

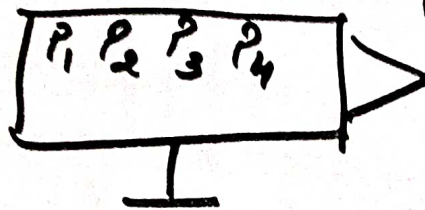
6/ May / 2021

UNIT 3

CPU Scheduling

Process (P)

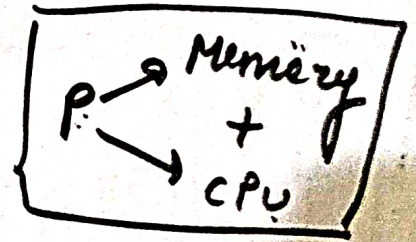
A program in execution.



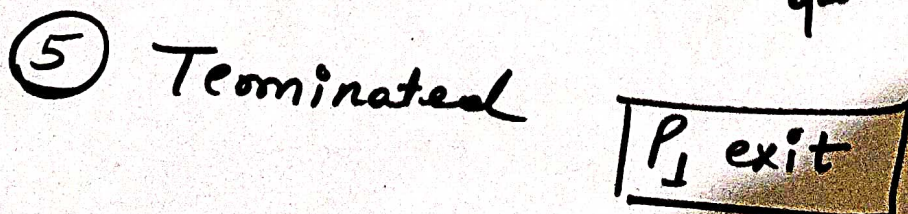
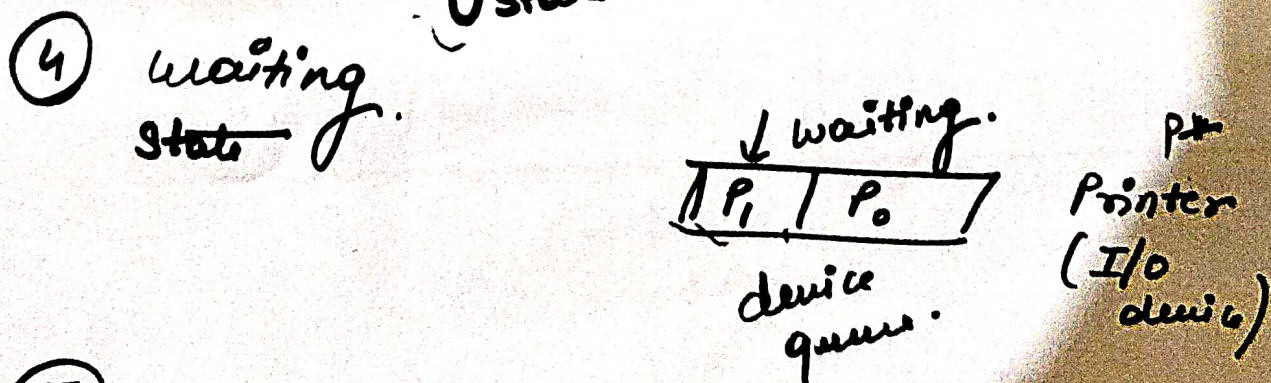
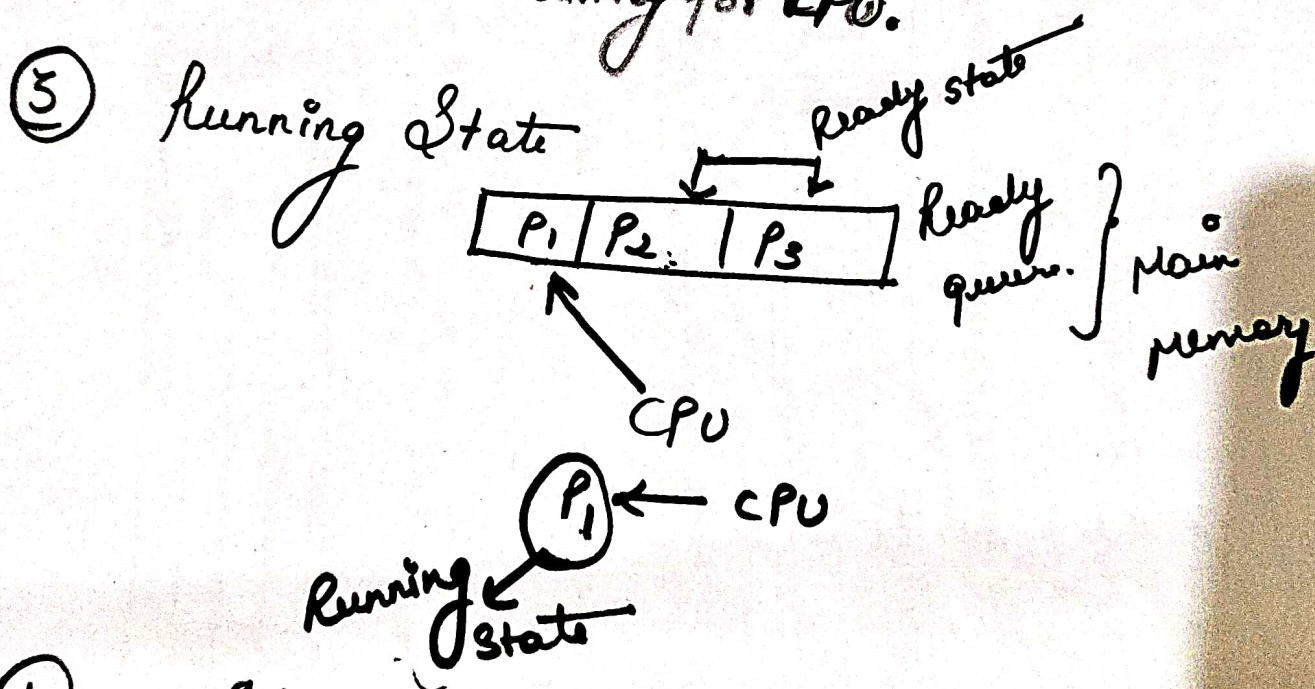
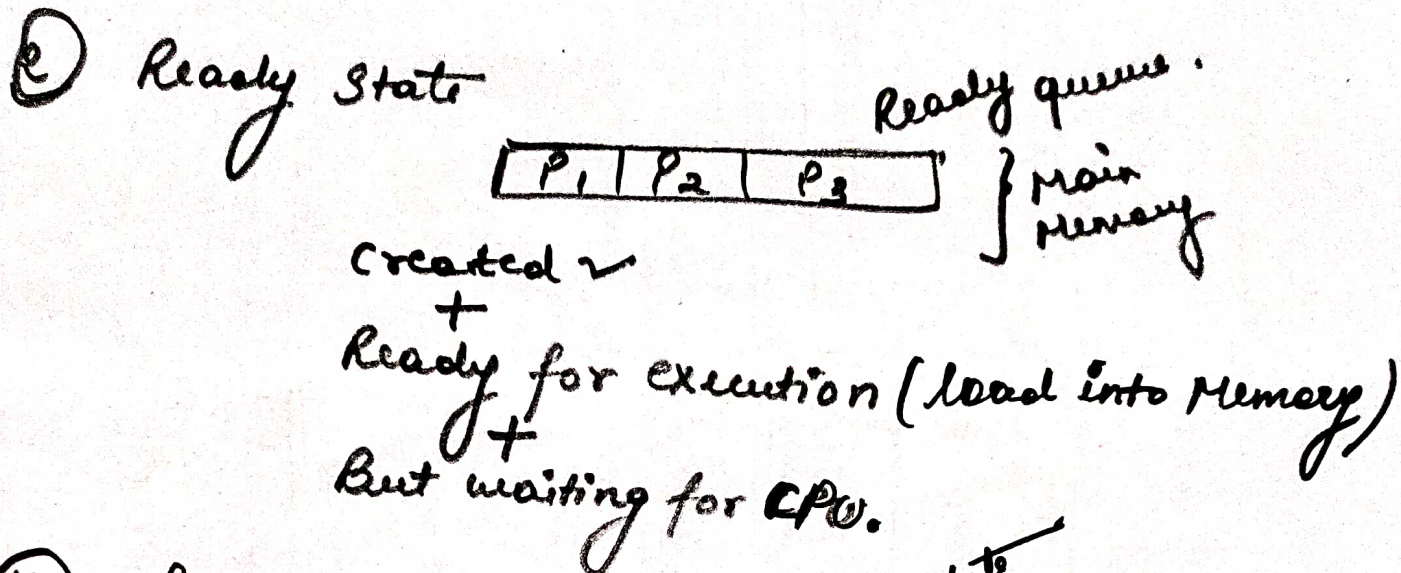
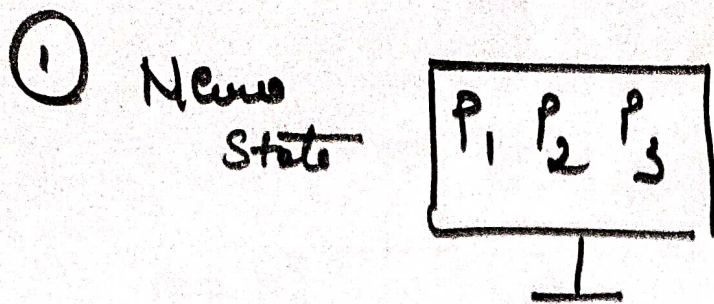
Set of instructions.
= Program.

One by one execution of process.

Process State (5 States)

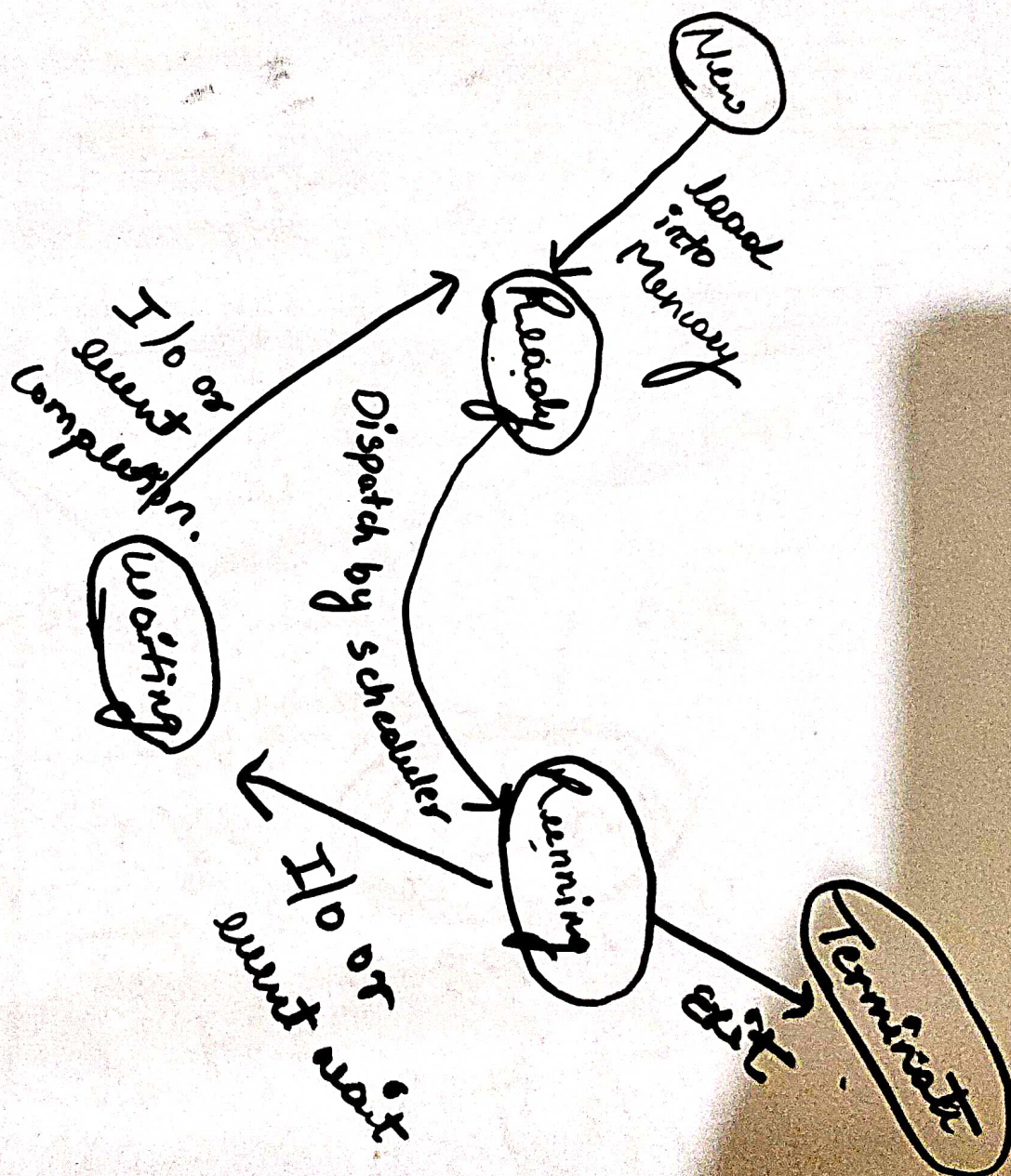


- ① New. (Being created)
- ② Ready. (Loaded into Memory, waiting to assign a CPU).
- ③ Running (instructions are being executed).
- ④ waiting (waiting for I/O device)
- ⑤ Terminated. (exit)



Process State Diagram/ Process Transition diagram.

5

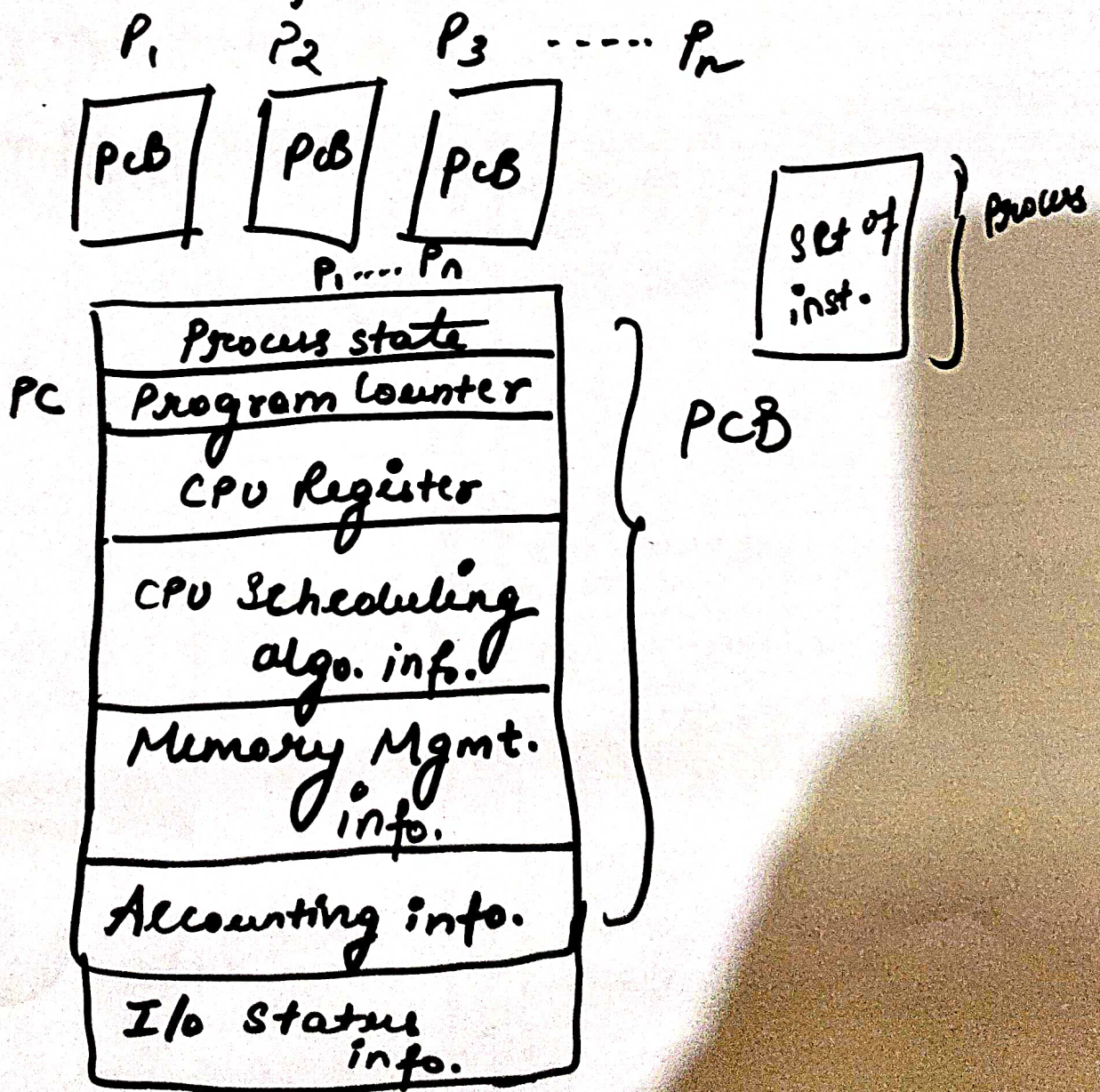


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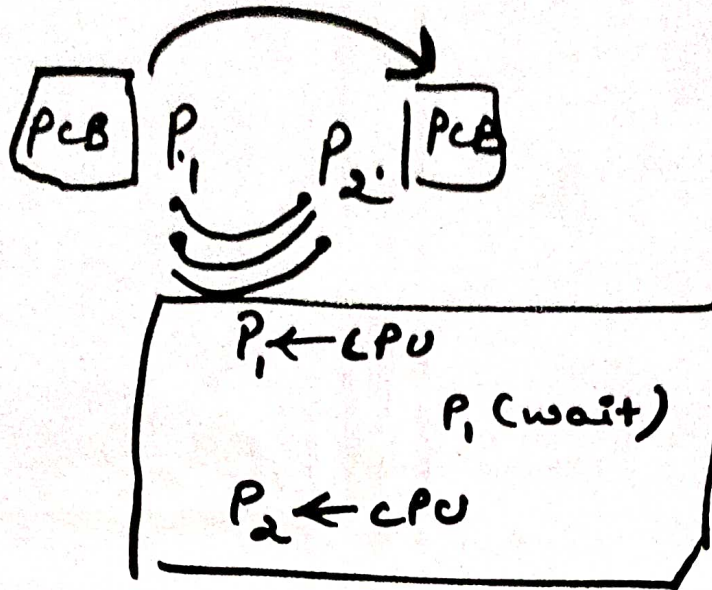
PCB

Process Control Block/
Program Control Block/
task Control Block.

- ① Data structure, which holds the details of a process.



Context Switch



Context. — includes values of CPU registers / process state / process no. / etc.

Switch — Switching the CPU to another process requires performing a state save of the current process & state restore of a different process.

