Abstract

One of the hot problems in grid computing is job scheduling. It is known that the job scheduling is NP-complete, and thus the use of heuristics is the de facto approach to deal with this practice in its difficulty. The proposed is an imagination to fish swarm, job dispatcher and Visualization gridsim to execute some jobs.

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Index Terms

Computer Science

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Keywords
AFSA  Grid computing  scheduling  visualize  simulate  dispatcher  fish swarm.