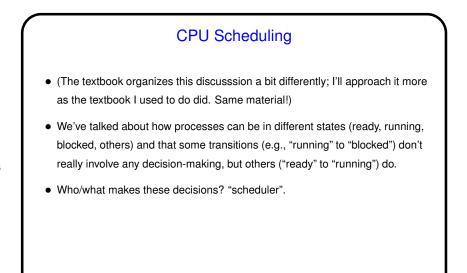
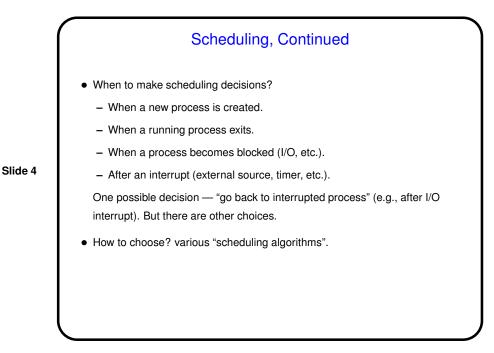
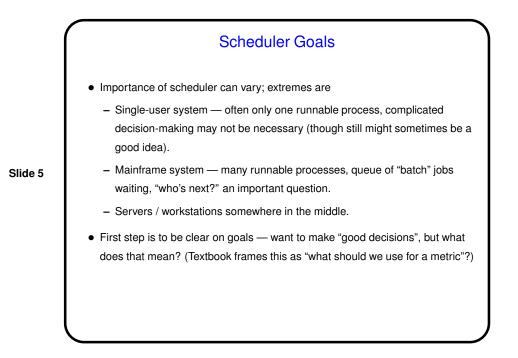


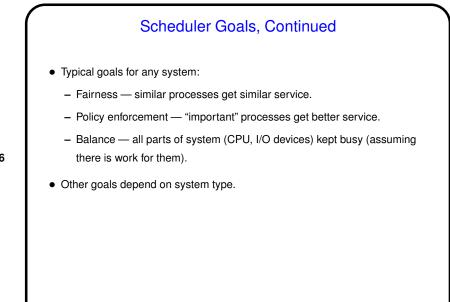
## Minute Essay From Last Lecture

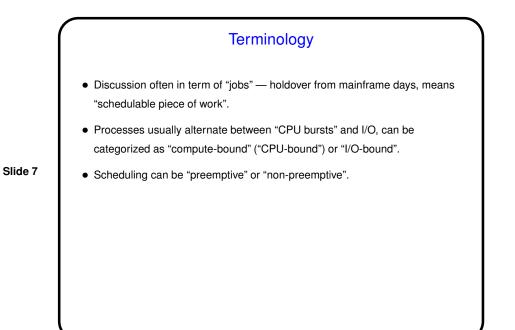
- Opinions differ as to whether it would help to relax the collaboration rule for reading quizzes. I think I will.
- Most people seemed to find them worthwhile, anyway, though some found the questions vague. I can believe it! coming up with good questions for these, homeworks, etc. is harder than it might seem?











Scheduler Goals By System Type
For batch (non-interactive) systems, possible goals (might conflict):

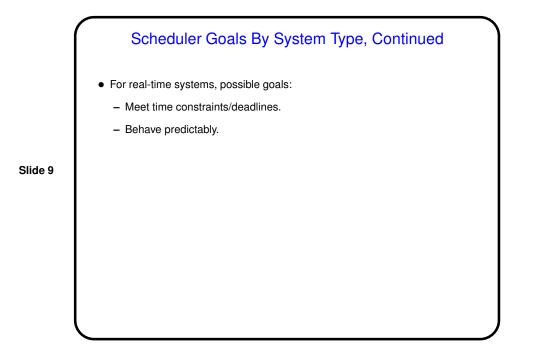
Maximize throughput — jobs per hour.
Minimize (average?) turnaround time (time from when user submits work to time they get results back).
Maximize CPU utilization.

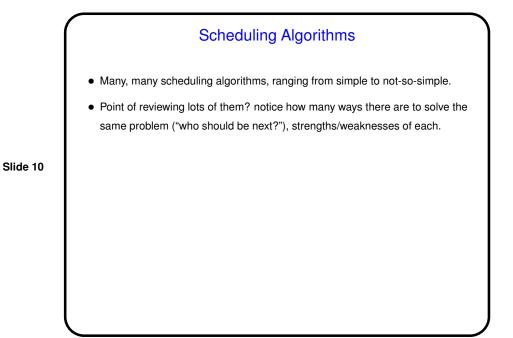
Preemptive scheduling may not be needed.
For interactive systems, possible goals:

Minimize response time.
Make response time proportional to user's perception of task difficulty.

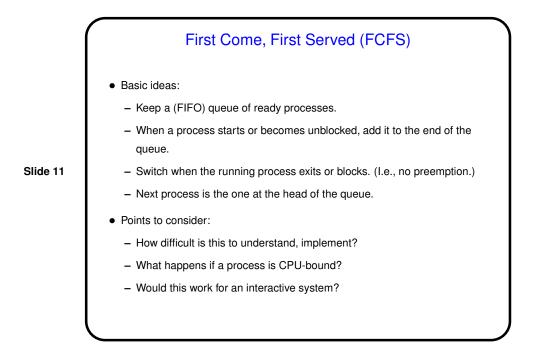
Slide 8

## 4



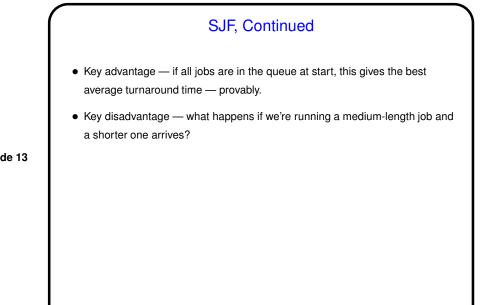


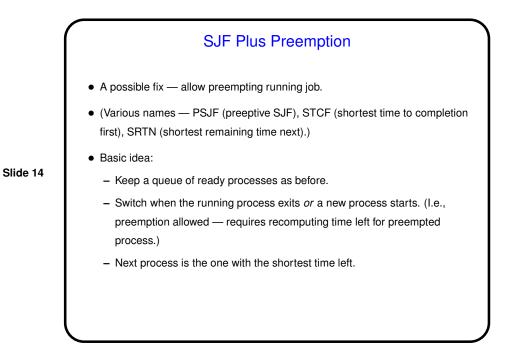
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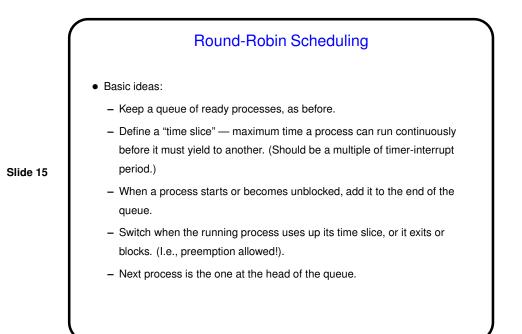


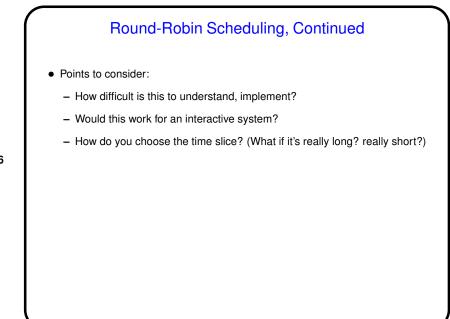
	Shortest Job First (SJF)
	<ul> <li>Basic ideas:</li> <li>Assume we know ahead of time how long each "job" will take, and each</li> </ul>
Slide 12	job consists of a single CPU burst (so, no blocking). - Keep a queue of these jobs.
	<ul> <li>When a process (job) starts, add it to the queue.</li> </ul>
	<ul> <li>Switch when the running process exits (i.e., no preemption).</li> </ul>
	<ul> <li>Next process is the one with the shortest running time.</li> </ul>
	Points to consider:
	– How difficult is this to understand, implement?
	– What if we don't know running time in advance?
	– What if all jobs are not known at the start?
	– Would this work for an interactive system?

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## 8

**Winute Essay** • How are you doing with how I ask you to turn work in (e-mail for minute essays, Google Drive for homeworks)? (For what it's worth, I'm aiming here for a compromise between what might work best for y'all — TLEARN? Google Classroom? — and what works well for me.)