Abstract

The general problem of multiprocessor scheduling is stated as scheduling tasks on a multiprocessor system so that a set of performance criteria can be optimized. Shuffled Frog Leaping (SFL) algorithm is a recently developed population based search algorithm, which is inspired by the interactive behavior and global exchange of information of frogs searching for food. It is combination of meme-based genetic algorithm or Memetic Algorithm (MA) and
Shuffled Frog Leaping Algorithm in Distributed System

Particle Swarm Optimization (PSO). This algorithm is used in this paper to solve a task scheduling problem in distributed systems which aims at minimizing the tri-objectives such as makespan, flow time and reliability cost.

References


Index Terms

Computer Science Distributed Systems

Keywords

Distributed System Pso Algorithm Sfl Scheduling