

## Optimal Round Robin CPU Scheduling Algorithm using Manhattan Distance

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### ABSTRACT

In Round Robin Scheduling the time quantum is fixed and then processes are scheduled such that no process get CPU time more than one time quantum in one go. The performance of Round robin CPU scheduling algorithm is entirely dependent on the time quantum selected. If time quantum is too large, the response time of the processes is too much which may not be tolerated in interactive environment. If time quantum is too small, it causes unnecessarily frequent context switch leading to more overheads resulting in less throughput. In this paper a method using Manhattan distance has been proposed that decides a quantum value. The computation of the time quantum value is done by the distance or difference between the highest burst time and lowest burst time. The experimental analysis also shows that this algorithm performs better than RR algorithm and by reducing number of context switches, reducing average waiting time and also the average turna round time.

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## 1. INTRODUCTION

The Central Processing Unit (CPU) should be utilized efficiently as it is the core part of Computers. For this reason CPU scheduling is very necessary. CPU Scheduling is a important concept in Operating System. Sharing of computer resources between multiple processes is called scheduling. The Scheduling operation is done by the scheduler. In operating system we have three types of schedulers [1]. The types of the schedulers depend on the context switches of the process. They are 1. Longterm Scheduler 2. Short term Scheduler 3. Medium term scheduler. Here are several scheduling algorithms. Different scheduling algorithms have different properties and the choice of a particular algorithm may favor one class of processes over another. Many criteria have been suggested for comparing CPU scheduling algorithms and deciding which one is the best algorithm [1]. Some of the criteria include (i) Fairness (i) CPU utilization (iii) Throughput (iv) Turnaround time (v) Waiting time (vi) Response time. It is desirable to maximize CPU utilization and throughput, to minimize turnaround time, waiting time and response time and to avoid starvation of any process. [1, 2] Some of the scheduling algorithms are briefly described below: **FCFS**: In First come First serve scheduling algorithm the process that request first is scheduled for execution [1, 2, 3] **SJF**: In shortest Job first scheduling algorithm the process with the minimum burst time is scheduled for execution. [1, 2] **SRTN**: In shortest Remaining time next scheduling algorithm, the process with shortest remaining time is scheduled for execution. [3] **Priority**: in Priority Scheduling algorithm the process with highest priority is scheduled for execution. [1, 2, 3] **Multilevel queue scheduling**: In this the ready queue is partitioned into several separate queues. The processes are permanently assigned to one queue generally based on some property of the process such as memory size, process priority or process type. Each queue has

its own scheduling algorithm. There is scheduling among the queues, which is commonly implemented as fixed-priority preemptive scheduling. Each queue has absolute priority over low priority queues. [1] **Multilevel feedback-queue scheduling:** This is like **Multilevel queue scheduling** but allows a process to move between queues. [3] **Round-robin:** In this the CPU scheduler goes around the ready queue allocating the CPU to each process for a time interval of up to one time quantum. If time quantum is too large, the response time of the processes is too much which may not be tolerated in interactive environment. If time quantum is too small, it causes unnecessarily frequent context switch leading to more overheads resulting in less throughput. In this paper a method using Manhattan distance logic has been proposed that decides a value that is neither too large nor too small such that every process has got reasonable response time and the throughput of the system is not decreased due to unnecessarily context switches.

The various scheduling parameters are:

1. Context Switch: A context switch is basically storing and restoring context or state of a pre-empted process, so that at a later point of time, it can be started from same point once the execution is stopped. So the goal of CPU scheduling algorithms is to optimize only these switches.
2. Throughput: Throughput is defined as number of processes completed in a period of time. Context switching and Throughput are inversely proportional to each other.
3. CPU Utilization: This is the fraction of time when CPU is in use. Usually, to maximize the CPU utilization is the goal of the CPU scheduling.
4. Turnaround Time: This is the total time which is required to spend to complete the whole process and amount of time it takes to execute that process.
5. Waiting Time: Waiting time is defined as the total amount of time a process that waits in ready queue.
6. Response Time: For responding to a particular system the amount of time used by the system.

The characteristic of good scheduling algorithm are:

Minimum context switches, Maximum CPU utilization, Maximum throughput, Minimum turnaround time, Minimum waiting time

## 2. BACKGROUND WORK

There is a host of work and researches going on for increasing the efficiency of round robin algorithm. Rami J. Matarneh [4] proposed a method that calculates median of burst time of all processes in ready queue. Now if this median is less than 25 than time quantum would be 25 otherwise time quantum is set to the calculated value. Ahad [5] proposed to modify the time quantum of a process based on some threshold value which is calculated by taking average of left out time of all processes in its last turn. Hiranwal et al. [6] introduced a concept of smart time slice which is calculated by taking the average of burst time of all processes in the ready queue if number of processes are even otherwise time slice is set to mid process burst time. Dawood [7] proposed an algorithm that first sorts all processes in ready queue and then calculate the time quantum by multiplying sum of maximum and minimum burst by 80. Noon et al [8] proposed to calculate the time quantum by taking average of the burst time of all the processes in ready queue. Banerjee et al [9] proposed an algorithm which first sorts all the processes according to the burst time and then finds the time quantum by taking average of burst time of all process from mid to last. Nayak et al. [10] calculated the optimal time quantum by taking the average of highest burst and median of burst. Yaashuwanth et al [11] introduced a term intelligent time slice which is calculated using the formula (range of burst \* total number of processes)/ (priority range \* Total number of priority). Matthias et al. [12] proposed a solution for Linux SCHED\_RR, to assign equal share of CPU to different users instead of process. Racu et al. [13] presents an approach to compute best case and worst case response time of round robin scheduling. In Merywns et al [14] used Euclidian distance for calculating Quantum value. In [15] in this section, a non-linear mathematical model for optimizing the time quantum value in RR scheduling algorithm is proposed.

In this paper we approached the Round Robin Quantum value using the Manhattan Distance.

Quantum value = Highest Burst time – Lowest Burst time.

## 3. PROPOSED WORK

A major disadvantage of round robin is that a process is pre-empted and context switch occurs, even if the running process requires time (in fractions) which is slightly more than assigned time quantum. Another problem with round robin is the time quantum selection. If time quantum is too large, the response time of the processes is too much, the algorithm degenerates to FCFS which may not be tolerated in an interactive environment. If time quantum is too small, it causes unnecessarily frequent context switches leading to more overheads resulting in lesser throughput

In this paper used the optimal Round Robin Scheduling using Manhattan distance for optimum Time Quantum value in Round Robin process in Scheduling algorithm. Here Calculate the Quantum value using the below Equation.

$$D = \sum_{i=0}^n |X_i - Y_i|$$

X and Y values are the burst times of Process.

X= highest burst time

Y=lowest burst time

By using the above formula we can get the Q value. It gives the minimum context switches, best cpu utilization and also it gives the minimum averaging time.

**3.1. Optimal Round Robin Scheduling using Manhattan Distance Algorithm**

The following data structures are needed:

*Process (Pi)*. Number of processes in ready queue for i=1, 2, 3,4,.....n

*Burst Time (Bi)*: Processing time required by each Pi

1. Calculate the Manhattan Distance ‘MD’ of the cpu burst times of processes.
2. Time quantum = highest burst time – lowest burst time.
3. Schedule processes according to the calculated time quantum.

**4. EXPERIMENTAL ANALYSIS**

For the purpose of simplicity, a demonstration is done using group of five processes in three different cases that the ORRSM algorithm is more efficient than the classic Simple Round Robin (SRR). For SRR, a time quantum is assumed in all cases in order to compare the two algorithms fairly.

Case 1: Assume five processes arrive at time 0 with following burst times: P1=24, P2=11, P3=31, P4=12, P5=20.

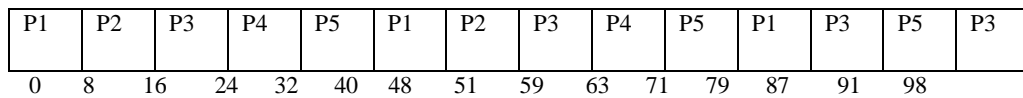


Figure 1. Gantt Chat for SRR (case1)

Quantum =Max\_burst Time - Min\_Burst Time= 31-11=2

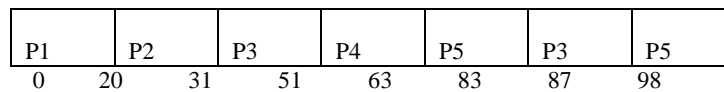


Figure 2. Gantt Chat for ORRSM (case1)

Table 1. Computational table for case1

Process	Burst Time	Waiting Time	Turn Around Time
P1	24	63	87
P2	11	20	31
P3	31	67	98
P4	12	51	63
P5	20	63	83

Average Waiting Time = 264 /5 = 52.8

Table 2. Comparison between SRR and ORRSM

Algorithm	Time Quantum	Average Waiting Time	Average Turnaround time	Context Switch
SRR	8	56.7	76.4	14
ORRSM	20	52.8	72.4	7

Case 2: Assume five processes arrive at time 0 with following burst times: P1=7, P2=13, P3=24, P4=10, P5=18.

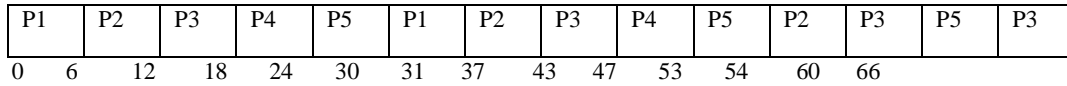


Figure 3. Gantt Chat for SRR (case2)

Quantum = Max\_Burst Time - Min\_Burst Time = 17

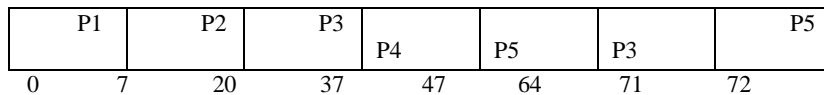


Figure 4. Gantt Chat for ORRSM (case 2)

Table 3. Computational table for case 2

Process	Burst Time	Waiting Time	Turn Around Time
P1	7	0	7
P2	13	7	20
P3	24	47	71
P4	10	37	47
P5	18	54	72

Average Waiting Time = 145 /5=29

Average Turn Around time = 43

Table 4. Comparison between SRR and ORRSM

Algorithm	Time Quantum	Average Waiting Time	Average Turnaround time	Context Switch
SRR	6	39.4	54	14
ORRSM	17	29	43	7

From the above comparisons and as can be seen in Figure 7, Figure 8 and Figure 9, the ORRSM algorithm using Euclidean distance method for calculating time quantum is clearly more efficient than the SRR algorithm resulting in reduction of turnaround time, waiting time and context switches. Although three cases with each case having five processes are shown, the number of processes does not affect the working of ORRSM algorithm as it works well even with large number of processes.

**5. CONCLUSION**

The performance of round robin algorithm is entirely dependent on the time quantum selected. Many attempts have been made in the past to select an optimum time quantum. Some approaches required making use of other algorithms like shortest job first or priority scheduling, thereby carries forward the deficiencies of those algorithms into round robin scheduling. The Optimal Round Robin (ORRSM) determines the time quantum by taking account the similarity or differences of the burst times of all

processes present in the ready queue. The ORRSM does not require priorities to be assigned to the jobs nor does it require the jobs to be sorted according to their burst times. It results in better performance of round robin algorithm with reduction in context switches, turnaround times and waiting times. The time quantum determined through ORRSM is dynamic in the sense that no user intervention is required and the time quantum is related to the burst times of processes.

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