Scheduling

Algorithms

Multilevel Feedback Queueing

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- Queues are processed in FIFO fashion, in priority order, so RQ_1 does not get a look-in until RQ_0 has emptied
- Each process is allocated a *quantum* of time (a timeslice)
- A new process is admitted to the end (last) of RQ_0
- When the running process has used its quantum of time, it is interrupted and placed at the end of the next lower queue (demoted)

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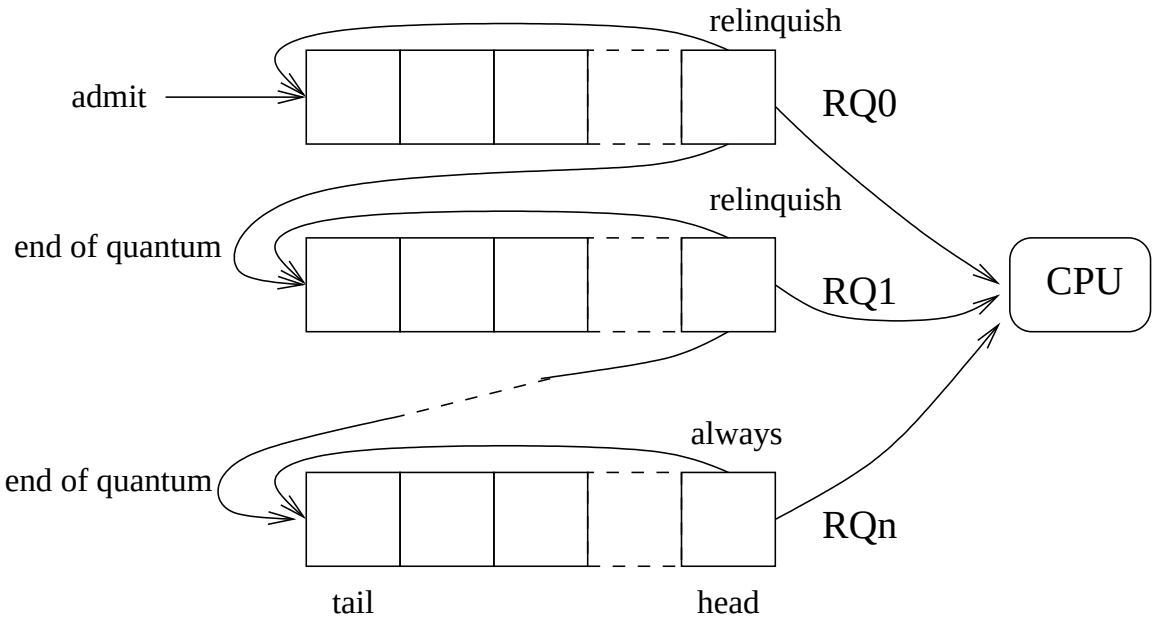
- Demoted processes in RQ_n get placed back at the end of RQ_n

Multilevel Feedback Queueing



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So compute intensive processes get a big bite, whenever they get a chance, at the potential cost of responsiveness to a new process

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This scheme was used by Windows NT and Unix derivatives, as we shall see next