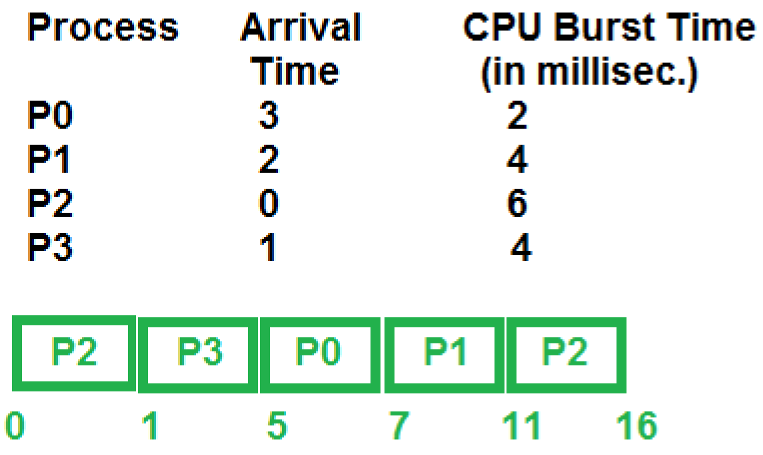
Preemptive and Non-Preemptive Scheduling

Preemptive Scheduling

Preemptive scheduling is used when a process switches from the running state to the ready state or from the waiting state to the ready state. The resources (mainly CPU cycles) are allocated to the process for a limited amount of time and then taken away, and the process is again placed back in the ready queue if that process still has CPU burst time remaining. That process stays in the ready queue till it gets its next chance to execute.

Algorithms based on preemptive scheduling are Round Robin (RR), Shortest Remaining Time First (SRTF), Priority (preemptive version), etc.



Process	Arrival Time	CPU Burst Time (in millisec.)
P0	3	2
P1	2	4
P2	0	6
P3	1	4

Preemptive Scheduling

Preemptive scheduling has a number of advantages and disadvantages. The following are non-preemptive scheduling's benefits and drawbacks:

Advantages

1. Because a process may not monopolize the processor, it is a more reliable method.
2. Each occurrence prevents the completion of ongoing tasks.
3. The average response time is improved.
4. Utilizing this method in a multi-programming environment is more advantageous.
5. The operating system makes sure that every process using the CPU is using the same amount of CPU time.

Disadvantages

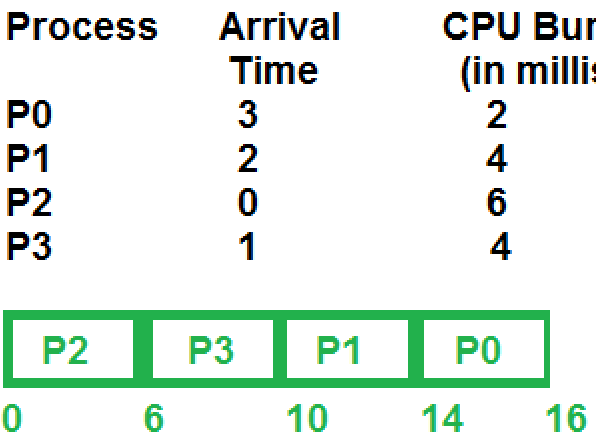
1. Limited computational resources must be used.

2. Suspending the running process, change the context, and dispatch the new incoming process all take more time.
3. The low-priority process would have to wait if multiple high-priority processes arrived at the same time.

Non-Preemptive Scheduling

Non-preemptive Scheduling is used when a process terminates, or a process switches from running to the waiting state. In this scheduling, once the resources (CPU cycles) are allocated to a process, the process holds the CPU till it gets terminated or reaches a waiting state. In the case of non-preemptive scheduling does not interrupt a process running CPU in the middle of the execution. Instead, it waits till the process completes its CPU burst time, and then it can allocate the CPU to another process.

Algorithms based on non-preemptive scheduling are: Shortest Job First (SJF basically non preemptive) and Priority (nonpreemptive version), etc.



Process	Arrival Time	CPU Burst Time (in millisec.)
P0	3	2
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P2	0	6
P3	1	4

Non-Preemtive Scheduling

Non-preemptive scheduling has both advantages and disadvantages. The following are non-preemptive scheduling's benefits and drawbacks:

Advantages

1. It has a minimal scheduling burden.
2. It is a very easy procedure.
3. Less computational resources are used.
4. It has a high throughput rate.

Disadvantages

1. Its response time to the process is super.
2. Bugs can cause a computer to freeze up.

Key Differences Between Preemptive and Non-Preemptive Scheduling

1. In preemptive scheduling, the CPU is allocated to the processes for a limited time whereas, in Non-preemptive scheduling, the CPU is allocated to the process till it terminates or switches to the waiting state.
2. The executing process in preemptive scheduling is interrupted in the middle of execution when a higher priority one comes whereas, the executing process in non-preemptive scheduling is not interrupted in the middle of execution and waits till its execution.
3. In Preemptive Scheduling, there is the overhead of switching the process from the ready state to the running state, vise-verse, and maintaining the ready queue. Whereas in the case of non-preemptive scheduling has no overhead of switching the process from running state to ready state.
4. In preemptive scheduling, if a high-priorThe process The process non-preemptive low-priority process frequently arrives in the ready queue then the process with low priority has to wait for a long, and it may have to starve. , in non-preemptive scheduling, if CPU is allocated to the process having a larger burst time then the processes with a small burst time may have to starve.
5. Preemptive scheduling attains flexibility by allowing the critical processes to access the CPU as they arrive in the ready queue, no matter what process is executing currently. Non-preemptive scheduling is called rigid as even if a critical process enters the ready queue the process running CPU is not disturbed.
6. Preemptive Scheduling has to maintain the integrity of shared data that’s why it is cost associative which is not the case with Non-preemptive Scheduling.

What are the different terminologies to take care of in any CPU Scheduling algorithm?

- **Arrival Time:** Time at which the process arrives in the ready queue.
- **Completion Time:** Time at which process completes its execution.
- **Burst Time:** Time required by a process for CPU execution.
- **Turn Around Time:** Time Difference between completion time and arrival time.

Turn Around Time = Completion Time – Arrival Time

- **Waiting Time(W.T):** Time Difference between turn around time and burst time.

Waiting Time = Turn Around Time – Burst Time

Things to take care while designing a CPU Scheduling algorithm?

Different **CPU Scheduling algorithms** have different structures and the choice of a particular algorithm depends on a variety of factors. Many conditions have been raised to compare CPU scheduling algorithms.
The criteria include the following:

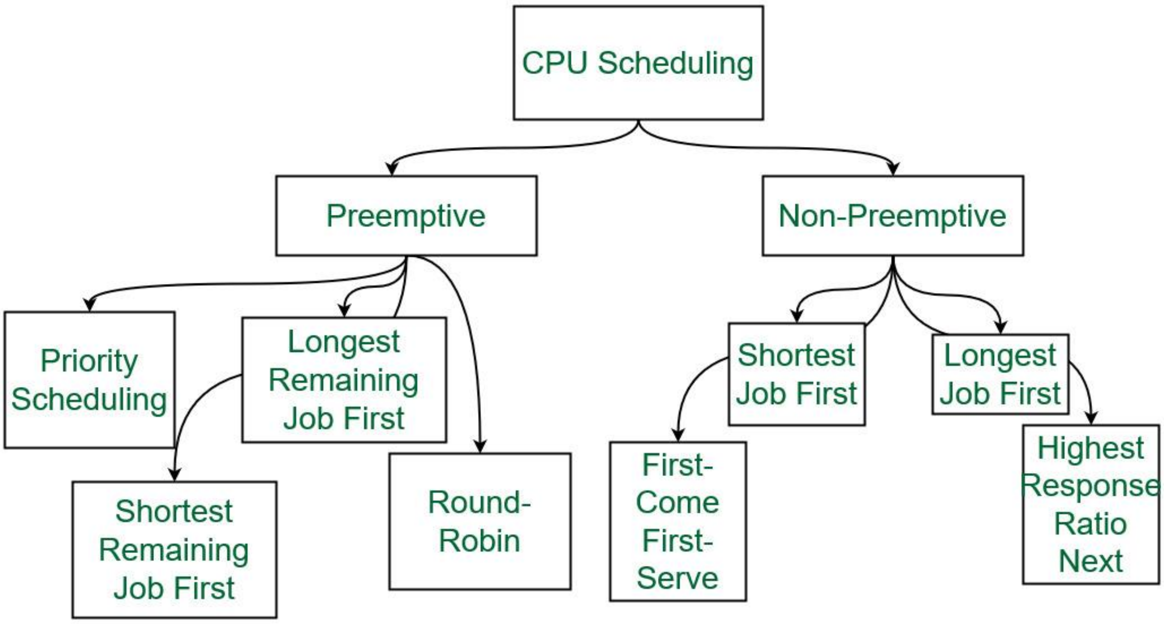
- **CPU utilization:** The main purpose of any CPU algorithm is to keep the CPU as busy as possible. Theoretically, CPU usage can range from 0 to 100 but in a real-time system, it varies from 40 to 90 percent depending on the system load.
- **Throughput:** The average CPU performance is the number of processes performed and completed during each unit. This is called throughput. The output may vary depending on the length or duration of the processes.
- **Turn round Time:** For a particular process, the important conditions are how long it takes to perform that process. The time elapsed from the time of process delivery to the time of completion is known as the conversion time. Conversion time is the amount of time spent waiting for memory access, waiting in line, using CPU, and waiting for I / O.
- **Waiting Time:** The Scheduling algorithm does not affect the time required to complete the process once it has started performing. It only affects the waiting time of the process i.e. the time spent in the waiting process in the ready queue.
- **Response Time:** In a collaborative system, turn around time is not the best option. The process may produce something early and continue to computing the new results while the previous results are released to the user. Therefore another method is the time taken in the submission of the application process until the first response is issued. This measure is called response time.

What are the different types of CPU Scheduling Algorithms?

There are mainly two types of scheduling methods:

- Preemptive Scheduling: Preemptive scheduling is used when a process switches from running state to ready state or from the waiting state to the ready state.

- Non-Preemptive Scheduling: Non-Preemptive scheduling is used when a process terminates , or when a process switches from running state to waiting state.



Different types of CPU Scheduling Algorithms

Let us now learn about these CPU scheduling algorithms in operating systems one by one:

1. First Come First Serve:

FCFS considered to be the simplest of all operating system scheduling algorithms. First come first serve scheduling algorithm states that the process that requests the CPU first is allocated the CPU first and is implemented by using FIFO queue.

Characteristics of FCFS:

- FCFS supports non-preemptive and preemptive CPU scheduling algorithms.
- Tasks are always executed on a First-come, First-serve concept.
- FCFS is easy to implement and use.
- This algorithm is not much efficient in performance, and the wait time is quite high.

Advantages of FCFS:

- Easy to implement
- First come, first serve method

Disadvantages of FCFS:

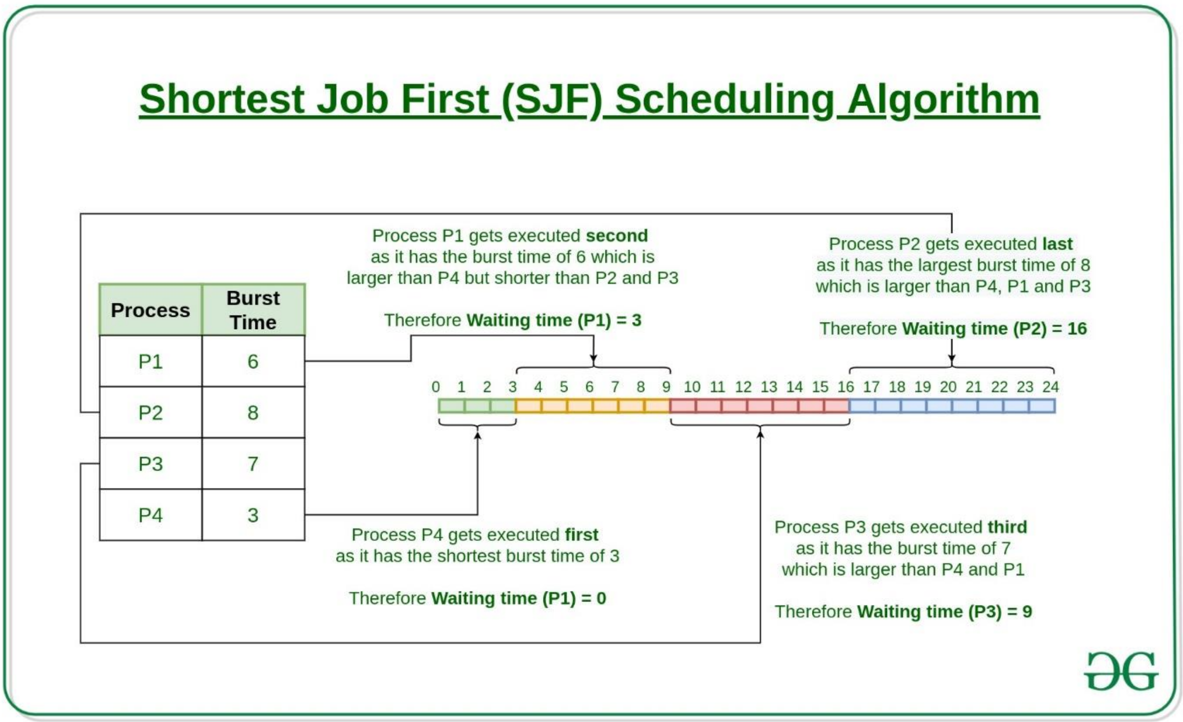
- FCFS suffers from **Convoy effect**.

- The average waiting time is much higher than the other algorithms.
- FCFS is very simple and easy to implement and hence not much efficient.

To learn about how to implement this CPU scheduling algorithm, please refer to our detailed article on First come, First serve Scheduling.

2. Shortest Job First(SJF):

Shortest job first (SJF) is a scheduling process that selects the waiting process with the smallest execution time to execute next. This scheduling method may or may not be preemptive. Significantly reduces the average waiting time for other processes waiting to be executed. The full form of SJF is Shortest Job First.


Shortest Job First (SJF) Scheduling Algorithm

Process	Burst Time
P1	6
P2	8
P3	7
P4	3

Process P1 gets executed **second** as it has the burst time of 6 which is larger than P4 but shorter than P2 and P3

Therefore **Waiting time (P1) = 3**

Process P2 gets executed **last** as it has the largest burst time of 8 which is larger than P4, P1 and P3

Therefore **Waiting time (P2) = 16**

Process P4 gets executed **first** as it has the shortest burst time of 3

Therefore **Waiting time (P1) = 0**

Process P3 gets executed **third** as it has the burst time of 7 which is larger than P4 and P1

Therefore **Waiting time (P3) = 9**

Characteristics of SJF:

- Shortest Job first has the advantage of having a minimum average waiting time among all operating system scheduling algorithms.
- It is associated with each task as a unit of time to complete.
- It may cause starvation if shorter processes keep coming. This problem can be solved using the concept of ageing.

Advantages of Shortest Job first:

- As SJF reduces the average waiting time thus, it is better than the first come first serve scheduling algorithm.
- SJF is generally used for long term scheduling

Disadvantages of SJF:

- One of the demerit SJF has is starvation.
- Many times it becomes complicated to predict the length of the upcoming CPU request

To learn about how to implement this CPU scheduling algorithm, please refer to our detailed article on Shortest Job First.

3. Longest Job First(LJF):

Longest Job First(LJF) scheduling process is just opposite of shortest job first (SJF), as the name suggests this algorithm is based upon the fact that the process with the largest burst time is processed first. Longest Job First is non-preemptive in nature.

Characteristics of LJF:

- Among all the processes waiting in a waiting queue, CPU is always assigned to the process having largest burst time.
- If two processes have the same burst time then the tie is broken using FCFS i.e. the process that arrived first is processed first.
- LJF CPU Scheduling can be of both preemptive and non-preemptive types.

Advantages of LJF:

- No other task can schedule until the longest job or process executes completely.
- All the jobs or processes finish at the same time approximately.

Disadvantages of LJF:

- Generally, the LJF algorithm gives a very high average waiting time and average turn-around time for a given set of processes.
- This may lead to convoy effect.

To learn about how to implement this CPU scheduling algorithm, please refer to our detailed article on the Longest job first scheduling.

4. Priority Scheduling:

Preemptive Priority CPU Scheduling Algorithm is a pre-emptive method of CPU scheduling algorithm that works **based on the priority** of a process. In this algorithm, the editor sets the functions to be as important, meaning that the most important process must be done first. In the case of any conflict, that is, where there are more than one processor with equal value, then the most important CPU planning algorithm works on the basis of the FCFS (First Come First Serve) algorithm.

Characteristics of Priority Scheduling:

- Schedules tasks based on priority.

- When the higher priority work arrives while a task with less priority is executed, the higher priority work takes the place of the less priority one and
- The latter is suspended until the execution is complete.
- Lower is the number assigned, higher is the priority level of a process.

Advantages of Priority Scheduling:

- The average waiting time is less than FCFS
- Less complex

Disadvantages of Priority Scheduling:

- One of the most common demerits of the Preemptive priority CPU scheduling algorithm is the Starvation Problem. This is the problem in which a process has to wait for a longer amount of time to get scheduled into the CPU. This condition is called the starvation problem.

To learn about how to implement this CPU scheduling algorithm, please refer to our detailed article on Priority Preemptive Scheduling algorithm.

5. Round robin:

Round Robin is a CPU scheduling algorithm where each process is cyclically assigned a fixed time slot. It is the preemptive version of First come First Serve CPU Scheduling algorithm. Round Robin CPU Algorithm generally focuses on Time Sharing technique.

Characteristics of Round robin:

- It's simple, easy to use, and starvation-free as all processes get the balanced CPU allocation.
- One of the most widely used methods in CPU scheduling as a core.
- It is considered preemptive as the processes are given to the CPU for a very limited time.

Advantages of Round robin:

- Round robin seems to be fair as every process gets an equal share of CPU.
- The newly created process is added to the end of the ready queue.

To learn about how to implement this CPU scheduling algorithm, please refer to our detailed article on the Round robin Scheduling algorithm.

6. Shortest Remaining Time First:

Shortest remaining time first is the preemptive version of the Shortest job first which we have discussed earlier where the processor is allocated to the job closest to completion. In SRTF the process with the smallest amount of time remaining until completion is selected to execute.

Characteristics of Shortest remaining time first:

- SRTF algorithm makes the processing of the jobs faster than SJF algorithm, given it's overhead charges are not counted.
- The context switch is done a lot more times in SRTF than in SJF and consumes the CPU's valuable time for processing. This adds up to its processing time and diminishes its advantage of fast processing.

Advantages of SRTF:

- In SRTF the short processes are handled very fast.
- The system also requires very little overhead since it only makes a decision when a process completes or a new process is added.

Disadvantages of SRTF:

- Like the shortest job first, it also has the potential for process starvation.
- Long processes may be held off indefinitely if short processes are continually added.

To learn about how to implement this CPU scheduling algorithm, please refer to our detailed article on the shortest remaining time first.

7. Longest Remaining Time First:

The longest remaining time first is a preemptive version of the longest job first scheduling algorithm. This scheduling algorithm is used by the operating system to program incoming processes for use in a systematic way. This algorithm schedules those processes first which have the longest processing time remaining for completion.

Characteristics of longest remaining time first:

- Among all the processes waiting in a waiting queue, the CPU is always assigned to the process having the largest burst time.
- If two processes have the same burst time then the tie is broken using FCFS i.e. the process that arrived first is processed first.
- LJF CPU Scheduling can be of both preemptive and non-preemptive types.

Advantages of LRTF:

- No other process can execute until the longest task executes completely.
- All the jobs or processes finish at the same time approximately.

Disadvantages of LRTF:

- This algorithm gives a very high average waiting time and average turn-around time for a given set of processes.
- This may lead to a convoy effect.

To learn about how to implement this CPU scheduling algorithm, please refer to our detailed article on the longest remaining time first.

8. Highest Response Ratio Next:

Highest Response Ratio Next is a non-preemptive CPU Scheduling algorithm and it is considered as one of the most optimal scheduling algorithms. The name itself states that we need to find the response ratio of all available processes and select the one with the highest Response Ratio. A process once selected will run till completion.

Characteristics of Highest Response Ratio Next:

- The **criteria** for HRRN is **Response Ratio,** and the **mode** is **Non-Preemptive.**
- HRRN is considered as the modification of Shortest Job First to reduce the problem of starvation.
- In comparison with SJF, during the HRRN scheduling algorithm, the CPU is allotted to the next process which has the **highest response ratio** and not to the process having less burst time.

Response Ratio = (W + S)/S

*Here, **W** is the waiting time of the process so far and **S** is the Burst time of the process.*

Advantages of HRRN:

- HRRN Scheduling algorithm generally gives better performance than the shortest job first Scheduling.
- There is a reduction in waiting time for longer jobs and also it encourages shorter jobs.

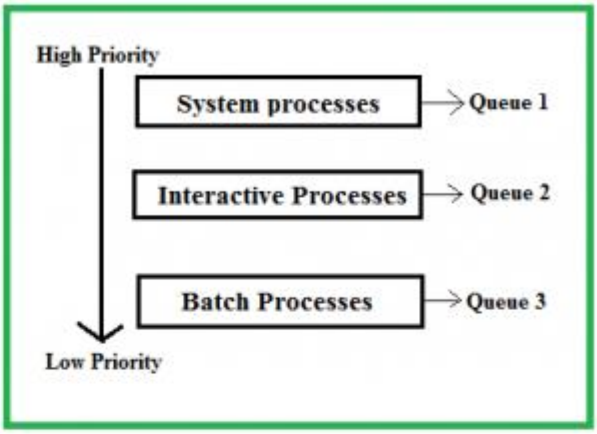
Disadvantages of HRRN:

- The implementation of HRRN scheduling is not possible as it is not possible to know the burst time of every job in advance.
- In this scheduling, there may occur an overload on the CPU.

To learn about how to implement this CPU scheduling algorithm, please refer to our detailed article on Highest Response Ratio Next.

9. Multiple Queue Scheduling:

Processes in the ready queue can be divided into different classes where each class has its own scheduling needs. For example, a common division is a **foreground (interactive)** process and a **background (batch)** process. These two classes have different scheduling needs. For this kind of situation **Multilevel Queue Scheduling** is used.



The description of the processes in the above diagram is as follows:

- **System Processes:** The CPU itself has its process to run, generally termed as System Process.
- **Interactive Processes:** An Interactive Process is a type of process in which there should be the same type of interaction.
- **Batch Processes:** Batch processing is generally a technique in the Operating system that collects the programs and data together in the form of a **batch** before the **processing** starts.

Advantages of multilevel queue scheduling:

- The main merit of the multilevel queue is that it has a low scheduling overhead.

Disadvantages of multilevel queue scheduling:

- Starvation problem
- It is inflexible in nature

To learn about how to implement this CPU scheduling algorithm, please refer to our detailed article on Multilevel Queue Scheduling.

10. Multilevel Feedback Queue Scheduling::

Multilevel Feedback Queue Scheduling (MLFQ) CPU Scheduling is like **Multilevel Queue Scheduling** but in this process can move between the queues. And thus, much more efficient than multilevel queue scheduling.

Characteristics of Multilevel Feedback Queue Scheduling:

- In a multilevel queue-scheduling algorithm, processes are permanently assigned to a queue on entry to the system, and processes are not allowed to move between queues.
- As the processes are permanently assigned to the queue, this setup has the advantage of low scheduling overhead,
- But on the other hand disadvantage of being inflexible.

Advantages of Multilevel feedback queue scheduling:

- It is more flexible
- It allows different processes to move between different queues

Disadvantages of Multilevel feedback queue scheduling:

- It also produces CPU overheads
- It is the most complex algorithm.

To learn about how to implement this CPU scheduling algorithm, please refer to our detailed article on Multilevel Feedback Queue Scheduling.