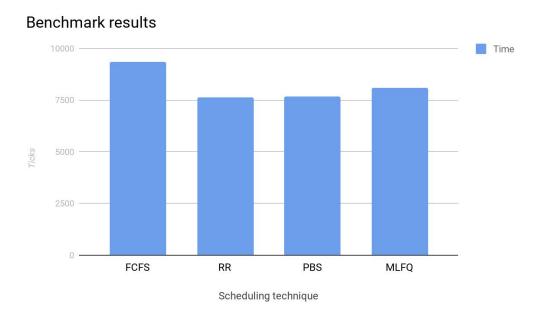
Benchmark program (bench.c):

This file is used to test all the scheduling algorithms. It forks 10 times and the parent waits for the 10 child processes to terminate. The child processes are of different types as the I/O and CPU loops depend on the child number and so there is a good blend of both CPU and IO times.

Results:



Conclusions:

- 1. FCFS gives the worst performance as it has the highest endtime creationtime (wtime + rtime).
- 2. RR, PBS, and MLFQ give somewhat similar results.
- 3. RR works slightly better than PBS and MLFQ.

Ranking:

- 1. RR
- 2. PBS
- 3. MLFQ
- 4. FCFS

Inference:

1. RR

Round Robin performed the **best** as all processes regardless of type (IO or CPU intensive) were given equal priority as they were yielded after every tick. This way the I/O intensive processes didn't have to wait for CPU intensive processes to finish (Convoy effect).

2. FCFS

FCFS performed the **worst** as CPU intensive programs came first and so were served first. The I/O intensive programs had to wait needlessly despite having short CPU burst times.

3. PBS

For Priority based Scheduling the I/O intensive processes received lower priority (more preference), so they were executed before CPU intensive processes when runnable.

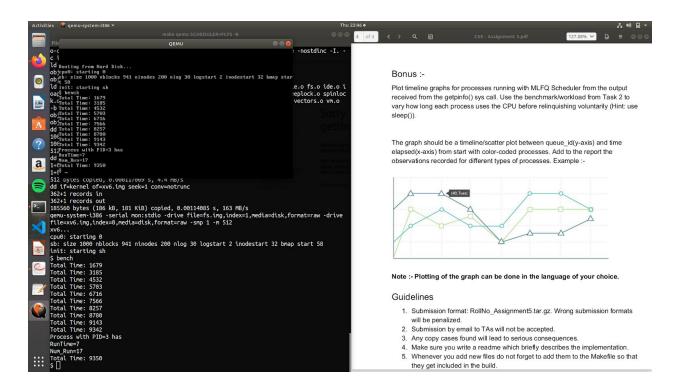
Note: Processes could be assigned priority differently and in that case the outcome would vary.

4. MLFQ

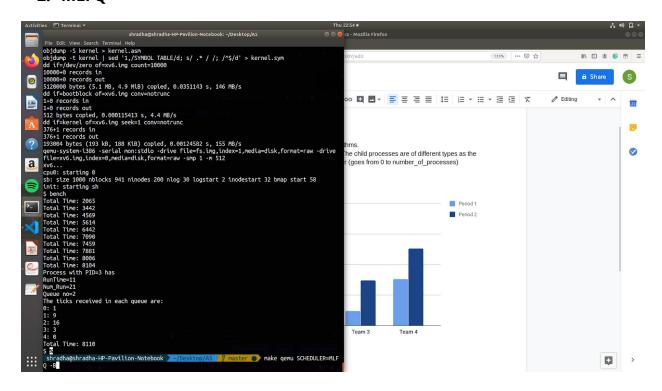
In Multilevel Feedback Queue Scheduling, I/O intensive processes went to sleep (yield) frequently so they were retained in higher priority queues. CPU intensive processes took more 'ticks' and hence were constantly shifted down to lower priority queues. Hence, it performed better than FCFS.

Screenshots:

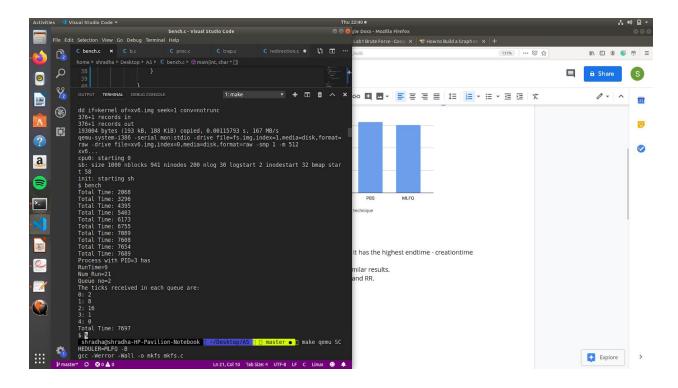
1. FCFS



2. MLFQ



3. PBS



4. RR

