## Leszek Horwath

## PREEMPTIVE ONLINE WEIGHTED SCHEDULING

Let us consider the following 2 player game. First player is preemptive scheduler, while the second one is buffer of jobs. Every *i*-th job requires to be completed continuously from time  $a_i$  to  $b_i$  and in case of completion second player will give  $c_i$  goods to the first one. In the talk I would speak about boundaries for competitive constant for online version of such problem.