# Process
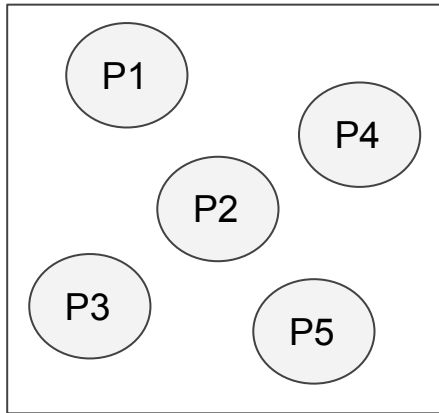
# Process Scheduling
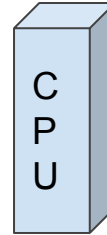
Multiple process is ready to execute.
But, which Process should be executed first?

P1

P4

P2

P3

P5

P1 -> P3 -> P2 -> P4 -> P5 ?

P1 -> P2 -> P3 -> P5 -> P4 ?
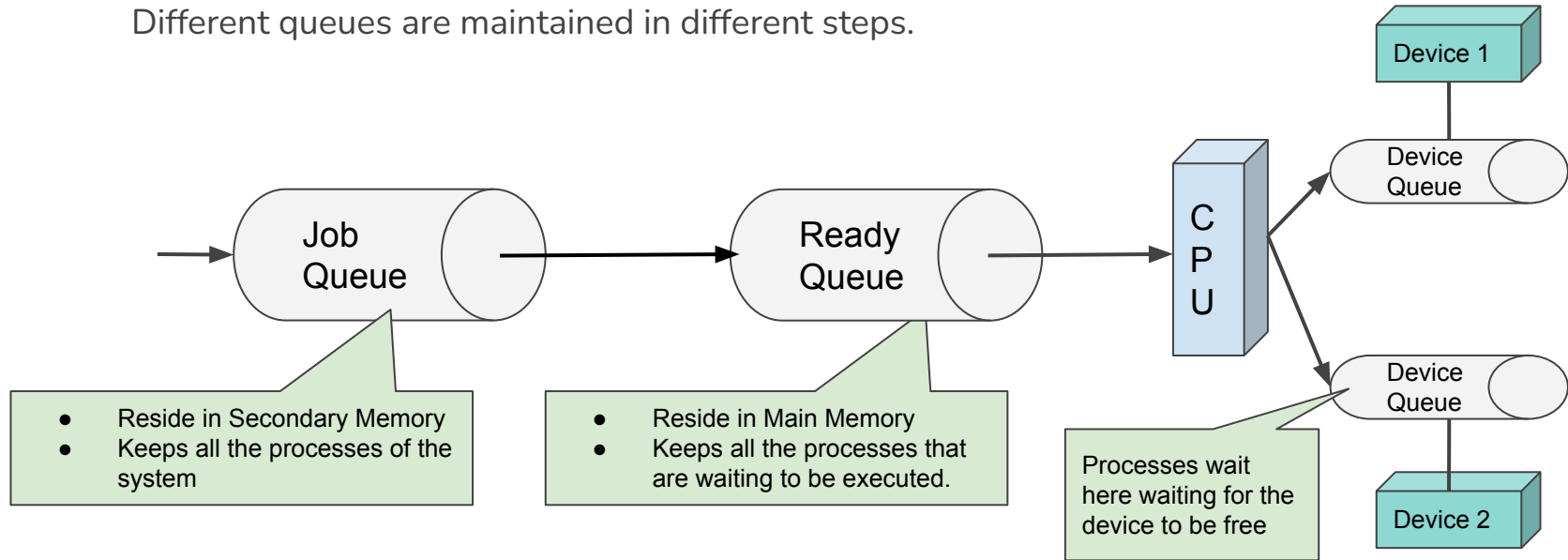
C
P
U

**CPU expecting processes to execute**

**Processes needs to be executed**

# Scheduling Queue

Stores the processes in different steps of OS.

Different queues are maintained in different steps.

Device 1

Job Queue → Ready Queue → CPU → Device Queue

- Reside in Secondary Memory
- Keeps all the processes of the system

- Reside in Main Memory
- Keeps all the processes that are waiting to be executed.

Processes wait here waiting for the device to be free
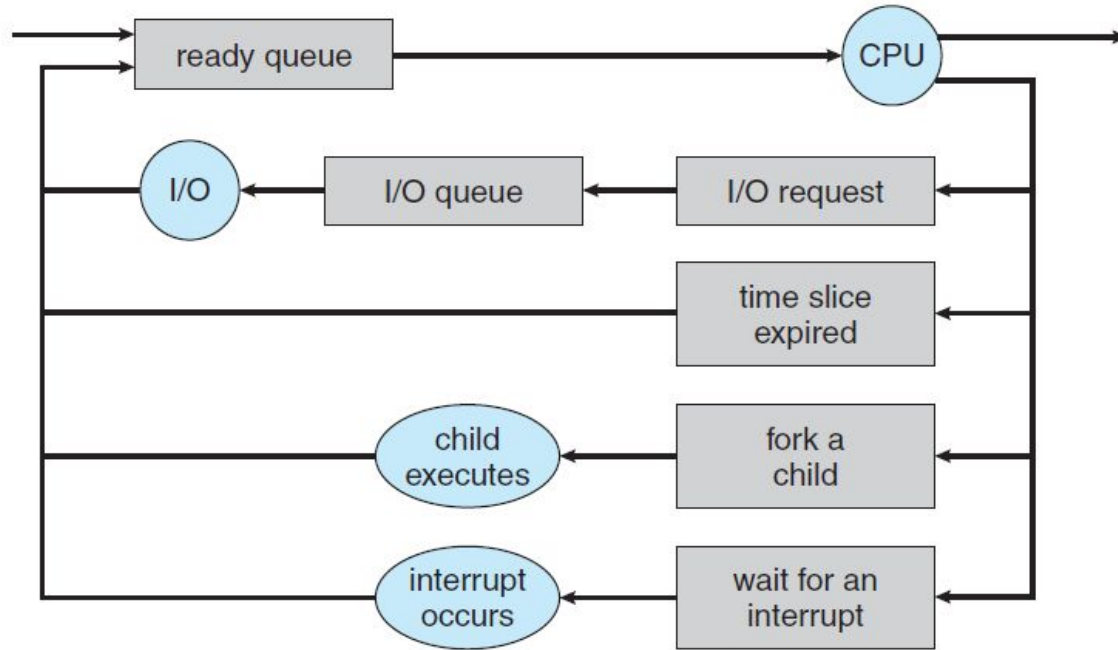
Device Queue

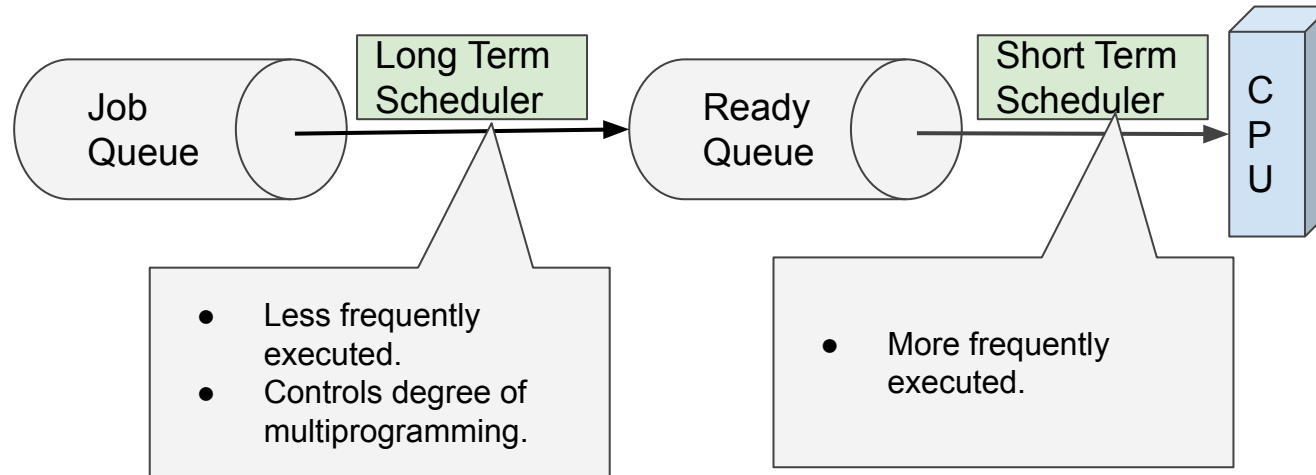Device 2

# Queueing Diagram



**Fig: Representation of Process Scheduling using Queueing-Diagram**

# Schedulers

Schedulers select processes from different queues to be passed to the next phase.

# CPU Bound Vs I/O Bound Process

CPU bound processes spend more time doing computation using processors than I/O.
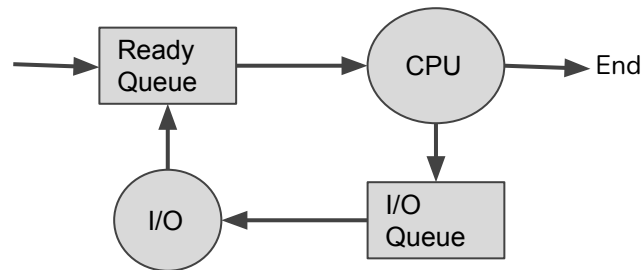
I/O bound processes spend more time in I/O than CPU.

**Long Term Scheduler must select wisely !**

What will happen if all processes are I/O bound ?

 => Empty ready queue

What will happen if all processes are CPU bound ?

=> Empty waiting queue

# Medium Term Scheduler

Time-sharing system may use this scheduler.

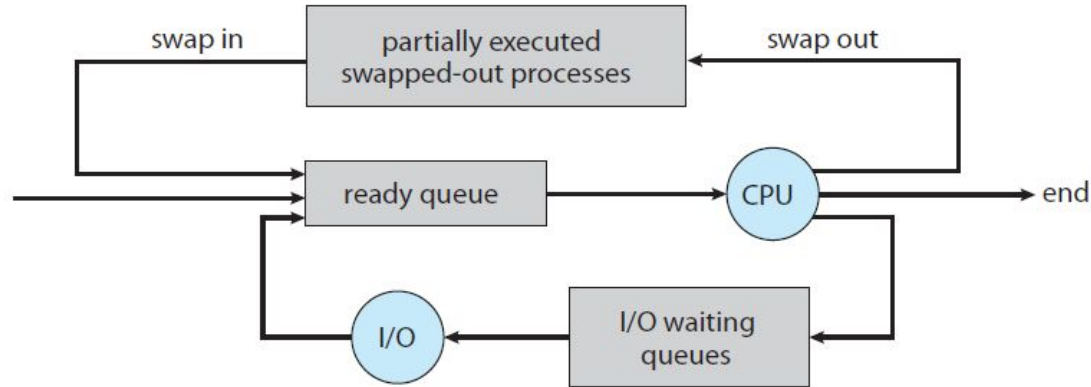Swapping reduce the degree of multiprogramming.



**Fig: Addition of swapping in Queueing-Diagram**

# Context Switch

When an interrupt occurs, the system needs to save the current **context** (state) of the process running on the CPU.

Context Switch: 1. Storing currently executed process context
2. Restoring the next process context to execute