

Assignment 6

1 Problem 1

[20 points] 5.10 Which of the following scheduling algorithms could result in starvation? Explain.

- a. First-come, first-served
- b. Shortest job first
- c. Round robin
- d. Priority

1.1 Answer

b. Shortest job first and **d. Priority** scheduling algorithms could result in starvation. Explain:

- a. First-come, first-served: All processes are line-up in the queue and non-preemptive, hence, all the tasks in the queue have the bounded waiting time to be served.
- b. Shortest job first: Consider that if there are always shorter jobs admitted in, the longest job could be starved by the preemption of shorter jobs.
- c. Round robin: All processes in the system have a fair chance to be served in RR scheduling, so it would not result in starvation.
- d. Priority: Same as SJF. Consider that if there are always higher priority jobs admitted in, the lowest priority job could be starved by the preemption of higher priority jobs.

2 Problem 2

[20 points] 5.12 Consider a system running ten I/O-bound tasks and one CPU-bound task. Assume that the I/O-bound tasks issue an I/O operation once for every millisecond of CPU computing and that each I/O operation takes 10 milliseconds to complete. Also assume that the context-switching overhead is 0.1 millisecond and that all processes are long-running tasks. Describe the CPU utilization for a round-robin scheduler when:

- a. The time quantum is 1 millisecond
- b. The time quantum is 10 milliseconds

2.1 Answer

- a. The time quantum is 1 millisecond

Each execution with a time quantum exactly cause one context-switch, thus, the CPU utilization could be simply $\frac{1}{(1+0.1)} = 0.90 \div 90.9\%$

- b. The time quantum is 10 milliseconds

The CPU-bound task takes 10 milliseconds with 1×0.1 millisecond for one context-switch, that is 10.1 milliseconds.

Ten IO-bound tasks tasks 1 ms with 1×0.1 ms each, and that is $10 \times 1.1 = 11$.

As a result, The CPU utilization is $\frac{20}{(10.1+11)} \div 0.948 = 94.8\%$