

# 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

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- 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

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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

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2.2 Round Robin (RR)

## Part III

# The Industry Standard of CPU-Scheduling



## Chapter 3

# Multi-Level Feedback Queue

## Chapter 4

# Lottery and Stride Scheduling

# Part IV

## Examples

## Chapter 5

# My Implementation

## Chapter 6

# Solaris Scheduling

## Chapter 7

# Linux 2.6 Fair Scheduler

**Part V**

**conclusion**