

Process Management Part-3



Content:-**1. Scheduling Algorithm****a. Shortest Remaining Time Next Algorithm(SRTN)****b. Priority Based Non-Pre-emptive Scheduling****c. Priority Based Pre-emptive scheduling****d. Round Robin Scheduling**

a. Shortest Remaining Time Next Algorithm(SRTN) :- This is a pre-emptive algorithm , wherein the next job to be dispatched will be the one that happens to be shortest amongst the pending jobs, at the time making the decision . However, if a process arrives later, whose next burst happens to be shorter than the remaining burst time of the currently running process, the currently running process will be pre-empted by the new process.

Process	Arrival Time ms	Next Burst ms
P ₀	0	10
P ₁	1	6
P ₂	3	2
P ₃	5	4

EX-3

Average Turnover Time :- 10ms

Average Waiting Time :- 4.5 ms

b. Priority – Based Non- Pre-emptive Algorithm:-More critical processes are assigned a priority higher than the less critical ones . At the time of scheduling , a process dispatched will be the one that has highest priority amongst the processes waiting in the ready queue.

Process	Arrival Time ms	Next Burst ms	Process Priority
P ₀	0	10	5
P ₁	1	6	4
P ₂	3	2	2
P ₃	5	4	0

Ex-4

Average Turn Over Time :- 13.25 ms

Average waiting Time :- 7.75ms

NOTE:-

W_T & T_{AT} of FCFS > SJF > SRTM

c. Priority-Based with pre-emptive Scheduling :-At the time of scheduling , a process dispatched will be the one that has highest priority amongst the processes waiting in the Ready Queue. When a process P₁ is executing , if another process P_j of higher priority become ready to run during its execution, then P₁ will be preempted by P_j.

Process	Arrival Time ms	Next Burst ms	Process Priority
P ₀	0	10	5
P ₁	1	6	4

P ₂	3	2	2
P ₃	5	4	0

Ex-5

Average Turn Over Time :- 12.5 ms

Average waiting Time :-4.5ms

NOTE:-

Priority Pre-emptive $W_{TA} < \text{Priority Non-Pre-emptive}$

d. Round Robin Scheduling :- This scheduling algorithm is specially tailor for interactive Time-Sharing Systems. A small unit of time, called Time-slice of Time Quantum is defined.

Process	Arrival Time ms	Next Burst ms
P ₀	0	10
P ₁	1	6
P ₂	3	2
P ₃	5	4

Time Slice = 4ms

Ex- 6

Average Turn Over Time :- 8.75ms

Average waiting Time :-14.25 ms