7.2 Scheduling

Name: _____ Class: _____ Date: _____ **Total: 24 marks**

KEY WORDS turnaround time • round robin

Objective

Compute the three policies' tables for a given job set, exactly.

1 Key knowledge and worked examples

■ The metrics

Turnaround = finish − arrival; waiting = turnaround − burst ✓. The course set (7, 4, 1, 4 at time 0): FCFS average 11.5, SJF 7.75, RR ($q = 2$) 11.25 ✓.

■ Worked example: the RR trace

P1 P1 | P2 P2 | P3 | P4 P4 | P1 P1 | P2 P2 | P4 P4 | P1 P1 | P1 – nine segments; finishes P3 = 5, P2 = 11, P4 = 13, P1 = 16 ✓.

2 Practice

2.1 Bursts 6, 3, 2 arriving at 0 under FCFS: give the finishes and the average turnaround. [3]

2.2 The same set under SJF: give the order and the average turnaround. [3]

2.3 A 1 µs switch in a 100 µs quantum wastes what percentage? [3]

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3 Exam-style questions

3.1 Four jobs arrive at time 0 with bursts P1 = 8, P2 = 4, P3 = 2, P4 = 4.

Build the FCFS table (finishes, turnarounds, average) in arrival order. Build the SJF table and its average. Build the round-robin table with quantum 2 (give the first six segments of the trace), and state each policy's average turnaround. Name which job suffers most under FCFS and by how much its wait exceeds its SJF wait. [8]

3.2 A switch costs 2 µs.

Compute the percentage of CPU spent switching under round robin with quanta of 50 µs, 500 µs, and 5 ms. State the quantum a system should avoid and why, in one line each. Compute how many switches the course RR trace (nine segments) implies, and its total switch cost. [7]