

- Program
- Job / Task
- Process
- multiprogramming
- multitasking.

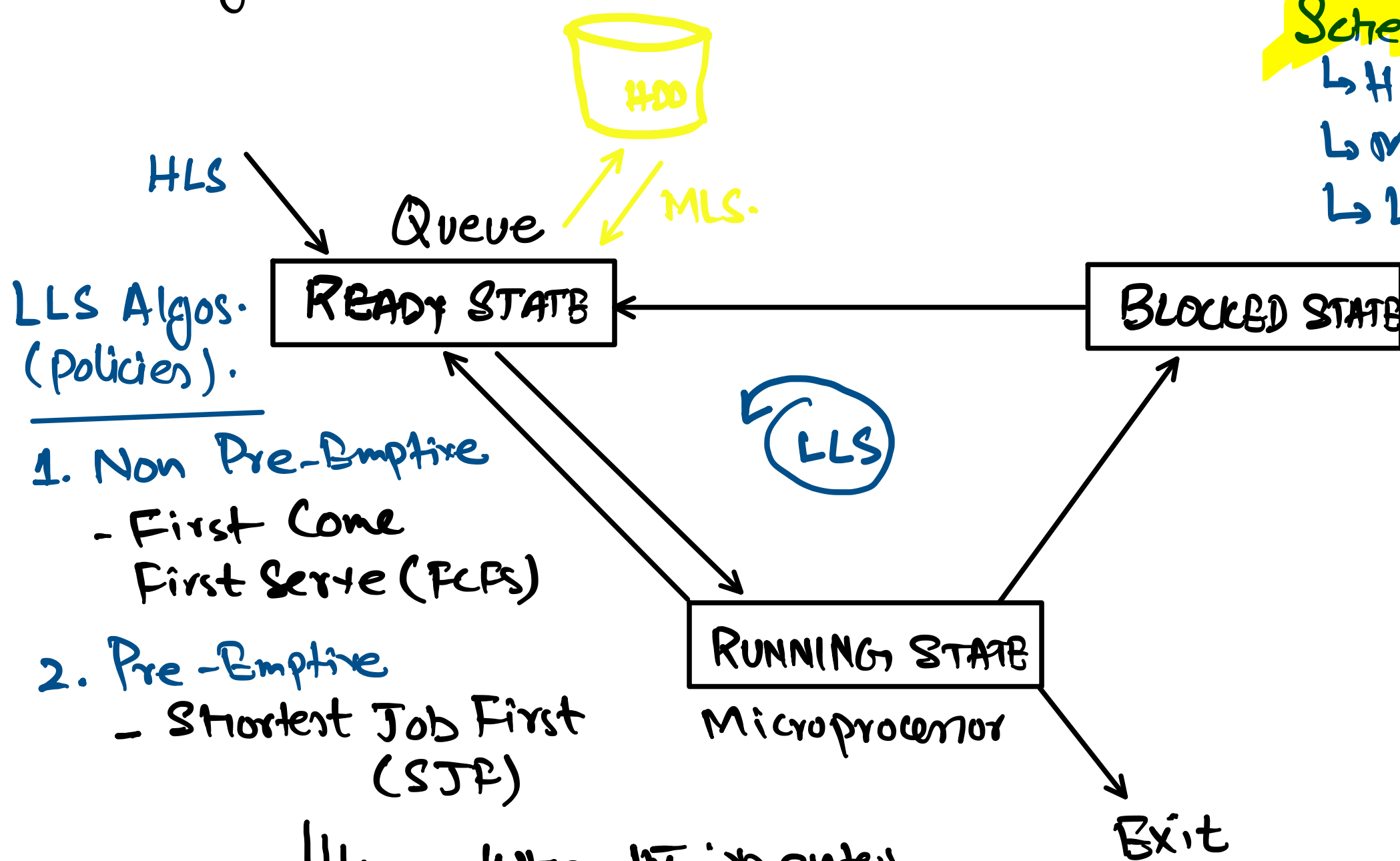
Objectives
Criteria
Policies (Algo.)

Criteria:

1. Realtime & Batch
2. Resources used so far
3. Resources required.
4. Processor bound vs. I/O bound job.

Scheduler

- ↳ High level.
- ↳ Medium level.
- ↳ Low level.



LLS Algos. (Policies).

1. Non Pre-Emptive

- First Come First Serve (FCFS)

2. Pre-Emptive

- Shortest Job First (SJF)

- When the job enters the system, it goes to the Q as per its size.
- When the job enters the Q, back from running state, it goes to the back of the queue.

- Shortest Remaining Time (SRT) (Biased)

80 inst.
1100 inst.

$$\begin{array}{r} \text{UP } 100 \\ - 30 \\ \hline 70 \text{ inst.} \end{array}$$

- When the enters the ready queue, whether from running or for the first time, it goes to the position as per its current size.

- The job that backs from the running state gets shorter further. Thus sometimes it becomes shorter than the new job & gets back to the running state.

- Round Robin (RR):

Every job is given same amount of time.