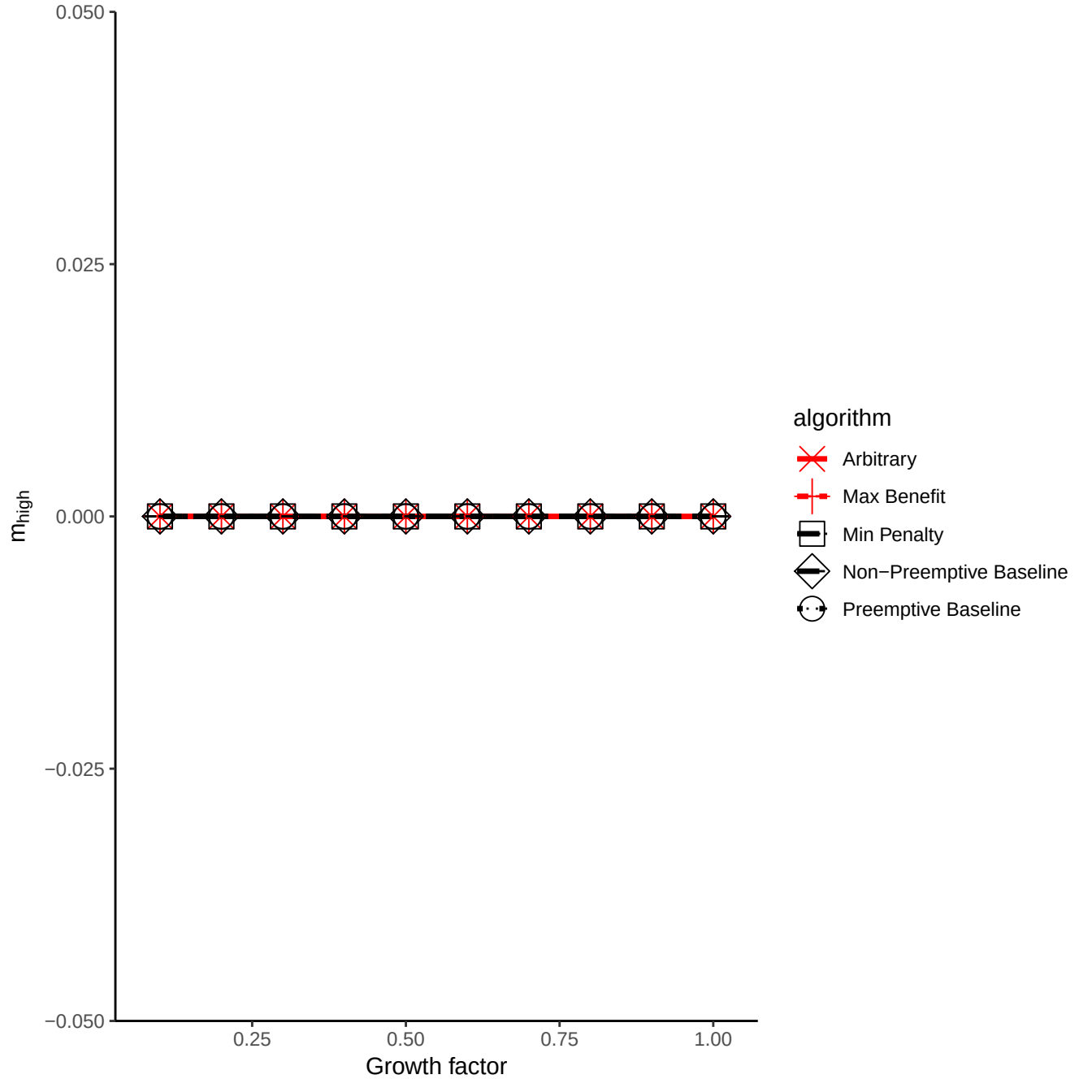
0.050
0.025
0.000
−0.025
−0.050
m_{high}
0.25
0.50
0.75
1.00
Growth factor
algorithm
Arbitrary
Max Benefit
Min Penalty
Non−Preemptive Baseline
Preemptive Baseline