# COMP 7500/7506 - Lecture 12: Multiprocessor Scheduling

**🟊: >85%, 🟊🟊: 70-85%, 🟊🟊🟊: 55-70%, 🟊🟊🟊🟊: 40-55%, 🟊🟊🟊🟊🟊: < 40%**

**🟊🟊 Exercise 1:** Please classify multiprocessor systems into three camps.

**🟊🟊🟊🟊🟊 Exercise 2:** What are disadvantages of load sharing?

**🟊🟊 Exercise 3 (Menti Review):** What is the synchronization interval for the fine granularity of parallelism?

1. < 20 instructions
2. 20-200 instructions
3. 200-2000 instructions
4. 2000-1M instructions

**🟊 Exercise 4 (Menti Review):** Which statement below is not a scheduling design issue?

1. Actual dispatching of a process
2. Avoid deadlocks among multiple processors
3. Use of multiprogramming on individual processors
4. Assignment of processes to processors

**🟊🟊 Exercise 5 (Menti Review):** If a scheduler knows future CPU workload conditions, then we adopt

1. Dynamic Scheduling
2. Static Scheduling
3. Hybrid Scheduling
4. Adaptive Scheduling

**🟊 Exercise 6 (Menti Review):** In the PlayStation 3’s Cell processor, what scheduling architecture was employed?

1. Static Architecture
2. Distributed Architecture
3. Peer-to-Peer Architecture
4. Master/Slave Architecture

**🟊 Exercise 7 (Menti Review):** Which statement about load sharing is incorrect?

1. Central queue needs mutual exclusion
2. Load is distributed evenly across the processors
3. Processes must be assigned to a particular processor
4. Preemptive threads are unlikely resume execution on the same processor