Abstract

Cloud computing is a platform that provides user to implement revolutionary technologies. The main phenomena of cloud computing is based on accessing the resources using remote computation. Task scheduling is one of the major area that should be focused on. In cloud environment there may be a condition where the resources are limited that may affect resource availability. This paper presents an Enhanced version of MaxMin task scheduling algorithm that improves the turnaround time. The tasks are divided in two groups and the larger task is assigned to the resource (virtual machine) with high mips rate and other task is assigned to resource with low mips rate. To perform the experiment CloudSim toolkit is used. Our result shows that the Enhanced MaxMin algorithm gives the better result.

References


Index Terms

Computer Science
Distributed Computing

Keywords

CloudSim, MaxMin, Cloud computing, task scheduling, virtual machine, resource utilization, performance