

Solaris Scheduler

- Multilevel queue scheduler: 170 priorities (0-169)
 - High priority → short quantum
- Six scheduling classes
 - Each class has priorities and scheduling algorithms

1. Time sharing (0-59)

Default class. Dynamic priorities via a **multilevel feedback queue** *DEFAULT*

2. Interactive (0-59)

Like TS but higher priority for in-focus windows in GUI

3. Real-time (100-159)

Fixed priority, fixed time quantum; high priority values

4. System (60-99)

Used to schedule kernel threads: run until they block or complete

5. Fair share (0-59)

Processes scheduled on % of CPU

6. Fixed priority (0-59)

Fixed priority

Highest priority (160-169): interrupt-handling threads

Solaris Scheduler

- Default class: **time sharing**
 - Multilevel feedback queue
 - Small time slice for high priority queue
 - Long time slice for low priority queue
 - **Interactive class**: similar but gives windowing apps higher priority
 - Highest priority: threads in the **real-time class**
 - **System class**: runs kernel threads (scheduler & paging)
 - Not preempted
 - **Fair share**: set of processes get a “CPU share”
 - **Fixed priority**: like time-sharing but never adjusted
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- The diagram on the right side of the slide uses brackets to group the scheduler classes into three categories:
- Multilevel Queues**: This category includes the **time sharing**, **Interactive class**, **real-time class**, and **System class**.
 - Similar to Lottery**: This category includes the **Fair share** class.
 - MLFQ**: This category includes the **Fixed priority** class.