

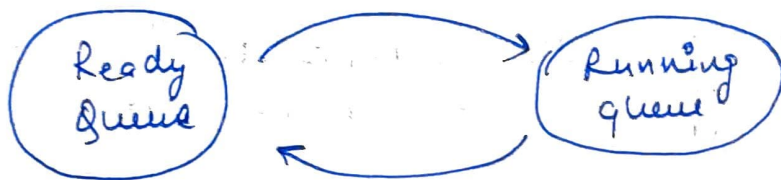
# # L-2.7 Round Robin (RR) Scheduling algorithm (24)

Criteria : "Time quantum"

Mode : "Preemptive"

Process executes upto a given time quantum irrespective of burst time and if the process is not completed it is again sent to ready queue.

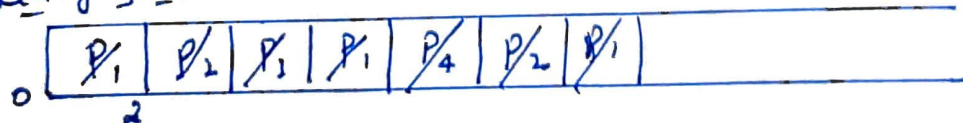
Given  $TQ = 2$



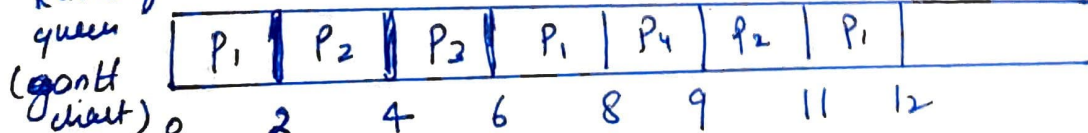
Sequence of processes in ready queue is very important.

Process no.	Arrival time	Burst time	completion time	$(CT - AT)$ TAT	$(TAT - BT)$ WT	$(CT - AT)$ RT
P <sub>1</sub>	0	5	12	12	7	0
P <sub>2</sub>	1	4	11	10	6	1
P <sub>3</sub>	2	2	6	4	2	2
P <sub>4</sub>	4	1	9	5	4	4

Ready Queue



Running queue



→ time

$TQ = 2$

Context switching



saving a process temporarily to execute later.

(25)

In the previous example,  $P_1$  is context switched again and again.

(Q) How many times context switching happened  
Running process ko waapas bhago  
and naye ko laayo

6.?

# L-2.8 Pre-emptive Priority scheduling algorithm

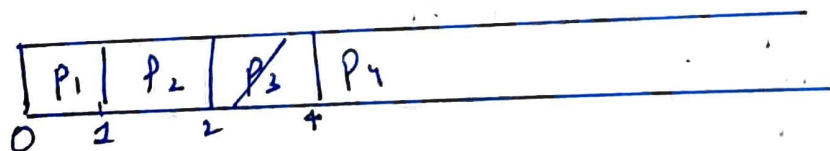
Criteria : "Priority"

Mode : "pre-emptive"

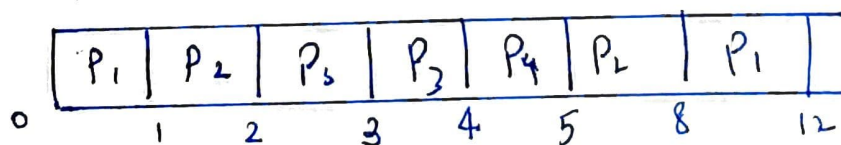
Priority	Process No.	Arrival time	Burst time	Completion time	$(CT-AT)$ TAT	$(TAT-BT)$ WT
10	$P_1$	0	<del>5</del> 4	12	12	7
20	$P_2$	1	<del>4</del> 3	8	7	3
30	$P_3$	2	2	4	2	0
40	$P_4$	4	1	5	1	0

Higher number = higher priority in this case.

Ready queue.



Running queue.



# # L-2-9 Example of mix Burst time (CPU & I/O both) scheduling (26)

Process	AT	Priority	CPU	I/O	CPU
P <sub>1</sub>	0	2	10	50	10
P <sub>2</sub>	2	3	10	3	10
P <sub>3</sub>	3	1	10	80	10
P <sub>4</sub>	3	4	10	4	1

Mode : Pre-emptive

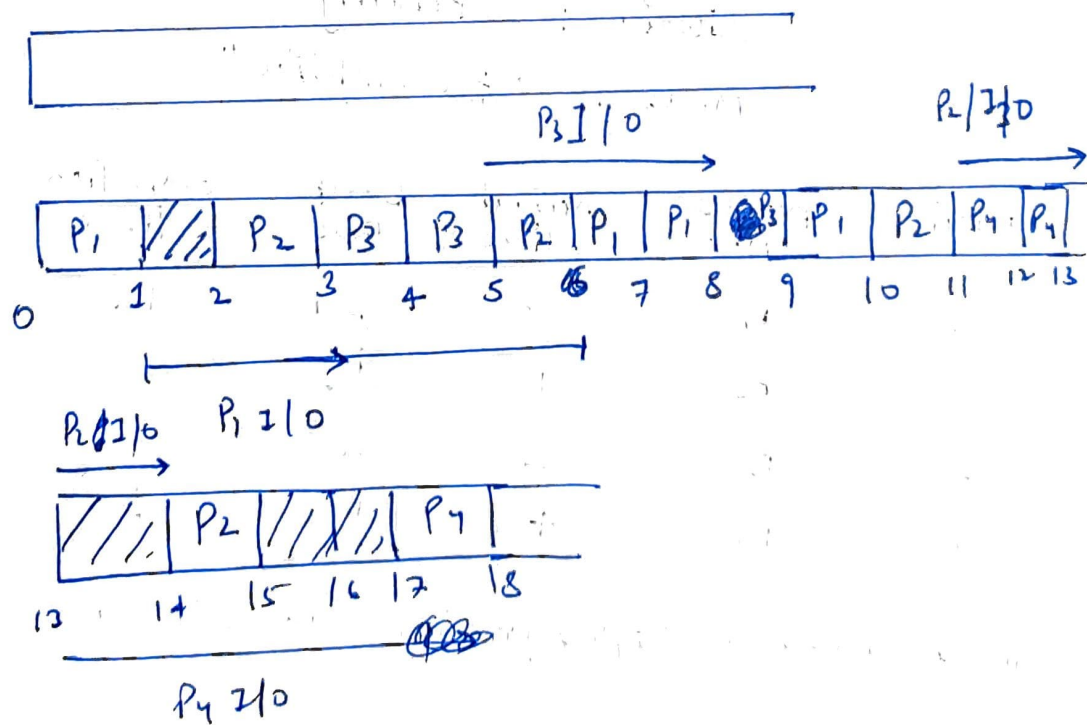
Criteria : Priority based

lower number has higher priority in this case.

Find CT of P<sub>1</sub>, P<sub>2</sub>, P<sub>3</sub>, P<sub>4</sub>.

Ready queue

Gantt chart

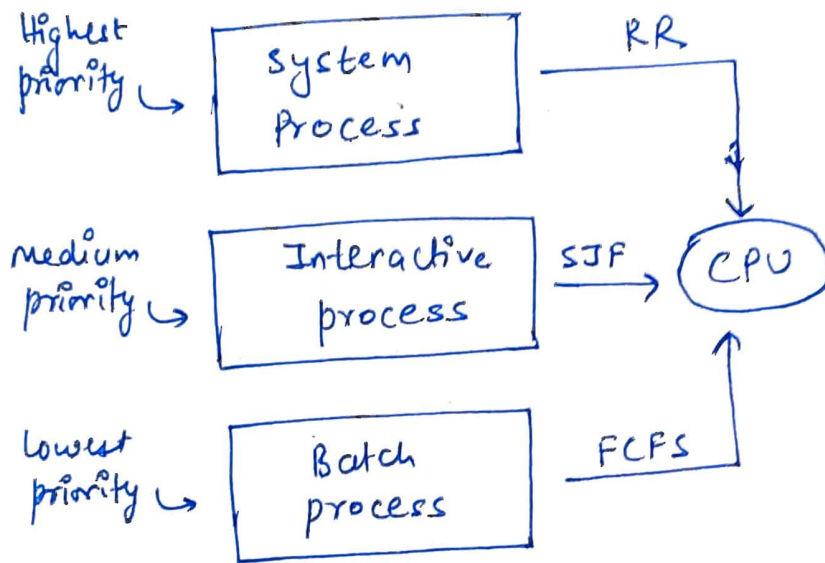


## L-2.10 Multi Level Queue Scheduling

(27)

different queues for different priority processes.

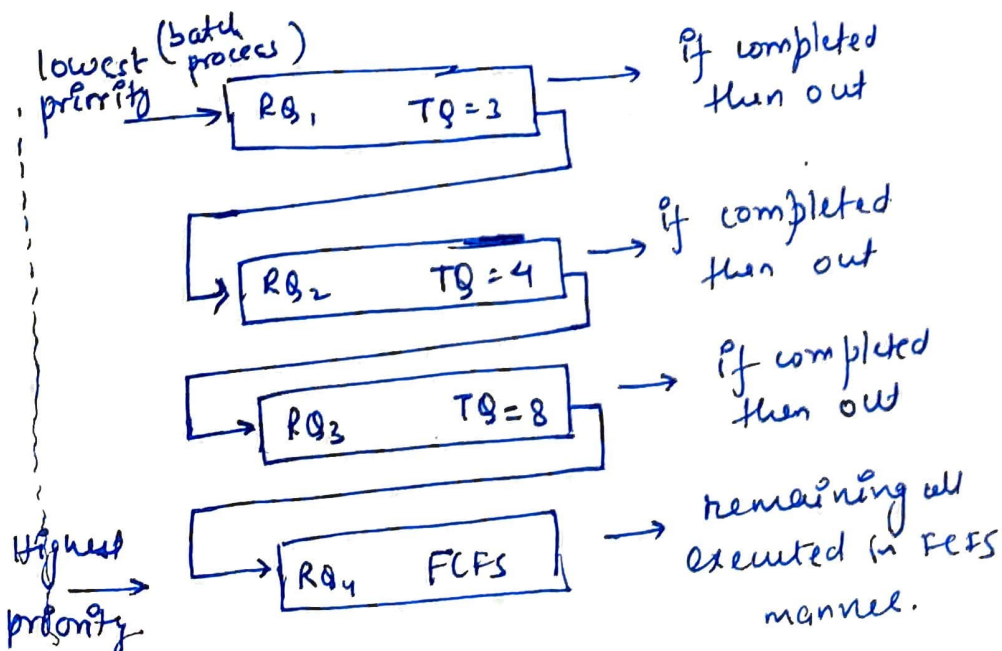
Every kind of process can have its own different scheduling algorithm.



Now, the problem is that if there are a lot of system processes, there would be starvation for medium and low priority processes.

This is solved using multilevel feedback queue scheduling.

## L-2.11 Multilevel Feedback Queue



lowest priority process does not starve because its queue keeps on changing