

# CPU Scheduling

CS 537 - Introduction to Operating Systems

# Objectives

- High throughput
- Low response time
- Good utilization of system resources
  - low waiting time in system
- Avoid starvation
- Fairness
- Be efficient in scheduling - it's done often

# Bursts

- CPU burst
  - interval of time a process would run before blocking if not preempted
- I/O burst
  - time process spends doing a single I/O operation
- Burst times do not include waiting times