

**Academic Task-3 (Operating System)**

**Assignment – Simulation based**

**By :**

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Github Link : <https://github.com/ramansingh02/OS-assignment>

**Q1.** Write a C program to solve the following problem: Suppose that a disk drive has 5,000 cylinders, numbered 0 to 4999. The drive is currently serving a request at cylinder143, and the previous request was at cylinder 125. The queue of pending requests, in FIFO order, is: 86, 1470, 913, 1774, 948, 1509, 1022, 1750, 130 Starting from the current head position, what is the total distance (in cylinders)that the disk arm moves to satisfy all the pending requests for each of the FCFS disk-scheduling algorithms?

**Problem Description:**

Given: 5000 disk driver cylinders numbered 0 to 4999 head=143

Order**=**86, 1470, 913, 1774, 948, 1509, 1022, 1750, 130

**FCFS:**FCFS is the simplest of all the Disk Scheduling Algorithms. In FCFS, the requests are addressed in the order they arrive in the disk queue.

It is the simplest Disk Scheduling algorithm. It services the IO requests in the order in which they arrive. There is no starvation in this algorithm, every request is serviced.

All incoming requests are placed at the end of the queue. Whatever number that is next in the queue will be the next number served. Using this algorithm doesn't provide the best results. To determine the number of head movements you would simply find the number of tracks it took to move from one request to the next.

Advantages:

* Every request gets a fair chance
* No indefinite postponement

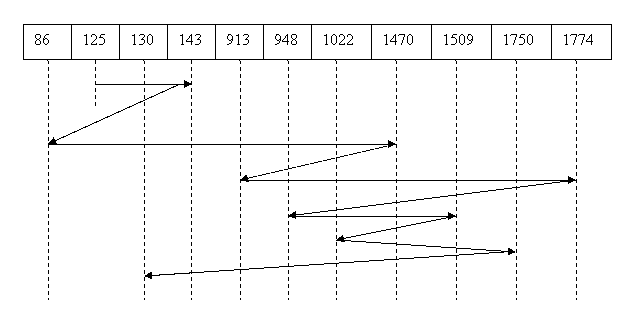
Disadvantages:

* Does not try to optimize seek time
* May not provide the best possible service

**Algorithm:**

1. Let Request array represents an array storing indexes of tracks that have been requested in ascending order of their time of arrival. ‘head’ is the position of disk head.
2. Let us one by one take the tracks in default order and calculate the absolute distance of the track from the head.
3. Increment the total seek count with this distance.
4. Currently serviced track position now becomes the new head position.
5. Go to step 2 until all tracks in request array have not been serviced.

**Diagram:**



Head=143

Distances  
            143 to 86=57; 86 to 1470=1384; 1470 to 913 =557; 913 to 1774=861; 1774 to 948=826; 948 to 1509=561; 1509 to 1022=487; 1022 to 1750=728; 1750 to 130=1620;

Total distance moved by the disk arm=**7081**

**Code Snippet:**

#include<stdio.h>

#include<stdlib.h>

int main()

{

int a[10] = {143,86,1470,913,1774,948,1509,1022,1750,130};

int prev = 0;

int total = 0;

for(int i = 0 ; i < 10 ; i++)

{

if(prev != 0)

{

total += abs(a[i] - prev);

prev = a[i];

}

else prev = a[i];

}

printf("a. FCFS:- %d", total);

return 0;

}

**Q2.** Design a scheduling program to implements a Queue with two levels:

Level 1 : Fixed priority preemptive Scheduling Level 2: Round Robin Scheduling

For a Fixed priority preemptive Scheduling (Queue1), the Priority 0 is highest priority. If one process P1 is scheduled and running, another process P2 with higher priority comes. The New process (high priority) process P2 preempts currently running process P1 and process P1 will go to second level queue. Time for which process will strictly execute must be considered in the multiples of 2. All the processes in second level queue will complete their execution according to round robin scheduling

Consider:

1. Queue 2 will be processed after Queue 1 becomes empty.

2. Priority of Queue 2 has lower priority than in Queue 1.

**Description:**

Multilevel feedback queue scheduling:

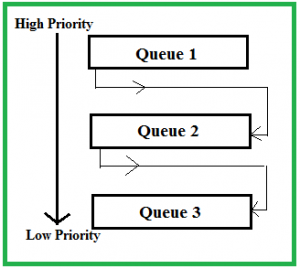
In a multilevel queue-scheduling algorithm, processes are permanently assigned to a queue on entry to the system. Processes do not move between queues. This setup has the advantage of low scheduling overhead, but the disadvantage of being inflexible.

Multilevel feedback queue scheduling, however, allows a process to move between queues. The idea is to separate processes with different CPU-burst characteristics. If a process uses too much CPU time, it will be moved to a lower-priority queue. Similarly, a process that waits too long in a lower-priority queue may be moved to a higher-priority queue. This form of aging prevents starvation.

In general, a multilevel feedback queue scheduler is defined by the following parameters:

* The number of queues.
* The scheduling algorithm for each queue.
* The method used to determine when to upgrade a process to a higher-priority queue.
* The method used to determine when to demote a process to a lower-priority queue.
* The method used to determine which queue a process will enter when that process needs service.

The program implements Multilevel Feedback Queue with two Levels: fixed priority preemptive Scheduling and Round Robin Scheduling



Queue 1 : In Fixed Priority Preemptive Scheduling Priority 0 is highest priority. If p1 is scheduling and running , now another process p2 with highest priority arrives, then p2 preempts currently running process p1 and p1 will go to second level queue

Queue 2 : In Round Robin Scheduling , the time quantum is 4 unit time.

**Code Snippet:**

#include <bits/stdc++.h>

using namespace std;

struct p\_data

{

int numer;

int process\_id;

int arr\_time;

int burst\_time;

int prior;

int finish\_time;

int remain\_time;

int wait\_time;

int start\_time;

int response\_time;

};

struct p\_data curr;

typedef struct p\_data P\_d ;

bool sort\_id(const P\_d& x , const P\_d& y)

{

return x.process\_id < y.process\_id;

}

bool sort\_arr( const P\_d& x ,const P\_d& y)

{

if(x.arr\_time < y.arr\_time)

return true;

else if(x.arr\_time > y.arr\_time)

return false;

if(x.prior < y.prior)

return true;

else if(x.prior > y.prior)

return false;

if(x.process\_id < y.process\_id)

return true;

return false;

}

bool sort\_num( const P\_d& x ,const P\_d& y)

{

return x.numer < y.numer;

}

struct comp

{

bool operator()(const P\_d& x ,const P\_d& y)

{

if( x.prior > y.prior )

return true;

else if( x.prior < y.prior )

return false;

if( x.process\_id > y.process\_id )

return true;

return false;

}

};

void my\_check(vector<P\_d> mv)

{

for(unsigned int i= 0; i < mv.size() ;i++)

{

cout<<" process\_id :"<<mv[i].process\_id<<" \_time : "<<mv[i].arr\_time<<" burst\_time : "<<mv[i].burst\_time<<" prior : "<<mv[i].prior<<endl;

}

}

int main()

{

int i;

vector< P\_d > input;

vector<P\_d> input\_copy;

P\_d temp;

int pq\_process = 0;

int rq\_process = 0;

int arr\_time;

int burst\_time;

int process\_id;

int prior;

int n;

int clock;

int total\_exection\_time = 0;

cout<<"Enter the number of processes : ";

cin>>n;

for( i= 0; i< n; i++ )

{

cout<<"Enter process\_id , Arrival\_time , Burst\_time , prior for process "<<i+1<<" : ";

cin>>process\_id>>arr\_time>>burst\_time>>prior;

temp.numer = i+1;

temp.arr\_time = arr\_time;

temp.burst\_time = burst\_time;

temp.remain\_time = burst\_time;

temp.process\_id = process\_id;

temp.prior = prior;

input.push\_back(temp);

}

input\_copy = input;

sort( input.begin(), input.end(), sort\_arr );

total\_exection\_time = total\_exection\_time + input[0].arr\_time;

for( i= 0 ;i< n; i++ )

{

if( total\_exection\_time >= input[i].arr\_time )

{

total\_exection\_time = total\_exection\_time +input[i].burst\_time;

}

else

{

int diff = (input[i].arr\_time - total\_exection\_time);

total\_exection\_time = total\_exection\_time + diff + burst\_time;

}

}

int Ghant[total\_exection\_time]={0};

for( i= 0; i< total\_exection\_time; i++ )

{

Ghant[i]=-1;

}

priority\_queue < P\_d ,vector<p\_data> ,comp> pq;

queue< P\_d > rq;

int cpu\_state = 0;

int quantum = 4 ;

curr.process\_id = -2;

curr.prior = 999999;

for ( clock = 0; clock< total\_exection\_time; clock++ )

{

for( int j = 0; j< n ; j++ )

{

if(clock == input[j].arr\_time)

{

pq.push(input[j]);

}

}

if(cpu\_state == 0)

{

if(!pq.empty())

{

curr = pq.top();

cpu\_state = 1;

pq\_process = 1;

pq.pop();

quantum = 4;

}

else if(!rq.empty())

{

curr = rq.front();

cpu\_state = 1;

rq\_process = 1;

rq.pop();

quantum = 4;

}

}

else if(cpu\_state == 1)

{

if(pq\_process == 1 && (!pq.empty()))

{

if(pq.top().prior < curr.prior )

{

rq.push(curr);

curr = pq.top();

pq.pop();

quantum = 4;

}

}

else if(rq\_process == 1 && (!pq.empty()))

{

rq.push(curr);

curr = pq.top();

pq.pop();

rq\_process = 0;

pq\_process = 1;

quantum = 4 ;

}

}

if(curr.process\_id != -2)

{

curr.remain\_time--;

quantum--;

Ghant[clock] = curr.process\_id;

if(curr.remain\_time == 0)

{

cpu\_state = 0 ;

quantum = 4 ;

curr.process\_id = -2;

curr.prior = 999999;

rq\_process = 0;

pq\_process = 0;

}

else if(quantum == 0 )

{

rq.push(curr);

curr.process\_id = -2;

curr.prior = 999999;

rq\_process = 0;

pq\_process = 0;

cpu\_state=0;

}

}

}

sort( input.begin(), input.end(), sort\_id );

for(int i=0;i<n;i++)

{

for(int k=total\_exection\_time;k>=0;k--)

{

if(Ghant[k]==i+1)

{

input[i].finish\_time=k+1;

break;

}

}

}

for(int i=0;i<n;i++)

{

for(int k=0;k<total\_exection\_time;k++)

{

if(Ghant[k]==i+1)

{

input[i].start\_time=k;

break;

}

}

}

sort( input.begin(), input.end(), sort\_num );

for(int i=0;i<n;i++)

{

input[i].response\_time=input[i].start\_time-input[i].arr\_time;

input[i].wait\_time=(input[i].finish\_time-input[i].arr\_time)-input[i].burst\_time;

}

cout<<endl<<"==============================================="<<endl<<endl;

cout<<"process\_id\tRes\_time F\_time\tW\_time"<<endl;

for(int i=0;i<n;i++)

{

cout<<input[i].process\_id<<"\t"<<input[i].response\_time<<"\t"<<input[i].finish\_time<<"\t"<<input[i].wait\_time

<<endl;

}

return 0;

}

**Test Cases:**

**1.**

Enter the number of processes : 4

Enter process\_id , Arrival\_time , Burst\_time , prior for process 1 : 1 0 5 1

Enter process\_id , Arrival\_time , Burst\_time , prior for process 2 : 2 0 3 2

Enter process\_id , Arrival\_time , Burst\_time , prior for process 3 : 3 0 8 2

Enter process\_id , Arrival\_time , Burst\_time , prior for process 4 : 4 0 6 1

---------------------------------------------------------------------------------------

process\_id Res\_time F\_time W\_time

1 0 16 11

2 8 11 8

3 11 22 14

4 4 18 12

Process returned 0 (0x0) execution time : 32.820 s

Press any key to continue.

**2.**

Enter the number of processes : 4

Enter process\_id , Arrival\_time , Burst\_time , prior for process 1 : 1 0 4 1

Enter process\_id , Arrival\_time , Burst\_time , prior for process 2 : 2 0 3 1

Enter process\_id , Arrival\_time , Burst\_time , prior for process 3 : 3 0 8 2

Enter process\_id , Arrival\_time , Burst\_time , prior for process 4 : 4 10 5 1

========================================================

process\_id Res\_time F\_time W\_time

1 0 4 0

2 4 7 4

3 7 21 13

4 0 19 4

Process returned 0 (0x0) execution time : 38.689 s

Press any key to continue.

**3.**

Enter the number of processes : 5

Enter process\_id , Arrival\_time , Burst\_time , prior for process 1 : 1 0 14 2

Enter process\_id , Arrival\_time , Burst\_time , prior for process 2 : 2 7 8 1

Enter process\_id , Arrival\_time , Burst\_time , prior for process 3 : 3 3 10 0

Enter process\_id , Arrival\_time , Burst\_time , prior for process 4 : 4 5 7 2

Enter process\_id , Arrival\_time , Burst\_time , prior for process 5 : 5 2 5 3

--------------------------------------------------------------------------------------------

process\_id Res\_time F\_time W\_time

1 0 44 30

2 0 31 16

3 0 41 28

4 6 45 33

5 13 35 28

Process returned 0 (0x0) execution time : 43.667 s

Press any key to continue.

**4.**

Enter the number of processes : 5

Enter process\_id , Arrival\_time , Burst\_time , prior for process 1 : 1 10 0 1

Enter process\_id , Arrival\_time , Burst\_time , prior for process 2 : 2 7 4 2

Enter process\_id , Arrival\_time , Burst\_time , prior for process 3 : 3 6 5 1

Enter process\_id , Arrival\_time , Burst\_time , prior for process 4 : 4 5 12 2

Enter process\_id , Arrival\_time , Burst\_time , prior for process 5 : 5 8 18 2

========================================================

process\_id Res\_time F\_time W\_time

1 0 43 33

2 7 18 7

3 0 27 16

4 0 45 28

5 10 44 18

Process returned 0 (0x0) execution time : 51.926 s

Press any key to continue.