

Experiment no 7

Name: Shawn Louis

SE COMPS

Roll No: 31

Aim : Write a program to implement CPU scheduling algorithm - Round robin algorithm

Theory :

Round Robin is a CPU scheduling algorithm where each process is assigned a fixed time slot in a cyclic way.

- It is simple, easy to implement, and starvation-free as all processes get fair share of CPU.
- One of the most commonly used technique in CPU scheduling as a core.
- It is preemptive as processes are assigned CPU only for a fixed slice of time at most.
- The disadvantage of it is more overhead of context switching.

Round Robin Example:

Process	Duration	Order	Arrival Time
P1	3	1	0
P2	4	2	0
P3	3	3	0

Suppose time quantum is 1 unit.

P1	P2	P3	P1	P2	P3	P1	P2	P3	P2
0									10

P1 waiting time : 4

The average waiting time(AWT) : $(4+6+6)/3=5.33$

P2 waiting time: 6

P3 waiting time: 6

Algorithm :

Steps to find waiting times of all processes:

- 1- Create an array rem_bt[] to keep track of remaining burst time of processes. This array is initially a copy of bt[] (burst times array)
- 2- Create another array wt[] to store waiting times of processes. Initialize this array as 0.
- 3- Initialize time : t = 0
- 4- Keep traversing the all processes while all processes

are not done. Do following for i'th process if it is not done yet.

a- If `rem_bt[i] > quantum`

(i) `t = t + quantum`

(ii) `bt_rem[i] -= quantum;`

c- Else // Last cycle for this process

(i) `t = t + bt_rem[i];`

(ii) `wt[i] = t - bt[i]`

(ii) `bt_rem[i] = 0; // This process is over`

Output :

Code :

```
import operator
```

```
class process:
```

```
    def __init__(self,no,bt,order,at,start=-1,end=-1,done=False,tat=-1,wt=-1):
```

```
        self.no=no
```

```
        self.bt=bt
```

```
        self.order=order
```

```
        self.at=at
```

```
        self.start=start
```

```
        self.end=end
```

```
        self.done=done
```

```
        self.tat=tat
```

```
        self.wt=wt
```

```
        self.tempbt=bt
```

```
l=[]
```

```
time=0
```

```
no=3
```

```
q=1
```

```
def cinput():
```

```
    global l,no,q;
```

```
    no=int(input('enter no of process'))
```

```
    q=int(input('time quantum'))
```

```
    for i in range(no):
```

```
        print('enter process no ,bt,order,at')
```

```
        tl=list(map(int,input().split()))
```

```
        l.append(process(tl[0],tl[1],tl[2],tl[3]))
```

```
def display():
```

```
    for i in range(no):
```

```
        print(l[i].no,l[i].bt,l[i].order,l[i].at)
```

```
cinput()
```

```
l.sort(key=operator.attrgetter('at'))
```

```
tk=[]
```

```
bursttime=[]
```

```
for i in range(no):
```

```
    tk.append(l[i].at)
```

```

        bursttime.append(l[i].bt)
bts=sum(bursttime)
time=min(tk)
display()
print()
while (time<bts):
    for a in l:
        if(a.at<=time and a.done==False):
            temptime=time+q
            a.start=time

            while time<temptime and a.done==False:
                time+=1
                a.bt-=1
                if(a.bt==0):
                    a.end=time
                    a.done=True

avgt=0
avgw=0
for i in range(no):
    l[i].tat=l[i].end-l[i].at
    l[i].wt=l[i].tat-l[i].tempbt
    avgt+=l[i].tat
    avgw+=l[i].wt
    print('P{} CT={}s. TAT={}s. WT={}s.'.format(l[i].no,l[i].end,l[i].tat,l[i].wt))
print("Average TAT={}s. Average WaitTime={}s.".format(avgt/no,avgw/no))

```

Output:

```

enter no of process3
time quantum1
enter process no ,bt,order,at
1 3 1 0
enter process no ,bt,order,at
2 4 2 0
enter process no ,bt,order,at
3 3 3 0
1 3 1 0
2 4 2 0
3 3 3 0

P1 CT=7s. TAT=7s. WT=4s.
P2 CT=10s. TAT=10s. WT=6s.
P3 CT=9s. TAT=9s. WT=6s.
Average TAT=8.666666666666666s. Average WaitTime=5.333333333333333s.

```

Conclusion:

In this experiment we have implemented the round robin method and output for the same has been recorded. The key factor about this algorithm is that it avoids starvation and this factor was studied and justified.