

I.-C. Lin, Assistant Professor. Textbook: Operating System
Principles 7ed

CHAPTER 5: PROCESS SCHEDULING



Chapter 5: Process Scheduling



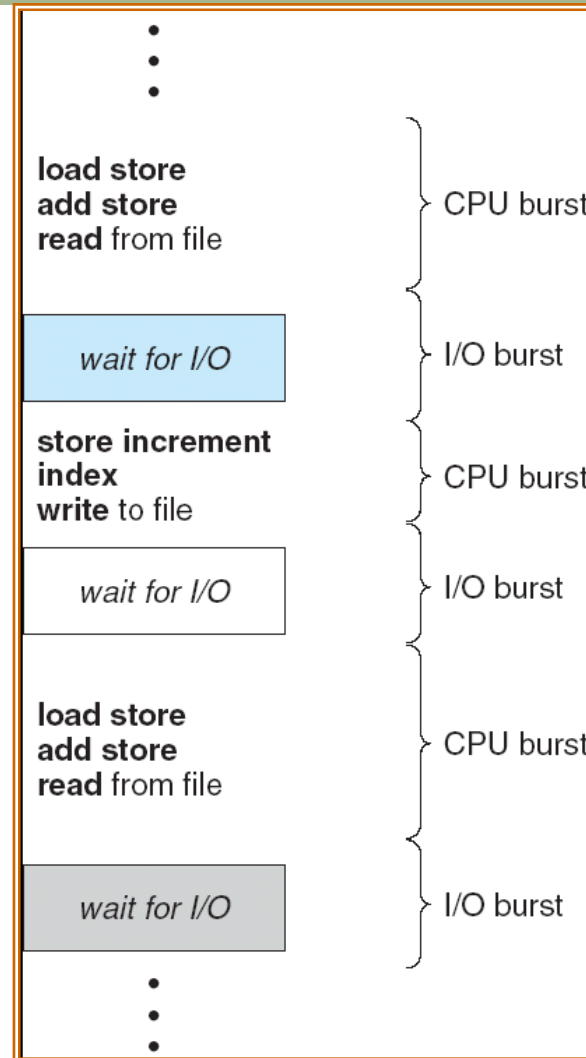
- Basic Concepts
- Scheduling Criteria
- Scheduling Algorithms
- Multiple-Processor Scheduling
- Thread Scheduling
- Operating Systems Examples
- Algorithm Evaluation

Basic Concepts

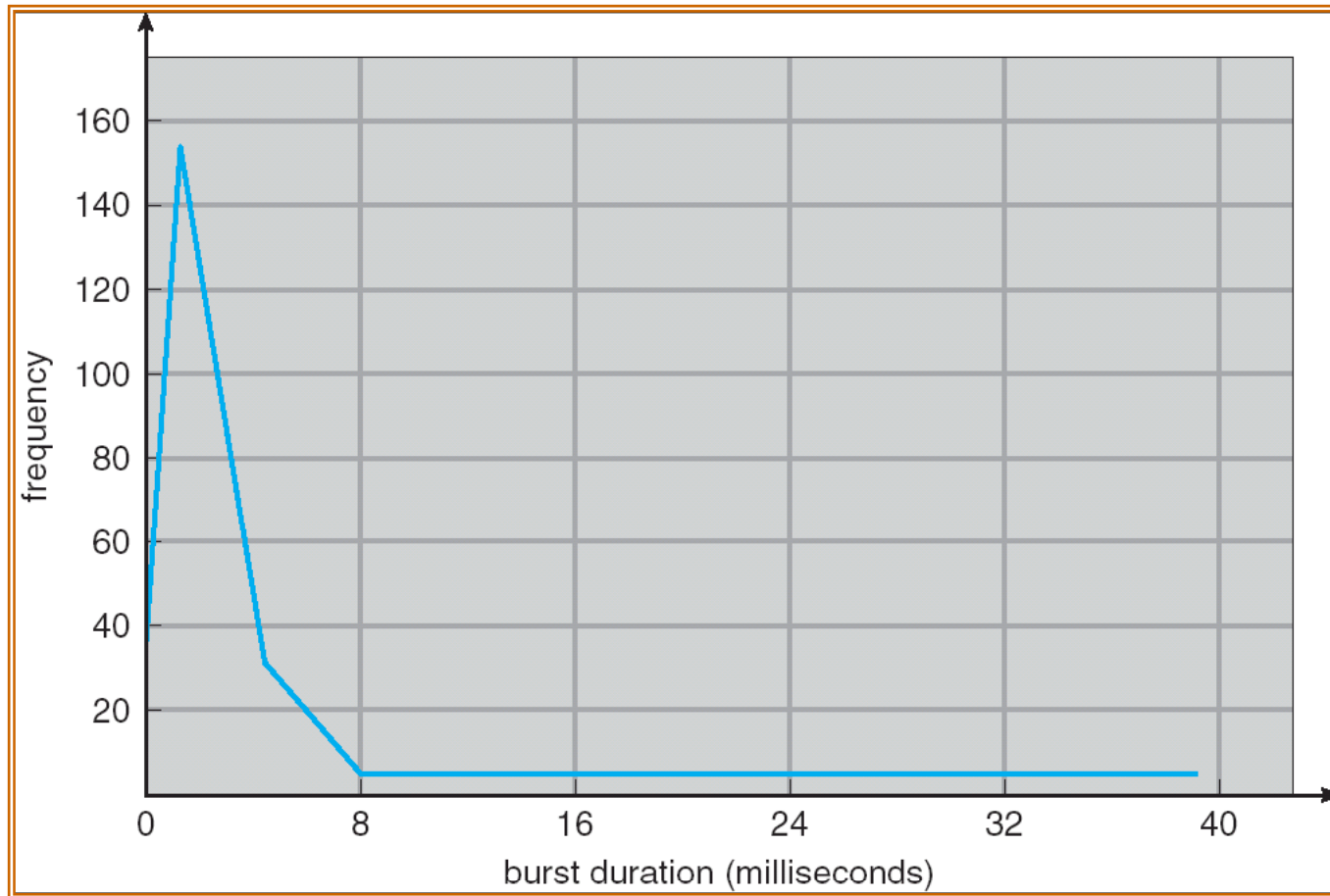


- Maximum CPU utilization obtained with multiprogramming
- CPU–I/O Burst Cycle – Process execution consists of a *cycle* of CPU execution and I/O wait
- CPU burst distribution

Alternating Sequence of CPU And I/O Bursts



Histogram of CPU-burst Times



CPU Scheduler

- Selects from among the processes in memory that are ready to execute, and allocates the CPU to one of them

- 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

- Scheduling under 1 and 4 is *nonpreemptive*

- All other scheduling is *preemptive*

Dispatcher

- Dispatcher module gives control of the CPU to the process selected by the short-term 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.
 - **not** output (for time-sharing environment)

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

Shortest-Job-First (SJR) Scheduling

- Use these lengths to schedule the process with the shortest time.

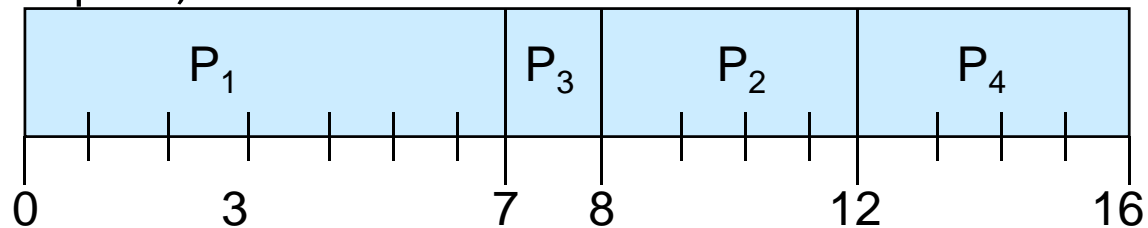
- Two schemes:
 - ▣ Nonpreemptive
 - once CPU given to the process it cannot be preempted until completes its CPU burst
 - ▣ Preemptive [Shortest-Remaining-Time-First (SRTF)]
 - if a new process arrives with CPU burst length less than remaining time of current executing process, preempt.

- SJF is **optimal** – gives *minimum average waiting time* for a given set of processes

Example of Non-Preemptive SJF

<u>Process</u>	<u>Arrival Time</u>	<u>Burst Time</u>
P_1	0.0	7
P_2	2.0	4
P_3	4.0	1
P_4	5.0	4

- SJF (non-preemptive)

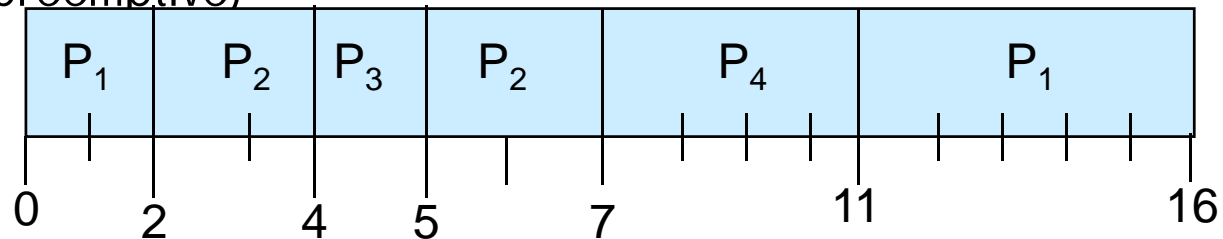


- Average waiting time = $(0 + 6 + 3 + 7)/4 = 4$

Example of Preemptive SJF

<u>Process</u>	<u>Arrival Time</u>	<u>Burst Time</u>
P_1	0.0	7
P_2	2.0	4
P_3	4.0	1
P_4	5.0	4

- SJF (preemptive)

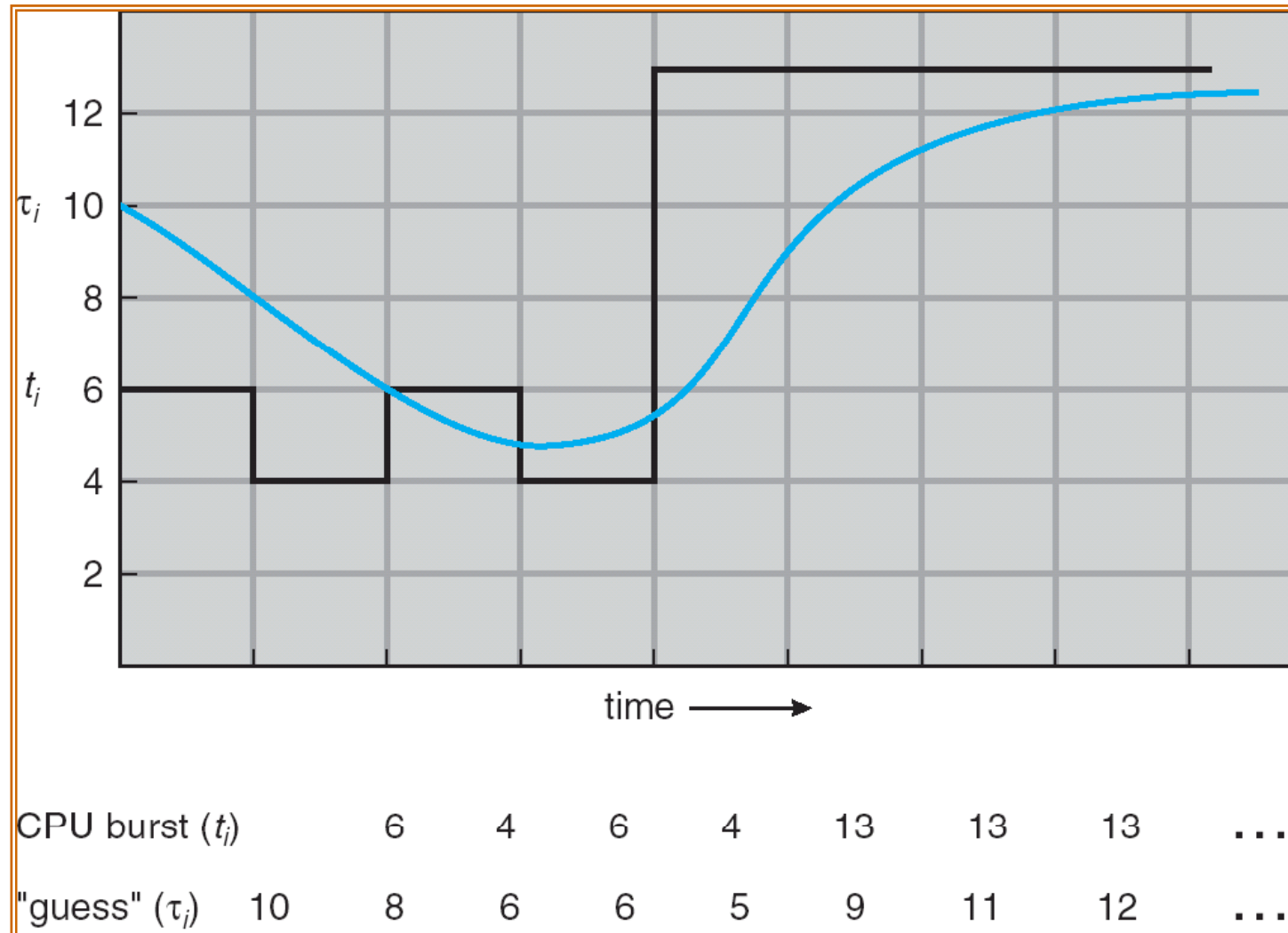


- Average waiting time = $(9 + 1 + 0 + 2)/4 = 3$

Determining Length of Next CPU Burst

- Can only estimate the length
- 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. $\alpha, 0 \leq \alpha \leq 1$
 4. Define : $\tau_{n+1} = \alpha t_n + (1 - \alpha)\tau_n$.

Prediction of the Length of the Next CPU Burst



Examples of Exponential Averaging

- $\alpha = 0$

- $\tau_{n+1} = \tau_n$
- Recent history does not count

- $\alpha = 1$

- $\tau_{n+1} = \alpha t_n$
- 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 successive term has less weight than its predecessor

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 a priority scheduling where priority is the predicted next CPU burst time

Priority Scheduling (cont.)



- Problem \equiv Starvation
 - ▣ low priority processes may never execute
- Solution \equiv Aging
 - ▣ as time progresses increase the priority of the process

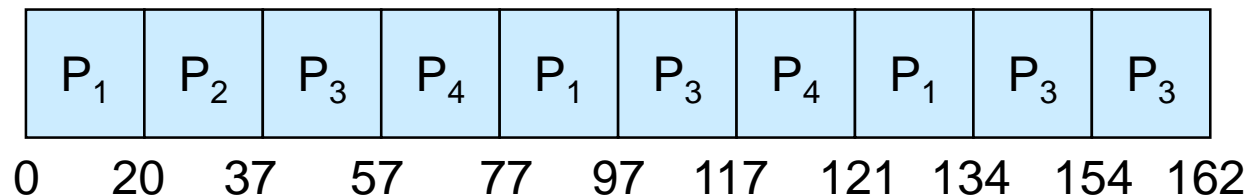
Round Robin (RR)

- Each process gets a small unit of CPU time (*time quantum*), 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.
- Performance
 - ▣ q large \Rightarrow FIFO
 - ▣ q small \Rightarrow q must be large with respect to context switch, otherwise overhead is too high

Example of RR with Time Quantum = 20

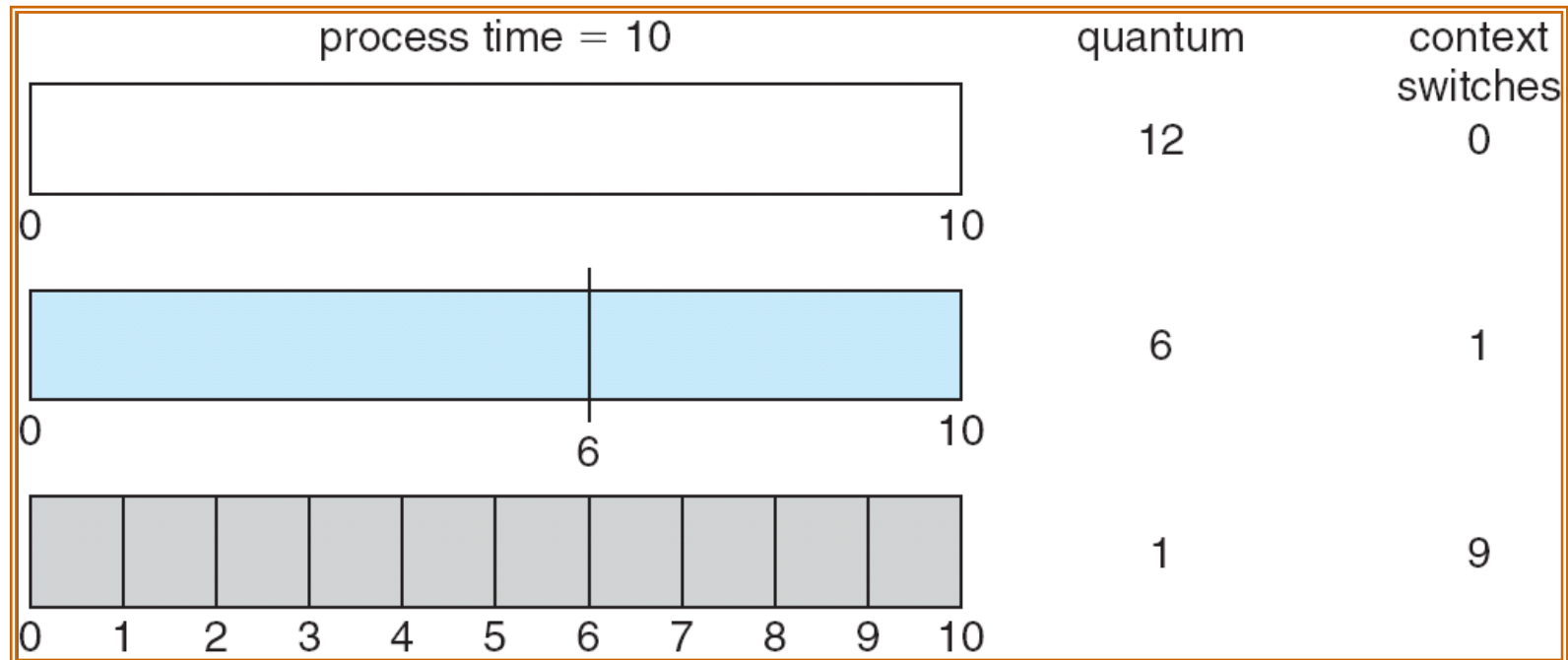
<u>Process</u>	<u>Burst Time</u>
P_1	53
P_2	17
P_3	68
P_4	24

- The Gantt chart is:

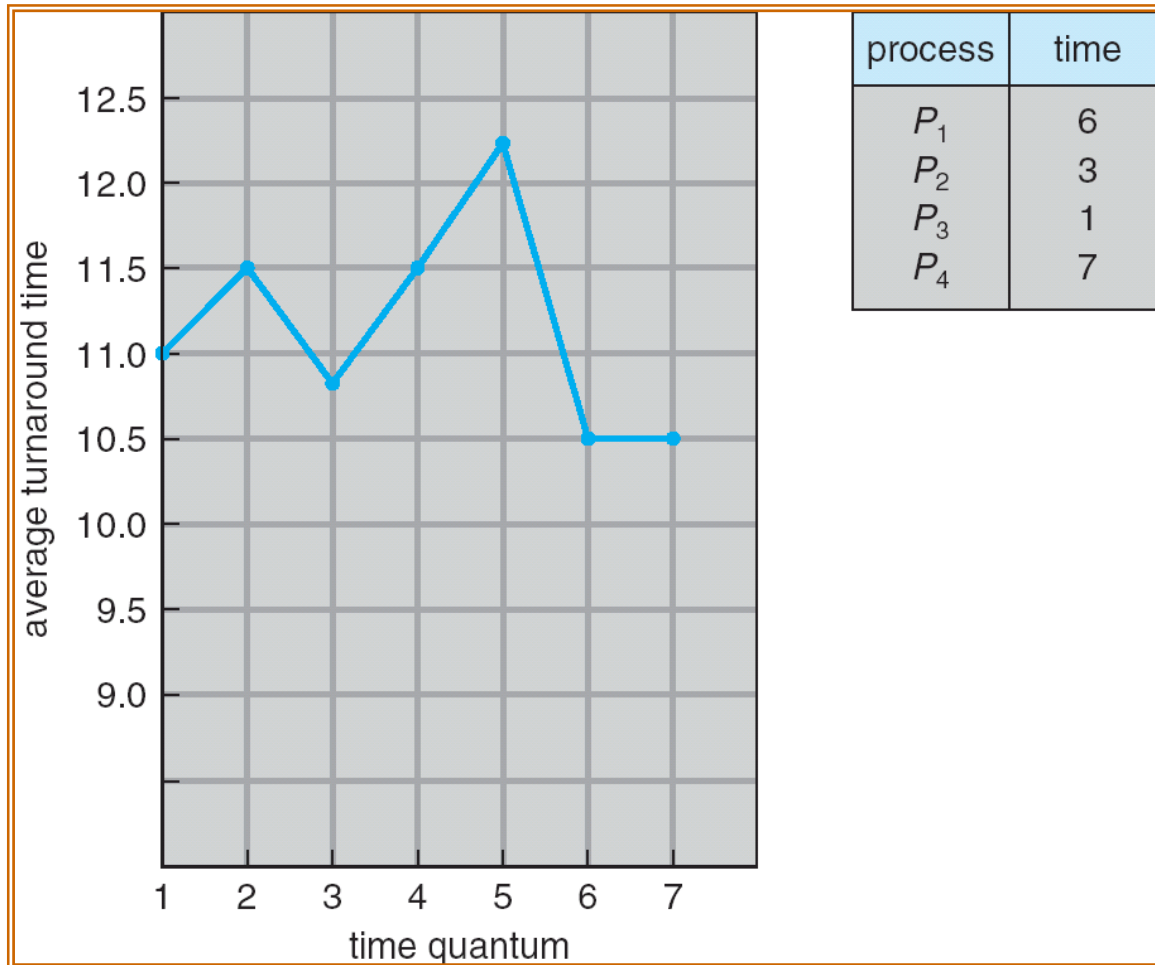


- Typically, higher average turnaround than SJF, but better *response*

Time Quantum and Context Switch Time



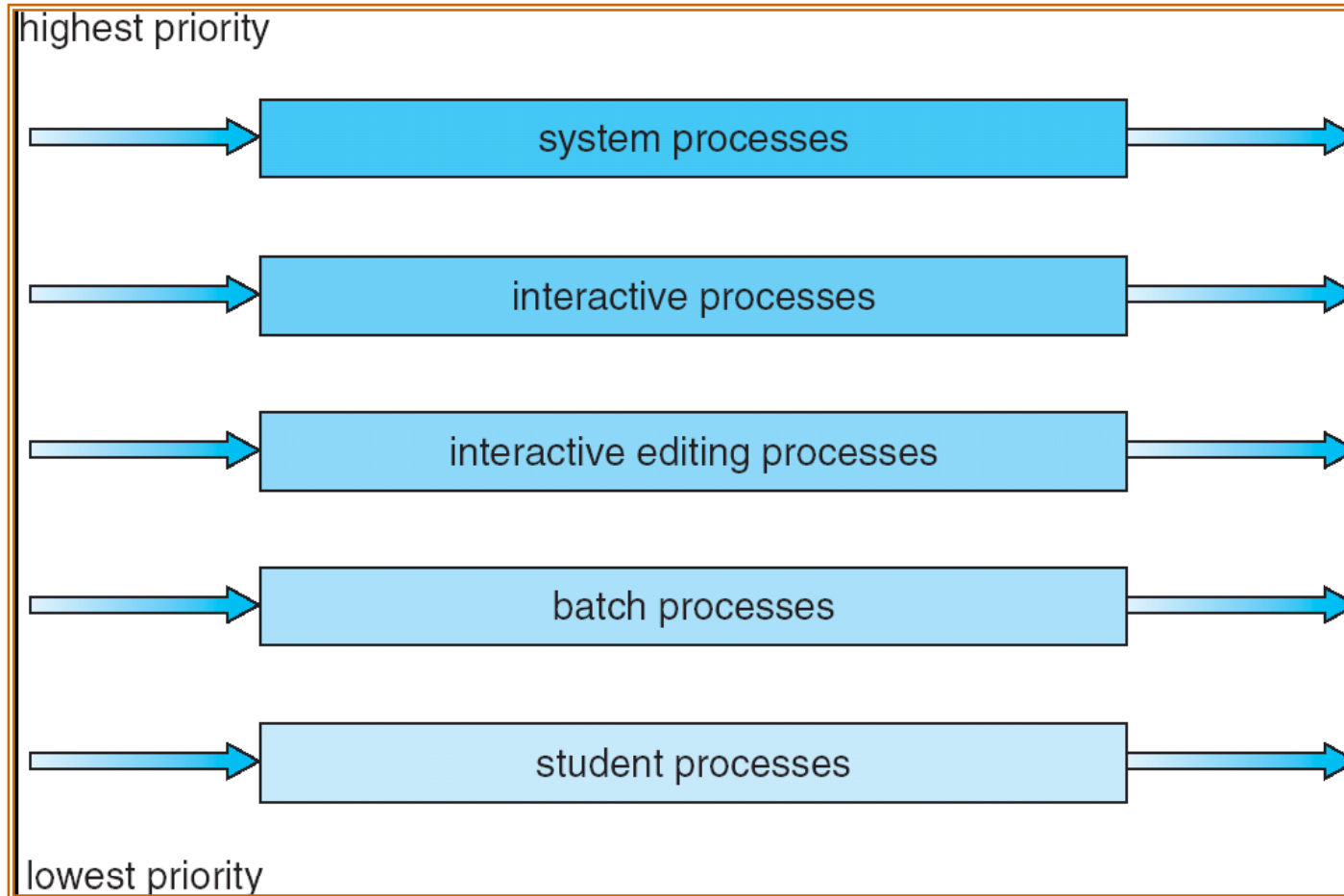
Turnaround Time Varies With The Time Quantum



Multilevel Queue

- Ready queue is partitioned into separate queues:
 - foreground (interactive)
 - background (batch)
- Each queue has its own scheduling algorithm
 - ▣ foreground – RR
 - ▣ background – FCFS
- Scheduling must be done between the queues
 - ▣ Fixed priority scheduling; (i.e., serve all from foreground then from background). Possibility of starvation.
 - ▣ Time slice – each queue gets a certain amount of CPU time which it can schedule amongst its processes; i.e., 80% to foreground in RR
 - ▣ 20% to background in FCFS

Multilevel Queue Scheduling



Multilevel Feedback Queue

- A process can move between the various queues; aging can be implemented this way

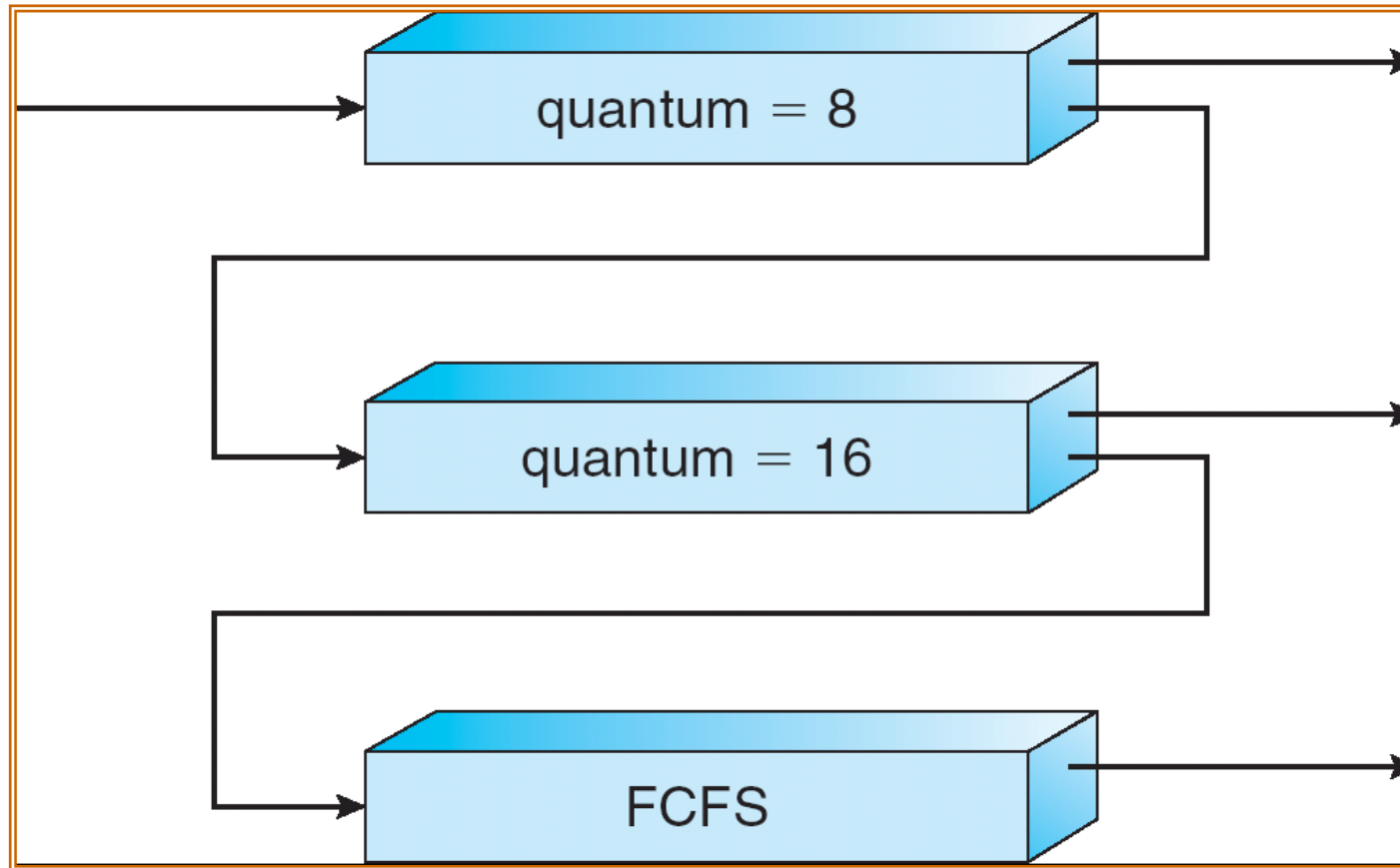
- Multilevel-feedback-queue scheduler defined by the following parameters:
 - number of queues
 - scheduling algorithms for each queue
 - method used to determine when to upgrade a process
 - method used to determine when to demote a process
 - method used to determine which queue a process will enter when that process needs service

Example of Multilevel Feedback Queues

- Three queues:
 - ▣ Q_0 – RR with time quantum 8 milliseconds
 - ▣ Q_1 – RR time quantum 16 milliseconds
 - ▣ Q_2 – FCFS

- Scheduling
 - ▣ A new job enters queue Q_0 which is served FCFS. When it gains CPU, job receives 8 milliseconds. If it does not finish in 8 milliseconds, job is moved to queue Q_1 .
 - ▣ At Q_1 job is again served FCFS and receives 16 additional milliseconds. If it still does not complete, it is preempted and moved to queue Q_2 .

Multilevel Feedback Queues

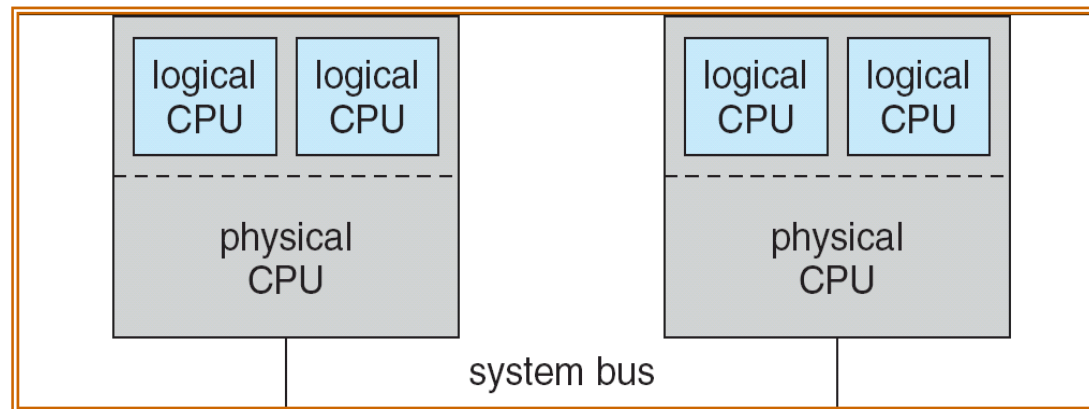


Multiple-Processor Scheduling

- CPU scheduling more complex when multiple CPUs are available
- *Homogeneous processors* within a multiprocessor
- *Load sharing*
- *Asymmetric multiprocessing* – only one processor accesses the system data structures, alleviating the need for data sharing

Multiple-Processor Scheduling

- Processor Affinity
 - ▣ Avoid migration of processes from one processor to another.
 - ▣ Soft affinity, hard affinity
- Symmetric multithreading (SMT)
 - ▣ hyperthreading technology



Real-Time Scheduling

- *Hard real-time* systems
 - ▣ required to complete a critical task within a guaranteed amount of time
 - ▣ Special-purpose software and hardware

- *Soft real-time* computing
 - ▣ requires that critical processes receive priority over less fortunate ones
 - ▣ Real-time processes
 - The priority must not degrade over time.
 - The dispatch latency must be small.

Real-Time Scheduling (cont.)

- Most versions of UNIX
 - ▣ wait system call to complete.
 - ▣ Dispatch latency can be long.

- To allow system calls to be preemptible.
 - ▣ Insert preemption points
 - ▣ Make the entire kernel preemptible (Solaris 2)
 - Use synchronization mechanisms to protect kernel data structure.

Real-Time Scheduling (cont.)

- What happen if the high-priority process needs to read or modify kernel data being access by lower-priority process?
- Problem: priority inversion
- Priority-inheritance protocol
 - ▣ The low-priority processes inherit the high priority until the resources is released.

Thread Scheduling



- Local Scheduling

- How the threads library decides which thread to put onto an available LWP
- Process-contention-scope (PCS)

- Global Scheduling

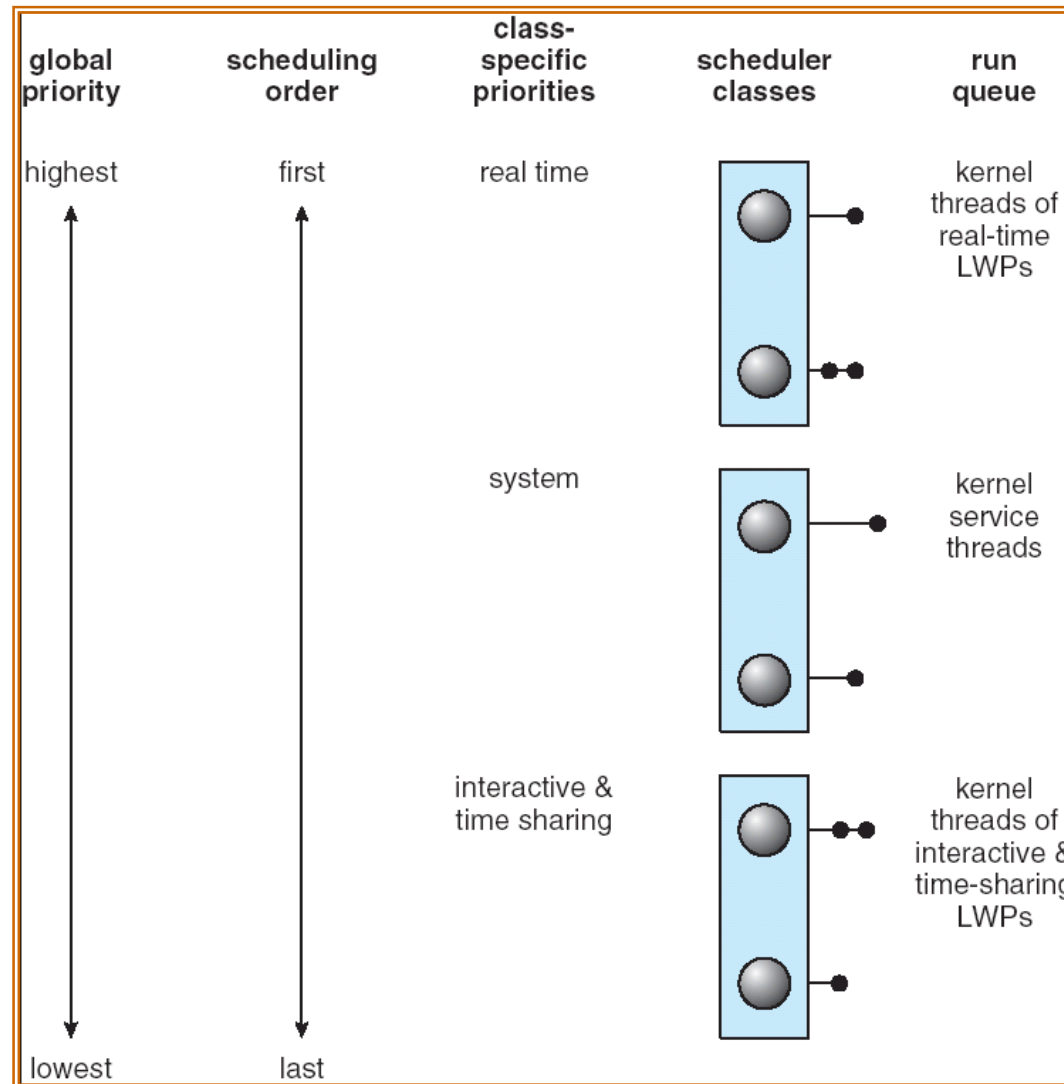
- How the kernel decides which kernel thread to run next
- System-contention-scope (SCS)

Operating System Examples



- Solaris scheduling
- Windows XP scheduling
- Linux scheduling

Solaris 2 Scheduling



Solaris Dispatch Table

priority	time quantum	time quantum expired	return from sleep
0	200	0	50
5	200	0	50
10	160	0	51
15	160	5	51
20	120	10	52
25	120	15	52
30	80	20	53
35	80	25	54
40	40	30	55
45	40	35	56
50	40	40	58
55	40	45	58
59	20	49	59

Windows XP

- A soft real-time OS.
- Priorities are divided into two classes:
 - ▣ The variable class: 1 ~ 15
 - ▣ The real-time class: 16 ~ 31
- The base priority + the relative priority
 - ▣ Low the thread priority when it is interrupted (time).
 - ▣ Boost the priority when a thread is released from “wait”.
 - ▣ Give good response time to interactive threads.
 - ▣ The foreground process: time slice X 3.

Windows XP 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

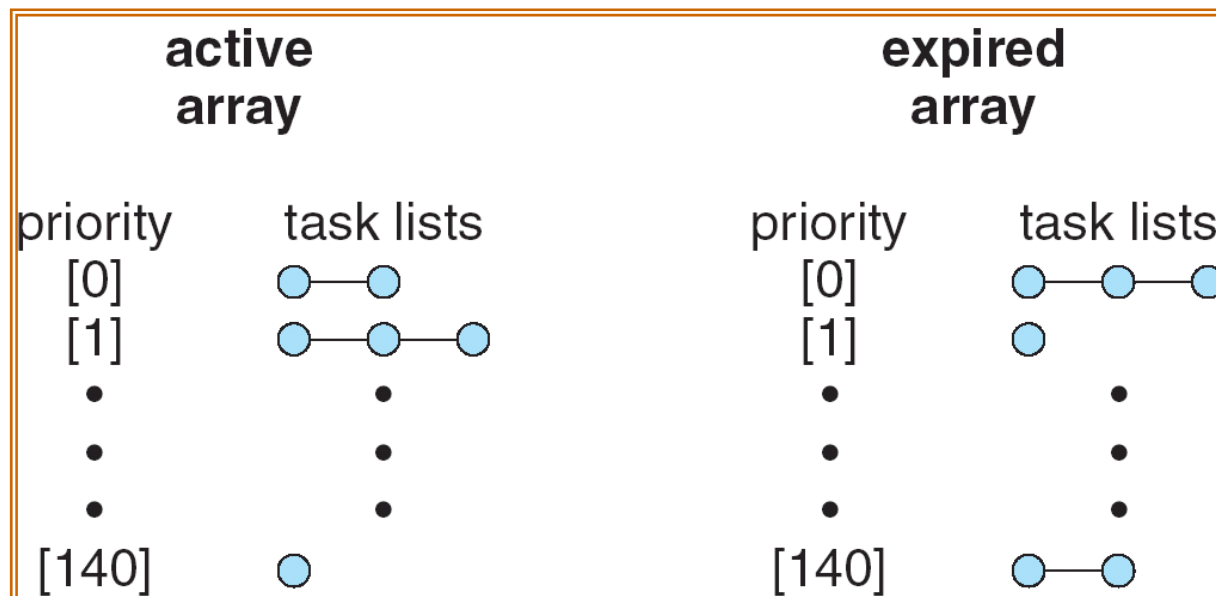
Linux Scheduling

- Two algorithms: time-sharing and real-time
- Time-sharing
 - ▣ Prioritized credit-based – process with most credits is scheduled next
 - ▣ Credit subtracted when timer interrupt occurs
 - ▣ When credit = 0, another process chosen
 - ▣ When all runnable processes have credit = 0, recrediting occurs
 - Based on factors including priority and history
 - E.g. Credits = credits/2 + priority
- Real-time
 - ▣ Soft real-time
 - ▣ Posix.1b compliant – two classes
 - FCFS and RR
 - Highest priority process always runs first

The Relationship Between Priorities and Time-slice length

<u>numeric priority</u>	<u>relative priority</u>		<u>time quantum</u>
0	highest	real-time tasks	200 ms
•			
•			
•			
99			
100		other tasks	
•			
•			
•			
140	lowest		10 ms

List of Tasks Indexed According to Priorities



Algorithm Evaluation

- Deterministic modeling
 - ▣ takes a particular predetermined workload and defines the performance of each algorithm for that workload
 - ▣ Too specific

- Queueing models
 - ▣ The mathematics of complicated algorithms can be difficult to work with.
 - ▣ May not be accurate.

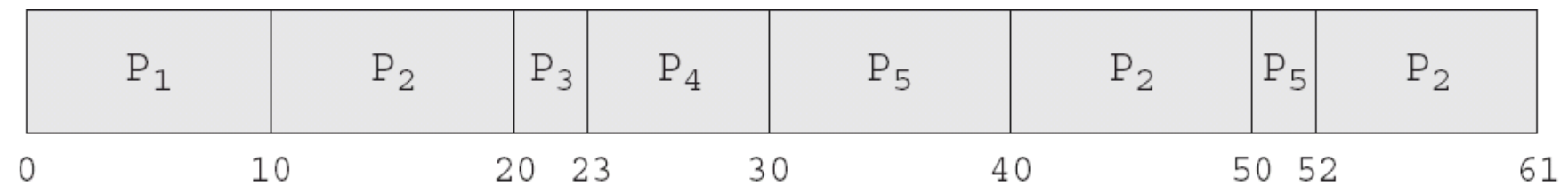
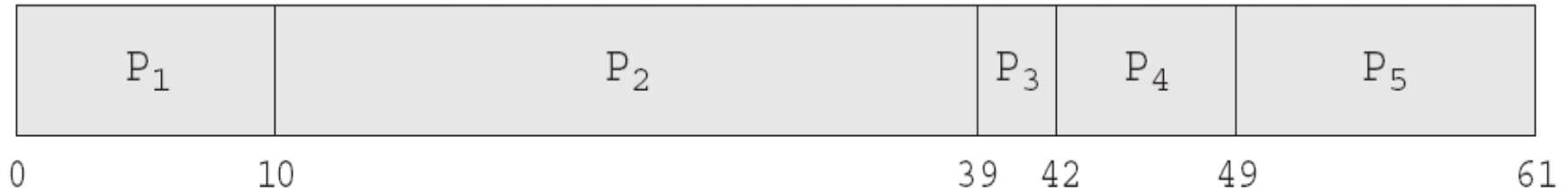
Algorithm Evaluation (cont.)



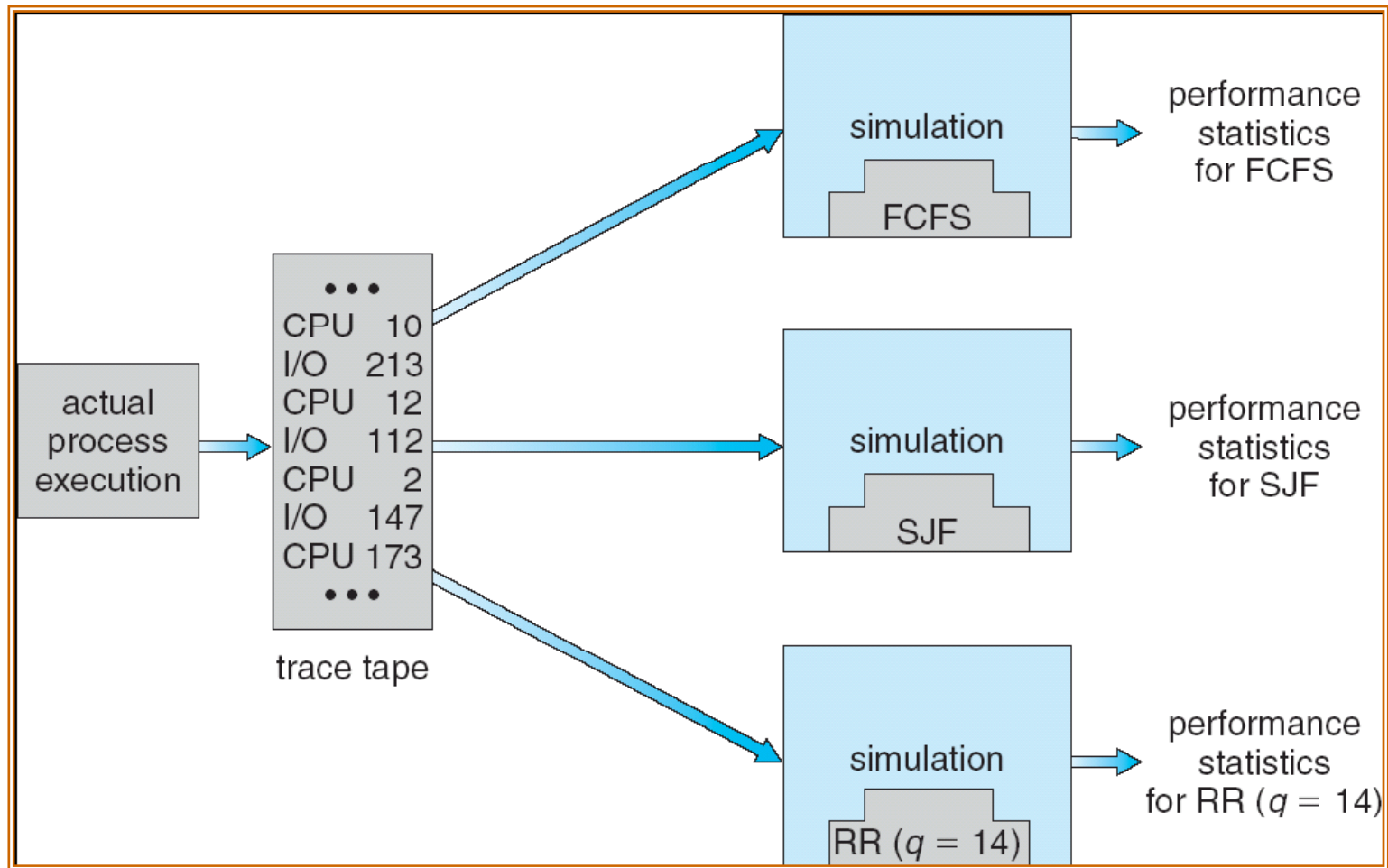
- Simulation
 - ▣ According to probability distributions.
 - ▣ Trace tapes: recording the sequence of actual events.
 - ▣ Can be expensive

- Implementation
 - ▣ Put the actual algorithm in the real system
 - ▣ The cost is high
 - ▣ The environment will change

Deterministic modeling



5.15



END OF CHAPTER 5

