

Stride scheduler

- Three-way tie: randomly pick job A (all pass values=0)
- Set A's pass value to A's stride = 100
- Increment sys counter by A's stride. counter → 100
- Pick a new job: two-way tie

Tickets

C = 250

A = 100

B = 50

Pass(A) (stride=100)	Pass(B) (stride=200)	Pass(C) (stride=40)	Who Runs?
0	0	0	A
100	0	0	B
100	200	0	C
100	200	40	C
100	200	80	C
100	200	120	A
200	200	120	C
200	200	160	C
200	200	200	...

Pass
values

← Initial job selection
is random. All @ 0

← C has the most tickets
and receives a lot of
opportunities to run...