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CS 3100

Scheduling report

Based on my multiple runs of this program, I have determined that there are various factors that affect the efficiency of the various algorithms. I created a vector of different conditions for my simulations and ran each set of conditions 200 times.

From these sets, I got the following results:

* FIFO was overall more efficient than the rest of the algorithms. This difference was less pronounced when dealing with more jobs.
* Shortest Job First and approximate shortest job first had similar efficiencies. This is useful when dealing with real world scenarios where one cannot implement Shortest Job First.
* Shortest Job First and Round Robin were consistently better than FIFO at maintaining lower average runtimes.