# CSI 3001- CLOUD COMPUTING METHODOLOGIES LAB ASSESSMENT 3

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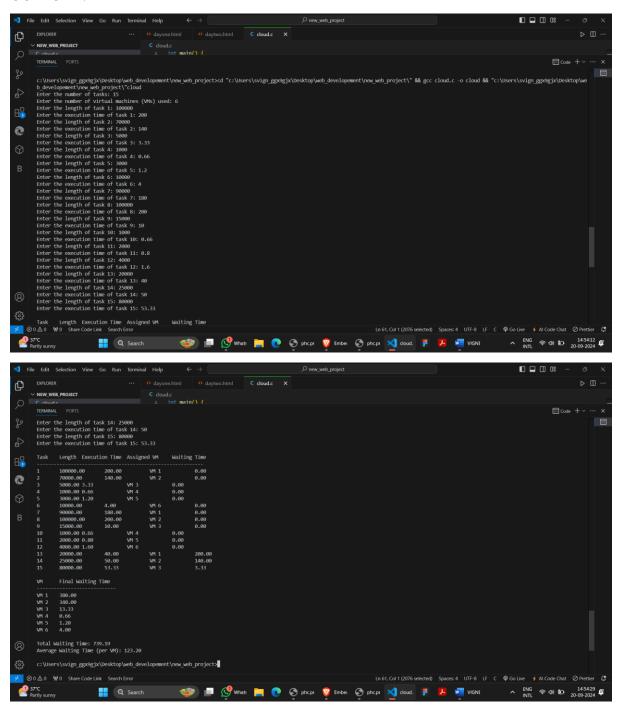
## **QUESTION 1-I:**

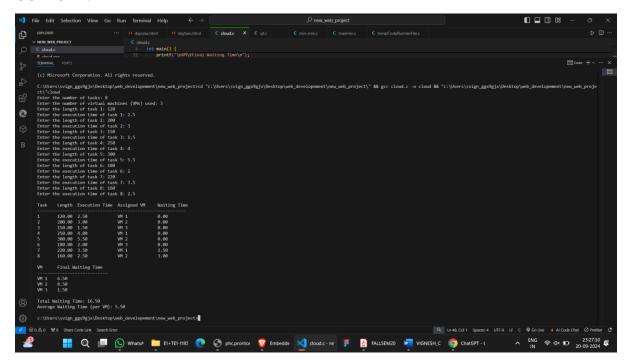
In a cloud computing environment, a data center provides virtual machines (VMs) to serve various tasks that are submitted by users. Consider a scenario where 8 tasks, T1, T2, T3, T4, T5, T6, T7, and T8, arrive in a queue and are assigned to 3 virtual machines (VM1, VM2, and VM3) based on a First-Come, First-Served (FCFS) scheduling algorithm. Each task has a specific length (in seconds) that denotes the time required to complete it. Compute total waiting time and average waiting time.

#### CODE:

```
#include <stdio.h>
#include <stdlib.h>
int main() {
  int num tasks, num vms;
  printf("Enter the number of tasks: ");
  scanf("%d", &num tasks);
  printf("Enter the number of virtual machines (VMs) used: ");
  scanf("%d", &num vms);
  double *task length = (double *)malloc(num tasks * sizeof(double));
  double *execution time = (double *)malloc(num tasks * sizeof(double));
  double *vm waiting time = (double *)malloc(num vms * sizeof(double));
  double *vm last task end = (double *)malloc(num vms * sizeof(double));
  for (int i = 0; i < num \ vms; i++) {
    vm waiting time[i] = 0;
    vm last task end[i] = 0;
  }
  for (int i = 0; i < num tasks; i++) {
    printf("Enter the length of task %d: ", i + 1);
    scanf("%lf", &task length[i]);
    printf("Enter the execution time of task %d: ", i + 1);
    scanf("%lf", &execution time[i]);
  }
```

```
printf("\nTask\tLength\tExecution Time\tAssigned VM\tWaiting Time\n");
  printf("-----\n");
  for (int i = 0; i < num tasks; i++) {
    int vm index = i % num_vms;
    printf("%d\t%.2lf\t%.2lf\t\VM %d\t\t%.2lf\n", i + 1, task length[i], execution time[i],
vm_index + 1, vm_waiting_time[vm_index]);
    vm waiting time[vm index] += vm last task end[vm index];
    vm last task end[vm index] = execution time[i];
  }
  printf("\nVM\tFinal Waiting Time\n");
  printf("-----\n");
  double total waiting time = 0;
  for (int i = 0; i < num \ vms; i++) {
    printf("VM %d\t%.2lf\n", i + 1, vm waiting time[i]);
    total waiting time += vm waiting time[i];
  }
  double average waiting time = total waiting time / num vms;
  printf("\nTotal Waiting Time: %.2lf\n", total waiting time);
  printf("Average Waiting Time (per VM): %.21f\n", average waiting time);
 free(task length);
  free(execution_time);
  free(vm waiting time);
  free(vm_last_task_end);
  return 0;
```





## **QUESTION 1-II:**

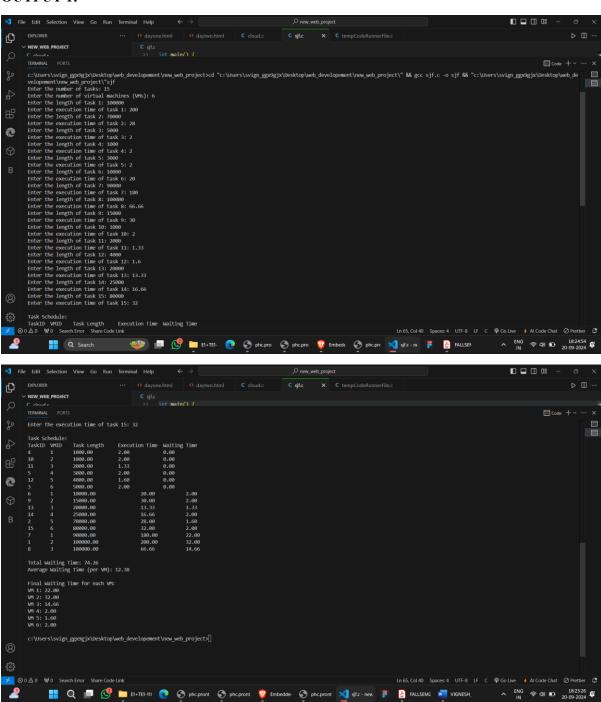
A cloud service provider is managing a set of virtual machines (VMs) to handle usersubmitted tasks. The system employs Shortest Job First (SJF) scheduling to optimize task processing. There are 3 VMs available (VM1, VM2, and VM3), and 8 tasks (T1, T2, T3, T4, T5, T6, T7, and T8) with varying execution lengths, which arrive at different times. The tasks need to be assigned to the VMs based on their lengths, with shorter tasks being executed first. Tasks are non-preemptive, meaning once a task begins executing on a VM, it cannot be interrupted until completion. The arrival time for the tasks is ignored, and they are considered ready for execution at the same time. The tasks are assigned to VMs based on availability and their length. Compute total waiting time and average waiting time.

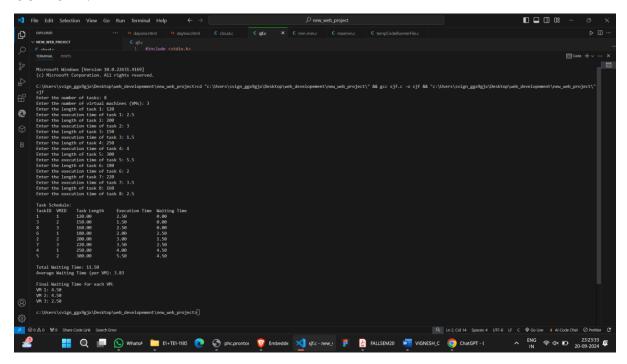
#### **CODE:**

```
#include <stdio.h>
struct Task {
  int taskId;
  float length;
  float executionTime;
  int vmId;
};
void sortTasksByLength(struct Task tasks[], int n) {
  for (int i = 0; i < n - 1; i++) {
     for (int j = 0; j < n - 1 - i; j++) {
       if (tasks[i].length > tasks[i + 1].length) {
          struct Task temp = tasks[i];
          tasks[i] = tasks[i + 1];
          tasks[j+1] = temp;
       }
  }
int main() {
  int n, vmCount;
  printf("Enter the number of tasks: ");
  scanf("%d", &n);
  printf("Enter the number of virtual machines (VMs): ");
  scanf("%d", &vmCount);
  struct Task tasks[n];
  float vmWaitingTime[vmCount];
```

```
float previousExecutionTime[vmCount];
  for (int i = 0; i < vmCount; i++) {
    vmWaitingTime[i] = 0.0;
    previousExecutionTime[i] = 0.0;
  }
  for (int i = 0; i < n; i++) {
    tasks[i].taskId = i + 1;
    printf("Enter the length of task %d: ", i + 1);
    scanf("%f", &tasks[i].length);
    printf("Enter the execution time of task %d: ", i + 1);
    scanf("%f", &tasks[i].executionTime);
  }
  sortTasksByLength(tasks, n);
  printf("\nTask Schedule:\n");
  printf("TaskID\tVMID\tTask Length\tExecution Time\tWaiting Time\n");
  for (int i = 0; i < n; i++) {
    int vmId = i % vmCount;
    tasks[i].vmId = vmId + 1;
    float waitingTime = (previousExecutionTime[vmId] > 0) ? vmWaitingTime[vmId] +
previousExecutionTime[vmId] : 0;
    printf("%d\t%d\t%.2f\t\t%.2f\n", tasks[i].taskId, tasks[i].vmId, tasks[i].length,
tasks[i].executionTime, waitingTime);
    vmWaitingTime[vmId] += previousExecutionTime[vmId];
    previousExecutionTime[vmId] = tasks[i].executionTime;
  }
  float totalWaitingTime = 0.0;
  for (int i = 0; i < vmCount; i++) {
    totalWaitingTime += vmWaitingTime[i];
  float averageWaitingTime = totalWaitingTime / vmCount;
  printf("\nTotal Waiting Time: %.2f\n", totalWaitingTime);
  printf("Average Waiting Time (per VM): %.2f\n", average Waiting Time);
  printf("\nFinal Waiting Time for each VM:\n");
```

```
for (int i = 0; i < vmCount; i++) {
    printf("VM %d: %.2f\n", i + 1, vmWaitingTime[i]);
}</pre>
```





## **QUESTION 2:**

A cloud computing environment has multiple Virtual Machines (VMs) available to process a set of tasks submitted by users. Each task has an associated execution time, which represents the time required for the task to complete once it starts on a VM. The system uses two distinct scheduling strategies, Max-Min and Min-Min, to assign tasks to VMs. In both scheduling strategies, the tasks are assigned to the VMs based on their execution times, but the selection process differs. Compute overall completion time

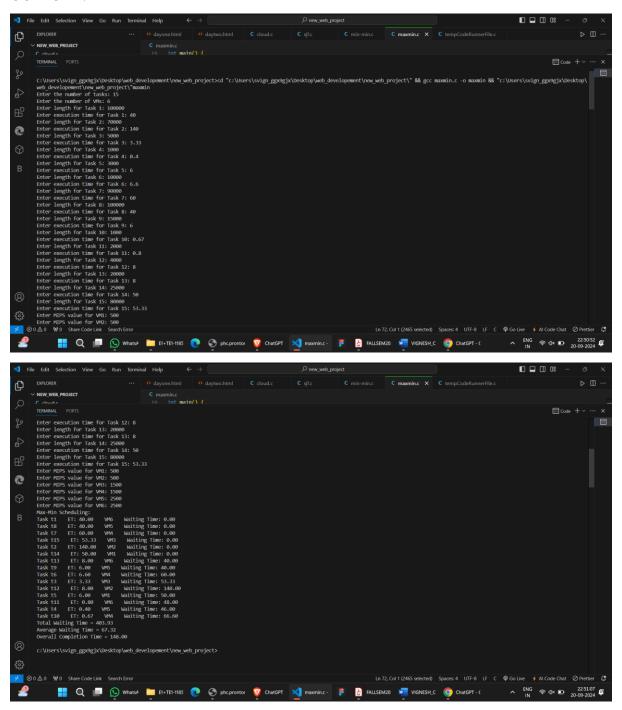
#### **CODE:**

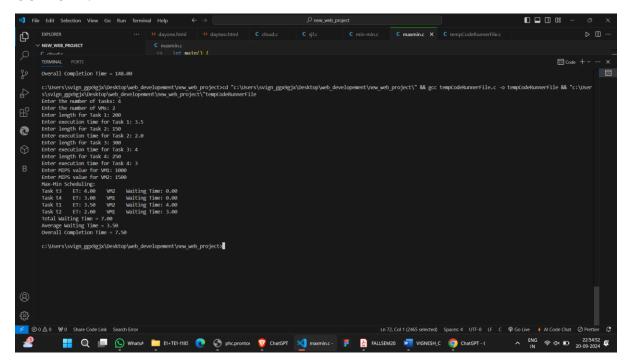
#### **MAX-MIN:**

```
#include <stdio.h>
#include <stdlib.h>
typedef struct {
  int id;
  double length;
  double et;
  double waitingTime;
} Task;
int compareTasks(const void* a, const void* b) {
  Task* taskA = (Task*)a;
  Task* taskB = (Task*)b;
  return (taskB->length > taskA->length) - (taskB->length < taskA->length);
}
int compareVMs(const void* a, const void* b) {
  int* vmA = (int*)a;
  int* vmB = (int*)b;
  return (*vmB - *vmA);
}
int main() {
  int numTasks, numVMs;
  printf("Enter the number of tasks: ");
  scanf("%d", &numTasks);
  printf("Enter the number of VMs: ");
  scanf("%d", &numVMs);
  Task* tasks = (Task*)malloc(numTasks * sizeof(Task));
  double* vmMips = (double*)malloc(numVMs * sizeof(double));
```

```
double* vmCompletionTimes = (double*)calloc(numVMs, sizeof(double));
  int* vmIndices = (int*)malloc(numVMs * sizeof(int));
  for (int i = 0; i < numTasks; i++) {
    printf("Enter length for Task %d: ", i + 1);
    scanf("%lf", &tasks[i].length);
    printf("Enter execution time for Task %d: ", i + 1);
    scanf("%lf", &tasks[i].et);
    tasks[i].id = i + 1;
    tasks[i].waitingTime = 0;
  }
  for (int i = 0; i < numVMs; i++) {
    printf("Enter MIPS value for VM%d: ", i + 1);
    scanf("%lf", &vmMips[i]);
    vmIndices[i] = i;
  }
  qsort(tasks, numTasks, sizeof(Task), compareTasks);
  qsort(vmIndices, numVMs, sizeof(int), compareVMs);
  printf("Max-Min Scheduling:\n");
  double abb = 0;
  double overallCompletionTime = 0;
  for (int i = 0; i < numTasks; i++) {
    int vmIndex = vmIndices[i % numVMs];
    Task* task = \&tasks[i];
    task->waitingTime = vmCompletionTimes[vmIndex];
    vmCompletionTimes[vmIndex] += task->et;
    printf("Task t%d ET: %.2f VM%d Waiting Time: %.2f\n", task->id, task->et, vmIndex + 1,
task->waitingTime);
    if (i \ge num Tasks - num VMs) {
       abb += task->waitingTime;
     }
  for (int i = 0; i < numVMs; i++) {
    if (vmCompletionTimes[i] > overallCompletionTime) {
       overallCompletionTime = vmCompletionTimes[i];
```

```
}
double averageWaitingTime = abb / numVMs;
printf("Total Waiting Time = %.2f\n", abb);
printf("Average Waiting Time = %.2f\n", averageWaitingTime);
printf("Overall Completion Time = %.2f\n", overallCompletionTime);
free(tasks);
free(vmMips);
free(vmCompletionTimes);
free(vmIndices);
}
```





#### **MIN-MIN:**

```
#include <stdio.h>
#include <stdlib.h>
typedef struct {
  int id;
  double length;
  double et;
  double waitingTime;
  int assignedVM;
} Task;
int main() {
  int numTasks, numVMs;
  printf("Enter the number of tasks: ");
  scanf("%d", &numTasks);
  printf("Enter the number of VMs: ");
  scanf("%d", &numVMs);
  Task* tasks = (Task*)malloc(numTasks * sizeof(Task));
  double* vmMips = (double*)malloc(numVMs * sizeof(double));
  double* vmCompletionTimes = (double*)calloc(numVMs, sizeof(double));
  for (int i = 0; i < numTasks; i++) {
    printf("Enter length for Task %d: ", i + 1);
    scanf("%lf", &tasks[i].length);
    printf("Enter execution time for Task %d: ", i + 1);
    scanf("%lf", &tasks[i].et);
    tasks[i].id = i + 1;
    tasks[i].waitingTime = 0;
    tasks[i].assignedVM = -1;
  }
  for (int i = 0; i < numVMs; i++) {
    printf("Enter MIPS value for VM%d: ", i + 1);
    scanf("%lf", &vmMips[i]);
  }
  printf("Min-Min Scheduling:\n");
  double overallCompletionTime = 0;
```

```
double totalWaitingTime = 0;
  for (int i = 0; i < numTasks; i++) {
    int bestTaskIndex = -1;
    int bestVMIndex = -1;
    double bestCompletionTime = 1e9;
    for (int t = 0; t < numTasks; t++) {
      if (tasks[t].assignedVM == -1) {
         for (int v = 0; v < numVMs; v++) {
           double completionTime = vmCompletionTimes[v] + tasks[t].et;
           if (completionTime < bestCompletionTime) {</pre>
              bestCompletionTime = completionTime;
              bestTaskIndex = t;
              bestVMIndex = v;
    tasks[bestTaskIndex].assignedVM = bestVMIndex;
    tasks[bestTaskIndex].waitingTime = vmCompletionTimes[bestVMIndex];
    vmCompletionTimes[bestVMIndex] += tasks[bestTaskIndex].et;
    printf("Task t%d ET: %.2f VM%d Waiting Time: %.2f\n", tasks[bestTaskIndex].id,
tasks[bestTaskIndex].et, bestVMIndex + 1, tasks[bestTaskIndex].waitingTime);
    totalWaitingTime += tasks[bestTaskIndex].waitingTime;
  }
  for (int i = 0; i < numVMs; i++) {
    if (vmCompletionTimes[i] > overallCompletionTime) {
       overallCompletionTime = vmCompletionTimes[i];
     }
  }
  double averageWaitingTime = totalWaitingTime / numTasks;
  printf("Total Waiting Time = %.2f\n", totalWaitingTime);
  printf("Average Waiting Time = %.2f\n", average Waiting Time);
  printf("Overall Completion Time = %.2f\n", overallCompletionTime);
  free(tasks);
```

```
free(vmMips);
free(vmCompletionTimes);
}
```

