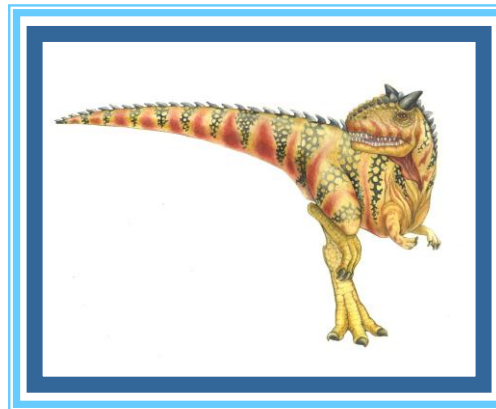
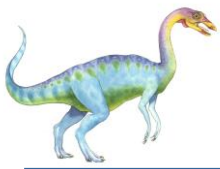


Chapter 5: CPU Scheduling

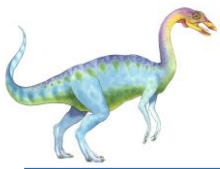




Outline

- Basic Concepts
- Scheduling Criteria
- Scheduling Algorithms
- Thread Scheduling
- Multi-Processor Scheduling
- Real-Time CPU Scheduling
- Operating Systems Examples
- Algorithm Evaluation





Objectives

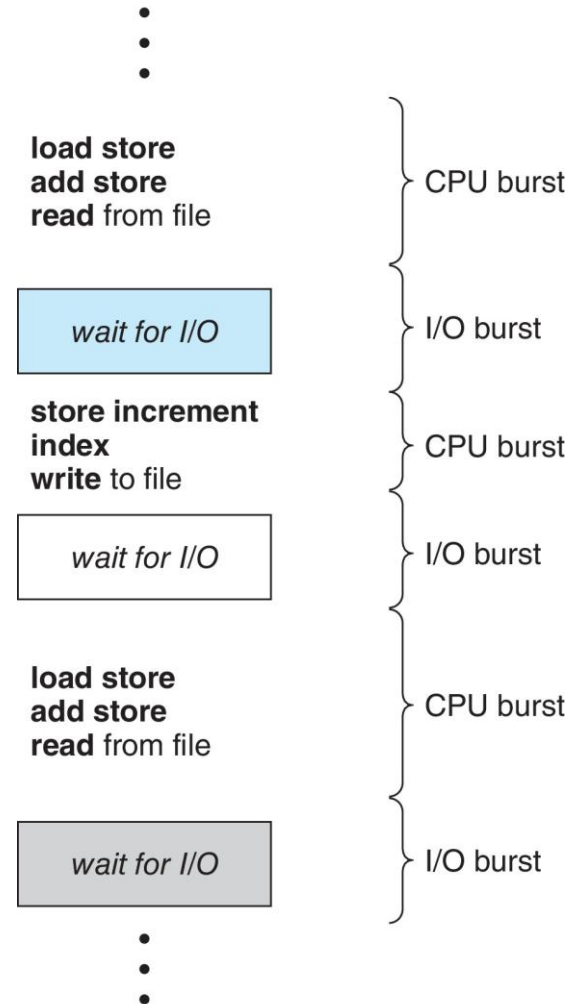
- Describe various CPU scheduling algorithms
- Assess CPU scheduling algorithms based on scheduling criteria
- Explain the issues related to multiprocessor and multicore scheduling
- Describe various real-time scheduling algorithms
- Describe the scheduling algorithms used in the Windows, Linux, and Solaris operating systems
- Apply modeling and simulations to evaluate CPU scheduling algorithms

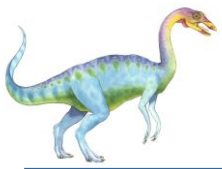




Basic Concepts

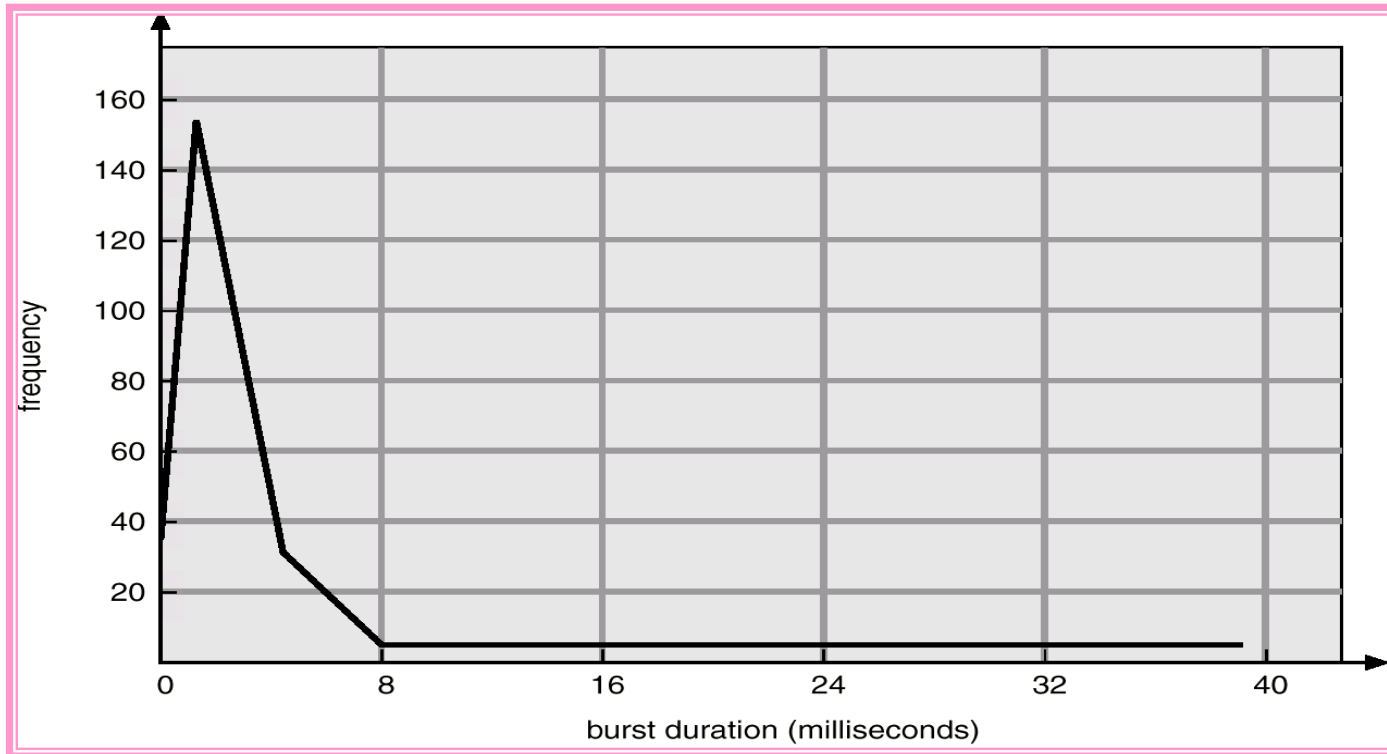
- Maximum CPU utilization obtained with multiprogramming
- CPU-I/O Burst Cycle – Process execution consists of a **cycle** of CPU execution and I/O wait
- **CPU burst** followed by **I/O burst**
- CPU burst distribution is of main concern





Histogram of CPU-burst Times

- The length of CPU bursts vary from/to process and from/to computer.
- There are many short bursts and a few long bursts.

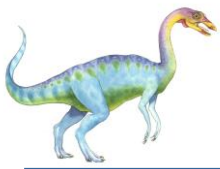




CPU Scheduler

- The **CPU scheduler** selects from among the processes in ready queue, and allocates a CPU core to one of them
 - Queue may be ordered in various ways
- CPU scheduling decisions may take place when a process:
 1. Switches from running to waiting state
 2. Switches from running to ready state
 3. Switches from waiting to ready
 4. Terminates
- For situations 1 and 4, there is no choice in terms of scheduling. A new process (if one exists in the ready queue) must be selected for execution.
- For situations 2 and 3, however, there is a choice.





Preemptive and Nonpreemptive Scheduling

- When scheduling takes place only under circumstances 1 and 4, the scheduling scheme is **nonpreemptive**.
- Otherwise, it is **preemptive**.
- Under Nonpreemptive scheduling, once the CPU has been allocated to a process, the process keeps the CPU until it releases it either by terminating or by switching to the waiting state.
- Virtually all modern operating systems including Windows, MacOS, Linux, and UNIX use preemptive scheduling algorithms.

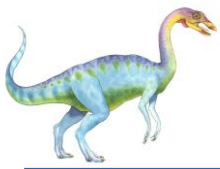




Preemptive Scheduling and Race Conditions

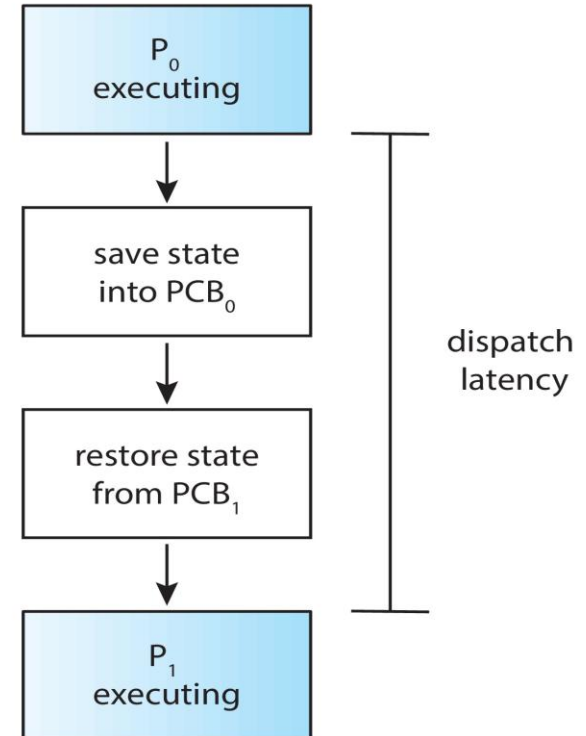
- Preemptive scheduling can result in race conditions when data are shared among several processes.
- Consider the case of two processes that share data. While one process is updating the data, it is preempted so that the second process can run. The second process then tries to read the data, which are in an inconsistent state.
- This issue will be explored in detail in Chapter 6.





Dispatcher

- Dispatcher module gives control of the CPU to the process selected by the CPU scheduler; this involves:
 - Switching context
 - Switching to user mode
 - Jumping to the proper location in the user program to restart that program
- **Dispatch latency** – time it takes for the dispatcher to stop one process and start another running

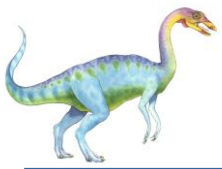




Scheduling Criteria

- **CPU utilization** – keep the CPU as busy as possible
- **Throughput** – # of processes that complete their execution per time unit
- **Turnaround time** – amount of time to execute a particular process
- **Waiting time** – amount of time a process has been waiting in the ready queue
- **Response time** – amount of time it takes from when a request was submitted until the first response is produced.

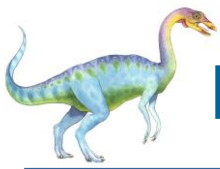




Scheduling Algorithm Optimization Criteria

- Max CPU utilization
- Max throughput
- Min turnaround time
- Min waiting time
- Min response time





First- Come, First-Served (FCFS) Scheduling

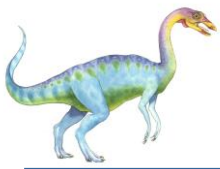
<u>Process</u>	<u>Burst Time</u>
P_1	24
P_2	3
P_3	3

- Suppose that the processes arrive in the order: P_1, P_2, P_3
The Gantt Chart for the schedule is:



- Waiting time for $P_1 = 0$; $P_2 = 24$; $P_3 = 27$
- Average waiting time: $(0 + 24 + 27)/3 = 17$





FCFS Scheduling (Cont.)

Suppose that the processes arrive in the order:

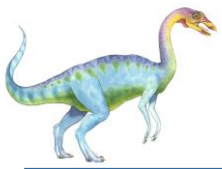
$$P_2, P_3, P_1$$

- The Gantt chart for the schedule is:



- Waiting time for $P_1 = 6$; $P_2 = 0$; $P_3 = 3$
- Average waiting time: $(6 + 0 + 3)/3 = 3$
- Much better than previous case
- **Convoy effect** - short process behind long process
 - Consider one CPU-bound and many I/O-bound processes

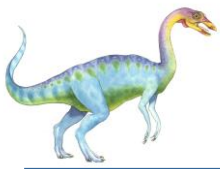




Shortest-Job-First (SJF) Scheduling

- Associate with each process the length of its next CPU burst
 - Use these lengths to schedule the process with the shortest time
- SJF is optimal – gives minimum average waiting time for a given set of processes
- Preemptive version called **shortest-remaining-time-first**
- How do we determine the length of the next CPU burst?
 - Could ask the user
 - Estimate

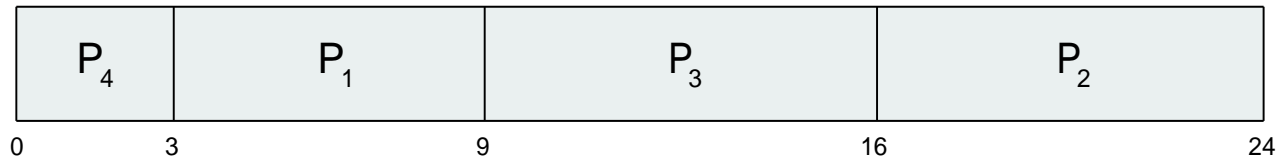




Example of SJF

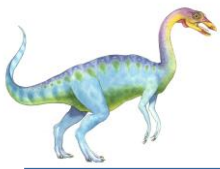
<u>Process</u>	<u>Burst Time</u>
P_1	6
P_2	8
P_3	7
P_4	3

- SJF scheduling chart



- Average waiting time = $(3 + 16 + 9 + 0) / 4 = 7$





Determining Length of Next CPU Burst

- Can only estimate the length – should be similar to the previous one
 - Then pick process with shortest predicted next CPU burst
- Can be done by using the length of previous CPU bursts, using exponential averaging

1. t_n = actual length of n^{th} CPU burst
2. τ_{n+1} = predicted value for the next CPU burst
3. α , $0 \leq \alpha \leq 1$
4. Define:

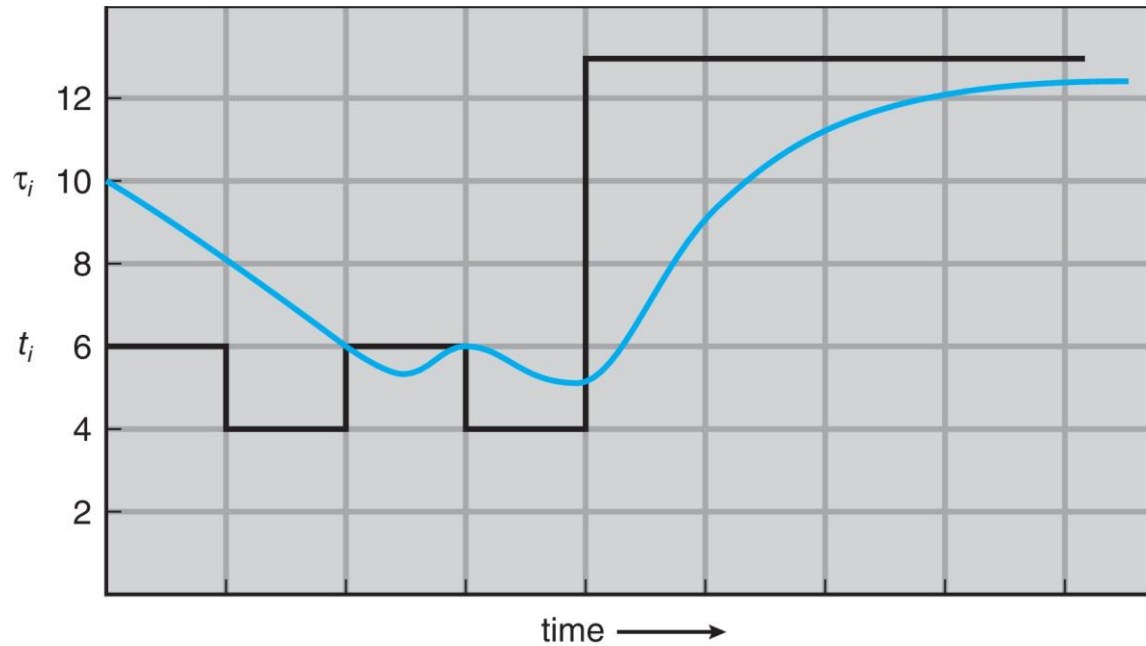
$$\tau_{n+1} = \alpha t_n + (1 - \alpha)\tau_n.$$

- Commonly, α set to $\frac{1}{2}$



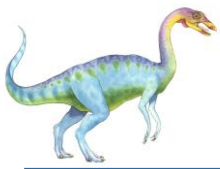


Prediction of the Length of the Next CPU Burst



CPU burst (t_i)	6	4	6	4	13	13	13	...	
"guess" (τ_i)	10	8	6	6	5	9	11	12	...





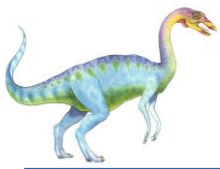
Examples of Exponential Averaging

- $\alpha = 0$
 - $\tau_{n+1} = \tau_n$
 - Recent history does not count
- $\alpha = 1$
 - $\tau_{n+1} = t_n$
 - Only the actual last CPU burst counts
- If we expand the formula, we get:

$$\begin{aligned}\tau_{n+1} = & \alpha t_n + (1 - \alpha)\alpha t_{n-1} + \dots \\ & + (1 - \alpha)^j \alpha t_{n-j} + \dots \\ & + (1 - \alpha)^{n+1} \tau_0\end{aligned}$$

- Since both α and $(1 - \alpha)$ are less than or equal to 1, each successor predecessor term has less weight than its predecessor

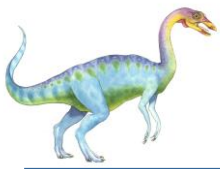




Shortest Remaining Time First Scheduling

- Preemptive version of SJN
- Whenever a new process arrives in the ready queue, the decision on which process to schedule next is redone using the SJN algorithm.
- Is SRT more “optimal” than SJN in terms of the minimum average waiting time for a given set of processes?



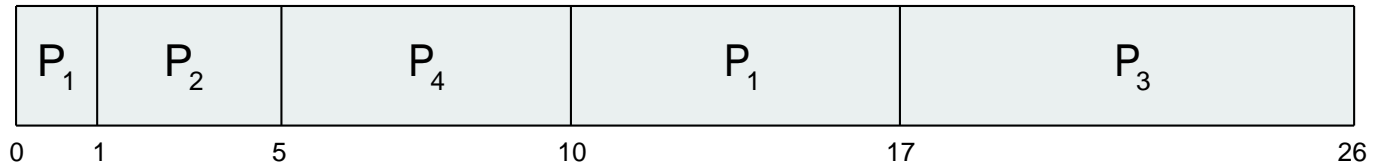


Example of Shortest-remaining-time-first

- Now we add the concepts of varying arrival times and preemption to the analysis

<u>Process</u>	<u>Arrival Time</u>	<u>Burst Time</u>
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

- Preemptive* SJF Gantt Chart



- Average waiting time = $[(10-1)+(1-1)+(17-2)+(5-3)]/4 = 26/4 = 6.5$

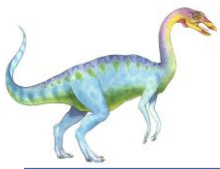




Round Robin (RR)

- Each process gets a small unit of CPU time (**time quantum** q), usually 10-100 milliseconds. After this time has elapsed, the process is preempted and added to the end of the ready queue.
- If there are n processes in the ready queue and the time quantum is q , then each process gets $1/n$ of the CPU time in chunks of at most q time units at once. No process waits more than $(n-1)q$ time units.
- Timer interrupts every quantum to schedule next process
- Performance
 - q large \Rightarrow FIFO (FCFS)
 - q small \Rightarrow RR
- Note that q must be large with respect to context switch, otherwise overhead is too high

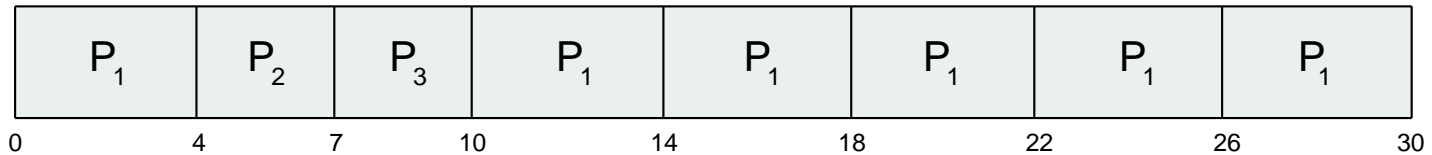




Example of RR with Time Quantum = 4

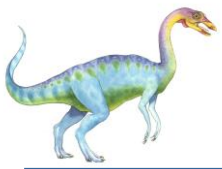
<u>Process</u>	<u>Burst Time</u>
P_1	24
P_2	3
P_3	3

- The Gantt chart is:

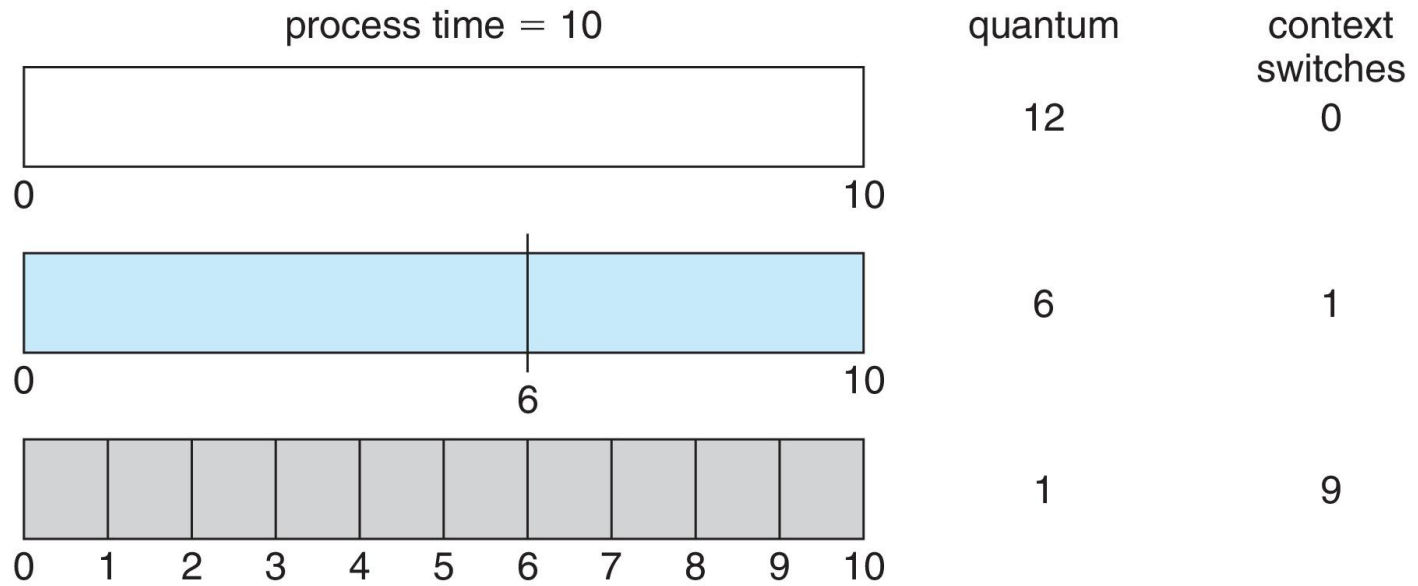


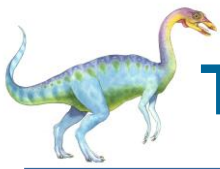
- Typically, higher average turnaround than SJF, but better **response**
- q should be large compared to context switch time
 - q usually 10 milliseconds to 100 milliseconds,
 - Context switch < 10 microseconds



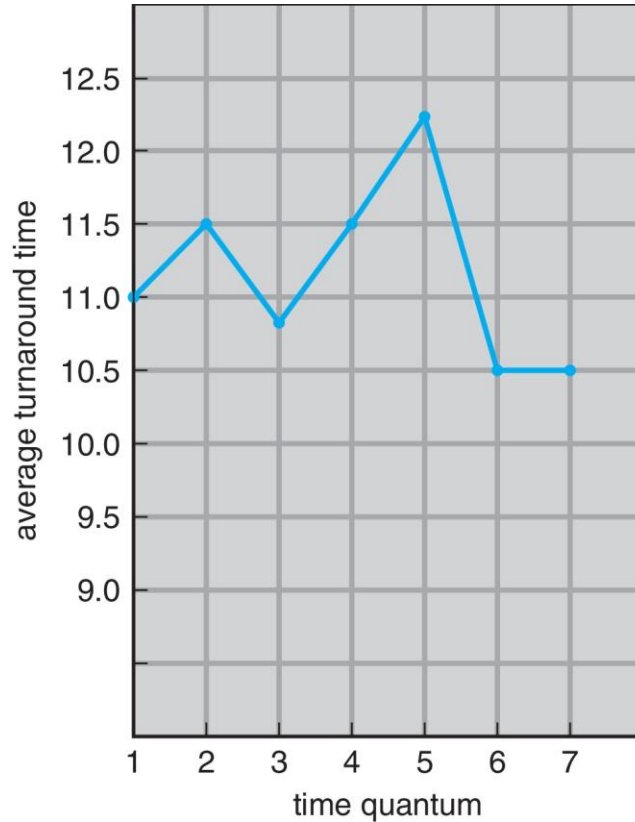


Time Quantum and Context Switch Time





Turnaround Time Varies With The Time Quantum



process	time
P_1	6
P_2	3
P_3	1
P_4	7

80% of CPU bursts should be shorter than q

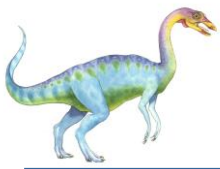




Priority Scheduling

- A priority number (integer) is associated with each process
- The CPU is allocated to the process with the highest priority (smallest integer \equiv highest priority)
 - Preemptive
 - Nonpreemptive
- SJF is priority scheduling where priority is the inverse of predicted next CPU burst time
- Problem \equiv **Starvation** – low priority processes may never execute
- Solution \equiv **Aging** – as time progresses increase the priority of the process

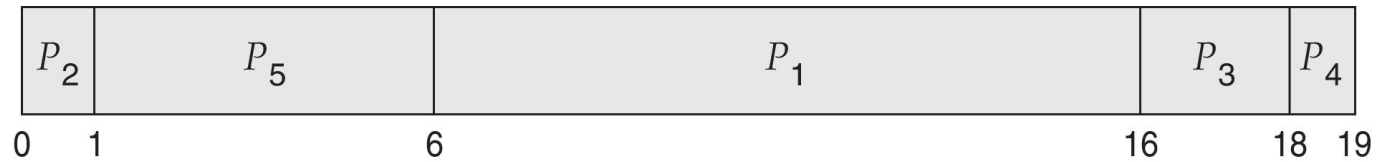




Example of Priority Scheduling

<u>Process</u>	<u>Burst Time</u>	<u>Priority</u>
P_1	10	3
P_2	1	1
P_3	2	4
P_4	1	5
P_5	5	2

- Priority scheduling Gantt Chart



- Average waiting time = 8.2





Multilevel Queue

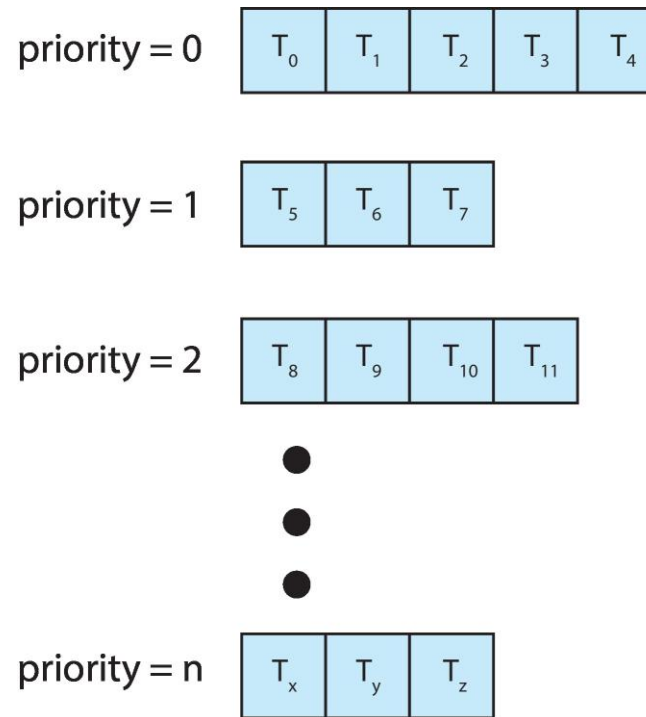
- The ready queue consists of multiple queues
- Multilevel queue scheduler defined by the following parameters:
 - Number of queues
 - Scheduling algorithms for each queue
 - Method used to determine which queue a process will enter when that process needs service
 - Scheduling among the queues





Multilevel Queue

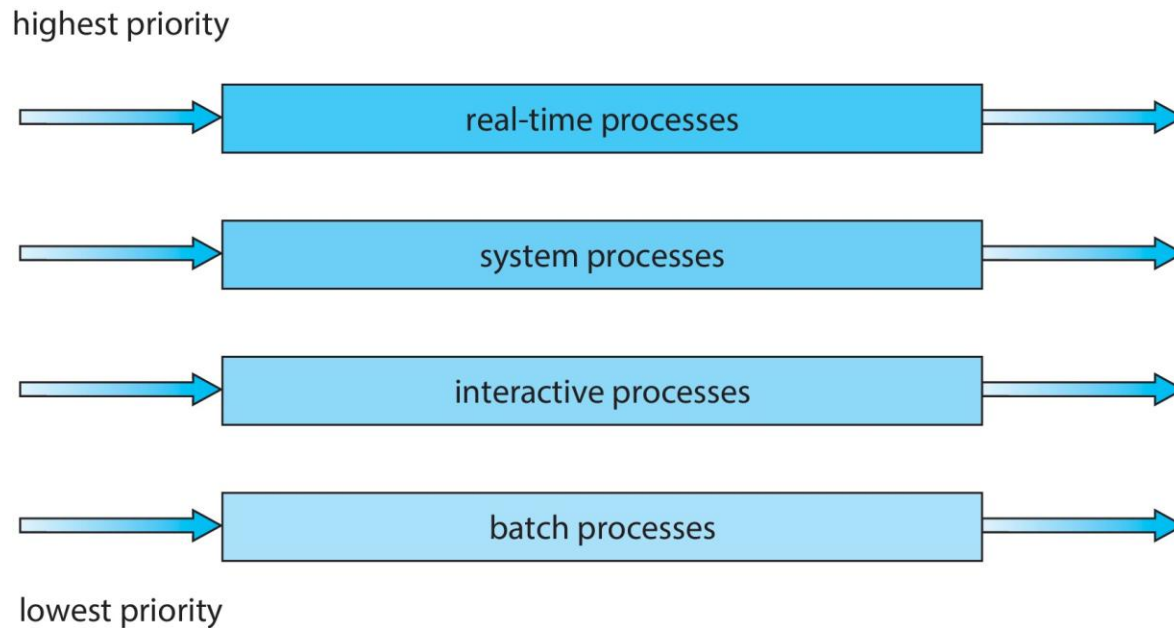
- With priority scheduling, have separate queues for each priority.
- Schedule the process in the highest-priority queue!





Multilevel Queue

- Prioritization based upon process type

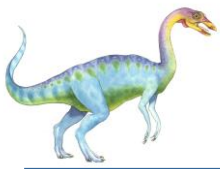




Multilevel Feedback Queue

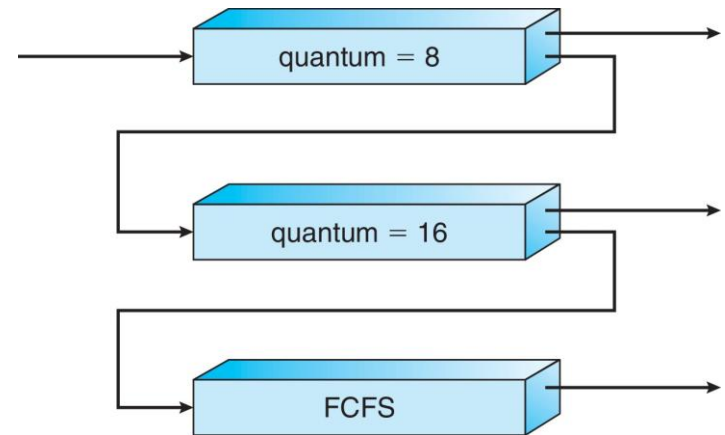
- A process can move between the various queues.
- Multilevel-feedback-queue scheduler defined by the following parameters:
 - Number of queues
 - Scheduling algorithms for each queue
 - Method used to determine when to upgrade a process
 - Method used to determine when to demote a process
 - Method used to determine which queue a process will enter when that process needs service
- Aging can be implemented using multilevel feedback queue

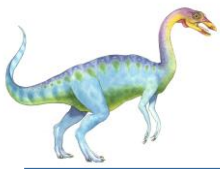




Example of Multilevel Feedback Queue

- Three queues:
 - Q_0 – RR with time quantum 8 milliseconds
 - Q_1 – RR time quantum 16 milliseconds
 - Q_2 – FCFS
- Scheduling
 - A new process enters queue Q_0 which is served in RR
 - ▶ When it gains CPU, the process receives 8 milliseconds
 - ▶ If it does not finish in 8 milliseconds, the process is moved to queue Q_1
 - At Q_1 job is again served in RR and receives 16 additional milliseconds
 - ▶ If it still does not complete, it is preempted and moved to queue Q_2

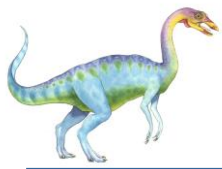




Thread Scheduling

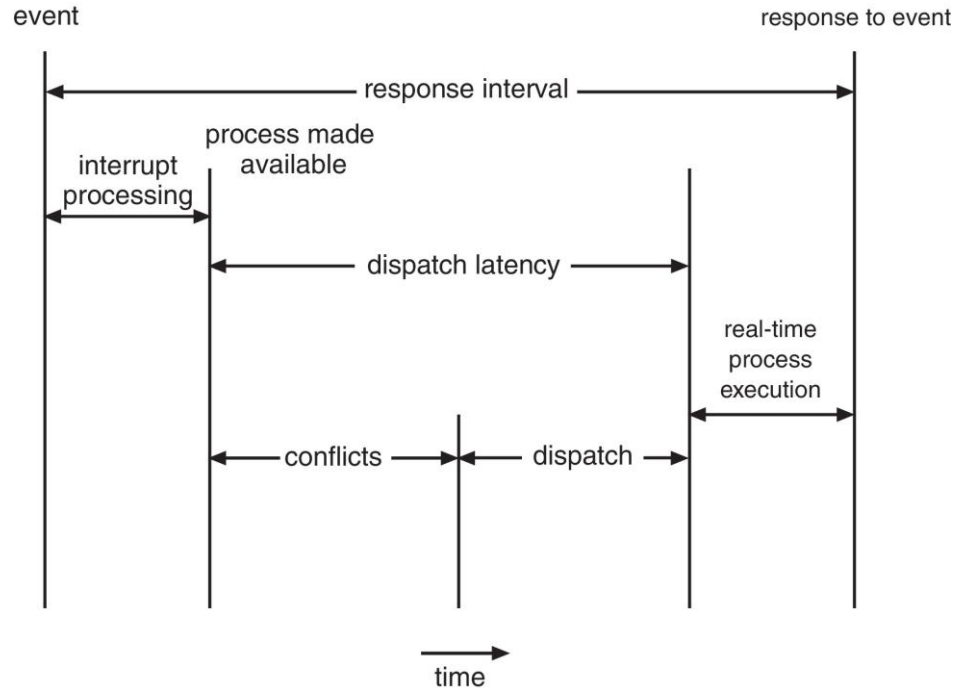
- Distinction between user-level and kernel-level threads
- When threads supported, threads scheduled, not processes
- Many-to-one and many-to-many models, thread library schedules user-level threads to run on LWP
 - Known as **process-contention scope (PCS)** since scheduling competition is within the process
 - Typically done via priority set by programmer
- Kernel thread scheduled onto available CPU is **system-contention scope (SCS)** – competition among all threads in system

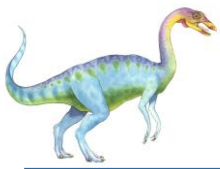




Dispatch Latency

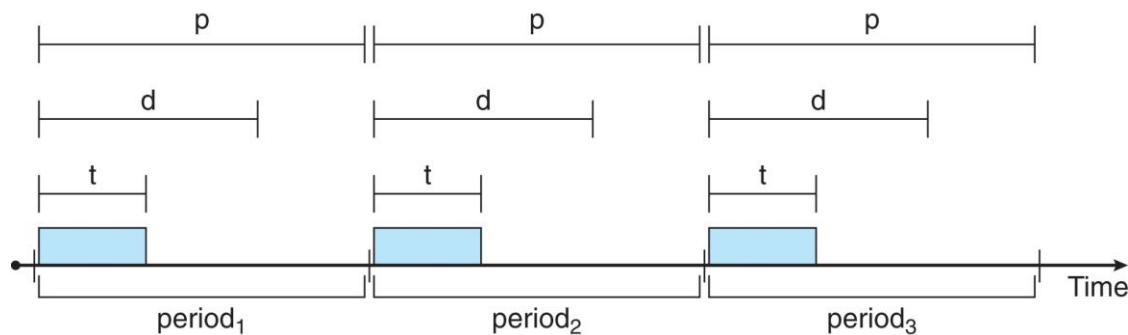
- Conflict phase of dispatch latency:
 1. Preemption of any process running in kernel mode
 2. Release by low-priority process of resources needed by high-priority processes

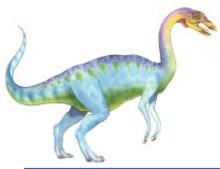




Priority-based Scheduling

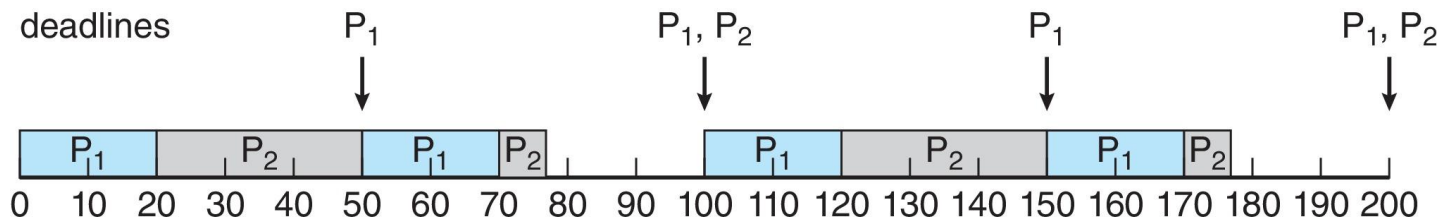
- For real-time scheduling, scheduler must support preemptive, priority-based scheduling
 - But only guarantees soft real-time
- For hard real-time must also provide ability to meet deadlines
- Processes have new characteristics: **periodic** ones require CPU at constant intervals
 - Has processing time t , deadline d , period p
 - $0 \leq t \leq d \leq p$
 - **Rate** of periodic task is $1/p$

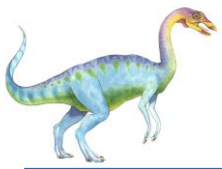




Rate Monotonic Scheduling

- A priority is assigned based on the inverse of its period
- Shorter periods = higher priority;
- Longer periods = lower priority
- P_1 is assigned a higher priority than P_2 .





Operating System Examples

- Linux scheduling
- Windows scheduling
- Solaris scheduling

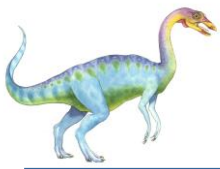




Windows Priorities

	real-time	high	above normal	normal	below normal	idle priority
time-critical	31	15	15	15	15	15
highest	26	15	12	10	8	6
above normal	25	14	11	9	7	5
normal	24	13	10	8	6	4
below normal	23	12	9	7	5	3
lowest	22	11	8	6	4	2
idle	16	1	1	1	1	1





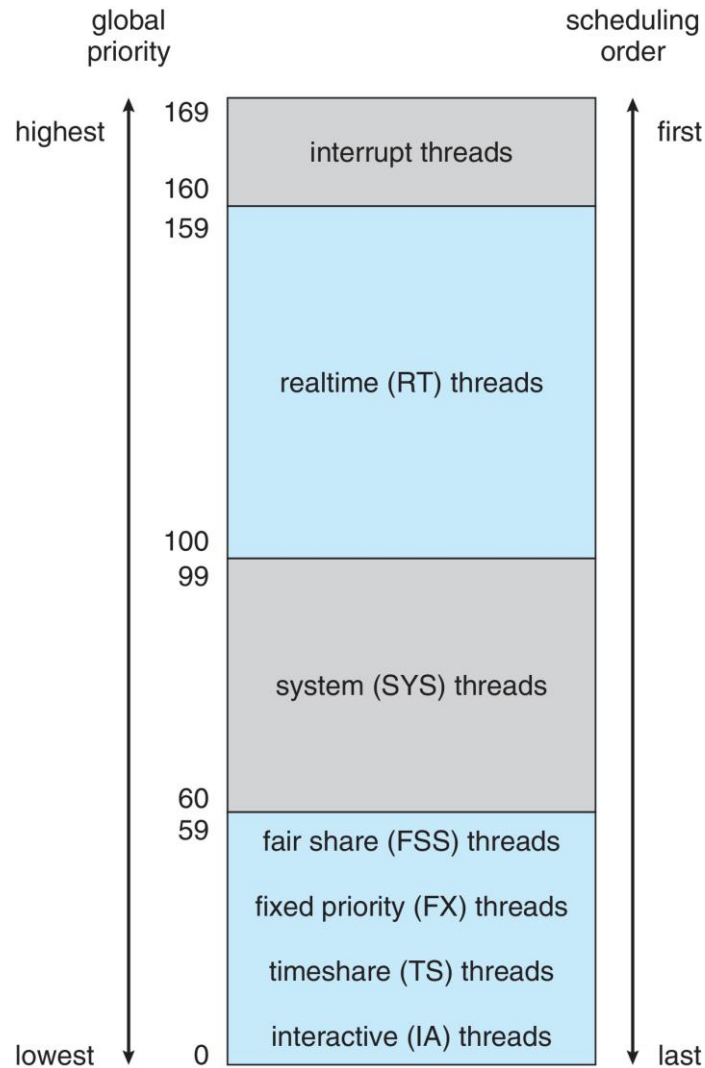
Solaris

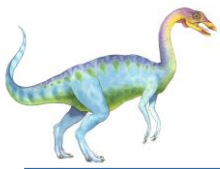
- Priority-based scheduling
- Six classes available
 - Time sharing (default) (TS)
 - Interactive (IA)
 - Real time (RT)
 - System (SYS)
 - Fair Share (FSS)
 - Fixed priority (FP)
- Given thread can be in one class at a time
- Each class has its own scheduling algorithm
- Time sharing is multi-level feedback queue
 - Loadable table configurable by sysadmin





Solaris Scheduling





Solaris Scheduling (Cont.)

- Scheduler converts class-specific priorities into a per-thread global priority
 - Thread with highest priority runs next
 - Runs until (1) blocks, (2) uses time slice, (3) preempted by higher-priority thread
 - Multiple threads at same priority selected via RR



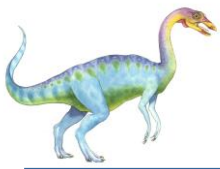


Algorithm Evaluation

- How to select CPU-scheduling algorithm for an OS?
- Determine criteria, then evaluate algorithms
- **Deterministic modeling**
 - Type of **analytic evaluation**
 - Takes a particular predetermined workload and defines the performance of each algorithm for that workload
- Consider 5 processes arriving at time 0:

<u>Process</u>	<u>Burst Time</u>
P_1	10
P_2	29
P_3	3
P_4	7
P_5	12



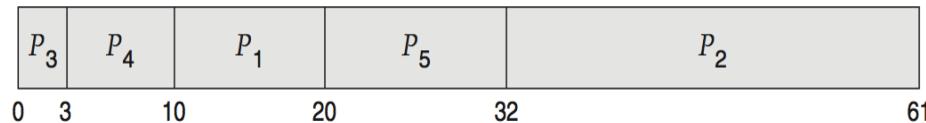


Deterministic Evaluation

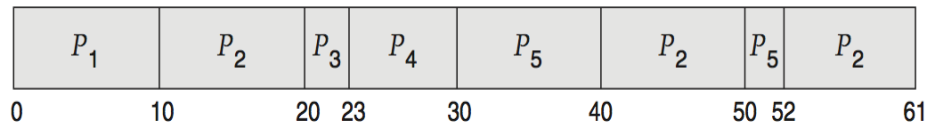
- For each algorithm, calculate minimum average waiting time
- Simple and fast, but requires exact numbers for input, applies only to those inputs
 - FCS is 28ms:



- Non-preemptive SJ-J is 13ms:



- RR is 23ms:





Queueing Models

- Describes the arrival of processes, and CPU and I/O bursts probabilistically
 - Commonly exponential, and described by mean
 - Computes average throughput, utilization, waiting time, etc.
- Computer system described as network of servers, each with queue of waiting processes
 - Knowing arrival rates and service rates
 - Computes utilization, average queue length, average wait time, etc.



End of Chapter 5

