

PRAKTIKUM SISTEM OPERASI
MODUL 11
PENJADWALAN PROSES DAN MANAJEMEN MEMORI (OSSim)



DISUSUN OLEH :
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PROGRAM STUDI TEKNIK INFORMATIKA
FAKULTAS KOMUNIKASI DAN INFORMATIKA
UNIVERSITAS MUHAMMADIYAH SURAKARTA
TAHUN 2022/2023

Kegiatan 1. Penjadwalan Proses

1. First-Come, First-Served (FCFS)

FCFS

Process Scheduling Information											
PID		Name	Priority	Submission	Periodic	CPU	Response	Waiting	Turnaround	% CPU	% IO
1	P0	1	0	-	-	5	0	0	5	1.0	0.0
3	P1	1	1	-	-	3	4	4	7	0.4285714...	0.0
4	P2	1	2	-	-	8	6	6	14	0.5714285...	0.0
5	P3	1	3	-	-	6	13	13	19	0.3157894...	0.0

Process	Wait time = Service Time – Arrival Time
P0	0
P1	4
P2	6
P3	13
Av wait time	5.75

2. Shortest Job First (SJF)

SJF Non-Preemptive

Process Scheduling Information																																																																		
 Process Scheduling Information X ?																																																																		
Efficiency (%)	1.00																																																																	
Throughput (processes/time unit)	0.18																																																																	
Avg. Turnaround Time (time)	10.75																																																																	
Avg. Waiting Time (time)	5.25																																																																	
Avg. Response Time (time)	5.25																																																																	
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PID	Name	Priority	Submission	Periodic	CPU	Response	Waiting	Turnaround	% CPU	% IO																																																								
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4	P2	1	2	-	8	12	12	20	0.4	0.0																																																								

Process	Wait time = Service Time – Arrival Time
P0	0
P1	4
P2	5
P3	12
Av wait time	5.25

SJF Preemptive

Process Scheduling Information										
Efficiency (%) 1.00 Throughput (processes/time unit) 0.18 Avg. Turnaround Time (time) 10.50 Avg. Waiting Time (time) 5.00 Avg. Response Time (time) 4.25										
PID	Name	Priority	Submission	Periodic	CPU	Response	Waiting	Turnaround	% CPU	% IO
2	P1	1	1	-	3	0	0	3	1.0	0.0
1	P0	1	0	-	5	0	3	8	0.625	0.0
4	P3	1	3	-	6	5	5	11	0.5454545...	0.0
3	P2	1	2	-	8	12	12	20	0.4	0.0

Process	Wait time = Service Time – Arrival Time
P0	0
P1	3
P2	5
P3	12
Av wait time	5.00

3. Priority

Priority

Process Scheduling Information											
 X 											
Efficiency (%)		1.00									
Throughput (processes/time unit)		0.18									
Avg. Turnaround Time (time)		11.50									
Avg. Waiting Time (time)		6.00									
Avg. Response Time (time)		6.00									
PID	Name	Priority	Submission	Periodic	CPU	Response	Waiting	Turnaround	% CPU	% IO	
1	P0	1	0	-	5	0	0	5	1.0	0.0	
4	P3	3	3	-	6	2	2	8	0.75	0.0	
2	P1	2	1	-	3	10	10	13	0.2307692...	0.0	
3	P2	1	2	-	8	12	12	20	0.4	0.0	

Process	Wait time = Service Time – Arrival Time
P0	0
P1	10
P2	12
P3	2
Av wait time	6.00

4. Round Robin

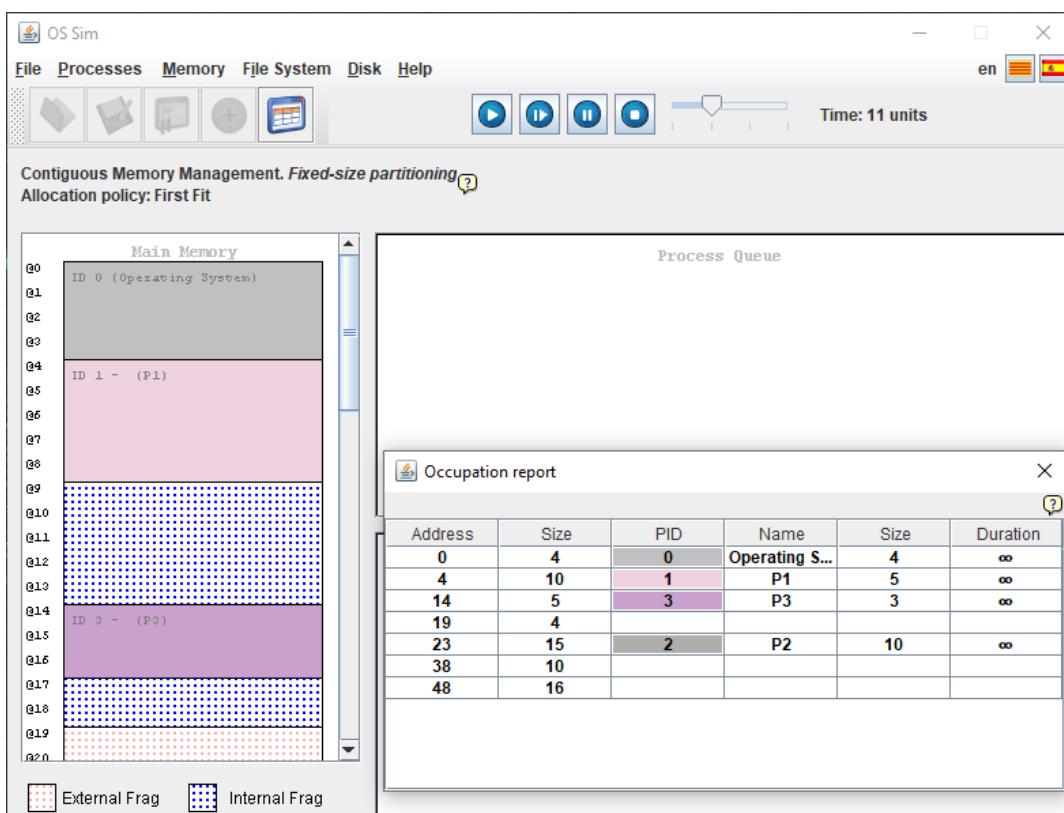
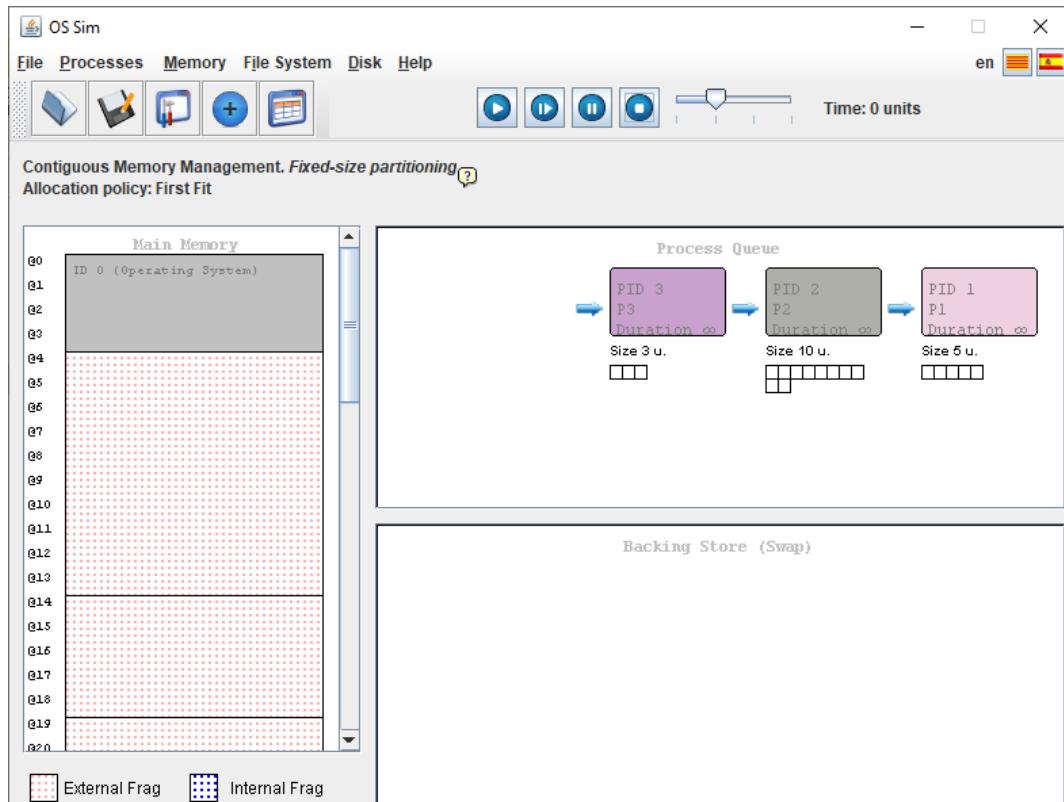
Round Robin

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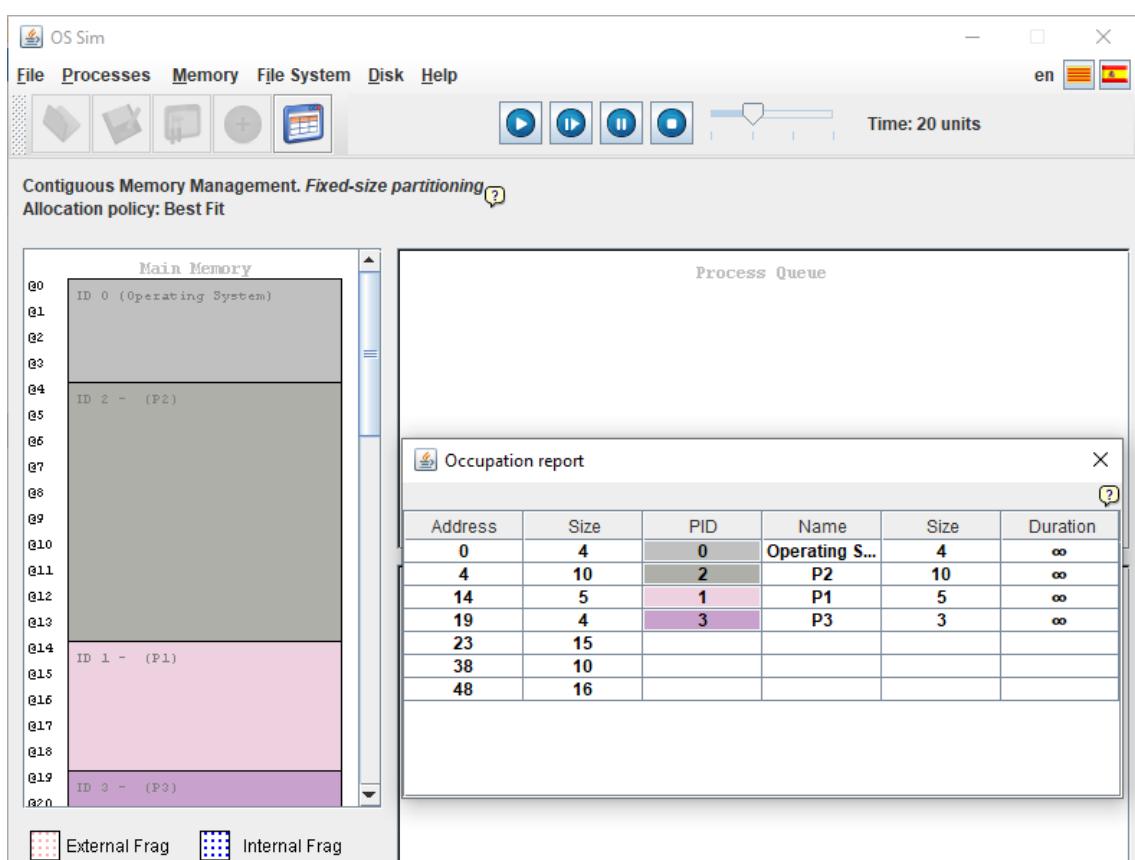
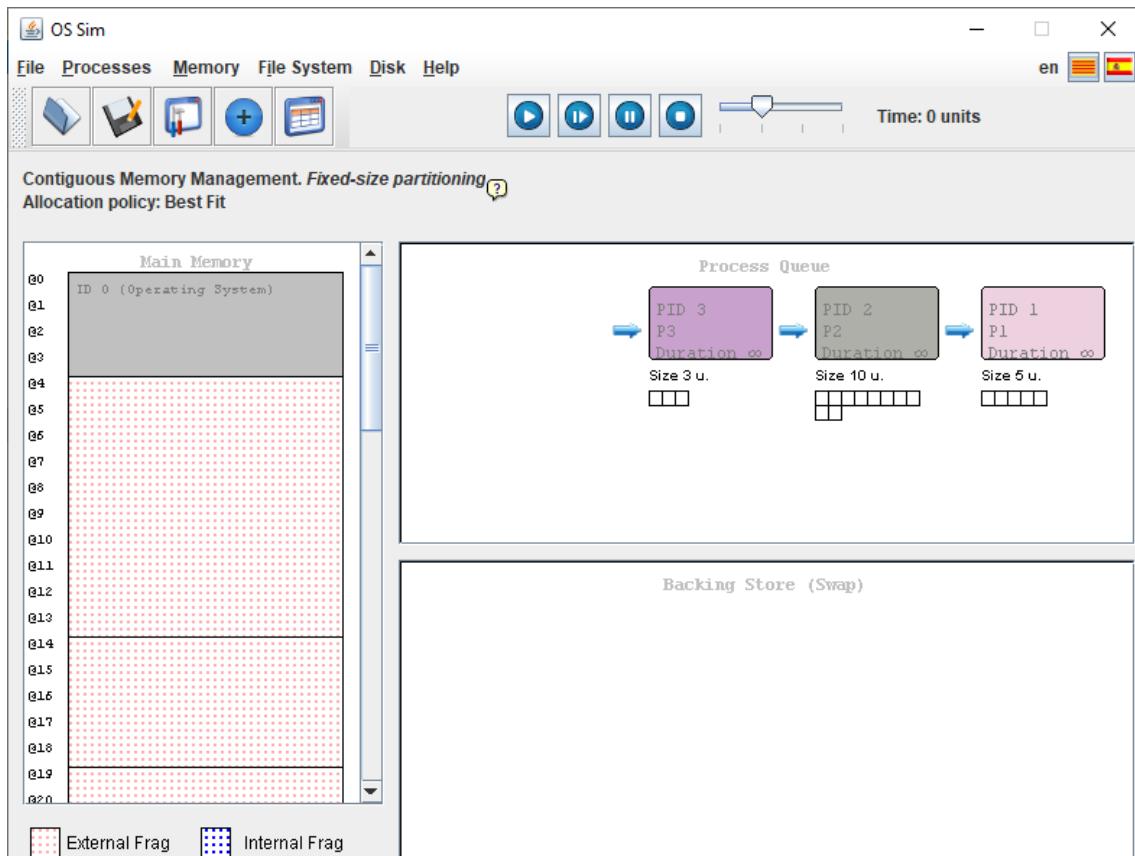
Process	Wait time = Service Time – Arrival Time
P0	9
P1	2
P2	12
P3	11
Av wait time	8.50

Kegiatan 2. Manajemen Memori

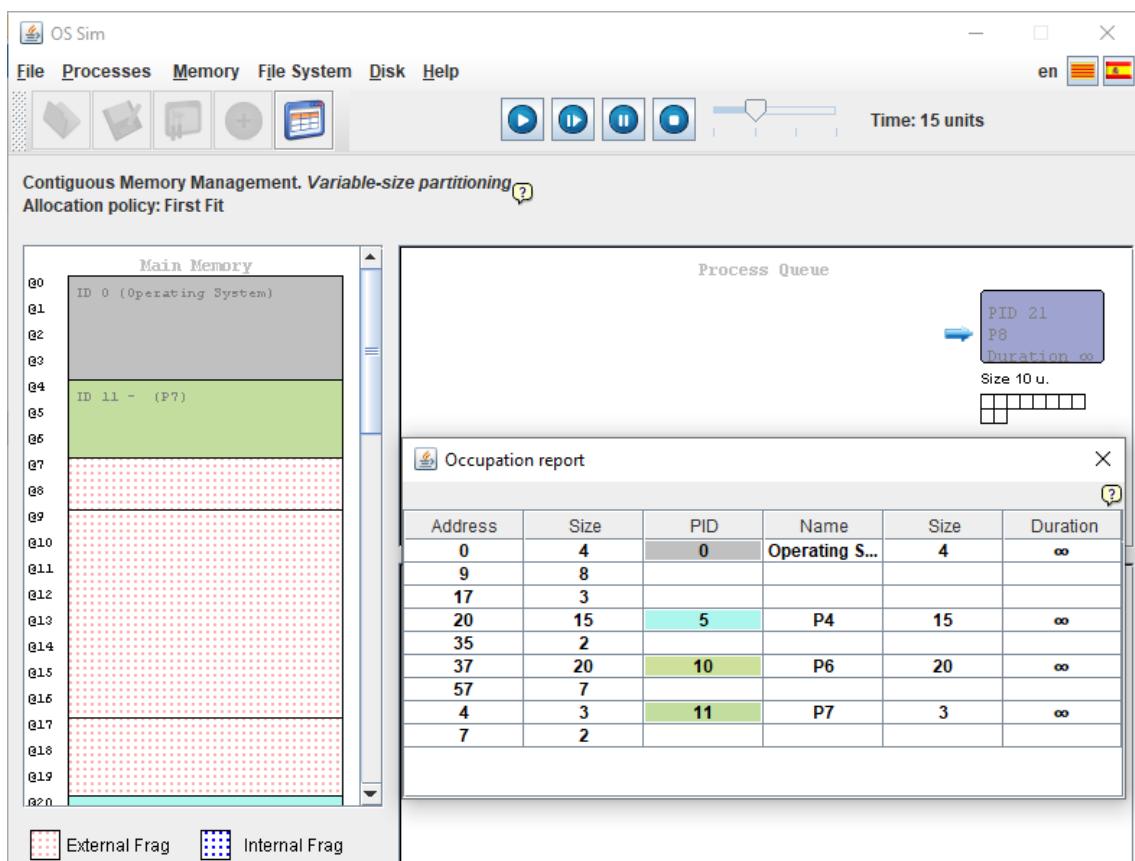
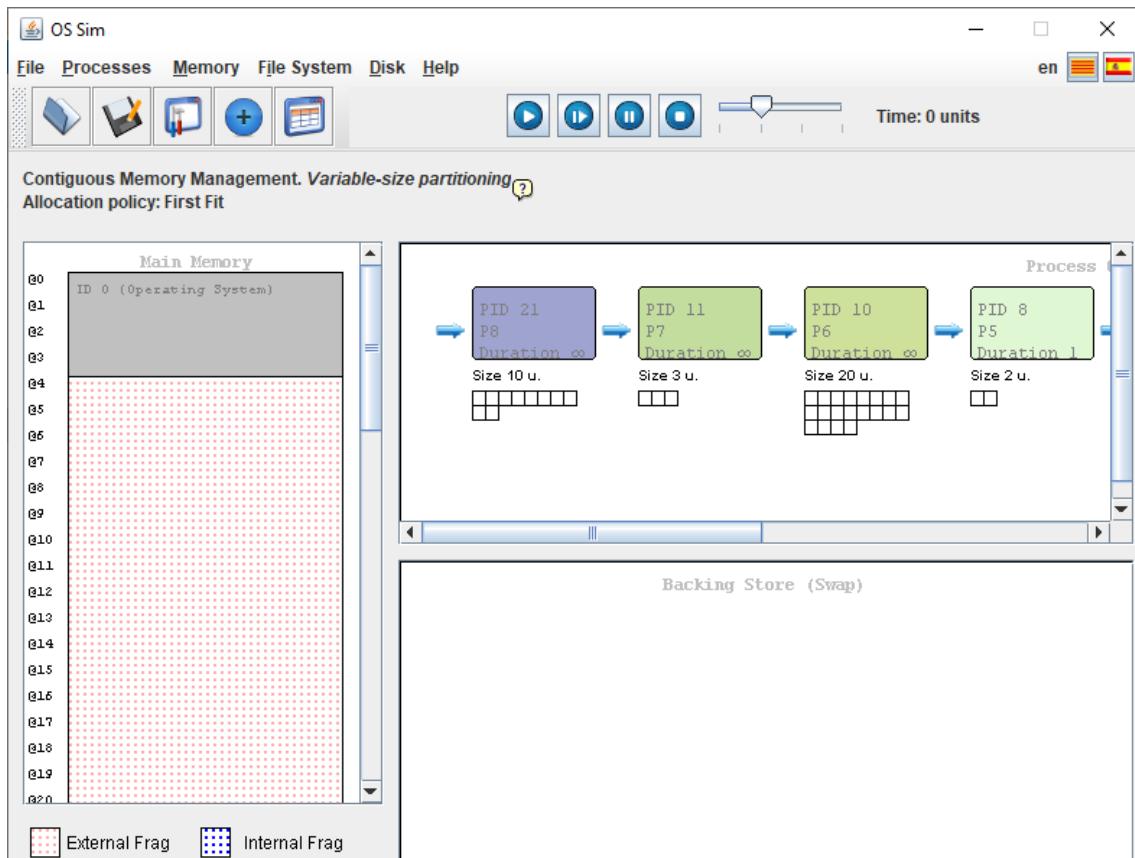
1. Contiguous memory management dengan menggunakan partisi berukuran tetap (fixed-size partition) dan aturan first-fit



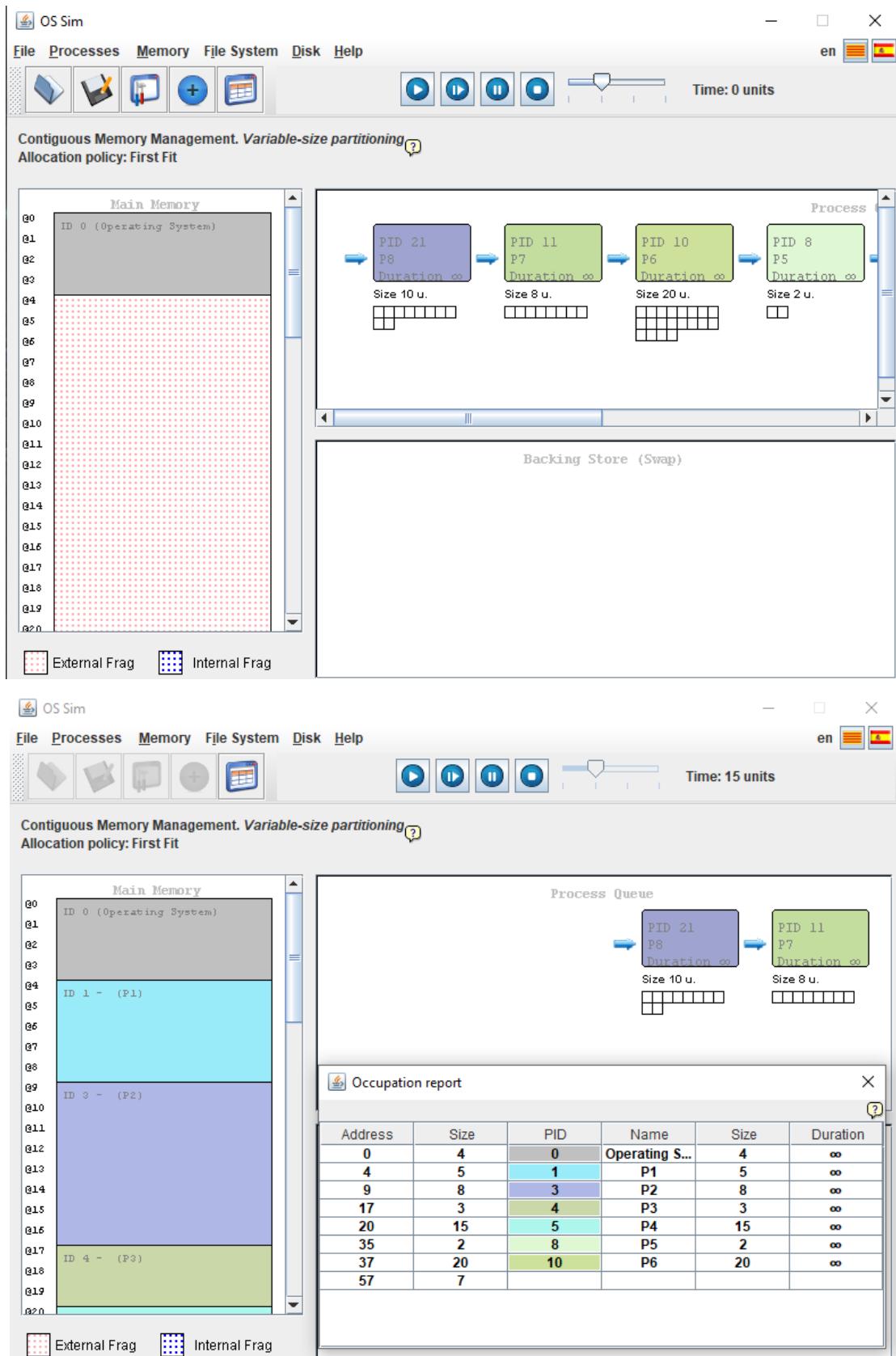
2. Contiguous memory management dengan menggunakan partisi berukuran tetap (fixed-size partition) dan aturan best fit



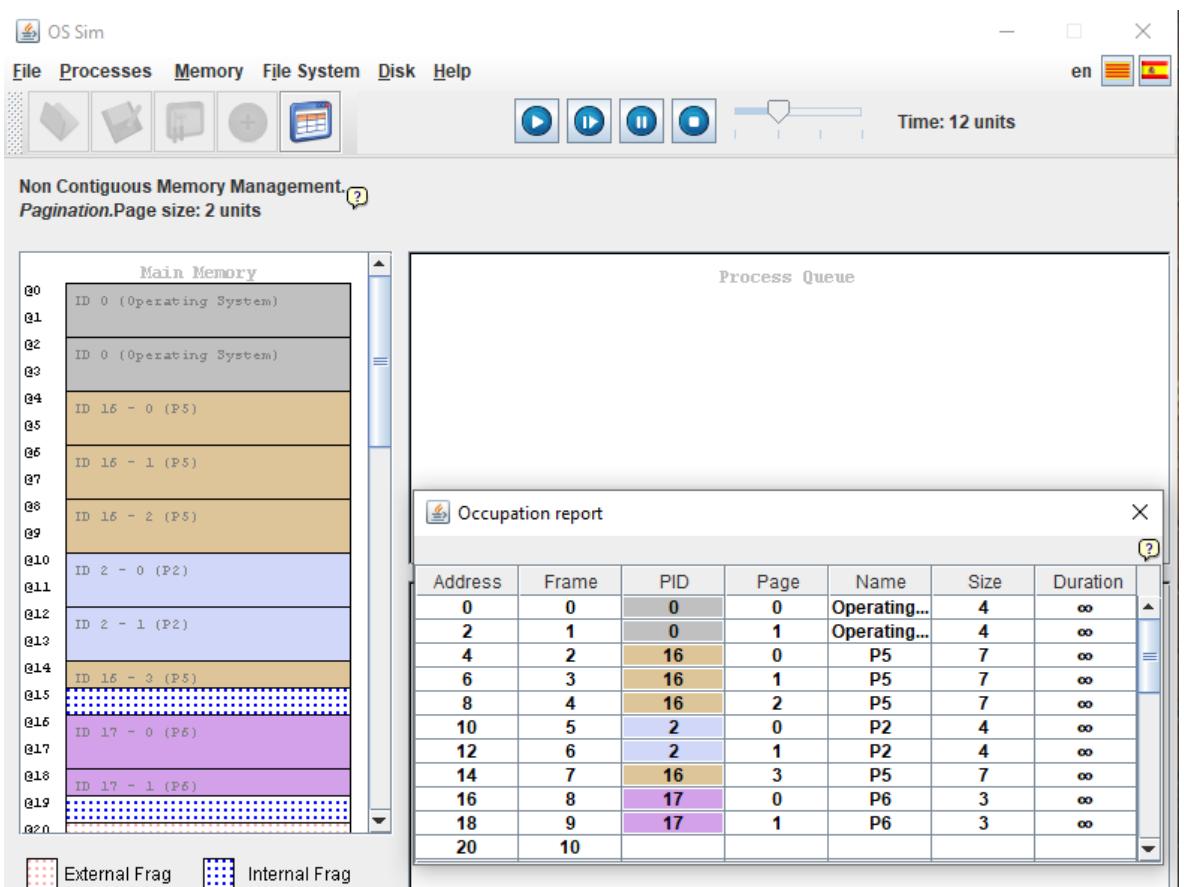
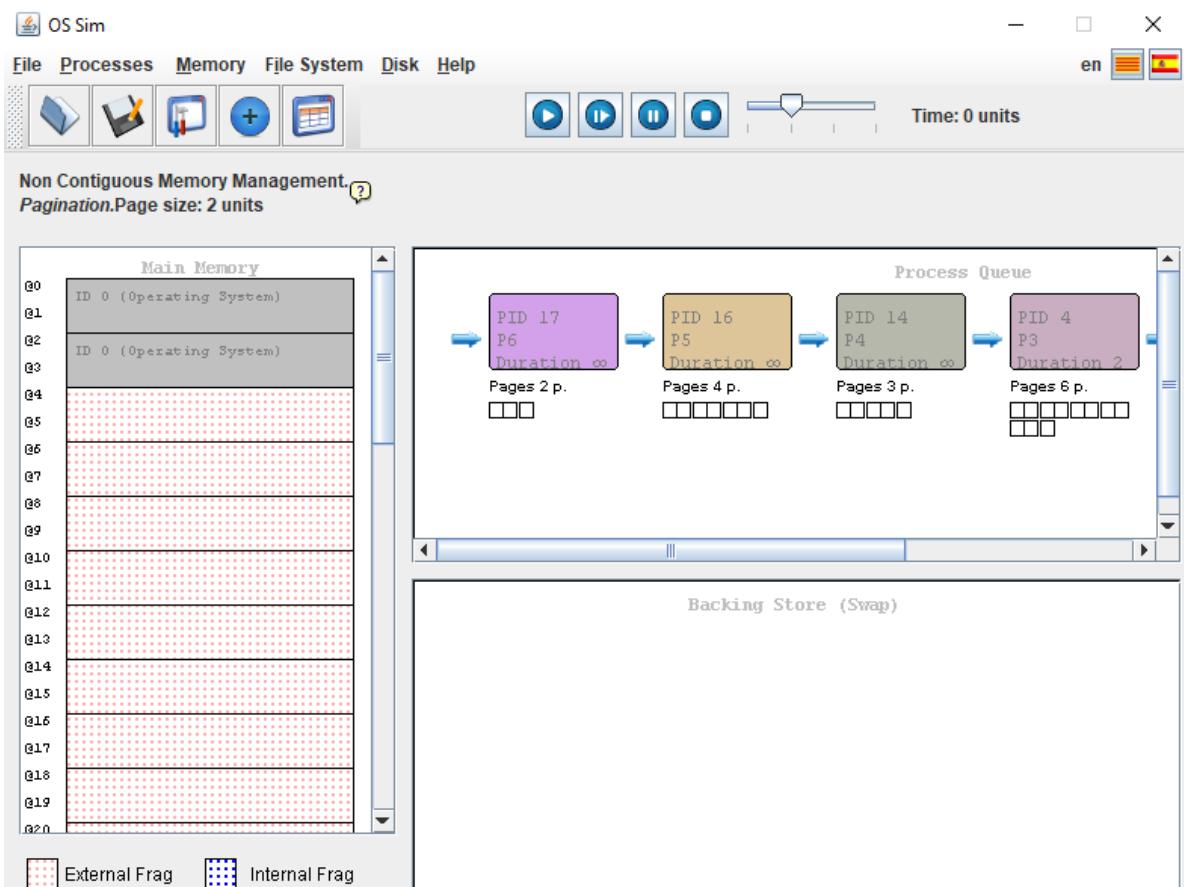
3. Contiguous memory management dengan menggunakan partisi berukuran tidak tetap (variable-size partition) >> defragmentasi



4. Contiguous memory management dengan menggunakan partisi berukuran tidak tetap (variable-size partition) >> swap



5. Pagination (ukuran page 2 unit)



6. Segmentation (alokasi parsial)

