Conference Paper Title*

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Abstract—This document is a model and instructions for LaTeX. This and the IEEEtran.cls file define the components of your paper [title, text, heads, etc.]. *CRITICAL: Do Not Use Symbols, Special Characters, Footnotes, or Math in Paper Title or Abstract.

Index Terms—component, formatting, style, styling, insert

I. Introduction

Scheduling is a crucial part of many real-time applications such as scheduling airlines and railways communications, product manufacturing processes, data packets routing in computer networks and pipe networks. Operating systems multiprocessing environments are no different than those mediums mentioned, where processes compete over CPU utilization. This brought to existence the need for scheduling algorithms to justly assign processes to available CPUs in favour of optimizing performance measures, in particular, to maximize overall CPU utilization and throughput, and to minimize response time, waiting time and turnaround time. A schedular could be preemptive where it can temporarily interrupt a process without its cooperation and assign the CPU resources to a different process with the intention to assign them back to the former process, such operation is called context switching, or it could be non-preemptive (cooperative) by not being able to context switch between processes. Various preemptive and non-preemptive scheduling disciplines exist such as, first come, first serve (FCFS), shortest job first (SJF), shortest remaining time first (SRTF), round-robin (RR), multilevel queue and multilevel feedback queue. In FCFS, processes are non-preemptively executed according to their arrival time. In SJF, the CPU is assigned to the process with the smallest burst time. SRTF is a preemptive version of SJF where at each iteration, the process with the least remaining burst time takes control of the CPU. Round-robin preemptively assigns the CPU to each process in the ready queue for a static amount of time called quantum and executes them in an FCFS fashion. Multilevel queue algorithm partitions the ready queue into several queues to which processes are perpetually assigned and are executed according to another scheduling algorithm (e.g. RR). Processes cannot move from one queue to another. However, in a multilevel feedback queue algorithm, processes that don't terminate in one queue, due to having CPU burst time more than the time quantum assigned to

their particular queue, are shifted to a lower priority queue. Due to the fact that long processes eventually sink to the lowest priority queue, they are carried out using FCFS to prevent starvation. Several papers discuss different methods to optimize the algorithms mentioned, each come with their set of advantages and drawbacks. One of many is [2], whose approach achieves better average response time but at the cost of hindering the scheduling process due to recalculating time quantum for each queue using a recurrent neural network. Our proposed approach implements the best of all worlds regarding [1] and [3] by avoiding each drawback and optimizing their advantages.

II. RELATED WORK

Several papers proposed various types of approaches to improve the overall efficiency of the multilevel feedback queue scheduling algorithm. The chosen quantum time for each queue plays a major role. For instance, in [1], the highest priority queue has been given a relatively low quantum period, and as the priority of a queue decreases, its quantum gets multiplied by a constant. Hence, it is essential to choose a proper method to compute the time quantum value to minimize response time and maximize overall performance. In [2], an algorithm is presented for solving these drawbacks and minimizing the response time. In this algorithm, a Recurrent Neural Network (RNN) was used to determine both the number of queues and the optimized time quantum value for each queue. The RNN generates an effective model to compute the time quantum value. Their proposed intelligent version of the MLFQ offers good results, however, it suffers from a few drawbacks, the first being the direct proportionality of its network learning time and the amount of input data, and the second is the possibility of experiencing initial overhead at the first iterations of the algorithm. Our approach proposes an enhanced version of MLFO using an optimized version of RR named shortest remaining burst round-robin (SRBRR) as in [3] which avoids the learning and overhead time in [2]. Regarding the various approaches to improve the MLFQ algorithm, those attempts dealt with starvation by assigning different quantum values to the ready queues depending on their priority. Our approach deals with starvation by boosting processes from lower priority queues to higher ones according to a specific policy.

For a multilevel feedback queue scheduling algorithm, three parameters should be considered. The first being the chosen scheduling algorithm for each queue, especially the last queue as its scheduling algorithm must help treat starvation. The second is the criteria according to which a process priority should be increased based on its waiting time in its particular ready-queue, this technique is also known as Aging. The third is the criteria according to which a process priority should be decreased. In our proposed algorithm, there are 5 queues sorted in ascending order in line with their priority number, 0 being the highest priority and 4 being the lowest. Each queue uses a modified version of the round-robin scheduling algorithm stated in [3]. In [3], processes are sorted in ascending order according to their burst time and are assigned a time quantum that equals the median burst time of those processes. This dynamic quantum time RR algorithm provides better turnaround time and waiting time than the standard static quantum time RR algorithm whose quantum if set too short, leads to many context switches and if set too long, morphs the algorithm into an FCFS algorithm. The proposed alteration on the stated algorithm in [3] is that each queue quantum time isn't exactly the median burst time, but the burst time whose index is shifted from the median value towards the higher burst time values with a step count equal to its queue number, hence, the gradual increase of quantum time as priority decreases. For clarification, a queue with priority equal 2 has the following processes denoted by their burst time: 100, 300, 550, 600, 620, 700, 720, 900, 1200, the median value is 620, assuming we are using zero-based numbering, its index equals 4, and since we are in a queue whose priority equals 2, therefore the quantum slice value according to the proposed approach equals the burst value at index 6 (as in 4 + 2) which is 720. If the processes of a certain queue didn't terminate after assigning its queue quantum time, they are shifted downwards to the next lower priority queue. After introducing new processes into a queue, the quantum time slice is recalculated. Processes age whenever they are in a queue whose priority is one less than that currently getting scheduled and satisfies the following inequality:

$$1 - \frac{waiting\ time\ of\ P}{burst\ time\ of\ P} < 0.95 \tag{1}$$

Those procedures are repeated for all the generated queues until all processes reach the lowest priority queue where they are rescheduled until their completion.

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Algorithm 1 Enhanced Multilevel FeedBack Queue Scheduling Algorithm

1: procedure EMLFQ(Number of processes n, priority of
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each process \alpha_i, burst time of each process \beta_i)
    Declaration and Initialisation:
        Queue Q_i where i \in \{0, 1, 2, 3, 4\}, waiting time \omega_i =
 2:
    0 of P_i, quantum time \Gamma, quantum time index \gamma
 3:
        for i = 0 to n do
             Assign P_i to Q_{\alpha_i}
 4:
        end for
 5:
    Loop Process:
 6:
        i = 0
 7:
        while Q_i is NOT empty do
 8:
             for j = i + 1 to 5 do
                 if 1 - \omega_{\theta}/\beta_{\theta} < 0.95 for \theta \in Q_i then
 9:
                     Promote P_{\theta} to the current queue Q_i
10:
11:
                 end if
             end for
12:
    Calculating the quantum time value:
             ascending\_sort(\beta_{Q_i})
13:
             \gamma = Q_i.size()/2 + i
14:
             \Gamma = \beta_{\gamma} where \beta_{\gamma} \in Q_i
15:
    Assigning the Quantum Value to each Process:
             for P_i in Q_i do
16:
                 \beta_j = \beta_j - \Gamma
17:
                 if \beta_j <= 0 then
18:
                      Remove P_j from Q_i
19:
                 else if i < 4 then
20:
                     Downgrade P_i to Q_{i+1}
21:
                 end if
22:
23:
             end for
    Increment Waiting Time:
             for j = 0 to n do
24:
25:
                 \omega_i = \omega_i + 1
             end for
26:
    Increment Queue Index
27:
             if i < 4 then
                 i = i + 1
28:
29:
             end if
        end while
31: end procedure
```

B. Flowchart of the Proposed Algorithm

IV. PREPARE YOUR PAPER BEFORE STYLING

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Number equations consecutively. To make your equations more compact, you may use the solidus (/), the exp function, or appropriate exponents. Italicize Roman symbols for quantities and variables, but not Greek symbols. Use a long dash rather than a hyphen for a minus sign. Punctuate equations with commas or periods when they are part of a sentence, as in:

$$a + b = \gamma \tag{2}$$

Be sure that the symbols in your equation have been defined before or immediately following the equation. Use "(2)", not "Eq. (2)" or "equation (2)", except at the beginning of a sentence: "Equation (2) is . . ."

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- The word "data" is plural, not singular.
- The subscript for the permeability of vacuum μ_0 , and other common scientific constants, is zero with subscript formatting, not a lowercase letter "o".
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 word alternatively is preferred to the word "alternately"
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- In your paper title, if the words "that uses" can accurately replace the word "using", capitalize the "u"; if not, keep using lower-cased.
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TABLE I TABLE TYPE STYLES

Table	Table Column Head		
Head	Table column subhead	Subhead	Subhead
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Fig. 1. Example of a figure caption.

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ACKNOWLEDGMENT

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REFERENCES

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REFERENCES

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