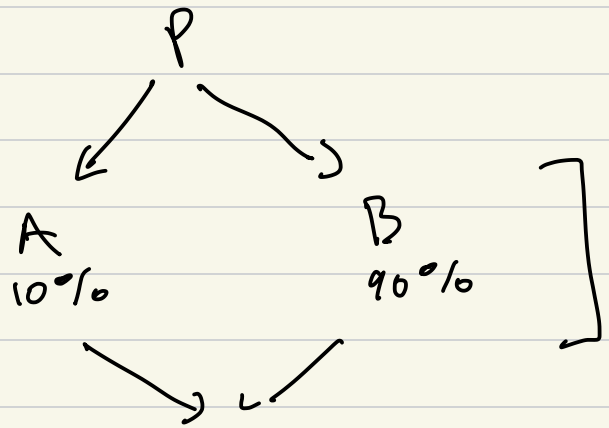
CS 326 Scheduling Implementation

Lottery Scheduling



setting ticket values

Struct proc {
:
int tickets;
}

P
print counts

scheduler()

if (sched_mode == 1) {

proc table

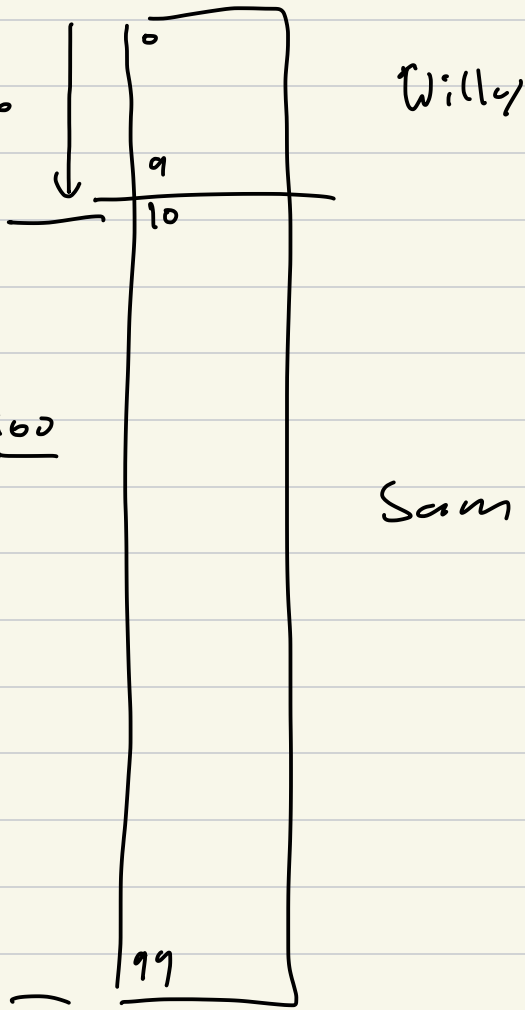
proc A	10
proc B	90
total tickets	100

}

w = get_random_num(100)

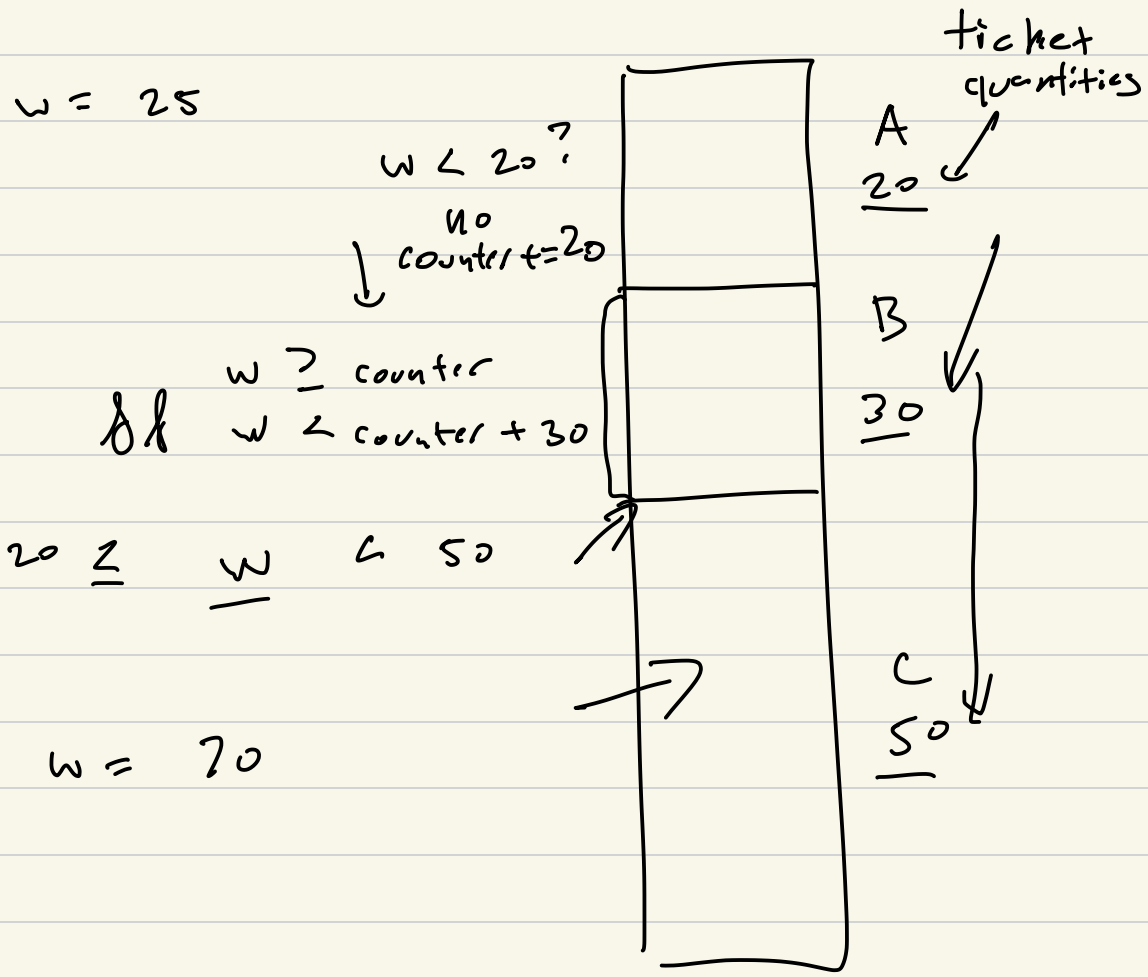
40

w = 40



is $w \leq 100$

Counter = 0


ticket quantities
w = 25
w < 20 ?
no
counter += 20
A
20
w ≥ counter
&& w < counter + 30
B
30
20 ≤ w < 50
C
50
w = 70

Stride Scheduling

Each process has two values:

pass

stride

Algorithm

On a scheduling decision

pick process with smallest pass value