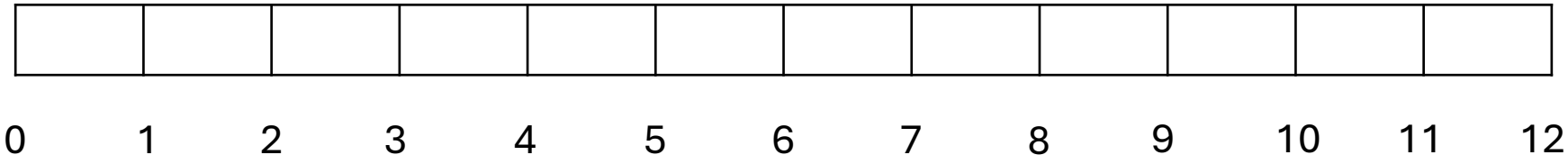
Shortest Remaining Burst Round Robin

- Process with shortest remaining time will execute for a fixed time quantum.
- After the fixed time quantum, the next process with the next shortest remaining time is chosen for execution.
- Tie Breaker: Order which process joins the queue

Process	Arrival	Run Time
A	0	5
B	0	4
C	3	3

Time Quantum = 2 Time Units

Time = 0



Ready Queue	B	A	
Time Remaining	4	5	

B will be ahead of A as it has shorter remaining time

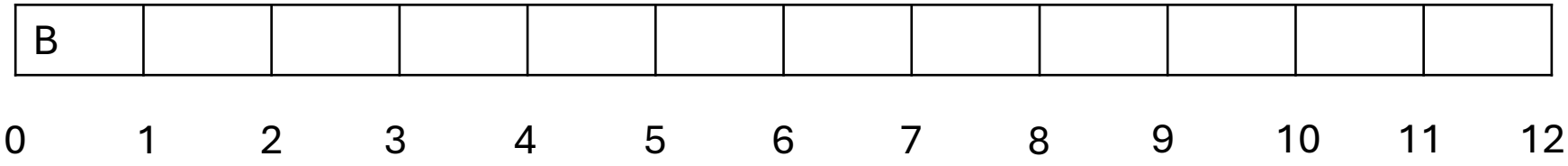
Shortest Remaining Burst Round Robin

- Process with shortest remaining time will execute for a fixed time quantum.
- After the fixed time quantum, the next process with the next shortest remaining time is chosen for execution.
- Tie Breaker: Order which process joins the queue

Process	Arrival	Run Time
A	0	5
B	0	4
C	3	3

Time Quantum = 2 Time Units

Time = 1



Ready Queue	A		
Time Remaining	5		

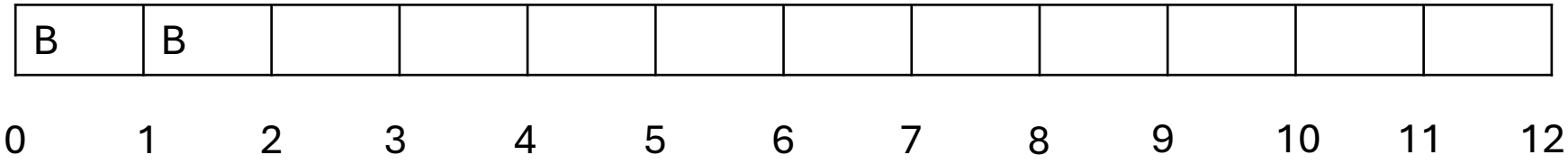
Shortest Remaining Burst Round Robin

- Process with shortest remaining time will execute for a fixed time quantum.
- After the fixed time quantum, the next process with the next shortest remaining time is chosen for execution.
- Tie Breaker: Order which process joins the queue

Process	Arrival	Run Time
A	0	5
B	0	4
C	3	3

Time Quantum = 2 Time Units

Time = 2



Ready Queue	A	B	
Time Remaining	5	2	

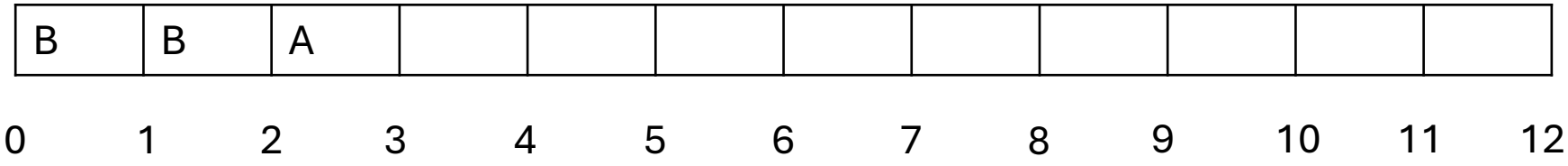
Shortest Remaining Burst Round Robin

- Process with shortest remaining time will execute for a fixed time quantum.
- After the fixed time quantum, the next process with the next shortest remaining time is chosen for execution.
- Tie Breaker: Order which process joins the queue

Process	Arrival	Run Time
A	0	5
B	0	4
C	3	3

Time Quantum = 2 Time Units

Time = 3



Ready Queue	B	C	
Time Remaining	2	3	

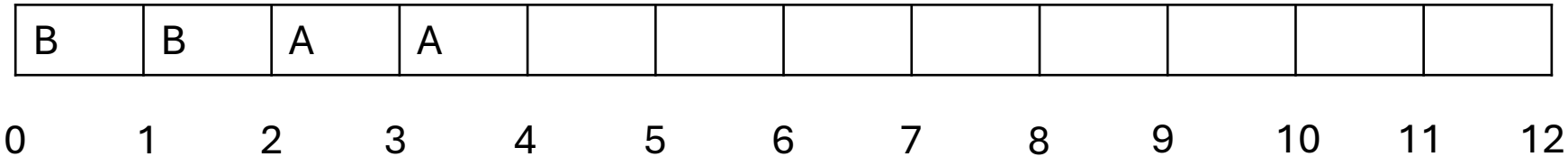
Shortest Remaining Burst Round Robin

- Process with shortest remaining time will execute for a fixed time quantum.
- After the fixed time quantum, the next process with the next shortest remaining time is chosen for execution.
- Tie Breaker: Order which process joins the queue

Process	Arrival	Run Time
A	0	5
B	0	4
C	3	3

Time Quantum = 2 Time Units

Time = 4



Ready Queue	B	C	A
Time Remaining	2	3	3

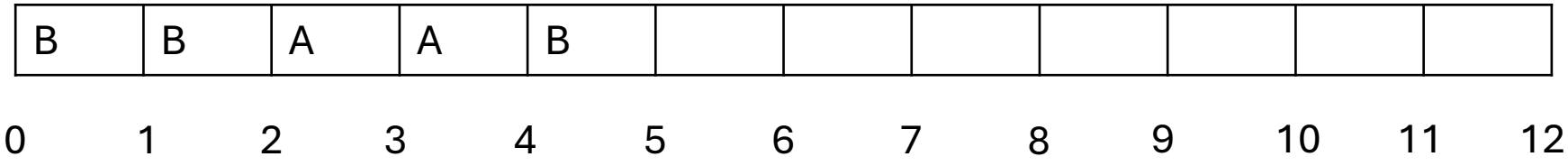
Shortest Remaining Burst Round Robin

- Process with shortest remaining time will execute for a fixed time quantum.
- After the fixed time quantum, the next process with the next shortest remaining time is chosen for execution.
- Tie Breaker: Order which process joins the queue

Process	Arrival	Run Time
A	0	5
B	0	4
C	3	3

Time Quantum = 2 Time Units

Time = 5



Ready Queue	C	A	
Time Remaining	3	3	

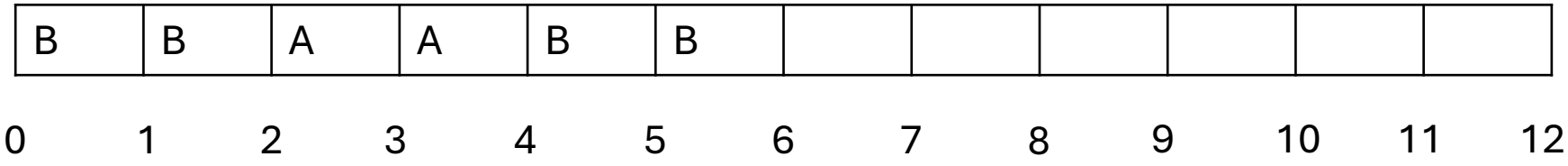
Shortest Remaining Burst Round Robin

- Process with shortest remaining time will execute for a fixed time quantum.
- After the fixed time quantum, the next process with the next shortest remaining time is chosen for execution.
- Tie Breaker: Order which process joins the queue

Process	Arrival	Run Time
A	0	5
B	0	4
C	3	3

Time Quantum = 2 Time Units

Time = 6



Ready Queue	C	A	
Time Remaining	3	3	

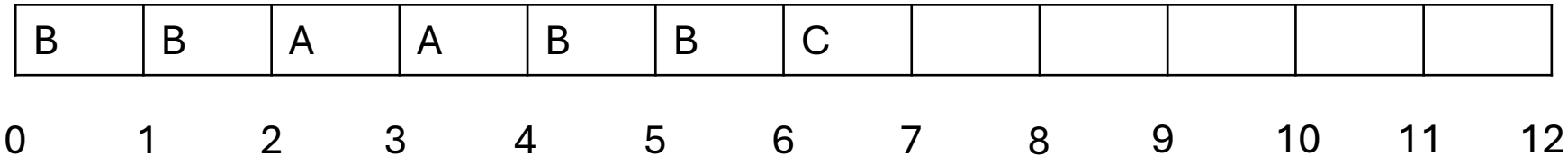
Shortest Remaining Burst Round Robin

- Process with shortest remaining time will execute for a fixed time quantum.
- After the fixed time quantum, the next process with the next shortest remaining time is chosen for execution.
- Tie Breaker: Order which process joins the queue

Process	Arrival	Run Time
A	0	5
B	0	4
C	3	3

Time Quantum = 2 Time Units

Time = 7



Ready Queue	A		
Time Remaining	3		

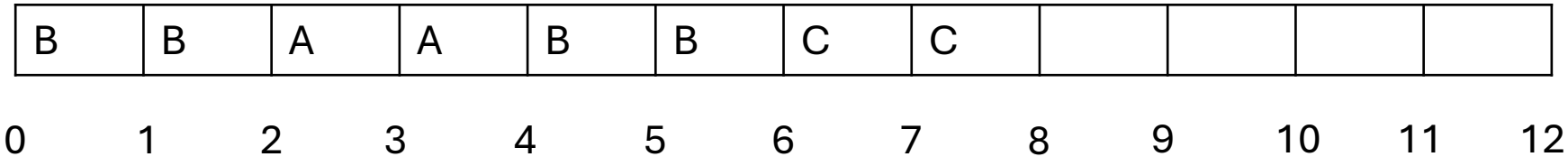
Shortest Remaining Burst Round Robin

- Process with shortest remaining time will execute for a fixed time quantum.
- After the fixed time quantum, the next process with the next shortest remaining time is chosen for execution.
- Tie Breaker: Order which process joins the queue

Process	Arrival	Run Time
A	0	5
B	0	4
C	3	3

Time Quantum = 2 Time Units

Time = 8



Ready Queue	A	C	
Time Remaining	3	1	

Shortest Remaining Burst Round Robin

- Process with shortest remaining time will execute for a fixed time quantum.
- After the fixed time quantum, the next process with the next shortest remaining time is chosen for execution.
- Tie Breaker: Order which process joins the queue

Process	Arrival	Run Time
A	0	5
B	0	4
C	3	3

Time Quantum = 2 Time Units

Time = 9

B	B	A	A	B	B	C	C	A			

0 1 2 3 4 5 6 7 8 9 10 11 12

Ready Queue	C		
Time Remaining	1		

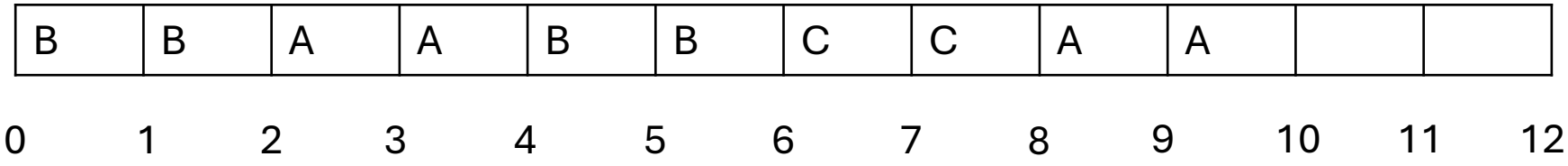
Shortest Remaining Burst Round Robin

- Process with shortest remaining time will execute for a fixed time quantum.
- After the fixed time quantum, the next process with the next shortest remaining time is chosen for execution.
- Tie Breaker: Order which process joins the queue

Time Quantum = 2 Time Units

Time = 10

Process	Arrival	Run Time
A	0	5
B	0	4
C	3	3



Ready Queue	C	A	
Time Remaining	1	1	

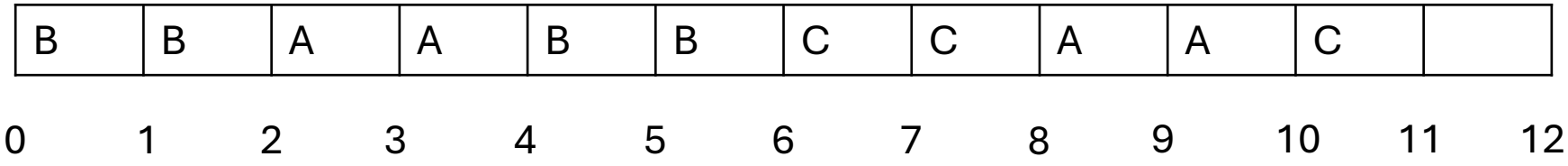
Shortest Remaining Burst Round Robin

- Process with shortest remaining time will execute for a fixed time quantum.
- After the fixed time quantum, the next process with the next shortest remaining time is chosen for execution.
- Tie Breaker: Order which process joins the queue

Process	Arrival	Run Time
A	0	5
B	0	4
C	3	3

Time Quantum = 2 Time Units

Time = 11



Ready Queue	A		
Time Remaining	1		

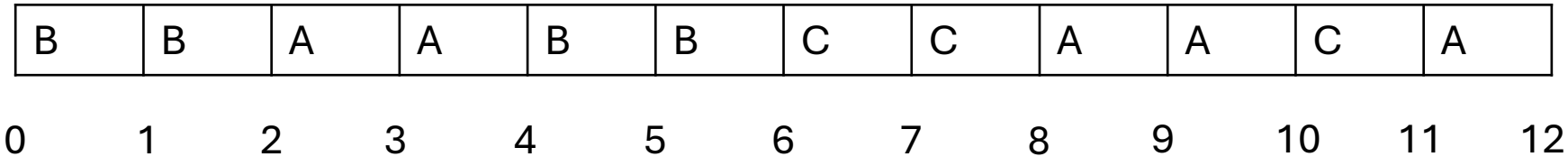
Shortest Remaining Burst Round Robin

- Process with shortest remaining time will execute for a fixed time quantum.
- After the fixed time quantum, the next process with the next shortest remaining time is chosen for execution.
- Tie Breaker: Order which process joins the queue

Process	Arrival	Run Time
A	0	5
B	0	4
C	3	3

Time Quantum = 2 Time Units

Time = 11



Ready Queue			
Time Remaining			

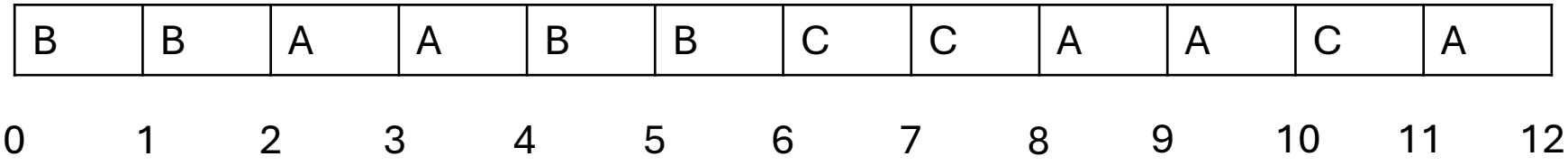
Shortest Remaining Burst Round Robin

- Process with shortest remaining time will execute for a fixed time quantum.
- After the fixed time quantum, the next process with the next shortest remaining time is chosen for execution.
- Tie Breaker: Order which process joins the queue

Process	Arrival	Run Time
A	0	5
B	0	4
C	3	3

Time Quantum = 2 Time Units

Time = 11



Average Response Time = 0 + 2 + (6 – 3) = 5/3 = 1.67

Ready Queue			
Time Remaining			

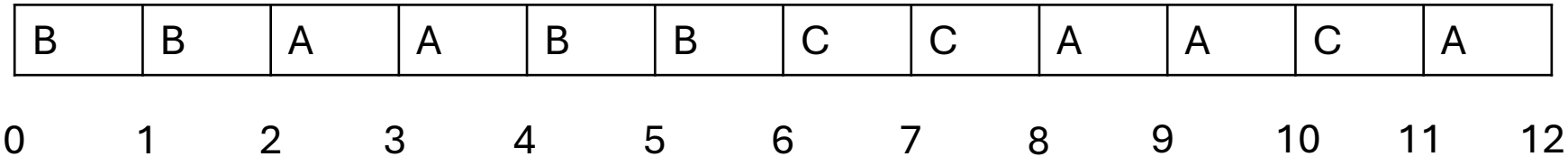
Shortest Remaining Burst Round Robin

- Process with shortest remaining time will execute for a fixed time quantum.
- After the fixed time quantum, the next process with the next shortest remaining time is chosen for execution.
- Tie Breaker: Order which process joins the queue

Process	Arrival	Run Time
A	0	5
B	0	4
C	3	3

Time Quantum = 2 Time Units

Time = 11



Average Turnaround Time: (6 + (11 – 3) + 12) / 3 = 26 / 3 = 8.67

Ready Queue			
Time Remaining			