# Round Robin report

## Purpose

The goal of this assignment is to explore the differences in normalized turn-around time performance when using the round robin scheduling algorithm with various time quantum. The primary task is to implement a Round Robin scheduler and experiment to find what time quantum works best with the given input sequence of task arrival times and duration.

# Methodology

#### The process of round robin

- Firstly, open the file to load the data in.
- set the counter as 0, in order that we can use it to judge whether the running process should be changed.
- In a while statement, new deques for new process, ready to be loaded and the exited process.
- Increase the simulation Time every time the program finish the loop, so as the counter.
- Every time the process arrived, put the process into the ready queue, and pop it out in the new process queue.
- While there is no process running, but we have process ready

- at the ready queue, run the first ready process in the queue.
- While running, if the counter equals to the slice, that means we should change next process in the ready queue, put the running process at the back of the ready queue, and terminated the process. Reset the counter as 0.
- While running, if the job has completed, then push the job into the exit queue to calculate the normalized time at the end, reset the counter as 0 again.

#### **Pseudocode**

a) Increase simulation time

```
simTime++;
```

b) Insert the process into the ready queue when new process arrived

```
while (simTime == newProcs.front().getArrival()) {
    readyProcs.push_back(newProcs.front());
    newProcs.pop_front();
}
```

c) If the counter is equal to the time quantum, set isRunning=false, reset the counter, push the running process into the ready process. And increase the counter.

```
if(isRunning && counter==q){
    readyProcs.push_back(runningProc);
    isRunning=false;
    counter=0;
}
```

```
counter++;
```

 d) If no process is running and we still have process ready at the ready queue, set the running process and pop out the terminated process

e) For the running process, if the job has completed, push the running process into the exit process, reset the counter and set the isRunning to false.

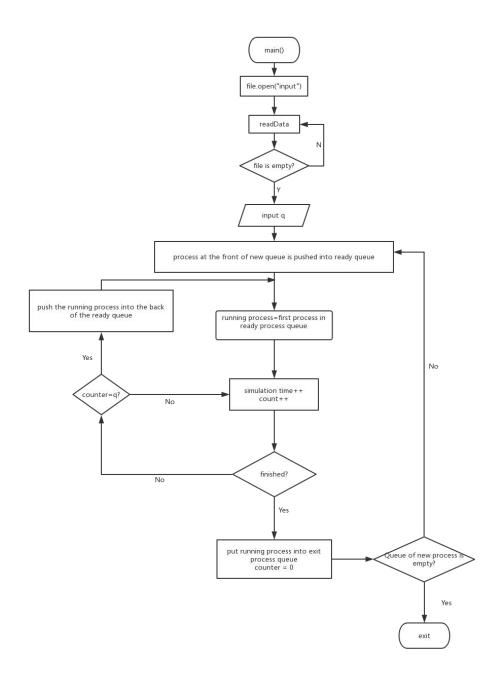
```
if (isRunning) {
     if(runningProc.process()){
        runningProc.setFinished(simTime+1);
        exitProcs.push_back(runningProc);
        isRunning = false; //prepare for the next process
        counter=0;
    }
}
```

f) Calculate the normalized time, and find the best time quantum.

```
cout<<q
unsigned int avgNTaT = 0;
for (deque<simProcess>::iterator it =exitProcs.begin(); it !=
exitProcs.end(); it++) {
    avgNTaT += (*it).getNormalizedTurnaround();
}
time[q]=static_cast<double>(avgNTaT) / exitProcs.size();
cout << " average NT "
    << time[q] << endl;
    exitProcs.clear();
}
//find the time quantum that use least time
double minTime=time[1];
int i;</pre>
```

```
for(i=1;i<=110;i++){
    if(minTime>time[i]){
        minTime=time[i];
    q=i;
    }
}
cout<<"the least time is"<<endl
    <<minTime<<endl
    <<"the time quantum is"<<endl
    <<q<<endl;</pre>
```

### **Flow Chart**



# Results

```
average
                                                                 average
                           62
63
64
65
                                                                                19.5185
average
                                                                 average
                                 average
                                                                 average
                                                                                19.6667
                                                17.0741
average
                                 average
                                                                 average
                                                           66
67
68
69
71
72
73
74
75
76
80
81
82
83
84
85
average
                                 average
                                                                 average
              8. 14815
average NT
                                 average
                                                                 average
average
                                 average
                                                                 average
average
                                 average
                                                                 average
               9. 48148
9. 92593
 average
                                 average
                                                                 average
                                                                                19. 963
19. 963
                                 average
 average
                                                                 average
 average
                                 average
                                                                 average
 average
                                 average
                                                                 average
               10. 4074
10. 7037
11. 037
 average
                                 average
                                                                 average
                                                                                19.8519
 average
                                 average
                                                                 average
                                                                                19.5862
 average
                                 average
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                11.6667
                                                                                19.8889
 average
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                                                                 average
 average
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                                                    7037
 average
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 average
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                                 average
                                                                 average
                                                19.4074
                                 average
 average
                                                                 average
                                                19. 3704
                                 average
                                                                 average
                                                           86
87
88
                                 average
                                                19.629
 average
                                                                 average
                                                19.5185
 average
                                 average
                                                                 average
                                                19.
                                 average
                                                                 average
 average
                                 average
                                                                 average
```

```
average
   average
   average
    average
    average
            NT
                20.
    average
   average
    average
    average
             NT
    average
                  19.931
    average
             NT
    average
    average
    average
    average
             NT
                  20.1034
    average
                 20.4444
    average
    average
  least time is
he time quantum is
```

### Conclusion

By analyzing the result of the time quantum algorithm, we can find it that, the best time quantum of these data is 5. The average of the normalized time decreased at the beginning,

however increase afterwards. And we can find that the best time quantum shown on the screen is 5, the least average time is 7.4444s.

By comparing with the FIFO algorithm, we can see that round robin algorithm is good at some time. Choosing the best time quantum is important, If the quantum is very short, then short processes will move through the system relatively quickly. On the other hand, there is processing overhead involved in handling the clock interrupt and performing the scheduling and dispatching function. Thus, very short time quanta should be avoided.