

COMPSCI 340/SOFTENG 370

# OS TUTORIAL

# AGENDA

- Practice questions on CPU Scheduling in the first half
- QnA on the assignment in the second half

# CPU SCHEDULING

Suppose that the following processes arrive for execution at the times indicated. Each process will run for the amount of time listed. In answering the questions, use non-preemptive scheduling

Process	Arrival Time	Burst Time
P <sub>1</sub>	0.0	8
P <sub>2</sub>	0.4	4
P <sub>3</sub>	1.0	1

- What is the average turnaround time for these processes with the FCFS scheduling algorithm?
- What is the average turnaround time for these processes with the SJF scheduling algorithm?
- Compute what the average turnaround time will be if the CPU is left idle for the first 1 unit and then SJF scheduling is used.

§1. a)

$P_1$	$P_2$	$P_3$	
0	8	12	13

$$P_1 = (8 - 0)$$

$$P_2 = (12 - 0.4)$$

$$P_3 = (13 - 1)$$

$$T_{\text{Avg}} = \frac{8 + 11.6 + 12}{3} = 10.53$$

~~§1. a)~~ §1. b)

$P_1$	$P_3$	$P_2$	
0	8	9	13

$$P_1 = (8 - 0)$$

$$P_2 = (13 - 0.4)$$

$$P_3 = (9 - 1)$$

$$T_{\text{Avg}} = \frac{8 + 12.6 + 8}{3} = 9.53$$

§1. c

$P_3$	$P_2$	$P_1$	
0	1	5	13

$$T_{\text{Avg}} = \frac{(13 - 0) + (5 - 0.4) + (1 - 1)}{3} = 5.86$$

# CPU SCHEDULING

Process	Burst Time	Priority
P <sub>1</sub>	2	2
P <sub>2</sub>	1	1
P <sub>3</sub>	8	4
P <sub>4</sub>	4	2
P <sub>5</sub>	5	3

Assume all processes arrived at  $t=0$

- Draw Gantt chart for Preemptive Priority and RR (quantum = 2)
- What is the waiting time of each process for each of the algorithms?

Q2. a)

PP	P <sub>2</sub>	P <sub>1</sub>	P <sub>4</sub>	P <sub>5</sub>	P <sub>3</sub>
0	1	3	7	12	20

RR	P <sub>1</sub>	P <sub>2</sub>	P <sub>3</sub>	P <sub>4</sub>	P <sub>5</sub>	P <sub>3</sub>	P <sub>4</sub>	P <sub>5</sub>	P <sub>3</sub>	P <sub>5</sub>
0	2	3	5	7	9	11	13	15	17	20

Q2. b)

Priority

$$P_1 = (1-0) \quad P_2 = (0-0)$$

$$P_3 = (12-0) \quad P_4 = (3-0) \quad P_5 = (7-0)$$

RR

$$P_1 = 0 \quad P_2 = 2$$

$$P_3 = 3 + 4 + 4 + 1 = 12$$

$$P_4 = 5 + 4 = 9$$

$$P_5 = 7 + 4 + 2 = 13$$

# CPU SCHEDULING

Suppose that a scheduling algorithm (at the level of short-term CPU scheduling) favors those processes that have used the least processor time in the recent past. Why will this algorithm favor I/O -bound programs and yet not permanently starve CPU -bound programs?

# CPU SCHEDULING

Suppose that a scheduling algorithm (at the level of short-term CPU scheduling) favors those processes that have used the least processor time in the recent past. Why will this algorithm favor I/O -bound programs and yet not permanently starve CPU -bound programs?

Ans –

It will favor the I/O -bound programs because of the relatively short CPU burst request by them; however, the CPU –bound programs will not starve because the I/O -bound programs will relinquish the CPU relatively often to do their I/O



# CPU SCHEDULING

What (if any) relation holds between the following pairs of algorithm sets?

- a. Priority and SJF
- b. Multilevel feedback queues and FCFS
- c. Priority and FCFS
- d. RR and SJF

# CPU SCHEDULING

What (if any) relation holds between the following pairs of algorithm sets?

- a. Priority and SJF
- b. Multilevel feedback queues and FCFS
- c. Priority and FCFS
- d. RR and SJF

Ans -

- a. The shortest job has the highest priority.
- b. The lowest level of MLFQ is FCFS .
- c. FCFS gives the highest priority to the job having been in existence the longest.
- d. None.

# CPU SCHEDULING

Consider two processes,  $P_1$  and  $P_2$ , where  $p_1 = 50$ ,  $t_1 = 25$ ,  $p_2 = 75$ , and  $t_2 = 30$ .

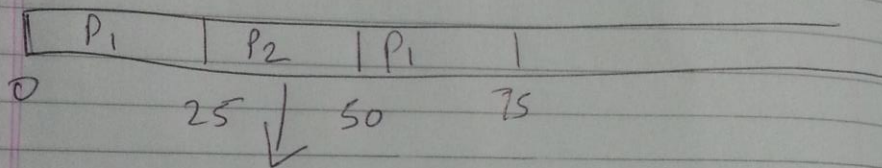
- a. Can these two processes be scheduled using rate-monotonic scheduling?
- b. Illustrate the scheduling of these two processes using earliest-deadline-first (EDF) scheduling.

Q 5. a)

$$\frac{t_1}{P_1} + \frac{t_2}{P_2}$$

$$\frac{25}{50} + \frac{30}{75}$$

$$0.5 + 0.4 = 0.9 \text{ (90\% utilization)}$$



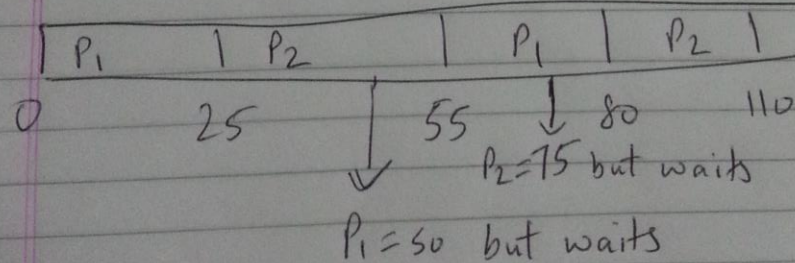
5 seconds left

Therefore, cannot be scheduled by R.M.

83% can be scheduled using R.M.S.

Q 5. b)

EDF



# CPU SCHEDULING

Which of the following scheduling algorithms could result in starvation?

- a. First-come, first-served
- b. Shortest job first
- c. Round robin
- d. Priority

# CPU SCHEDULING

Which of the following scheduling algorithms could result in starvation?

- a. First-come, first-served
- b. Shortest job first
- c. Round robin
- d. Priority

Ans – b, d

# REFERENCES

Operating System Concepts.

Silberschatz, A., Galvin, P. B., & Gagne, G.

9<sup>th</sup> edition.