**Team Benchmarking Report: CS475**

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Assumptions:





* A context switch has a cost of about 1 or 2
* We will assume that a CPU service time will be used first followed by the I/O service time
* There will be ready and wait queues for both the I/O and CPU
* IO bursts are taken care of with FCFS
* In terms of the load balance approach, we will be evaluating this on the basis of the same amount (number) of processes per processor.
* In the feedback algorithm, we’re assuming the first process will not finish before the next process comes in

Average Tt , Wt , Rt : (given a significant number of runs with different time quantums.)

Average Turnaround:

Average Wait:

Average Response:

Average Throughput for various algorithms (9):

Speedup analysis with different CPU configurations: