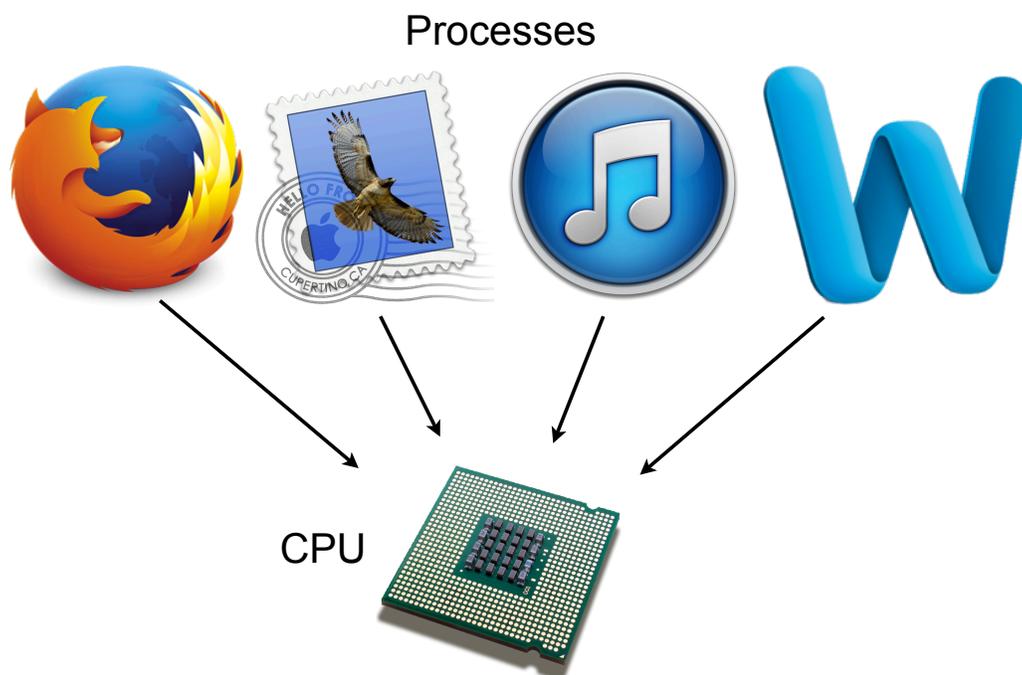


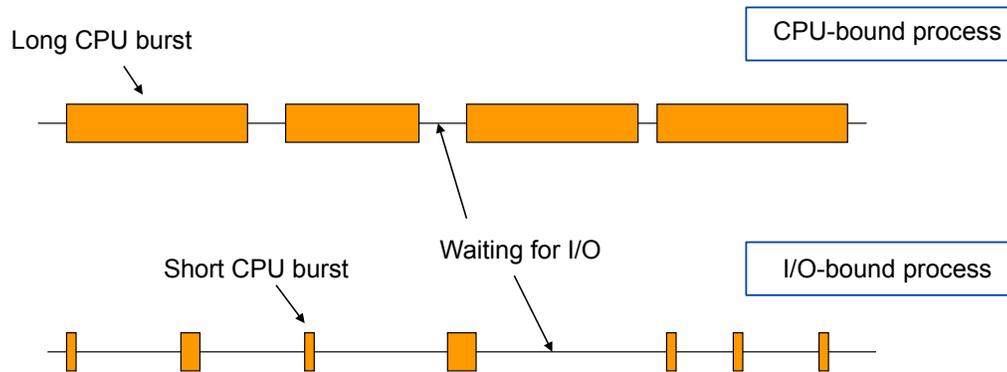
Recap: Processes

- Execution state of a program
- Lifecycle states
- OS representation
- Creation
- Communication

CPU Scheduling



CPU and I/O Bursts



Scheduling Exercise

All arrive at time 0 (in order), 1s timeslice for RR

Job	Length	Completion Time			Wait Time		
		FCFS	RR	SJF	FCFS	RR	SJF
1	50						
2	40						
3	30						
4	20						
5	10						
Average							

Multilevel Feedback Queues

	Priority	Time Slice				
<table border="1"><tr><td></td><td>G</td><td>F</td><td>A</td></tr></table>		G	F	A	1	1
	G	F	A			
<table border="1"><tr><td></td><td></td><td>E</td></tr></table>			E	2	2	
		E				
<table border="1"><tr><td></td><td>D</td><td>B</td></tr></table>		D	B	3	4	
	D	B				
<table border="1"><tr><td></td><td>C</td></tr></table>		C	4	8		
	C					

CPU Scheduling Summary

- Scheduling metrics
- Preemptive and non-preemptive schedulers
- First Come First Serve (FCFS)
- Shortest Job First (SJF)
 - Shortest Remaining Time First (SRTF) variant
- Round-Robin (RR)
- Multilevel Feedback Queues (MLFQ)