



OPERATING SYSTEM REPORT

CPU SCHEDULING

Arife Gül Yalçın

B1605.090054

Java implementation of 4 CPU scheduling algorithms: *First Come First Serve (FCFS)*, *Shortest Job First (SJF)*, *Round Robin-3 (RR-3)* and *Round Robin-5 (RR-5)*.

1. First Come First Serve

It is the simplest algorithm to implement. The process with the minimal arrival time will get the CPU first. The lesser the arrival time, the sooner will the process gets the CPU. It is the non-preemptive type of scheduling.

IMPLEMENTATION

- ✓ The file is read (filename).
- ✓ Process ids specified as String in the file are imported (processId). Arrival time is synchronized to 0 (arrivalTime). The burst times specified as integer are taken (cpuTime).
- ✓ Completion Timer is synchronized to something temporary (temp) each time. Then each new job is collected with cpuTime (burst time) and Completion Time is obtained.
- ✓ With each new job, Completion Time is gathered with cpuTime (burst time) and synchronized to something temporary (temp) each time. Completion Time is obtained.
- ✓ temp-getArrivalTime () is equal to turnaround time (turnAround Time).
- ✓ turnAroundTime-getCpuTime() is equal to waiting time(waitingTime).

```

=====
First Come First Served
=====
Process ID | Arrival time | Burst time | Completion time | Turnaround time | Waiting time
=====
Job101 | 0 | 7 | 7 | 7 | 0
-----
Job102 | 0 | 4 | 11 | 11 | 7
-----
Job103 | 0 | 14 | 25 | 25 | 11
-----
Job104 | 0 | 19 | 44 | 44 | 25
-----
Job105 | 0 | 2 | 46 | 46 | 44
-----
Job106 | 0 | 5 | 51 | 51 | 46
-----
Job107 | 0 | 15 | 66 | 66 | 51
-----
=====
Avg waiting time:26.285714285714285
=====
Avg turn around time:35.714285714285715
=====

```

Figure 1 . Output from my program (FCFS/Test-1)

```

=====
First Come First Served
=====
Process ID | Arrival time | Burst time | Completion time | Turnaround time | Waiting time
=====
Job201 | 0 | 22 | 22 | 22 | 0
-----
Job202 | 0 | 12 | 34 | 34 | 22
-----
Job203 | 0 | 4 | 38 | 38 | 34
-----
Job204 | 0 | 13 | 51 | 51 | 38
-----
Job205 | 0 | 7 | 58 | 58 | 51
-----
Job206 | 0 | 1 | 59 | 59 | 58
-----
Job207 | 0 | 9 | 68 | 68 | 59
-----
Job208 | 0 | 16 | 84 | 84 | 68
-----
Job209 | 0 | 2 | 86 | 86 | 84
-----
Job210 | 0 | 25 | 111 | 111 | 86
-----
Job211 | 0 | 5 | 116 | 116 | 111
-----
Job212 | 0 | 20 | 136 | 136 | 116
-----
=====
Avg waiting time:60.583333333333336
=====
Avg turn around time:71.91666666666667
=====

```

Figure 2 . Output from my program (FCFS/Test-2)

Job302		0		1		9		9		8

Job303		0		25		34		34		9

Job304		0		9		43		43		34

Job305		0		14		57		57		43

Job306		0		6		63		63		57

Job307		0		5		68		68		63

Job308		0		2		70		70		68

Job309		0		11		81		81		70

Job310		0		21		102		102		81

Job311		0		16		118		118		102

Job312		0		6		124		124		118

Job313		0		17		141		141		124

Job314		0		4		145		145		141

Job315		0		18		163		163		145

Job316		0		12		175		175		163

Job317		0		11		186		186		175

Job318		0		32		218		218		186

Job319		0		7		225		225		218

Job320		0		13		238		238		225

=====										
Avg waiting time:101.5										
=====										
Avg turn around time:113.4										

Figure 3 . Output from my program (FCFS/Test-3)

2. Shortest Job First

The job with the shortest burst time will get the CPU first. The lesser the burst time, the sooner will the process get the CPU. It is the non-preemptive type of scheduling.

IMPLEMENTATION

- ✓ The file is read (filename).
- ✓ Process ids specified as String in the file are imported (processId). Arrival time is synchronized to 0 (arrivalTime). The burst times specified as integer are taken (cpuTime).
- ✓ Sort all the process according to the cpuTime(Burst time).

- ✓ Then select that process which has minimum Burst time.
- ✓ After completion of process make a pool of process which after till the completion of previous process and select that process among the pool which is having minimum Burst time.
- ✓ Waiting Time is equal to i ($wt[q]$).
- ✓ Turnaround time is equal to burst time total waiting time ($tat[q] = i + bt[q]$).

3. Round Robin

In the Round Robin scheduling algorithm, the OS defines a time quantum (slice). All the processes will get executed in the cyclic way. Each of the process will get the CPU for a small amount of time (called time quantum) and then get back to the ready queue to wait for its next turn. It is a preemptive type of scheduling.

IMPLEMENTATION

- ✓ The file is read (filename).
- ✓ Process ids specified as String in the file are imported (processId). Arrival time is synchronized to 0 (arrivalTime). The burst times specified as integer are taken (cpuTime).
- ✓ An arraylist named job is determined.
- ✓ Initialize count = 0
- ✓ for loop is applied for job.
- ✓ Quantum is equal to tg and quantum is determined as 3 or 5 according to the Round Robin-3 or Round Robin-5 request.i (turnAround Time).
- ✓ $i\text{-getCpuTime}()$ is equal to waiting time (waitingTime).

```
=====
ROUND ROBIN-3
=====
Process ID | Arrival time | Burst time | Turnaround time | Waiting time
=====
Job101      0           |    7       |    36         |    29
-----
Job102      0           |    4       |    24         |    20
-----
Job103      0           |   14       |    56         |    42
-----
Job104      0           |   19       |    66         |    47
-----
Job105      0           |    2       |    14         |    12
-----
Job106      0           |    5       |    32         |    27
-----
Job107      0           |   15       |    62         |    47
-----
=====
Avg waiting time = 32.0
=====
Avg turn round time = 41.42857
=====
```

Figure 4 . Output from my program (Round Robin-3/Test-1)

```

=====
ROUND ROBIN-3
=====
Process ID | Arrival time | Burst time | Turnaround time | Waiting time
=====
Job201     0      |      22     |      132     |      110
-----
Job202     0      |      12     |      88      |      76
-----
Job203     0      |       4      |      40      |      36
-----
Job204     0      |      13     |     104      |      91
-----
Job205     0      |       7      |      70      |      63
-----
Job206     0      |       1      |      16      |      15
-----
Job207     0      |       9      |      73      |      64
-----
Job208     0      |      16     |     117      |     101
-----
Job209     0      |       2      |      24      |      22
-----
Job210     0      |      25     |     136      |     111
-----
Job211     0      |       5      |      57      |      52
-----
Job212     0      |      20     |     131      |     111
-----
=====
Avg waiting time = 71.0
=====
Avg turn round time = 82.333336
=====

```

Figure 5 . Output from my program (Round Robin-3/Test-2)

Job304	0		9		116		107
Job305	0		14		183		169
Job306	0		6		72		66
Job307	0		5		74		69
Job308	0		2		21		19
Job309	0		11		155		144
Job310	0		21		220		199
Job311	0		16		206		190
Job312	0		6		86		80
Job313	0		17		208		191
Job314	0		4		90		86
Job315	0		18		211		193
Job316	0		12		170		158
Job317	0		11		172		161
Job318	0		32		238		206
Job319	0		7		144		137
Job320	0		13		199		186

```

=====
Avg waiting time = 133.55
=====
Avg turn round time = 145.45
=====

```

Figure 6 . Output from my program (Round Robin-3/Test-3)

```

=====
ROUND ROBIN-5
=====
Process ID | Arrival time | Burst time | Turnaround time | Waiting time
=====
Job101      0      |      7      |      33      |      26
-----
Job102      0      |      4      |      9       |      5
-----
Job103      0      |     14      |     52       |     38
-----
Job104      0      |     19      |     66       |     47
-----
Job105      0      |      2      |     21       |     19
-----
Job106      0      |      5      |     26       |     21
-----
Job107      0      |     15      |     62       |     47
-----
=====
Avg waiting time = 29.0
=====
Avg turn round time = 38.42857
=====

```

Figure 7 . Output from my program (Round Robin-5/Test-1)

```

=====
ROUND ROBIN-5
=====
Process ID | Arrival time | Burst time | Turnaround time | Waiting time
=====
Job201      0      |     22      |     131      |     109
-----
Job202      0      |     12      |     95       |     83
-----
Job203      0      |      4      |     14       |     10
-----
Job204      0      |     13      |     98       |     85
-----
Job205      0      |      7      |     69       |     62
-----
Job206      0      |      1      |     25       |     24
-----
Job207      0      |      9      |     73       |     64
-----
Job208      0      |     16      |     119      |     103
-----
Job209      0      |      2      |     37       |     35
-----
Job210      0      |     25      |     136      |     111
-----
Job211      0      |      5      |     47       |     42
-----
Job212      0      |     20      |     129      |     109
-----
=====
Avg waiting time = 69.75
=====
Avg turn round time = 81.083336
=====

```

Figure 8 . Output from my program (Round Robin-5/Test-2)

Job304	0		9		104		95
Job305	0		14		167		153
Job306	0		6		110		104
Job307	0		5		31		26
Job308	0		2		33		31
Job309	0		11		168		157
Job310	0		21		226		205
Job311	0		16		210		194
Job312	0		6		126		120
Job313	0		17		212		195
Job314	0		4		62		58
Job315	0		18		215		197
Job316	0		12		190		178
Job317	0		11		191		180
Job318	0		32		238		206
Job319	0		7		153		146
Job320	0		13		199		186
=====							
Avg waiting time = 136.15							
=====							
Avg turn round time = 148.05							
=====							

Figure 9 . Output from my program (Round Robin-5/Test-3)

Program Strength	Program Weaknesses
✚ Versatility	✚ Too detail oriented
✚ Flexibility	✚ Too sensitive
✚ Focused	
✚ Honesty	
✚ Integrity	
✚ Continuous Learning	

CLASS DIAGRAM FOR CPU SCHEDULING PROGRAM

CPU SCHEDULING

