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# PROCESS SCHEDULING

# Context Switch

- When CPU switches to another process, the system must save the **state** of the old process and load the saved state for the new process.
- **Context-switch** time is **overhead**; the system does **no useful work** while switching.
- **Time** dependent on hardware support.

# Preemptive/Non-preemptive Scheduling

- CPU scheduling **decisions** may take place when a process:
  1. Switches from **running to waiting state**
  2. Switches from **running to ready state**
  3. Switches from **waiting to ready**
  4. **Terminates**
- Scheduling under 1 and 4 is **non-preemptive**.
- All other scheduling is **preemptive**.

# Dispatcher

- Dispatcher module gives **control** of the CPU to the process selected by the **short-term scheduler**; this involves:
  - **switching context**
  - **switching to user mode**
  - **jumping to the proper location in the user program to restart that program**
- **Dispatch latency** – time it takes for the dispatcher to stop one process and start another.

# Scheduling Criteria

- **CPU utilization** – keep the CPU as busy as possible.
- **Waiting time** – the sum of the periods of time in which a process waits in the ready queue.
- **Turnaround time** – the interval from the time of submission of process to the time of completion of the process.
- **Throughput** – the number of processes that completed by the CPU in unit time.
- **Response time** – amount of time it takes from when a request was submitted until the first response is produced.

# Optimization Criteria

- **Maximize**
  - CPU utilization
  - Throughput
- **Minimize**
  - Turnaround time
  - Waiting time
  - Response time

# Exercise

1. Explain Context Switching.
2. What are the various criteria for CPU scheduling?
3. Describe the actions taken by a kernel to context-switch between processes.
4. Describe the differences among short-term, medium-term, and long term schedulers.
5. What are the various optimization criteria.



# References

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

**Thank You.**

