Abstract

Scheduling means a set of policies and mechanisms to control the order of work to be
performed by a computer system. The basic idea behind scheduling is to keep the CPU busy as much as possible by executing a process until it must wait for an event and then switch to another process. In this paper, we discuss & analyze various types of Scheduling & try to obtain a better solution to get more throughputs with less CPU utilization. First Come First Served (FCFS) is a non-preemptive, simplest scheduling. FCFS performs better for long job. Shortest Job First (SJF) scheduling selects that job first which has shortest processing time. Round Robin (RR) scheduling removes the drawbacks of FCFS by preempting running jobs periodically. But if the length of quantum is too short then more time will waste in context switching. In Priority Based scheduling each process is assigned a priority.

References

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Index Terms

Computer Science Communication and Networks

Keywords

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