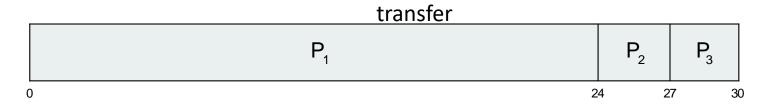
First- Come, First-Served (FCFS) Scheduling

<u>Process</u>	Burst Time
P_1	24
P_2	3
P_3	3

Suppose that the processes arrive in the order: P_1 , P_2 , P_3 The Gantt Chart for the schedule is:



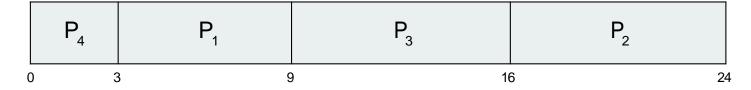
- Waiting time for $P_1 = 0$; $P_2 = 24$; $P_3 = 27$
- Average waiting time: (0 + 24 + 27)/3 = 17



Shortest-Job-First (SJF) Scheduling

<u>Process</u>	Burst Time
P_1	6
P_2	8
P_3	7
P_4	3

SJF scheduling chart



• Average waiting time = (3 + 16 + 9 + 0) / 4 = 7

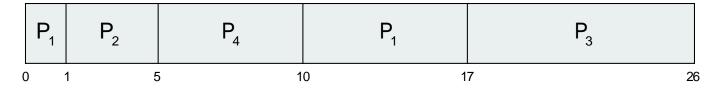


Example of Shortest-remaining-time-first

Now we add the concepts of varying arrival times and preemption to the analysis

<u>Process</u>	<u>Arrival Time</u>	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

Preemptive SJF Gantt Chart



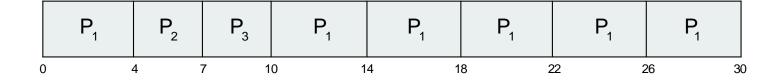
• Average waiting time = [(10-1)+(1-1)+(17-2)+(5-3)]/4 = 26/4 = 6.5 msec



Example of RR with Time Quantum = 4

Process Process	Burst Time
P_1	24
P_2	3
P_3	3

The Gantt chart is:



Typically, higher average turnaround than SJF, but better response



Example of Priority Scheduling

<u>Process</u>	Burst Time	<u>Priority</u>
P_1	10	3
P_2	1	1
P_3	2	4
P_4	1	5
P_5	5	2

Priority scheduling Gantt Chart



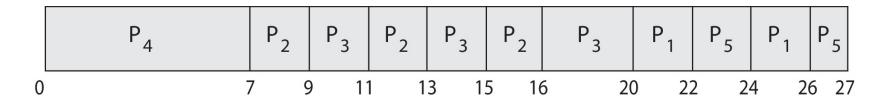
Average waiting time = 8.2 msec



Priority Scheduling w/ Round-Robin

<u>Process</u>	Burst Time	<u>Priority</u>
P_1	4	3
P_2	5	2
P_3	8	2
P_4	7	1
P_5	3	3

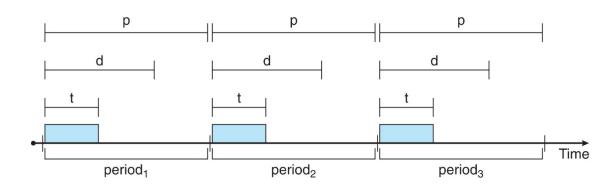
- Run the process with the highest priority. Processes with the same priority run round-robin
- Gantt Chart wit 2 ms time quantum





Priority-based Scheduling

- For real-time scheduling, scheduler must support preemptive, priority-based scheduling
 - But only guarantees soft real-time
- For hard real-time must also provide ability to meet deadlines
- Processes have new characteristics: periodic ones require CPU at constant intervals
 - Has processing time t, deadline d, period p
 - $0 \le t \le d \le p$
 - Rate of periodic task is 1/p





Earliest Deadline First Scheduling (EDF)

Priorities are assigned according to deadlines:

the earlier the deadline, the higher the priority; the later the deadline, the lower the priority

