

# Windows Scheduler

- Two classes:
  - Variable class: priorities 0-15
  - Real-time class: priorities 16-31
- Each priority level has a queue
  - Pick the highest priority thread that is ready to run
- Relative priority
  - Threads have relative levels within their class
  - When a quantum expires, the thread's priority is lowered but never below the base
  - When a thread wakes from wait, the priority is increased
    - Higher increase if waiting for keyboard input
  - Priority is increased for foreground window processes

# Windows Priorities

|               | Real-time | High | Above Normal | Normal | Below Normal | Idle |
|---------------|-----------|------|--------------|--------|--------------|------|
| Time-Critical | 31        | 15   | 15           | 15     | 15           | 15   |
| Highest       | 26        | 15   | 12           | 10     | 8            | 6    |
| Above Normal  | 25        | 14   | 11           | 9      | 7            | 5    |
| Normal        | 24        | 13   | 10           | 8      | 6            | 4    |
| Below Normal  | 23        | 12   | 9            | 7      | 5            | 3    |
| Lowest        | 22        | 11   | 8            | 6      | 4            | 2    |
| Idle          | 16        | 1    | 1            | 1      | 1            | 1    |