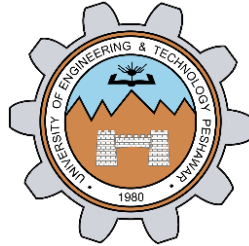


Simulation of Preemptive Process Scheduling Algorithms

LAB # 11



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CSE-204L Operating Systems Lab

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“On my honor, as student of University of Engineering and Technology, I have neither given nor received unauthorized assistance on this academic work.”

Submitted to:

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Date:

26th June 2023

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IMPLEMENT THE ROUND-ROBIN SCHEDULING ALGORITHM.

PURPOSE:

A Round Robin Scheduler algorithm is designed especially for time sharing systems. It is similar to FCFS scheduling but preemption is added to switch between processes

Preemption: The act of interrupting a currently running task in order to give time to another task.

DESCRIPTION:

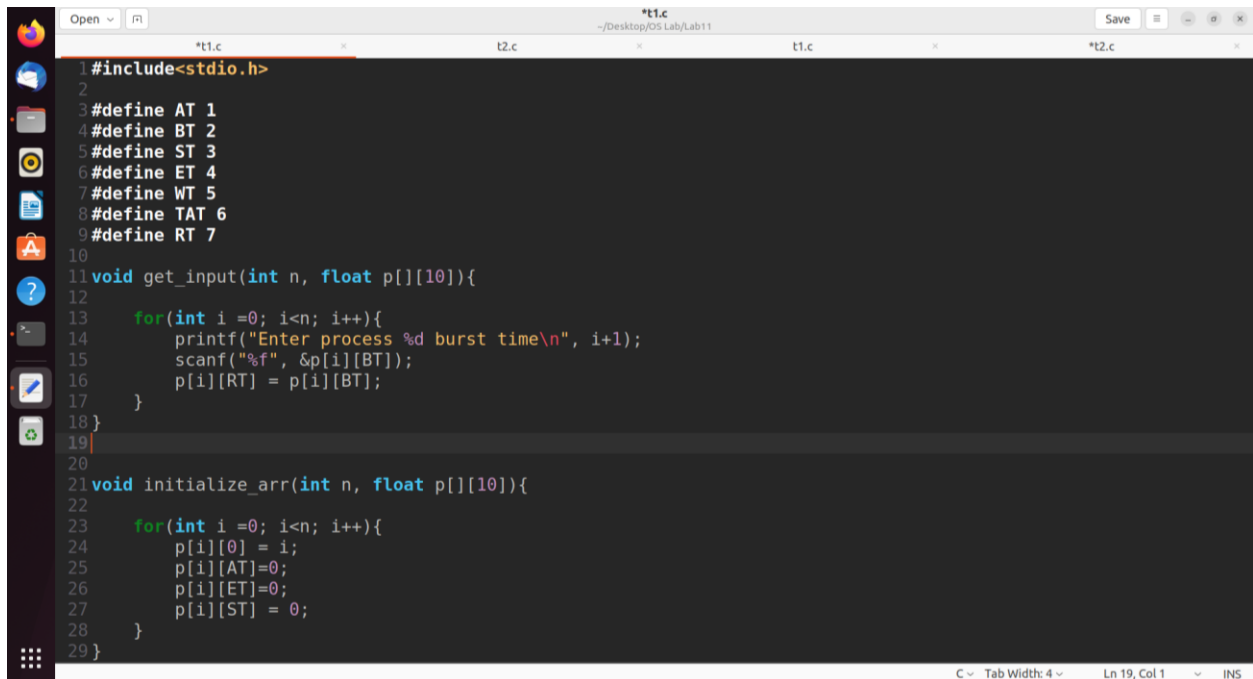
To implement Round robin scheduling we keep the ready queue as a FIFO queue of processes. New processes are added to the tail of the ready queue. The CPU scheduler picks the first process from the ready queue, sets a **timer to interrupt** after one time quantum and dispatches the process. A small unit of time called a time quantum or time slice is defined. A time quantum is generally from 10 to 100 milliseconds.

The process may have CPU burst of less than one time quantum. In this case the process itself will release the CPU voluntarily. The scheduler will then proceed to the next process in the ready queue. Otherwise if the CPU burst of the currently running process is longer than 1 time quantum, the timer will go off and will cause

an interrupt to the operating system. The average waiting time under Round Robin policy is how ever quite long.

Task 1: Take Arrival Time = 0 and Burst Time = Multiple of 5.

Code:



```
1#include<stdio.h>
2
3#define AT 1
4#define BT 2
5#define ST 3
6#define ET 4
7#define WT 5
8#define TAT 6
9#define RT 7
10
11void get_input(int n, float p[][10]){
12
13    for(int i=0; i<n; i++){
14        printf("Enter process %d burst time\n", i+1);
15        scanf("%f", &p[i][BT]);
16        p[i][RT] = p[i][BT];
17    }
18}
19
20
21void initialize_arr(int n, float p[][10]){
22
23    for(int i=0; i<n; i++){
24        p[i][0] = i;
25        p[i][AT]=0;
26        p[i][ET]=0;
27        p[i][ST] = 0;
28    }
29}
```

The screenshot shows a C code editor with a dark theme. The code is for a Round Robin scheduling simulation. It includes standard headers and defines several constants: AT (Arrival Time) = 1, BT (Burst Time) = 2, ST (Scheduling Time) = 3, ET (Execution Time) = 4, WT (Waiting Time) = 5, TAT (Turnaround Time) = 6, and RT (Response Time) = 7. The main logic consists of two functions: `get_input` and `initialize_arr`. `get_input` takes the number of processes `n` and a 2D array `p` of size `n x 10`. It prompts the user to enter the burst time for each process and stores it in `p[i][BT]`, also setting `p[i][RT]` to the same value. `initialize_arr` takes `n` and `p`, and initializes the first column of `p` with process IDs (0 to `n-1`), and sets `AT`, `ET`, and `ST` to 0 for all processes. The editor has tabs for `*t1.c`, `t2.c`, `t1.c`, and `*t2.c`. The status bar at the bottom indicates 'C', 'Tab Width: 4', 'Ln 19, Col 1', and 'INS'.

```
Open ▾ [m] *t1.c t2.c t1.c *t2.c
~/Desktop/OS Lab/Lab11 Save [≡] [⏮] [⏭] [X]

29 }
30
31 void print_array(int n, float p[][10]){
32     printf("Job Number:\tArrival time\tburst time:\tStart time:\tEnd time:\tWait time:\tTurnAround time:\tRemaining time\n");
33
34     for(int i=0; i<n; i++){
35         printf("-----%.1f-----\t-----%.1f-----\t-----%.1f-----\t-----%.1f-----\t-----%.1f-----\t-----%.1f-----\n", p[i][0], p[i][AT], p[i][BT], p[i][ST], p[i][ET], p[i][WT], p[i][TAT], p[i][RT]);
36     }
37 }
38 }
39
40
41 void rr(int n, float p[][10], int q, int k){
42
43     float t=0;
44
45     for(int i=0; i<6; i++){
46         for(int j=0; j<n; j++){
47             if(p[j][RT] > 0){
48                 if(i == 0){
49                     p[j][ST] = t;
50                 }
51                 p[j][RT] -= q;
52             }
53         }
54     }
55 }
```

Bracket match found on line: 21

C ▾ Tab Width: 4 ▾ Ln 29, Col 2 ▾ INS

```
Open ▾ [m] *t1.c t2.c t1.c *t2.c
~/Desktop/OS Lab/Lab11 Save [≡] [⏮] [⏭] [X]

54         p[j][RT] -= q;
55         t += q;
56
57         if(p[j][RT] <= 0){
58             p[j][ET] = t; //End Time
59             p[j][WT] = p[j][ET] - p[j][BT] - p[j][AT]; //Wait Time = End Time - Burst Time + Arrival Time
60             p[j][TAT] = p[j][WT] + p[j][BT]; //TurnAround Time = Burst Time + Wait Time
61         }
62     }
63 }
64 }
65 printf("\nTOTAL TIME: %.2f\n", t);
66
67 }
68
69
70 void calculate(int n, float p[][10], float* a1, float* a2){
71
72     //Wait Time and Turn Around Time Calculation
73     for(int i = 0; i<n; i++){
74         *(a1) += p[i][WT];
75         *(a2) += p[i][TAT];
76     }
77
78     *(a1) /= n;
79     *(a2) /= n;
80 }
81
82 }
```

C ▾ Tab Width: 4 ▾ Ln 82, Col 1 ▾ INS

```

74  for(int i = 0; i<n; i++){
75      *(a1) += p[i][WT];
76      *(a2) += p[i][TAT];
77  }
78      *(a1) /= n;
79      *(a2) /= n;
80 }
81
82
83 int main(){
84
85     int n;
86     float avgwt , avgtat;
87
88     printf("Enter the total number of jobs\n");
89     scanf("%d", &n);
90
91     float processes[n][10];
92
93     get_input(n, processes);
94     initialize_arr(n, processes);
95     //int k = longest_job_index(n, processes);
96     rr(n, processes, 5, 0);
97     print_array(n, processes);
98     calculate(n, processes, &avgwt, &avgtat);
99     printf("Average Waiting Time: %.2f\n", avgwt);
100    printf("Average Turn Around Time: %.2f\n", avgtat);
101    return 0;
102 }

```

Bracket match found on line: 83

Output:

```

ali@Ubuntu22:~/Desktop/OS Lab/Lab1$ gcc t1.c -o t1.o
ali@Ubuntu22:~/Desktop/OS Lab/Lab1$ ./t1.o
Enter the total number of jobs
5
Enter process 1 burst time
15
Enter process 2 burst time
30
Enter process 3 burst time
5
Enter process 4 burst time
10
Enter process 5 burst time
20
TOTAL TIME:80.00
Job Number:  Arrival time  burst time:  Start time:  End time:  Wait time:  TurnAround time:  Remaining time
-----0.0-----  -----0.0-----  -----15.0-----  -----0.0-----  -----50.0-----  -----35.0-----  -----50.0-----  -----0.0-----
-----1.0-----  -----0.0-----  -----30.0-----  -----5.0-----  -----80.0-----  -----50.0-----  -----80.0-----  -----0.0-----
-----2.0-----  -----0.0-----  -----5.0-----  -----10.0-----  -----15.0-----  -----10.0-----  -----15.0-----  -----0.0-----
-----3.0-----  -----0.0-----  -----10.0-----  -----15.0-----  -----40.0-----  -----30.0-----  -----40.0-----  -----0.0-----
-----4.0-----  -----0.0-----  -----20.0-----  -----20.0-----  -----70.0-----  -----50.0-----  -----70.0-----  -----0.0-----
Average Waiting Time:35.00
Average Turn Around Time:51.00
ali@Ubuntu22:~/Desktop/OS Lab/Lab1$

```

Code:

```

22 printf("Enter the Time Quantum for the process: \t");
23 scanf("%d", &quant);
24 // Display the process No, burst time, Turn Around Time and the waiting time
25 printf("\n Process No \t\t Burst Time \t\t TAT \t\t Waiting Time ");
26 for(sum=0, i = 0; y!=0; ) {
27     if(temp[i] <= quant && temp[i] > 0) {
28         sum = sum + temp[i];
29         temp[i] = 0;
30         count=1;
31     }
32     else if(temp[i] > 0) {
33         temp[i] = temp[i] - quant;
34         sum = sum + quant;
35     }
36     if(temp[i]==0 && count==1) {
37         y--; //decrement the process no.
38         printf("\n Process No[%d] \t\t %d\t\t\t\t %d\t\t\t\t %d", i+1, bt[i], sum-at[i], sum-at[i]-bt[i]);
39         wt = wt+sum-at[i]-bt[i];
40         tat = tat+sum-at[i];
41         count =0;
42     }
43     if(i==NOP-1)
44     {

```

```

38     printf( "\nProcess No[%d] \t\t %d\t\t\t\t %d\t\t\t\t %d , 1+1, bt[i], sum-at[i], sum-at[i]-bt[i]");
39     wt = wt+sum-at[i]-bt[i];
40     tat = tat+sum-at[i];
41     count =0;
42 }
43 if(i==NOP-1)
44 {
45     i=0;
46 }
47 else if(at[i+1]<=sum)
48 {
49     i++;
50 }
51 else
52 {
53     i=0;
54 }
55 }
56 // represents the average waiting time and Turn Around time
57 avg_wt = wt * 1.0/NOP;
58 avg_tat = tat * 1.0/NOP;
59 printf("\n Average Turn Around Time: \t%f", avg_wt);
60 printf("\n Average Waiting Time: \t%f", avg_tat);
61 }

```

Activate Windows

Output:

```

ali@Ubuntu22: ~/Desktop/OS Lab/Lab11
ali@Ubuntu22:~/Desktop/OS Lab/Lab11$ ./rr1.o
Total number of process in the system: 5

Enter the Arrival and Burst time of the Process[1]
Arrival time is:      3

Burst time is:  4

Enter the Arrival and Burst time of the Process[2]
Arrival time is:      3

Burst time is:  5

Enter the Arrival and Burst time of the Process[3]
Arrival time is:      2

Burst time is:  5

Enter the Arrival and Burst time of the Process[4]
Arrival time is:      6

Burst time is:  2

Enter the Arrival and Burst time of the Process[5]
Arrival time is:      7

Burst time is:  1
Enter the Time Quantum for the process:      5

Process No      Burst Time      TAT      Waiting Time
Process No[1]    4      1      -3
Process No[2]    5      6      1
Process No[3]    5      12     7
Process No[4]    2      10     8
Process No[5]    1      10     9
Average Turn Around Time:      4.400000
Average Waiting Time:  7.800000ali@Ubuntu22:~/Desktop/OS Lab/Lab11$

```