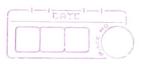
Assignment 3.

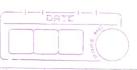


Q1	Oifference between	preemptiva
	Preemptive scheduling	Non Preemptive scheduling
1)	cpu Allocation is not const-	CPU AMoration is constant
2)	process can be intreupted at any time	Process will not be intrupted by any other process
8)	a lot of overshead becau-	In this their only happens a switching when their process dose To operations.
4)	Their can be problem of staruation in this	staruation problem will not happen.
5)	If high priority process comes then the running process is switched out	In this even If a critical process comes the tunning process will not be preempto
6)	In this the response time can be reduced or minimal	In this response time is meany times it is gir higher



Q2 Which of the following scheduling algorithms could result in starvation? a. First-come, first-serve b. shortest job first C. Round- robin d. Priority. > - starvation is the process in which a process is waiting in ready queue for a long-time. -This can happen in scheduling Algorithms like -- Shortest job first
-- priority scheduling. 1) shortest job First. - in this scheduling the sob having the shootest byost time is given cpu time. - in preemptive sif whenever their isa process running and another even shorter process comes then tunning process is switched out. - If their comes a situation where two processes have same Byrst time then we use FCFs between them. Starvation can happen in this situation if constant stream of process having low pointly

come in cpu.



,) priority scheduling.
	the state of the s
\rightarrow	- in this the processes are scheduled by their
	priority value
	- processes having high priority are given cru time
	before cpu's with low pointy
	- startation can happen if processes a having
	low priority constantly keep appearing
-	
1 93	Suppose that the following processes grive
	for execuation at the times indicated, each
,	process will tun for an amount time listed
	In answering the questions use non preempt
	we scheduling and base all the decisions on
	the information you have at the time design
, · ·	must be maid.
	a) what is the average turnground time
	For these processes,
	Data constants
	Process Arrival time Burst time
	P ₁ 0.0 8
	P2 10 1
->	
	P ₁ P ₂ P ₃
	8 12 13.
	average turn around time
	=(8+12+13)/3 -24.33



b) what is the average tyringround time for those process with SJF algorithm

	Pa	Pg	P2	
(The second second	3	9	3

Average turnaround time

= (8+9+13)/3

C) The SIF algorithm suppose to increase performance but notice that we choose to tun process 1 at time or because we didnot know other shorter processes may arive soon: compute what the average turnground time coill be if the CPU is left ideal for the first 1 punit and then SIF is used temember that process prand prand process prand pran

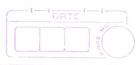
	Pg	P2	P1	}
0	1	2	6	14

The called future knowledge scheduling

Average wa turnaround time

= (2+6+14) 13

= 11.66



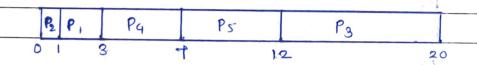
24	Consider the following set of processes,
7.	with the length of the cro Burst given in
	with the length of the cro Burst given in miliseconds.
	Process Burstime priority.
	ρ, 2
	P ₂
	P ₂ 8 4
	Py 4 2
	Ps references commences as 3 cm and
	The processes are assumed to have arrived in the
	order p, p2, p3, p4, ps, atlat time o
	i de la companya de l
	a) Draw four Gant charts that cillustrate the
	execuation of these process using the follow-
	ing scheduling algorithms. FCFS, SSF, nonpreem
	ptive priority and RR (quantom = 2)
	I) FCFS'
	-> order of execuation
	- P, P2, P3, P4, P5
	P1 P2 P3 P4 P5
	P ₁ P ₂ P ₃ P ₄ P ₅



II) SIE

Process execuation order

-Po Pi Pa Ps Ps



III) non preemptive polosity.

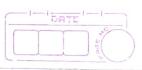
Process execuation order

- B P3, P5, P4, P2



	P3	P ₅		P,	P4	F	2	
().	8	13	15		19	2	Ø

OVI) RR (Quantom = 2)



Tyrnground time = Compleation time - Arrivel time waiting time = tyrnground time - Byrst time

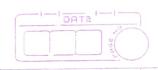
- b) what is the turn around time for each process for each of the scheduling algorithms in part a.
 - I) turn oround time in FCFS.

$$\frac{P_2}{P_3} = \frac{3}{11}$$

II) turn oround time For SJF

$$P_{1} = 3$$

III) turnoround time for non-preemptive priority.



VI) RR turn ground time.

$$P_2 = 3$$

() what is the waiting time for each process For each scheduling algorithms.

waiting time for each algorithm is as Follows

I) FCFS

$$p_0 = 2$$

T) SJF

$$P_3 = 3$$



III) non-preemptive polovity
P1 = 13
P ₂ = 19
$P_2 = 19$ $P_3 = 0$ $P_4 = 15$
PB = 8 Principal Circumstance
VI) RR tops
$P_1 = 0$
Po = 2
Pg = 12
Py = 19 million and the second
Ps: 18 200 10 10 10 10 10 10 10 10 10 10 10 10 1
d) which of the algorithms results in the minium
average waiting time.
- average waiting time for all angerithmis
as Follows
I)FCIS
-(0+2+3+11+18)/85=16.3
II) SJF
- (1+0+12+3+7)/8 -07.6
5-07.6
III) non-preemptive pointly.
- (18+19+0+16+8) 19 - 182

(0+2+12+9+13)/5-



 $\frac{1) FCF8}{-(0+2+3+1145)/5} = 6.2$

II)SJF

-(1+0+p+3+7) 15 = 4.6

III) non-preemptive pointly

- (13+19 to +15+8) /5= 1/10 1 "

VI) RR

-(2+12+9+13)/5=7.2

therefore the least waiting time is of algorithm shortest job first (SIF)

and the second of the second of the second of the

The second secon