COMPUTER ORGANIZATION AND SOFTWARE SYSTEMS

WEBINAR 3 – CPU SCHEDULING ALGORITHMS

BITS Pilani
Pilani Campus

Dr. VAIBHAV JAIN

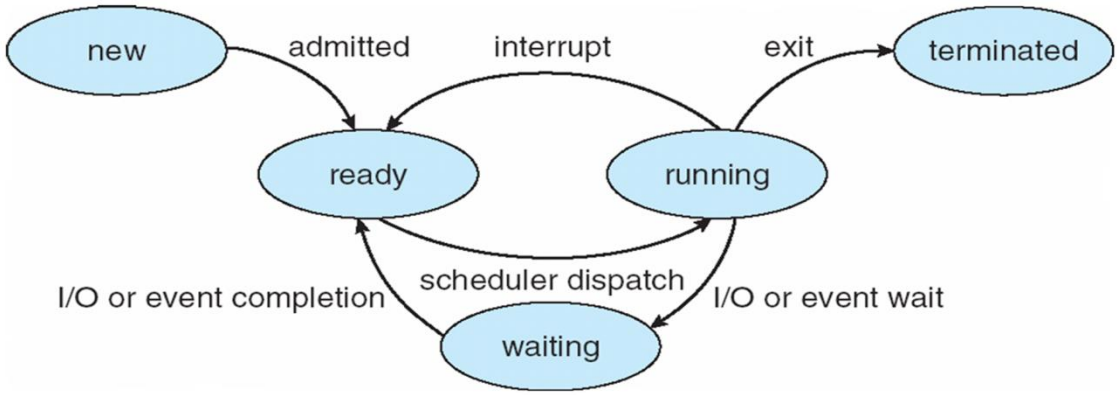
CPU Scheduling Algorithms

1. FCFS (First Come First Serve)
2. SJF (Shortest Job First)
3. Priority scheduling
4. Round Robin (RR)

Key terminologies

Process States

- The state of a process is defined in part by the current activity of that process.
- **New:** The process is being created.
- **Running:** Instructions are being executed.
- **Waiting:** The process is waiting for some event to occur (such as an I/O completion or reception of a signal).
- **Ready:** The process is waiting to be assigned to a processor.
- **Terminated:** The process has finished execution.



Key terminologies

- **Non-Preemptive Scheduling:**

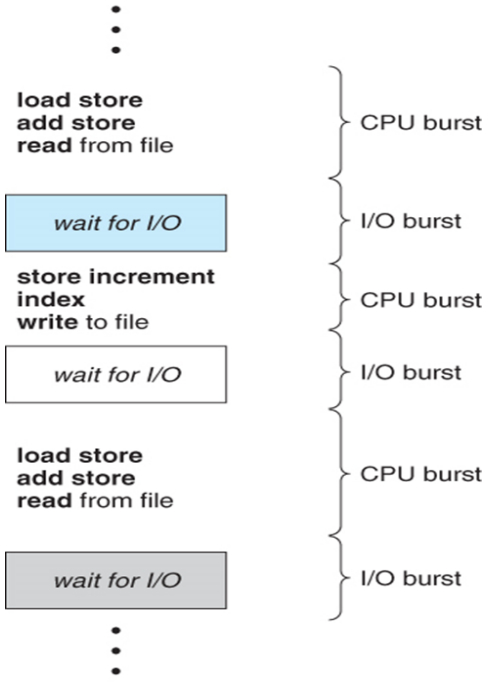
  Once the resources (CPU cycles) is allocated to a process, the process holds the CPU till it gets terminated.

- **Preemptive Scheduling:**

  The resources (mainly CPU cycles) are allocated to the process for the **limited amount of time** and then is taken away, and the process is again placed back in the ready queue if that process still has CPU burst time remaining.

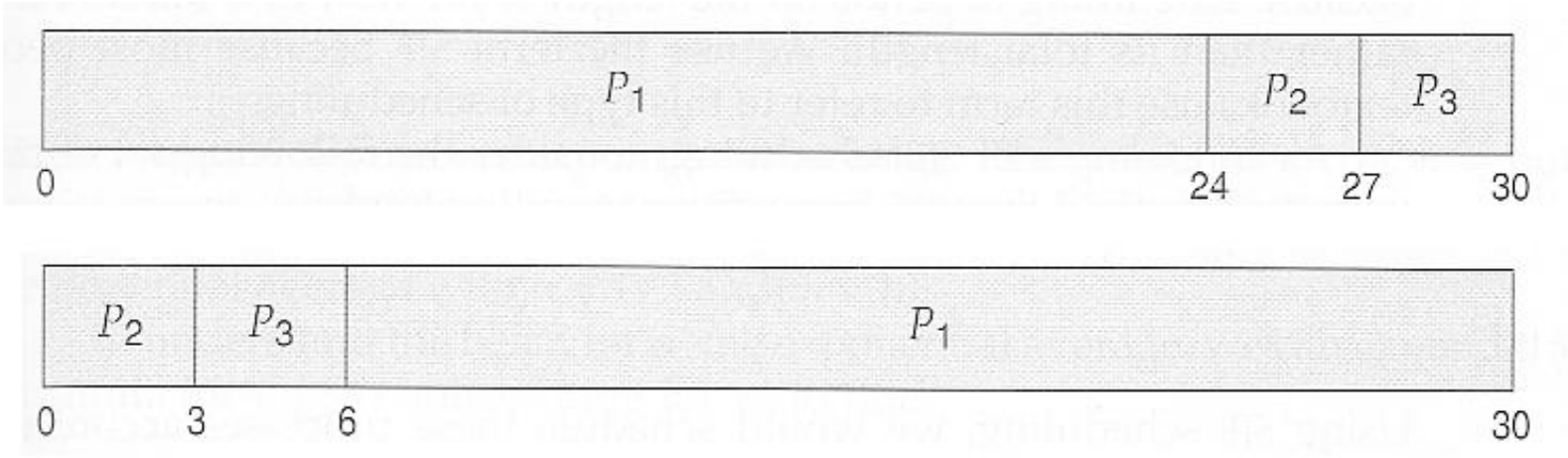
Key terminologies

- **CPU burst** is length of time process needs to use CPU before it next makes a system call (normally request for I/O).
- **I/O burst** is the length of time process spends waiting for I/O to complete.



Key terminologies

- **GANTT chart:**
- Generalized Activity Normalization Timetable (GANTT).
- Type of chart that show the amount of work done or production completed in given period of time.



Key terminologies

- Different time with respect to a process.
- **Arrival Time (AT):**
  - Time at which the process arrives in the ready queue.
- **Finish Time (FT):**
  - Time at which process completes its execution.
- **Burst Time (BT):**
  - Time required by a process for CPU execution.
- **Turn Around Time (TAT):**
  - Time Difference between completion time and arrival time.
  - Turn Around Time = Completion Time – Arrival Time
- **Waiting Time(WT):**
  - Time Difference between turn around time and burst time.
  - Waiting Time = Turn Around Time – Burst Time

Problem1 : FCFS

Consider a System with four processes P1,P2,P3 and P4 whose arrival time and CPU-I/O bursts are as given in the table. Find average Turn Around Time, Waiting Time and Response Time.

Process	AT	BT			FT	TAT	WT	RT
		CPU	I/O	CPU				
P1	0	6	3	2				
P2	2	5	1	1				
P3	3	2	1	3				
P4	5	1	1	1				

AT – Arrival Time
TAT – Turn Around Time

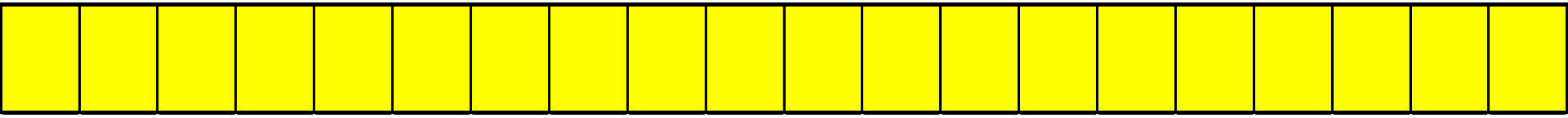
BT – Bust Time
WT – Wait Time

FT – Finish Time
RT – Response Time

Problem1 : FCFS

Process	AT	BT			FT	TAT (FT-AT)	WT (TAT-BT)	RT
		CPU	I/O	CPU				
P1	0	6	3	2				
P2	2	5	1	1				
P3	3	2	1	3				
P4	5	1	1	1				

Gantt Chart



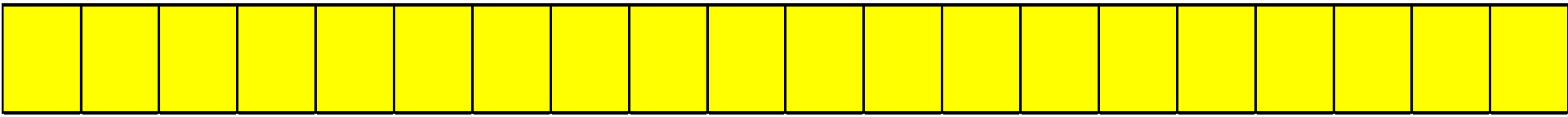
Ready Queue

I/O

Problem2 : FCFS

Process	AT	BT			FT	TAT (FT-AT)	WT (TAT-BT)	RT
		CPU	I/O	CPU				
P1	0	6	10	4				
P2	0	9	15	6				
P3	0	3	5	2				

Gantt Chart



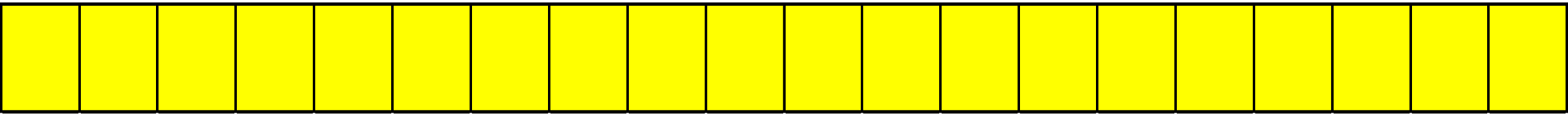
Ready Queue

I/O

Problem3 : FCFS (HW)

Process	AT	BT			FT	TAT (FT-AT)	WT (TAT-BT)	RT
		CPU	I/O	CPU				
P1	0	3	2	4				
P2	2	5	2	3				
P3	4	3	3	1				
P4	8	4	2	2				

Gantt Chart



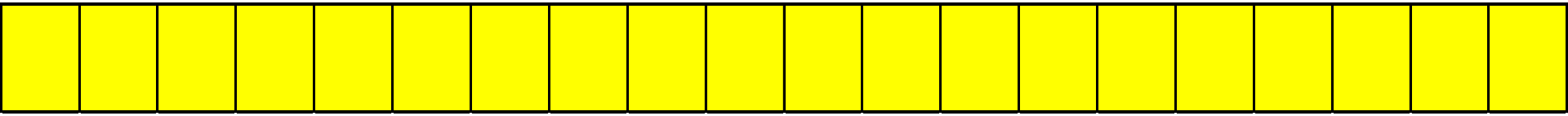
Ready Queue

I/O

Problem4 : SJF (Non-Preemptive)

Process	AT	BT			FT	TAT (FT-AT)	WT (TAT-BT)	RT
		CPU	I/O	CPU				
P1	0	6	10	4				
P2	0	9	15	6				
P3	0	3	5	2				

Gantt Chart



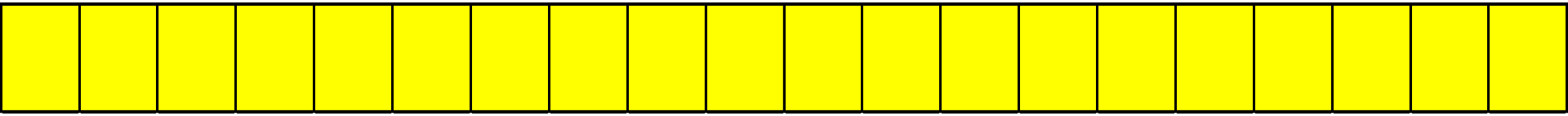
Ready Queue

I/O

Problem5 : SJF (Non-Preemptive) HW

Process	AT	BT			FT	TAT (FT-AT)	WT (TAT-BT)	RT
		CPU	I/O	CPU				
P1	0	3	2	2				
P2	0	2	4	1				
P3	2	1	3	2				
P4	5	2	2	1				

Gantt Chart



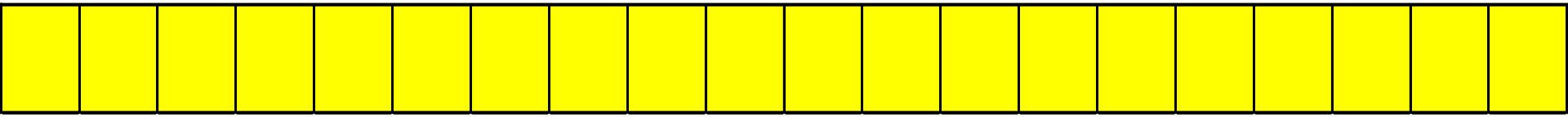
Ready Queue

I/O

Problem6 : Priority Scheduling (Pre-emptive)

Process	Priority	AT	BT			FT	TAT	WT	RT
			CPU	I/O	CPU				
P1	2	0	1	5	3				
P2	3	2	3	3	1				
P3	1[H]	3	2	3	1				
P4	4[L]	3	2	4	1				

Gantt Chart



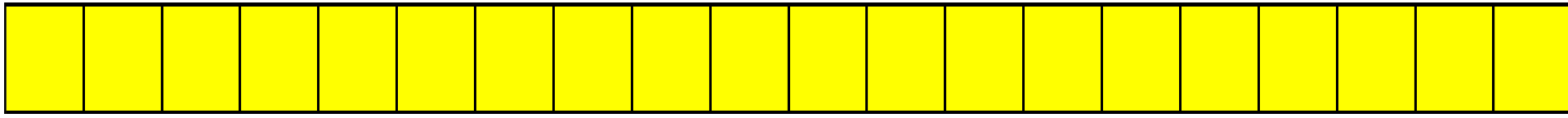
Ready Queue

I/O

Problem7 : Priority Scheduling (Pre-emptive) HW

Process	Priority	AT	BT			FT	TAT (FT-AT)	WT (TAT-BT)	RT
			CPU	I/O	CPU				
P1	2	0	1	5	3				
P2	3 [L]	2	3	3	1				
P3	1 [H]	3	2	3	1				

Gantt Chart



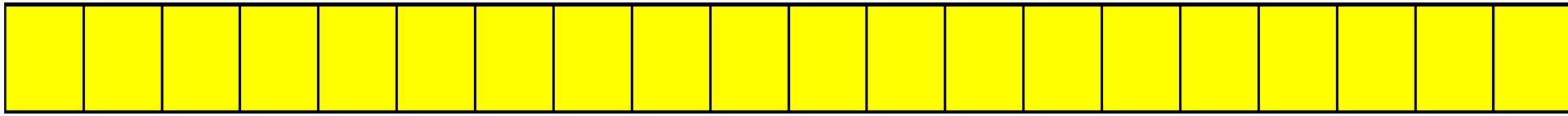
Ready Queue

I/O

Problem8 : Round Robin Quantum=3

Process	AT	BT			FT	TAT (FT-AT)	WT (TAT-BT)	RT
		CPU	I/O	CPU				
P1	0	6	10	4				
P2	2	9	15	6				
P3	4	3	5	2				

Gantt Chart



Ready Queue

I/O


Thank you.
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