Grp C

8th Assignment

Aim: Implement Job scheduling algorithm FCFS SJF Priority Round Robin

Problem Statement: WAJP (using OOP features) to implement following algorithm
FCFS, SJF (Preemptive)
Priority (Non Preemptive)
Round Robin (Preemptive)

Theory

① Problem Explanation

- CPU scheduling deals with the problem of deciding of which process in the ready queue is allowed to ~~attige~~ utilize the CPU
- The criteria for selection for an algo are
  1. Maximum throughput
  2. least turnaround time
  3. Minimum Waiting time
  4. Maximum CPU utilization
  5. Also the variance in response time must be minimum. In Preemptive job a currently

Executing job can be removed and a new job can take its place however in Non Preemptive this is not possible

(2) First Come First Serve

- Simplest CPU scheduling algo
- the process that req the CPU 1st is the one to which it is allocated 1st
- The algo is implemented using a job queue
- when a process req CPU it is added to the tail of job queue
- the CPU is allocated to the process at the head of the queue
- However the TAT varies which is not favourable

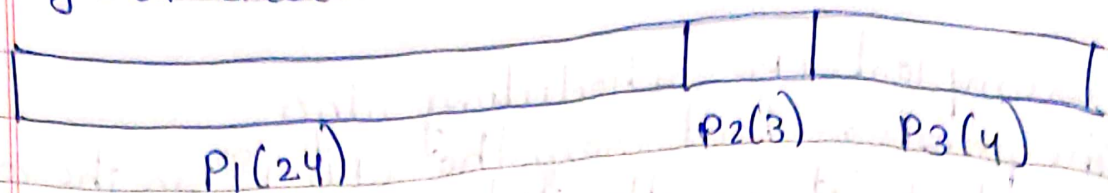
Implementation

1. i/p process along with the burst time (bt)
2. Find waiting Time (wt) for all process.
3. As the 1st process that comes need no (wt) so (wt) for 1st process = 0 ie wt[0]=0
4. Find the wt for all other process ie for process i -> wt[i] = bt[i-1] + wt[i-1]
5. Find turnaround time = wt + bt for all processes
6. Find avg waiting time = total_waiting_time / no_of_process.
7. Similarly, find avg turn around time. total_turn_around_time / no_of_process.

Example

Process	Duration	Oder	Arrival Time
P1	24	1	0
P2	3	2	0
P3	4	3	0

Gantt chart



P1 (wt) = 0
P2 (wt) = 24
P3 (wt) = 27

avg wt = (0+24+27)/3
= 17

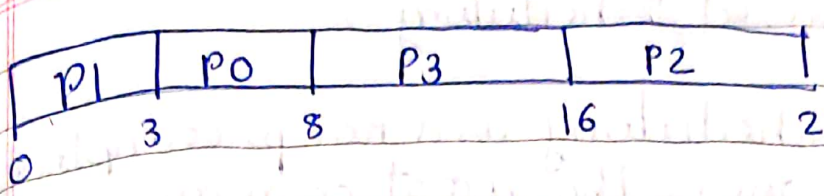
③ Shortest Job First

- This algo associates with its length of the next CPU burst
- when the CPU is available it is assigned to that job with smallest CPU burst
- This algo provides min avg wtime
- The major problem with this knows the the CPU burst of a jobs.

3.1 Algorithm

1 Sort all the processes in increasing order according to burst time.
2 Then apply FCFS

Process	Arrival time	Execute time	Service
P0	0	5	0
P1	1	3	3
P2	2	8	8
P3	3	6	16



3.2 How to compute below time in SJF using a prog.

1 Completion time
Time at which process completes its execution

2 Turn around time
Time difference between completion time & arrival time

3 Waiting time
Time difference between turn around time and burst time

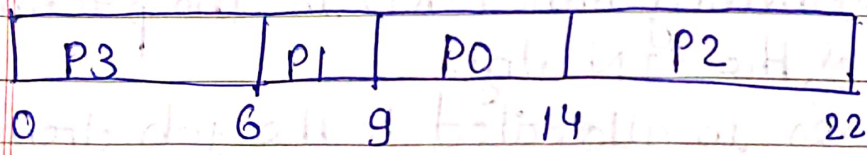
3.3 Shortest Remaing Time

- Shortest Remaing time (SRT) is the preemptive version of the SJN algo
- the processes is allocated to the job closest to completion but it can be preempted by a newer ready job with shorter time to completion
- Impossible to implement in interactive system where required CPU time is not known.
- It is often used in batch environment where short job need to give preference

(4) Priority Based scheduling

- Priority scheduling is a non preemptive algo and one of the most common scheduling algo in batch systems
- Each process is assigned a priority Process with highest priority is to be executed first and so on.
- Process with same priority are executed on FCFS basis.
- Priority can be decided based on memory requirements or any other resource requirement

Process	Arival time	Execute time	Priority	Service time
P0	0	5	1	9
P1	1	3	2	6
P2	2	8	1	14
P3	3	6	3	0



4.1 Implementation

1. 1st i/p the process with burst time and priority
2. Sort the process, bt and priority according to priority
3. Now simply apply FCFS algo

- Note: A major problem with priority scheduling is indefinite blocking or starvation.
- A solution to the problem of indefinite blockage of the low priority process is aging
- Aging is a technique of gradually increasing priority of process that wait in the system for a long period of time

Wt for each process is as follows

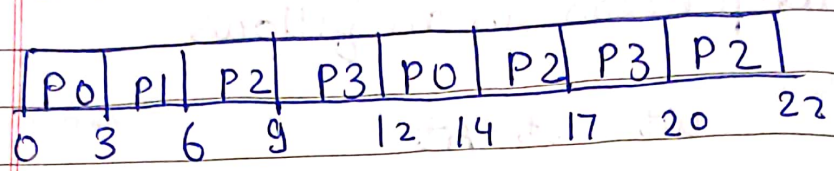
Process	Wt = St - At
P0	9-0 = 9
P1	6-1 = 5
P2	14-2 = 12
P3	0-0 = 0

(5) Round Robin

- It is a CPU scheduling where each process is assigned a fixed time slot in a cyclic way
- It is a simple, easy to implement and starvation free as all process get fair share of CPU
- One of the most commonly used technique in CPU scheduling as a core.
- It is preemptive as processes are assigned CPU only for a fixed slice of a time at most
- The disadvantage of it more overhead of context switching

- Each process is provided a fix time to execute it called quantum
- Once a process is executed for a given time period, it is preempted and other process executes for a given time period.
- Context switching is used to save states of preempted processes.

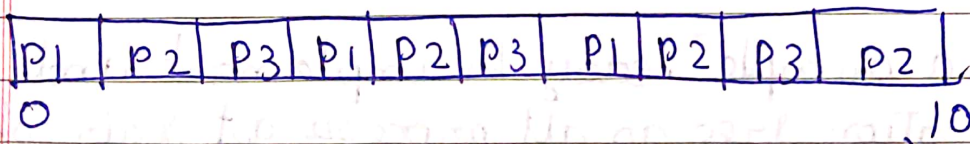
Quantum 3



Example

Process	Duration	Order	Arival time
P1	3	1	0
P2	4	2	0
P3	3	3	0

Quantum 1



P1 wt = 4
P2 wt = 6
P3 wt = 6

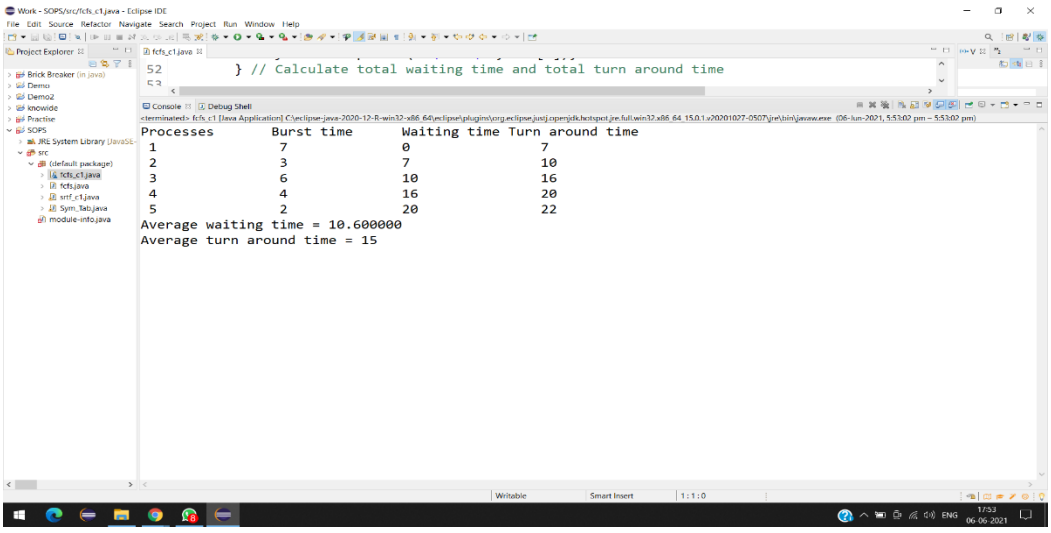
avg wt = (4+6+6)/3 = 5.33

Conclusion Thus we have implemented FCFS, SJF, Priority and Round Robin Algorithm.

**********FCFS**********
```
//Name Ankita Bonde
// TE-A 19
//  ASSINGNMENT:GROUP_C_1
//Java program for implementation of FCFS
// scheduling
import java.util.*;

public class srtf_c1 {
	public static void main (String args[])
	{
		Scanner sc=new Scanner(System.in);
		System.out.println ("enter no of process:");
		int n= sc.nextInt();
		int pid[] = new int[n]; // it takes pid of process
		int at[] = new int[n]; // at means arrival time
		int bt[] = new int[n]; // bt means burst time
		int ct[] = new int[n]; // ct means complete time
		int ta[] = new int[n];// ta means turn around time
		int wt[] = new int[n];  // wt means waiting time
		int f[] = new int[n];  // f means it is flag it checks process is completed or not
		int k[]= new int[n];   // it is also stores brust time
	    int i, st=0, tot=0;
	    float avgwt=0, avgta=0;

	    for (i=0;i<n;i++)
	    {
		pid[i]= i+1;
		System.out.println ("enter process " +(i+1)+ " arrival time:");
		at[i]= sc.nextInt();
		System.out.println("enter process " +(i+1)+ " burst time:");
		bt[i]= sc.nextInt();
		k[i]= bt[i];
		f[i]= 0;
	    }

	    while(true){
		int min=99,c=n;
		if (tot==n)
			break;

		for ( i=0;i<n;i++)
		{
			if ((at[i]<=st) && (f[i]==0) && (bt[i]<min))
			{
				min=bt[i];
				c=i;
			}
		}

		if (c==n)
```

```
                st++;
            else
            {
                bt[c]--;
                st++;
                if (bt[c]==0)
                {
                    ct[c]= st;
                    f[c]=1;
                    tot++;
                }
            }
        }

        for(i=0;i<n;i++)
        {
            ta[i] = ct[i] - at[i];
            wt[i] = ta[i] - k[i];
            avgwt+= wt[i];
            avgta+= ta[i];
        }

        System.out.println("pid  arrival  burst  complete turn waiting");
        for(i=0;i<n;i++)
        {
            System.out.println(pid[i] +"\t"+ at[i]+"\t"+ k[i] +"\t"+ ct[i] +"\t"+ ta[i] +"\t"+ wt[i]);
        }

        System.out.println("\naverage tat is "+ (float)(avgta/n));
        System.out.println("average wt is "+ (float)(avgwt/n));
        sc.close();
    }
}
```

_____OUTPUT_____

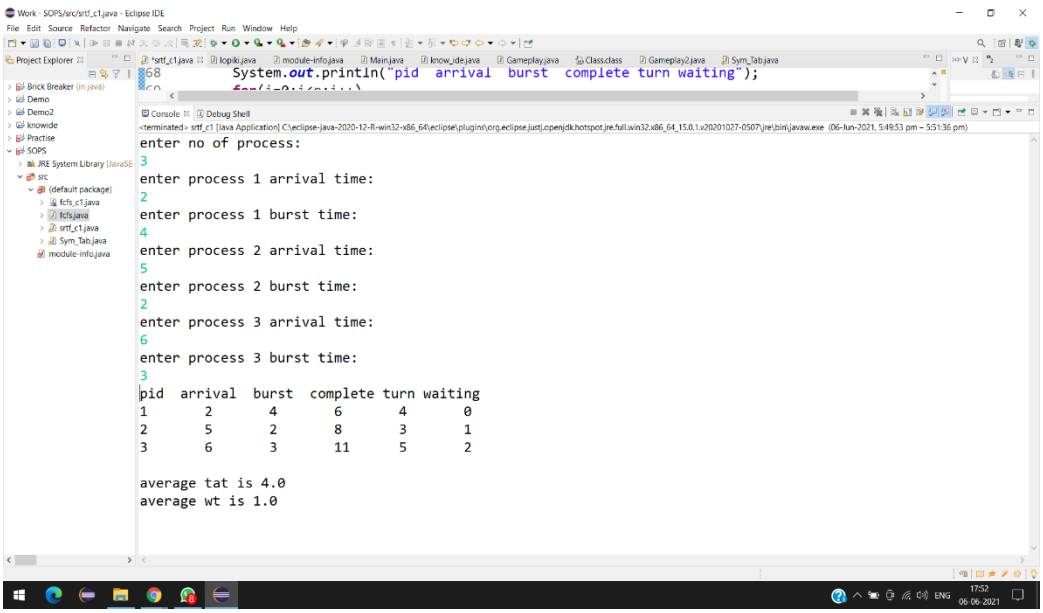


**********SRTF**********

```
import java.util.*;
public class srtf_c1 {
	public static void main (String args[])
	{Scanner sc=new Scanner(System.in);
		System.out.println ("enter no of process:");
		int n= sc.nextInt();
		int pid[] = new int[n]; // it takes pid of process
		int at[] = new int[n]; // at means arrival time
		int bt[] = new int[n]; // bt means burst time
		int ct[] = new int[n]; // ct means complete time
		int ta[] = new int[n];// ta means turn around time
		int wt[] = new int[n];  // wt means waiting time
		int f[] = new int[n];  // f means it is flag it checks process is completed or not
		int k[]= new int[n];   // it is also stores brust time
	  int i, st=0, tot=0;
	  float avgwt=0, avgta=0;
	  for (i=0;i<n;i++)    {
		pid[i]= i+1;
		System.out.println ("enter process " +(i+1)+ " arrival time:");
		at[i]= sc.nextInt();
		System.out.println("enter process " +(i+1)+ " burst time:");
		bt[i]= sc.nextInt();
		k[i]= bt[i];
		f[i]= 0;    }
	  while(true){
		int min=99,c=n;
		if (tot==n)
			break;
		for ( i=0;i<n;i++){
			if ((at[i]<=st) && (f[i]==0) && (bt[i]<min)){
				min=bt[i];
				c=i;}}
		if (c==n)
			st++;
		else{
			bt[c]--;
			st++;
			if (bt[c]==0){
				ct[c]= st;
				f[c]=1;
				tot++;} }
	  for(i=0;i<n;i++)    {
		ta[i] = ct[i] - at[i];
		wt[i] = ta[i] - k[i];
		avgwt+= wt[i];
		avgta+= ta[i];    }
	  System.out.println("pid  arrival  burst  complete turn waiting");
```

```
for(i=0;i<n;i++) {
        System.out.println(pid[i] +"\t"+ at[i]+"\t"+ k[i] +"\t"+ ct[i] +"\t"+ ta[i] +"\t"+ wt[i]); }
System.out.println("\naverage tat is "+ (float)(avgta/n));
System.out.println("average wt is "+ (float)(avgwt/n));
sc.close();}}
```

_____OUTPUT_____



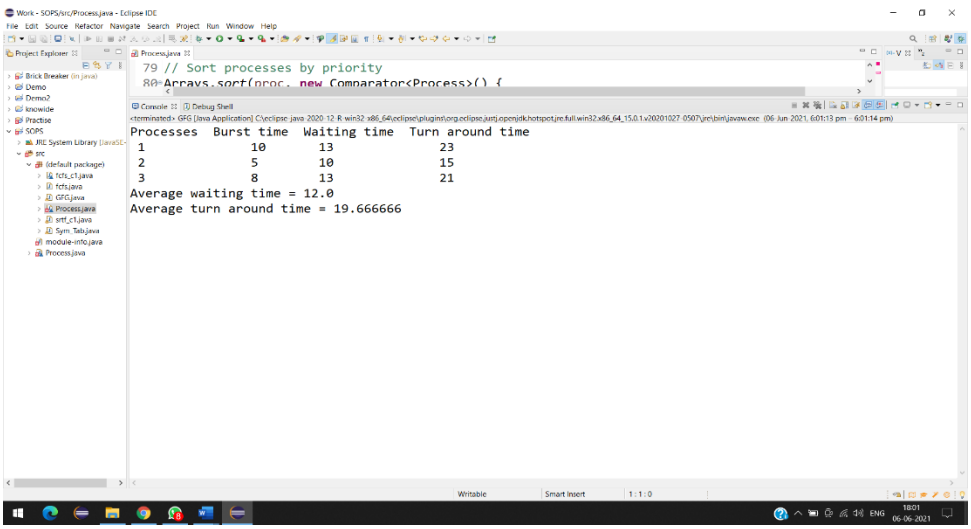
**********PRIORITY**********

```
import java.util.*;

class Process
{
int pid; // Process ID
int bt; // CPU Burst time required
int priority; // Priority of this process
Process(int pid, int bt, int priority)
{
this.pid = pid;
this.bt = bt;
this.priority = priority;
}
public int prior() {
return priority;
}
}


public class GFG
{
```

```
// Function to find the waiting time for all
// processes
public void findWaitingTime(Process proc[], int n,
int wt[])
{

// waiting time for first process is 0
wt[0] = 0;

// calculating waiting time
for (int i = 1; i < n ; i++ )
wt[i] = proc[i - 1].bt + wt[i - 1] ;
}

// Function to calculate turn around time
public void findTurnAroundTime( Process proc[], int n,
int wt[], int tat[])
{
// calculating turnaround time by adding
// bt[i] + wt[i]
for (int i = 0; i < n ; i++)
tat[i] = proc[i].bt + wt[i];
}

// Function to calculate average time
public void findavgTime(Process proc[], int n)
{
int wt[] = new int[n], tat[] = new int[n], total_wt = 0, total_tat = 0;

// Function to find waiting time of all processes
findWaitingTime(proc, n, wt);

// Function to find turn around time for all processes
findTurnAroundTime(proc, n, wt, tat);

// Display processes along with all details
System.out.print("\nProcesses   Burst time   Waiting time   Turn around time\n");

// Calculate total waiting time and total turn
// around time
for (int i = 0; i < n; i++)
{
total_wt = total_wt + wt[i];
total_tat = total_tat + tat[i];
System.out.print(" " + proc[i].pid + "\t\t" + proc[i].bt + "\t " + wt[i] + "\t\t " + tat[i] + "\n");
}

System.out.print("\nAverage waiting time = "
+(float)total_wt / (float)n);
System.out.print("\nAverage turn around time = "+(float)total_tat / (float)n);
}
```

```
public void priorityScheduling(Process proc[], int n)
{

// Sort processes by priority
Arrays.sort(proc, new Comparator<Process>() {
@Override
public int compare(Process a, Process b) {
return b.prior() - a.prior();
}
});
System.out.print("Order in which processes gets executed \n");
for (int i = 0 ; i < n; i++)
System.out.print(proc[i].pid + " ") ;

findavgTime(proc, n);
}

// Driver code
public static void main(String[] args)
{
GFG ob=new GFG();
int n = 3;
Process proc[] = new Process[n];
proc[0] = new Process(1, 10, 2);
proc[1] = new Process(2, 5, 0);
proc[2] = new Process(3, 8, 1);
ob.priorityScheduling(proc, n);
}
}
```

_____OUTPUT_____

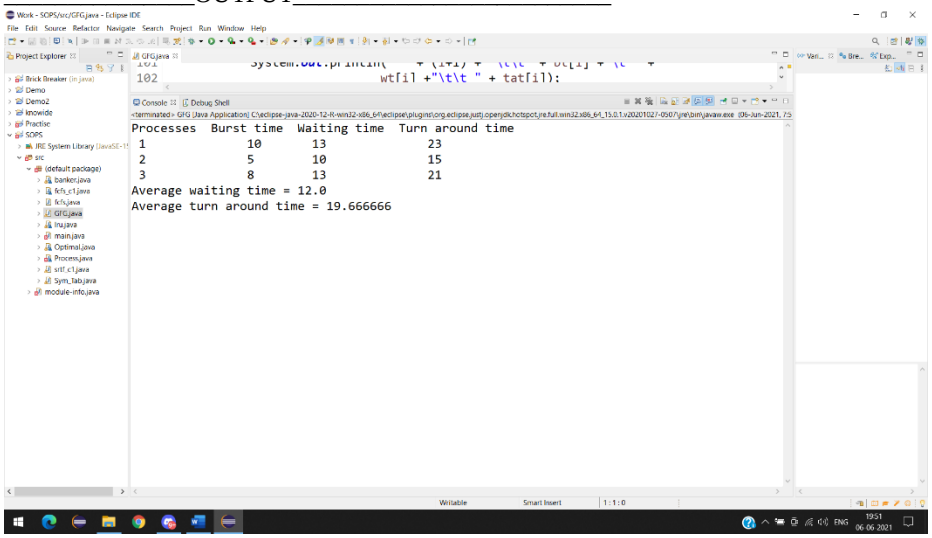


**********ROUND ROBIN**********

```
public class GFG
{
   static void findWaitingTime(int processes[], int n,
              int bt[], int wt[], int quantum)
   {
      // Make a copy of burst times bt[] to store remaining
      // burst times.
      int rem_bt[] = new int[n];
      for (int i = 0 ; i < n ; i++)
         rem_bt[i] =  bt[i];

      int t = 0; // Current time


      while(true)
      {
         boolean done = true;
         for (int i = 0 ; i < n; i++)
         {
            if (rem_bt[i] > 0)
            {
               done = false; // There is a pending process

               if (rem_bt[i] > quantum)
               {
                  t += quantum;
                 rem_bt[i] -= quantum;
               }
               else
               {
                  t = t + rem_bt[i];
                 wt[i] = t - bt[i];
                  rem_bt[i] = 0;
               }
            }
         }
         if (done == true)
           break;
      }
   }

   static void findTurnAroundTime(int processes[], int n,
                        int bt[], int wt[], int tat[])
   {

      for (int i = 0; i < n ; i++)
         tat[i] = bt[i] + wt[i];
   }
```

```
    static void findavgTime(int processes[], int n, int bt[],
                                int quantum)
    {
        int wt[] = new int[n], tat[] = new int[n];
        int total_wt = 0, total_tat = 0;

        findWaitingTime(processes, n, bt, wt, quantum);
        findTurnAroundTime(processes, n, bt, wt, tat);
       System.out.println("Processes " + " Burst time " +
                    " Waiting time " + " Turn around time"
        for (int i=0; i<n; i++)
        {
            total_wt = total_wt + wt[i];
            total_tat = total_tat + tat[i];
            System.out.println(" " + (i+1) + "\t\t" + bt[i] +"\t " +
                            wt[i] +"\t\t " + tat[i]);
        }

        System.out.println("Average waiting time = " +
                        (float)total_wt / (float)n);
        System.out.println("Average turn around time = " +
                         (float)total_tat / (float)n);
    }

    public static void main(String[] args)
    {

        int processes[] = { 1, 2, 3};
        int n = processes.length;

        int burst_time[] = {10, 5, 8};

        int quantum = 2;
        findavgTime(processes, n, burst_time, quantum);
    }
}
```

OUTPUT


Work - SOPS/src/GFG.java - Eclipse IDE
wtf[i] +"\t\t " + tat[i]);
Processes Burst time Waiting time Turn around time
1 10 13 23
2 5 10 15
3 8 13 21
Average waiting time = 12.0
Average turn around time = 19.666666