Scheduling In Interactive Systems
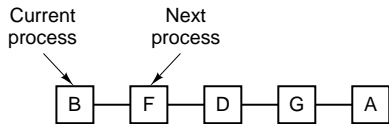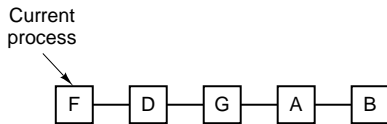Round-Robin Scheduling

- ▶ Simple, and most widely used;
- ▶ Each process is assigned a time interval, called its *quantum*;
- ▶ How long shoud the quantum be?
  - ▶ too short — too many process switches, lower CPU efficiency;
  - ▶ too long — poor response to short interactive requests;
  - ▶ usually around $20 \sim 50$ms.