

# CLOUD COMPUTING CONCEPTS with Indranil Gupta (Indy)

## SCHEDULING

Lecture A

SINGLE-PROCESSOR SCHEDULING

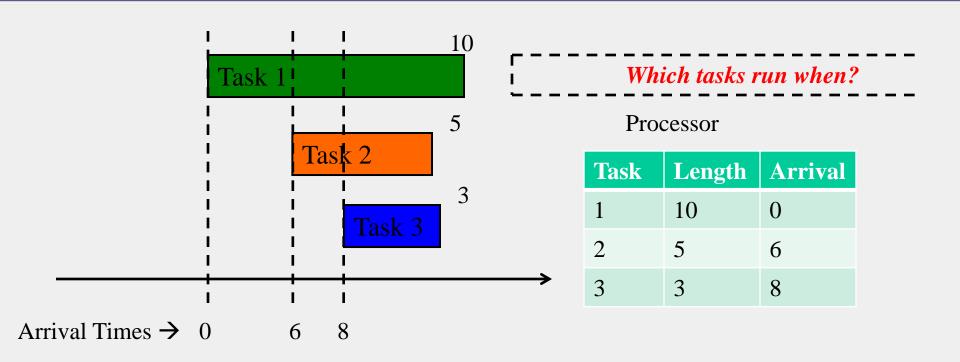


#### WHY SCHEDULING?

- Multiple "tasks" to schedule
  - The processes on a single-core OS
  - The tasks of a Hadoop job
  - The tasks of multiple Hadoop jobs
- Limited resources that these tasks require
  - Processor(s)
  - Memory
  - (Less contentious) disk, network
- Scheduling goals
  - 1. Good throughput or response time for tasks (or jobs)
  - 2. High utilization of resources

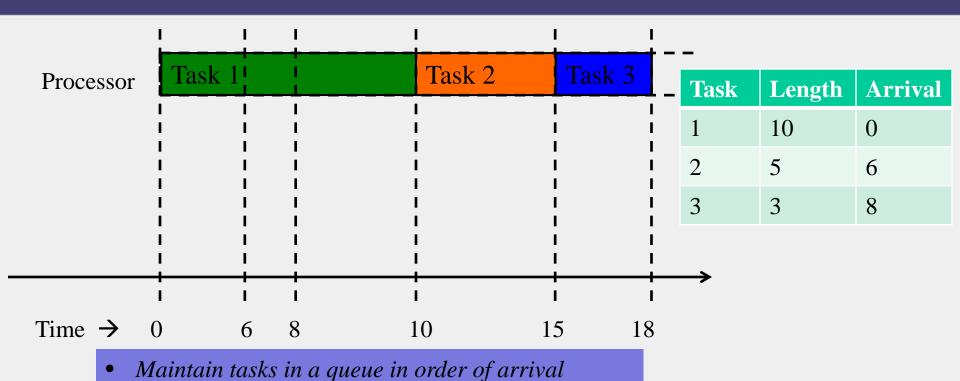


#### SINGLE PROCESSOR SCHEDULING





# FIFO Scheduling (First-In First-Out)/FCFS



When processor free, dequeue head and schedule it

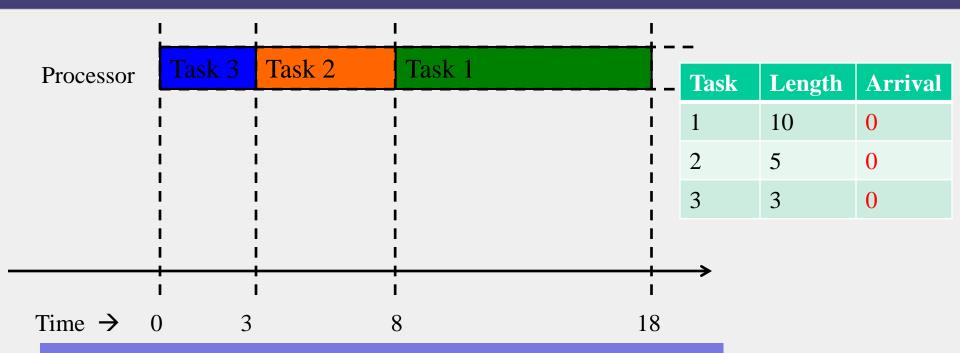


## FIFO/FCFS Performance

- Average completion time may be high
- For our example on previous slides,
  - Average completion time of FIFO/FCFS = (Task 1 + Task 2 + Task 3)/3
  - = (10+15+18)/3
  - = 43/3
  - = 14.33



## STF Scheduling (Shortest Task First)



- Maintain all tasks in a queue, in increasing order of running time
- When processor free, dequeue head and schedule



### STF Is OPTIMAL!

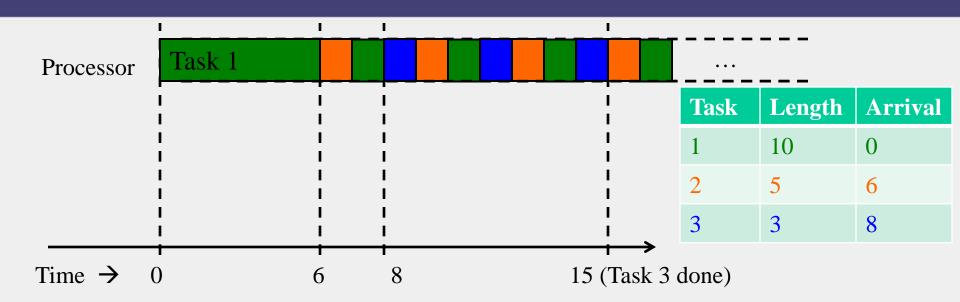
- Average completion of STF is the shortest among <u>all</u> scheduling approaches!
- For our example on previous slides,
  - Average completion time of STF =
     (Task 1 + Task 2 + Task 3)/3
  - = (18+8+3)/3
  - = 29/3
  - = 9.66

(versus 14.33 for FIFO/FCFS)

- In general, STF is a special case of *priority scheduling* 
  - Instead of using time as priority, scheduler could use user-provided priority



#### **ROUND-ROBIN SCHEDULING**



- Use a quantum (say 1 time unit) to run portion of task at queue head
- Pre-empts processes by saving their state, and resuming later
- After pre-empting, add to end of queue



## ROUND-ROBIN VS. STF/FIFO

- Round-Robin preferable for
  - Interactive applications
  - User needs quick responses from system
- FIFO/STF preferable for Batch applications
  - User submits jobs, goes away, comes back to get result



#### **SUMMARY**

- Single processor scheduling algorithms
  - FIFO/FCFS
  - Shortest task first (optimal!)
  - Priority
  - Round-robin
  - Many other scheduling algorithms out there!
- What about cloud scheduling?
  - Next!