

Study Questions

"Operating Systems: Internals and Design Principles 3e"

Ch 10: Multiprocessor and Real-Time Scheduling

Stallings

CS 4210 Advanced Operating Systems

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1. What interesting result does Stallings report when the performance of scheduling algorithms on single-processor systems are compared to the performance of the same algorithms on multiprocessor systems?
2. What are the three most important ways in which a (soft) real-time operating system differs from a traditional operating system?
3. What is the difference between "time-slicing" and "preemption"?
4. What is "static table-based" scheduling?
5. Briefly describe rate monotonic scheduling.