CPU Scheduling

Name: Rahul Gred

Reg No: RA1911070010094

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1. In first come first serve " scheduling algorithm" the

Process Burst time

Gantt chart

The average waiting time will be

$$(0+21+24+30+32) = 18.75$$
ms

P, comes first to als waiting time will be D.

P, orequires 2 remy for competition Po Pz takes

21 mg walting time. Waiting time for P3 is ence time of P1 + ence. time of P2= (21+3)= 24mg waiting time for Py is ever time of (P,+Pz+Pz)m.

Shortest Job first" scheduling works on the process with the shortest burst time or duration.

Proces Burt Time

The shortest problem is executed first,

brant chart $\begin{array}{c|cccc} P_4 & P_2 & P_3 & P_2 \\ \hline D & 2 & 5 & 11 & 32 \\ \end{array}$

Py is executed first since it is a shorter process. Then P2 followed by P3 and atlast P1.

(0+2+5+11) = 4.5 ms

Compared to fCFs algorithm, 87F algorithm has a user average waiting time. 3. Bunt Time Priority Prown P4. ... 4 The trant chart band on the priority scheduling The arrenage waiting time would be (0+3+24+26) = 13.25 ms. primary & b (wenting time) 2 nd priority= 31 ence time of P.1. 3rd priority = 31 enec home of Pe) 121 (enec home of Pi)=24

Pg - 4th priority = 31 encl. time of P21 + 21 (enec time of Pi) + 2 (exectine of Py) = 26. hound hobin Scheduling Process Ready duene: ρ₁ , ρ₂ , ρ₃ , ρ₄ , ρ₅ , ρ₁ , ρ₆ , ρ₂ , ρ₅ Crantte Chart ρ₂ | ρ₃ | ρ₄ | ρ₅ | ρ₁

(4)

Now	Completion Time	Turn Arcund Time Comp Time-Arrival	Time Arrhime -
Pi	17	17	Bust Time
P2	23	22	16
ρ_3	t1	9	6
Py	12	9	8
$\rho_{\mathcal{L}}$	24	26	15
Pb	21	15	11