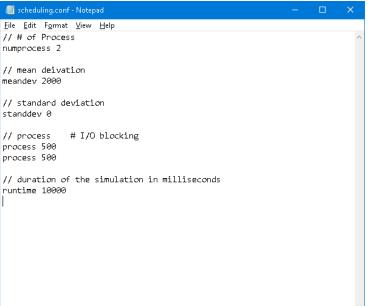
EOPSY - Task 3 Abbaszade Anvar

# Task description.

Create a configuration file in which all processes run an average of 2000 milliseconds with a standard deviation of zero, and which are blocked for input or output every 500 milliseconds. Run the simulation for 10000 milliseconds with 2 processes. Examine the two output files. Try again for 5 processes. Try again for 10 processes. Explain what's happening.

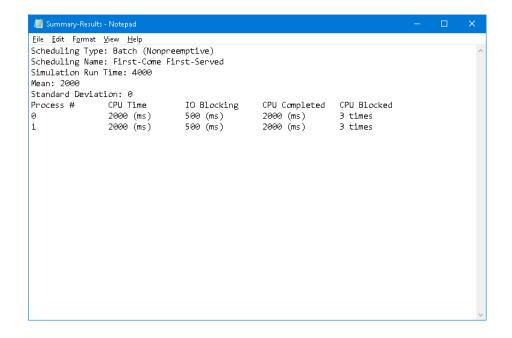
# Observations and explanations.

- 1) Simulation for 2 processes:
  - > Configuration:



> Observation:

Summary results:



Here,

Process # - is the number of processes;

CPU Time – time that distributed to work process;

IO Blocking – the amount of time process working and where after it the process is blocked;

CPU Completed – gives information about how much time spent on work process;

CPU Blocked – is the number of time process that was blocked for both, input and output.

Summary processes:

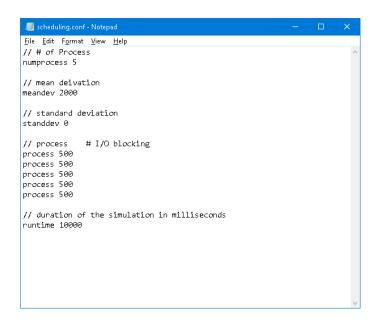
```
Summary-Processes - Notepad
<u>File Edit Format View Help</u>
Process: 0 registered... (2000 500 0 0)
Process: 0 I/O blocked... (2000 500 500 500)
Process: 1 registered... (2000 500 0 0)
Process: 1 I/O blocked... (2000 500 500 500)
Process: 0 registered... (2000 500 500 500)
Process: 0 I/O blocked... (2000 500 1000 1000)
Process: 1 registered... (2000 500 500 500)
Process: 1 I/O blocked... (2000 500 1000 1000)
Process: 0 registered... (2000 500 1000 1000)
Process: 0 I/O blocked... (2000 500 1500 1500)
Process: 1 registered... (2000 500 1000 1000)
Process: 1 I/O blocked... (2000 500 1500 1500)
Process: 0 registered... (2000 500 1500 1500)
Process: 0 completed... (2000 500 2000 2000)
Process: 1 registered... (2000 500 1500 1500)
Process: 1 completed... (2000 500 2000 2000)
```

#### > Explanation:

Here, we observed that when one process is being executed, the other process is blocked. Every 500ms there is a change and the active process is being blocked and the process that previously was blocked carries on running. Parts of the process were executed sequentially, so the context switching mechanism is managing the processor's time. The simulation was run for 4000ms because each process, in total, was running for 2000ms. The processes were managed according to non-preemptive scheduling, namely a particular process is executed only after I/O blockade of the previously run process. In this case, the blockade lasts 500ms.

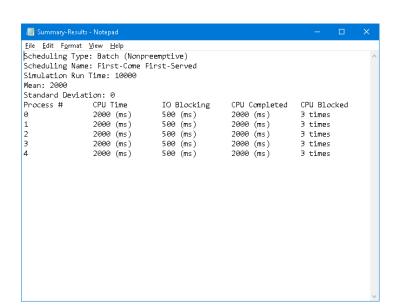
# 2) Simulation for 5 processes:

> Configuration:



#### > Observation:

# **Summary Results:**



**Simulation Process:** 

```
File Edit Format View Help
Process: 0 registered... (2000 500 0 0)
Process: 0 I/O blocked... (2000 500 500 500)
Process: 1 registered... (2000 500 0 0)
Process: 1 I/O blocked... (2000 500 500 500)
Process: 0 registered... (2000 500 500 500)
Process: 0 I/O blocked... (2000 500 1000 1000)
Process: 1 registered... (2000 500 500 500)
Process: 1 I/O blocked... (2000 500 1000 1000)
Process: 0 registered... (2000 500 1000 1000)
Process: 0 I/O blocked... (2000 500 1500 1500)
Process: 1 registered... (2000 500 1000 1000)
Process: 1 I/O blocked... (2000 500 1500 1500)
Process: 0 registered... (2000 500 1500 1500)
Process: 0 completed... (2000 500 2000 2000)
Process: 1 registered... (2000 500 1500 1500)
Process: 1 completed... (2000 500 2000 2000)
Process: 2 registered... (2000 500 0 0)
Process: 2 I/O blocked... (2000 500 500 500)
Process: 3 registered... (2000 500 0 0)
Process: 3 I/O blocked... (2000 500 500 500)
Process: 2 registered... (2000 500 500 500)
Process: 2 I/O blocked... (2000 500 1000 1000)
Process: 3 registered... (2000 500 500 500)
Process: 3 I/O blocked... (2000 500 1000 1000)
Process: 2 registered... (2000 500 1000 1000)
Process: 2 I/O blocked... (2000 500 1500 1500)
Process: 3 registered... (2000 500 1000 1000)
Process: 3 I/O blocked... (2000 500 1500 1500)
Process: 2 registered... (2000 500 1500 1500)
           completed... (2000 500 2000 2000)
Process: 3 registered... (2000 500 1500 1500)
Process: 3 completed... (2000 500 2000 2000)
Process: 4 registered... (2000 500 0 0)
Process: 4 I/O blocked... (2000 500 500 500)
Process: 4 registered... (2000 500 500 500)
Process: 4 I/O blocked... (2000 500 1000 1000)
Process: 4 registered... (2000 500 1000 1000)
Process: 4 I/O blocked... (2000 500 1500 1500)
Process: 4 registered... (2000 500 1500 1500)
```

# > Explanation:

In this case, the execution of all processes took whole time of the simulation:

5 processes \* 2000ms of each process = 10000ms of the simulation.

It is also noticed that the processes were executed and switched in pairs, namely after the completion of the first pair of the processes, the next pair started its execution and so on. In a pair, the processes were managed exactly as in the 1st case: parts of the process were executed sequentially every 500ms, every process was blocked 3 times. It is also the same, batch non-preemptive scheduling. The 5th process (number 4) is the only one that isn't executed in a pair because no more processes exist.

- 3) Simulation for 10 processes:
  - > Configuration:

```
scheduling.conf - Notepad
<u>File Edit Format View H</u>elp
// # of Process
numprocess 10
// mean deivation
meandev 2000
// standard deviation
standdev 0
// process
              # I/O blocking
process 500
// duration of the simulation in milliseconds
runtime 10000
```

#### Observation:

### Summary results:

```
Summary-Results - Notepad
File Edit Fgrmat View Help
Scheduling Type: Batch (Nonpreemptive)
Scheduling Name: First-Come First-Served
Simulation Run Time: 10000
Mean: 2000
Standard Deviation: 0
Process # CPU Time
                                                                                                                                 CPU Completed 2000 (ms) 2000 (ms) 2000 (ms) 2000 (ms) 1000 (ms) 1000 (ms) 0 (ms) 0 (ms) 0 (ms) 0 (ms) 0 (ms)
                                                                                        IO Blocking
                                                                                                                                                                              CPU Blocked
                                           CPU Time
2000 (ms)
                                                                                        500 (ms)
500 (ms)
                                                                                                                                                                              3 times
3 times
1
2
3
4
5
6
7
8
9
                                                                                        500 (ms)
                                                                                                                                                                               3 times
                                                                                        500 (ms)
500 (ms)
                                                                                                                                                                              3 times
2 times
                                                                                        500 (ms)
500 (ms)
                                                                                                                                                                              1 times
0 times
                                                                                       500 (ms)
500 (ms)
500 (ms)
                                                                                                                                                                              0 times
0 times
                                                                                                                                                                              0 times
```

Summary processes:

```
<u>F</u>ile <u>E</u>dit F<u>o</u>rmat <u>V</u>iew <u>H</u>elp
Process: 0 registered... (2000 500 0 0)
Process: 0 I/O blocked... (2000 500 500 500)
Process: 1 registered... (2000 500 0 0)
Process: 1 I/O blocked... (2000 500 500 500)
Process: 0 registered... (2000 500 500 500)
Process: 0 I/O blocked... (2000 500 1000 1000)
Process: 1 registered... (2000 500 500 500)
Process: 1 I/O blocked... (2000 500 1000 1000)
Process: 0 registered... (2000 500 1000 1000)
Process: 0 I/O blocked... (2000 500 1500 1500)
Process: 1 registered... (2000 500 1000 1000)
Process: 1 I/O blocked... (2000 500 1500 1500)
Process: 0 registered... (2000 500 1500 1500)
Process: 0 completed... (2000 500 2000 2000)
Process: 1 registered... (2000 500 1500 1500)
Process: 1 completed... (2000 500 2000 2000)
Process: 2 registered... (2000 500 0 0)
Process: 2 I/O blocked... (2000 500 500 500)
Process: 3 registered... (2000 500 0 0)
Process: 3 I/O blocked... (2000 500 500 500)
Process: 2 registered... (2000 500 500 500)
Process: 2 I/O blocked... (2000 500 1000 1000)
Process: 3 registered... (2000 500 500 500)
Process: 3 I/O blocked... (2000 500 1000 1000)
Process: 2 registered... (2000 500 1000 1000)
Process: 2 I/O blocked... (2000 500 1500 1500)
Process: 3 registered... (2000 500 1000 1000)
Process: 3 I/O blocked... (2000 500 1500 1500)
Process: 2 registered... (2000 500 1500 1500)
Process: 2 completed... (2000 500 2000 2000)
Process: 3 registered... (2000 500 1500 1500)
Process: 3 completed... (2000 500 2000 2000)
Process: 4 registered... (2000 500 0 0)
Process: 4 I/O blocked... (2000 500 500 500)
Process: 5 registered... (2000 500 0 0)
Process: 5 I/O blocked... (2000 500 500 500)
Process: 4 registered... (2000 500 500 500)
Process: 4 I/O blocked... (2000 500 1000 1000)
```

#### > Explanation:

Finally, in the 3rd simulation time was not enough to execute all 10 configured processed because their total execution time is twice longer than the simulation time. The simulation was very similar to the previous cases: processes were switched in pairs and were managed by according to the batch non-preemptive scheduling. Only first 4 processes completed their execution, 5th and 6th were in progress, and the remaining ones did not even start.