FCFS CPU scheduler Code and Report

**Project objective:** To learn more about OS CPU scheduling through a hands-on simulation programming experience. To simulate, compare, and evaluate CPU scheduling algorithms using a consistent set of data.

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Language used:

C++

1. Provide clear instructions on how to compile, build, and run the simulator (this will indicate that the application has been tested and works on the engineering student desktop)

Launch Video Studio Code

* New File
* Name file with .cpp extension
* Copy source code from text file
* Run File

1. Introduction

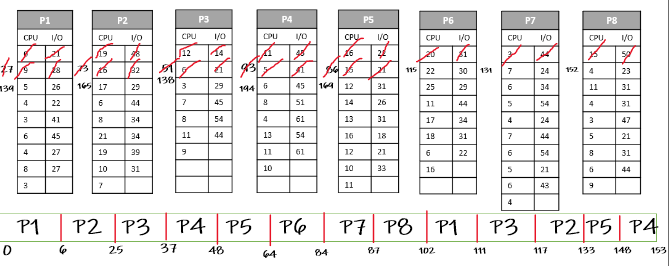
This program was meant to model the FCFS CPU scheduling algorithm to demonstrate a complete understanding of various scheduling algorithm like FCFS. This program was developed in C++ using structs and other various data structures and concepts to organize and properly process data. The expected results of this scheduling algorithm were those represented in the completed Gantt chart and my understanding of the FCFS algorithm. The program seemed to be straightforward, but I encountered a host of issues that were a result of my failure to make reasonable considerations. I had issues making sure that after every run information was accurate and properly processed but eventually I was able to work through them with the use of online resources like GeeksforGeeks and the C++ STL library which gave me an insightful understanding of things I was previously unsure of with C++.

1. **Insert one table** (See the ASSIGNMENT EXAMPLE ) that includes the entire simulation results for CPU Utilization, Response Time (RT) , Waiting Time (WT), Turnaround Time (TT) **PER PROCESS and Averages f**or both FCFS( 710 time units) and SJF (810 time units)

|  |  |  |  |
| --- | --- | --- | --- |
| **Process (FCFS Results)** | **RT (Response Time)** | **WT (Wait Time)** | **TT (Turnaround Time)** |
| P1 | 0 | 298 | 583 |
| P2 | 6 | 227 | 641 |
| P3 | 25 | 224 | 487 |
| P4 | 37 | 194 | 620 |
| P5 | 48 | 250 | 572 |
| P6 | 64 | 179 | 535 |
| P7 | 84 | 231 | 626 |
| P8 | 87 | 254 | 597 |
| **AVG** | **43.875** | **232.125** | **582.625** |

|  |  |  |  |
| --- | --- | --- | --- |
| SJF (FCFS Results) | RT (Response Time) | WT (Wait Time) | TT (Turnaround Time) |
| P1 |  |  |  |
| P2 |  |  |  |
| P3 |  |  |  |
| P4 |  |  |  |
| P5 |  |  |  |
| P6 |  |  |  |
| P7 |  |  |  |
| P8 |  |  |  |

1. Answer the following questions in full sentences with a brief explanation, IN YOUR OWN WORDS:
   1. Which algorithm (FCFS or SJF) has the best (highest) CPU utilization, why do you think that algorithm has a higher CPU utilization?
   2. How many context switches are in the simulation of FCFS ?
   3. How many context switches are in the simulation of SJF ?
   4. How does the number of context switches effect the performance of the algorithm?
   5. Which algorithm (FCFS or SJF) has the lowest average waiting time?
   6. Which algorithm (FCFS or SJF) has the lowest average response time ?
   7. Which algorithm (FCFS or SJF) has the lowest average turnaround time?
2. Insert a partial or complete Gantt chart for FCFS. (NOTE: IF YOU DID NOT GET YOUR CODE TO WORK CORRECTLY, OR YOUR SIMULATOR DOES NOT PRODUCE THE CORRECT OUTPUT YOU MUST COMPLETE AND SUBMIT A FULL GANTT CHART IN THIS REPORT – DO NOT INSERT MY GANTT CHART, CREATE YOUR OWN)



1. Insert the calculated results that were produced by the simulation.

Finished

Total Time: 710

CPU Utilization: 95.3521%

Waiting Times P1 P2 P3 P4 P5 P6 P7 P8

298 227 224 194 250 179 231 254

Average Waiting: 232.125

Turnaround Times P1 P2 P3 P4 P5 P6 P7 P8

583 641 487 620 572 535 626 597

Average Turnaround: 582.625

Response Times P1 P2 P3 P4 P5 P6 P7 P8

0 6 25 37 48 64 84 87

Average Response: 43.875

1. Insert the FCFS Program Output.

* DO NOT COMPRESS (ZIP) the files
* Assignments with zipped files will not be graded
* All report information, code, images tables, and instructions must be in ONE PDF file
* Your simulator should NOT read data from an input file, all input data needs to be included in the program
* Only one PDF file will be graded **LastName\_FCFSreport.pdf**
* Only one plain text source code file should be submitted **LastName\_FCFS.txt**

**NOTE:** The code will be tested using the cloud on the Engineering student desktop.

Instructions must be included for the grader to be able to use the correct tool on the Engineering student desktop to build the application using the plain text source code file submitted and run the simulation.

Remote Connection - <https://portal.eng.fau.edu/> Description and instructions: [http://tsg.eng.fau.edu/](http://tsg.eng.fau.edu/software/vmware-remote-desktop-access/)

Algorithms and data :

1. **FCFS non preemptive**
2. **MLFQ**

# Multilevel Feedback Queue (preemptive – absolute priority in higher queues)

Queue 1 uses RR scheduling with Tq = 6 Queue 2 uses RR scheduling with Tq = 12 Queue 3 uses FCFS

All processes enter first queue 1. If time quantum (Tq) expires before CPU burst is complete, the process is downgraded to next lower priority queue. Processes are not downgraded when preempted by a higher queue level process. Once a process has been downgraded, it will not be upgraded.

**Assumptions:**

1. All processes are activated at time 0
2. Assume that no process waits on I/O devices.
3. After completing an I/O event, a process is transferred to the ready queue.
4. Waiting time is accumulated while a process waits in the ready queue.
5. Turnaround time is a total of (Waiting time) + (CPU burst time) + (I/O time)
6. Response time is the first measure of waiting time from arrival at time 0 until the first time on the CPU

Process Data:

process goes {CPU burst, I/O time, CPU burst, I/O time, , last CPU burst}

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| P1 | { | 6, 21, 9, 28, 5, 26, 4, | 22, 3, | 41, 6, | 45, | 4, 27, 8 , 27, 3 } |  |
| P2 | { | 19, 48, 16, 32, 17, 29, | 6, 44, | 8, 34, | 21, | 34, 19, 39, 10, 31, 7 | } |

P3 { 12, 14, 6, 21, 3, 29, 7, 45, 8, 54, 11, 44, 9 }

P4 { 11, 45, 5, 41, 6, 45, 8, 51, 4, 61, 13, 54, 11, 61, 10 }

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| P5 | { | 16, | 22, | 15, | 21, | 12, | 31, | 14, | 26, | 13, | 31, | 16, | 18, | 12, 21, 10, 33, | 11 } |
| P6 | { | 20, | 31, | 22, | 30, | 25, | 29, | 11, | 44, | 17, | 34, | 18, | 31, | 6, 22, 16 } |  |

P7 { 3, 44, 7, 24, 6, 34, 5, 54, 4, 24, 7, 44, 6, 54, 5, 21, 6, 43, 4 }

P8 { 15, 50, 4, 23, 11, 31, 4, 31, 3, 47, 5, 21, 8, 31, 6, 44, 9}

Sharing code includes posting completed work (code) before the assignment official deadline onto sites such as GitHub, emailing code to other students, allowing any access to your work before the official deadline has passed. Other code sharing offenses include submitting another person’s work as your own, this includes taking code off sites such as GitHub, Chegg, etc.

Modifying code and submitting it as your own is a fraudulent practice—specifically, plagiarism—and is no different than copying paragraphs of information from a book or journal article and calling it your own

(make sure that you work independently within your group and submit only your own code)

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