Abstract

In the face of Scheduling, the tasks are scheduled by using Different scheduling Algorithms. Each Scheduling Algorithm has own particularity and complexity during Scheduling. In order to get the minimum time for the execution of the task the Scheduling algorithm must be good, once the performance of the scheduling algorithm is good then automatically the result obtained by that particular algorithm will be considered, there are huge number of task that are scheduled under cloud computing in order to get the minimum time and the maximum throughput the Scheduling algorithm plays an important factor. Here the algorithm which used for Scheduling the task is artificial bee colony algorithm this scheduling process is done under the cloud computing environment. In this Paper we are considering the time as the main QoS factor, minimum total task finishing time, mean task finishing time and load balancing time is obtained by using this Cloud simulation environment.

References


Index Terms

Computer Science Algorithms

Keywords

Scheduling Complexity Performance Cloud Computing Total task finishing time

Mean task finishing time

Load balancing time

Quality of Services