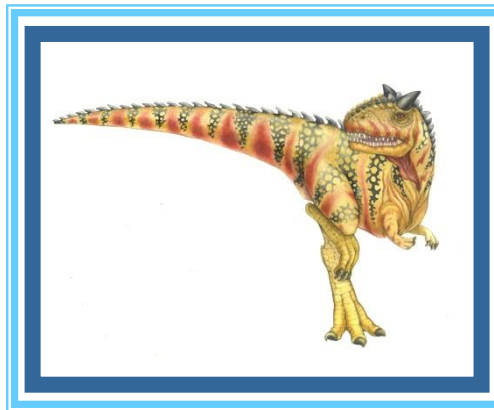


Chapter 6: CPU Scheduling





Chapter 6: CPU Scheduling

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





Objectives

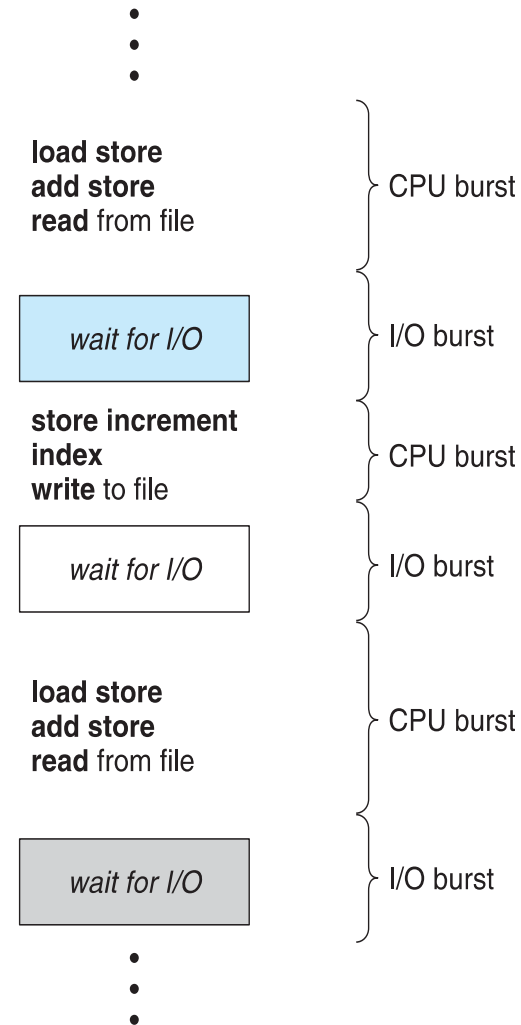
- To introduce CPU scheduling, which is the basis for multiprogrammed operating systems
- To describe various CPU-scheduling algorithms
- To discuss evaluation criteria for selecting a CPU-scheduling algorithm for a particular system
- To examine the scheduling algorithms of several operating systems





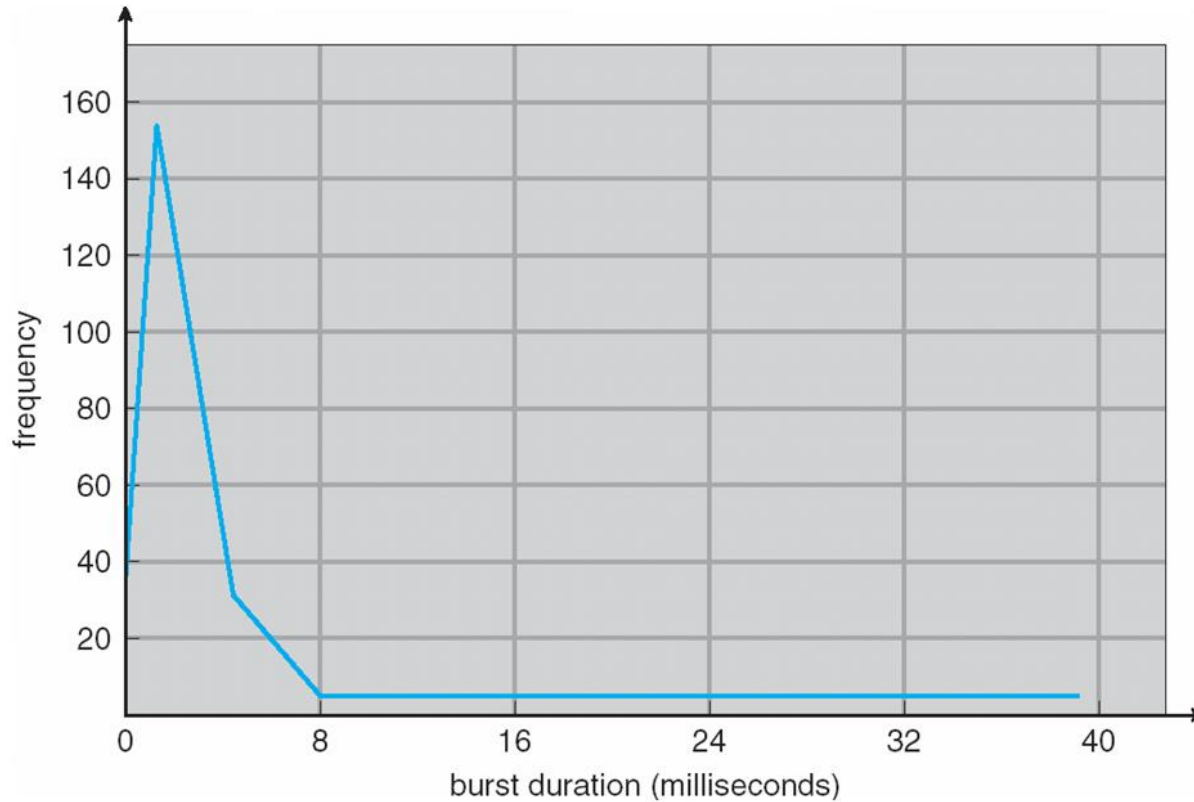
Basic Concepts

- 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





CPU Scheduler

- **Short-term scheduler** selects from among the processes in ready queue, and allocates the CPU 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 (I/O request)
 2. Switches from running to ready state (interrupt occurs)
 3. Switches from waiting to ready (I/O completion)
 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)





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: $(0 + 24 + 27)/3 = 17$
- Turn around time for $P_1 = 24$, $P_2 = 27$, $P_3 = 30$
- Average turn around time = $(24 + 27 + 30)/3 = 27$





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: $(6 + 0 + 3)/3 = 3$
- Turn around time for $P_1 = 30$, $P_2 = 3$, $P_3 = 6$
- Average turn around time = $(30 + 3 + 6)/3 = 13$
- 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
 - The difficulty is knowing the length of the next CPU request
 - Could ask the user

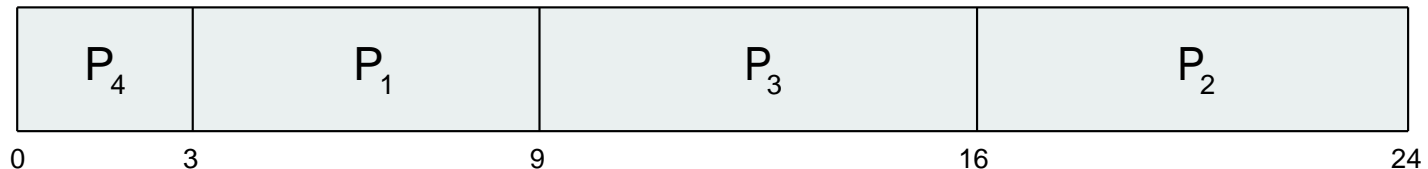




Example of SJF

<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 = $(3 + 16 + 9 + 0) / 4 = 7$
- Average turn around time = $(9 + 24 + 16 + 3) / 4 = 13$



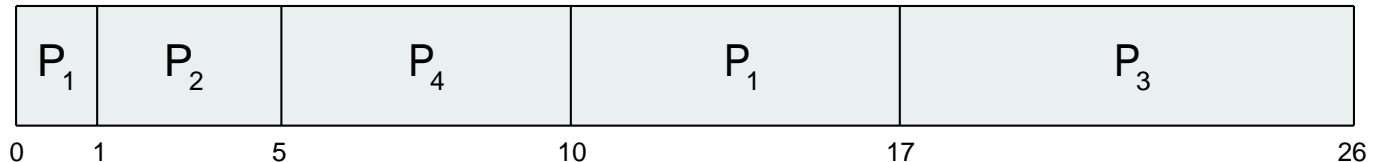


Example of Shortest-remaining-time-first

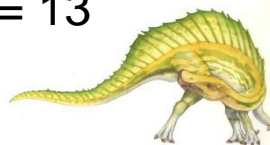
- Now we add the concepts of varying arrival times and preemption to the analysis

<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 = $[(10-1)+(1-1)+(17-2)+5-3])/4 = 26/4 = 6.5$ msec
- Average Turn around time = $((17-0)+(5-1)+(26-2)+(10-3)) / 4 = 13$





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 = $(6+0+16+18+1)/5=8.2$ msec
- Average turn around time = $(16+1+18+19+6) / 5 =12$





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
 - q small $\Rightarrow q$ must be large with respect to context switch, otherwise overhead is too high

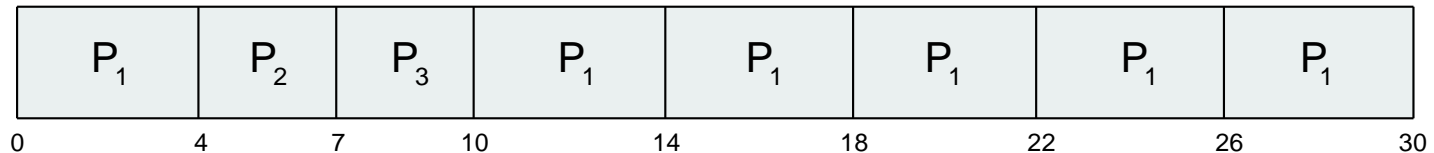




Example of RR with Time Quantum = 4

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

- The Gantt chart is:

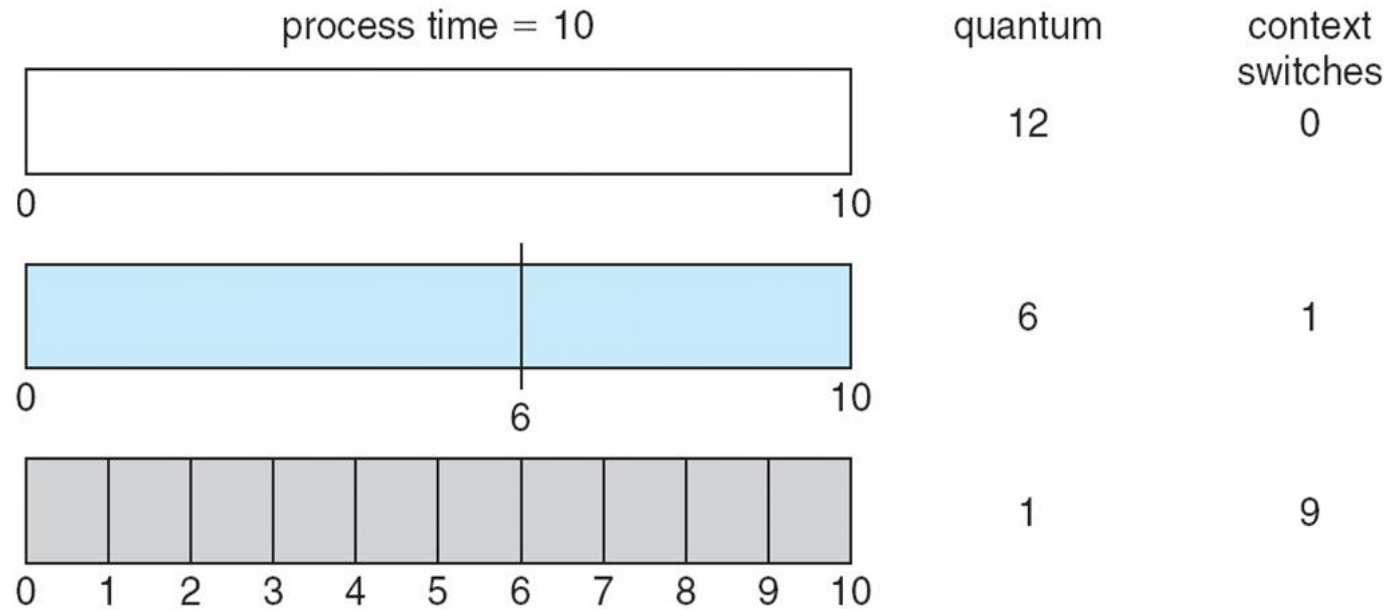


- Typically, higher average turnaround than SJF, but better **response**
- q should be large compared to context switch time
- q usually 10ms to 100ms, context switch < 10 usec





Time Quantum and Context Switch Time





Multilevel Queue

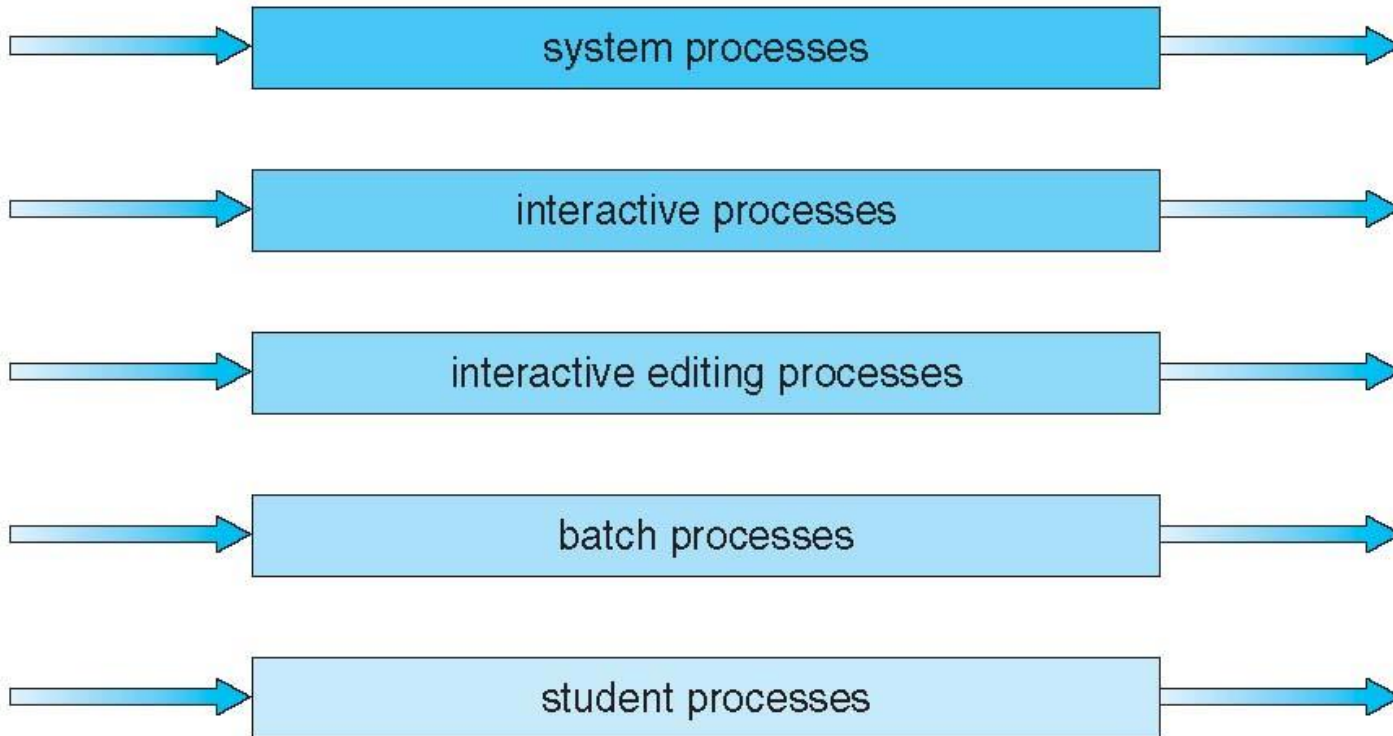
- Ready queue is partitioned into separate queues, eg:
 - **foreground** (interactive)
 - **background** (batch)
- Process permanently in a given queue
- Each queue has its own scheduling algorithm:
 - foreground – RR
 - background – FCFS
- Scheduling must be done between the queues:
 - Fixed priority 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

highest priority



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





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 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

