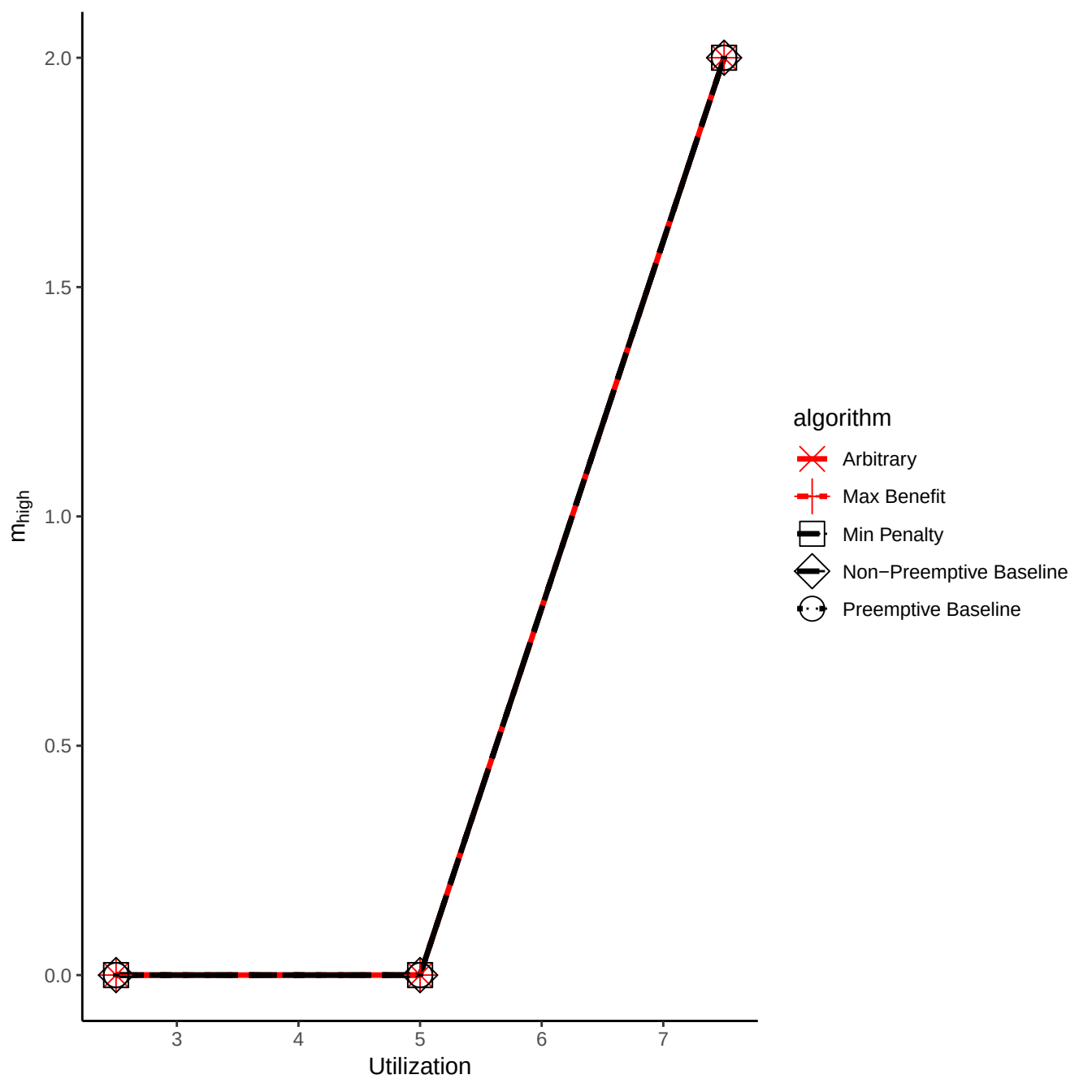
2.0
1.5
1.0
0.5
0.0
m_{high}
3
4
5
6
7
Utilization
algorithm
Arbitrary
Max Benefit
Min Penalty
Non−Preemptive Baseline
Preemptive Baseline