

# LAB 2 discussion

# Simulation based Process Scheduling

- Explore multiple Schedulers and what OS tracks
- You will learn how to write a Discrete Event Simulator
- Specification of Process and Random Behavior

Process-1	0	200	40	90
	40	100	10	40
	50	20	10	10
Process-4	60	200	5	20

process  
arrival/start

Total  
CPU-time

CPU  
Burst

IO  
Burst

- Cpu-burst = random ( range [ 1.. Proc.cpu\_burst ] )
- Ioburst = random ( range [ 1.. Proc.io\_burst ] )

# What you will generate ?

```
$ cat input4
```

```
0 200 40 90
40 100 10 40
50 20 10 10
60 200 5 20
```

```
$ ./sched -sF input4 rfile
```

FCFS

0000:	0	200	40	90	2		575	575	360	15
0001:	40	100	10	40	4		532	492	300	92
0002:	50	20	10	10	2		82	32	10	2
0003:	60	200	5	20	4		1174	1114	773	141
SUM:	1174	44.29	81.26	553.25	62.50	0.341				

↑  
Total Sim time

↑  
CPU Utilization

↑  
I/O Utilization

↑  
Avg  
Turnaround time

↑  
Avg  
Wait time

↑  
Throughput

static-prio

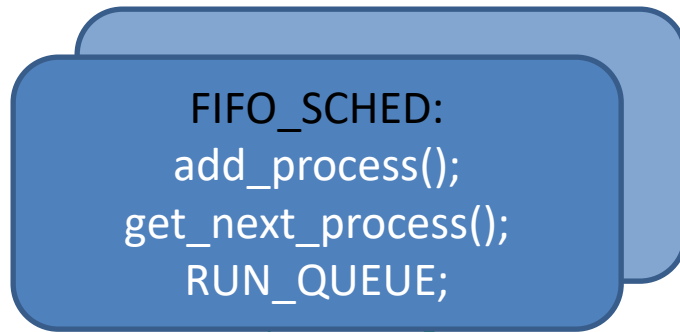
Finish Time

Turnaround time

I/O Time

CPU Wait time

# Generic Structure of your Lab-2 infrastructure



Generic Interface  
Allows for plugging  
Different schedulers

(\*add\_process());

(\*get\_next\_process());

## *Simulation and Scheduler Interaction*

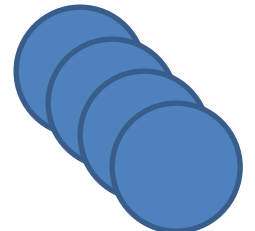
```
While (get_event()) {  
    decode_event() and run action(); // see next page  
}
```

get\_event()

put\_event()

rm\_event()

Processes



Event

Timestamp  
Process  
oldstate  
newstate

DES-Layer



Time ordered

```

void Simulation() {
    EVENT* evt;
    bool CALL_SCHEDULER = false;
    while( (evt = get_event()) ) {
        Process *proc = evt->evtProcess;    // this is the process the event works on
        CURRENT_TIME = evt->evtTimeStamp;    // time jumps discretely
        timeInPrevState = CURRENT_TIME - proc->state_ts; // good for accounting
        delete evt; evt = nullptr;    //remove current event object from Memory and don't touch anymore

        switch(evt->transition) { // which state to transition to?
        case TRANS_TO_READY:
            // must come from BLOCKED or from PREEMPTION
            // must add to run queue
            CALL_SCHEDULER = true; // conditional on whether something is run
            break;

        case TRANS_TO_RUN:
            // create event for either preemption or blocking
            break;

        case TRANS_TO_BLOCK:
            //create an event for when process becomes READY again
            CALL_SCHEDULER = true;
            break;

        case TRANS_TO_PREEMPT:
            // add to runqueue (no event is generated)
            CALL_SCHEDULER = true;
            break;
        }

        if(CALL_SCHEDULER) {
            if (get_next_event_time() == CURRENT_TIME) {
                continue; //process all events at the same time before scheduling
            }
            CALL_SCHEDULER = false;
            if (CURRENT_RUNNING_PROCESS == nullptr) {
                CURRENT_RUNNING_PROCESS = THE_SCHEDULER->get_next_process();
                if (CURRENT_RUNNING_PROCESS == nullptr)
                    continue;
                // create event to make process runnable for same time.
            }
        }
    }
}

```

## ./sched -v -e input\_show rfile

ShowEventQ: 0:0 20:1

0 0 0: CREATED -> READY

AddEvent(0:0:RUNNG): 20:1:READY ==> 0:0:RUNNG 20:1:READY

0 0 0: READY -> RUNNG cb=8 rem=100 prio=1

AddEvent(8:0:BLOCK): 20:1:READY ==> 8:0:BLOCK 20:1:READY

8 0 8: RUNNG -> BLOCK ib=2 rem=92

AddEvent(10:0:READY): 20:1:READY ==> 10:0:READY 20:1:READY

10 0 2: BLOCK -> READY

AddEvent(10:0:RUNNG): 20:1:READY ==> 10:0:RUNNG 20:1:READY

10 0 0: READY -> RUNNG cb=10 rem=92 prio=1

AddEvent(20:0:BLOCK): 20:1:READY ==> 20:1:READY 20:0:BLOCK

20 1 0: CREATED -> READY

20 0 10: RUNNG -> BLOCK ib=7 rem=82

AddEvent(27:0:READY): ==> 27:0:READY

AddEvent(20:1:RUNNG): 27:0:READY ==> 20:1:RUNNG 27:0:READY

20 1 0: READY -> RUNNG cb=7 rem=100 prio=3

AddEvent(27:1:BLOCK): 27:0:READY ==> 27:0:READY 27:1:BLOCK

## Input file

0 100 10 10

20 100 20 10

## RESULTS OF SIMULATION

FCFS

0000: 0 100 10 10 2 | 234 234 89 45

0001: 20 100 20 10 4 | 226 206 77 29

SUM: 234 85.47 57.26 220.00 37.00 0.855

./sched -v -e input\_show rfile

Input file

0 100 10 10  
20 100 20 10

ShowEventQ: 0:0 20:1

line triggered by "-v"  
Timestamp pid howlong:  
FROM -> TO

0 0 0: CREATED -> READY

AddEvent(0:0:RUNNG): 20:1:READY ==> 0:0:RUNNG 20:1:READY

0 0 0: READY -> RUNNG cb=8 rem=100 prio=1

AddEvent(8:0:BLOCK): 20:1:READY ==> 8:0:BLOCK 20:1:READY

One Event

8 0 8: RUNNG -> BLOCK ib=2 rem=92

AddEvent(10:0:READY): 20:1:READY ==> 10:0:READY 20:1:READY

10 0 2: BLOCK -> READY

AddEvent(10:0:RUNNG): 20:1:READY ==> 10:0:RUNNG 20:1:READY

line triggered by "-e"  
event added: (time,pid,transition)  
EventQ-Before → EventQ-After  
(should be time ordered)

10 0 0: READY -> RUNNG cb=10 rem=92 prio=1

AddEvent(20:0:BLOCK): 20:1:READY ==> 20:1:READY 20:0:BLOCK

20 1 0: CREATED -> READY

20 0 10: RUNNG -> BLOCK ib=7 rem=82

AddEvent(27:0:READY): ==> 27:0:READY

AddEvent(20:1:RUNNG): 27:0:READY ==> 20:1:RUNNG 27:0:READY

20 1 0: READY -> RUNNG cb=7 rem=100 prio=3

AddEvent(27:1:BLOCK): 27:0:READY ==> 27:0:READY 27:1:BLOCK

./sched -v -t input\_show rfile

Input file

0 100 10 10  
20 100 20 10

0 0 0: CREATED -> READY  
SCHED (1): 0:0  
0 0 0: READY -> RUNNG cb=8 rem=100 prio=1  
8 0 8: RUNNG -> BLOCK ib=2 rem=92  
SCHED (0):  
10 0 2: BLOCK -> READY  
SCHED (1): 0:10  
10 0 0: READY -> RUNNG cb=10 rem=92 prio=1  
20 1 0: CREATED -> READY  
20 0 10: RUNNG -> BLOCK ib=7 rem=82  
SCHED (1): 1:20  
20 1 0: READY -> RUNNG cb=7 rem=100 prio=3  
27 0 7: BLOCK -> READY  
27 1 7: RUNNG -> BLOCK ib=9 rem=93  
SCHED (1): 0:27  
27 0 0: READY -> RUNNG cb=7 rem=82 prio=1  
34 0 7: RUNNG -> BLOCK ib=1 rem=75  
SCHED (0):  
35 0 1: BLOCK -> READY  
SCHED (1): 0:35  
35 0 0: READY -> RUNNG cb=9 rem=75 prio=1  
36 1 9: BLOCK -> READY  
44 0 9: RUNNG -> BLOCK ib=9 rem=66  
SCHED (1): 1:36  
44 1 8: READY -> RUNNG cb=11 rem=93 prio=3  
53 0 9: BLOCK -> READY  
55 1 11: RUNNG -> BLOCK ib=4 rem=82

line triggered by “-t” to show scheduler runqueue

SCHED(len): { “pid:timestamp” }\*

where len is length of RQ followed by RQ entries

Current cpu-burst

Current io-burst

Dynamic priority

Remaining cputime