter 5

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# Chapter 6

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# Chapter 7

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# Part V

# conclusion