Department of Computer Science and Engineering

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FIRST-COME, FIRST-SERVED (FCFS) SCHEDULING

FCFS Scheduling

- Non-preemptive.
- FCFS is the simplest CPU scheduling algorithm.
- The process, that request the CPU first, is allocated to the CPU firstly.
- The implementation of FCFS policy is easily managed by the FIFO queue.

FCFS Question 1

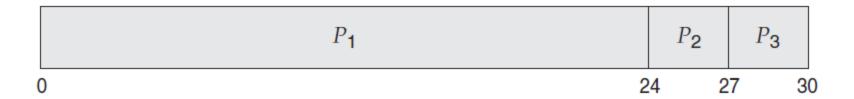
Process	Burst Time
P_1	24
P_2	3
P_3	3

Suppose that the processes arrive, at time 0, in the order: P_1 , P_2 , P_3

Find:

- 1. Waiting Time
- 2. Average Waiting Time
- 3. Turnaround Time
- 4. Average Turnaround Time

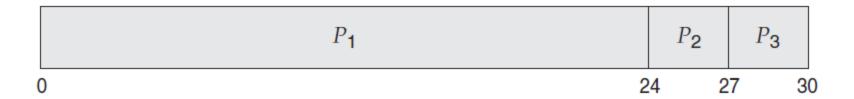
FCFS Question 1: Solution_{1/2}



- Waiting Time
 - > P1wt=0 unit time
 - > P2wt=24 unit time
 - > P3wt=27 unit time
- Average Waiting Time

$$AWT=(P1wt+P2wt+P3wt)/3$$

FCFS Question 1: Solution_{2/2}



Turnaround Time

- > P1tt=(24-0)=24 unit time
- > P2tt=(27-0)=27 unit time
- > P3tt=(30-0)=30 unit time

Average Turnaround Time

- ➤ ATT=(P1tt+P2tt+P3tt)/3
- > ATT=(24+27+30)/3=27 unit time

FCFS Question 2

Process	Burst Time
P_1	8
P_2	5
P_3	6
P_4	7

Suppose that the processes arrive , at time 0, in the order: P_1 , P_2 , P_3 , and P_4

Find:

- 1. Waiting Time
- 2. Average Waiting Time
- 3. Turnaround Time
- 4. Average Turnaround Time

FCFS Question 2: Solution_{1/2}

	P1	P2		Р3	P4	
Ö) 8	3	13	1	9	26

- Waiting Time
 - > P1wt=0 unit time
 - > P2wt=8 unit time
 - > P3wt=13 unit time
 - > P4wt=19 unit time
- Average Waiting Time
 - \rightarrow AWT=(P1wt+P2wt+P3wt+P4wt)/4
 - > AWT=(0+8+13+19)/4= 10 unit time

FCFS Question 2: Solution_{2/2}

	P1	P2	P	3	P4
Ō	8	3	13	19	26

Turnaround Time

- ➤ P1tt=(8-0)=8 unit time
- > P2tt=(13-0)=13 unit time
- > P3tt=(19-0)=19 unit time
- > P4tt=(26-0)=26 unit time

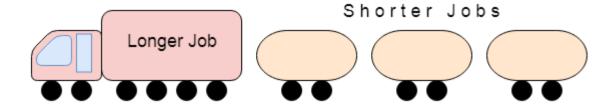
Average Turnaround Time

- ➤ ATT=(P1tt+P2tt+P3tt+P4tt)/4
- > ATT=(8+13+19+26)/4=16.5 unit time

FCFS Scheduling: Issue

Convoy effect

Short process behind long process



FCFS Question 1 Revisited

Process	Burst Time
P_1	24
P_2	3
P_3	3

Suppose that the processes arrive, at time 0, in the order: P_2 , P_3 , P_1

Find:

- 1. Waiting Time
- 2. Average Waiting Time
- 3. Turnaround Time
- 4. Average Turnaround Time

References

- 1. Silberschatz, Galvin and Gagne, "Operating Systems Concepts", Wiley.
- 2. William Stallings, "Operating Systems: Internals and Design Principles", 6th Edition, Pearson Education.
- D M Dhamdhere, "Operating Systems: A Concept based Approach", 2nd Edition, TMH.

