Abstract

Job scheduling is one of important topic in grid computing field the goal of scheduling is that it achieves the highest possible level of productivity and the need for matching system application with the computing resources available. The proposed is an implementation for imagination to fish swarm, job dispatcher and Visualization gridsim to execute some jobs.

References


**Index Terms**

Computer Science

Distributed Systems
Keywords
AFSA  Grid computing  scheduling  visualize  simulate  dispatcher  fish swarm.