

CS241 - Scheduling

This week you are going to be different scheduling methods, pros and cons.

Intro Questions

What is arrival time? How about start time? End Time?

What is Turnaround Time?

What is Response Time?

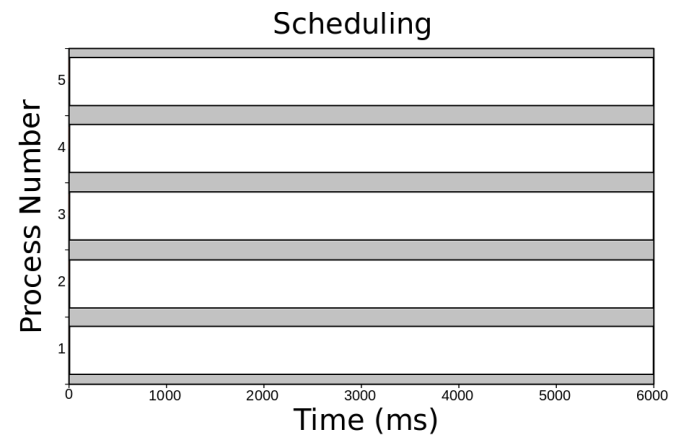
What is Wait Time?

What is the Convoy Effect?

Algorithms: Shortest Job First

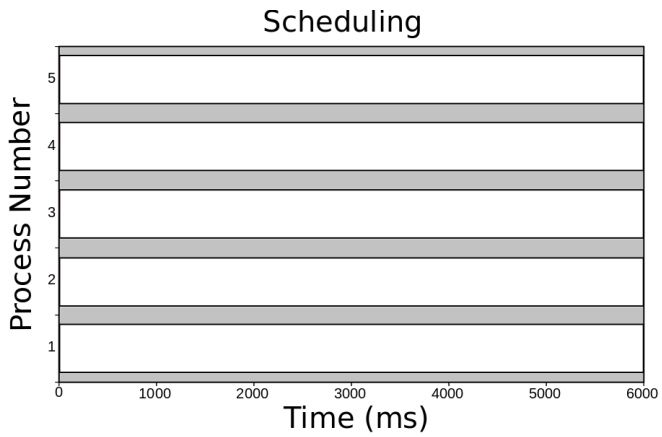
Shade in when the jobs are running. For all of the problems assume that the processes have the following arrival time. Ties are broken by arrival time.

1. P1: Arrival: 500ms, Runtime: 500ms
2. P2: Arrival: 0ms, Runtime: 1000ms
3. P3: Arrival: 500ms, Runtime: 1000ms
4. P4: Arrival: 1000ms, Runtime: 1500ms
5. P5: Arrival: 500ms, Runtime: 2000ms



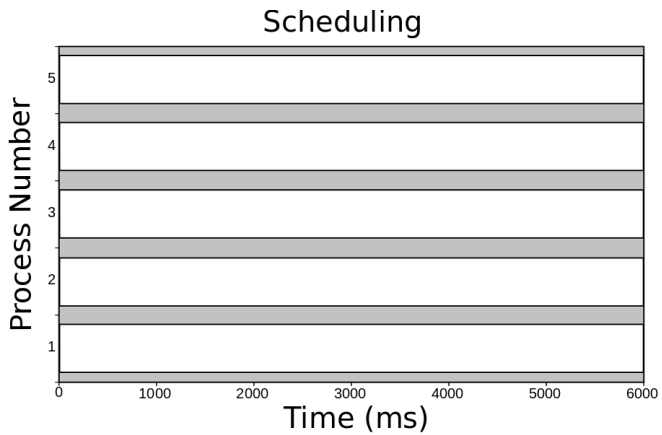
Algorithms: Pre-emptive Shortest Job First

Same times as last problem



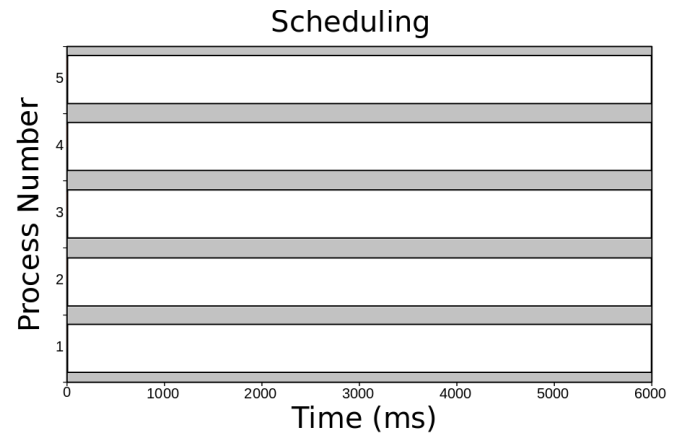
Algorithms: First Come First Served

1. P1: Arrival: 500ms, Runtime: 500ms
2. P2: Arrival: 2000ms, Runtime: 1000ms
3. P3: Arrival: 1000ms, Runtime: 1000ms
4. P4: Arrival: 500ms, Runtime: 1500ms
5. P5: Arrival: 0ms, Runtime: 2000ms



Algorithms: Priority

1. P1: Arrival: 500ms, Runtime: 500ms, Priority: 2
2. P2: Arrival: 2000ms, Runtime: 1000ms, Priority: 5
3. P3: Arrival: 1000ms, Runtime: 1000ms, Priority: 3
4. P4: Arrival: 500ms, Runtime: 1500ms, Priority: 1
5. P5: Arrival: 0ms, Runtime: 2000ms, Priority: 4



Algorithms: Round Robin

Quanta = 500ms Same scheduling as the last one.

