MLFQ (Ch 8.) Discussion Questions

- What are the goals of MLFQ?

  - minimize response time

  - minimize turnaround time

- How is an MLFQ scheduler built?

- Why are shot jobs considered interactive and CPU-bound jobs considered to not have response time priority?

- Where do new jobs enter MLFQ?

  - to what end?

- What happens when a jobs uses its entire time slice?

  - to what end?

- How does MLFQ approximate SJF?

- What is starvation?

  - is it possible to starve in MLFQ? why (not)?

- What is "gaming the system/scheduler"?

  - is it possible in MLFQ?

- Does the anti-gaming rule 4 stop cheating & minimize TT for short jobs?

  - what if my job legitimately uses just about a whole timeslice and then does I/O?

- What is the longest a process can go without being scheduled in MLFQ?

  - S + top priority timeslice * # of processes

  - is this a hard bound (no because of # of processes)

- How can we measure fairness?

  - what illusion does CPU virtualization provide?

  - Generalized Processor Sharing (GPS)

- Is MLFQ fair?