

## Comparative Performance Analysis of Optimized Performance Round Robin Scheduling Algorithm(OPRR) with AN Based Round Robin Scheduling Algorithm using Dynamic Time Quantum in Real Time System with Arrival Time

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**Abstract-** Round Robin is the most oldest and widely used scheduling algorithm but it has certain limitation because of static time quantum. Time quantum must be large so that context switching becomes reduces and it also effect the response time .So, in this paper we proposed a new algorithm called Optimized Performance Round Robin(OPRR) in which we focused on dynamic time quantum which give result as a very less context switching as well as average waiting time and average turnaround time. It also reduces the overhead of the CPU by adjusting the time quantum according to the highest burst time of the processes in the ready queue.

**Keywords-** Operating System, Round Robin, Best Performance Round Robin, Turnaround time, Waiting time, Context Switch.

### I. INTRODUCTION:

An operating system is a system software which makes interface between user and computer hardware so that system perform in an efficient manner. Scheduling is the process of arranging, controlling and optimizing work and workload in a production process. Operating system follows a predefined procedure for selecting processes from memory and allocates resources as per their requirement. Modern operating system and time sharing system are more complex, they have evolved from a single task to multitasking environment in which processes run in synchronized manner. CPU scheduling algorithm decides which of the process in the ready queue are to be allocated to the CPU[1].

### II. SCHEDULING ALGORITHMS

In the First-Come-First-Serve (FCFS) algorithm, process that arrives first is immediately allocated to the CPU based on FIFO policy. In Shortest Job First (SJF) algorithm, process having shortest CPU burst time will execute first. If two processes having same burst time and arrive simultaneously, then FCFS procedure is applied. Priority scheduling algorithm, provides priority (internally or externally) to each process and selects the highest priority process from the ready queue. In case of Round Robin (RR) algorithm, time interval of one time quantum is given to each process present in the circular queue[1].

### III. PERFORMANCE METRICS

The proposed algorithm is designed to meet all scheduling criteria such as maximum CPU utilization, maximum throughput, minimum turnaround time, minimum waiting time and context switches. Here we are considering three performance criteria in each case of our experiment[4].

**Turnaround Time (TAT)**=Finish Time–Arrival Time. Average Turnaround Time should be less.

**Waiting Time (WT)**= Start Time- Arrival Time. Average Waiting Time should be less.

**Context Switch** The number of context Switch should be less.

### IV. RELATED WORK

In the last few years different approaches are used to increase the performance of Round Robin scheduling like Adaptive Round Robin Scheduling using Shortest Burst Approach Based on Smart Time Slice, Multi-Dynamic time Quantum Round Robin (MDTQRR)[14], Maximum Performance Round Robin (MPRR)[15], High Performance Round Robin (HPRR)[6], Average Max Round Robin Algorithm (AMRR)[2], Even Odd Round Robin (EORR)[5]. Mid Average Round Robin(MARR)[8], Average Mid Max Round Robin Algorithm(AMMRR)[4].

## V. PROPOSED APPROACH:

The burst time of the processes is taken as sorted increasing order so that it will give better waiting time and turnaround time. In round robin algorithm the performance is based upon the size of static Time Quantum(TQ). If the Time Quantum is too small then there will be many context switching between the processes. So our approach solved this problem by taking optimized dynamic time quantum TQ. Where TQ is the average of the last two burst time.

$AVG = (\text{summation of last two burst time of processes})/2$ .

$TQ = AVG$ .

## VI. PROPOSED ALGORITHM

In our proposed algorithm, processes are already present in the Ready Queue (RQ). The number of processes is (N) and CPU Burst Time (BT) are accepted as input and Average Turnaround Time (ATT), Average Waiting Time (AWT) and number of Context Switch (CS) are produced as output.

1. Initialize CS=0, AWT=0, ATT=0.  
//ATT=Average Turnaround time.  
//AWT=Average waiting time.  
//CS=Number of context switch.
2. Sort the process in the ready Queue in ascending order of their BT.
3. while(RQ != NULL)
  - {
  - // N= Number of Processes in the ready queue.
  - // BT= Burst Time of the Processes.
  - // RQ= Ready Queue.
  - //TQ=Time quantum.
  - a.) Calculate the average of BT of the last two processes and put them in Avg.  
Initialize sum=0;

### CASE 1:-

(With Zero Arrival Time) We consider five processes with Burst time (P1=9, P2=15, P3=19, P4=45, P5=120) and Arrival Time =0 and Priority(P1=1, P2=2, P3=3, P4=4, P5=5) as shown in the Table 1. Table 2 shows the output using RR, ANRR and OPRR algorithm. Figure 1, 2 and 3 shows Gantt chart of RR, ANRR and OPRR algorithm respectively.

Table 1: Process with Arrival Time and Burst Time

```

For (i=N-1 to N loop)
sum=sum+ BT(Pi);
//(Pi)=Process
Avg=sum/2;
//Avg=Average of last two process BT.
TQ = Avg;

```

- b.) If remaining BT <=TQ then  
Execute that process first with that BT
- c.) If two processes are there then the TQ is equal to the average of BT of the two processes.
- d.) If one process is there then after calculation TQ is equal to BT itself.
- e.) for i=1 to N loop
  - // Assign TQ to (1 to N) processes.
  - {
  - Pi->TQ
  - //Assign TQ to all the available processes.
  - }
  - //End of for.
  - }
  - //End of while.

4. If (new process arrived and BT!=0 Or new process is arrived and BT==0 Or new process is not arrived and BT!=0) then go to step 2. Else go to step 5.
5. Calculate ATT, AWT, CS
6. End

## VII. EXPERIMENTAL ANALYSIS

In every case we will compare the result of the proposed Optimized Performance Round Robin (OPRR) method with AN Based Round Robin (ANRR) scheduling algorithm and simple Round Robin scheduling Algorithm. Here we have taken 10 as the static time quantum (TQ) for RR algorithm.

Process	Arrival time	Burst time	Priority
P1	0	9	1
P2	0	15	2
P3	0	19	3
P4	0	45	4
P5	0	120	5

Table 2: Comparison between RR algorithm ,ANRR algorithm and our new proposed OPRR algorithm(Case 1).

Algorithm	Time quantum	Turnaround time	Waiting time	Context switch
RR	10	92.4	53.8	14
ANRR	42,41,37	82.8	41.2	6
OPRR	83,37	74.4	32.8	5

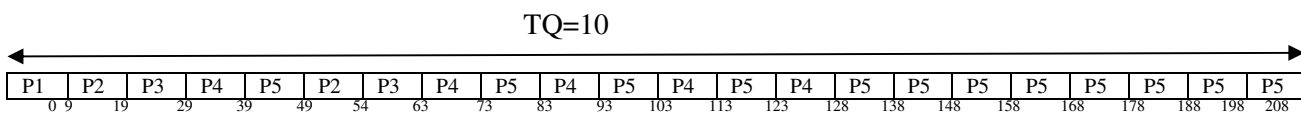


Fig1 : Gantt chart of RR form Table1(CASE 1)

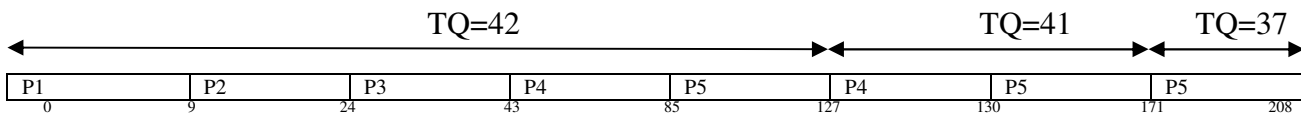


Fig2: Gantt chart of ANRR from Table1

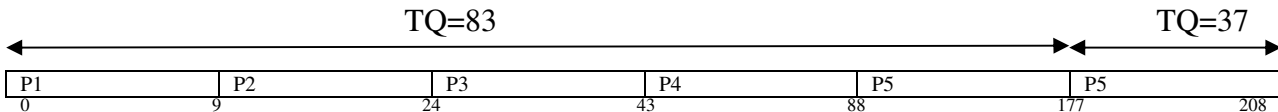


Fig 3: Gantt chart of OPRR from Table1

**CASE 2:-**

(With Zero Arrival Time) We consider five processes with Burst time (P1=7, P2=14, P3=28 ,P4=56,P5=112) and Arrival Time =0 and Priority(P1=1,P2=2,P3=3,P4=4,P5=5)as shown in the Table 3. Table 4 shows the output using RR , ANRR and OPRR algorithm. Figure 4, 5 and 6 shows Gantt chart of RR ,ANRR and OPRR algorithm respectively.

Table 3:Process with Arrival Time and Burst Time

Process	Arrival time	Burst time	Priority
P1	0	7	1
P2	0	14	2
P3	0	28	3
P4	0	56	4
P5	0	112	5

Table 4: Comparison between RR algorithm ,ANRR algorithm and our new proposed OPRR algorithm(Case 2).

Algorithm	Time quantum	Turnaround time	Waiting time	Context switch
RR	10	103.8	61.2	17
ANRR	43,41,28	88.4	45	6
OPRR	84,28	79.8	36.4	5

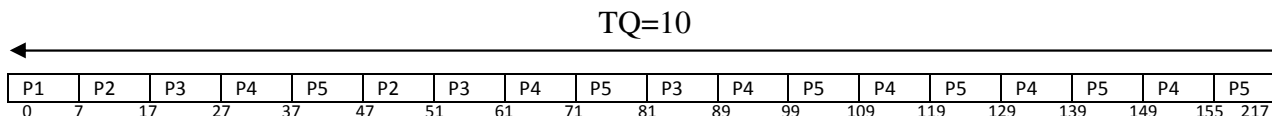


Fig4 : Gantt chart of RR form Table3(CASE 2)

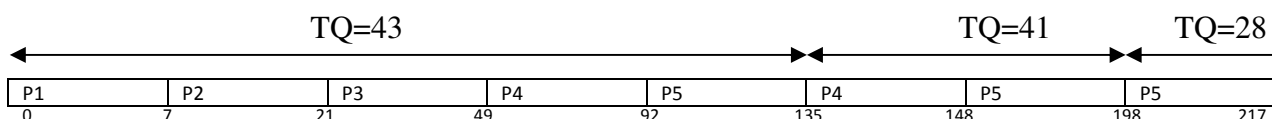


Fig5 : Gantt chart of ANRR form Table3(CASE 2)

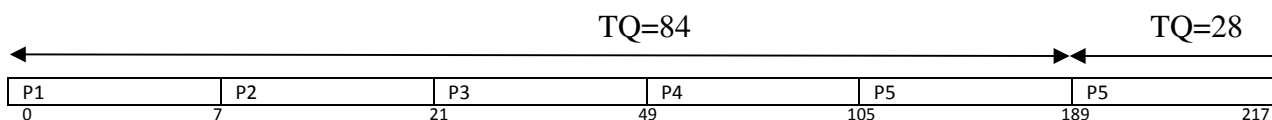


Fig 6: Gantt chart of OPRR from Table3(CASE 2)

**CASE 3:-**

**(With Zero Arrival Time)** We consider five processes with Burst time (P1=41, P2=42, P3=43, P4=44, P5=45) and Arrival Time =0 and Priority(P1=1,P2=2,P3=3,P4=4,P5=5)as shown in the Table 5. Table 6 shows the output using RR , ANRR and OPRR algorithm. Figure 7,8 and 9 shows Gantt chart of RR ,ANRR and OPRR algorithm respectively.

Table 5:Process with Arrival Time and Burst Time

Process	Arrival time	Burst time	Priority
P1	0	41	1
P2	0	42	2
P3	0	43	3
P4	0	44	4
P5	0	45	5

Table 6: Comparison between RR algorithm ,ANRR algorithm and our new proposed OPRR algorithm(Case 3)

Algorithm	Time quantum	Turnaround time	Waiting time	Context switch
RR	10	207	168	24
ANRR	43,2	136	93	6
OPRR	45	127	84	4

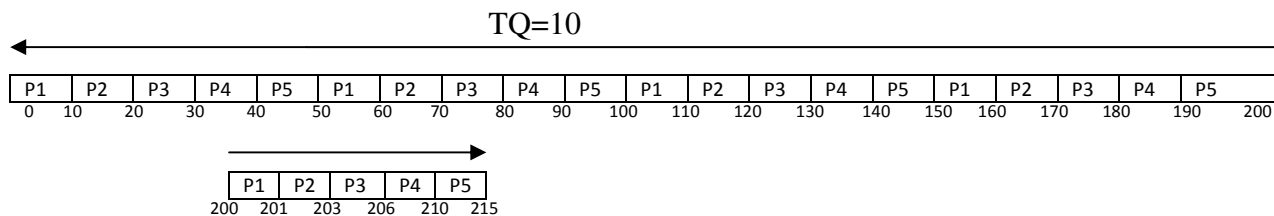


Fig7 : Gantt chart of RR form Table5(CASE 3)

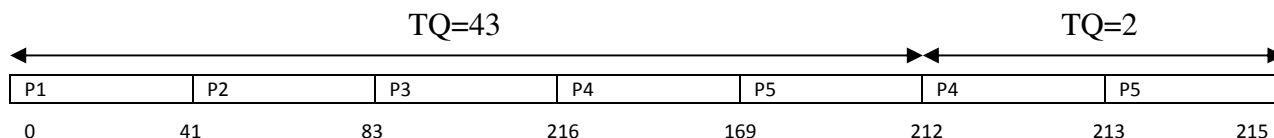


Fig8 : Gantt chart of ANRR form Table5(CASE 3)

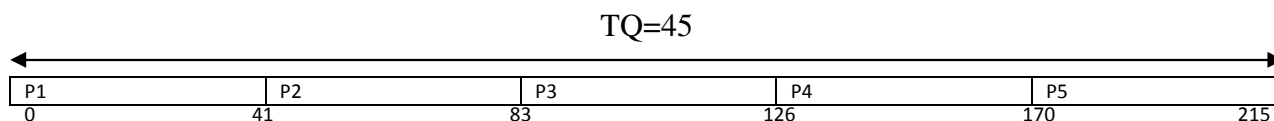


Fig9: Gantt chart of OPRR from Table5(CASE 3)

**CASE 4:-**

(With Arrival Time) We consider five processes with Burst time (P1=9, P2=17, P3=25 ,P4=38,P5=47) and Arrival Time (P1=0,P2=7,P3=13,P4=20,P5=25) and Priority(P1=1,P2=2,P3=3,P4=4,P5=5)as shown in the Table 7. Table 8 shows the output using RR , ANRR and OPRR algorithm. Figure 10,11 and 12 shows Gantt chart of RR ,ANRR and OPRR algorithm respectively.

Table 7:Process with Arrival Time and Burst Time

Process	Arrival time	Burst time	Priority
P1	0	9	1
P2	7	17	2
P3	13	25	3
P4	20	38	4
P5	25	47	5

Table 8: Comparison between RR algorithm ,ANRR algorithm and our new proposed OPRR algorithm(Case 4)

Algorithm	Time quantum	Turnaround time	Waiting time	Context switch
RR	10	69	55	13
ANRR	27,18,4	54	40	6
OPRR	43,4	49	35	4

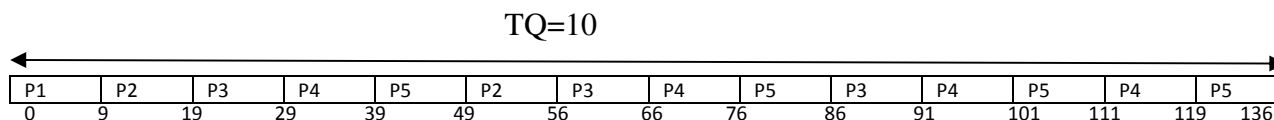


Fig10 : Gantt chart of RR form Table7(CASE 4)

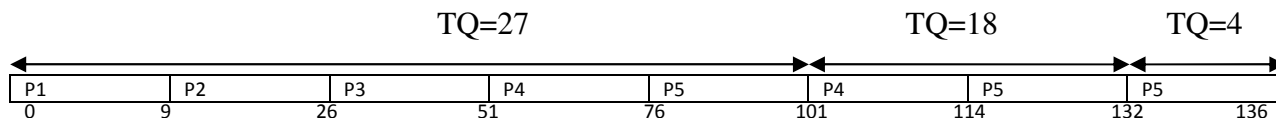


Fig11 : Gantt chart of ANRR form Table7(CASE 4)

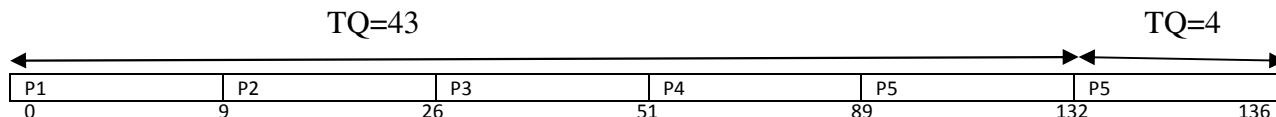


Fig12: Gantt chart of OPRR from Table7(CASE 4)

**CASE 5:-**

(With Arrival Time) We consider five processes with Burst time (P1=5, P2=13, P3=25 ,P4=37,P5=49) and Arrival Time (P1=0,P2=4,P3=15,P4=17,P5=22) and Priority(P1=1,P2=2,P3=3,P4=4,P5=5)as shown in the Table 9. Table 10 shows the output using RR , ANRR and OPRR algorithm. Figure 13,14 and 15 shows Gantt chart of RR ,ANRR and OPRR algorithm respectively.

Table 9:Process with Arrival Time and Burst Time

Process	Arrival time	Burst time	Priority
P1	0	5	1
P2	4	13	2
P3	15	25	3
P4	17	37	4
P5	22	49	5

Table 10: Comparison between RR algorithm ,ANRR algorithm and our new proposed OPRR algorithm(Case 5)

Algorithm	Time quantum	Turnaround time	Waiting time	Context Switch
RR	10	63	49	13
ANRR	26,17,6	49	34	6
OPRR	43,6	43	29	4

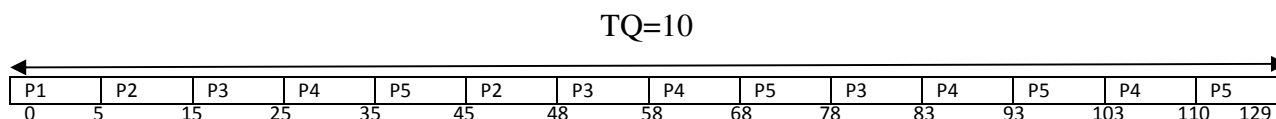


Fig13 : Gantt chart of RR form Table9(CASE 5)

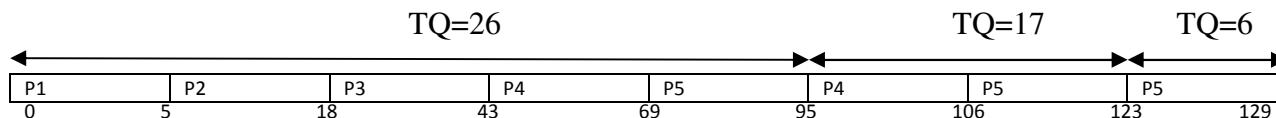


Fig14 : Gantt chart of ANRR form Table9(CASE 5)

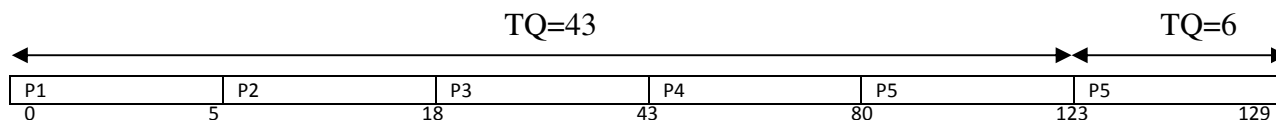


Fig 15: Gantt chart of OPRR from Table9(CASE 5)

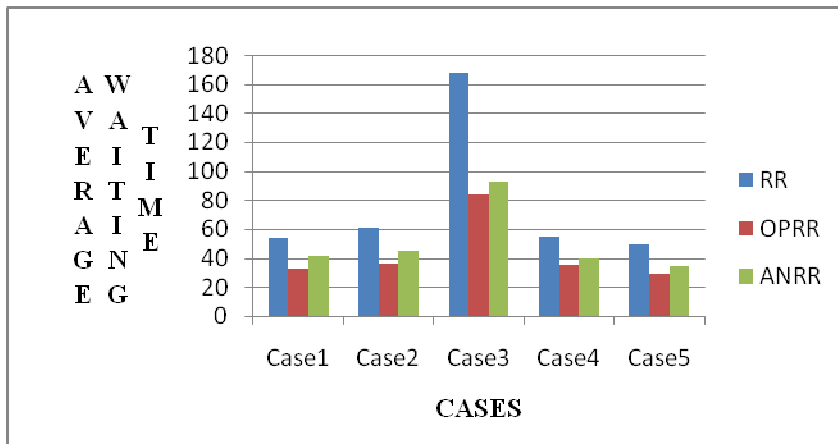


Fig.16: Comparison of average Waiting Time of RR, OPRR and ANRR taking arrival time into consideration.

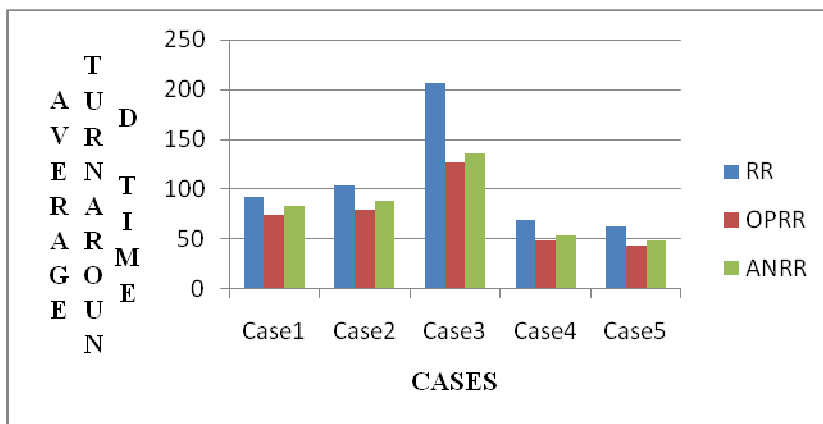


Fig.17: Comparison of average Turnaround Time of RR, OPRR and ANRR taking arrival time into consideration.

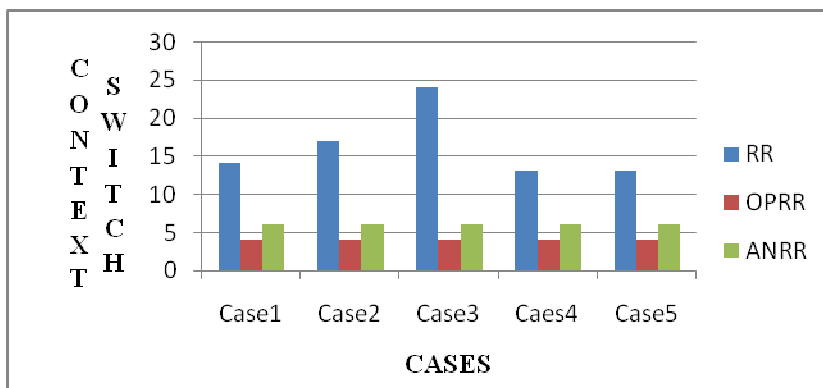


Fig.18: Comparison of Context Switch of RR,OPRR and ANRR taking arrival time into consideration

### VIII. CONCLUSION

CPU is one of the most important component of the computer resources. CPU scheduling involves careful examination of waiting processes to determine the most efficient way to service the request. In this paper an optimized performance round robin scheduling algorithm is proposed. This proposed OPRR CPU scheduling algorithm always gives better performance than RR. This is achieved by increasing Time Quantum Dynamically with decreasing the total Turnaround Time, Average Waiting Time and Number of Context Switching.

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