# Lecture 4
# CPU Scheduling

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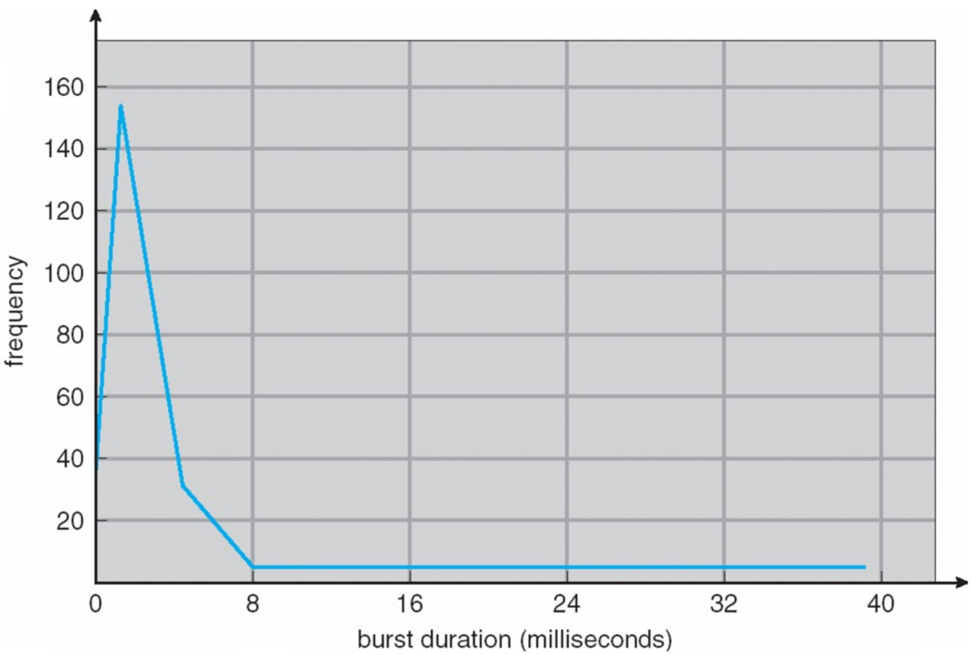
# CPU Scheduling

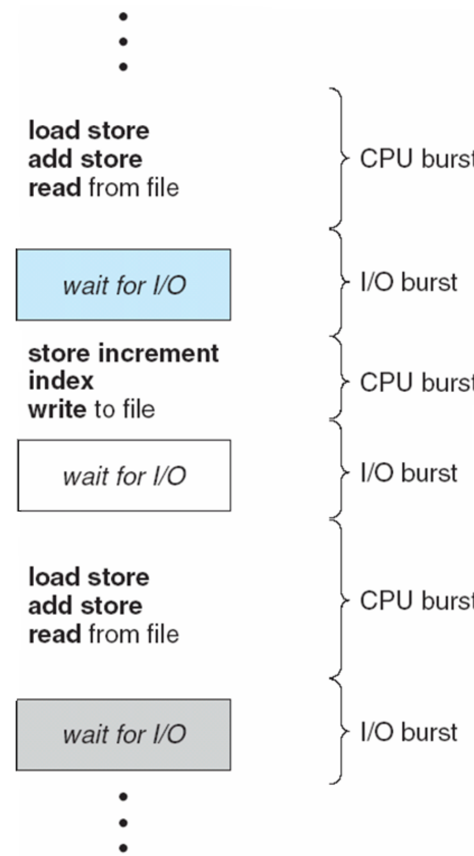
- Scheduling is important when multiple processes wish to run on a single CPU
  - CPU scheduler decides which process to run next
- Two types of processes
  - CPU bound and I/O bound

| CPU-bound Process | I/O-bound process |
| --- | --- |
| Spends most of its running time on the CPU, i.e., **user-time > sys-time** | Spends most of its running time on I/O, i.e., **sys-time > user-time** |
| **Examples**<br>- AI course assignments. | **Examples**<br>- **/bin/ls**, networking programs. |

# CPU Burst

- Process execution consists of a *cycle* of CPU execution and I/O wait
- **CPU burst** distribution



# CPU Scheduler

- CPU scheduler selects one of the processes that are ready to execute 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
- A scheduling algorithm takes place **only** under circumstances 1 and 4 is **non-preemptive**
- All other scheduling algorithms are **preemptive**

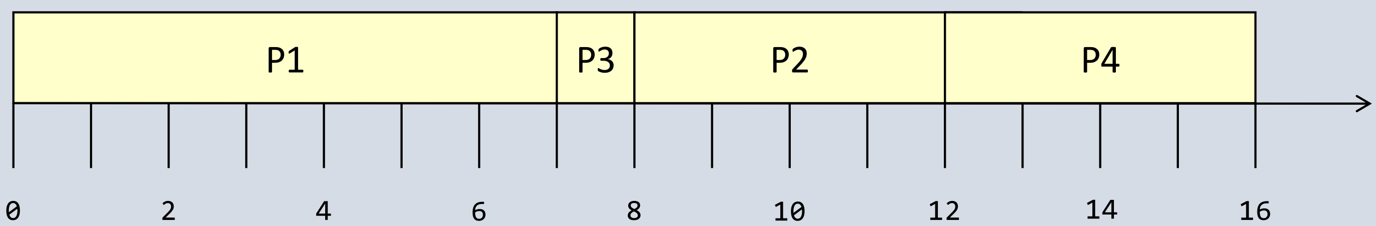
# Scheduling Algorithm Optimization Criteria

- Given a set of processes, with
  - **Arrival time**: the time they arrive in the CPU ready queue (from waiting state or from new state)
  - **CPU requirement**: their expected CPU burst time
- Minimize average turnaround time
  - **Turnaround time**: The time between the arrival of the task and the time it is blocked or terminated.
- Minimize average waiting time
  - **Waiting time**: The accumulated time that a task has waited in the ready queue.
- Reduce the number of context switches

# Different Algorithms

- Shortest-job-first (SJF)
- Round-robin (RR)
- Priority scheduling

# Non-preemptive SJF




**Waiting time:**

P1 = 0; P2 = 6; P3 = 3; P4 = 7;

Average = (0 + 6 + 3 + 7) / 4 = 4.

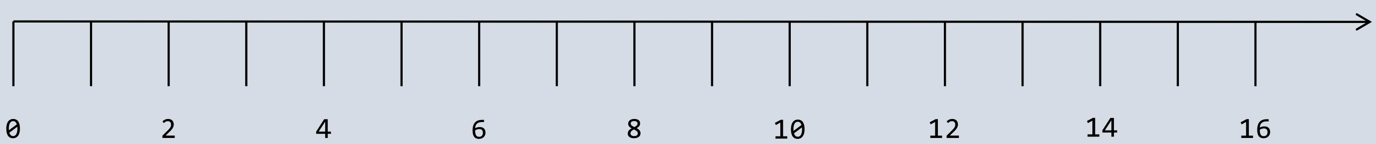
**Turnaround time:**

P1 = 7; P2 = 10; P3 = 4; P4 = 11;

Average = (7 + 10 + 4 + 11) / 4 = 8.

| Task | Arrival Time | CPU Req. |
|---|---|---|
| P1 | 0 | 7 |
| P2 | 2 | 4 |
| P3 | 4 | 1 |
| P4 | 5 | 4 |

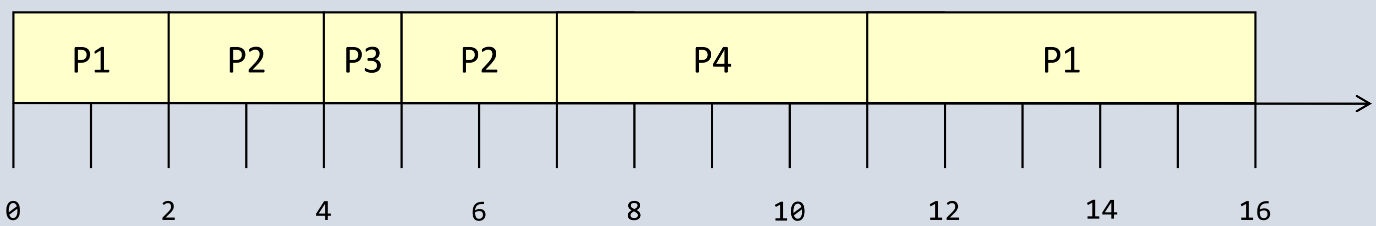
# Preemptive SJF




Whenever a new process arrives in the ready queue (either from waiting or from new state), the scheduler steps in and selects the next task based on **their remaining CPU requirements**.

| Task | Arrival Time | CPU Req. Initial & Remain | |
|---|---|---|---|
| P1 | 0 | 7 | 7 |
| P2 | 2 | 4 | 4 |
| P3 | 4 | 1 | 1 |
| P4 | 5 | 4 | 4 |

# Preemptive SJF




**Waiting time:**

P1 = 9; P2 = 1; P3 = 0; P4 = 2;

Average = (9 + 1 + 0 + 2) / 4 = 3.

**Turnaround time:**

P1 = 16; P2 = 5; P3 = 1; P4 = 6;

Average = (16 + 5 + 1 + 6) / 4 = 7.

| Task | Arrival Time | CPU Req. Initial & Remain | |
|---|---|---|---|
| P1 | 0 | 7 | 0 |
| P2 | 2 | 4 | 0 |
| P3 | 4 | 1 | 0 |
| P4 | 5 | 4 | 0 |

# SJF: Preemptive or Not?

| | Non-preemptive SJF | Preemptive SJF |
|---|---|---|
| Average waiting time | 4 | **3 (smallest)** |
| Average turnaround time | 8 | **7 (smallest)** |
| # of context switching | 3 | **5 (largest)** |

The waiting time and the turnaround time decrease at the expense of the **increased number of context switches**.

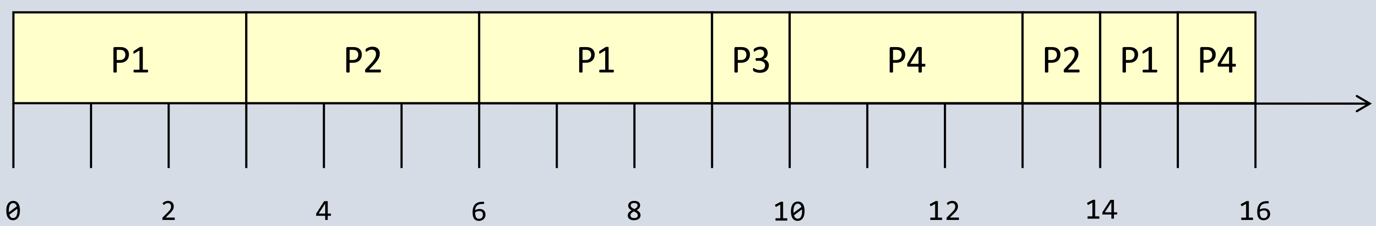
| Task | Arrival Time | CPU Req. |
|---|---|---|
| P1 | 0 | 7 |
| P2 | 2 | 4 |
| P3 | 4 | 1 |
| P4 | 5 | 4 |

# Round Robin (RR)

- Round-Robin (RR) scheduling is preemptive.
  - Every process is given a **quantum (**the amount of time allowed to execute).
  - Whenever the quantum of a process is used up (i.e., 0), the process is preempted, placed at the end of the queue, with its quantum re-charged
  - Then, the scheduler steps in and it chooses the next process which has a non-zero quantum to run.
  - Processes are therefore running one-by-one as a circular queue
- New processes are added to the tail of the ready queue
  - New process's arrival won't trigger a new selection decision

Animation; don't print

# Round Robin (Quantum = 3)




**Waiting time:**

P1 = 8; P2 = 8; P3 = 5; P4 = 7;

Average = (8 + 8 + 5 + 7) / 4 = 7

**Turnaround time:**

P1 = 15; P2 = 12; P3 = 6; P4 = 11;

Average = (15 + 12 + 6 + 11) / 4 = 11

| Task | Arrival Time | CPU Req. Initial & Remain | |
|---|---|---|---|
| P1 | 0 | 7 | 0 |
| P2 | 2 | 4 | 0 |
| P3 | 4 | 1 | 0 |
| P4 | 5 | 4 | 0 |

# RR v.s. SJF

| | Non-preemptive SJF | Preemptive SJF | RR |
|---|---|---|---|
| **Average waiting time** | 4 | 3 | **7 (largest)** |
| **Average turnaround time** | 8 | 7 | **11 (largest)** |
| **# of context switching** | 3 | 5 | **7 (largest)** |

So, the RR algorithm gets all the bad! Why do we still need it?

**The responsiveness of the processes** is great under the RR algorithm. E.g., you won't feel a job is "frozen" because every job gets the CPU from time to time!

# 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)
  - Nonpreemptive: newly arrived process simply put into the queue
  - Preemptive: if the priority of the newly arrived process is higher than priority of the currently running process---preempt the CPU
- Static priority and dynamic priority
  - static priority: fixed priority throughout its lifetime
  - dynamic priority: priority changes over time
- SJF is a priority scheduling where priority is the next CPU burst time

# Priority Scheduling (Cont'd)

- Problem ≡ **Starvation** – low priority processes may never execute
  - Rumors has it that when they shut down the IBM 7094 at MIT in 1973, they found a low priority process that had been submitted in 1967 and had not yet been run.
- Solution ≡ **Aging** – as time progresses increase the priority of the process
  - Example: priority range from 127 (low) to 0 (high)
  - Increase priority of a waiting process by 1 every 15 minutes
  - 32 hours to reach priority 0 from 127

# Linux Scheduling

- Before Linux kernel version 2.5, traditional UNIX scheduling, not adequately support SMP    Scheduling Management Platform
- Linux kernel version 2.5, O(1) scheduler
  - Constant scheduling time regardless number of tasks
  - Better support for SMP
  - Poor response time for interactive processes
- After Linux kernel version 2.6.23, CFS-completely fair scheduler
  - Default scheduler now

# Completely Fair Scheduler

- Scheduling class
  - Standard Linux kernel implements two scheduling classes
  - (1) Default scheduling class: CFS
  - (2) Real-time scheduling class
- Varying length scheduling quantum
  - Traditional UNIX scheduling uses 90ms fixed scheduling quantum
  - CFS assigns a proposition of CPU processing time to each task
- Nice value
  - -20 to +19, default nice is 0
  - Lower nice value indicates a higher relative priority
  - Higher value is "being nice"
  - Task with lower nice value receives higher proportion of CPU time

# Completely Fair Scheduler (Cont'd)

- Virtual run time
  - Each task has a per-task variable **vruntime**
  - Decay factor
    - Lower priority has higher rate of decay
    - nice = 0 virtual run time is identical to actual physical run time
    - A task with nice > 0 runs for 200 milliseconds, its **vruntime** will be higher than 200 milliseconds
    - A task with nice < 0 runs for 200 milliseconds, its **vruntime** will be lower than 200 milliseconds
- Lower virtual run time, higher priority
  - To decide which task to run next, scheduler chooses the task that has the smallest **vruntime** value
  - Higher priority can preempt lower priority

# Completely Fair Scheduler (Cont'd)

- Example: Two tasks have the same nice value
- One task is I/O bound and the other is CPU bound
- **vruntime** of I/O bound will be shorter than **vruntime** of CPU bound
- I/O bound task will eventually have higher priority and preempt CPU-bound tasks whenever it is ready to run