

Department of Computer Science and Engineering

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PRIORITY SCHEDULING

Priority Scheduling

- A *priority* number (integer) is associated with each process
- The CPU is allocated to the process with the *highest priority* (*smallest integer => highest priority*)
 - Preemptive
 - Non-preemptive
- SJF is a priority scheduling where priority is the predicted next CPU burst time
- **Problem** : Starvation – low priority processes may never execute
- **Solution** : Aging – as time progresses increase the priority of the process

Priority Scheduling Question

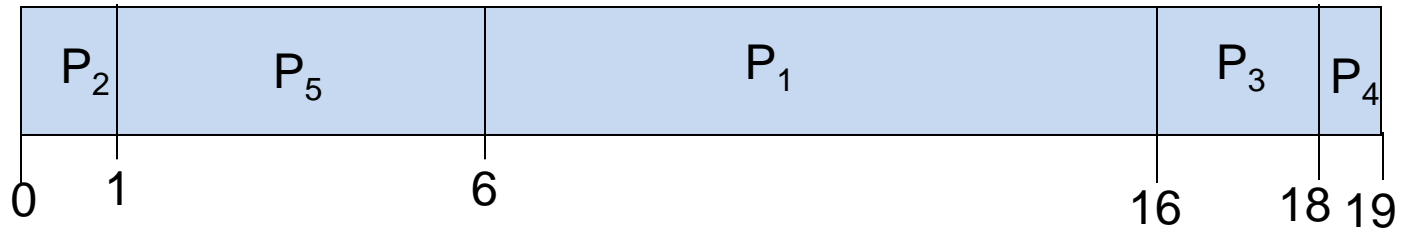
Process	Arrival Time	Burst Time	Priority
P_1	0	10	3
P_2	0	1	1
P_3	0	2	4
P_4	0	1	5
P_5	0	5	2

Suppose that the processes arrive in the order: P_1 , P_2 , P_3 , P_4 , and P_5 .

Find:

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

Priority Scheduling Question: Solution^{1/2}



- *Waiting Time*

- $P_1wt = (6 - 0) = 6$ unit time

- $P_2wt = 0$ unit time

- $P_3wt = (16 - 0) = 16$ unit time

- $P_4wt = (18 - 0) = 18$ unit time

- $P_5wt = (1 - 0) = 1$ unit time

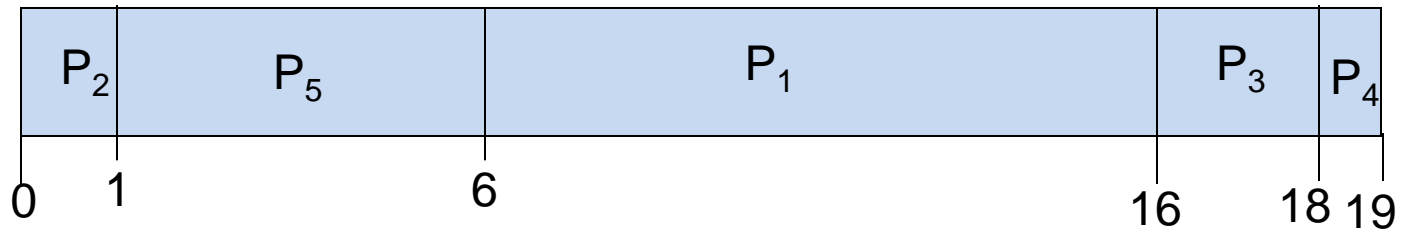
Process	Arrival Time	Burst Time	Priority
P_1	0	10	3
P_2	0	1	1
P_3	0	2	4
P_4	0	1	5
P_5	0	5	2

- *Average Waiting Time*

- $AWT = (P_1wt + P_2wt + P_3wt + P_4wt + P_5wt) / 5$

- $AWT = (6 + 0 + 16 + 18 + 1) / 5 = 41 / 5 = 8.2$ unit time

Priority Scheduling Question: Solution^{2/2}



- *Turnaround Time*

- $P1tt = (16 - 0) = 16$ unit time

- $P2tt = (1 - 0) = 1$ unit time

- $P3tt = (18 - 0) = 18$ unit time

- $P4tt = (19 - 0) = 19$ unit time

- $P5tt = (6 - 0) = 6$ unit time

Process	Arrival Time	Burst Time	Priority
P_1	0	10	3
P_2	0	1	1
P_3	0	2	4
P_4	0	1	5
P_5	0	5	2

- *Average Turnaround Time*

- $ATT = (P1tt + P2tt + P3tt + P4tt + P5tt) / 5$

- $ATT = (16 + 1 + 18 + 19 + 6) / 5 = 60 / 5 = 12$ unit time

Priority Scheduling Homework Question

Process	Arrival Time	Burst Time	Priority
P_1	0	6	2
P_2	0	3	4
P_3	0	8	3
P_4	0	2	1

Suppose that the processes arrive 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*

References

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

Thank You.

