

CS 350 Notes

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1 Scheduling Algorithms

1.1 Shortest Job First

- Non-preemptive — be careful
- Could allow starvation for long-running jobs
- Requires calculating estimates of CPU burst lengths.

1.2 Comparison of Algorithms

The *average turn-around time* is the time from when a job enters the system, until when it leaves, *i.e.* the time it waits added to the time it takes to execute.

1.3 Priority

Sometimes we want some processes to have higher priority over others. We give them a priority level, and put the processes in queues based on their priority. The problem with this is that threads that have low priority may starve.

2 Assignment 3

1. Get back a working kernel.
2. Collect TLB statistics.
3. TLB management.

4. Read only text segment.
5. Load pages on demand.