Outline of 9/24 and 9/26 Lectures
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CPU Scheduling
- Key question - how to schedule threads in the ready queue?
- Definitions: Wait time, service time, response time, throughput
- Simple scheduling strategies
    - First come first served (FCFS)
    - Round robin (RR)
    - FCFS vs RR and effect of time quanta
- Omniscient scheduling strategies
    - Shortest job first (SJF)
    - Shortest remaining time first (SRTF)
- Approximating omniscient strategies
    - Predicting length of CPU bursts
    - Multi level feedback scheudling
- Lottery scheduling

Address Translation
- Simple techniques for sharing memory
    - Uni-programming (don't share)
    - Address re-writing in linker (w and w/o protection)
- Segmentation (implementation + pros/cons)
- Paging
    - Simple page table
    - Multi level page table
    - Inverted page table