

# Scheduler Report

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## Data Structures

**1)Priority Queue:** We make it to store processes for inter-process communication, enabling the scheduler to receive process requests in an orderly way. Each process is assigned a priority level, and the scheduler retrieves processes based on these priorities, selecting the highest priority task available. We used it also in SJF and PHPF.

**2)Circular Queue:** allows us to manage the processes in a circular way, where each process is allocated a fixed time slice (quantum) for execution in the Round Robin Algorithm. Once a process's time slice expires, it is moved to the back of the queue, and the next process in line is given CPU access.

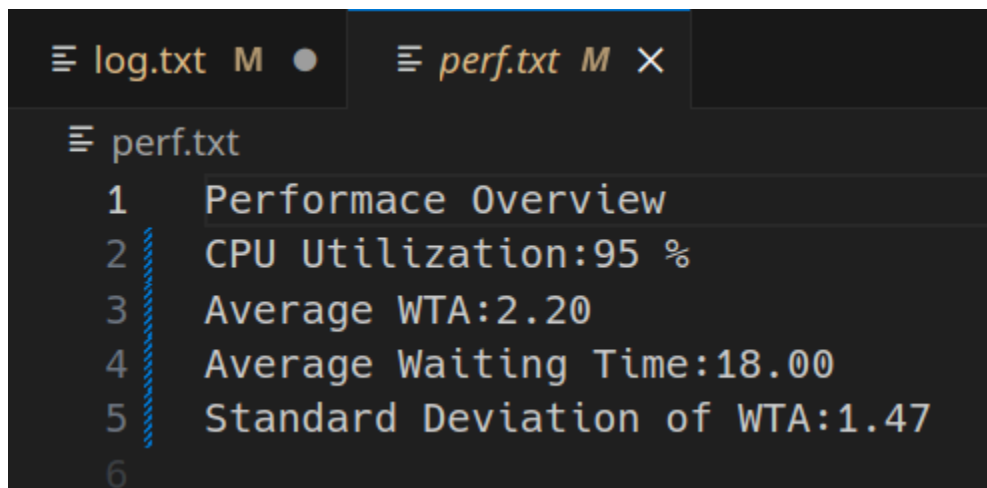
## Algorithms and Explanation

**1)Short Job First (SJF):** We implement using a priority queue, where processes are prioritized based on their execution time. In the code, when SJF is activated, it continuously checks for new messages from a process generator using message requests. Upon receiving a message, it creates a new process and either starts it immediately if no other processes are running or enqueues it in the priority queue based on its execution time. This approach ensures that the process with the shortest duration is always executed next, optimizing overall wait times and improving system efficiency.

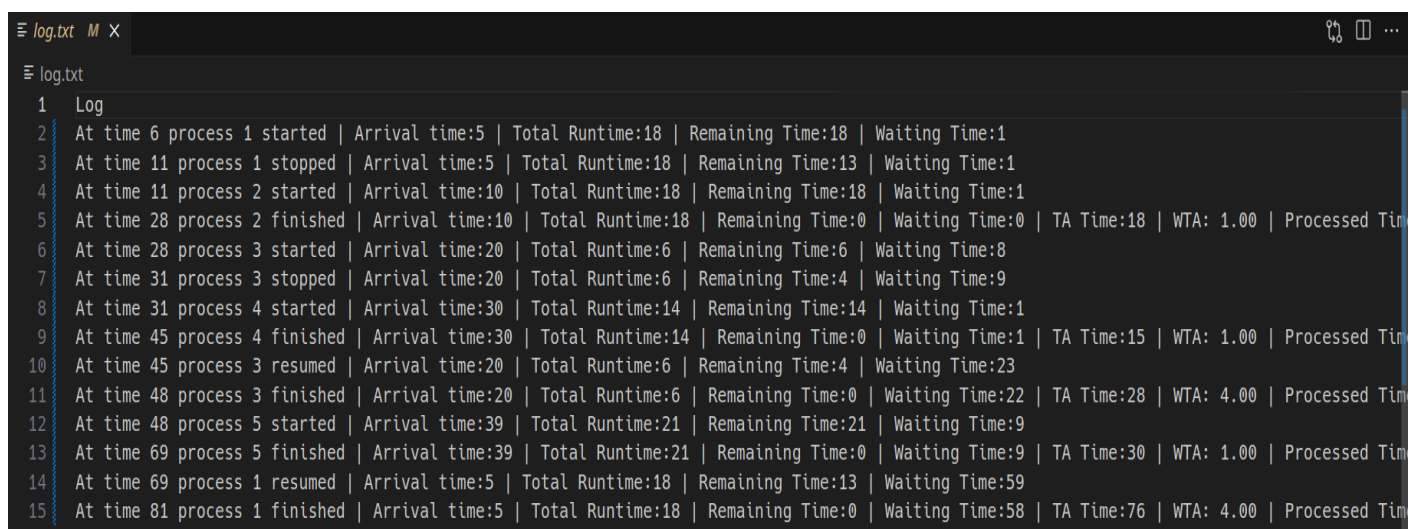
```
≡ perf.txt
1 Performace Overview
2 CPU Utilization:96 %
3 Average WTA:4.40
4 Average Waiting Time:12.60
5 Standard Deviation of WTA:5.82
6
```

```
C scheduler.c  C headers.h  M Makefile  C process.c  ≡ perf.txt M  ≡ log.txt M X  C process_generator.c
≡ log.txt
1 Log
2 At time 3 process 1 started | Arrival time:2 | Total Runtime:21 | Remaining Time:21 | Waiting Time:1
3 At time 24 process 1 finished | Arrival time:2 | Total Runtime:21 | Remaining Time:0 | Waiting Time:1 | TA Time:22 | WTA: 1.00 |
4 At time 24 process 2 started | Arrival time:9 | Total Runtime:1 | Remaining Time:1 | Waiting Time:15
5 At time 25 process 2 finished | Arrival time:9 | Total Runtime:1 | Remaining Time:0 | Waiting Time:15 | TA Time:16 | WTA: 16.00 |
6 At time 25 process 4 started | Arrival time:20 | Total Runtime:14 | Remaining Time:14 | Waiting Time:5
7 At time 39 process 4 finished | Arrival time:20 | Total Runtime:14 | Remaining Time:0 | Waiting Time:5 | TA Time:19 | WTA: 1.00 |
8 At time 39 process 5 started | Arrival time:28 | Total Runtime:7 | Remaining Time:7 | Waiting Time:11
9 At time 46 process 5 finished | Arrival time:28 | Total Runtime:7 | Remaining Time:0 | Waiting Time:11 | TA Time:18 | WTA: 2.00 |
10 At time 46 process 3 started | Arrival time:15 | Total Runtime:25 | Remaining Time:25 | Waiting Time:31
11 At time 71 process 3 finished | Arrival time:15 | Total Runtime:25 | Remaining Time:0 | Waiting Time:31 | TA Time:56 | WTA: 2.00
12
```

**2)Preemptive Highest Priority First (PHPF):** We implement a priority queue to manage processes based on their priority levels. In the code, when PHPF is activated, it continuously checks for new messages from a process generator while ensuring that processes are either running or queued. Upon receiving a message, it creates a new process and, if the queue is empty, starts it immediately; otherwise, it preempts the currently running process, queues it, and then selects the highest priority process to run next. This approach allows for dynamic scheduling, ensuring that the process with the highest priority is always executed, thereby optimizing responsiveness and performance.



```
≡ log.txt M ●    ≡ perf.txt M X
≡ perf.txt
1  Performace Overview
2  CPU Utilization:95 %
3  Average WTA:2.20
4  Average Waiting Time:18.00
5  Standard Deviation of WTA:1.47
6
```



```
≡ log.txt M X
≡ log.txt
1  Log
2  At time 6 process 1 started | Arrival time:5 | Total Runtime:18 | Remaining Time:18 | Waiting Time:1
3  At time 11 process 1 stopped | Arrival time:5 | Total Runtime:18 | Remaining Time:13 | Waiting Time:1
4  At time 11 process 2 started | Arrival time:10 | Total Runtime:18 | Remaining Time:18 | Waiting Time:1
5  At time 28 process 2 finished | Arrival time:10 | Total Runtime:18 | Remaining Time:0 | Waiting Time:0 | TA Time:18 | WTA: 1.00 | Processed Time:18
6  At time 28 process 3 started | Arrival time:20 | Total Runtime:6 | Remaining Time:6 | Waiting Time:8
7  At time 31 process 3 stopped | Arrival time:20 | Total Runtime:6 | Remaining Time:4 | Waiting Time:9
8  At time 31 process 4 started | Arrival time:30 | Total Runtime:14 | Remaining Time:14 | Waiting Time:1
9  At time 45 process 4 finished | Arrival time:30 | Total Runtime:14 | Remaining Time:0 | Waiting Time:1 | TA Time:15 | WTA: 1.00 | Processed Time:15
10 At time 45 process 3 resumed | Arrival time:20 | Total Runtime:6 | Remaining Time:4 | Waiting Time:23
11 At time 48 process 3 finished | Arrival time:20 | Total Runtime:6 | Remaining Time:0 | Waiting Time:22 | TA Time:28 | WTA: 4.00 | Processed Time:28
12 At time 48 process 5 started | Arrival time:39 | Total Runtime:21 | Remaining Time:21 | Waiting Time:9
13 At time 69 process 5 finished | Arrival time:39 | Total Runtime:21 | Remaining Time:0 | Waiting Time:9 | TA Time:30 | WTA: 1.00 | Processed Time:30
14 At time 69 process 1 resumed | Arrival time:5 | Total Runtime:18 | Remaining Time:13 | Waiting Time:59
15 At time 81 process 1 finished | Arrival time:5 | Total Runtime:18 | Remaining Time:0 | Waiting Time:58 | TA Time:76 | WTA: 4.00 | Processed Time:76
```

**3)Round Robin (RR):**The Round Robin (RR) scheduling algorithm allocates CPU time slices to processes in a cyclic manner, ensuring fair resource distribution. When activated, it reads a time quantum and continuously checks for new processes, adding them to a circular queue while managing the currently running process by stopping it after ending the quantum and re-queueing it. The algorithm dequeues the next process to run for the specified quantum, allowing for efficient time-sharing and enabling processes to continue execution or be re-enqueued as needed.

```

C scheduler.c  C headers.h  M Makefile  C process.c  E perf.txt M  E log.txt M  C process_generator.c
E perf.txt
1 Performace Overview
2 CPU Utilization:76 %
3 Average WTA:1.60
4 Average Waiting Time:9.00
5 Standard Deviation of WTA:0.80
6

```

```

C scheduler.c  C headers.h  M Makefile  C process.c  E perf.txt M  E log.txt M  C process_generator.c
E log.txt
1 Log
2 At time 10 process 1 started | Arrival time:9 | Total Runtime:1 | Remaining Time:1 | Waiting Time:1
3 At time 11 process 1 finished | Arrival time:9 | Total Runtime:1 | Remaining Time:0 | Waiting Time:1 | TA Time:2 | WTA: 2.00 | F
4 At time 17 process 2 started | Arrival time:16 | Total Runtime:2 | Remaining Time:2 | Waiting Time:1
5 At time 19 process 2 finished | Arrival time:16 | Total Runtime:2 | Remaining Time:0 | Waiting Time:1 | TA Time:3 | WTA: 1.00 |
6 At time 21 process 3 started | Arrival time:20 | Total Runtime:20 | Remaining Time:20 | Waiting Time:1
7 At time 24 process 3 Stopped | Arrival time:20 | Total Runtime:20 | Remaining Time:18 | Waiting Time:2
8 At time 24 process 3 Resumed | Arrival time:20 | Total Runtime:20 | Remaining Time:18 | Waiting Time:2
9 At time 27 process 3 Stopped | Arrival time:20 | Total Runtime:20 | Remaining Time:15 | Waiting Time:2
10 At time 27 process 3 Resumed | Arrival time:20 | Total Runtime:20 | Remaining Time:15 | Waiting Time:2
11 At time 30 process 3 Stopped | Arrival time:20 | Total Runtime:20 | Remaining Time:12 | Waiting Time:2
12 At time 30 process 4 started | Arrival time:28 | Total Runtime:23 | Remaining Time:23 | Waiting Time:2
13 At time 33 process 4 Stopped | Arrival time:28 | Total Runtime:23 | Remaining Time:21 | Waiting Time:3
14 At time 33 process 3 Resumed | Arrival time:20 | Total Runtime:20 | Remaining Time:12 | Waiting Time:5
15 At time 36 process 3 Stopped | Arrival time:20 | Total Runtime:20 | Remaining Time:9 | Waiting Time:5
16 At time 36 process 4 Resumed | Arrival time:28 | Total Runtime:23 | Remaining Time:21 | Waiting Time:6
17 At time 39 process 4 Stopped | Arrival time:28 | Total Runtime:23 | Remaining Time:18 | Waiting Time:6
18 At time 39 process 3 Resumed | Arrival time:20 | Total Runtime:20 | Remaining Time:8 | Waiting Time:7
19 At time 42 process 3 Stopped | Arrival time:20 | Total Runtime:20 | Remaining Time:6 | Waiting Time:8
20 At time 42 process 5 started | Arrival time:38 | Total Runtime:5 | Remaining Time:5 | Waiting Time:4
21 At time 45 process 5 Stopped | Arrival time:38 | Total Runtime:5 | Remaining Time:3 | Waiting Time:5
22 At time 45 process 4 Resumed | Arrival time:28 | Total Runtime:23 | Remaining Time:18 | Waiting Time:12
23 At time 48 process 4 Stopped | Arrival time:28 | Total Runtime:23 | Remaining Time:15 | Waiting Time:12
24 At time 48 process 3 Resumed | Arrival time:20 | Total Runtime:20 | Remaining Time:5 | Waiting Time:13
25 At time 51 process 3 Stopped | Arrival time:20 | Total Runtime:20 | Remaining Time:2 | Waiting Time:13
26 At time 51 process 5 Resumed | Arrival time:38 | Total Runtime:5 | Remaining Time:3 | Waiting Time:11
27 At time 53 process 5 finished | Arrival time:38 | Total Runtime:5 | Remaining Time:0 | Waiting Time:10 | TA Time:15 | WTA: 3.00

```

```

28 At time 53 process 4 resumed | Arrival time:28 | Total Runtime:23 | Remaining Time:15 | Waiting Time:17
29 At time 53 process 4 Stopped | Arrival time:28 | Total Runtime:23 | Remaining Time:15 | Waiting Time:17
30 At time 53 process 3 Resumed | Arrival time:20 | Total Runtime:20 | Remaining Time:2 | Waiting Time:15
31 At time 53 process 3 Stopped | Arrival time:20 | Total Runtime:20 | Remaining Time:2 | Waiting Time:15
32 At time 53 process 4 Resumed | Arrival time:28 | Total Runtime:23 | Remaining Time:15 | Waiting Time:17
33 At time 56 process 4 Stopped | Arrival time:28 | Total Runtime:23 | Remaining Time:12 | Waiting Time:17
34 At time 56 process 3 Resumed | Arrival time:20 | Total Runtime:20 | Remaining Time:2 | Waiting Time:18
35 At time 57 process 3 finished | Arrival time:20 | Total Runtime:20 | Remaining Time:0 | Waiting Time:17 | TA Time:37 | WTA: 1.00 |
36 At time 57 process 4 resumed | Arrival time:28 | Total Runtime:23 | Remaining Time:11 | Waiting Time:17
37 At time 57 process 4 Stopped | Arrival time:28 | Total Runtime:23 | Remaining Time:11 | Waiting Time:17
38 At time 57 process 4 Resumed | Arrival time:28 | Total Runtime:23 | Remaining Time:11 | Waiting Time:17
39 At time 60 process 4 Stopped | Arrival time:28 | Total Runtime:23 | Remaining Time:8 | Waiting Time:17
40 At time 60 process 4 Resumed | Arrival time:28 | Total Runtime:23 | Remaining Time:8 | Waiting Time:17
41 At time 63 process 4 Stopped | Arrival time:28 | Total Runtime:23 | Remaining Time:4 | Waiting Time:16
42 At time 63 process 4 Resumed | Arrival time:28 | Total Runtime:23 | Remaining Time:4 | Waiting Time:16
43 At time 66 process 4 Stopped | Arrival time:28 | Total Runtime:23 | Remaining Time:1 | Waiting Time:16
44 At time 66 process 4 Resumed | Arrival time:28 | Total Runtime:23 | Remaining Time:1 | Waiting Time:16
45 At time 67 process 4 finished | Arrival time:28 | Total Runtime:23 | Remaining Time:0 | Waiting Time:16 | TA Time:39 | WTA: 1.00 |

```



## Assumptions

### 1)Short Job First (SJF)

- If two or more processes arrive with the same execution time, we use first-come, first-served (FCFS) order.

- 

### 2)Preemptive Highest Priority First (PHPF)

- If two or more processes arrive with the same priority, we use first-come, first-served (FCFS) order.

### 3)Round Robin (RR)

- If two processes arrive at the same time, we will run the lowest id process first.

## Memory Allocation (Phase 2)

The memory allocation system divides memory into blocks of sizes that are powers of two. It allocates the smallest available block for each process and merges freed blocks for reuse later.

```
processes.txt
1 #id arrival runtime priority memsize
2 1 6 28 0 83
3 2 14 20 6 12
4 3 18 16 4 15
5 4 20 4 3 14
6 5 21 17 5 35
```

```
memory.txt
1 Memory
2 At time 7 process 1 allocated a memory of 128 from 0 to 128
3 At time 15 process 2 allocated a memory of 16 from 128 to 144
4 At time 19 process 3 allocated a memory of 16 from 144 to 160
5 At time 21 process 4 allocated a memory of 16 from 160 to 176
6 At time 22 process 5 allocated a memory of 64 from 192 to 256
7 At time 35 process 1 freed a memory of 128 from 0 to 128
8 At time 39 process 4 freed a memory of 16 from 160 to 176
9 At time 55 process 3 freed a memory of 16 from 144 to 160
10 At time 72 process 5 freed a memory of 64 from 192 to 256
11 At time 92 process 2 freed a memory of 16 from 128 to 144
```

## Work Load Distribution

We do not focus on workload distribution for this project, as it is part of sensitive projects where each step is dependent on the successful completion of the previous one. Therefore, we are working on each step collaboratively to ensure seamless integration and execution.

## Tasks Management

<u>File</u>	<u>Time taken</u>	<u>Status</u>
<b>Process generator</b>	12.5 hours, we spend a lot of time here to understand how the project works.	Ended ▾
<b>SJF</b>	2.5 hours.	Ended ▾
<b>PHPF</b>	1.5 hours.	Ended ▾
<b>RR</b>	9 hours, we spent a lot of time here because the algorithms had many special cases that needed to be resolved.	Ended ▾
<b>output/input</b>	3.5 hours.	Ended ▾
<b>Statistics/clearing resources</b>	12 hours.	Ended ▾
<b>Memory Allocation</b>	3 hours.	Ended ▾