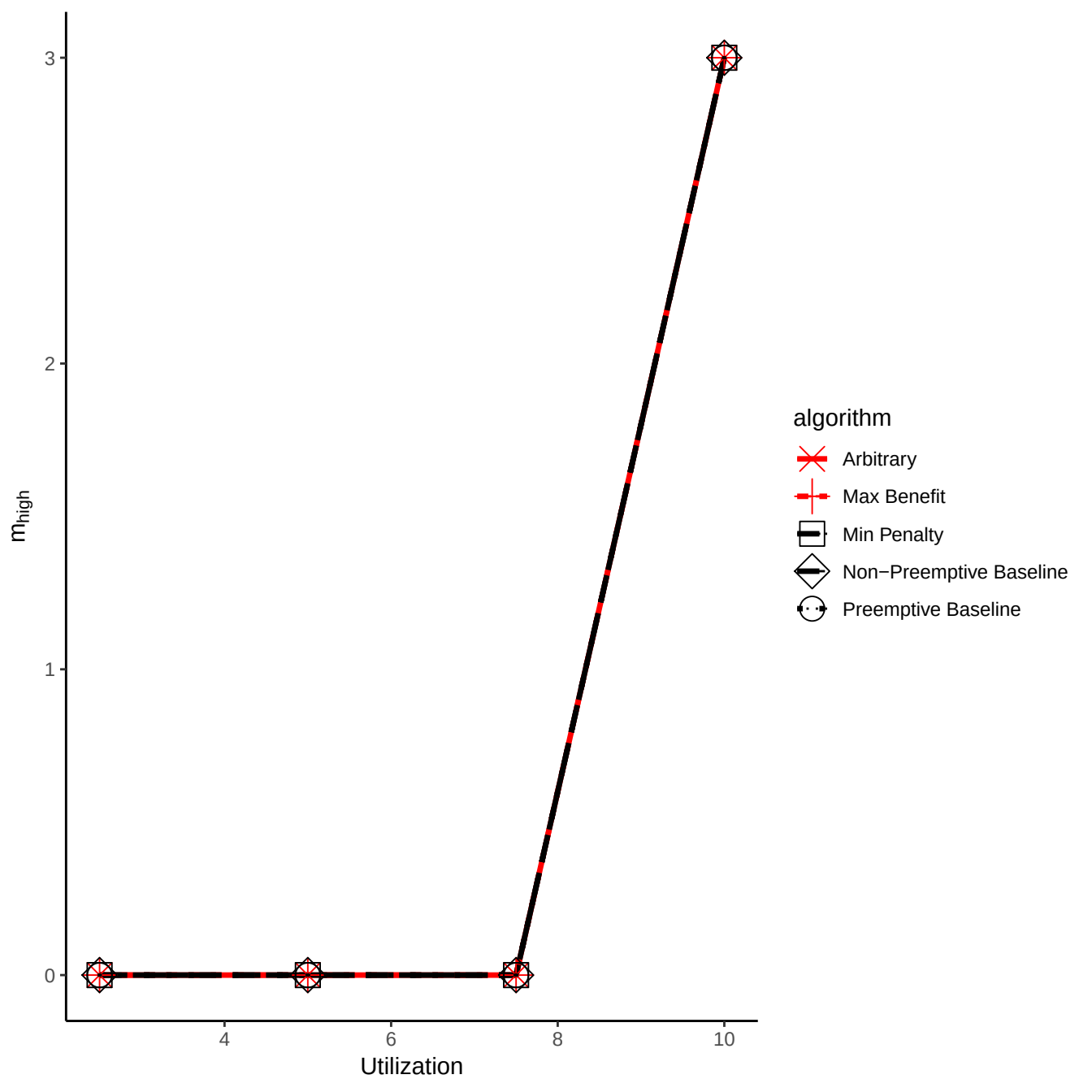
3
2
1
0
m_{high}
4
6
8
10
Utilization
algorithm
Arbitrary
Max Benefit
Min Penalty
Non−Preemptive Baseline
Preemptive Baseline