

Improved performance for Round Robin Scheduling algorithm depends on burst time

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Operating system acts as an interface between user and hardware, there are many processes included into the operating system, these processes can be scheduled by different algorithms, scheduling is a very important process of the computer resources in the central processing unit (CPU) , it controls all jobs and select which process can be start the first, each algorithm uses different ways to calculate it's criteria like first come first served (FCFS), shortest job first (SJF), Priority Scheduling, and Round Robin (RR). Round robin algorithm depends on a minor factor called quantum time, this quantum maybe determined at the beginning or it can be calculated by different ways. This paper proposes a new way to improve performance for round robin by arranging processes in an increasing order according to the burst time, then calculating the mean of the burst time as quantum time finally calculating turnaround time and waiting time, thus to obtain better results comparing with the standard RR.

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