

Lab No : 08
Name of the Lab : Implementation of SJF Scheduling Algorithm
ID : IT-17005

Objectives:

- i) What is SJF Scheduling Algorithm?
- ii) How to implementation in C?

Answer no (i):

Shortest Job First(SJF):

Shortest Job First scheduling works on the process with the shortest **burst time** or **duration** first.

It is of two types:

- 1. Non Pre-emptive SJF.
- 2. Pre-emptive SJF.

1.Non Pre-emptive SJF:

Consider the below processes available in the ready queue for execution, with **arrival time** as 0 for all and given **burst times**.

| Process | Burst time |
|---------|------------|
| P1 | 21 |
| P2 | 3 |
| P3 | 6 |
| P4 | 2 |

In SJF scheduling shortest process is executed first. Hence the GANTT chart will be following:

| | | | |
|----|----|----|----|
| P4 | P2 | P3 | P1 |
|----|----|----|----|

0 2 5 11 32

| Process | A.T | B.T | W.T=(s.t-a.t) + (s.t-l.c.t) | T.A.T=B.T+W.T | C.T |
|---------|-----|-----|--------------------------------|---------------|-----|
| P1 | 0 | 21 | 11 | 32 | 32 |
| P2 | 0 | 3 | 2 | 5 | 5 |
| P3 | 0 | 6 | 5 | 11 | 11 |
| P4 | 0 | 2 | 0 | 2 | 2 |

$$\text{Average waiting time} = \frac{11+2+5+0}{4} = 4.5 \text{ ms}$$

$$\text{Average turn around time} = \frac{32+5+11+2}{4} = 12.5 \text{ ms}$$

2. Pre-emptive SJF:

In Preemptive Shortest Job First Scheduling, jobs are put into ready queue as they arrive, but as a process with **short burst time** arrives, the existing process is preempted or removed from execution, and the shorter job is executed first.

| Process | Arrival time | Burst time |
|---------|--------------|------------|
| P1 | 0 | 21 |
| P2 | 1 | 3 |
| P3 | 2 | 6 |
| P4 | 3 | 2 |

In SJF scheduling shortest process is executed first. Hence the GANTT chart will be following:

| | | | | | | |
|----|----|----|----|----|----|----|
| P1 | P2 | P2 | P2 | P4 | P3 | P1 |
|----|----|----|----|----|----|----|

0 1 2 3 4 6 12 32

| Process | A.T | B.T | W.T=(s.t-a.t) + (s.t-l.c.t) | T.A.T=B.T+W.T | C.T |
|---------|-----|-----|--------------------------------|---------------|-----|
| P1 | 0 | 21 | 11 | 32 | 32 |
| P2 | 1 | 3 | 0 | 3 | 4 |
| P3 | 2 | 6 | 4 | 10 | 12 |
| P4 | 3 | 2 | 1 | 3 | 6 |

$$\text{Average waiting time} = \frac{11+0+4+1}{4} = 4.0 \text{ ms}$$

$$\text{Average turn around time} = \frac{32+3+10+3}{4} = 12.0 \text{ ms}$$

Answer no (ii):

The implementation of Preemptive SJF scheduling algorithm in C is given below:

Code:

```
// SHORTEST JOB FIRST (Preemptive) Using C++
#include <iostream>
#include <algorithm>
#include <cstring>
using namespace std;

typedef struct proccess
{
    int at,bt,ct,ta,wt,btt;
    string pro_id;
} Schedule;
```

```

bool compare(Schedule a,Schedule b)
{
    return a.at<b.at;

}

bool compare2(Schedule a,Schedule b)
{
    return a.bt<b.bt;
}

int main()
{
    Schedule pro[10];
    int n,i,j,pcom;
    double avg_wt,avg_tat,avg_ct,sum_wt=0,sum_tat=0,sum_ct=0;
    cout<<"Enter the number of Process:";
    cin>>n;

    for(i=0; i<n; i++)
    {
        cout<<"Enter the Process id, arrival time, burst time:";
        cin>>pro[i].pro_id>>pro[i].at>>pro[i].bt;
        pro[i].btt=pro[i].bt;
    }

    sort(pro,pro+n,compare);

    i=0;
    pcom=0;

    while(pcom<n)
    {
        for(j=0; j<n; j++)
        {
            if(pro[j].at>i)
                break;
        }

        sort(pro,pro+j,compare2);
    }
}

```

```

if(j>0)
{

    for(j=0; j<n; j++)
    {
        if(pro[j].bt!=0)
            break;
    }
    if(pro[j].at>i)

    {
        i=pro[j].at;

    }
    pro[j].ct=i+1;
    pro[j].bt--;
}
i++;
pcom=0;
for(j=0; j<n; j++)
{
    if(pro[j].bt==0)
        pcom++;
}
}

cout<<"Process\tA.T\tB.T\tW.T\tT.A.T\tC.T\n";

for(i=0; i<n; i++)
{
    pro[i].ta=pro[i].ct-pro[i].at;
    pro[i].wt=pro[i].ta-pro[i].btt;

    sum_wt+=pro[i].wt;
    sum_tat+=pro[i].ta;
    sum_ct+=pro[i].ct;

    /*Printing the Process id, arrival time, burst time,
    completion time, turn around time, waiting time*/
}

```

```

cout<<pro[i].pro_id<<"\t"<<pro[i].at<<"\t"<<pro[i].btt<<"\t"<<pro[i].wt<
<"\t"<<pro[i].ta<<"\t"<<pro[i].ct;
    cout<<endl;
}

avg_wt=sum_wt/n;
avg_tat=sum_tat/n;
avg_ct=sum_ct/n;

cout<<"Average waiting time:"<<avg_wt<<endl;
cout<<"Average turn around time:"<<avg_tat<<endl;
cout<<"Average completion time:"<<avg_ct<<endl;

return 0;
}

```

Output:

```

Enter the number of Process:5
Enter the Process id, arrival time, burst time:p1 0
7
Enter the Process id, arrival time, burst time:p2 2 4
Enter the Process id, arrival time, burst time:p3 4 1
Enter the Process id, arrival time, burst time:p4 5 4
Enter the Process id, arrival time, burst time:p5 3 5
Process A.T    B.T    W.T    T.A.T    C.T
p3      4      1      0      1      5
p2      2      4      1      5      7
p4      5      4      2      6     11
p1      0      7      9     16     16
p5      3      5     13     18     21
Average waiting time:5
Average turn around time:9.2
Average completion time:12

Process returned 0 (0x0)    execution time : 41.148 s
Press any key to continue.

```