Process Scheduling

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Scheduling

- Processes in different state maintain Queue.
- The different queues are maintained for different purpose
  - Ready Queue : Processes waiting for CPU
  - Blocked : processes waiting for I/O to complete
- Transition form a state where queue is maintained to next state involves decision making such as
  - When to move process from one state to another
  - Which process to move
- When transitions occur, OS may be required to carry out some house keeping activity such as context switch, Mode switch etc. These activities are considered as overhead and must be carried out in efficient manner.

What is Scheduling ?

- Scheduling is
  - To manage queues
  - to minimize queuing delay
  - to optimize performance in queuing environment
- Scheduling determines which process will wait and which will progress

Types of Scheduling

(Based on frequency of invocation of scheduler)

- **Long Term Scheduling**
  - Decision to add to the pool of processes to be executed
- **Mid Term Scheduler**
  - The decision to add to the number of processes that are partially or fully in main memory
- **Short Term Scheduler**
  - Which process will execute on processor
- **I/O Scheduling**
  - Which process's pending I/O request is handled by an available I/O device.

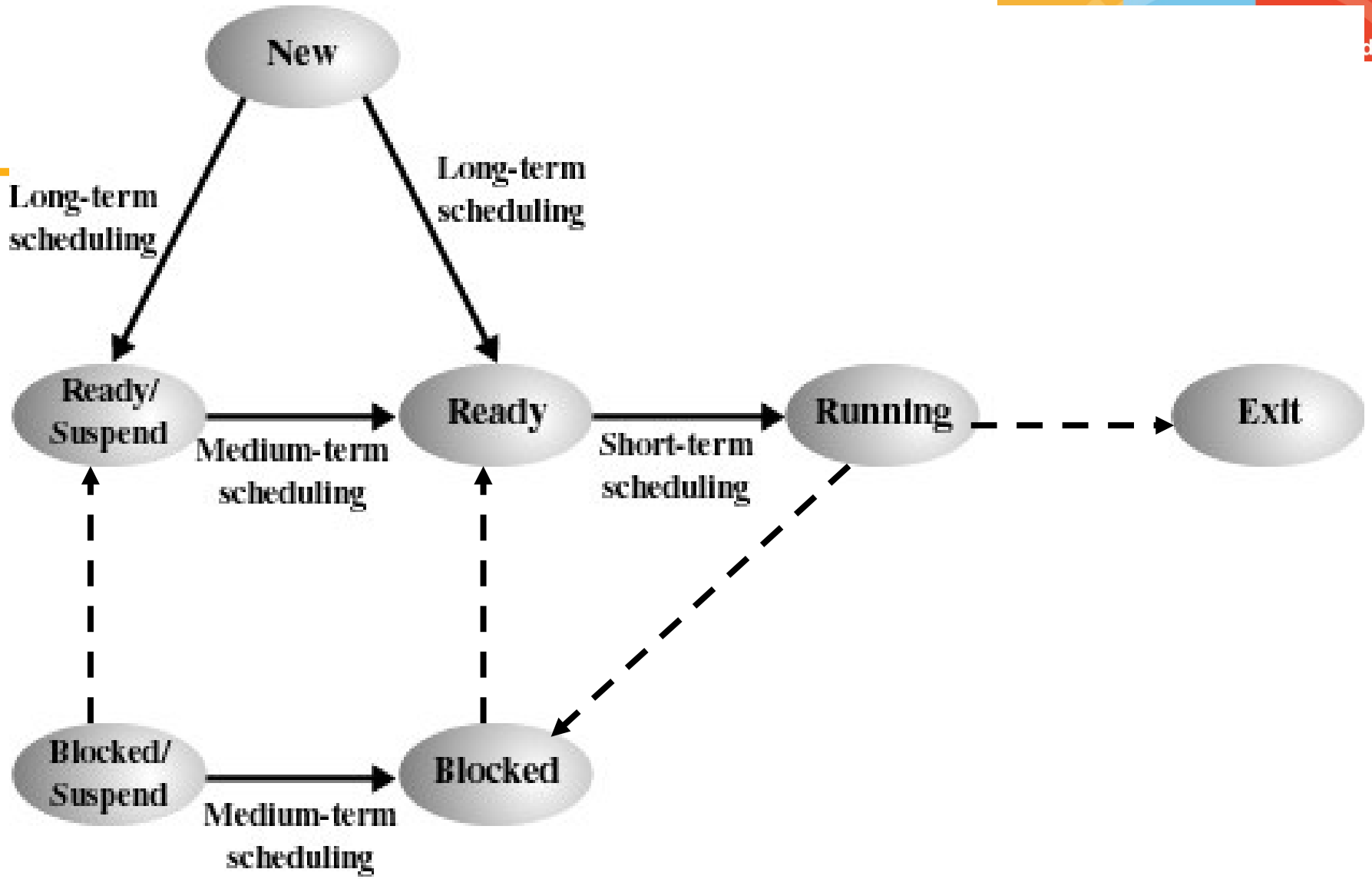


Figure 9.1 Scheduling and Process State Transitions

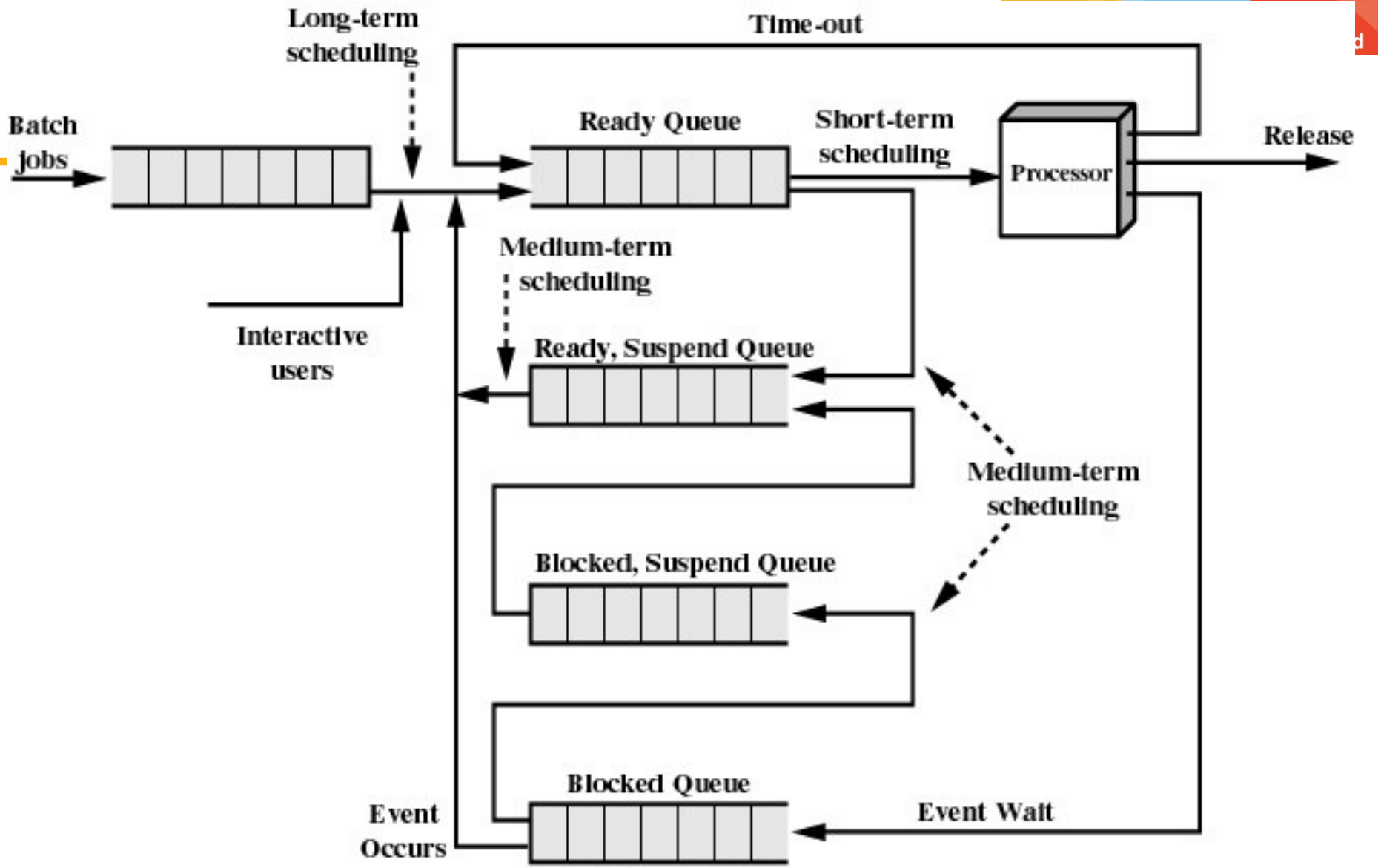


Figure 9.3 Queuing Diagram for Scheduling

Long-Term Scheduling

- Determines which programs are admitted to the system for processing
- Controls the degree of multiprogramming
- More processes, smaller percentage of time each process is executed
- 2 decisions involved in Long term Scheduling
  - OS can take one or more additional processes
  - Which job or jobs to accept and turn into processes.

Medium-Term Scheduling

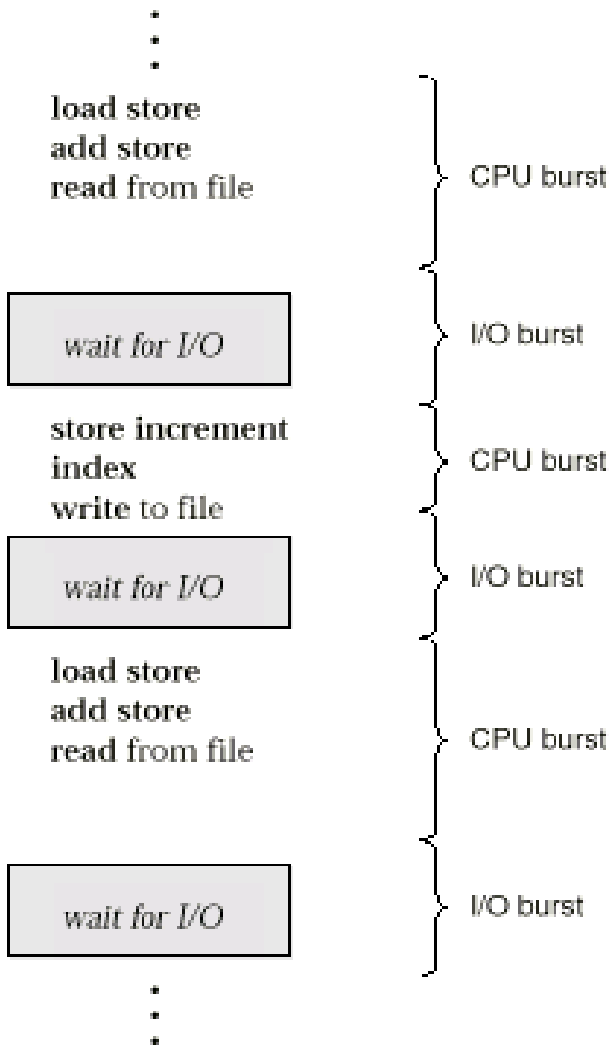
- Part of the swapping function
- Based on the need to manage the degree of multiprogramming

Short-Term Scheduling

- Known as the dispatcher
- Executes most frequently
- Invoked when an event occurs
  - Clock interrupts
  - I/O interrupts
  - Operating system calls
  - Signals

CPU Scheduling

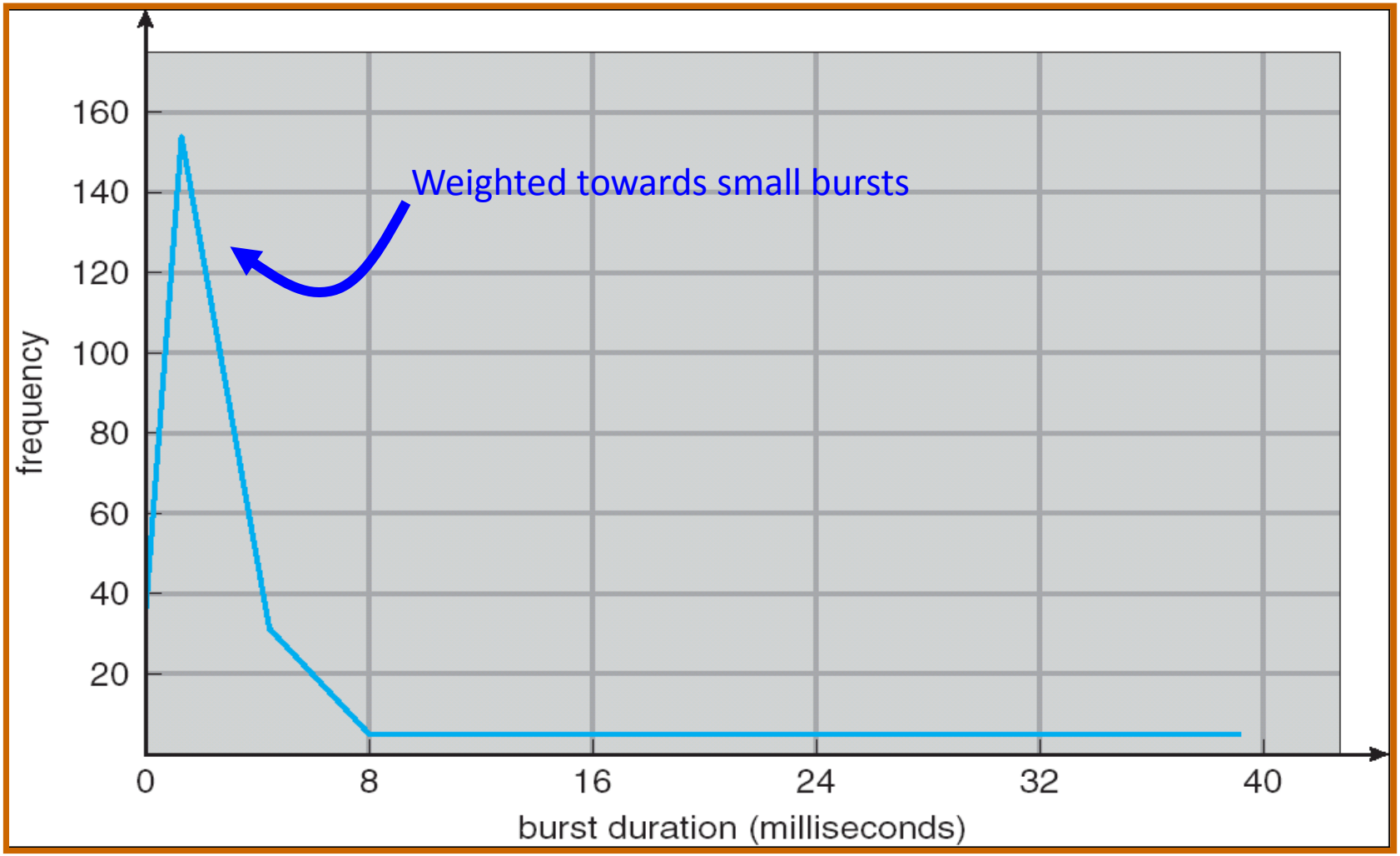
- Maximize CPU utilization with multi programming.
- CPU–I/O Burst Cycle – Process execution consists of a *cycle* of CPU execution and I/O wait.



Types of process

- Processes Can be
  - CPU Bound : Processes spend bulk of its time executing on processor and do very little I/O
  - I/O Bound : Process spend very little time executing on processor and do lot of I/O operation
- Mix of processes in the system can not be predicted

Assumption: CPU Bursts



CPU Scheduler

- Selects one of the processes in memory that are in ready state , and allocates the CPU to it.
- 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 *non preemptive*.
- All other scheduling is *preemptive*.

Dispatcher

- Dispatcher module gives control of the CPU to the process selected by the short-term scheduler . It involves
  - context switching
  - 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

Performance Measures

- **CPU utilization**
  - keep the CPU as busy as possible. CPU utilization vary from 0 to 100. In real s/m it varies from 40 (lightly loaded) to 90 (heavily loaded) s/m.
- **Throughput**
  - Number of processes that complete their execution per time unit.
- **Turnaround time**
  - Amount of time to execute a particular process (interval from time of submission to time of completion of process).

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Optimization Criteria

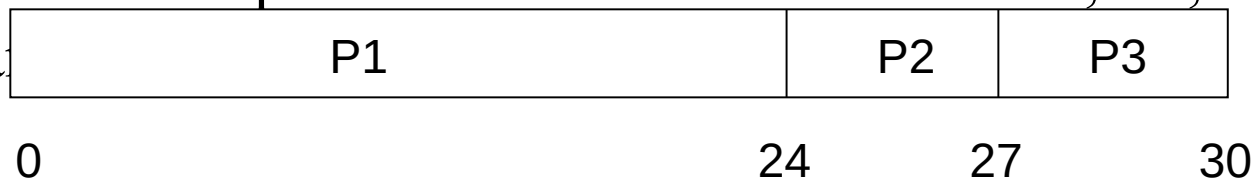
- Max CPU Utilization
- Max Throughput
- Min Turnaround Time
- Min Waiting Time
- Min Response Time
- Fairness
- Load balancing
- Predictability

Scheduling Algorithms

- **First – Come, First – Served Scheduling** (Run until done)
  - Example:

Process	Burst Time
P1	24
P2	3
P3	3

  - Suppose that the processes arrive in the order: *P1*, *P2*, *P3*
    The Ga



  - Waiting Time: $P1 = 0; P2 = 24; P3 = 27$
  - Average Waiting Time: $(0 + 24 + 27)/3 = 17$

Scheduling Algorithms

- **First – Come, First – Served Scheduling** (Run until done)
  - Example: Process Burst Time

    P1 24

    P2 3

    P3 3
  - Suppose that the processes arrive in the order: *P1*, *P2*, *P3*
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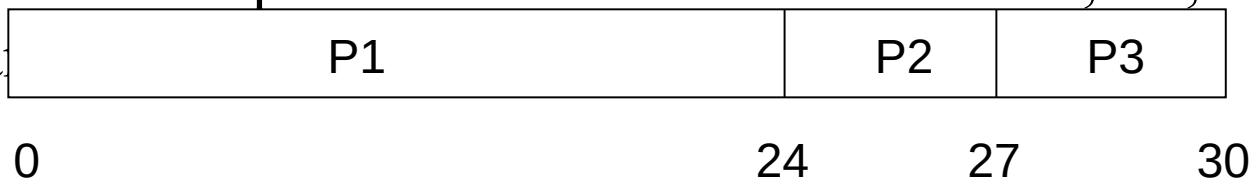


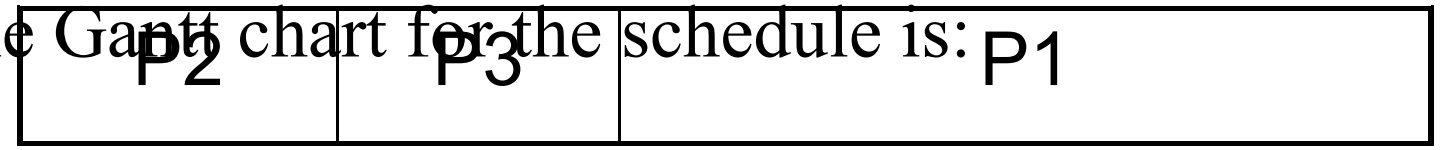
  - Waiting Time: $P1 = 0; P2 = 24; P3 = 27$
  - Average Waiting Time: $(0 + 24 + 27)/3 = 17$

Example contd:

- Suppose that the processes arrive in the order

  $P2$, $P3$, $P1$.

- The Gantt chart for the schedule is:



0 3 6 30

- Waiting Times: $P1 = 6; P2 = 0; P3 = 3$
- Average Waiting Time: $(6 + 0 + 3)/3 = 3$
- Much better than previous case.
- *Convoy effect* short process behind long process favors CPU

FCFS

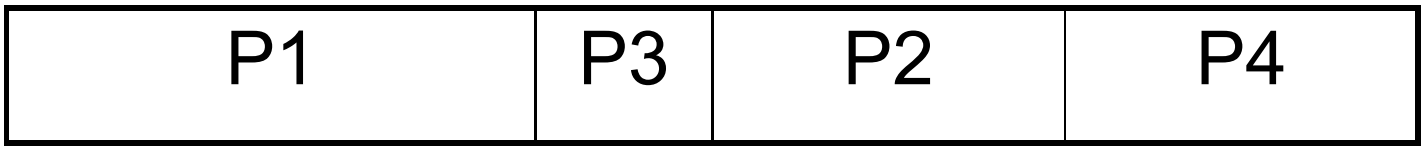
- In early systems, FCFS meant one program scheduled until done (including I/O)
- Now, means keep CPU until thread blocks
- FCFS is non preemptive : once the CPU has been allocated to a process, the process keeps the CPU till it finishes or it requests the I/O
- It is not suited for time sharing system
- Average wait time is not minimal as it depends on arrival and CPU burst of arriving 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.
- Two varients
  - **Non preemptive**: Once CPU given to the process it cannot be preempted until completes its CPU burst.
  - **Preemptive** : If a new process arrives with CPU burst length less than remaining time of current executing process, preempt the executing process. This scheme is know as the Shortest-Remaining-Time-First (SRTF).
- SJF is optimal
  - Gives minimum average waiting time for a given set of processes.

Example on SJF (non-premptive)

Process	Arrival Time	Burst Time
P1	0.0	7
P2	2.0	4
P3	4.0	1
P4	5.0	4



- SJF (non-preemptive)

Example on SJF (premptive)

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P1	P2	P3	P2	P4	P1

0 2 4 5 7 11 16

- SJF (preemptive)

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 lenght of n^{th} CPU burst
  2. $_{n\ 1}$ predicted value for the next CPU burst
  3. , 0 1
  4. Define : $_{n\ 1}$ t_n 1 $_n$.

- =0
  - n+1 = n, Recent history does not count.
- =1
  - n+1 = *t*n Only the actual last CPU burst counts.
- If we expand the formula, we get:

n+1 = tn+(*1* -) tn -*1* + …

+(*1* -)j tn -*j* + …

Priority Scheduling

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

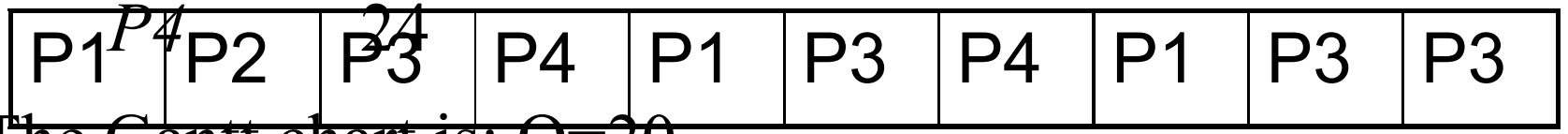
Round Robin (RR)

- 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 $(n\text{-}1)q$ time units.
- Performance
  - q large FIFO
  - q small q must be large with respect to context switch, otherwise overhead is too high.

Example on RR Scheduling

Process	Burst Time
P1	53
P2	17
P3	68
P4	24

- The Gantt chart is: Q=20

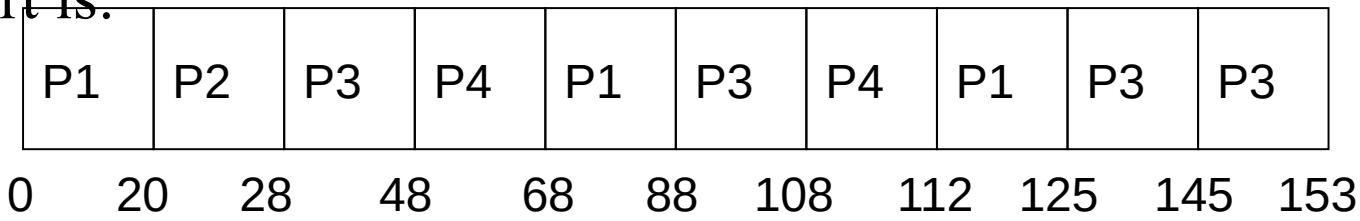


0 20 37 57 77 97 117 121 134 154 162

- Typically, higher average turnaround than SJF, but better

Example of RR with Time Quantum = 20

- P1 (53), P2 (8), P3(68), P4(24)
  - The Gantt chart is:



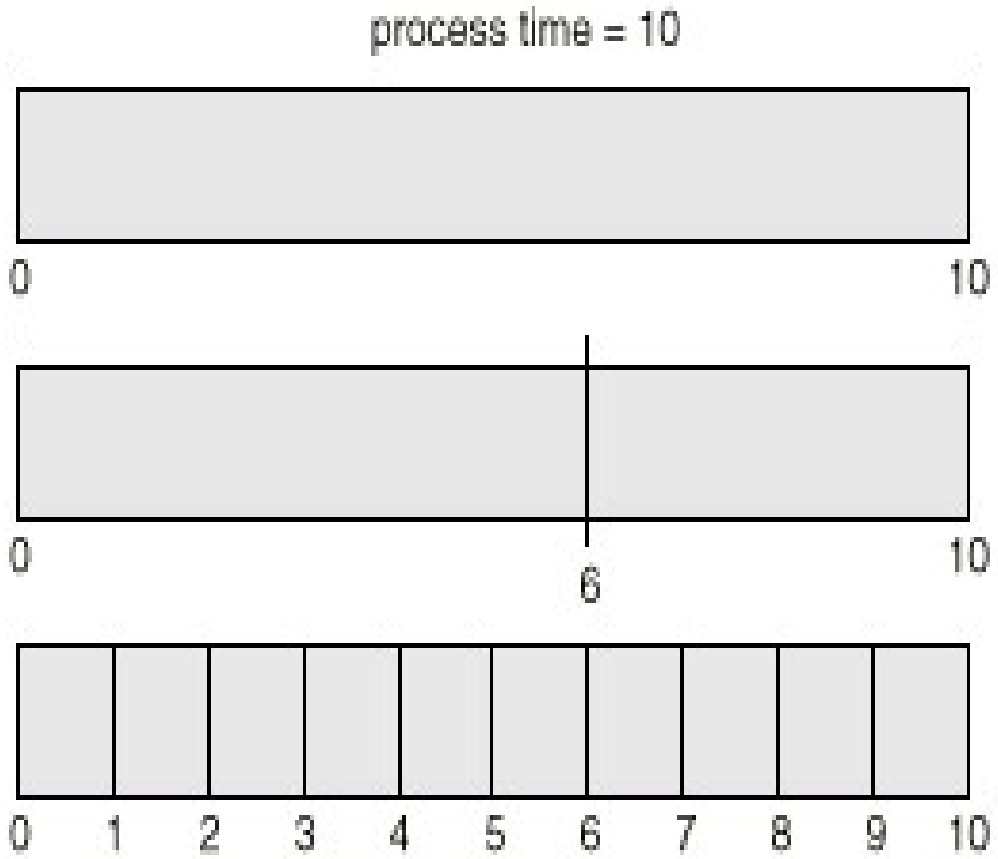
  - Waiting time for P1=(68-20)+(112-88)=72 P2=(20-0)=20

    P3=(28-0)+(88-48)+(125-108)=85

    P4=(48-0)+(108-68)=88
  - Average waiting time = (72+20+85+88)/4=66¼
  - Average completion time = (125+28+153+112)/4 = 104½

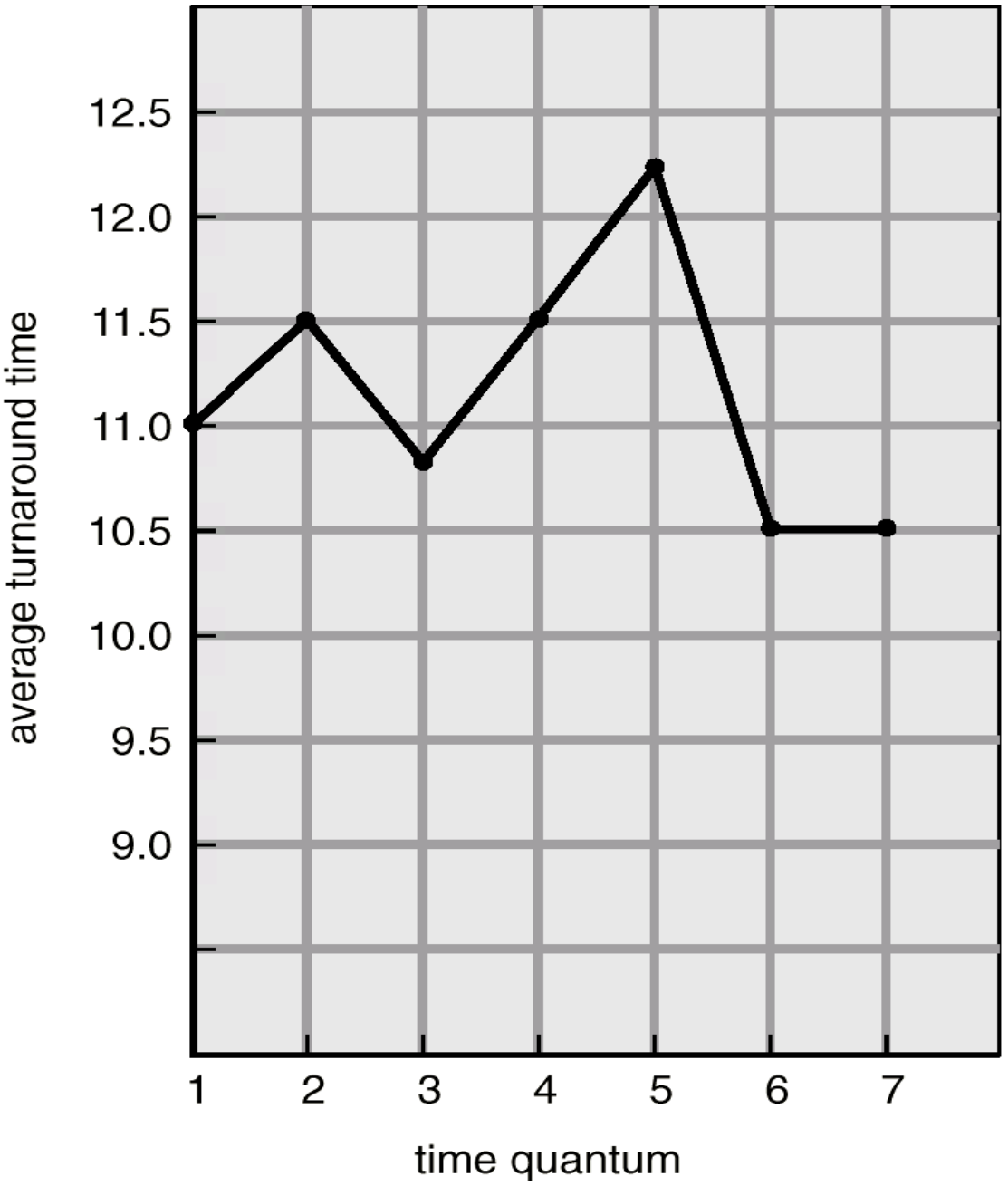
- Thus, Round-Robin Pros and Cons:

How a Smaller Time Quantum Increases Context Switches



quantum	context switches
12	0
6	1
1	9

Turnaround Time Varies With The Time Quantum



process	time
P_1	6
P_2	3
P_3	1
P_4	7

RR Contd….

- In practice, need to balance short-job performance and long-job throughput:
  - Typical time slice today is between 10ms – 100ms
  - Typical context-switching overhead is 0.1ms – 1ms
  - Roughly 1% overhead due to context-switching

Round Robin: Issues

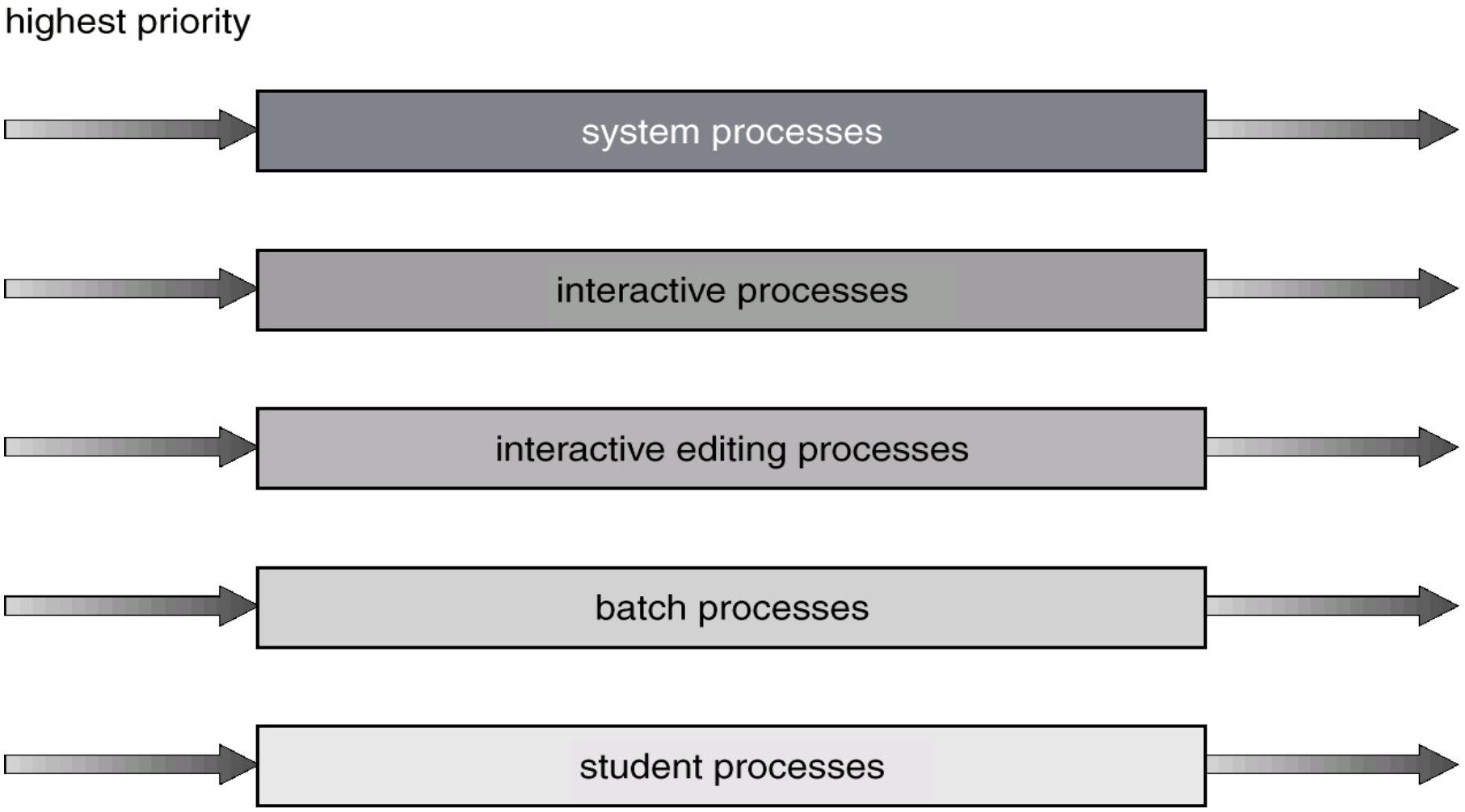
- **Favors CPU-bound Processes**
  - A I/O bound process will use CPU for a time less than the time quantum and and gets blocked for I/O
  - A CPU-bound process run for all its complete time slice and is put back into the ready queue (thus getting in front of blocked processes)
- **A solution: Virtual Round Robin**
  - When a I/O has completed, the blocked process is moved to an auxiliary queue which gets preference over the main ready queue
  - A process dispatched from the auxiliary queue runs no longer than the basic time quantum minus the time spent running since it was selected from the ready queue

Highest Response Ratio Next

- Uses normalized turn around time which is the ratio of turn around time to actual service time. For each individual process we would like to minimize the ratio.
- Choose next process with the greatest value of Response ratio where Response Ratio is defined as
- **Response Ratio = (time spent waiting + expected service time) / expected service time**
- This method accounts for the age of the process and the shorter jobs are favored.

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


highest priority
system processes
interactive processes
interactive editing processes
batch processes
student processes
lowest priority

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

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Fair-share Scheduling

- Fairness ?
  - User
  - Process
- User's application runs as a collection of processes (sets)
- User is concerned about the performance of the application made up of a set of processes
- Need to make scheduling decisions based on process sets(groups)
- Think of processes as part of a group
- Each group has a specified share of the machine time it is allowed to use

Fair Share Scheduling

- Values defined
  - Pj(i) = Priority of process *j* at beginning of ith interval
  - Uj (i) = Processor use by process *j* during ith interval
  - GUk(i) = Processor use by group *k* during ith interval
  - CPUj(i) = Exponentially weighted average for process *j* from beginning to the start of ith interval
  - GCPUk(i) = Exponentially weighted average for group *k* from beginning to the start of ith interval
  - Wk = Weight assigned to group *k, 0* Wk *1,* *k*Wk=1

=> CPUj(1) = 0, GCPUk(1) = 0, i = 1,2,3,….

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Fair Share Example

- Three processes A, B, C; B,C are in one group; A is by itself
- Both groups get 50% weighting

		Process A			Process B			Process C	
	Priority	Process	Group	Priority	Process	Group	Priority	Process	Group
t=0	60	0	0	60	0	0	60	0	0
A		+60	+60						
t=1	90	30	30	60	0	0	60	0	0
B					+60	+60			+60
t=2	74	15	15	90	30	30	75	0	30
A		+60	+60						
t=3	96	37	37	74	15	15	67	0	15
C						+60		+60	+60
t=4	78	18	18	81	7	37	93	30	37
A		+60	+60						
t=5	98	39	39	70	3	18	76	15	18
B					+60	+60			+60
t=6	78	19	19	94	31	39	82	7	39
A		+60	+60						
t=7	98	39	39	76	15	19	70	3	19
C						+60		+60	+60
t=8	78	19	19	82	7	39	94	31	39
A		+60	+60						
t=9	98	39	39	70	3	19	76	15	19
B					+60	+60			+60
t=10	78	19	19	94	31	39	82	7	39
A		+60	+60						
t=11	98	39	39	76	15	19	70	3	19
C						+60		+60	+60
t=12	78	19	19	82	7	39	94	31	39

Traditional UNIX Scheduling

- Multilevel queue using round robin within each of the priority queues
- Priorities are recomputed once per second
- Base priority divides all processes into fixed bands of priority levels
- Adjustment factor used to keep process in its assigned band (called *nice*)

Bands

- Decreasing order of priority
  - Swapper
  - Block I/O device control
  - File manipulation
  - Character I/O device control
  - User processes
- Values
  - Pj(i) =Priority of process j at start of ith interval
  - Uj(i) =Processor use by j during the ith interval
- Calculations (done each second):
  - CPUj = Uj(i-1)/2 +CPUj(i-1)/2
  - Pj = Basej + CPUj/2 + nicej

Multiprocessor Scheduling Issues

- Processors are functionally identical ?
  - Homogeneous
  - Heterogeneous
- System in which i/o is attached to private bus of a processor.
- Keep all processor equally busy .
  - Load balancing

Approach to MP scheduling

- **Asymmetric Multiprocessing**
  - All scheduling , I/O handling, System activity is handled by one processor
  - Other processors are used for executing user code
  - Simple as only one processor accesses the system data structure (reduced need for data sharing)
- **Symmetric Multiprocessing**
  - Each processor is self scheduling
    - Can have single common queue for all processor
    - alternatively individual queue for each processor
  - Processor affinity
    - Soft affinity
    - Hard affinity
  - NUMA & CPU scheduling

Load Balancing

- In SMP load balancing is necessary only when each processor has independent (private)ready queue
- Push/pull migration
  - A specific task checks periodically the load of each processor .
    - In case of imbalance , moves process from overload to idle processor.
    - Pull occurs when Idle processor pulls a process from a busy processor
- Load balancing counteracts the benefits of processor affinity

Questions?