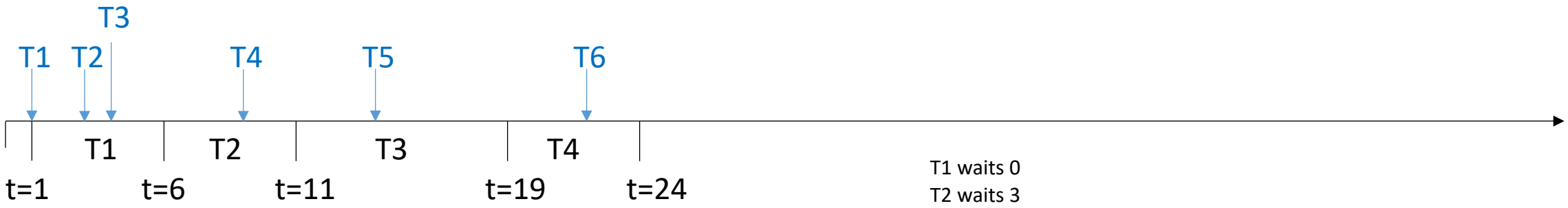
CS201 Fall 2019

Assignment #4: CPU Scheduler

diagrams showing behavior of the queues

DESexample:
FCFS scheduling of Things

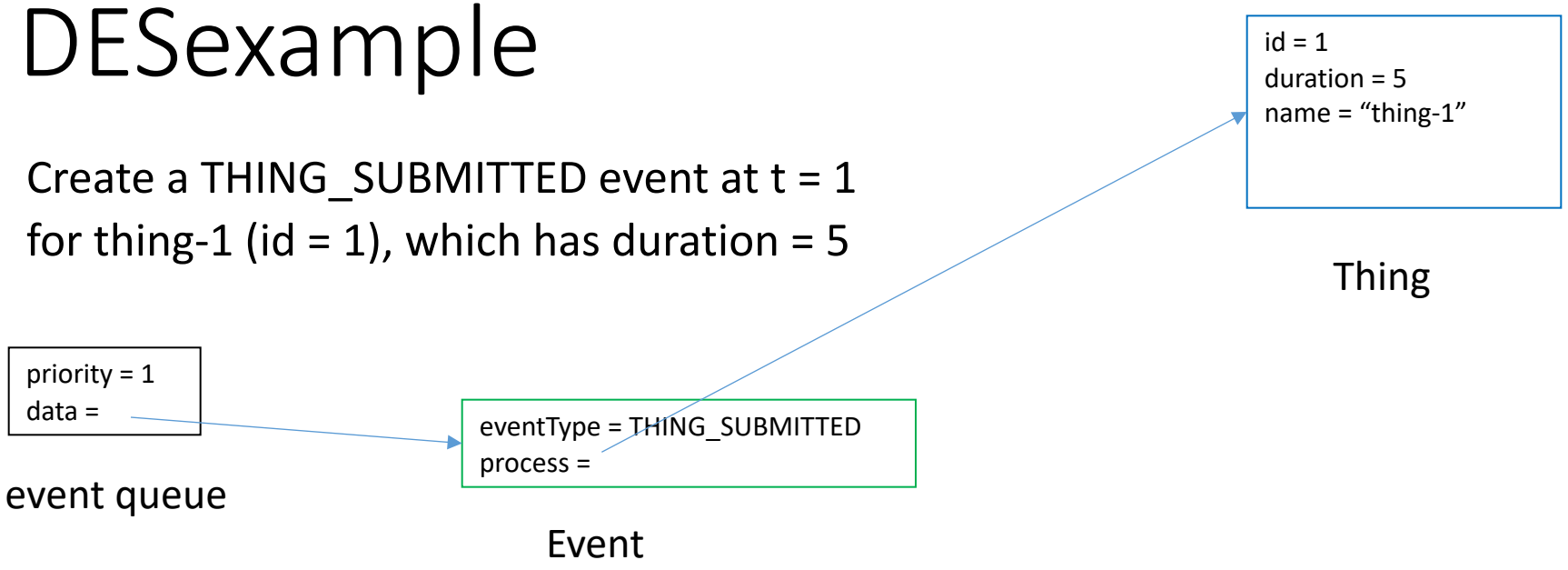
Thing	Submitted at	Duration
thing-1	t=1	5
thing-2	t=3	5
thing-3	t=4	8
thing-4	t=9	5
thing-5	t=14	10
thing-6	t=22	7
thing-7	t=28	14
thing-8	t=29	10
thing-9	t=30	12
thing-10	t=33	7



T1 waits 0
T2 waits 3
T3 waits 7
T4 waits 10

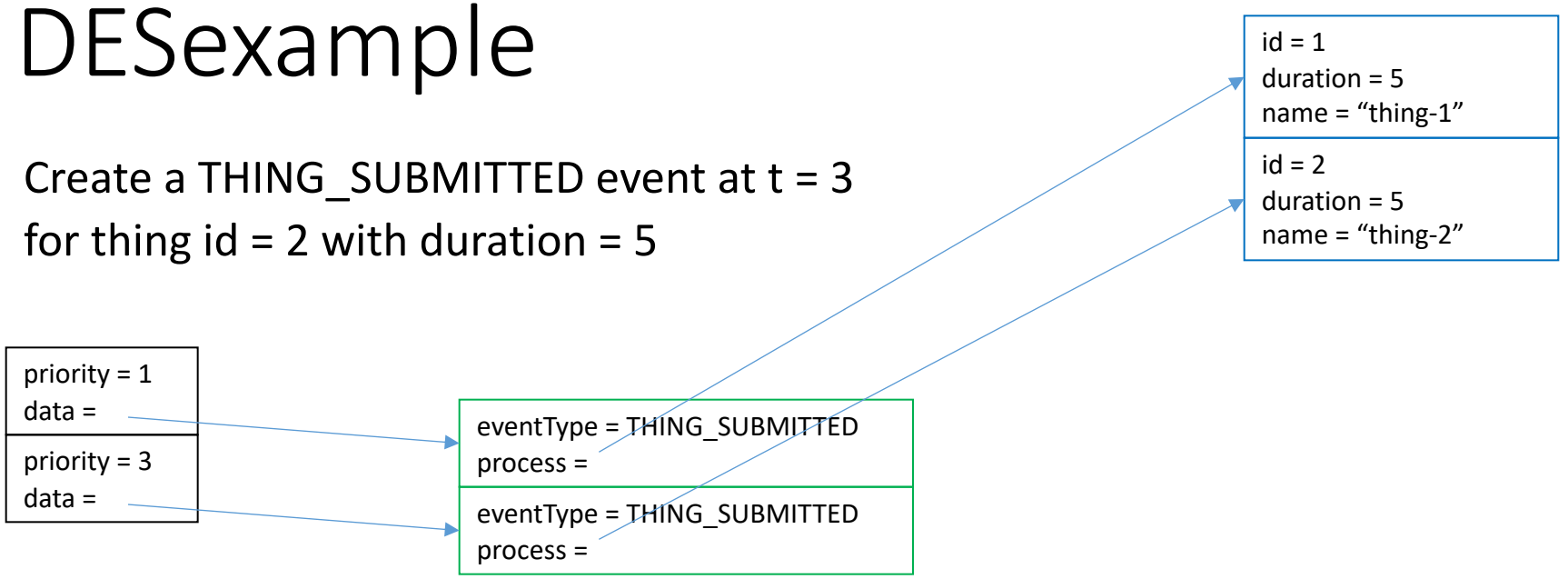
DESexample

Create a THING_SUBMITTED event at t = 1
for thing-1 (id = 1), which has duration = 5



DESexample

Create a THING_SUBMITTED event at t = 3
for thing id = 2 with duration = 5



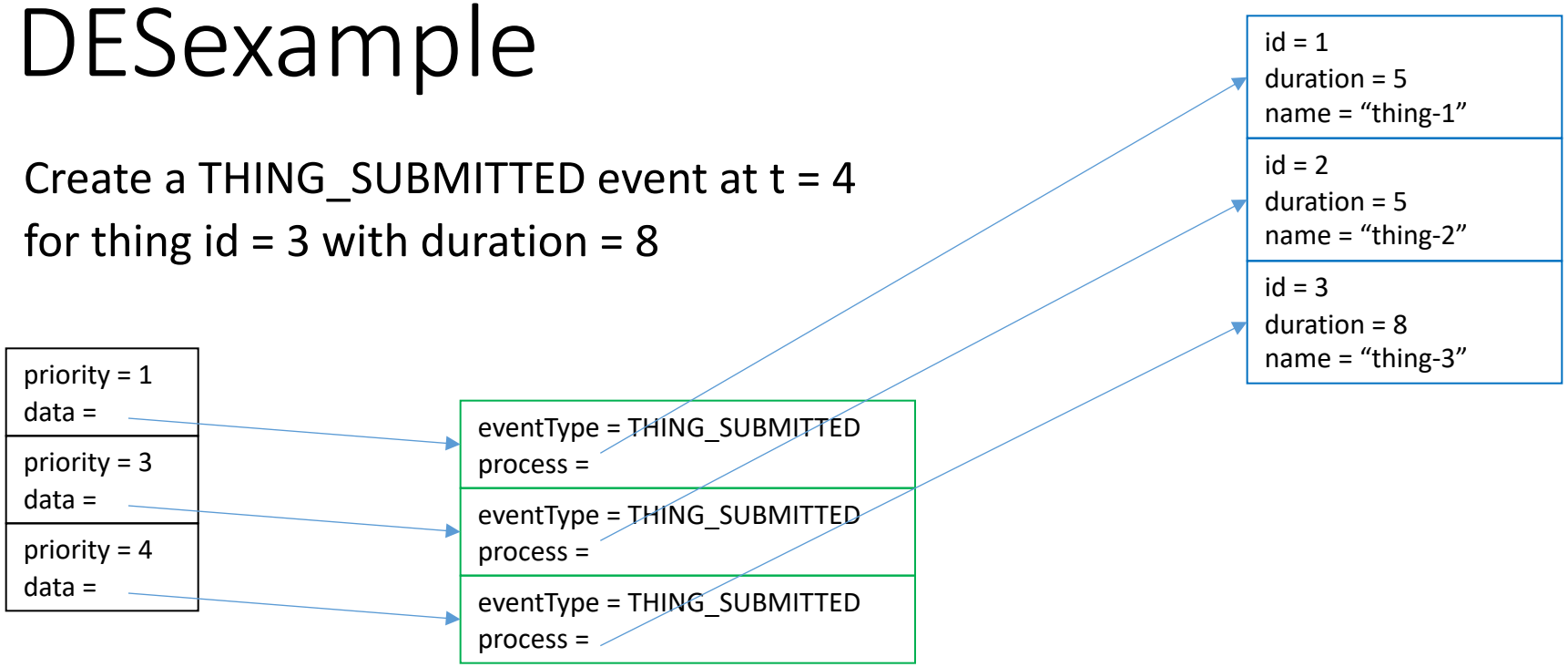
The event queue is FCFS: the priority of each item is the queue is the time that the event occurs

You don’t need a data structure to hold the Things in the system—each Event in the event queue will have a pointer to to a Thing

And each entry in the event queue will have a pointer to an Event

DESexample

Create a THING_SUBMITTED event at t = 4
for thing id = 3 with duration = 8



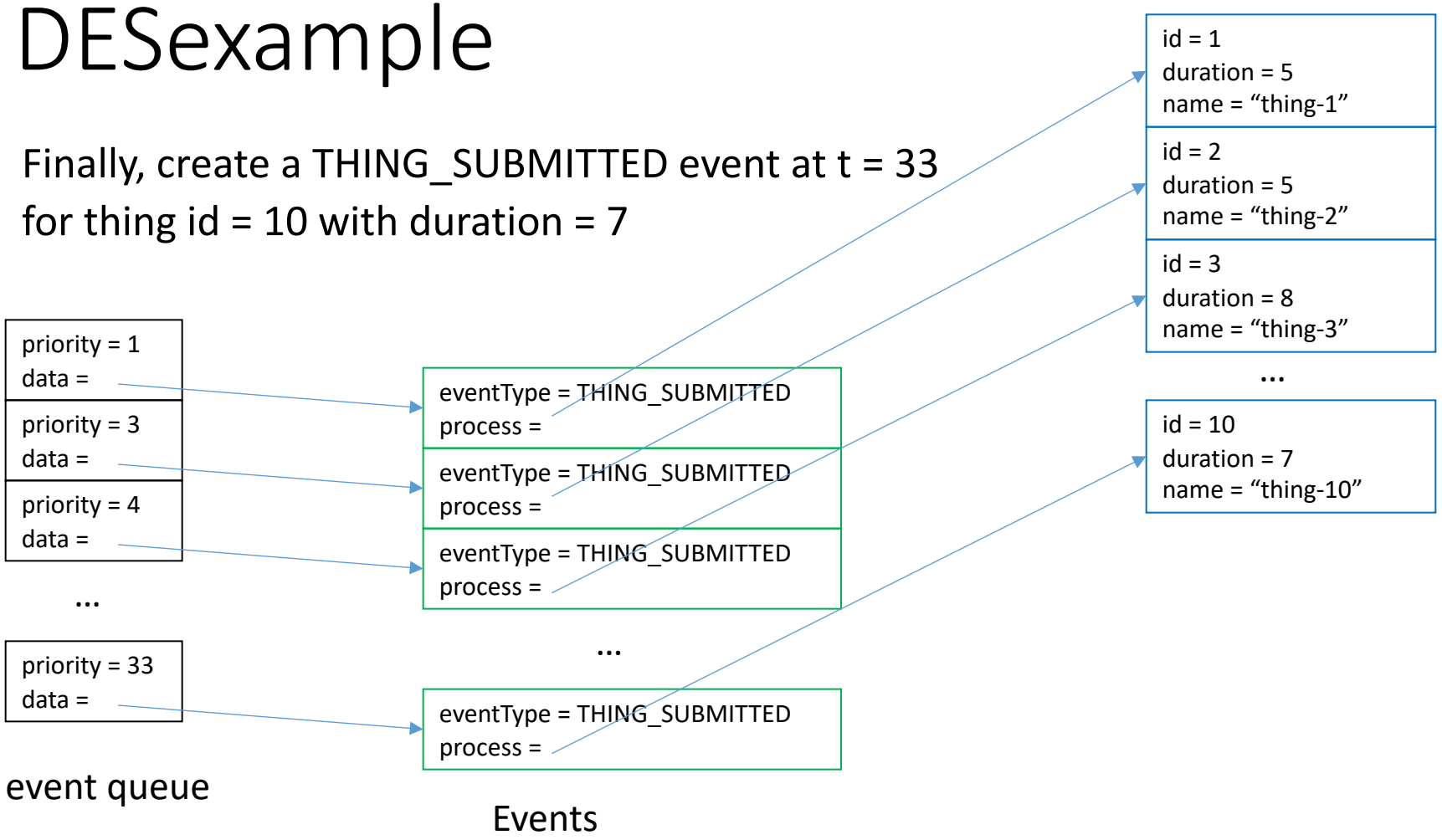
Things

event queue

Events

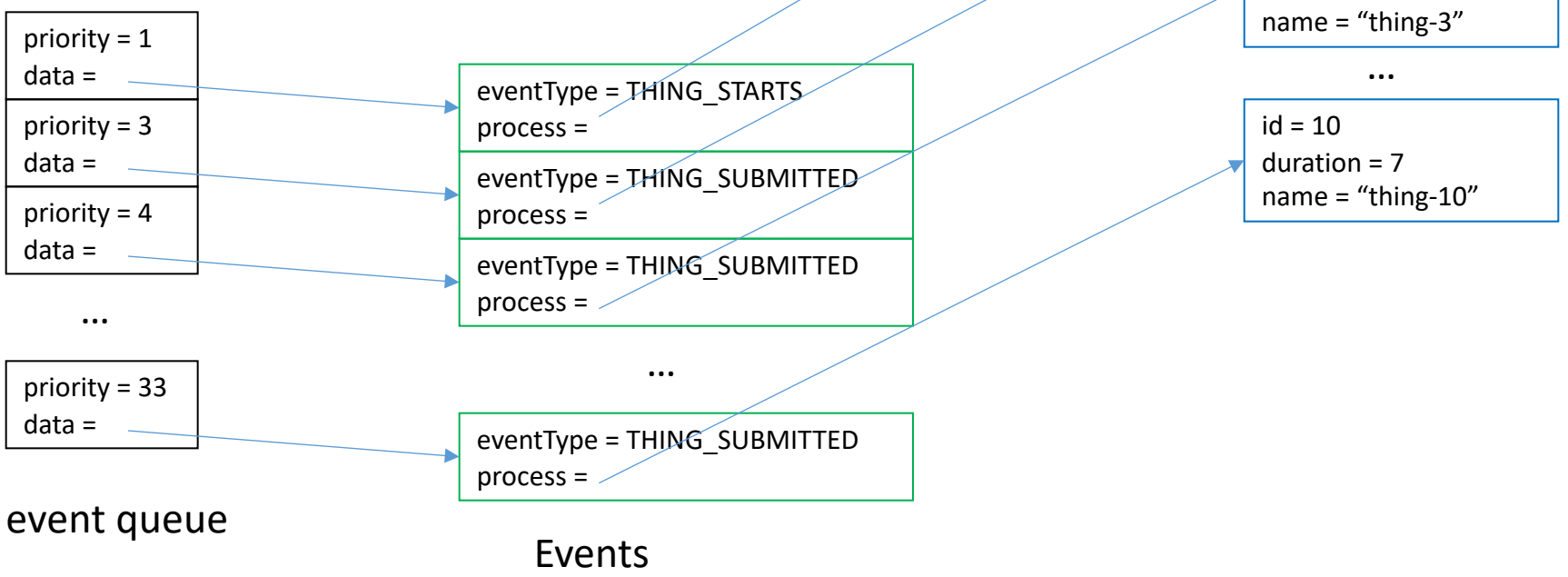
DESexample

Finally, create a THING_SUBMITTED event at t = 33
for thing id = 10 with duration = 7



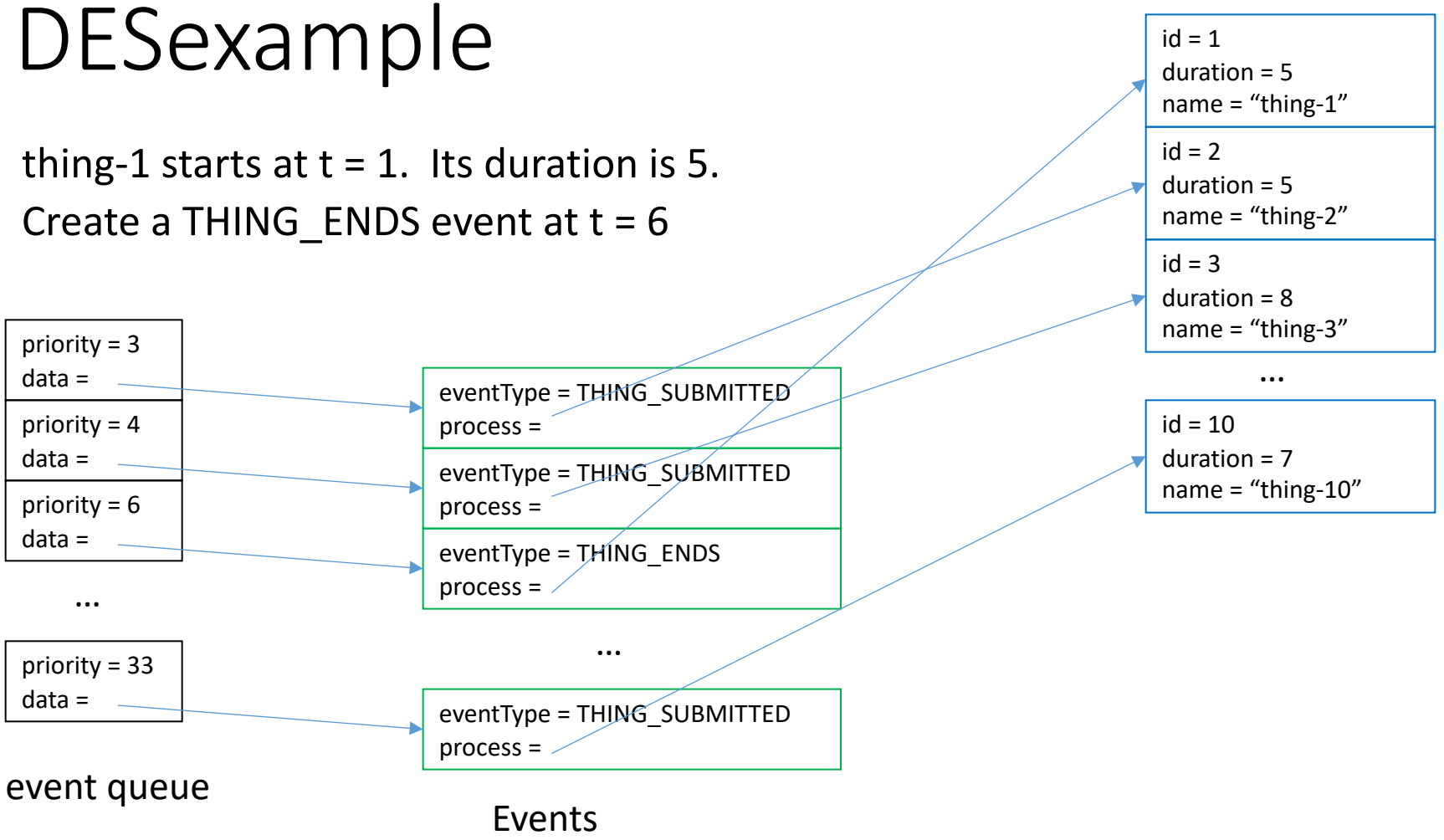
DESexample

Then, the simulation starts: the first event in the event queue happens at t = 1. Create a THING_STARTS event at t = 1 for thing id = 1 (duration = 5)



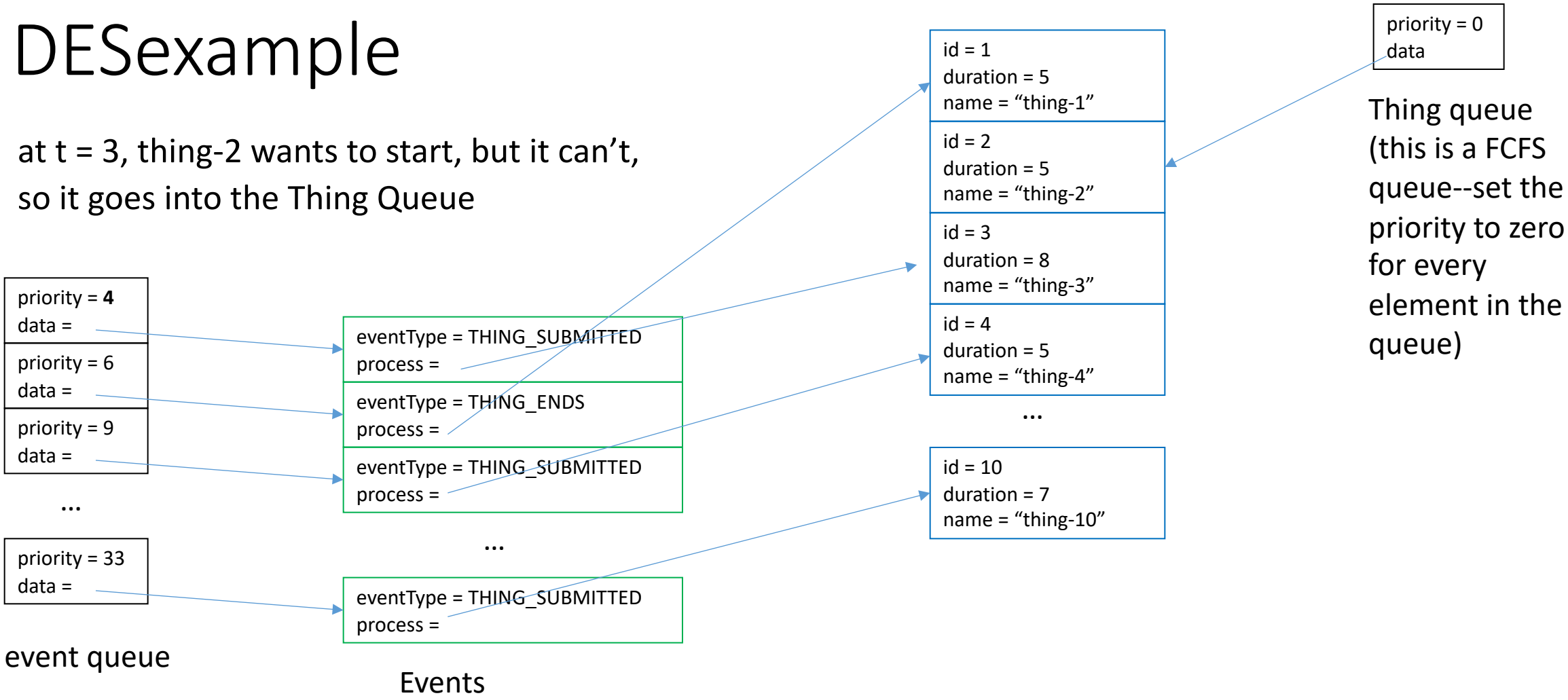
DESexample

thing-1 starts at t = 1. Its duration is 5.
Create a THING_ENDS event at t = 6



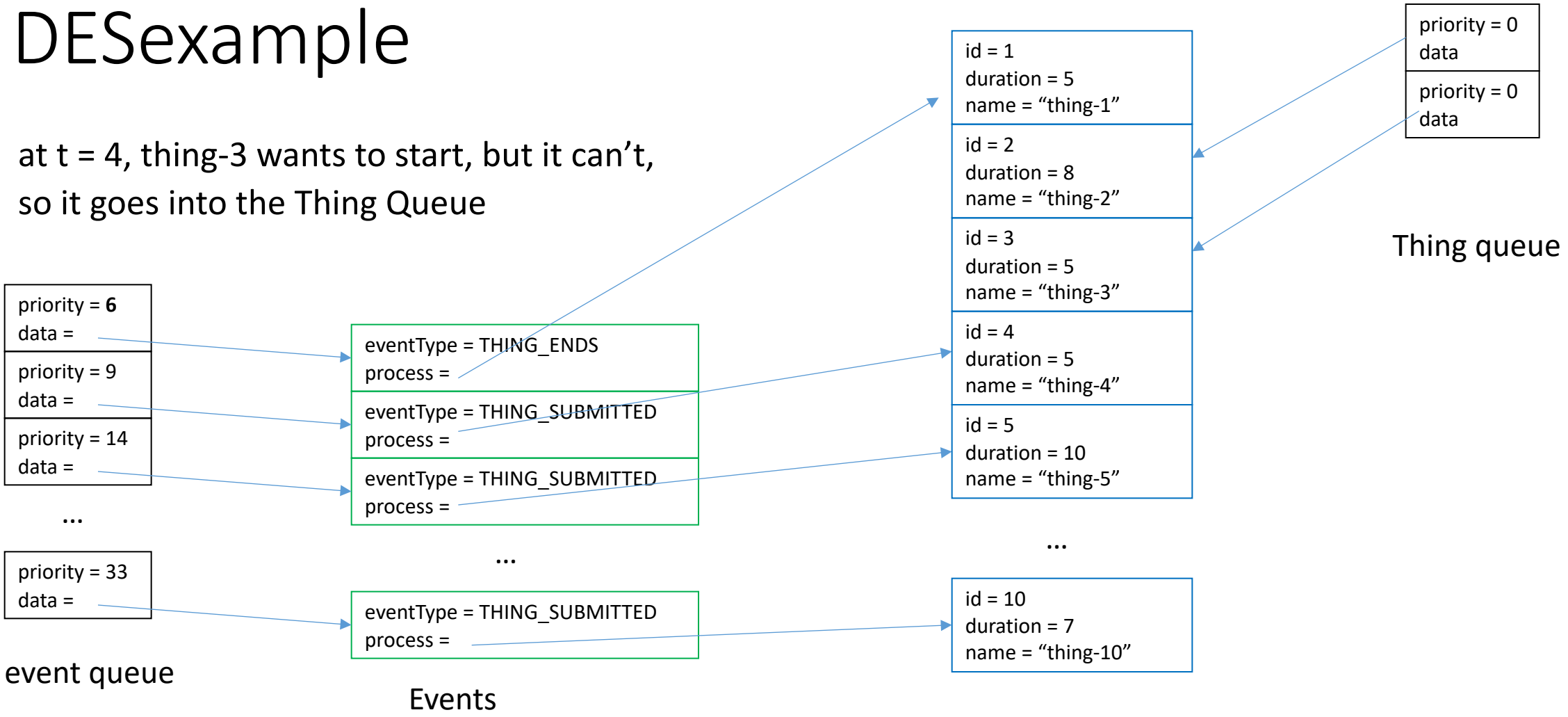
DESexample

at t = 3, thing-2 wants to start, but it can't, so it goes into the Thing Queue



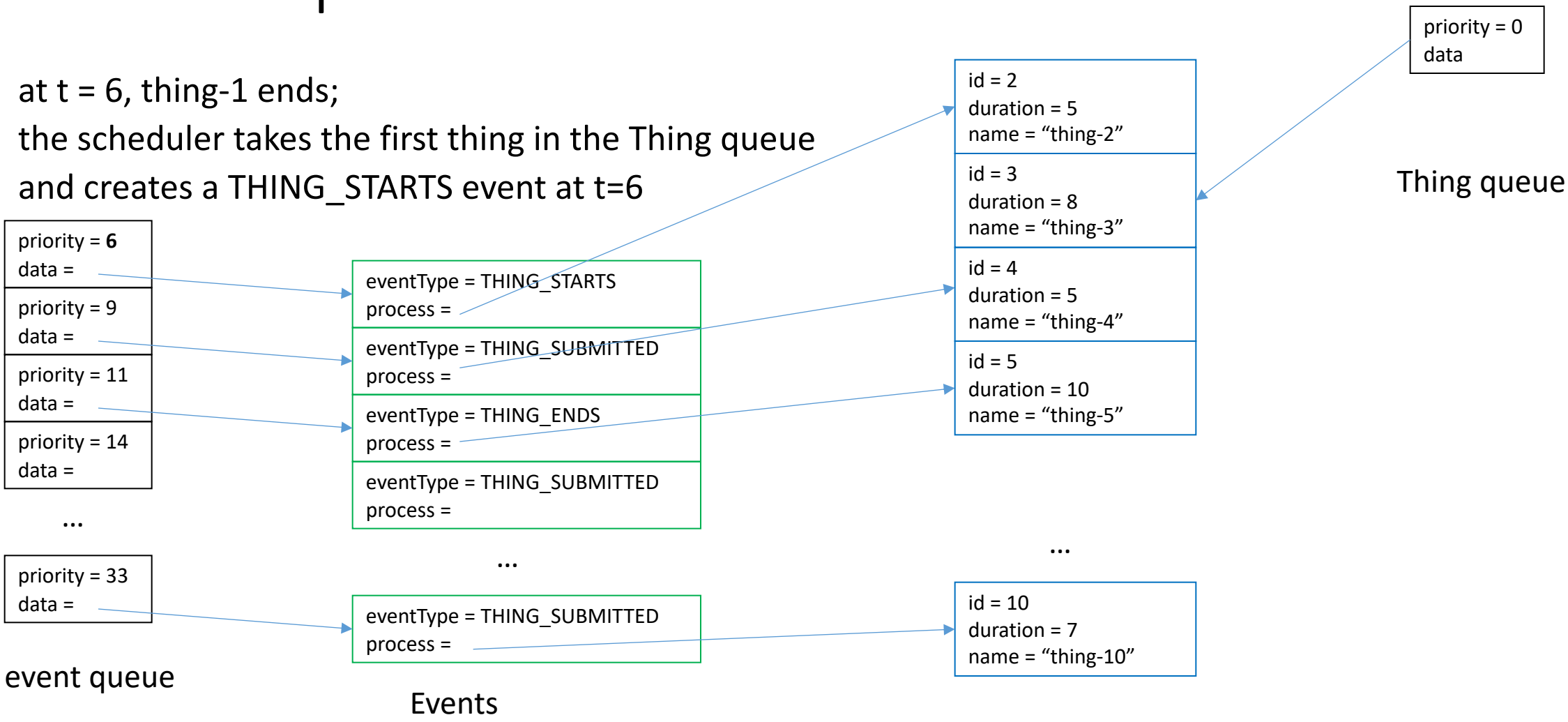
DESexample

at t = 4, thing-3 wants to start, but it can't,
so it goes into the Thing Queue



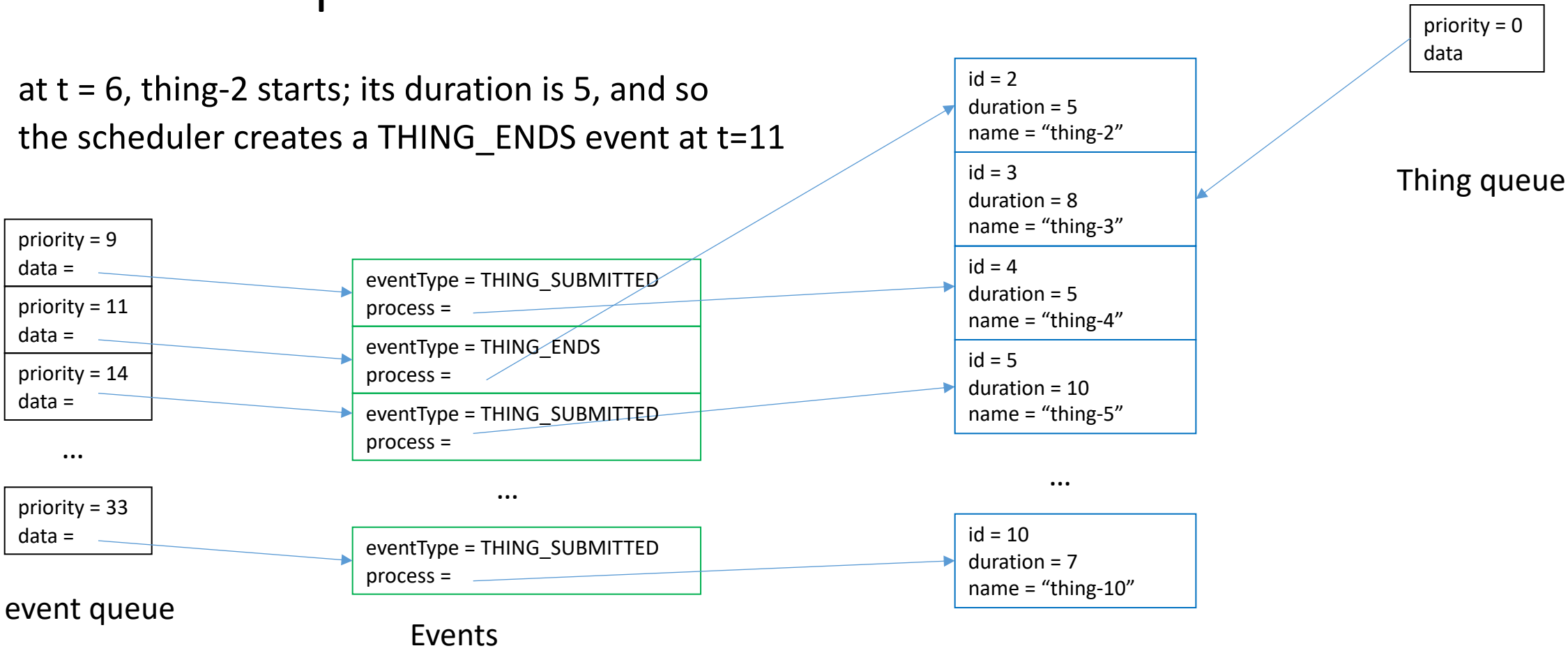
DESexample

at t = 6, thing-1 ends;
the scheduler takes the first thing in the Thing queue
and creates a THING_STARTS event at t=6



DESexample

at t = 6, thing-2 starts; its duration is 5, and so
the scheduler creates a THING_ENDS event at t=11



Diagrams showing the CPU Scheduler

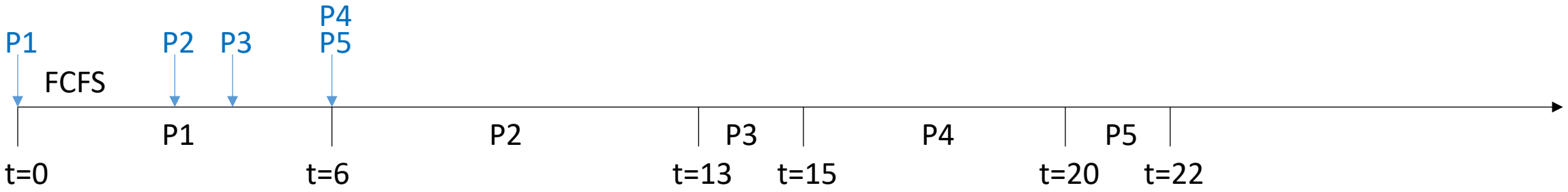
5 Processes

FCFS, SJF, RR simulations

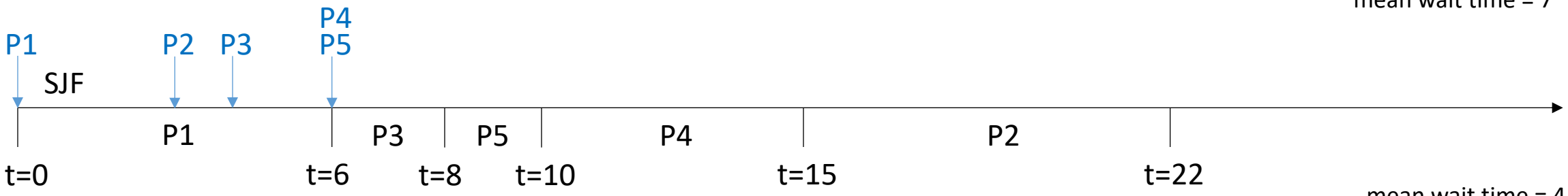
Processes

use these processes as your test case for Part I

Process	Submitted at	Burst time
pid=1	t=0	6 ms
pid=2	t=3	7 ms
pid=3	t=4	2 ms
pid=4	t=6	5 ms
pid=5	t=6	2 ms



mean wait time = 7

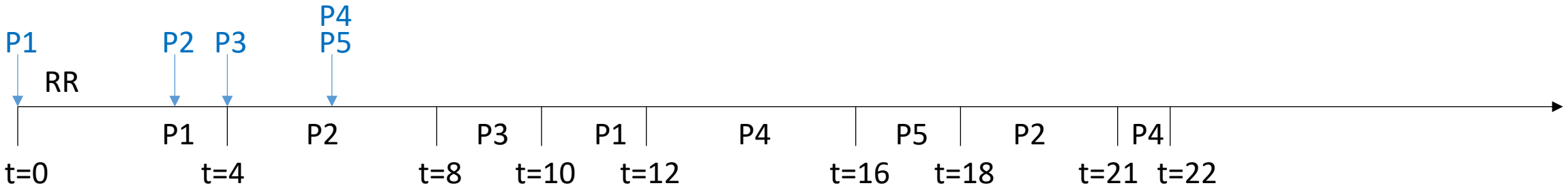


mean wait time = 4

RR, q=4

Here's the behavior of the system with round-robin scheduling, with quantum = 4

Process	Submitted at	Burst time
pid=1	t=0	6 ms
pid=2	t=3	7 ms
pid=3	t=4	2 ms
pid=4	t=6	5 ms
pid=5	t=6	2 ms



at t=4, P2 starts because it's the only process in the ready queue

at t=8, the ready queue is P3, P1, P4, P5, P2

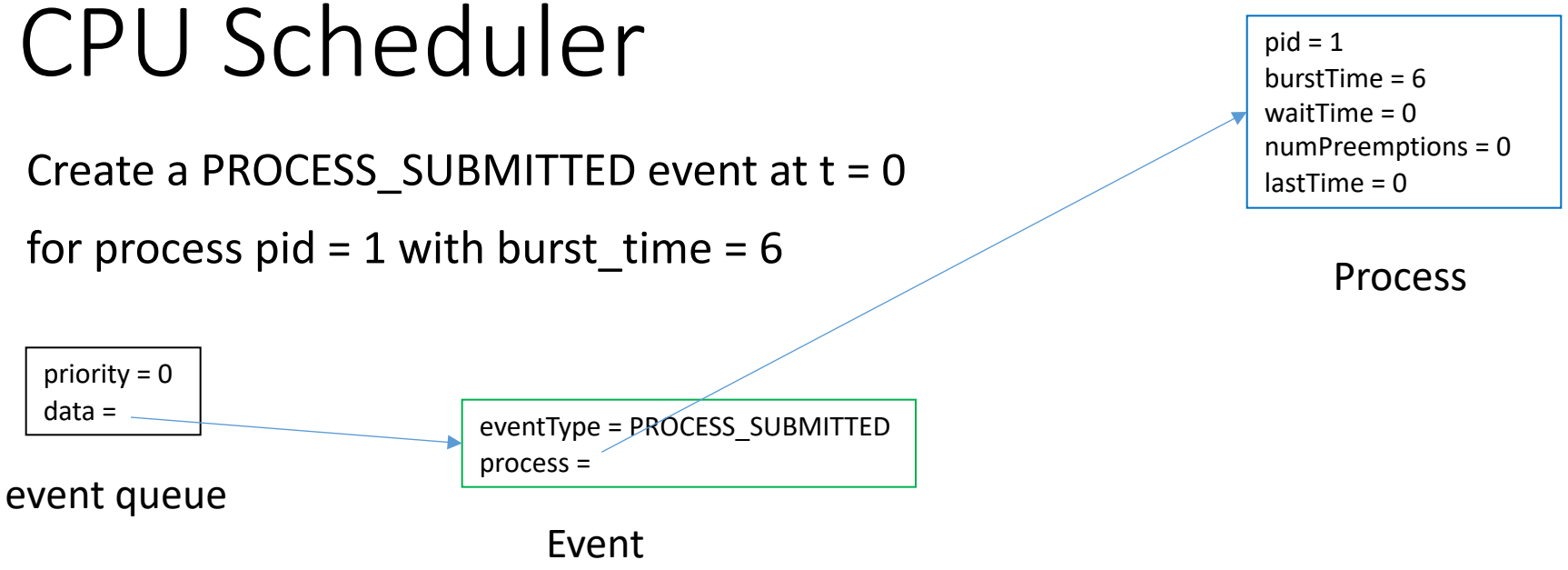
at t=16, the ready queue is P5, P2, P4

P1 wait time = 6
P2 wait time = 1+10=11
P3 wait time = 4
P4 wait time = 6+5=11
P5 wait time = 10
mean wait time = 8.4

CPU Scheduler

Create a PROCESS_SUBMITTED event at t = 0

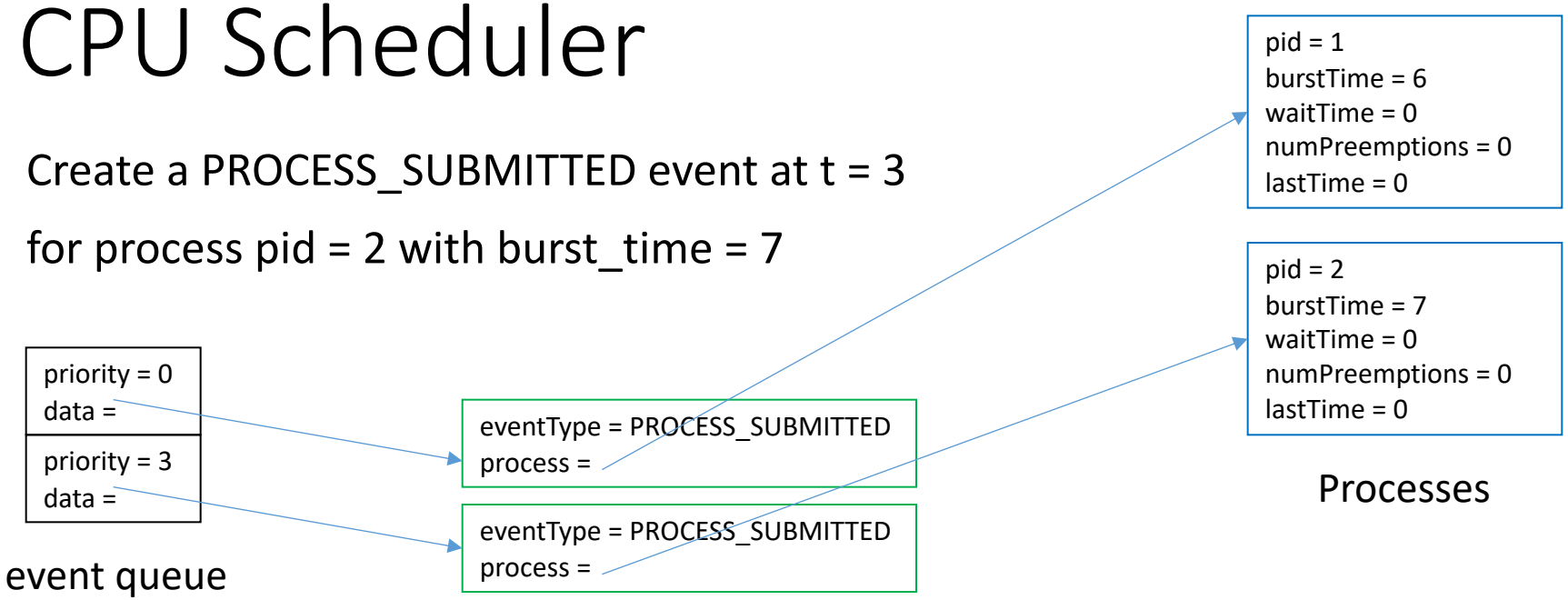
for process pid = 1 with burst_time = 6



CPU Scheduler

Create a PROCESS_SUBMITTED event at t = 3

for process pid = 2 with burst_time = 7



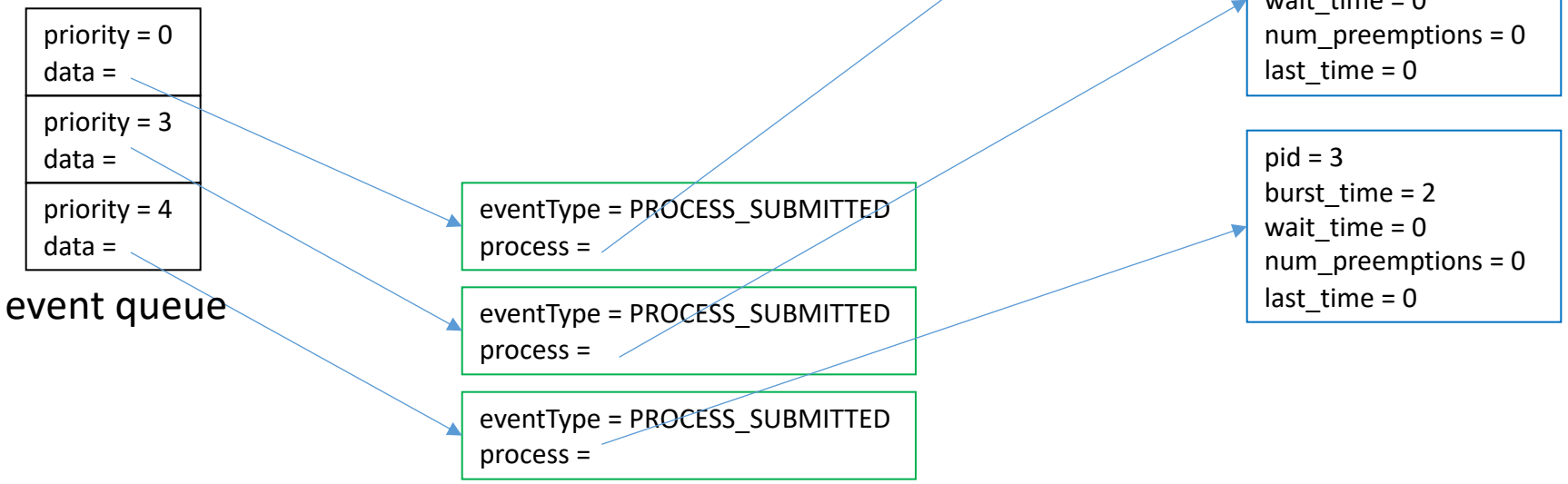
You don't need a data structure to hold the processes in the system—each Event in the event queue will have a pointer to to a process

And each entry in the event queue will have a pointer to an event

CPU Scheduler

Create a PROCESS_SUBMITTED event at t = 4

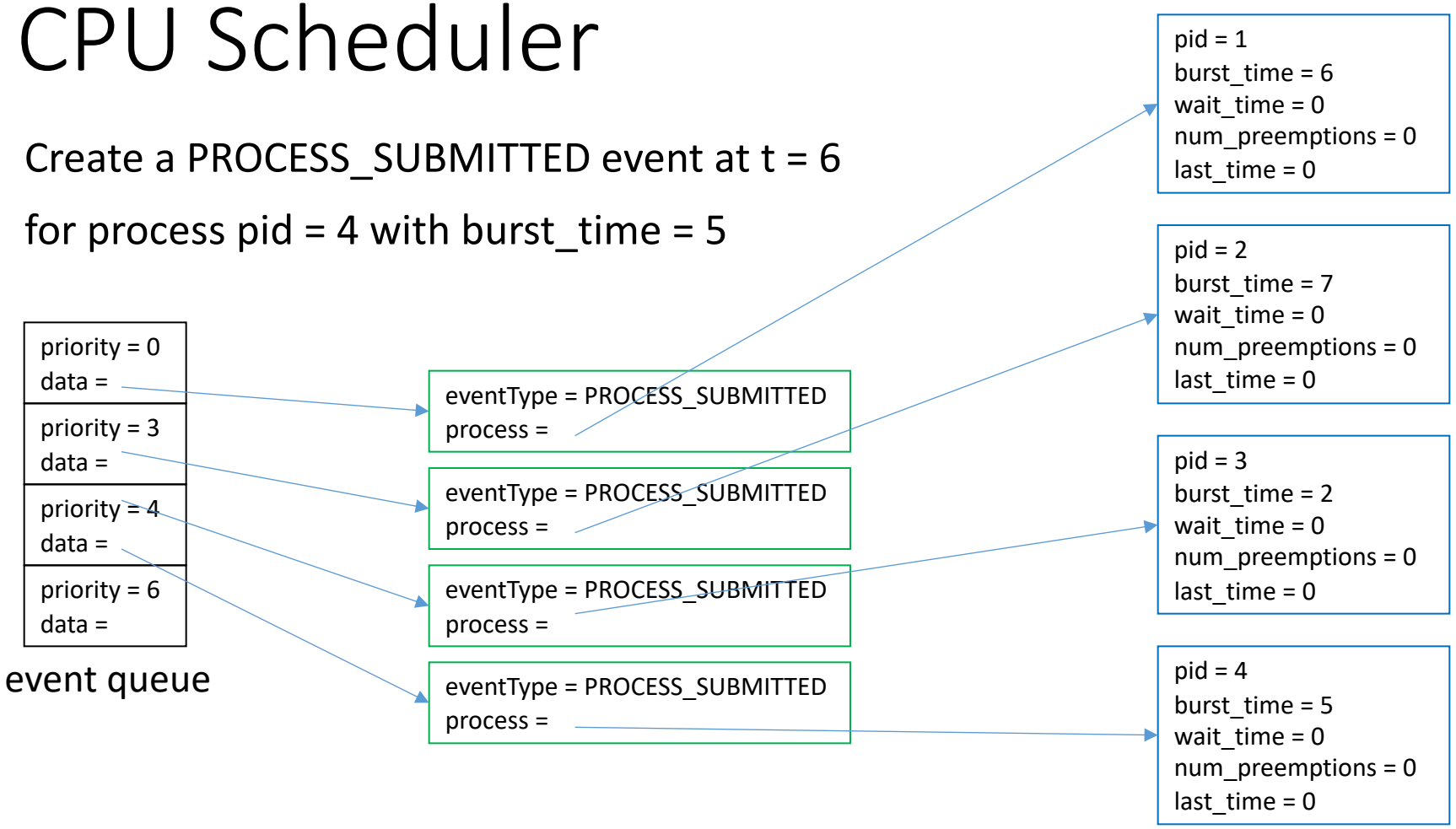
for process pid = 3 with burst_time = 2



CPU Scheduler

Create a PROCESS_SUBMITTED event at t = 6

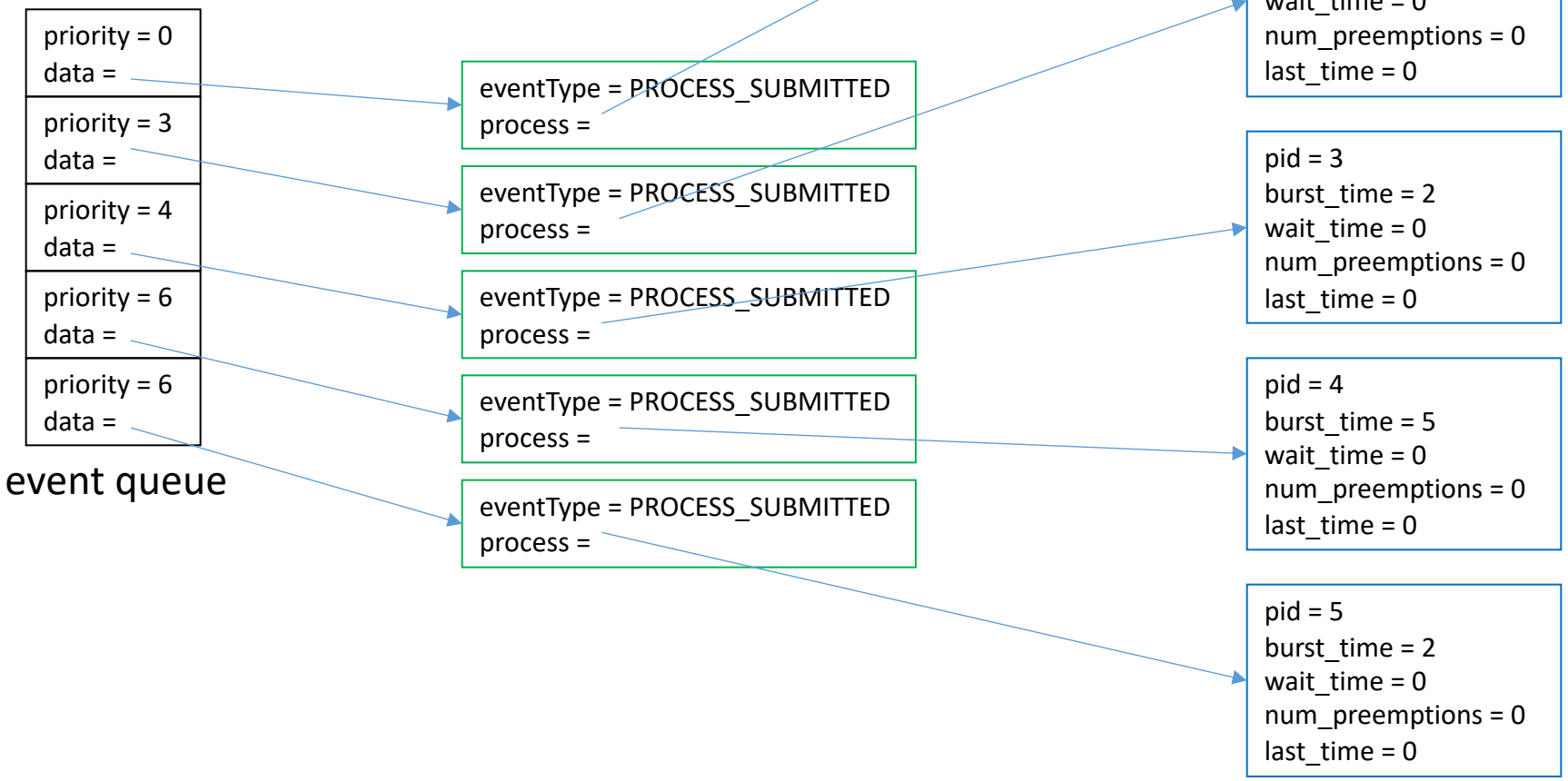
for process pid = 4 with burst_time = 5



CPU Scheduler

Create a PROCESS_SUBMITTED event at t = 6

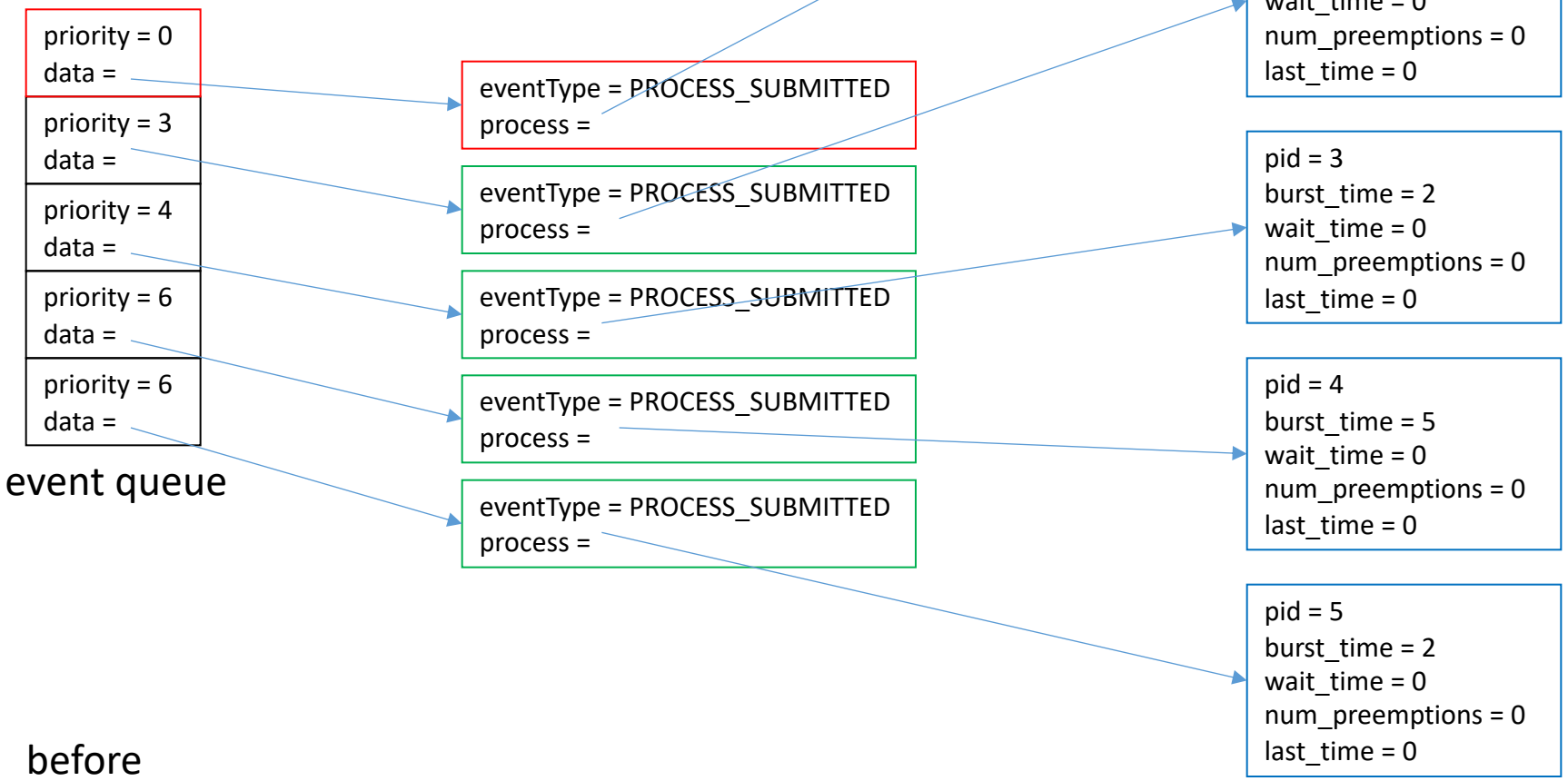
for process pid = 5 with burst_time = 2



CPU Scheduler

dequeue first event: PROCESS_SUBMITTED;
currentTime=0; it is an event for pid=1

at time = 0, create an event PROCESS_STARTS for pid=1

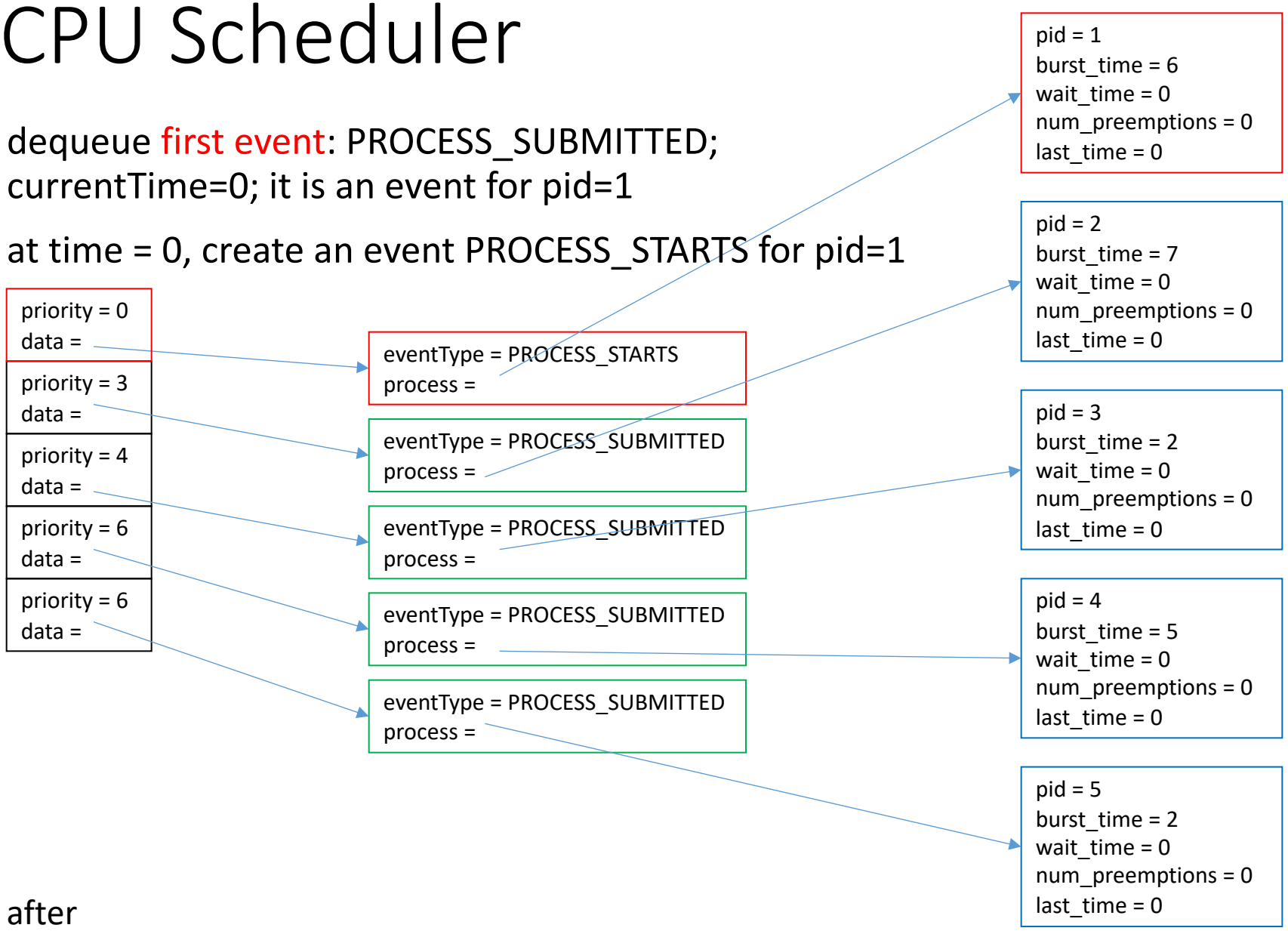


before

CPU Scheduler

dequeue first event: PROCESS_SUBMITTED;
currentTime=0; it is an event for pid=1

at time = 0, create an event PROCESS_STARTS for pid=1

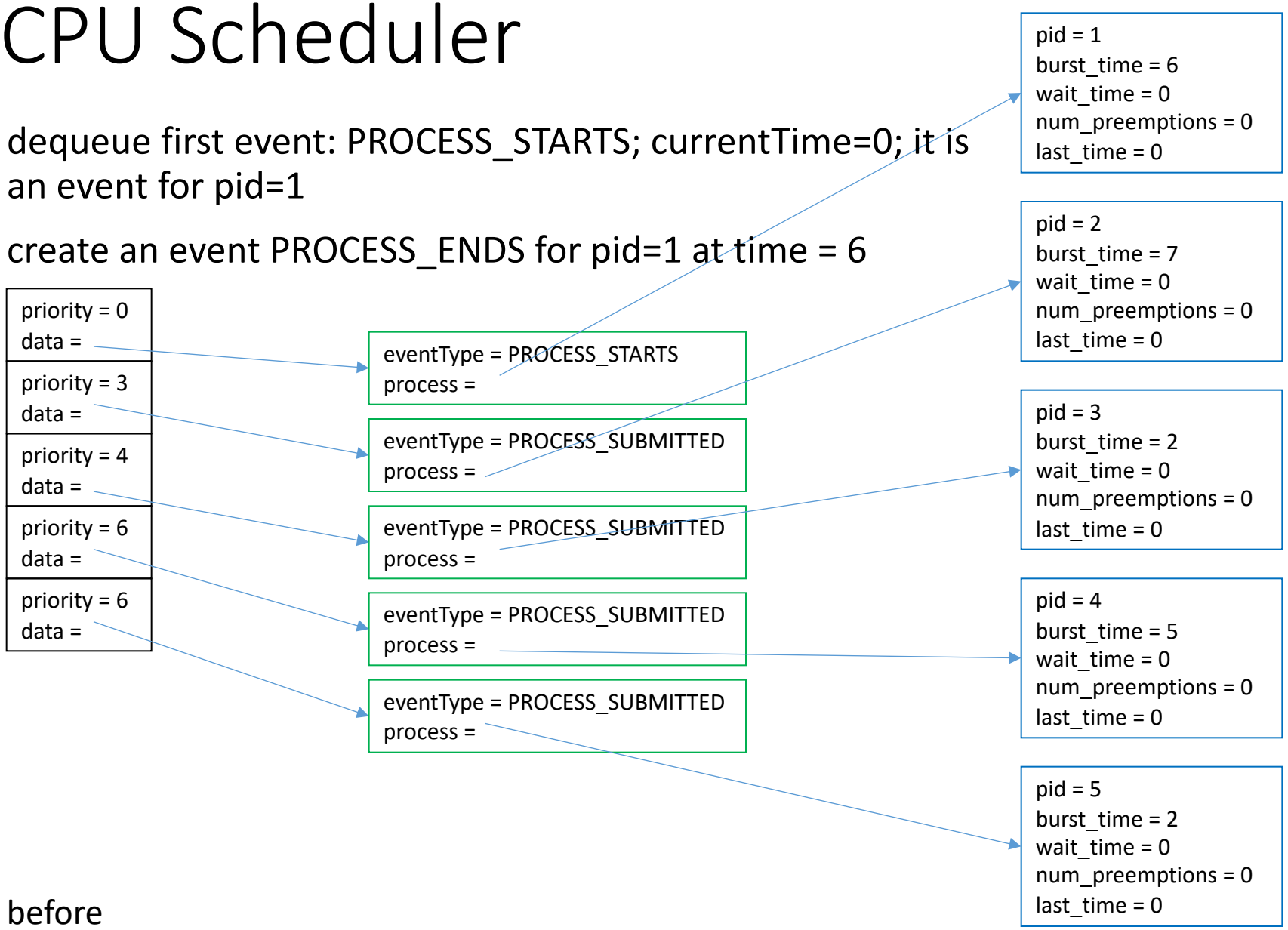


after

CPU Scheduler

dequeue first event: PROCESS_STARTS; currentTime=0; it is an event for pid=1

create an event PROCESS_ENDS for pid=1 at time = 6

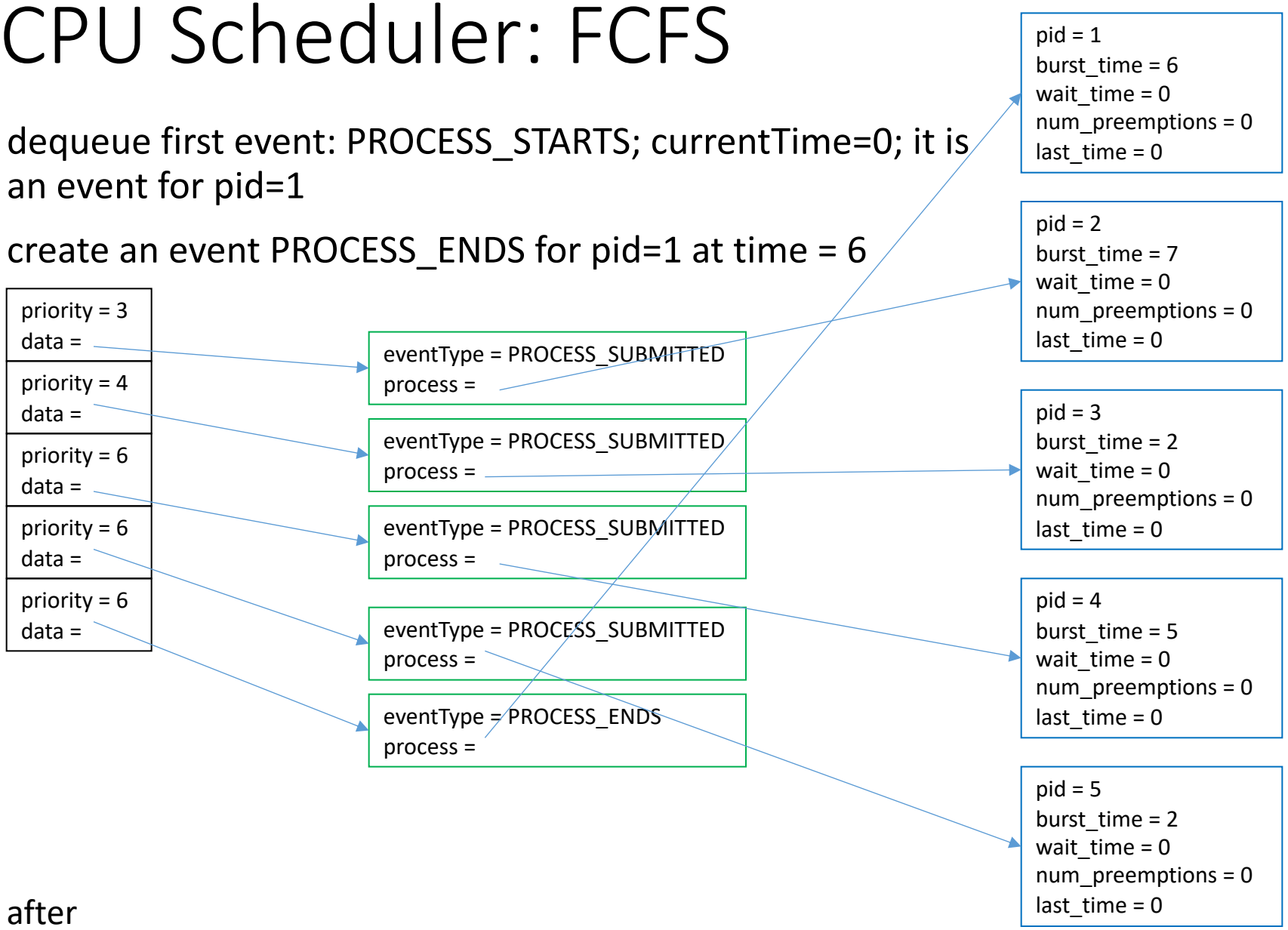


before

CPU Scheduler: FCFS

dequeue first event: PROCESS_STARTS; currentTime=0; it is an event for pid=1

create an event PROCESS_ENDS for pid=1 at time = 6

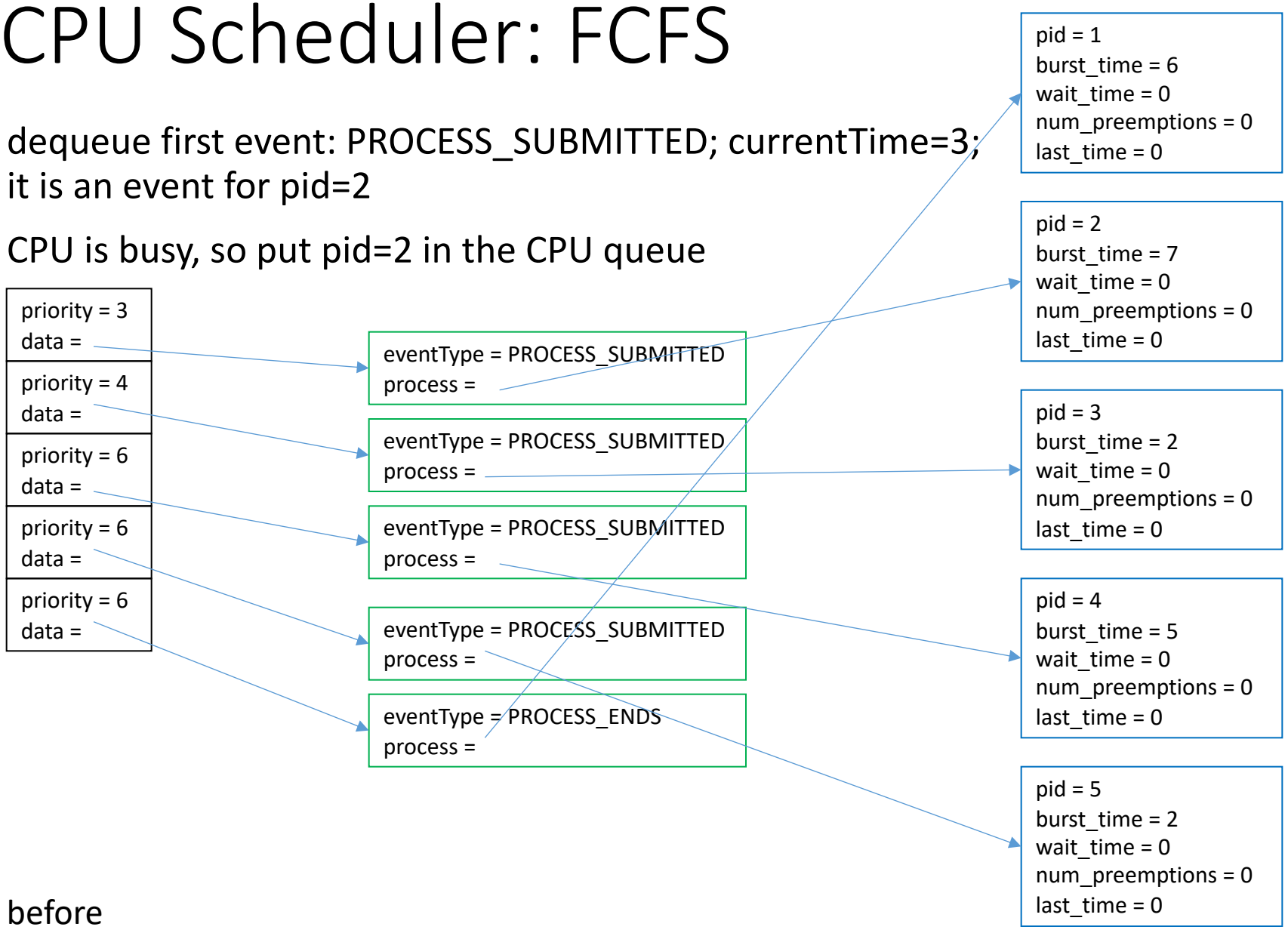


after

CPU Scheduler: FCFS

dequeue first event: PROCESS_SUBMITTED; currentTime=3;
it is an event for pid=2

CPU is busy, so put pid=2 in the CPU queue

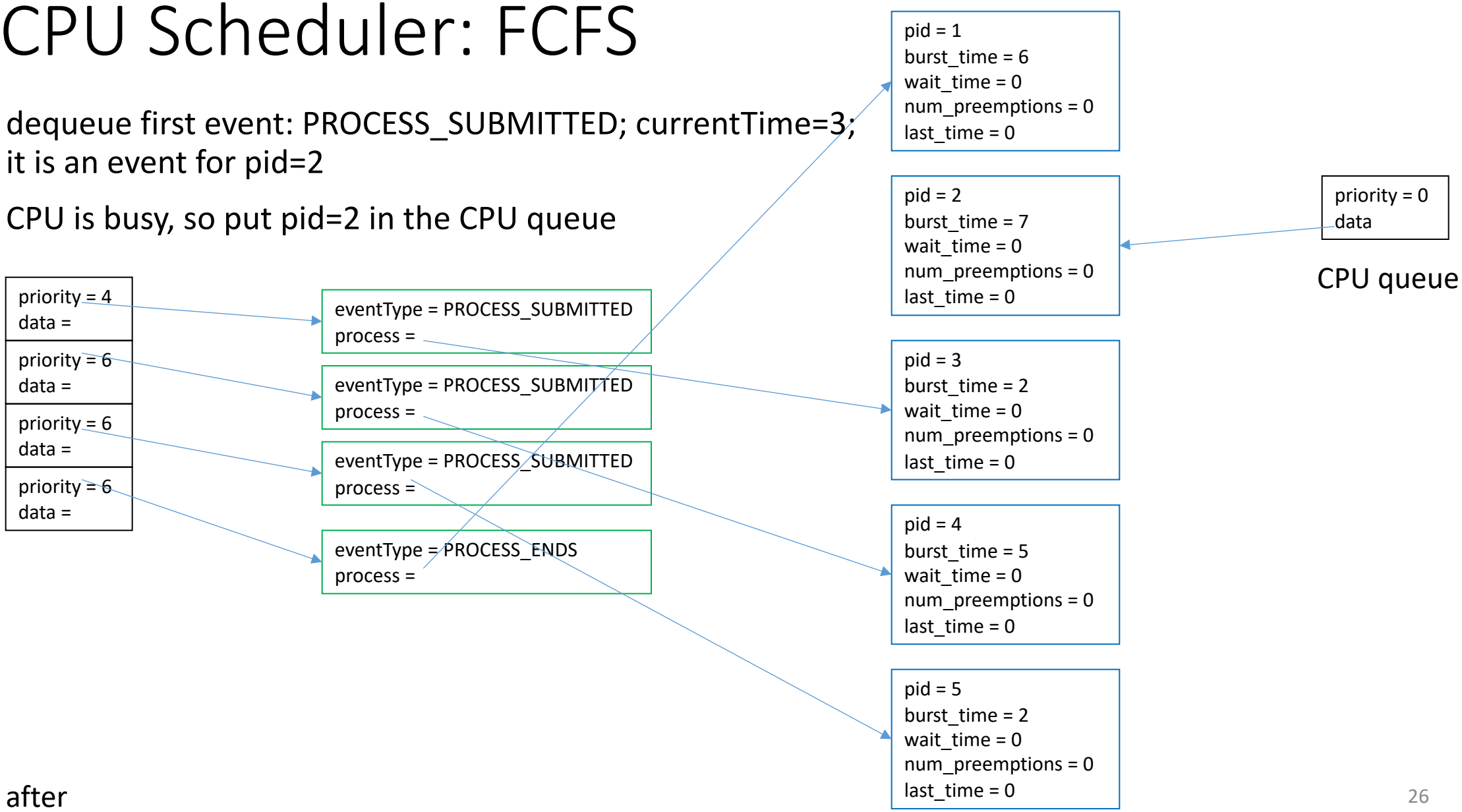


before

CPU Scheduler: FCFS

dequeue first event: PROCESS_SUBMITTED; currentTime=3;
it is an event for pid=2

CPU is busy, so put pid=2 in the CPU queue

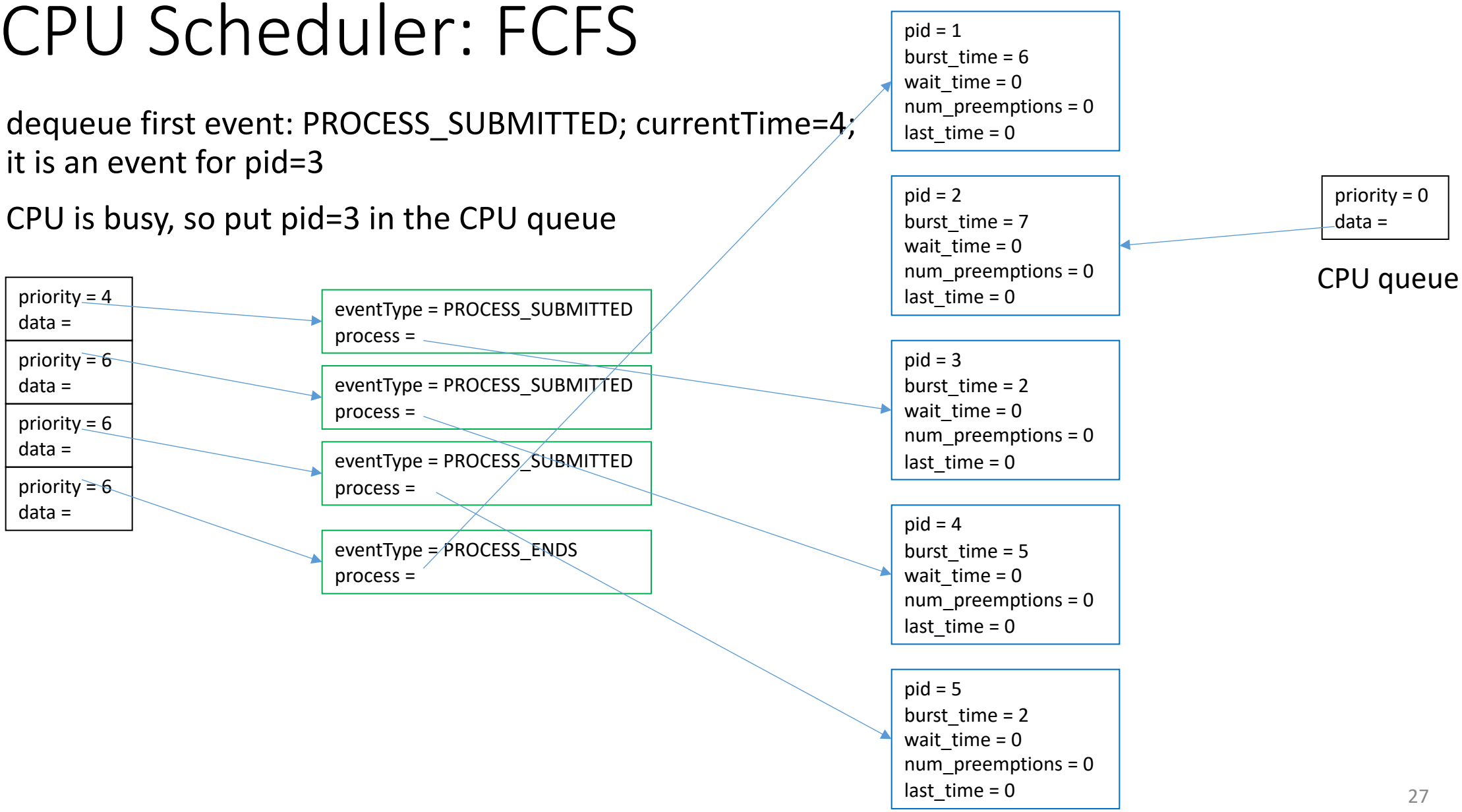


after

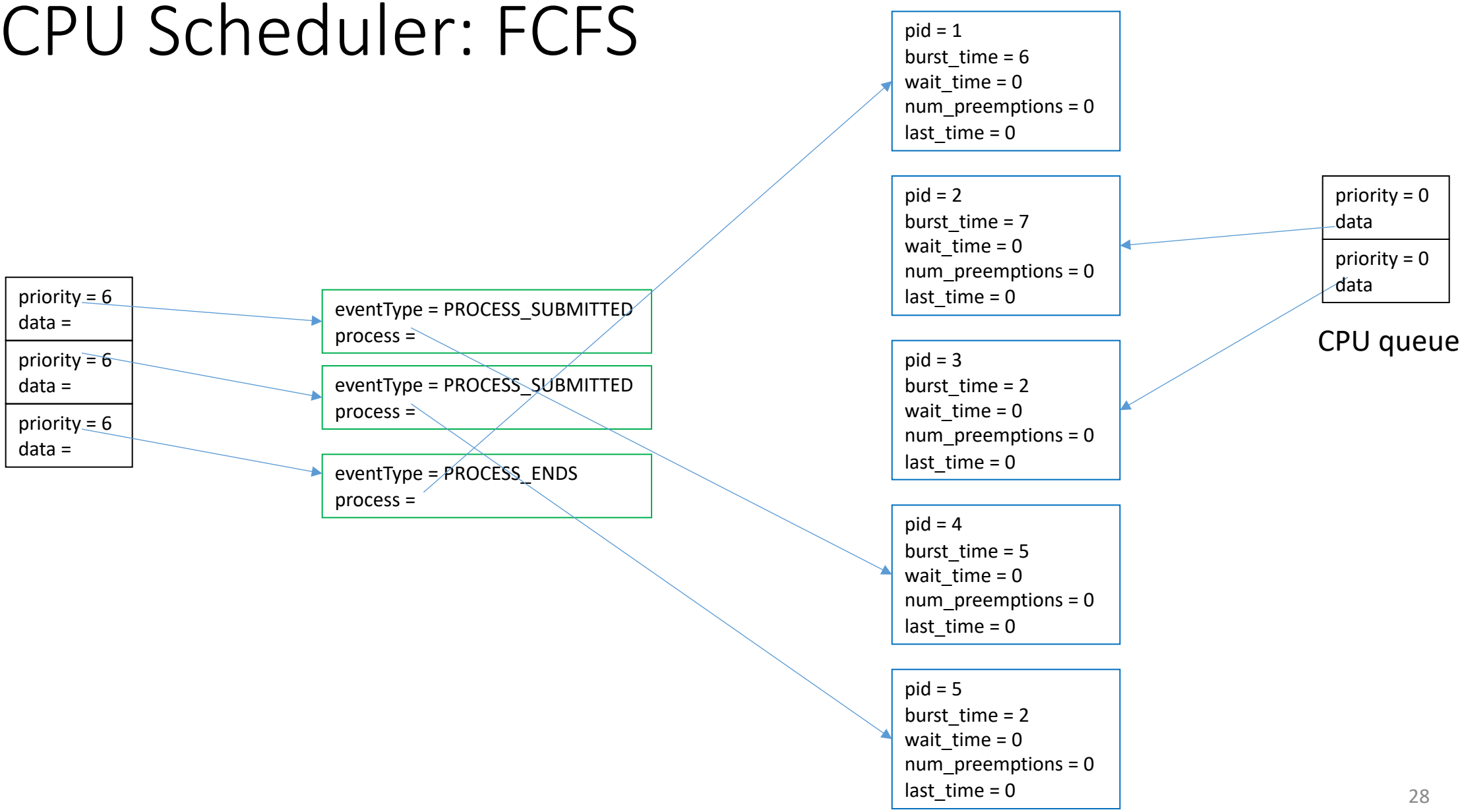
CPU Scheduler: FCFS

dequeue first event: PROCESS_SUBMITTED; currentTime=4;
it is an event for pid=3

CPU is busy, so put pid=3 in the CPU queue



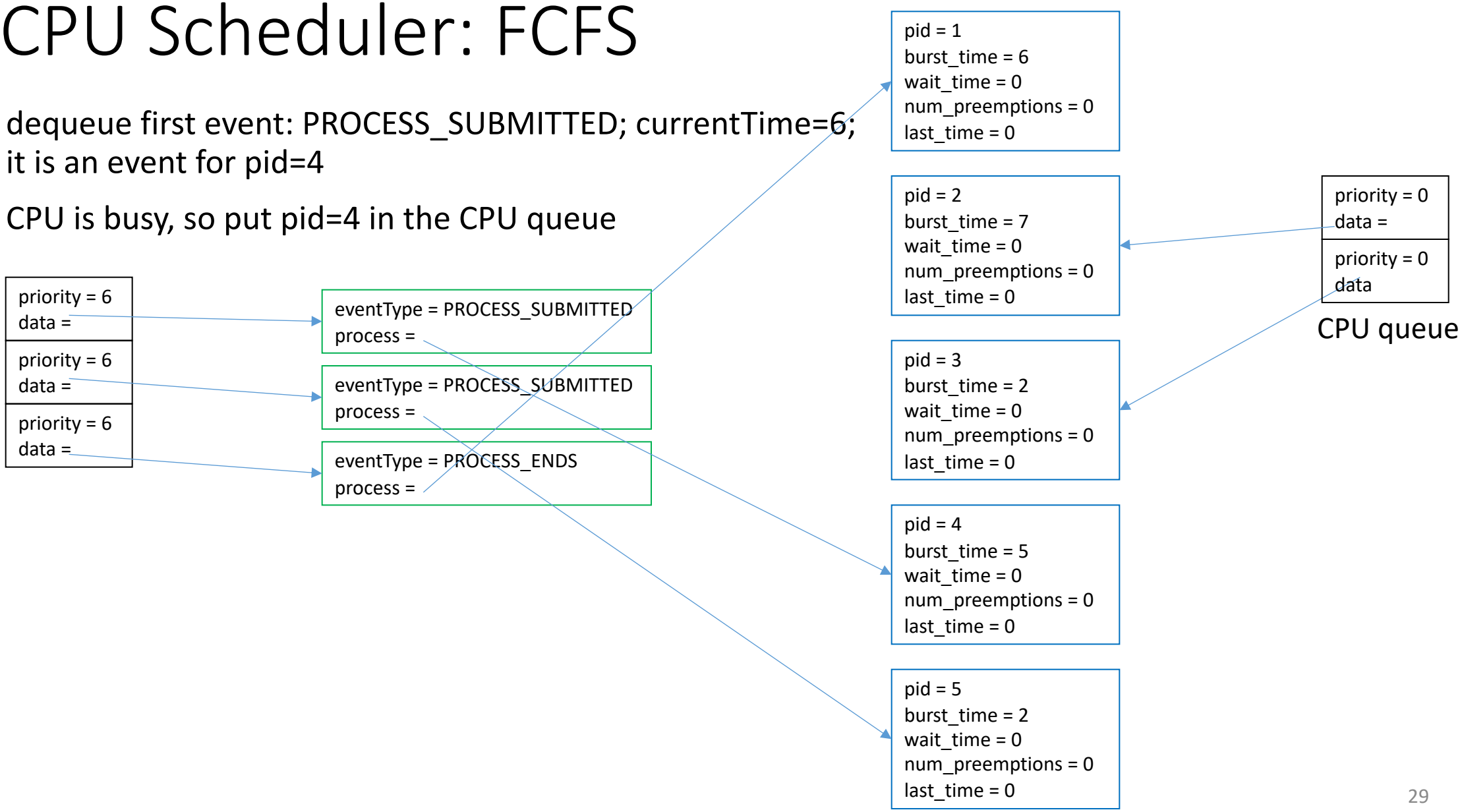
CPU Scheduler: FCFS



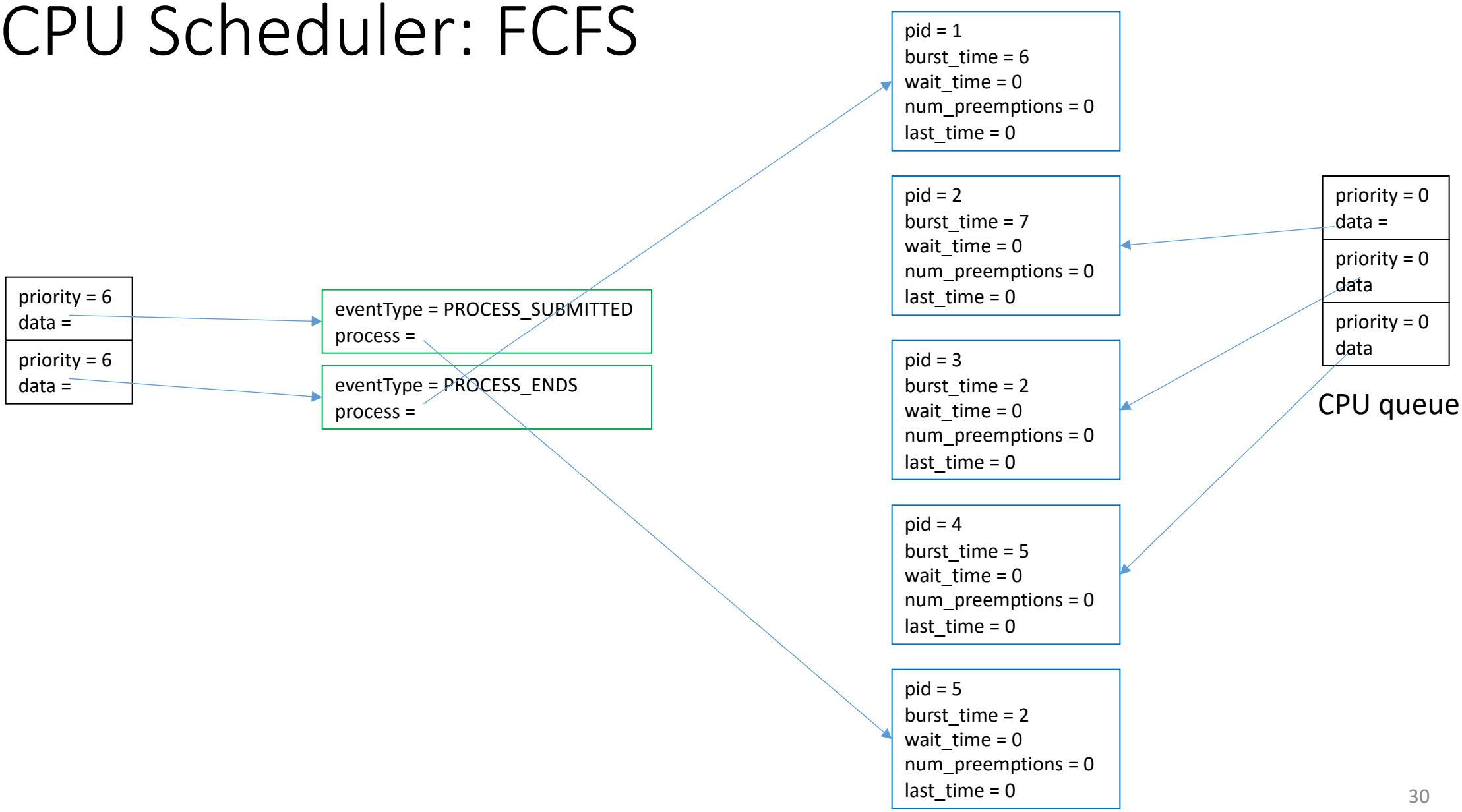
CPU Scheduler: FCFS

dequeue first event: PROCESS_SUBMITTED; currentTime=6;
it is an event for pid=4

CPU is busy, so put pid=4 in the CPU queue



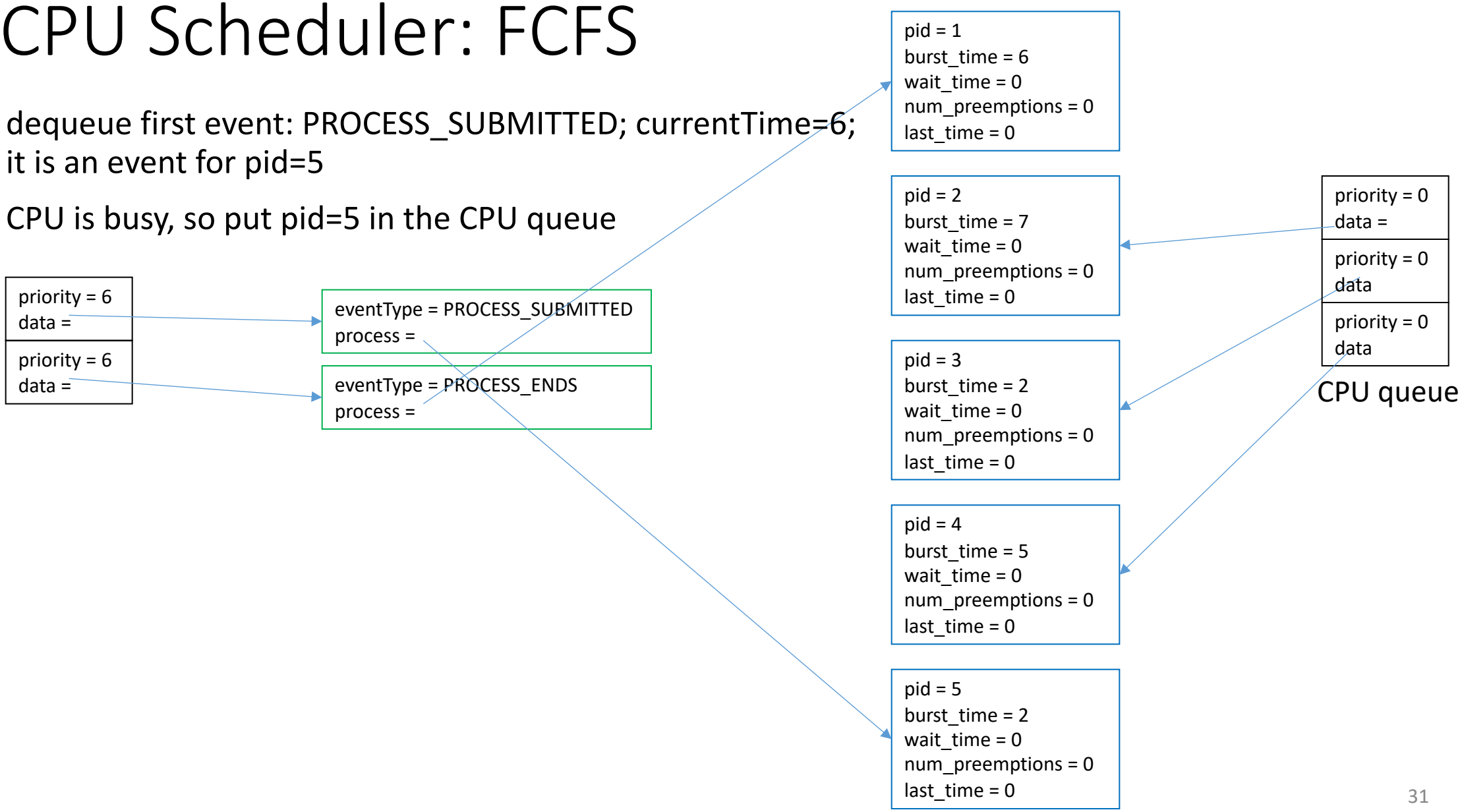
CPU Scheduler: FCFS



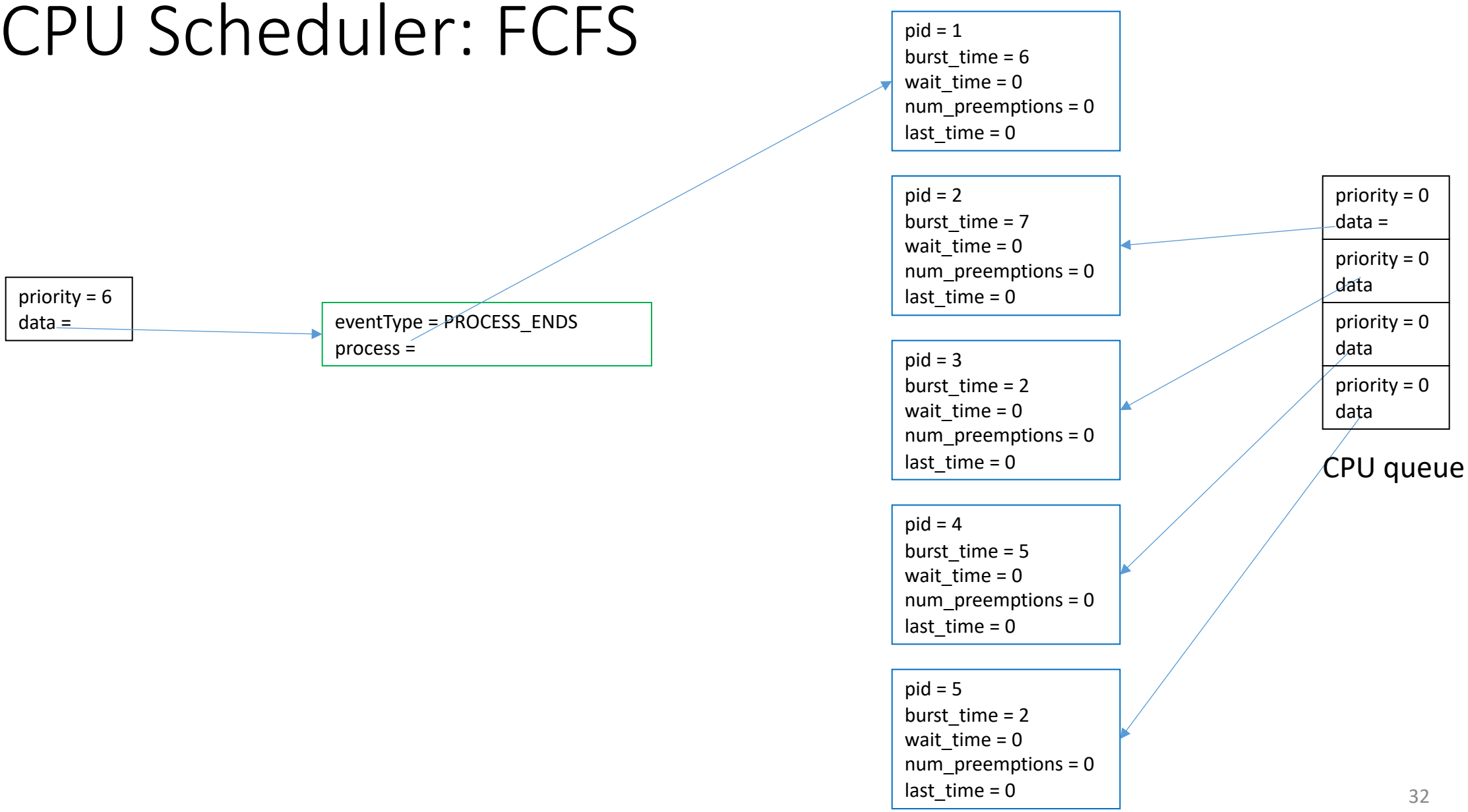
CPU Scheduler: FCFS

dequeue first event: PROCESS_SUBMITTED; currentTime=6;
it is an event for pid=5

CPU is busy, so put pid=5 in the CPU queue



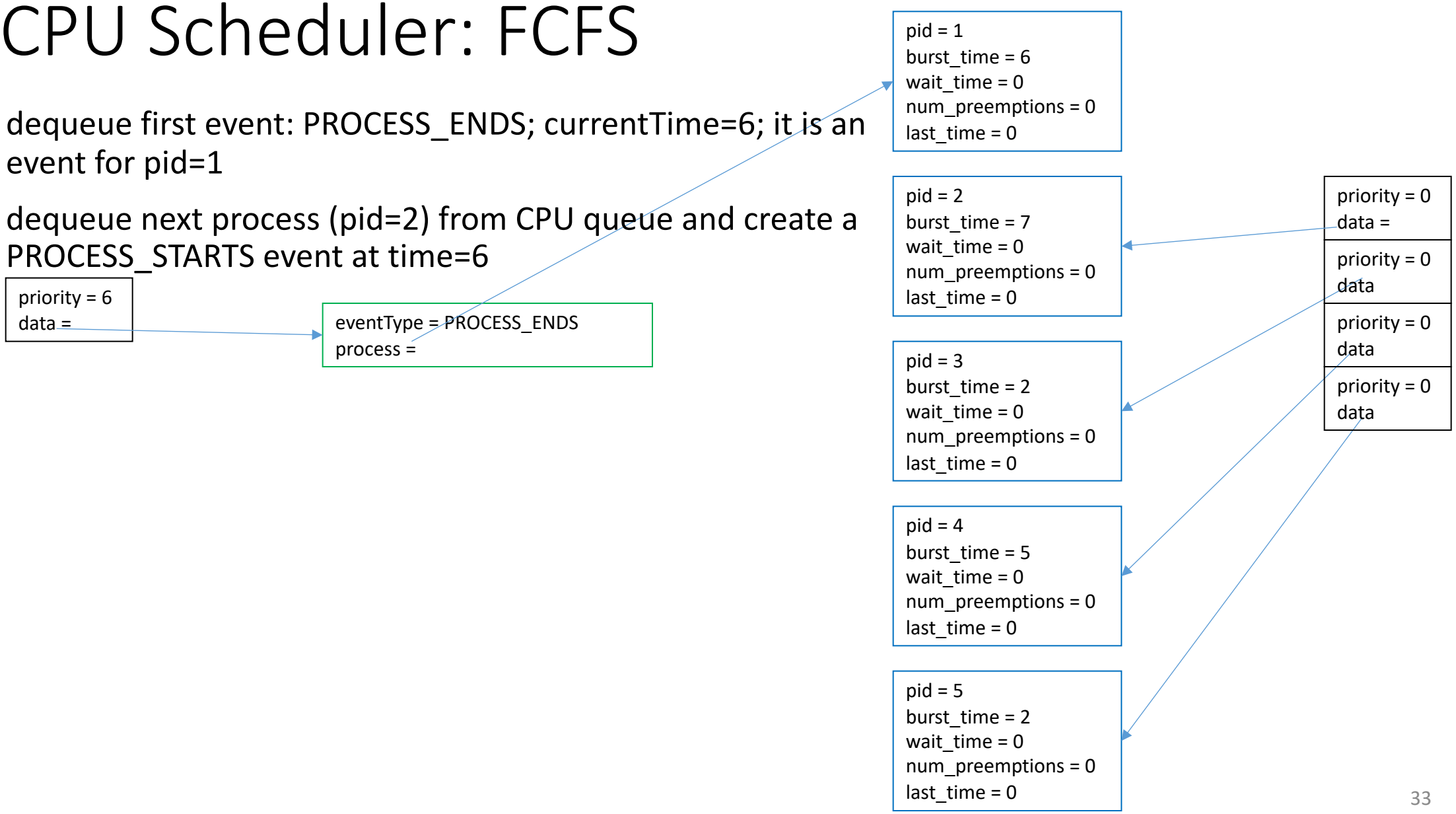
CPU Scheduler: FCFS



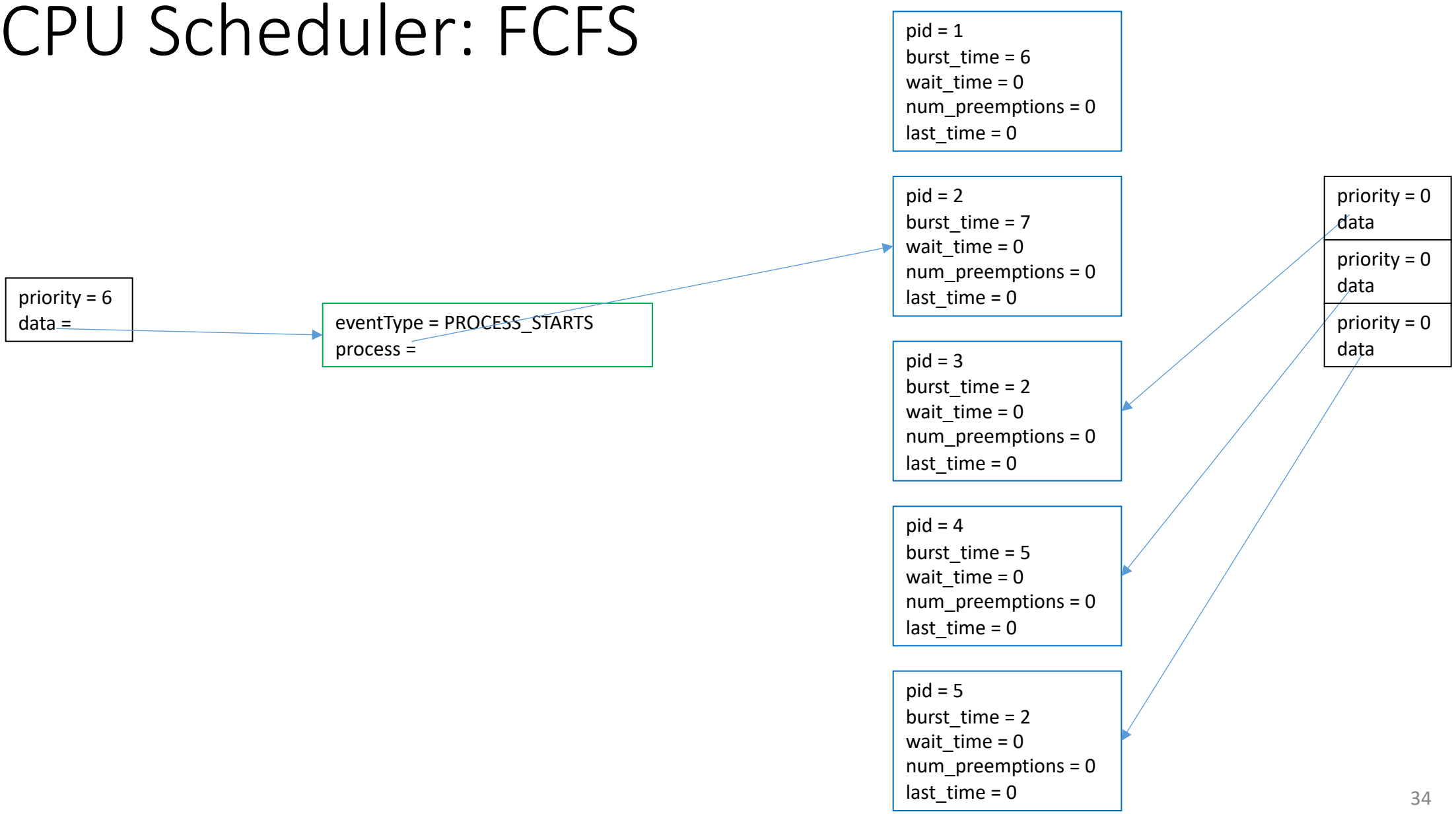
CPU Scheduler: FCFS

dequeue first event: PROCESS_ENDS; currentTime=6; it is an event for pid=1

dequeue next process (pid=2) from CPU queue and create a PROCESS_STARTS event at time=6



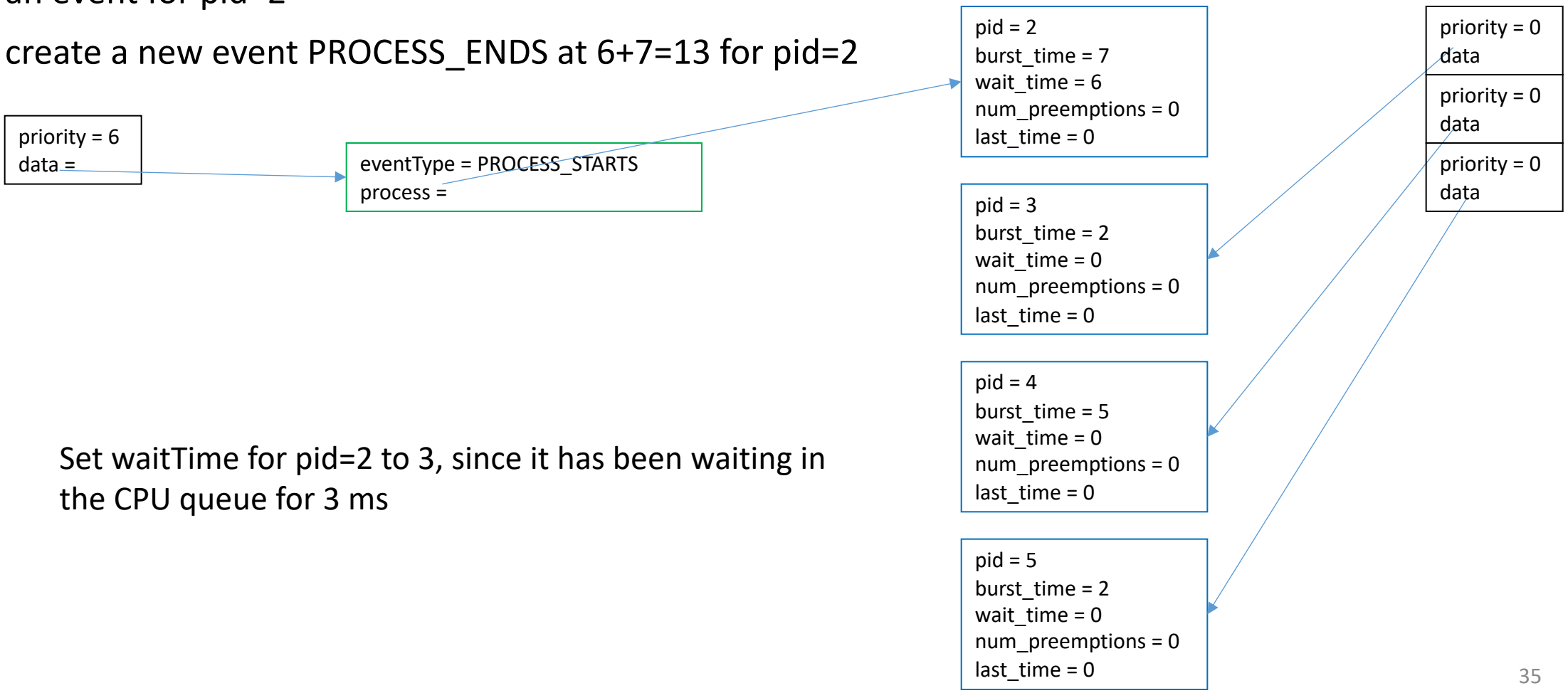
CPU Scheduler: FCFS



CPU Scheduler: FCFS

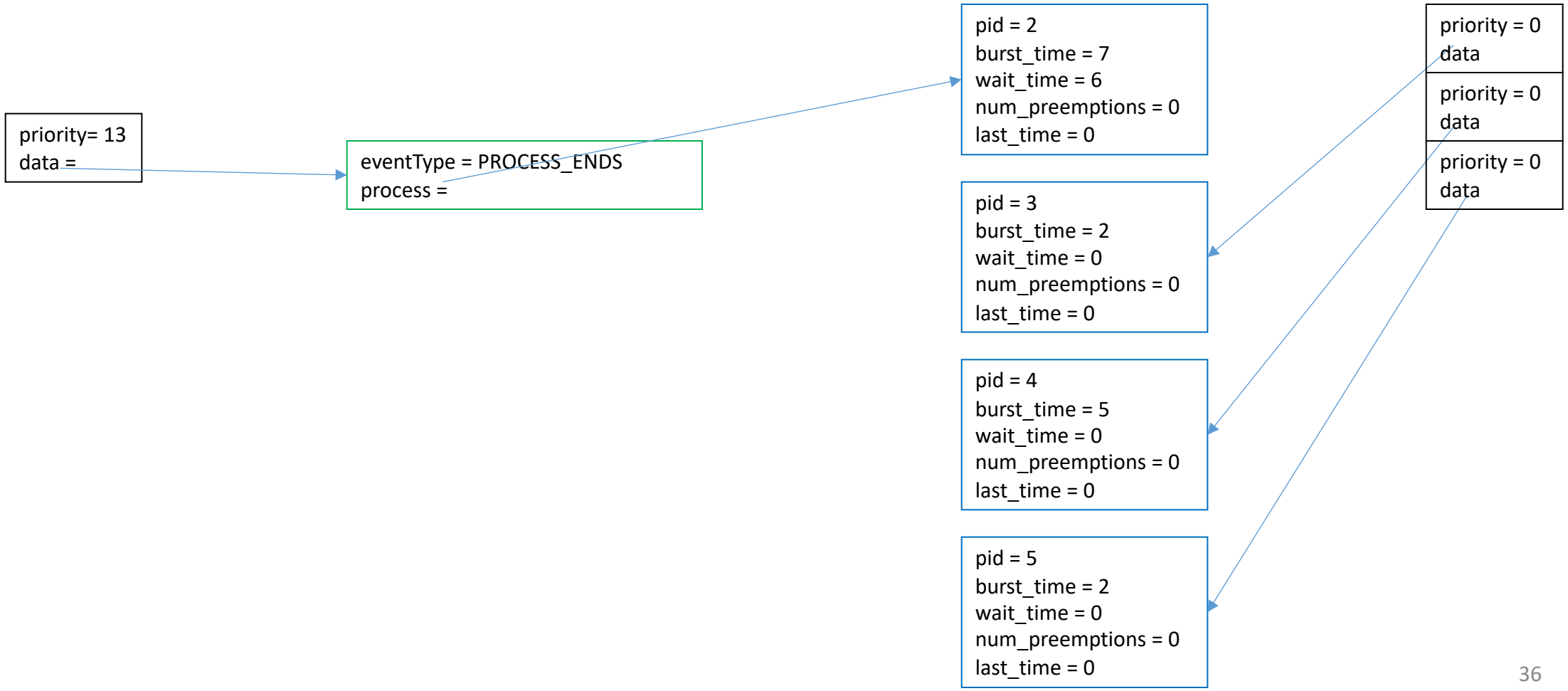
dequeue first event: PROCESS_STARTS; currentTime=6; it is an event for pid=2

create a new event PROCESS_ENDS at 6+7=13 for pid=2



Set waitTime for pid=2 to 3, since it has been waiting in the CPU queue for 3 ms

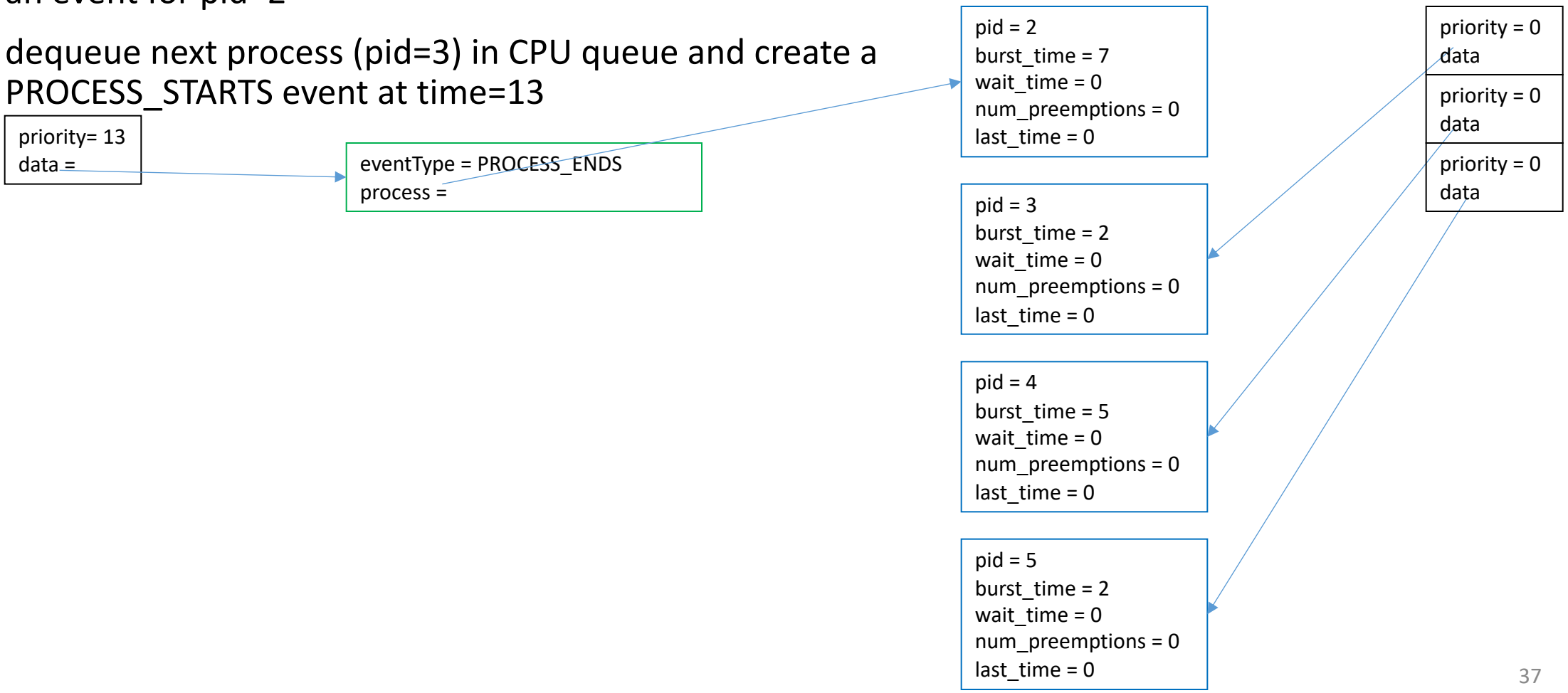
CPU Scheduler: FCFS



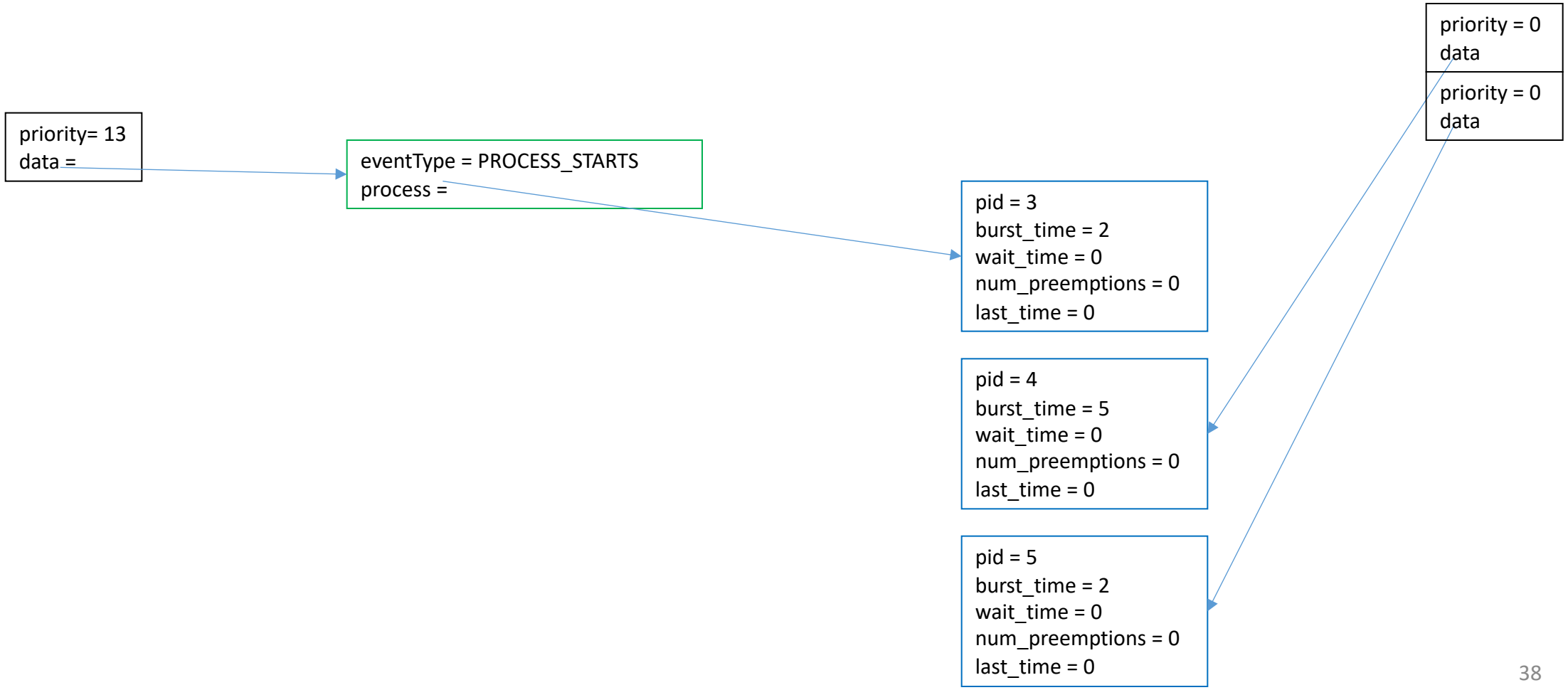
CPU Scheduler: FCFS

dequeue first event: PROCESS_ENDS; currentTime=13; it is an event for pid=2

dequeue next process (pid=3) in CPU queue and create a PROCESS_STARTS event at time=13



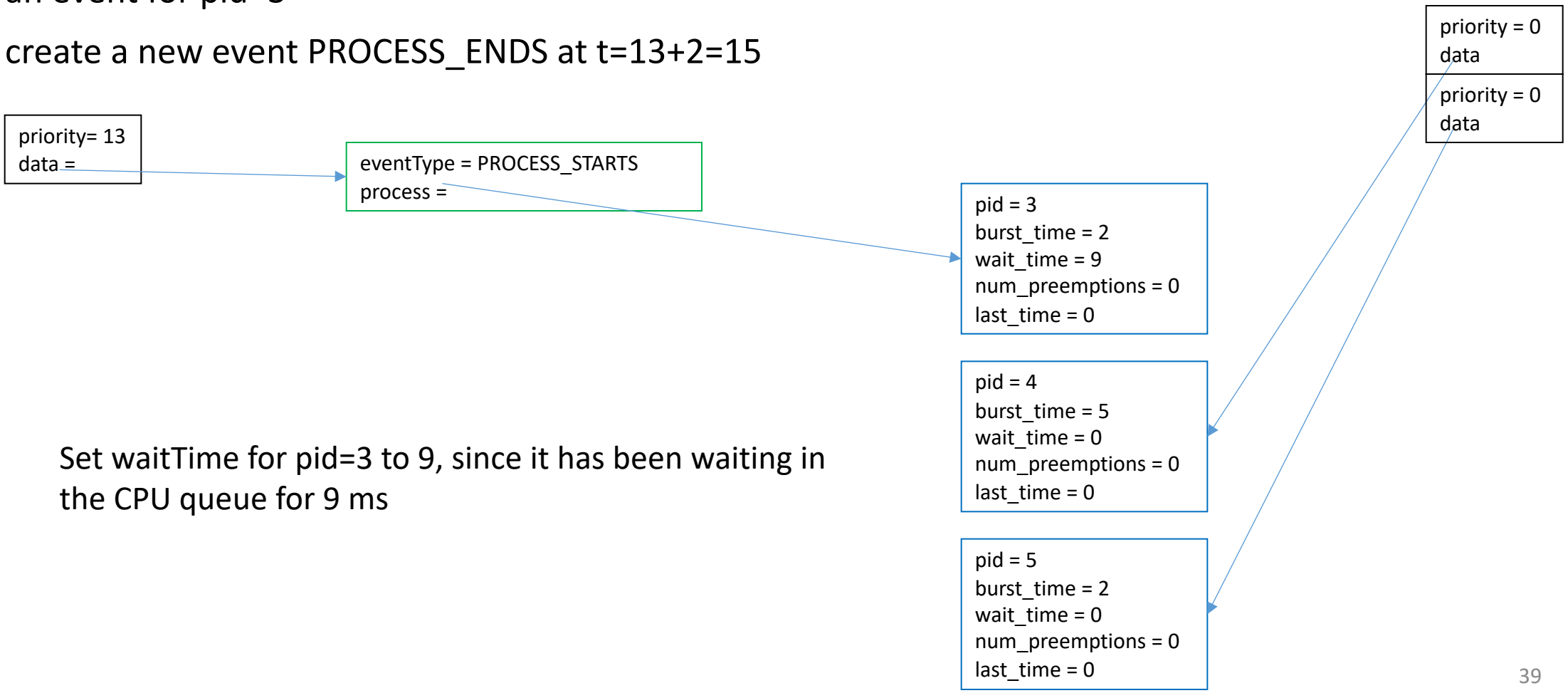
CPU Scheduler: FCFS



CPU Scheduler: FCFS

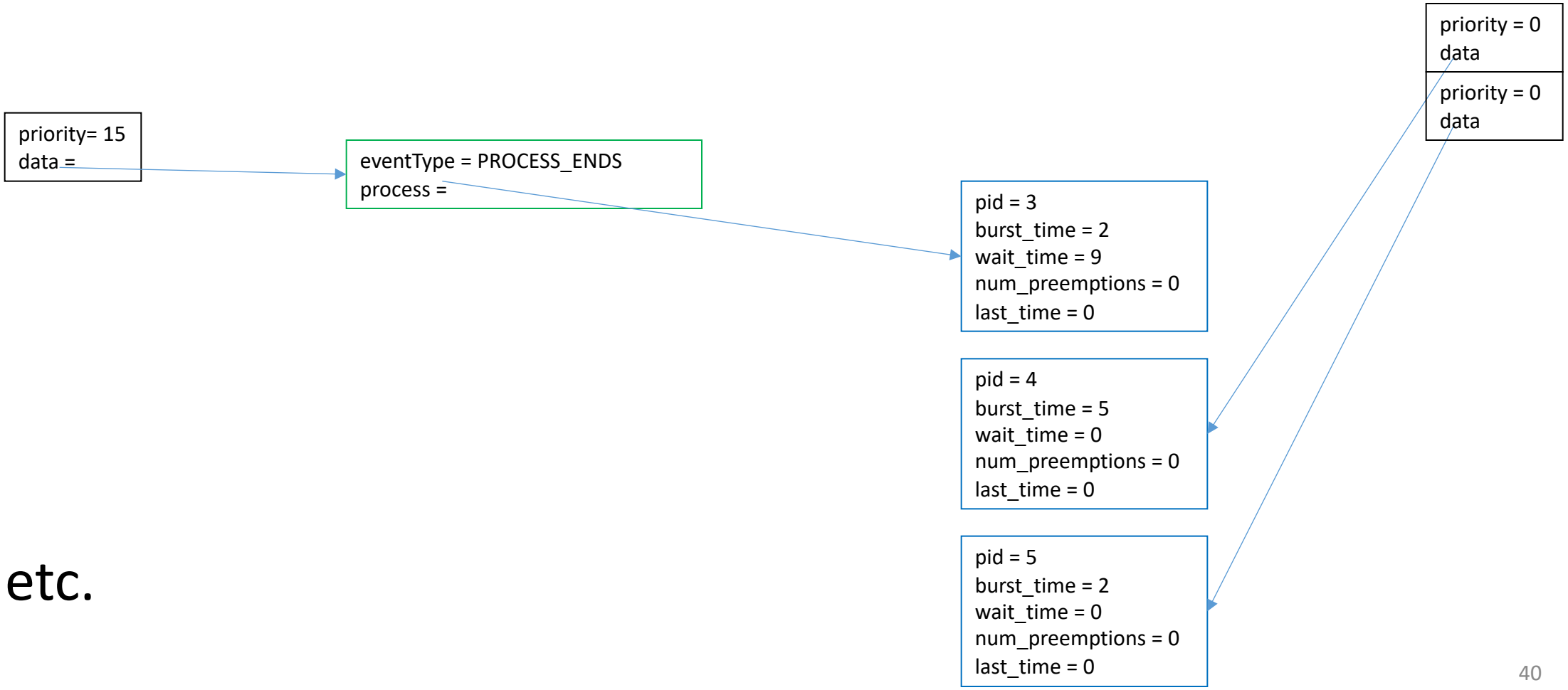
dequeue first event: PROCESS_STARTS; currentTime=13; it is an event for pid=3

create a new event PROCESS_ENDS at t=13+2=15



Set waitTime for pid=3 to 9, since it has been waiting in the CPU queue for 9 ms

CPU Scheduler: FCFS



etc.

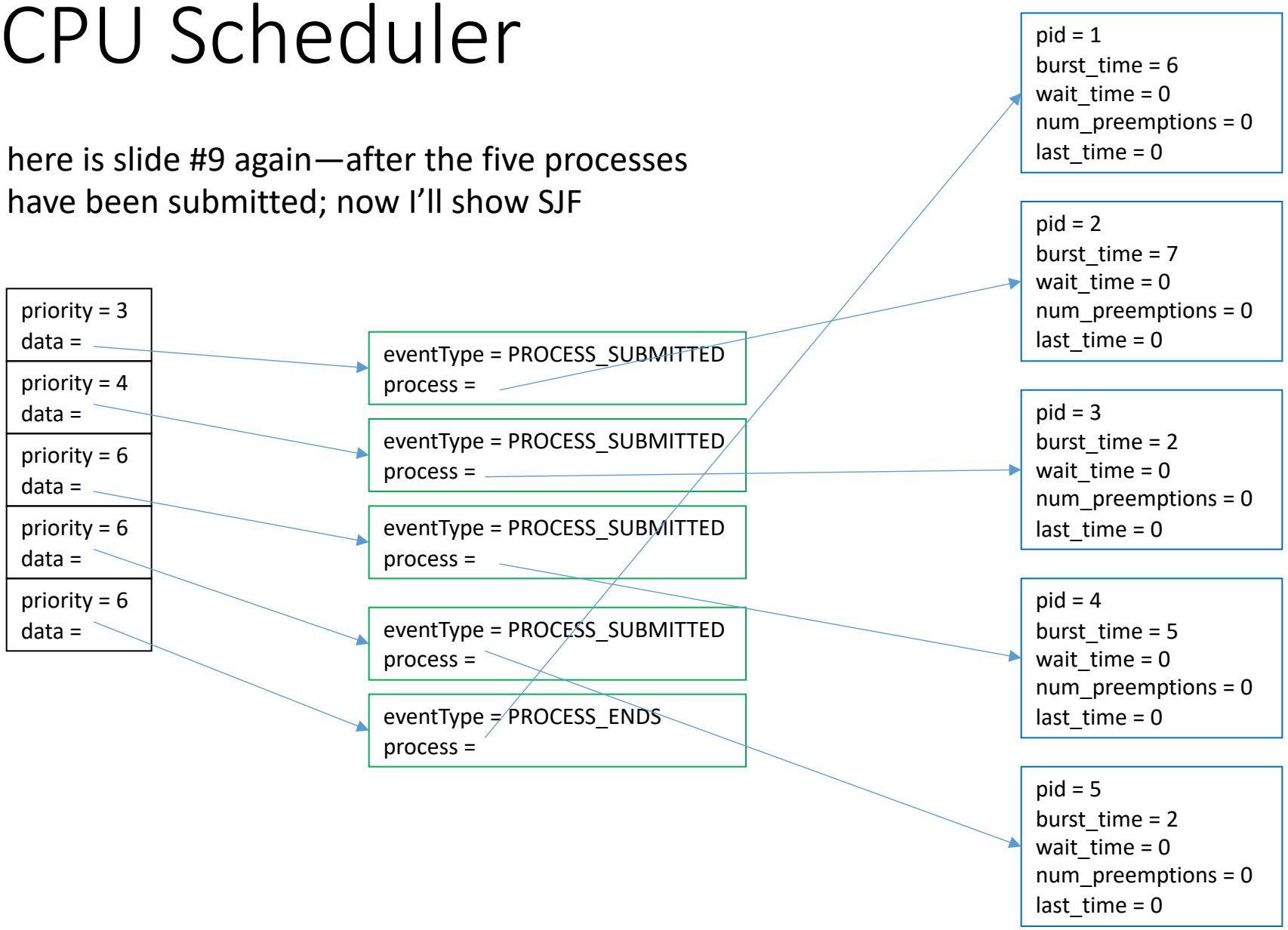
Diagrams showing the CPU Scheduler

5 Processes

SJF simulation

CPU Scheduler

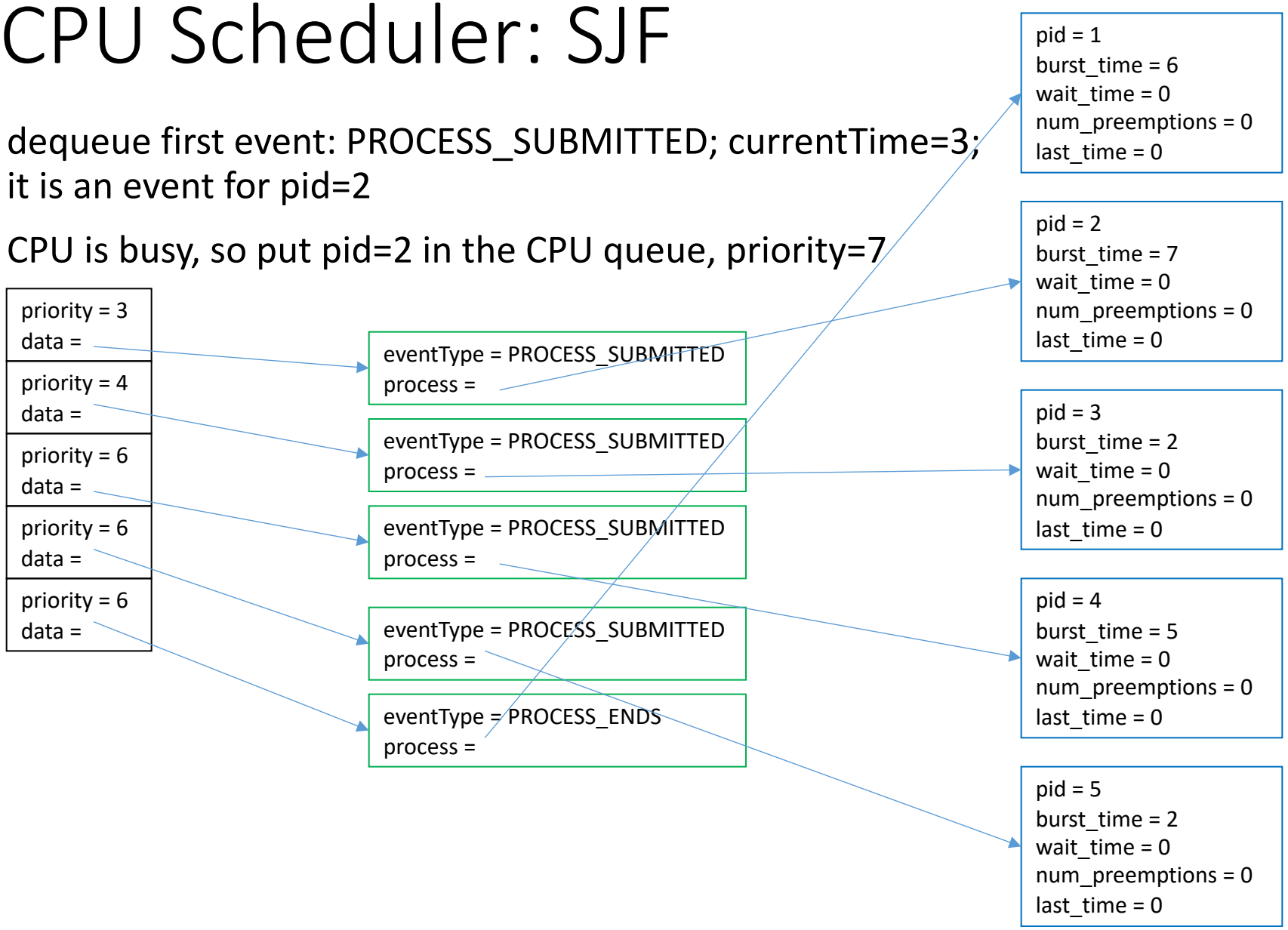
here is slide #9 again—after the five processes have been submitted; now I'll show SJF



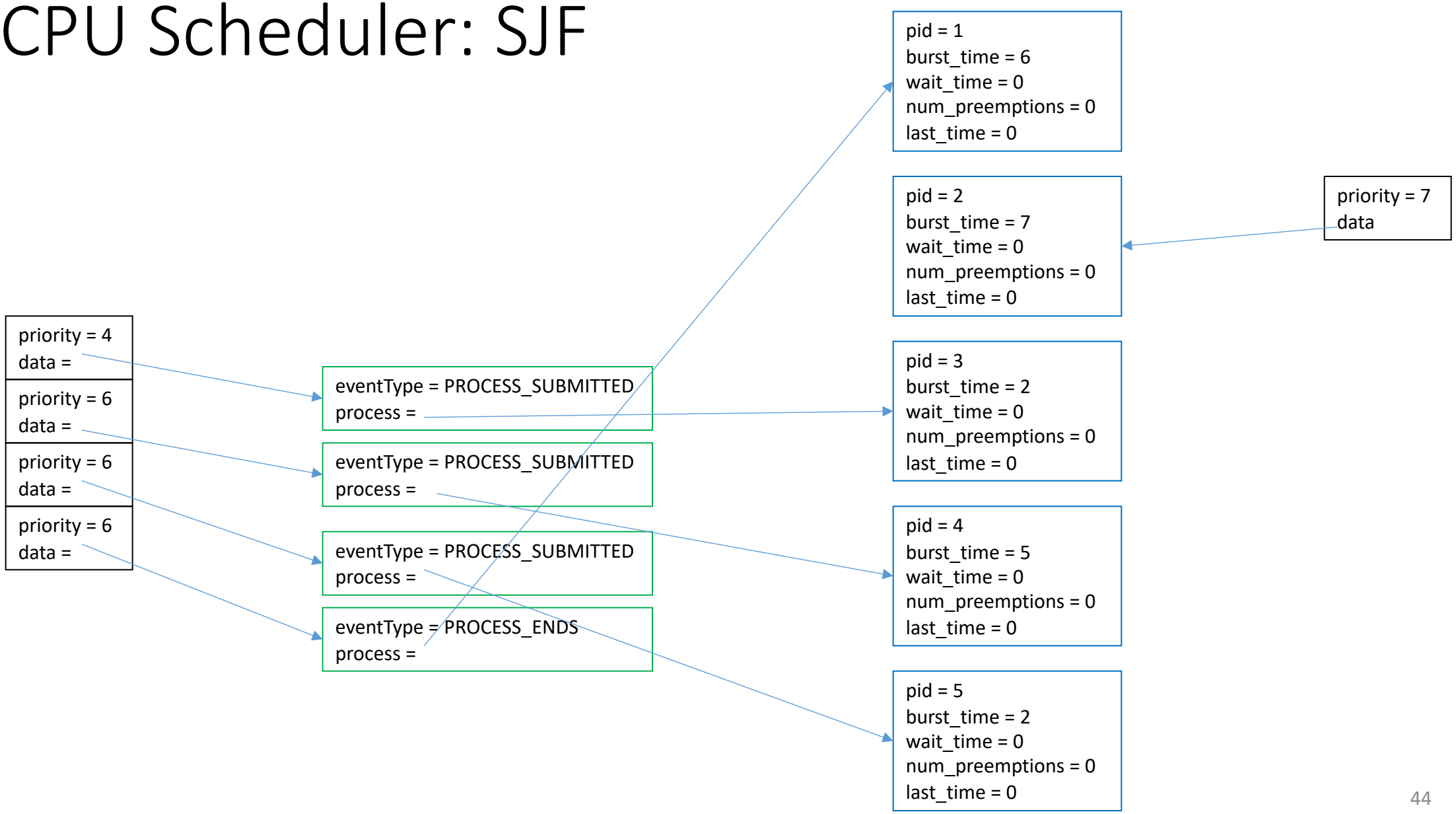
CPU Scheduler: SJF

dequeue first event: PROCESS_SUBMITTED; currentTime=3;
it is an event for pid=2

CPU is busy, so put pid=2 in the CPU queue, priority=7



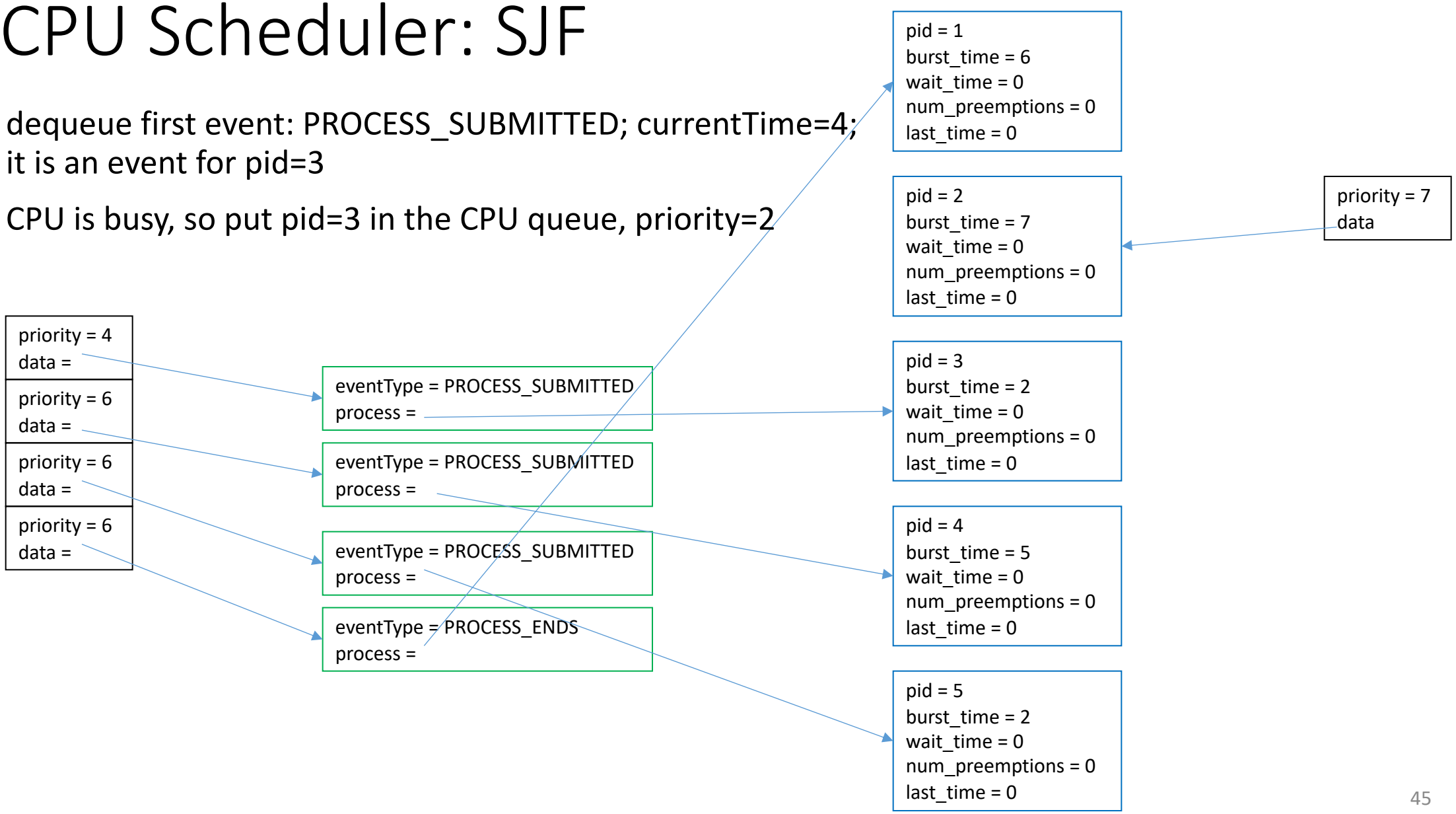
CPU Scheduler: SJF



CPU Scheduler: SJF

dequeue first event: PROCESS_SUBMITTED; currentTime=4;
it is an event for pid=3

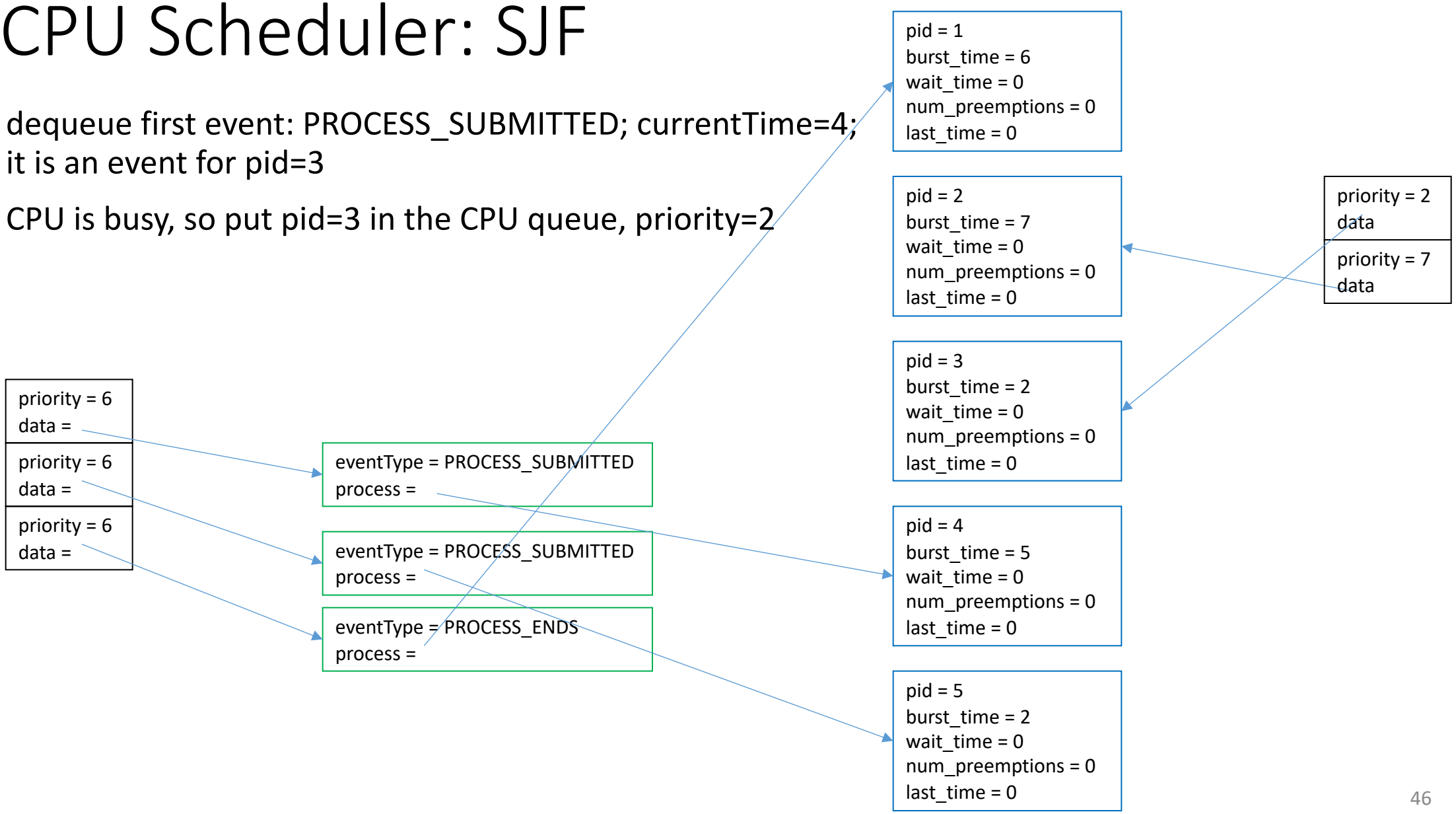
CPU is busy, so put pid=3 in the CPU queue, priority=2



CPU Scheduler: SJF

dequeue first event: PROCESS_SUBMITTED; currentTime=4;
it is an event for pid=3

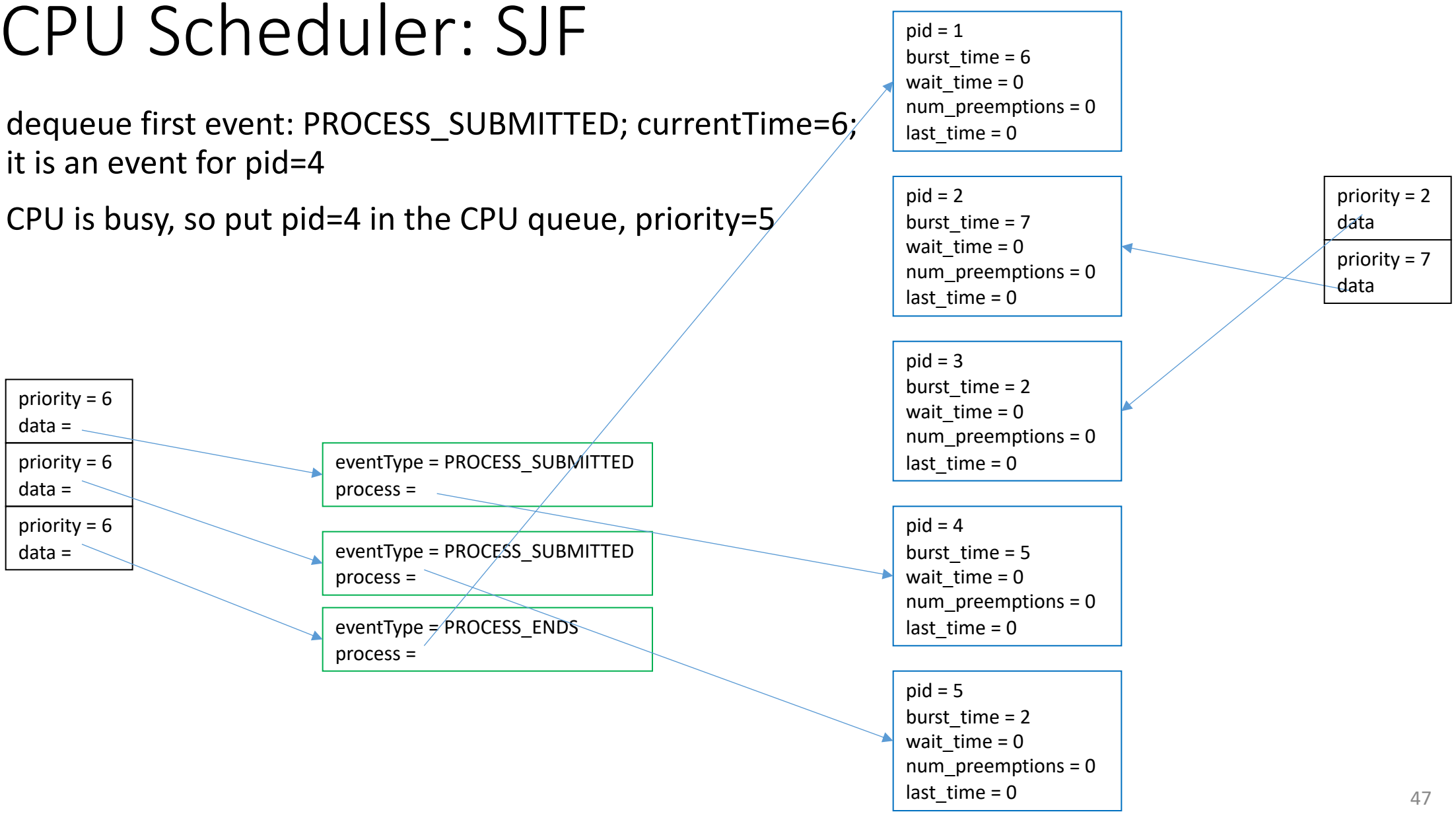
CPU is busy, so put pid=3 in the CPU queue, priority=2



CPU Scheduler: SJF

dequeue first event: PROCESS_SUBMITTED; currentTime=6;
it is an event for pid=4

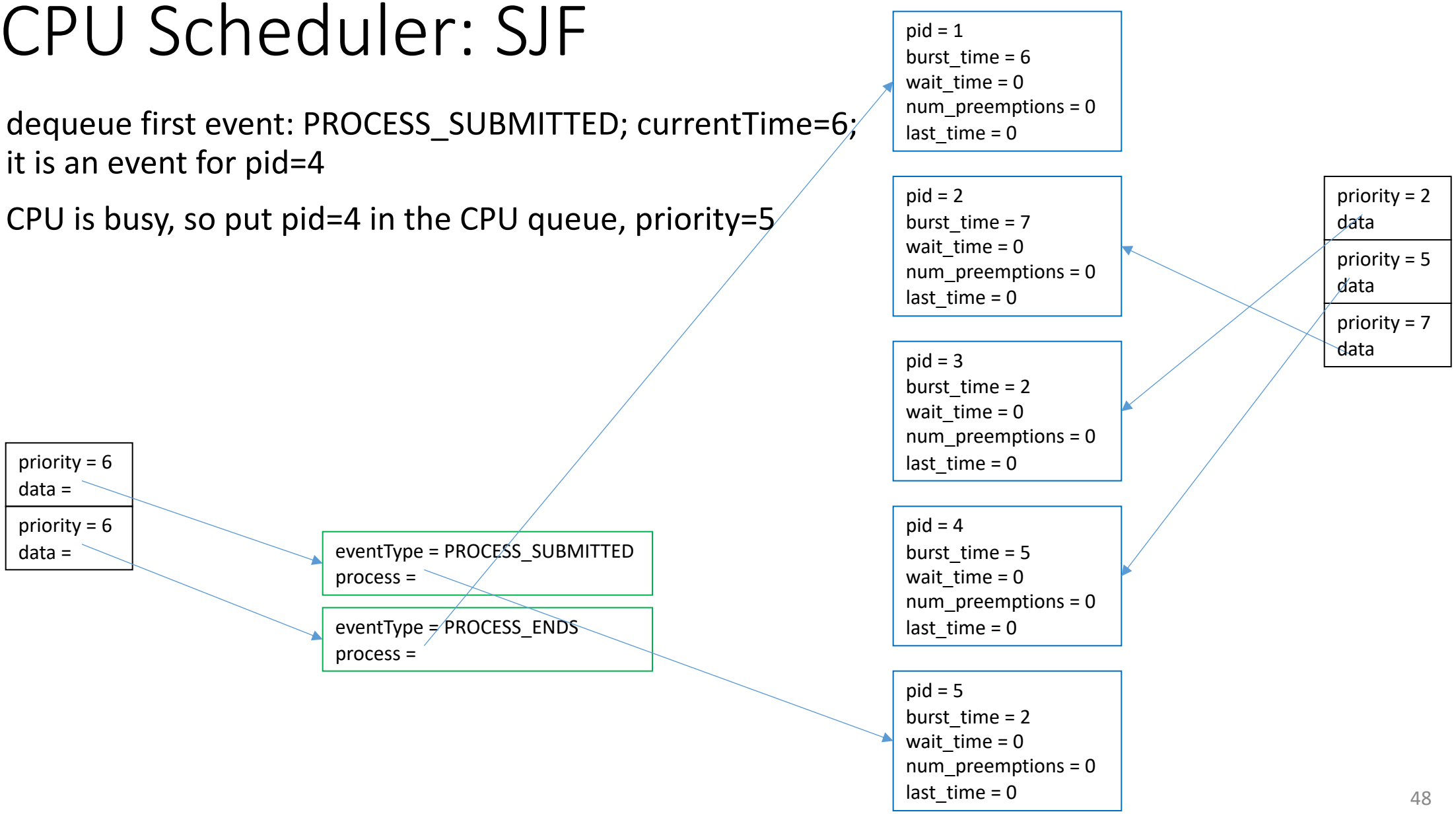
CPU is busy, so put pid=4 in the CPU queue, priority=5



CPU Scheduler: SJF

dequeue first event: PROCESS_SUBMITTED; currentTime=6;
it is an event for pid=4

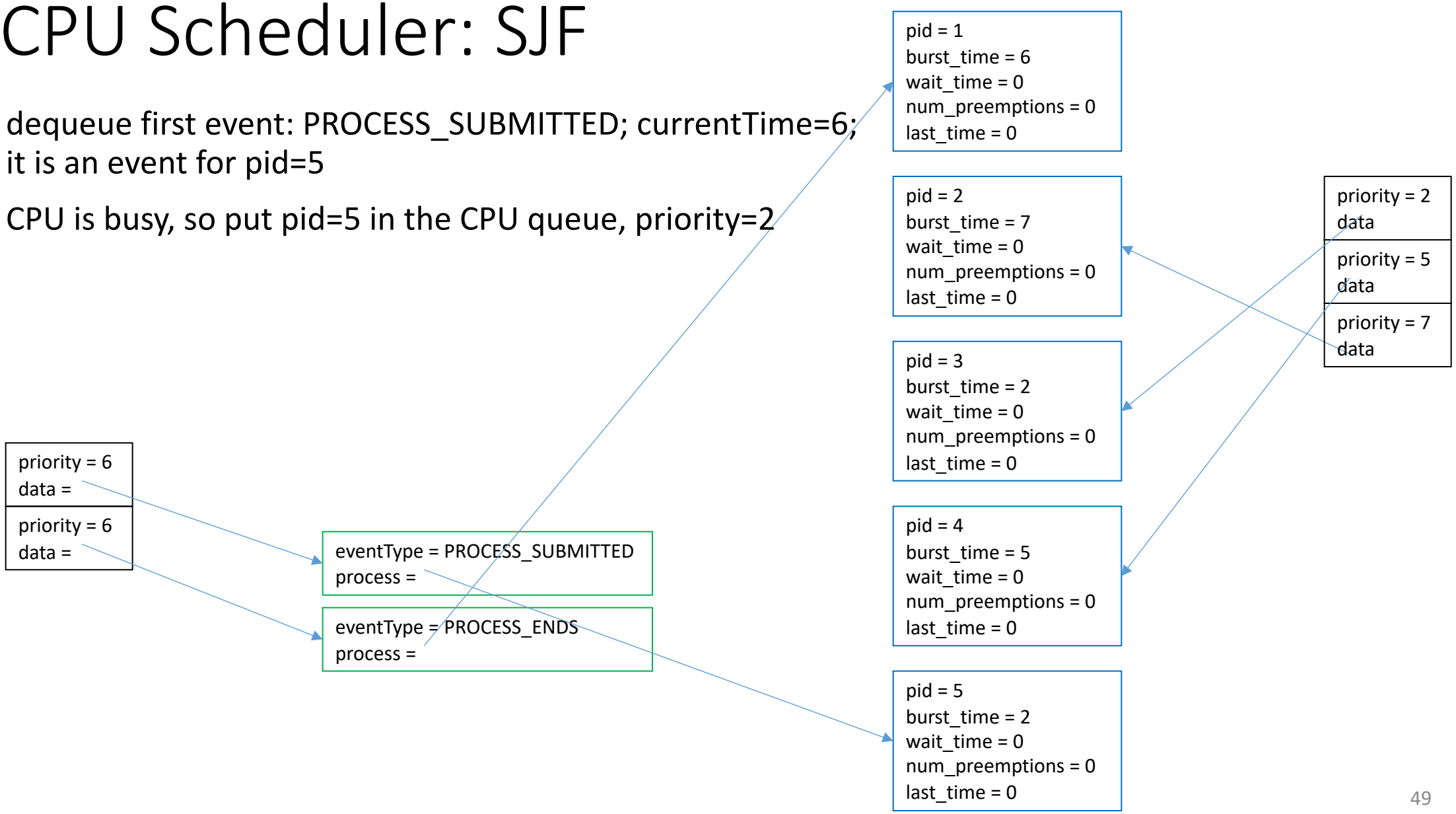
CPU is busy, so put pid=4 in the CPU queue, priority=5



CPU Scheduler: SJF

dequeue first event: PROCESS_SUBMITTED; currentTime=6;
it is an event for pid=5

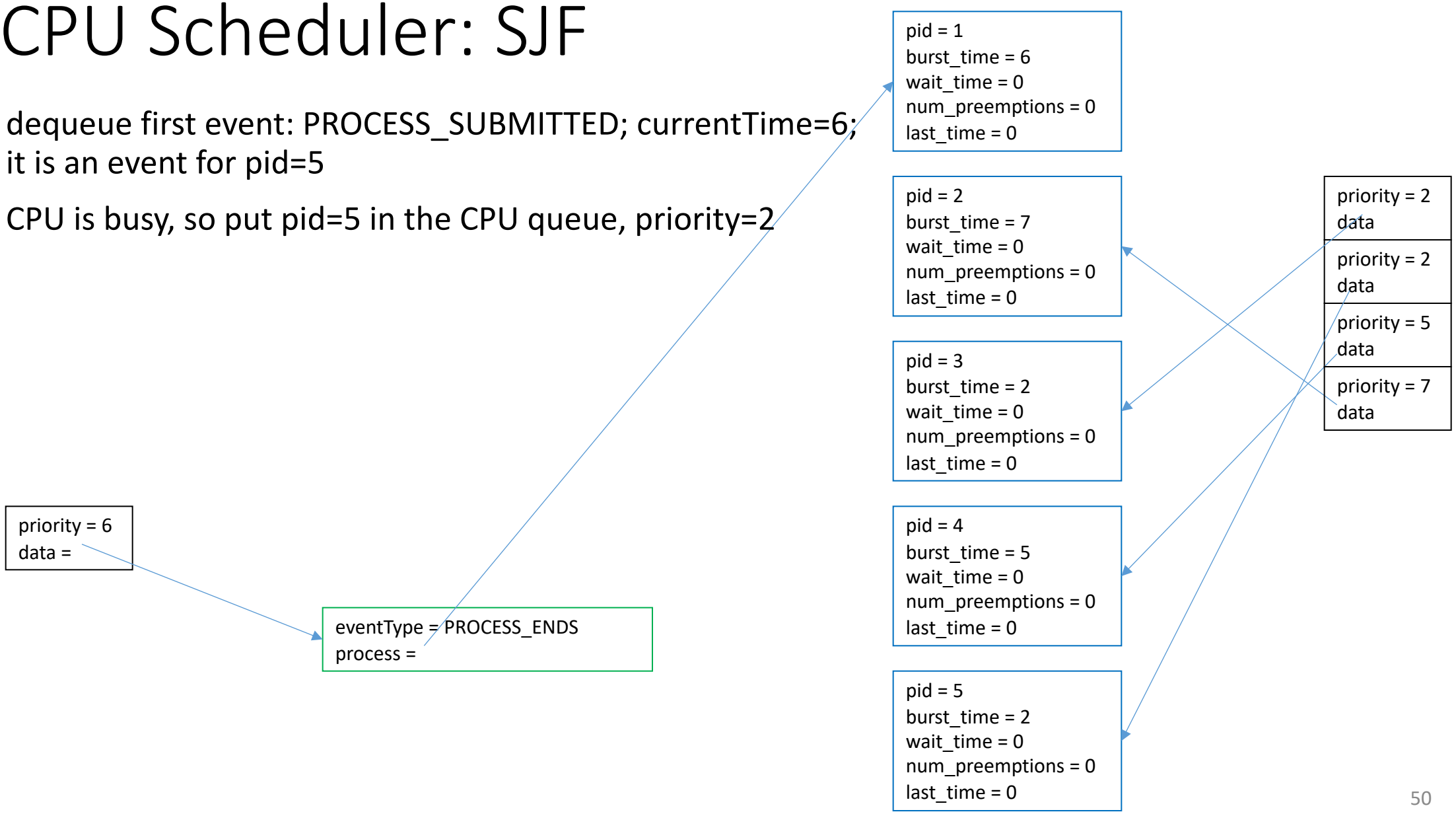
CPU is busy, so put pid=5 in the CPU queue, priority=2



CPU Scheduler: SJF

dequeue first event: PROCESS_SUBMITTED; currentTime=6;
it is an event for pid=5

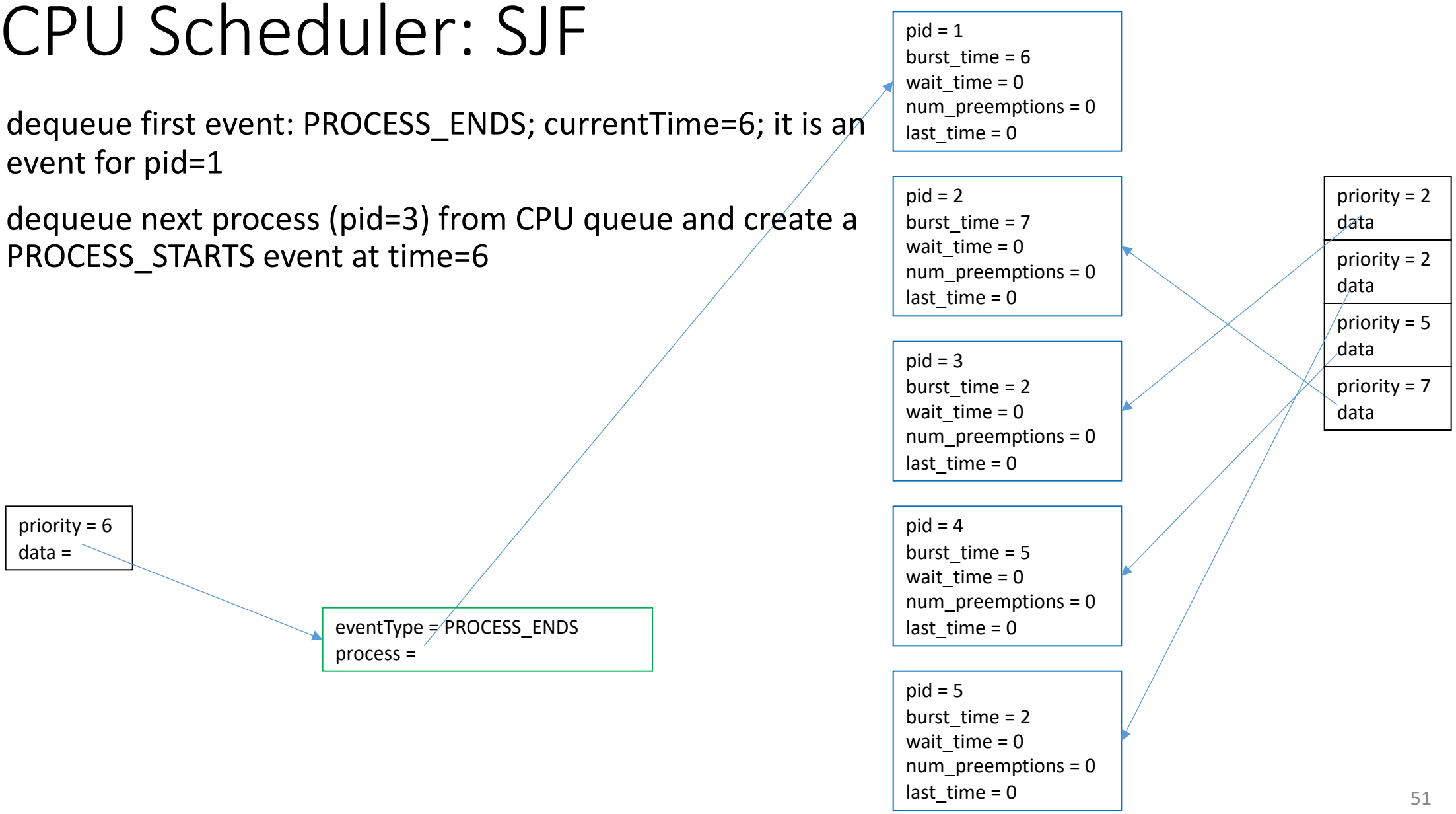
CPU is busy, so put pid=5 in the CPU queue, priority=2



CPU Scheduler: SJF

dequeue first event: PROCESS_ENDS; currentTime=6; it is an event for pid=1

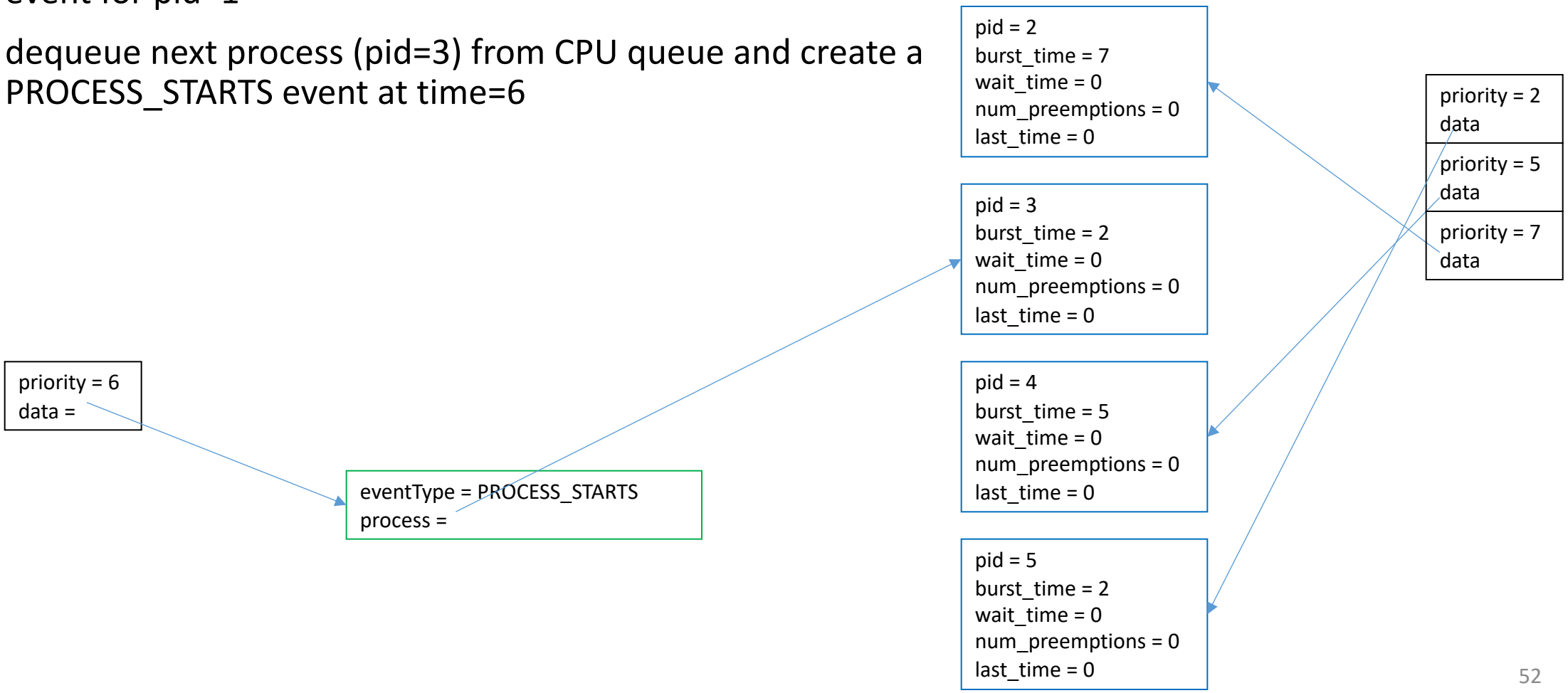
dequeue next process (pid=3) from CPU queue and create a PROCESS_STARTS event at time=6



CPU Scheduler: SJF

dequeue first event: PROCESS_ENDS; currentTime=6; it is an event for pid=1

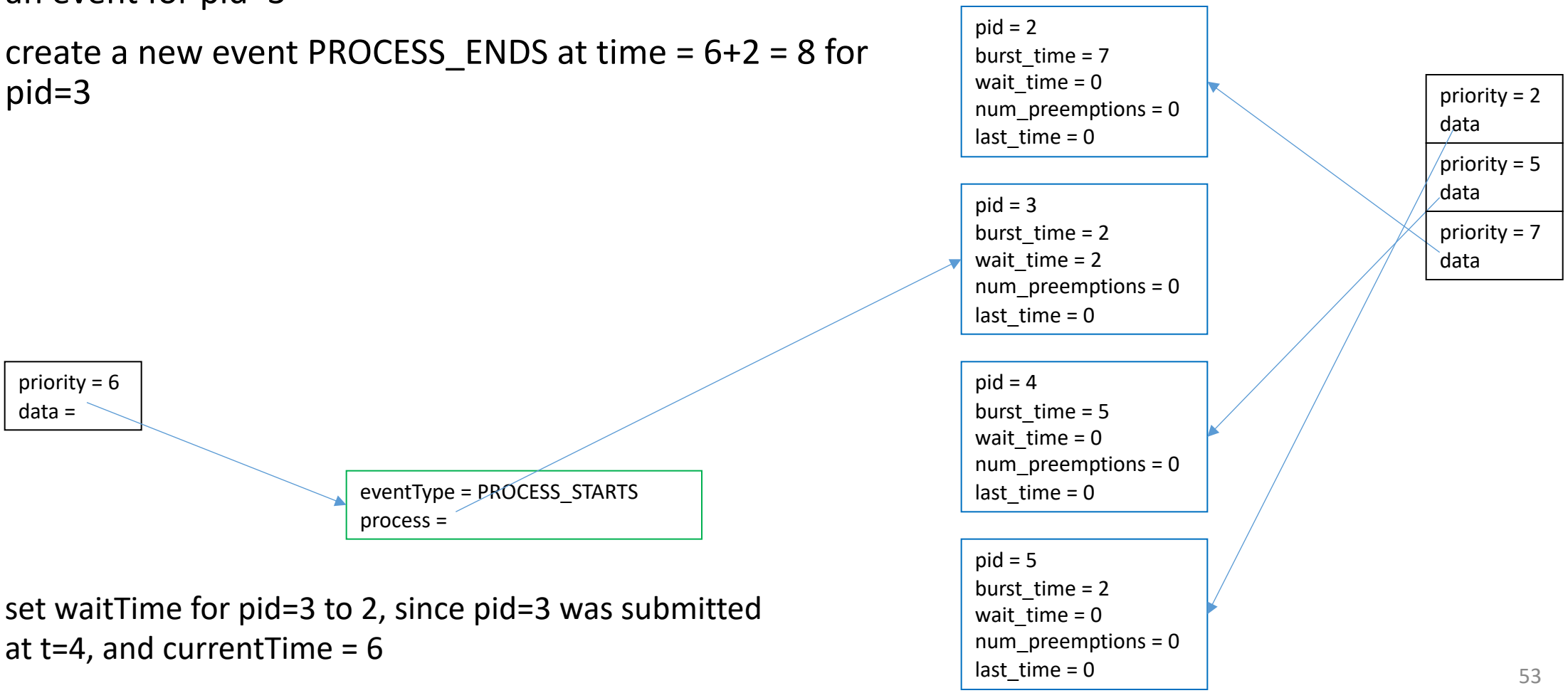
dequeue next process (pid=3) from CPU queue and create a PROCESS_STARTS event at time=6



CPU Scheduler: SJF

dequeue first event: PROCESS_STARTS; currentTime=6; it is an event for pid=3

create a new event PROCESS_ENDS at time = 6+2 = 8 for pid=3

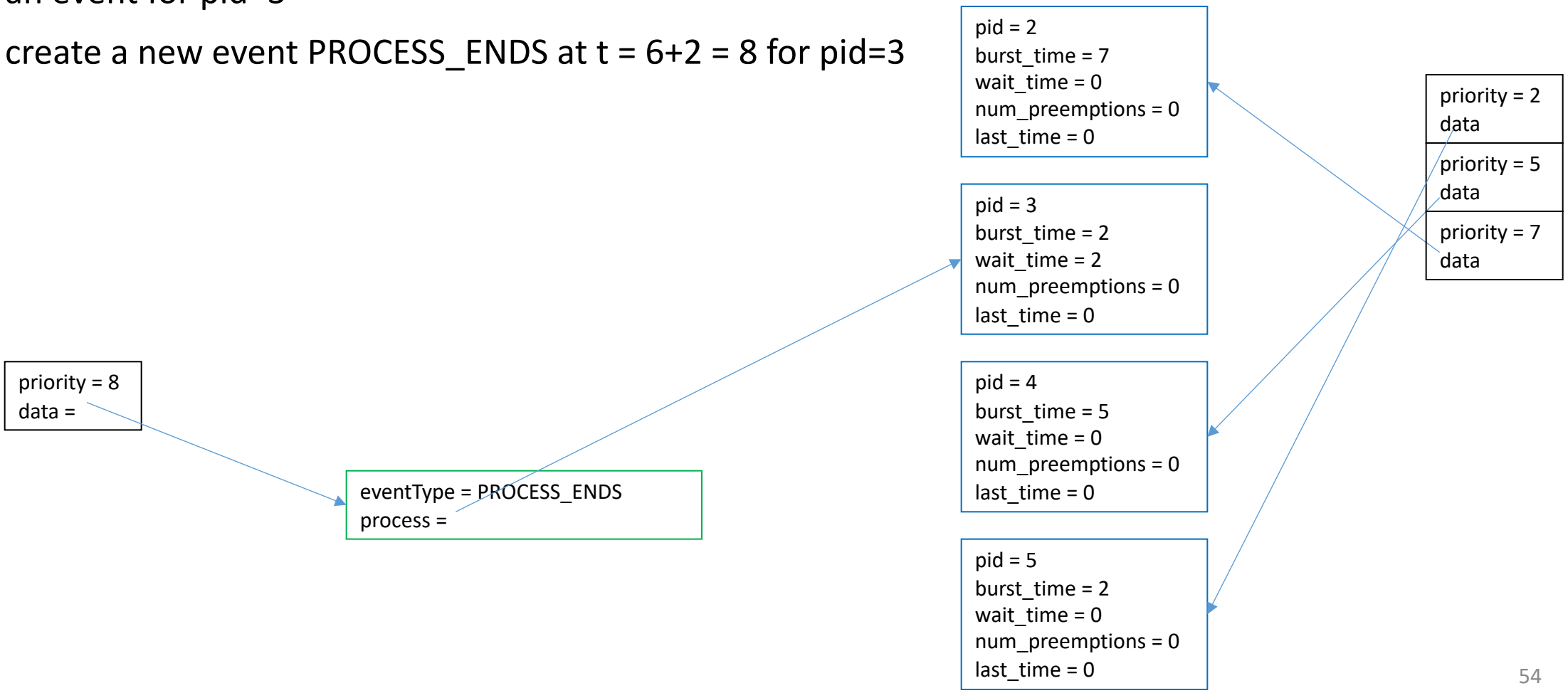


set waitTime for pid=3 to 2, since pid=3 was submitted at t=4, and currentTime = 6

CPU Scheduler: SJF

dequeue first event: PROCESS_STARTS; currentTime=6; it is an event for pid=3

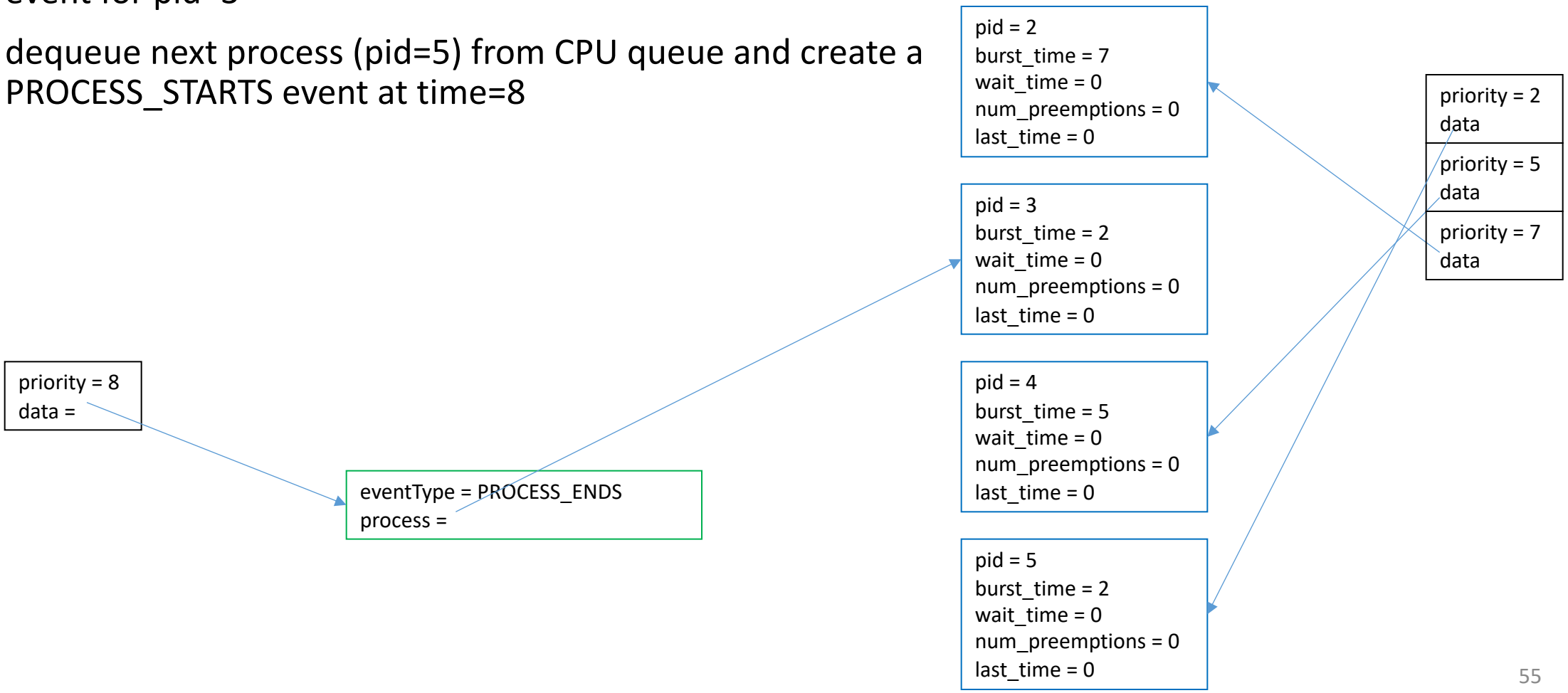
create a new event PROCESS_ENDS at t = 6+2 = 8 for pid=3



CPU Scheduler: SJF

dequeue first event: PROCESS_ENDS; currentTime=8; it is an event for pid=3

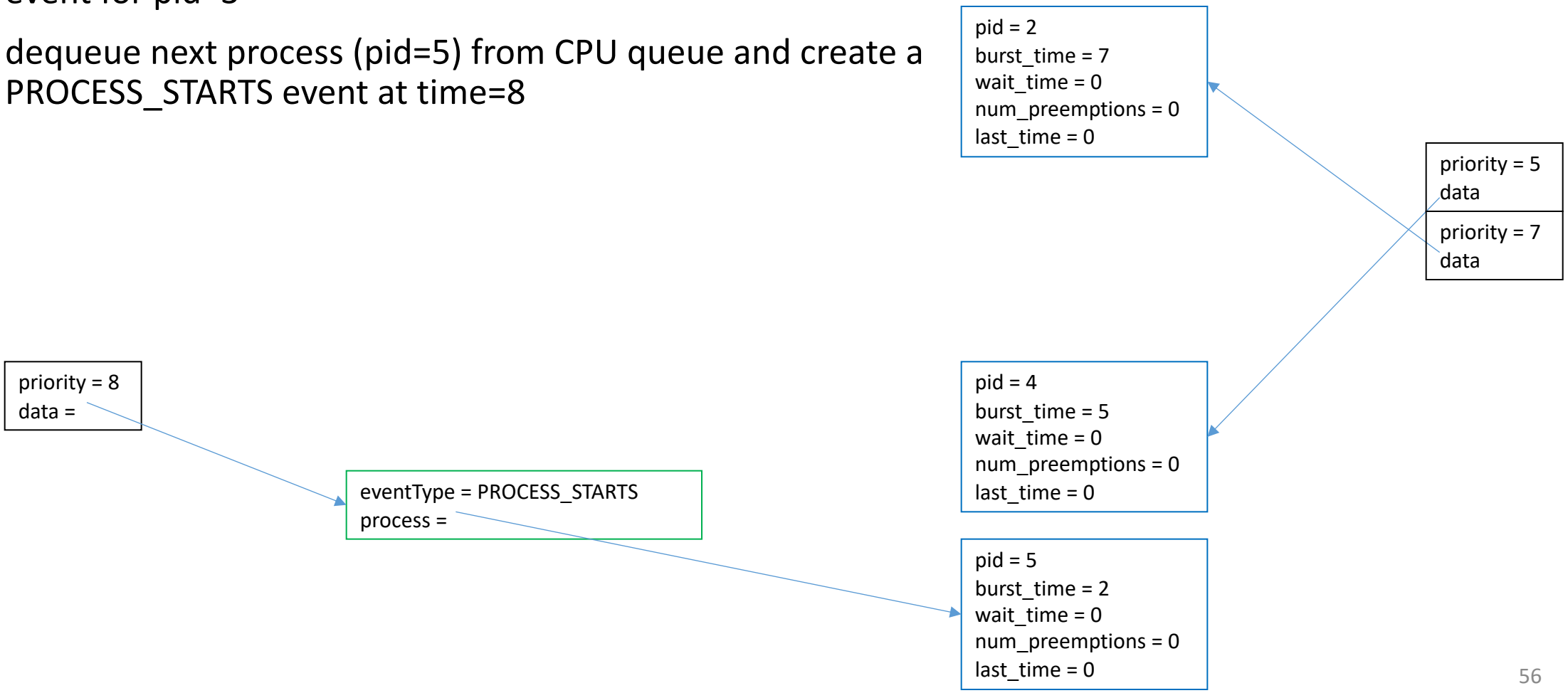
dequeue next process (pid=5) from CPU queue and create a PROCESS_STARTS event at time=8



CPU Scheduler: SJF

dequeue first event: PROCESS_ENDS; currentTime=8; it is an event for pid=3

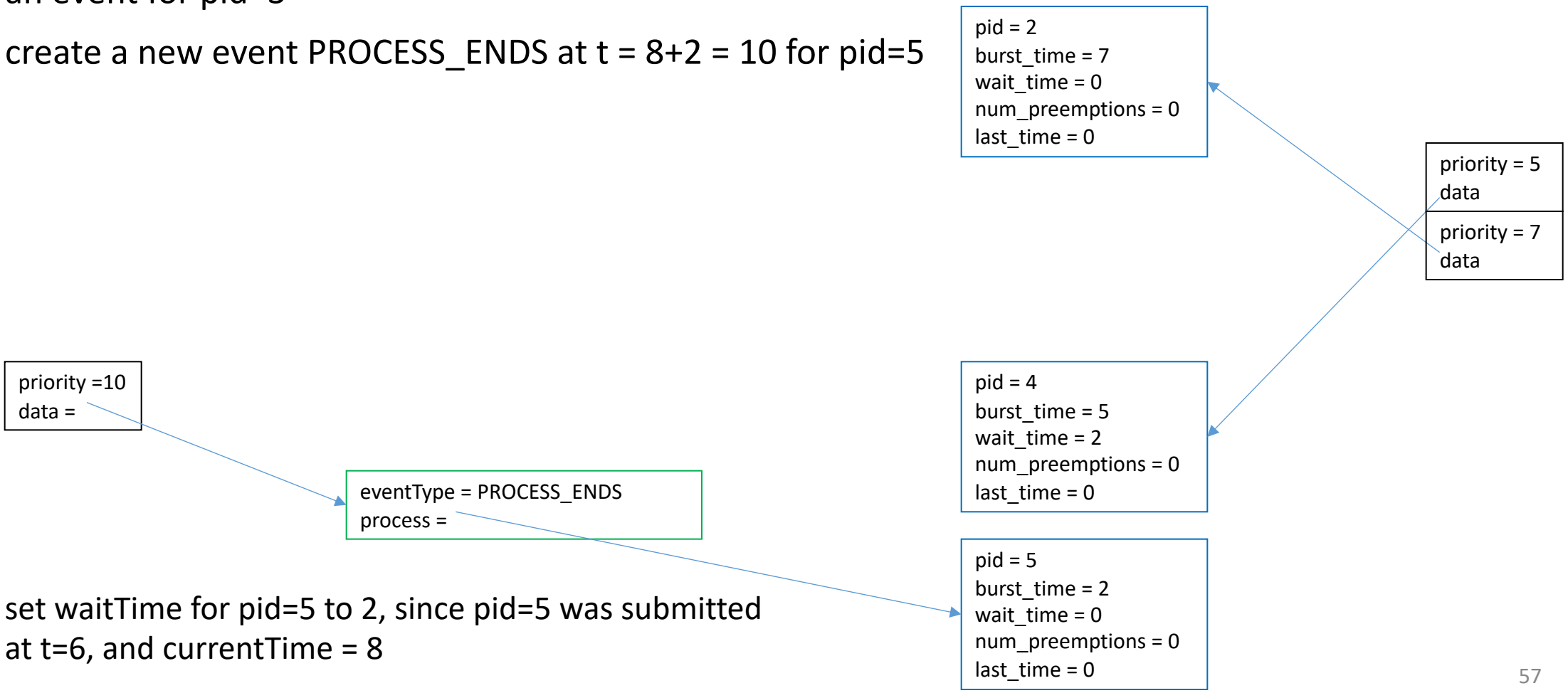
dequeue next process (pid=5) from CPU queue and create a PROCESS_STARTS event at time=8



CPU Scheduler: SJF

dequeue first event: PROCESS_STARTS; currentTime=8; it is an event for pid=3

create a new event PROCESS_ENDS at t = 8+2 = 10 for pid=5



set waitTime for pid=5 to 2, since pid=5 was submitted at t=6, and currentTime = 8