CS 3502
Operating Systems

Scheduling

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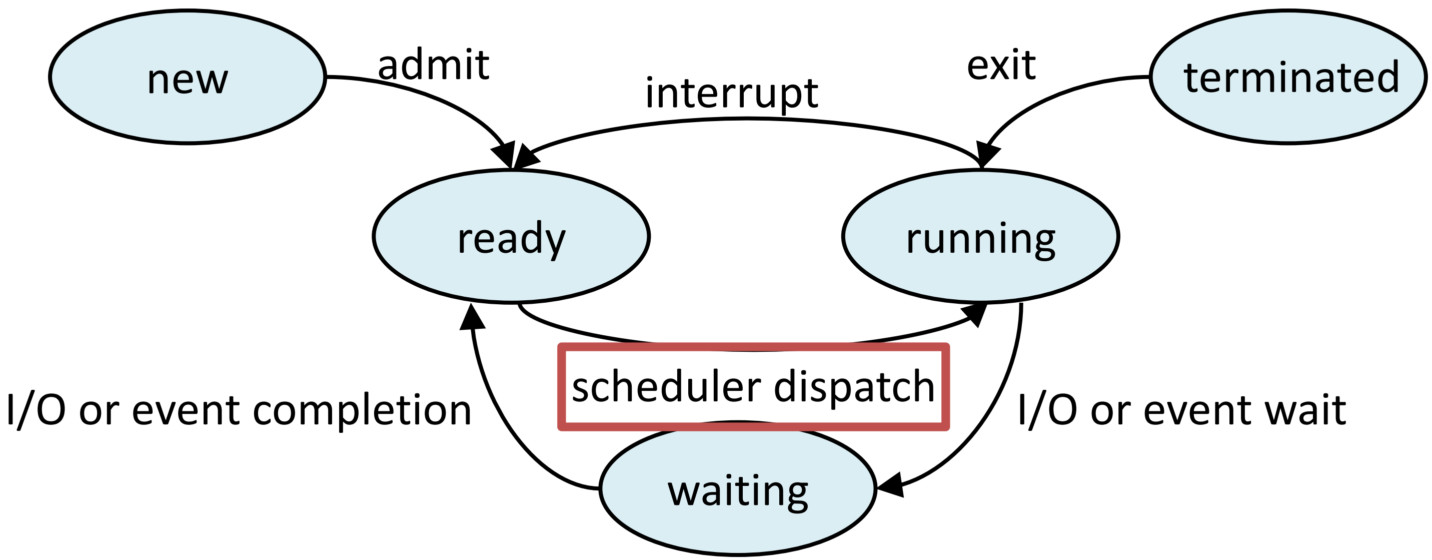
Outline

- Introduction to CPU scheduling
  - What is CPU scheduling
  - Why we need CPU scheduling
  - When scheduling happens
- Scheduling policies
  - FCFS, SJF, RR, Priority
  - Scheduling on multiple CPUs

What is CPU scheduling?

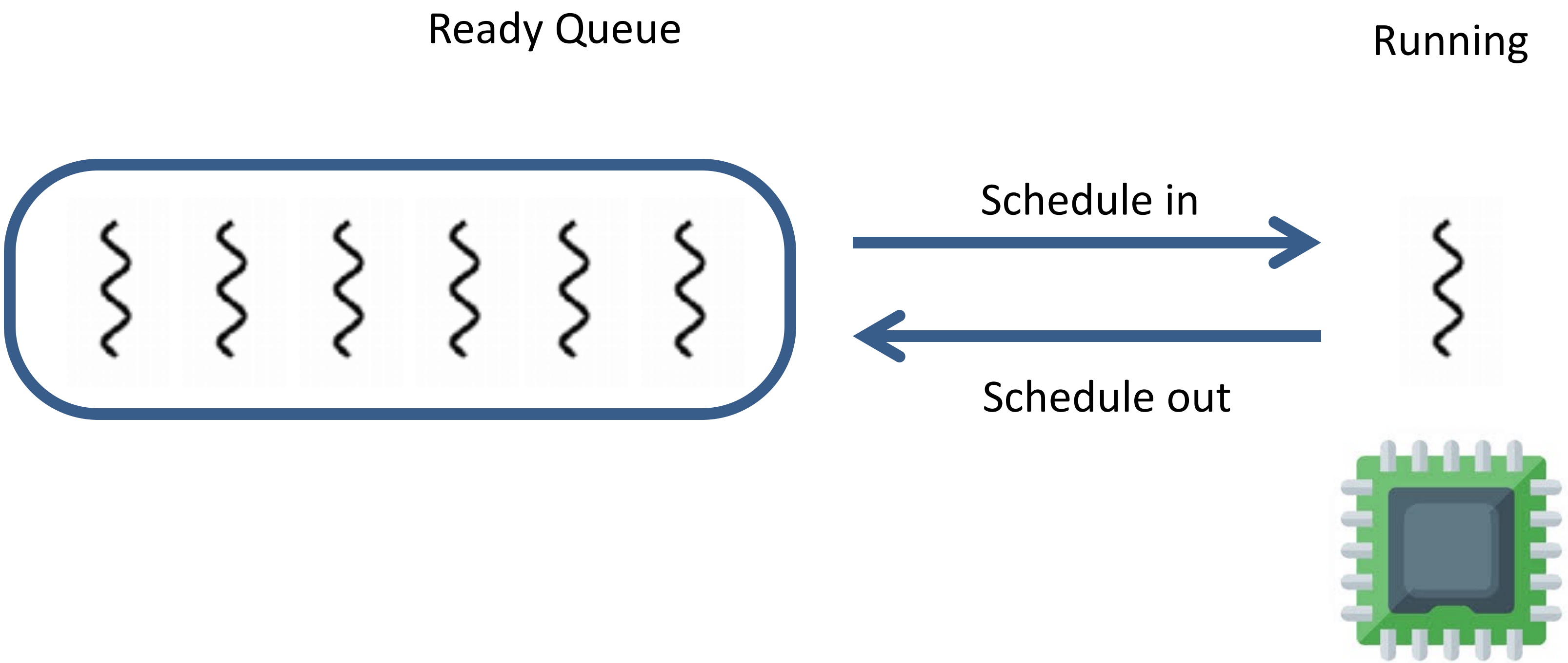
- The five-state process model



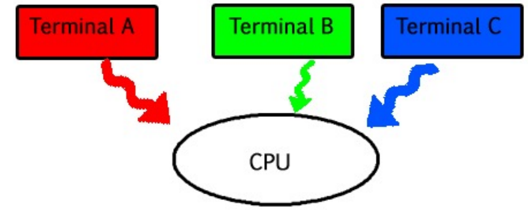
CPU scheduling

Selects from among the processes/threads that are ready to execute, and allocates the CPU to it

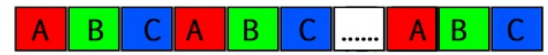
What is CPU scheduling?

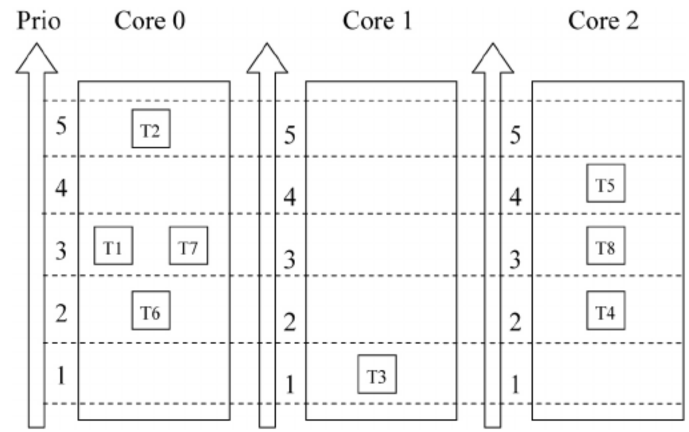


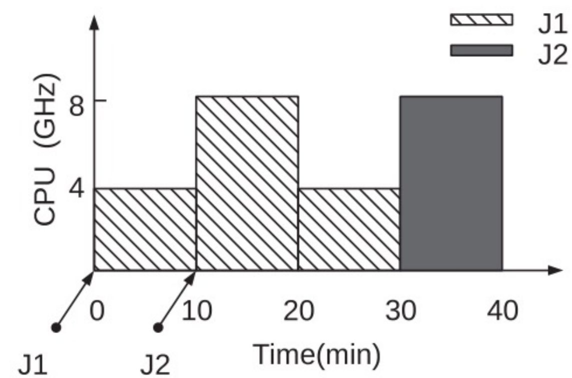
Why CPU scheduling?



- In support of multiprogramming
  - uniprocessor systems
    - Time-sharing processor
  - multiprocessor systems
    - Efficiently distributing tasks
  - Real-time systems
    - Reliably guaranteeing deadlines





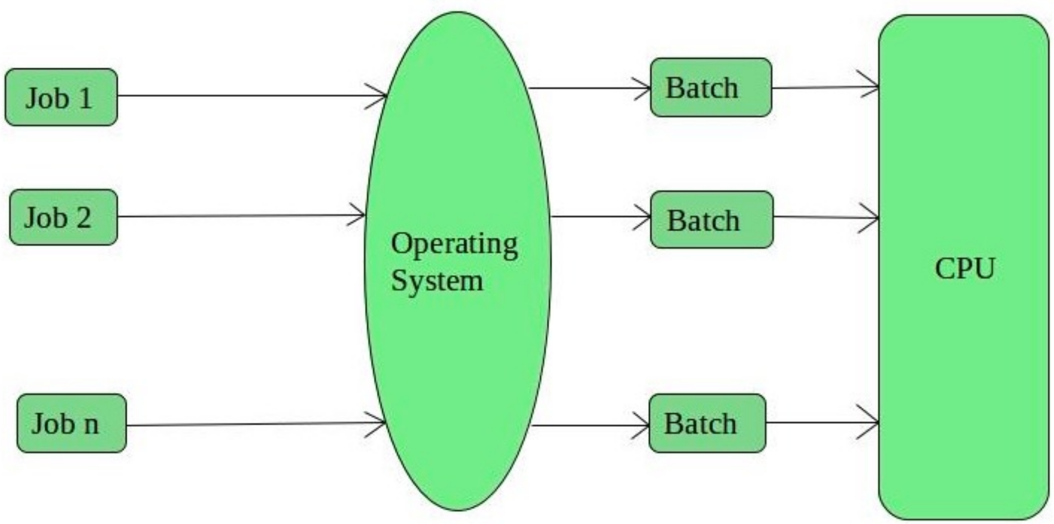


Why CPU scheduling? – Different Goals

- All systems
  - Fairness - giving each process a fair share of the CPU
  - Policy enforcement - seeing that stated policy is carried out
  - Balance - keeping all parts of the system busy

Why CPU scheduling? – Different Goals

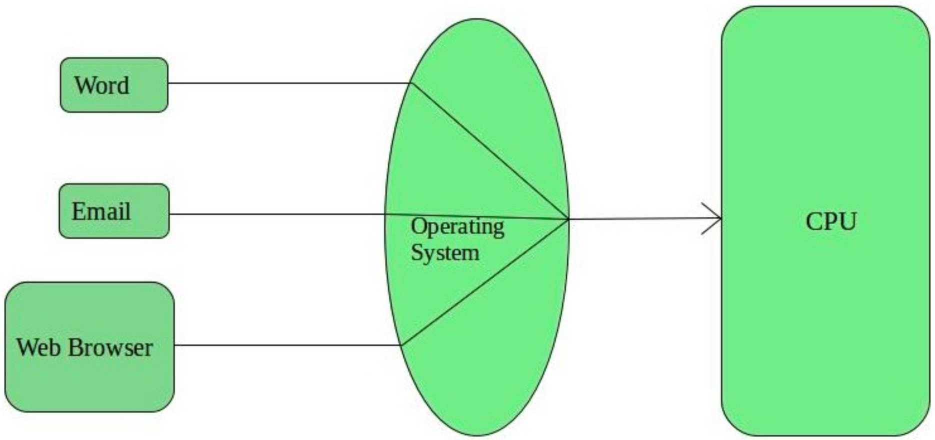
- Batch systems
  - Throughput - maximize jobs per hour
  - Turnaround time - minimize time between submission and termination
  - CPU utilization - keep the CPU busy all the time



National lab:
Scientific research
Energy, nuclear, climate, …

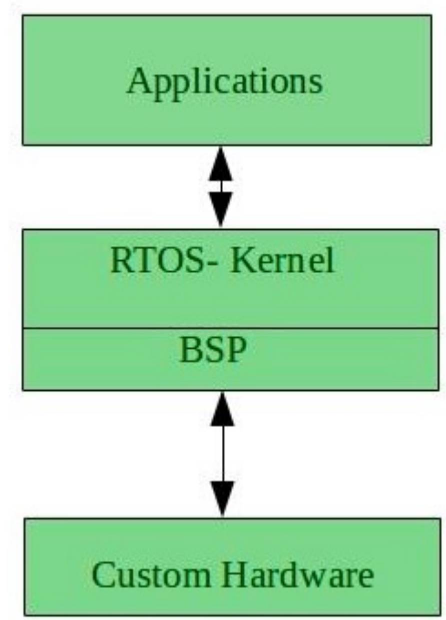
Why CPU scheduling? – Different Goals

- Interactive systems
  - Response time - respond to requests quickly
  - Proportionality - meet users' expectations



Why CPU scheduling? – Different Goals

- Real-time systems
  - Meeting deadlines - avoid losing data
  - Predictability - avoid quality degradation in multimedia systems



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  - Response time - respond to requests quickly
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  - Meeting deadlines - avoid losing data
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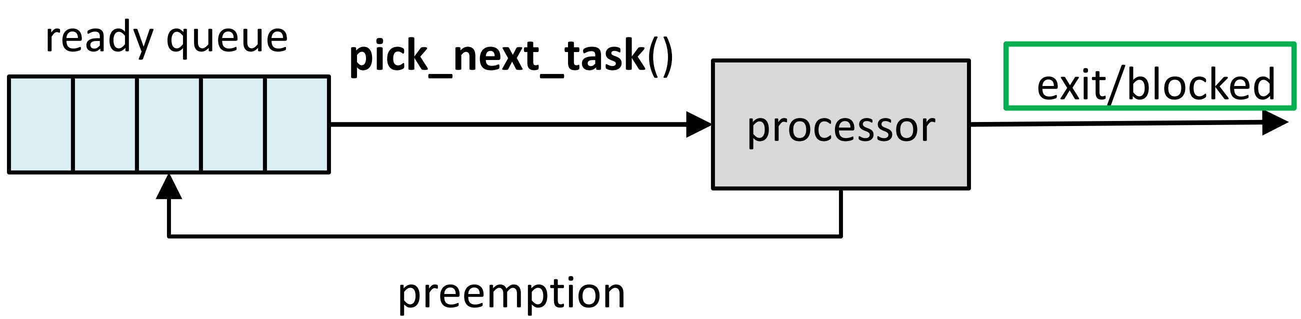
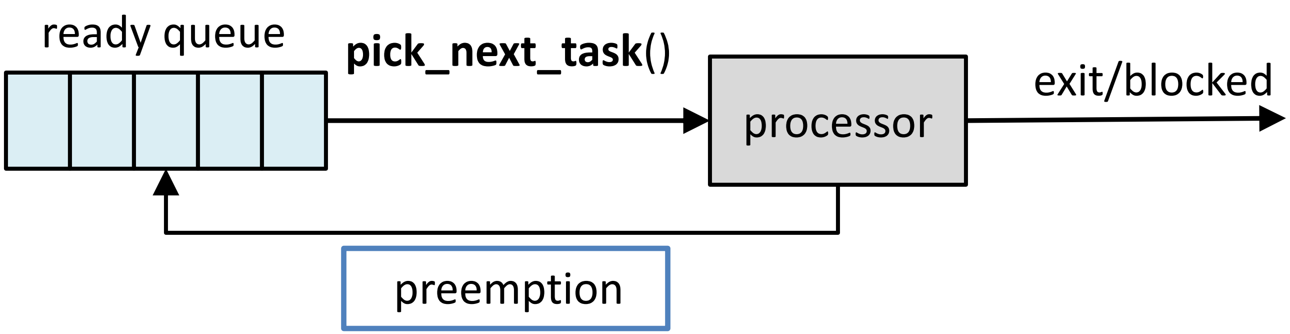
When scheduling happens?

- Non-preemptive
  - Scheduling only when current process terminates or gives up control



When scheduling happens?

- Preemptive
  - Processes can be forced to give up control

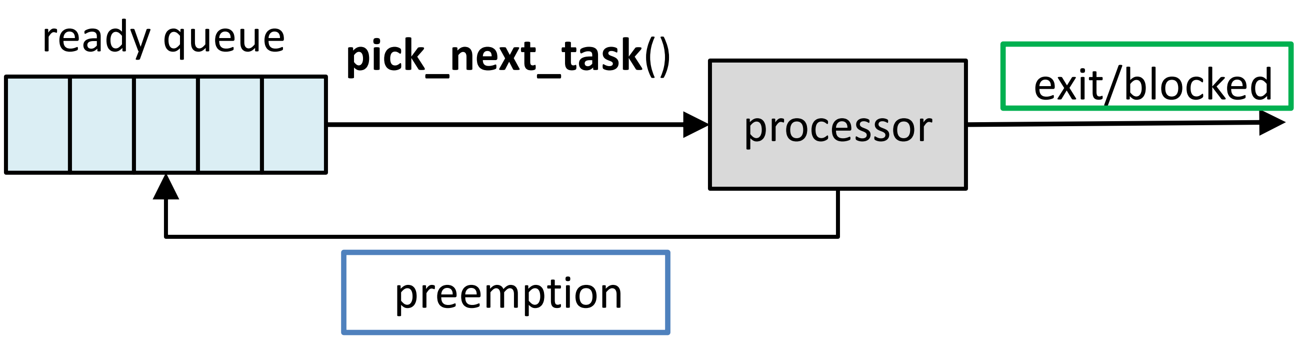


When scheduling happens?

- CPU scheduling may take place at
  - Clock interrupts
  - I/O interrupts
  - I/O completion
  - Termination

preemptive

non-preemptive



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Scheduling Policies

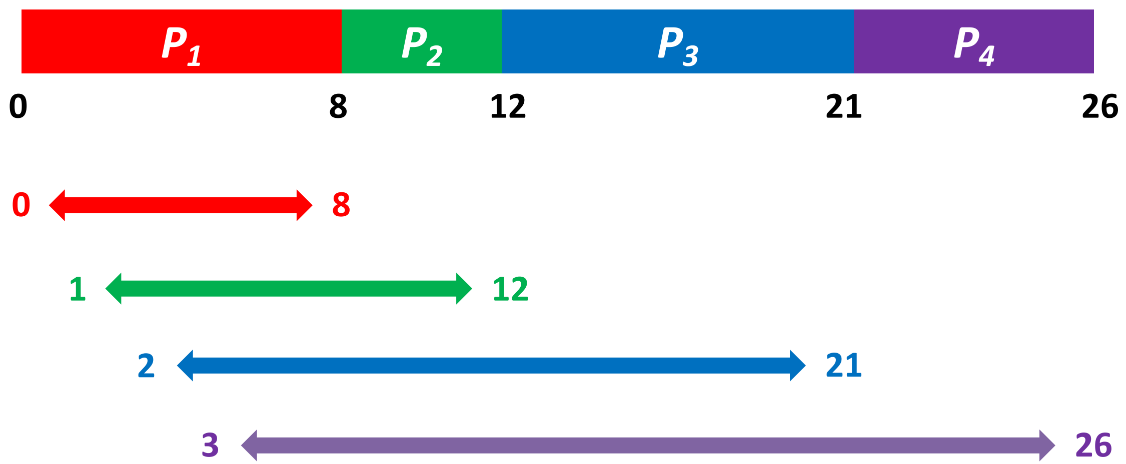
- Batch Systems
  - First-Come First-Serve (FCFS)
  - Shortest Job First
  - Shortest Remaining Time Next
- Interactive Systems
  - Round-Robin
  - Priority Scheduling
  - Multiple Queues
  - Shortest Process Next
  - Guaranteed Scheduling
  - Lottery Scheduling
- Real-time Systems
  - Rate Monotonic Scheduling
  - Earliest Deadline First Scheduling

Not exist best scheduling.
It depends on your goals.

Determine the next
ready task to run

Turnaround time = End time – Arrival time

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5



Response time = Start time – Arrival time

Process	Arrival Time	Burst Time
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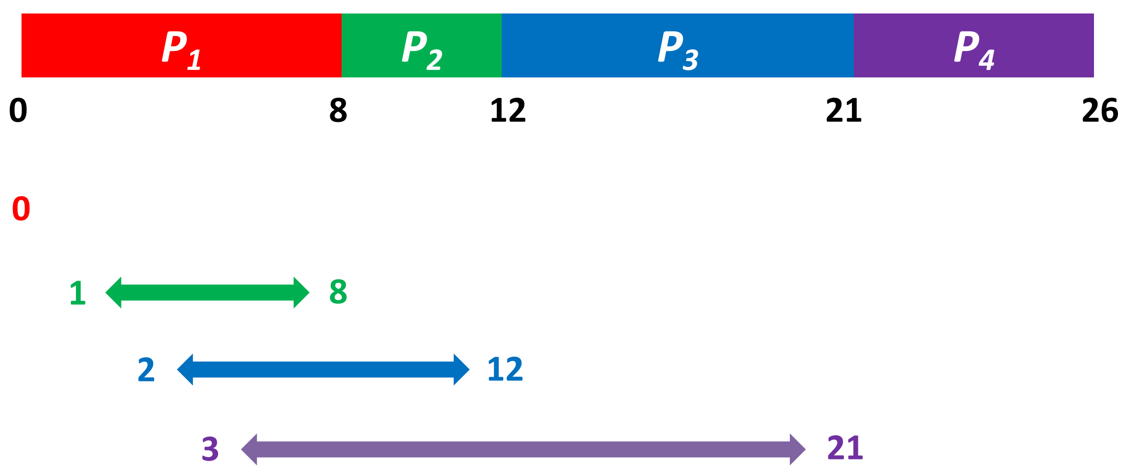

Calculate the Turnaround time and Response time for scheduling

- Step 1: draw the timeline based on the scheduling policy

- Step 2: calculate turnaround time and response time for each task

First-Come, First-Serve (FCFS)

Turnaround time = End time – Arrival time
Response time = Start time – Arrival time

- CPU schedules the task that arrived earliest, non-preemptive

Process	Arrival Time	Burst Time
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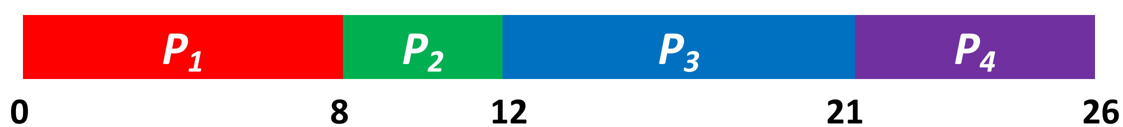

Average turnaround time = ?

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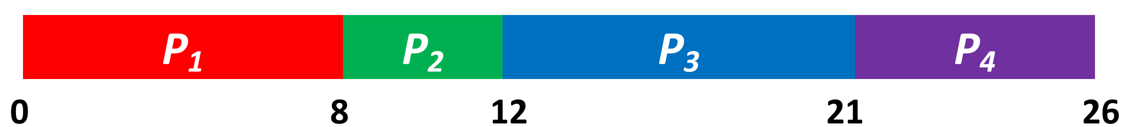

Average turnaround time = ((8-0)+(12-1)+(21-2)+(26-3)) / 4 = 15.25

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Process	Arrival Time	Burst Time
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P_2	1	4
P_3	2	9
P_4	3	5

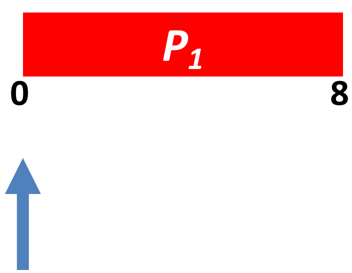
Average response time = (0+(8-1)+(12-2)+(21-3)) /4 = 8.75

Shortest Job First (SJF)

- CPU schedules the task with the shortest remaining time

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

non-preemptive



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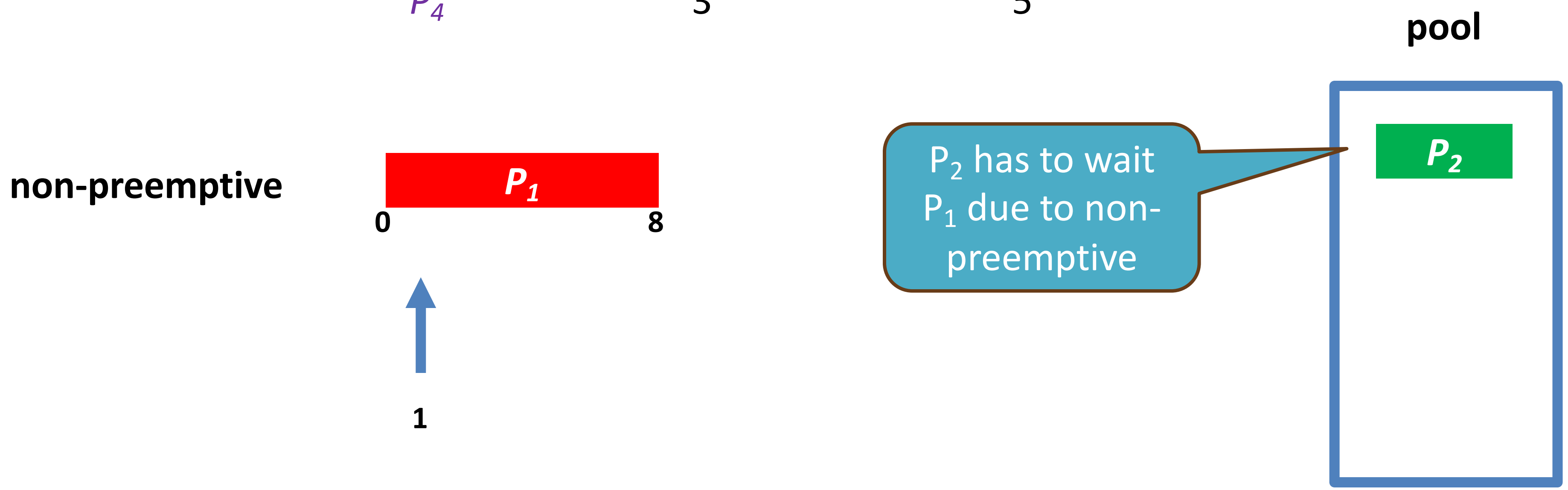

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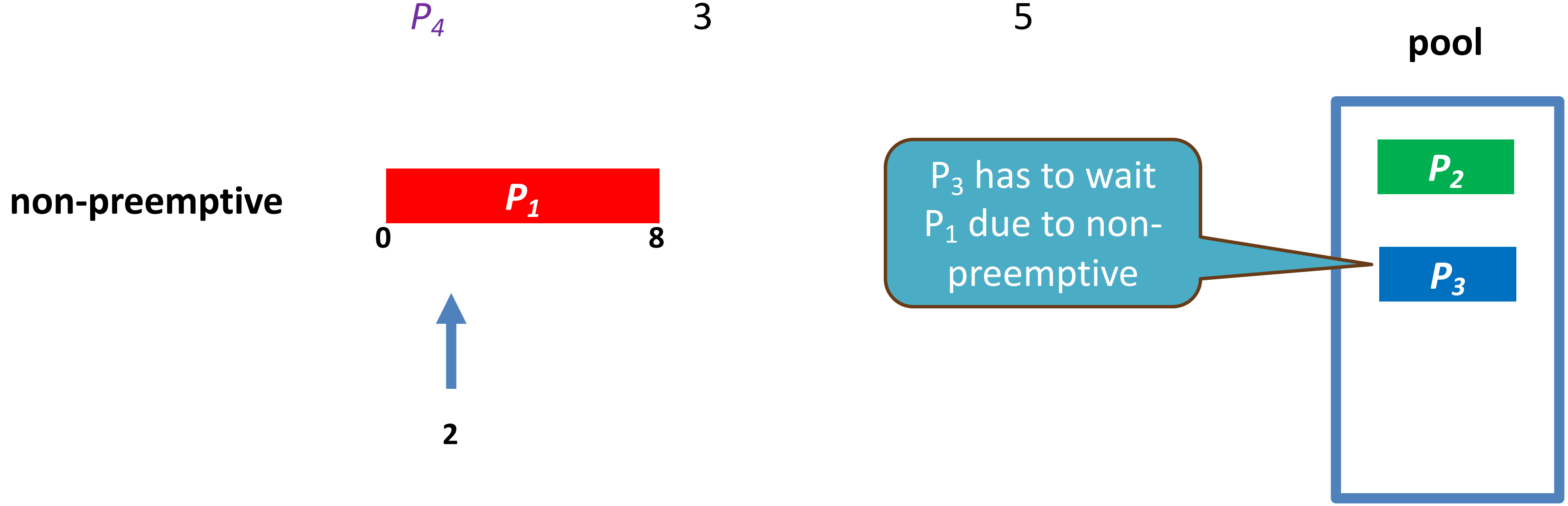

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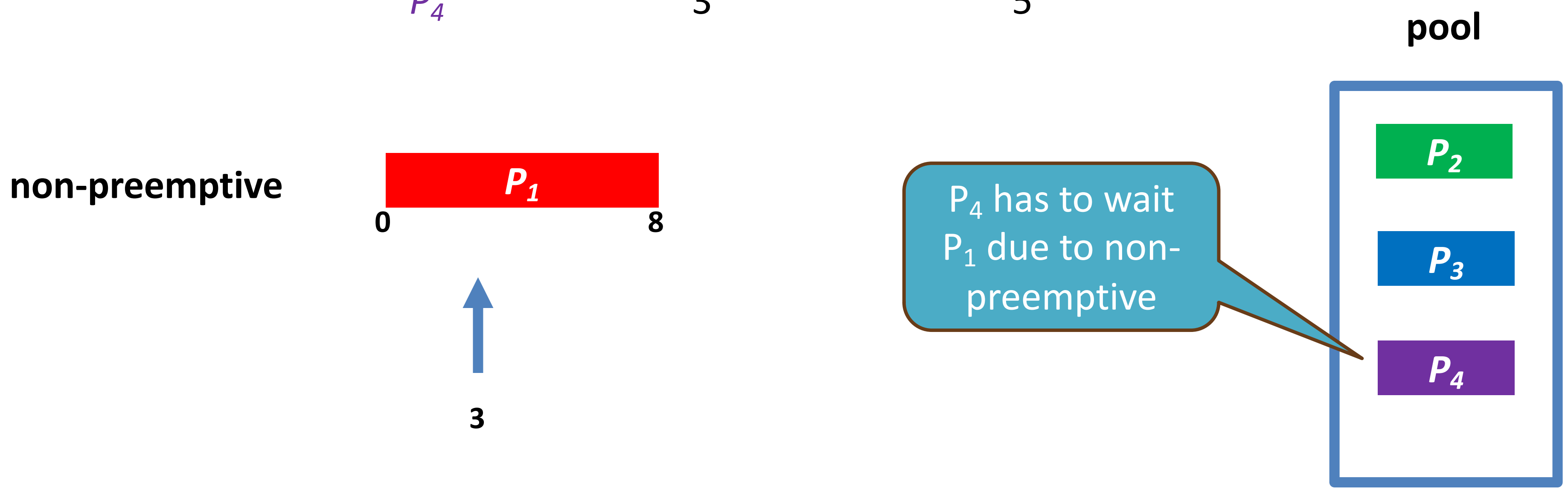

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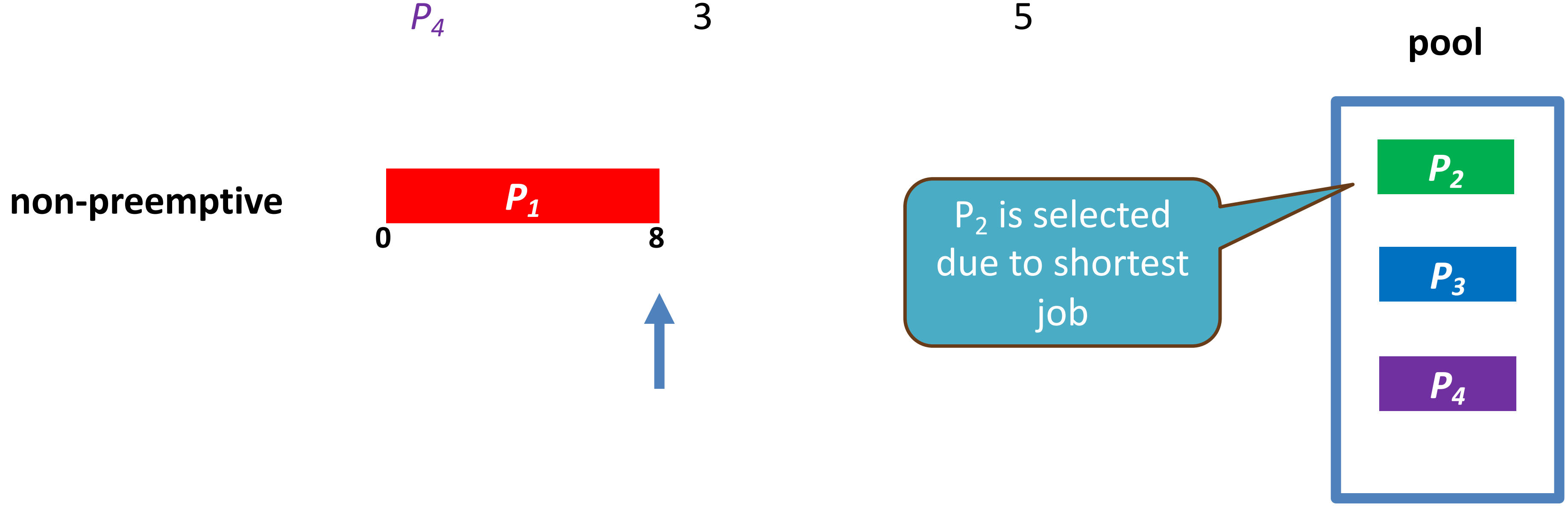

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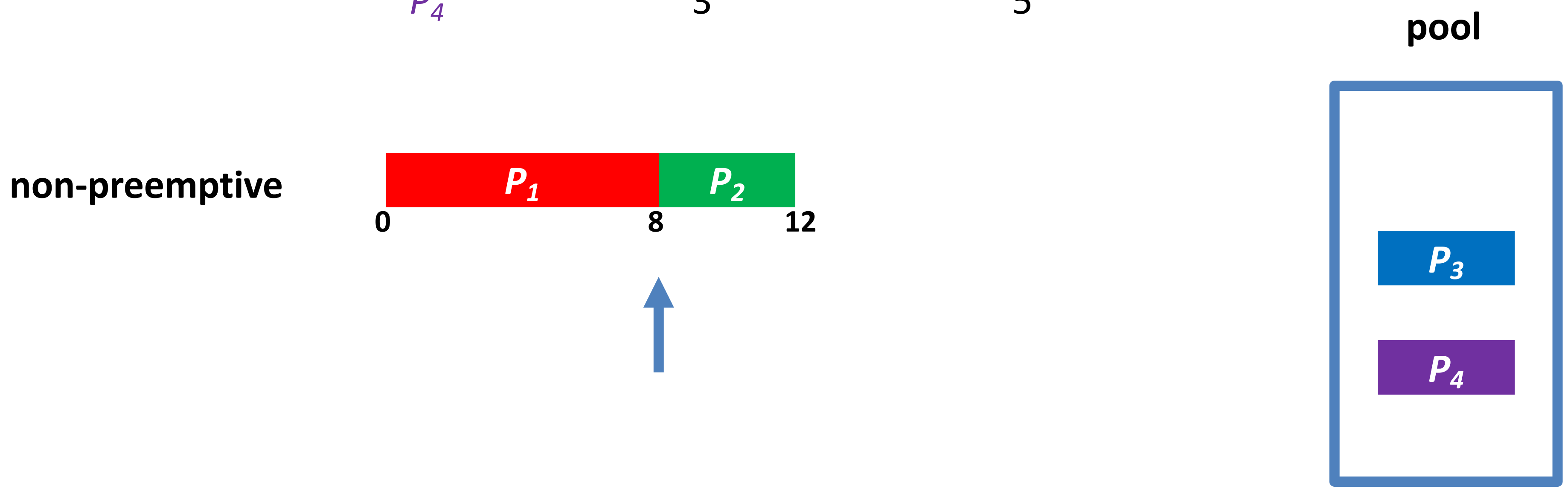

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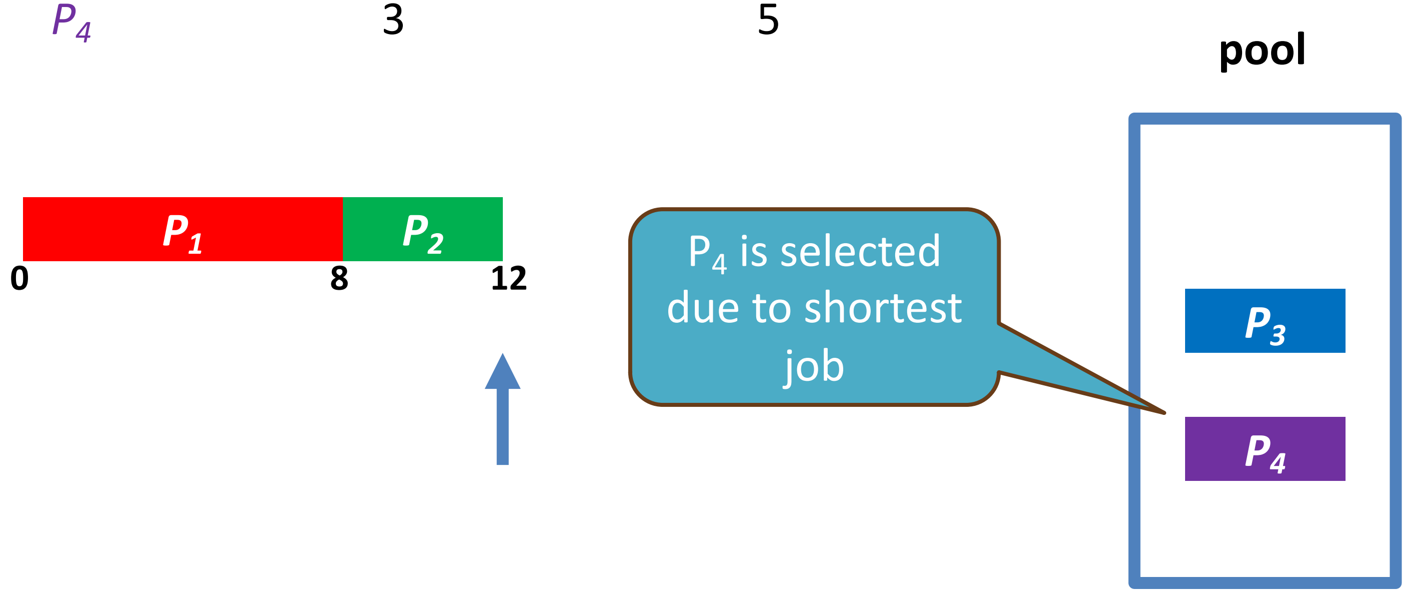
non-preemptive



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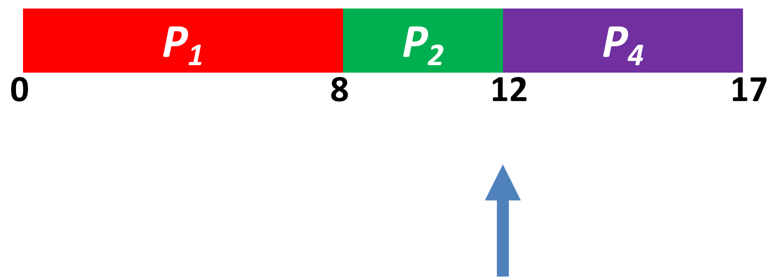
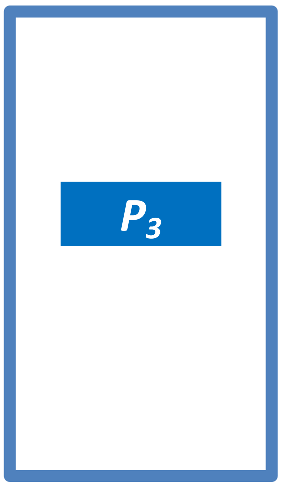
pool

non-preemptive





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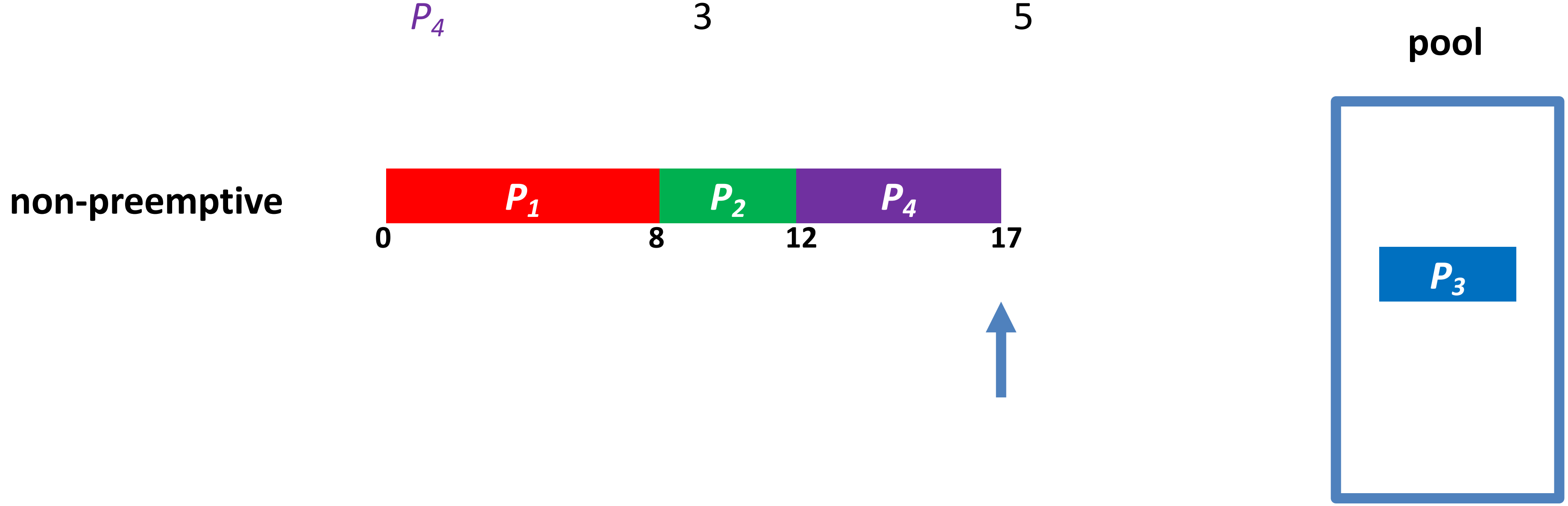

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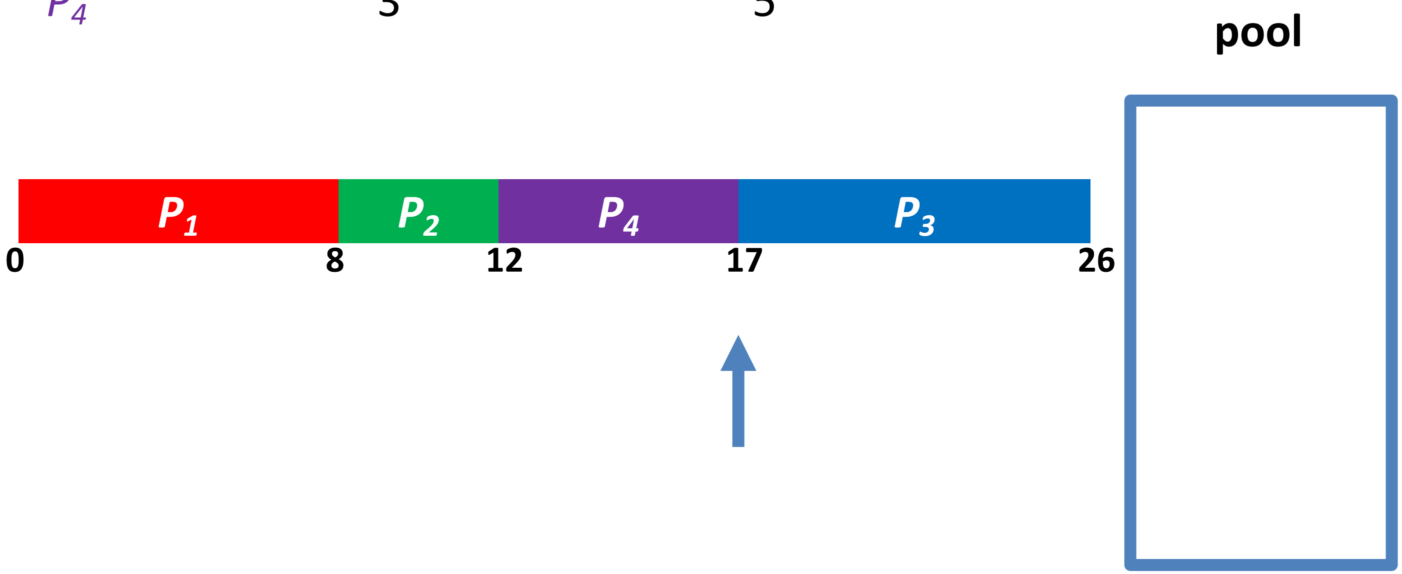

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non-preemptive

Average turnaround time = ?

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non-preemptive

Average turnaround time = ((8-0)+(12-1)+(26-2)+(17-3)) / 4 = 14.25

Shortest Job First (SJF)

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non-preemptive

Average response time = ?

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Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

non-preemptive

Average response time = (0+(8-1)+(17-2)+(12-3)) /4 = 7.75

Shortest Job First (SJF) with preemption

- CPU schedules the task with the shortest remaining time

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P_1	0	8
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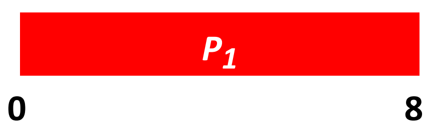
pool

preemptive



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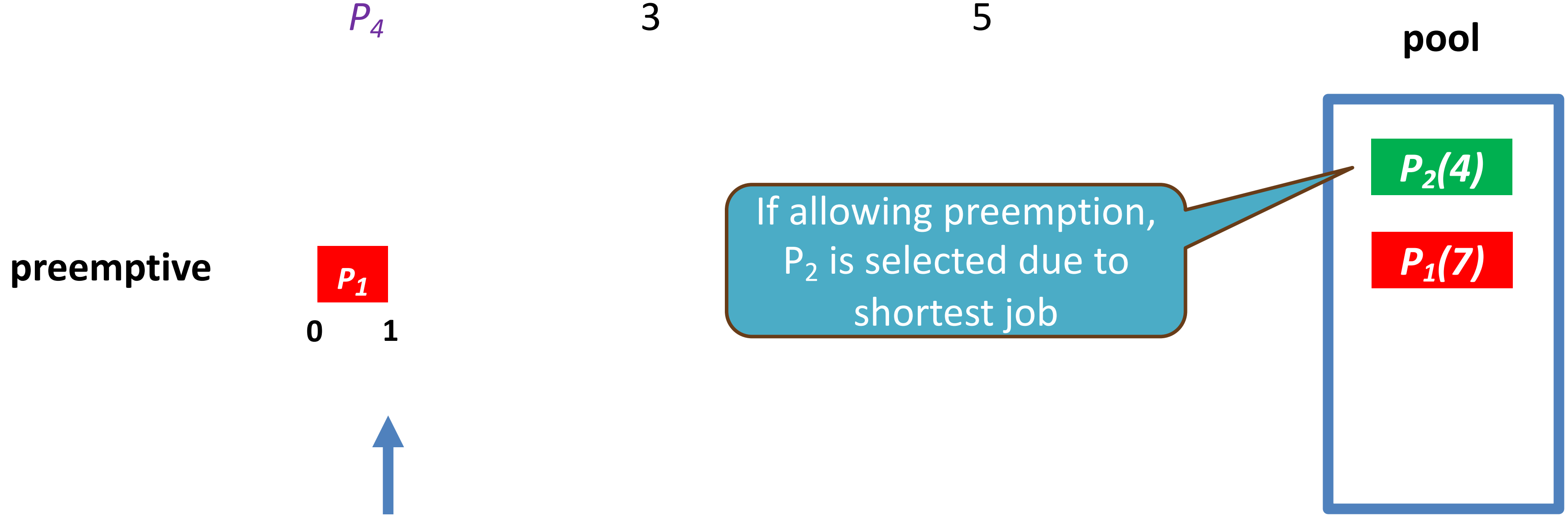

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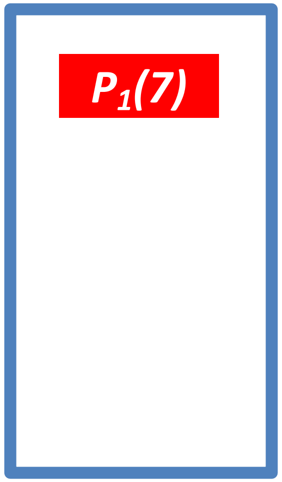
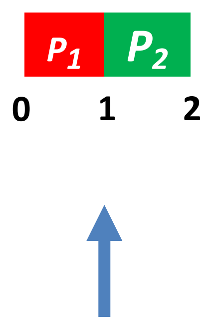


preemptive



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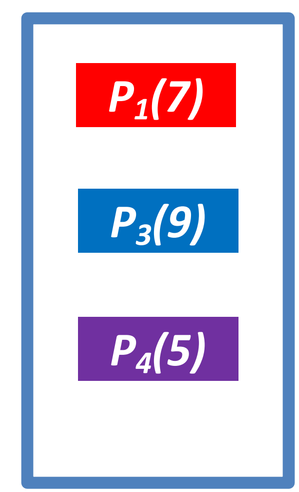

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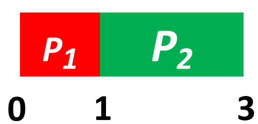

P2 remain =2

Shortest Job First (SJF) with preemption

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P_1	0	8
P_2	1	4
P_3	2	9
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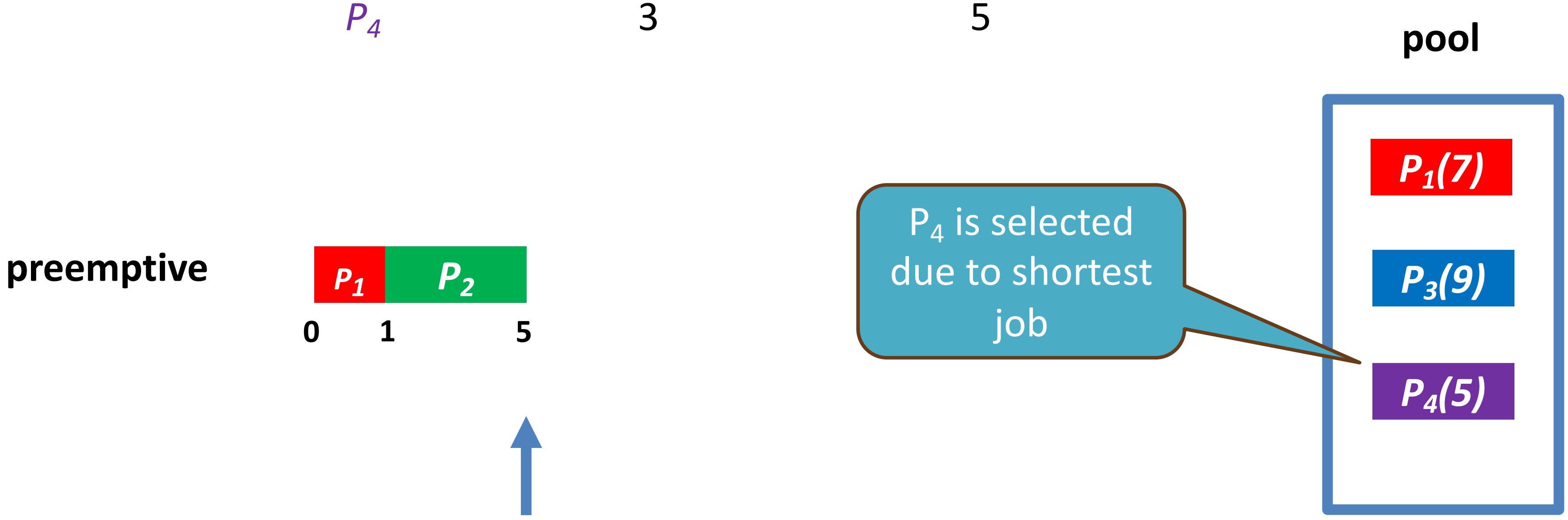

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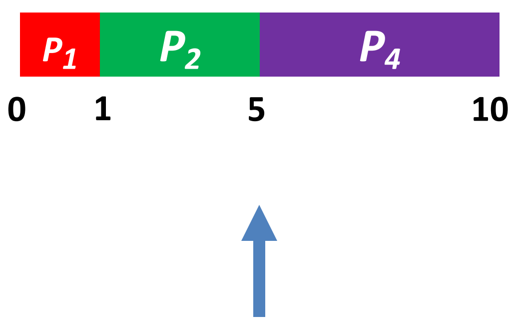
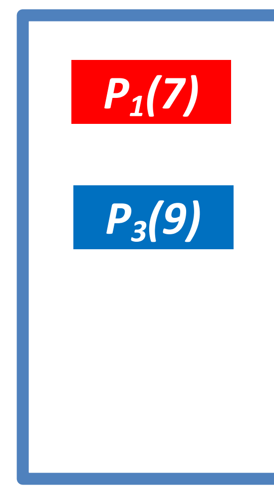


pool



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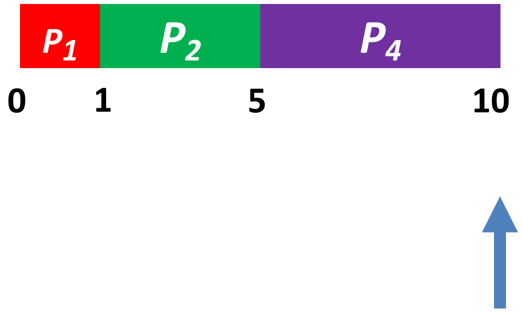

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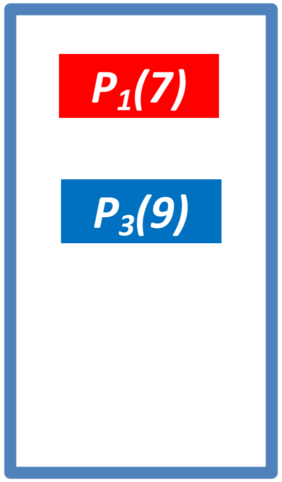

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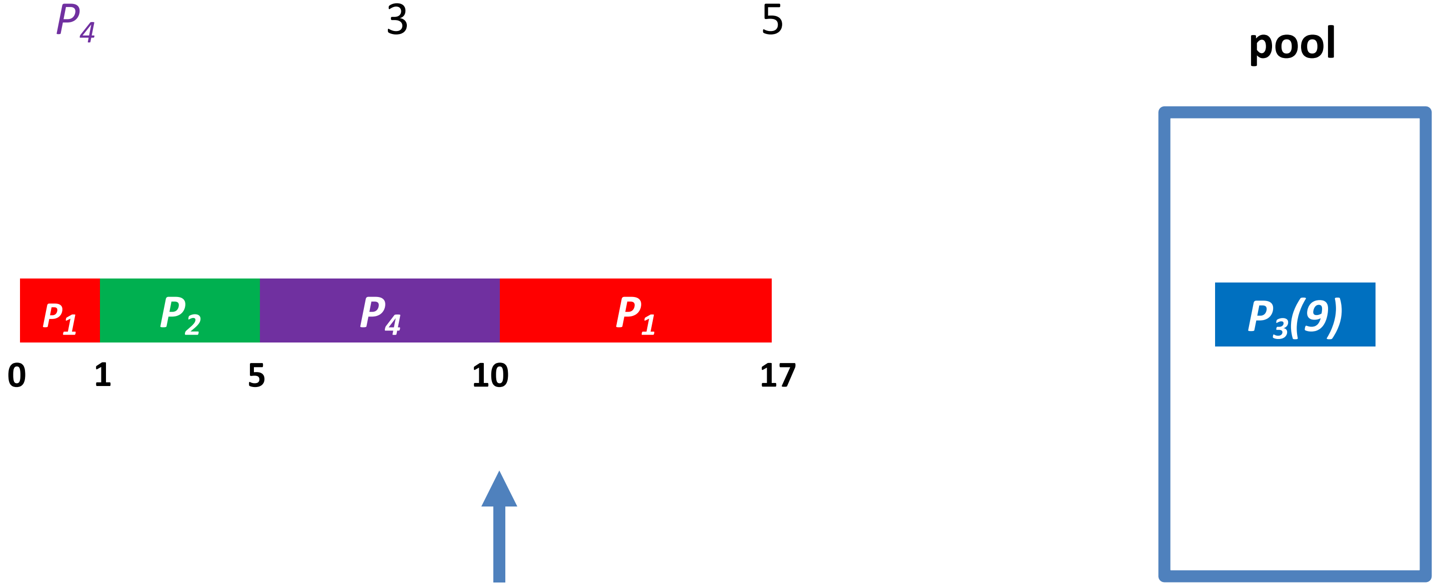

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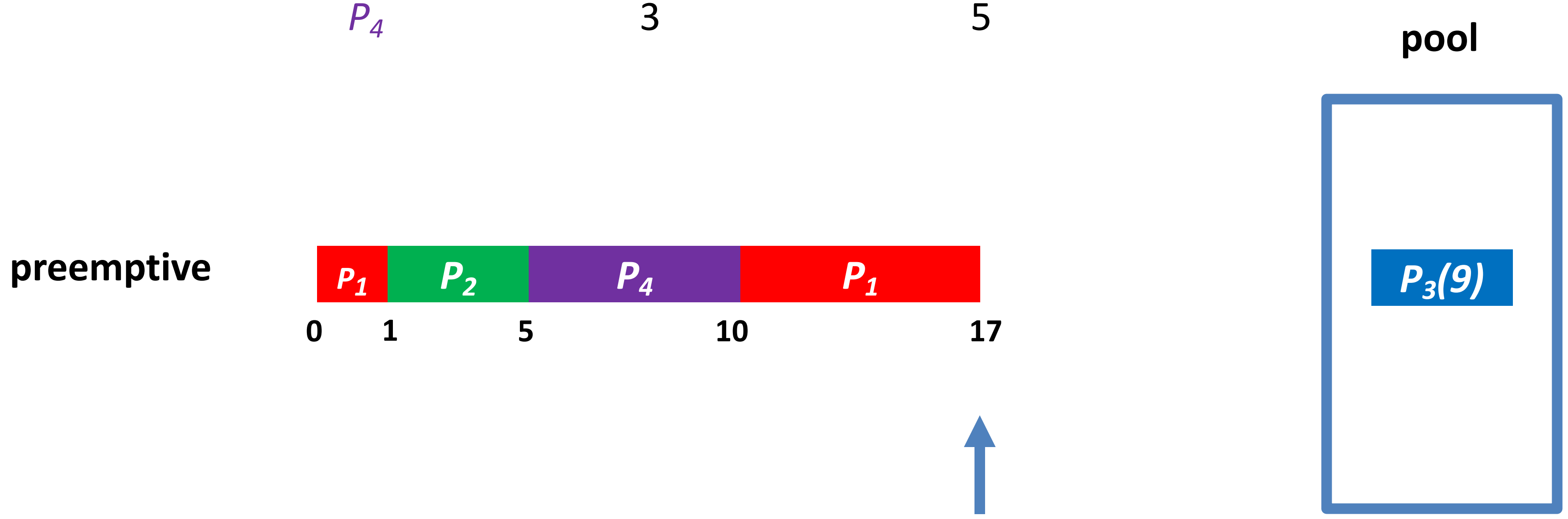

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preemptive

Average turnaround time = ?

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Turnaround time = End time – Arrival time
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preemptive

Average turnaround time = ((17-0)+(5-1)+(10-3)+(26-2)) / 4 = 13

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Turnaround time = End time – Arrival time
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preemptive

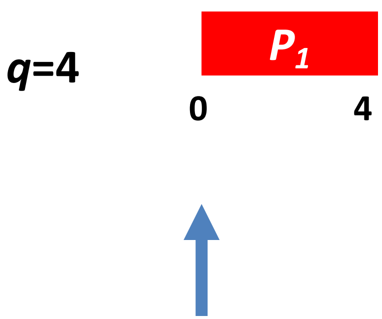
Average response time = (0+(1-1)+(5-3)+(17-2)) /4 = 4.25

Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

pool

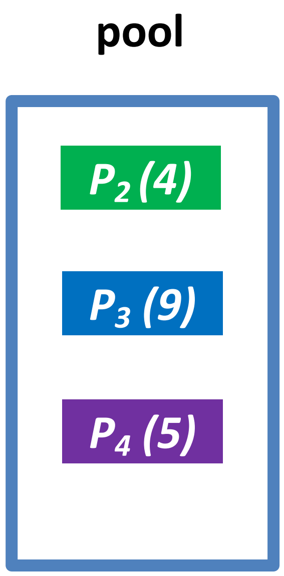
Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

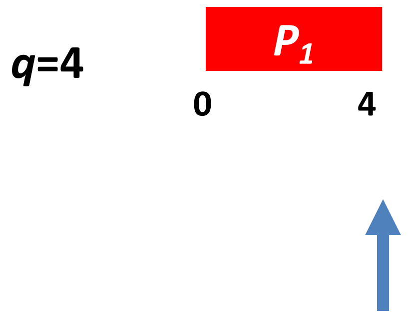


Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5



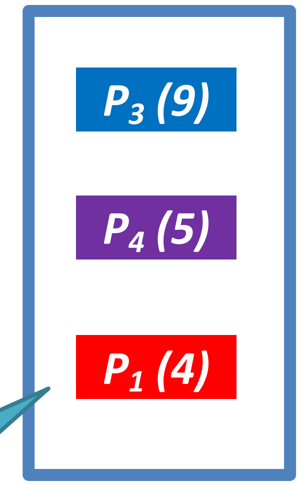


Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

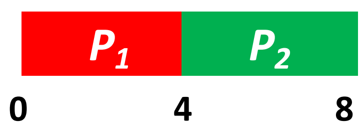
Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

pool



P1 is put at the end of queue after scheduled out

***q*=4**

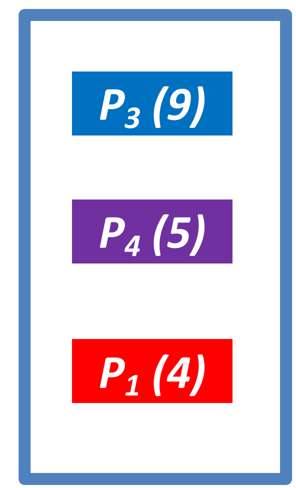


Round Robin (RR)

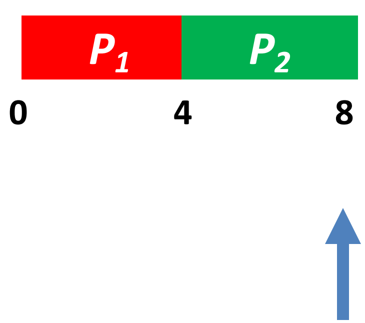
- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

pool



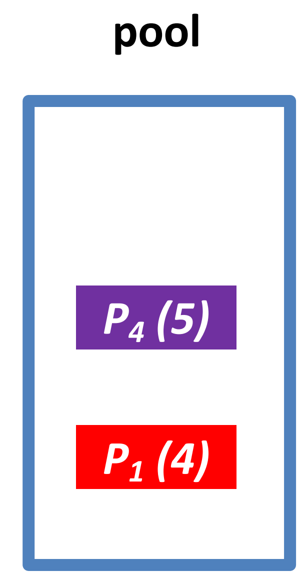
***q*=4**

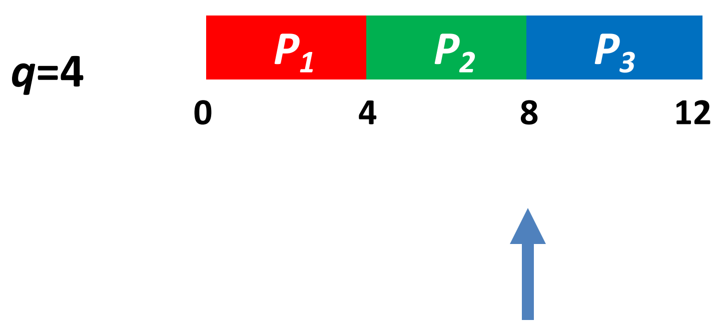


Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5



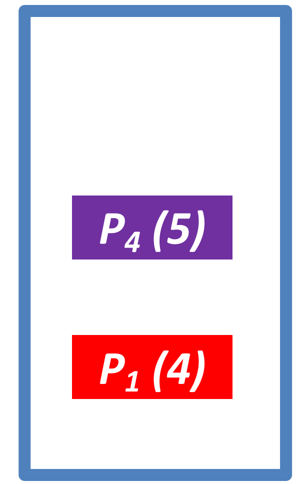


Round Robin (RR)

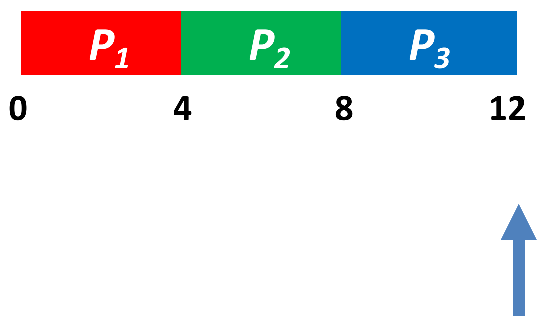
- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

pool



***q*=4**

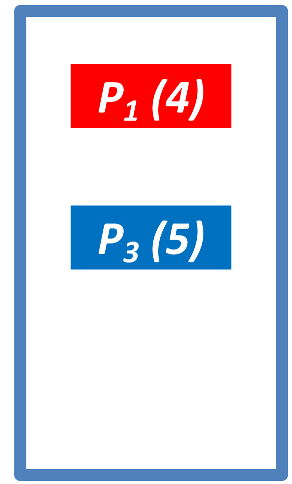


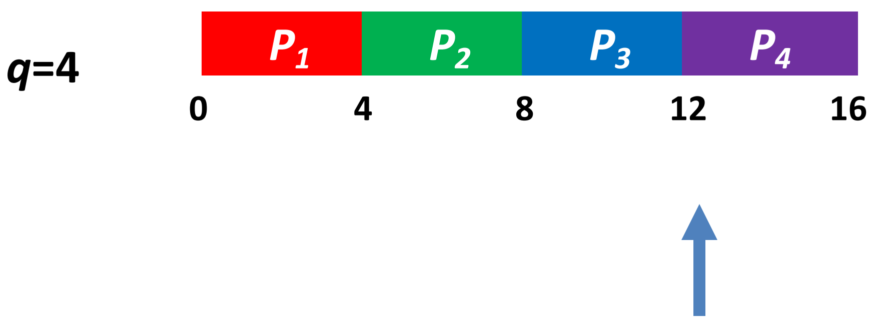
Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

pool

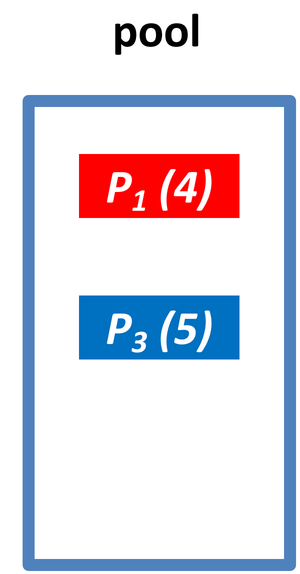


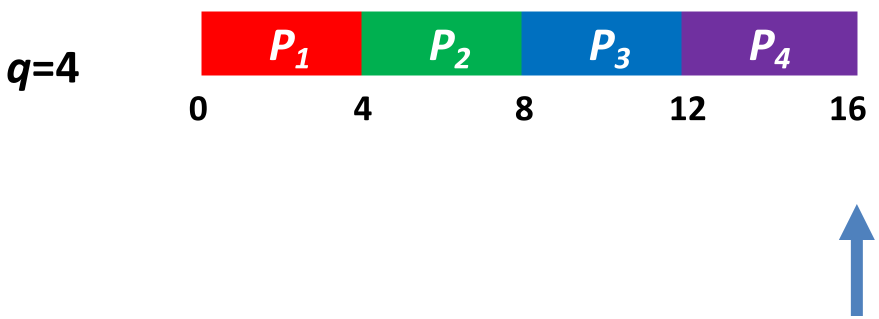


Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

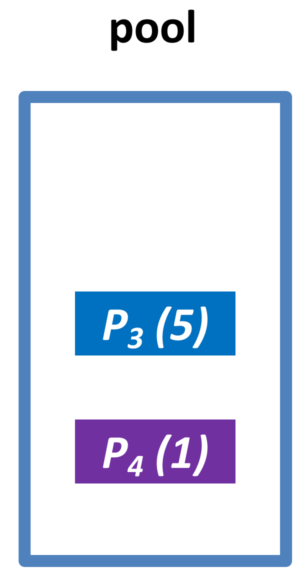


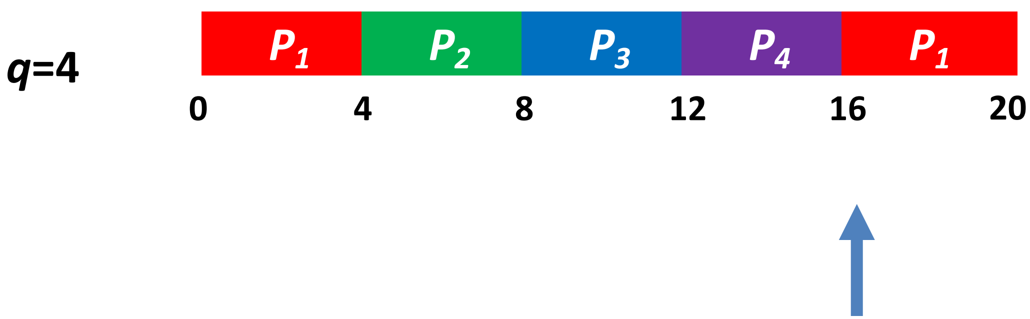


Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

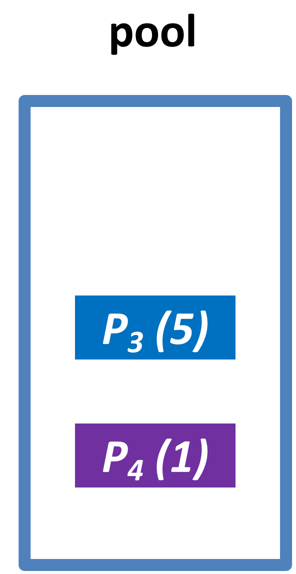


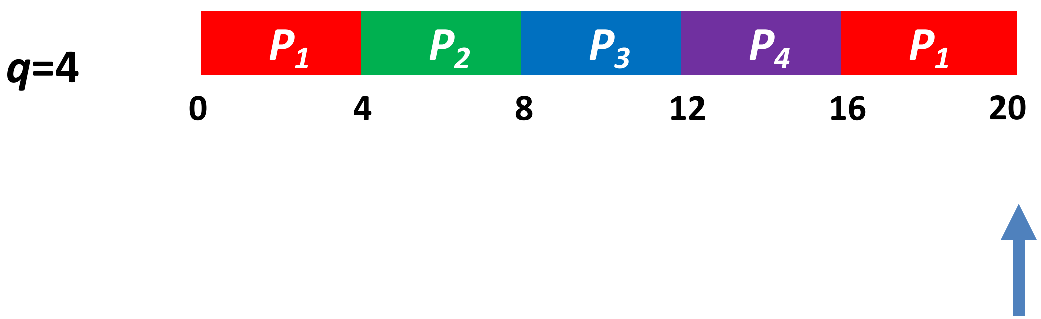


Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

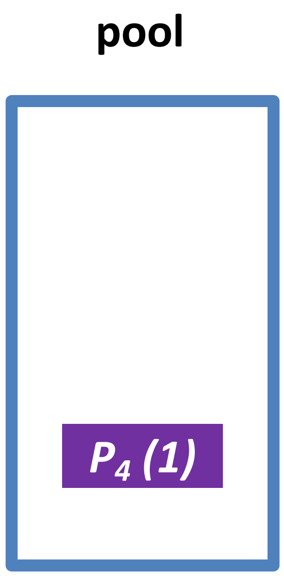


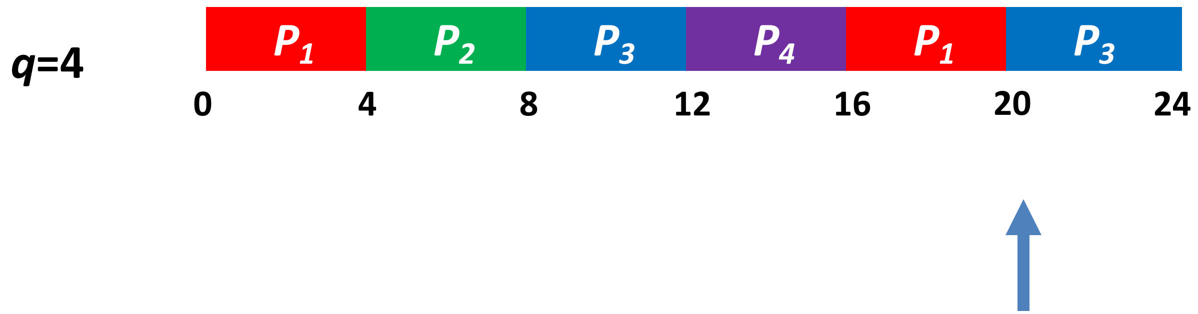


Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

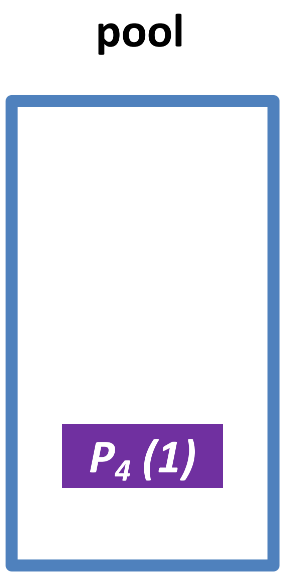


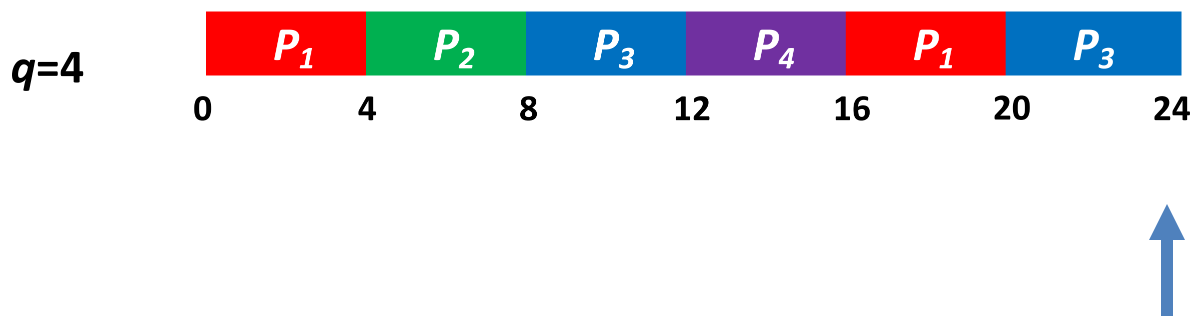


Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

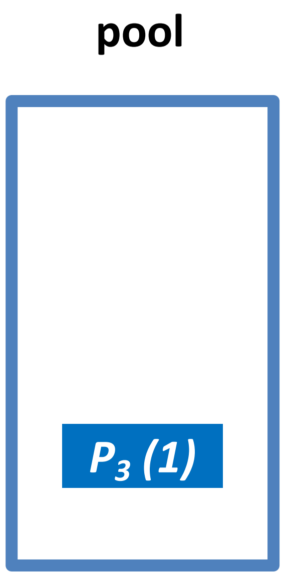


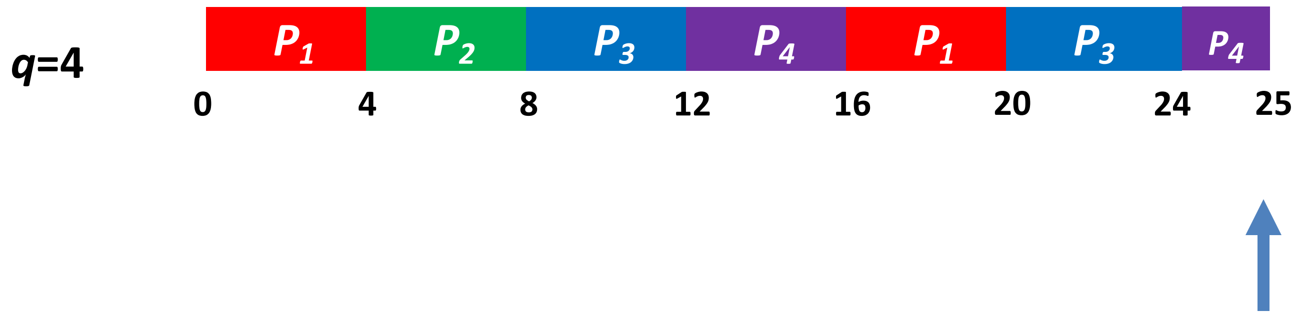


Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5





Round Robin (RR)

pool

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

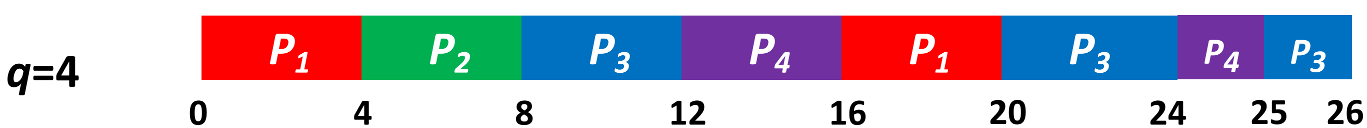
q=4

Round Robin (RR)

Turnaround time = End time – Arrival time
Response time = Start time – Arrival time

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5



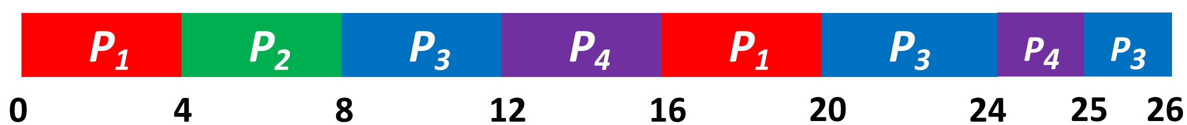
Average turnaround time = ?

Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

***q*=4**



Average turnaround time = ((20-0)+(8-1)+(26-2)+(25-3)) / 4 = 18.25

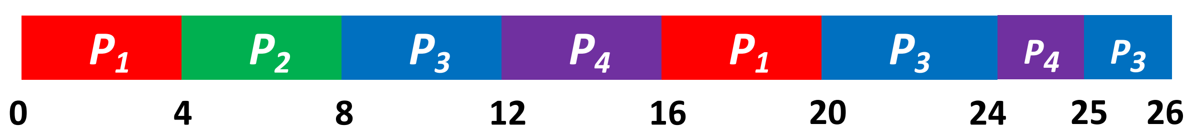
Round Robin (RR)

Turnaround time = End time – Arrival time
Response time = Start time – Arrival time

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

***q*=4**



Average response time = ?

Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

q=4

Average response time = (0+(4-1)+(8-2)+(12-3)) /4 = 4.5

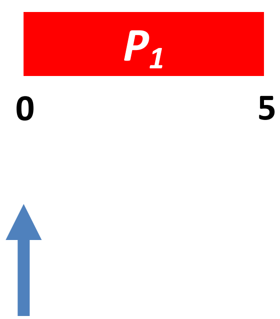
Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

pool

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

***q*=5**

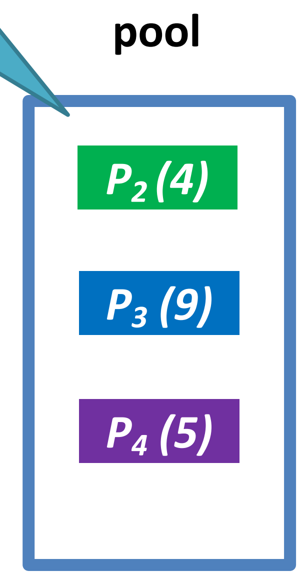


Round Robin (RR)

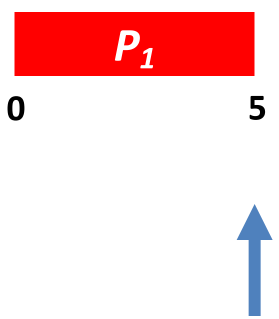
Select the task at the beginning

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5



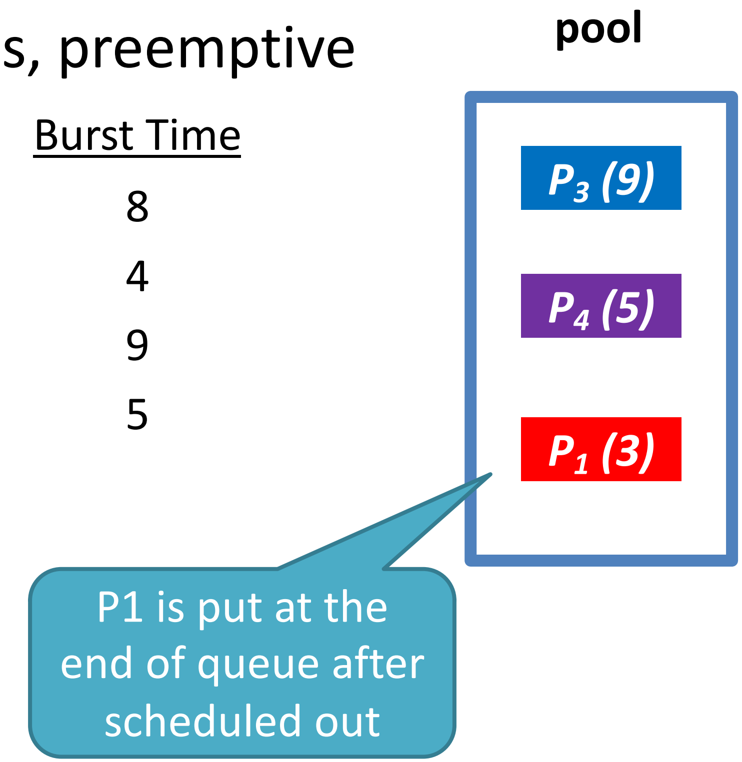
q=5



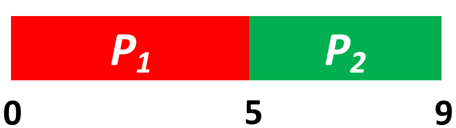
Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5



***q*=5**

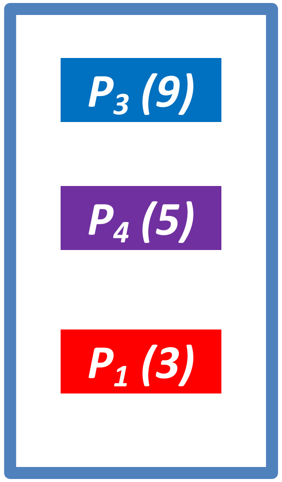


Round Robin (RR)

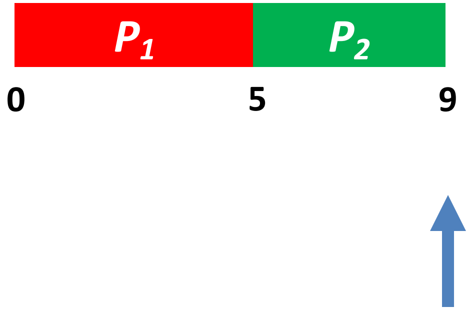
- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

pool



q=5

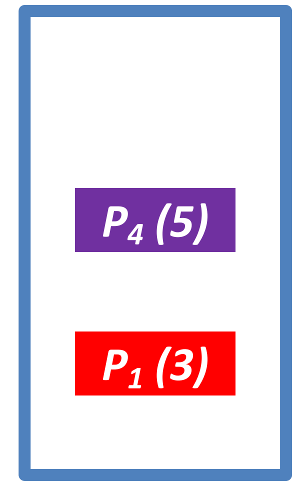


Round Robin (RR)

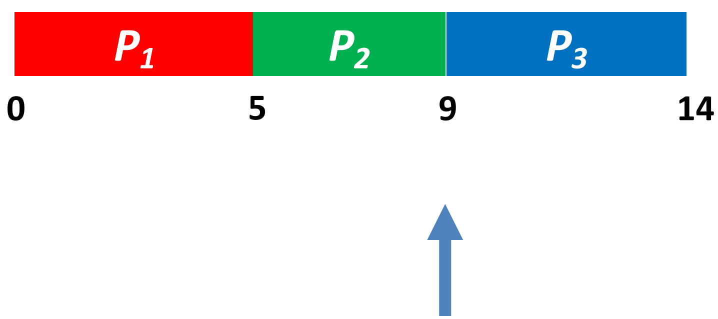
- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

pool



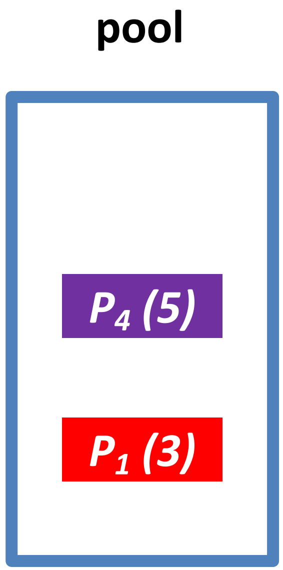
q=5

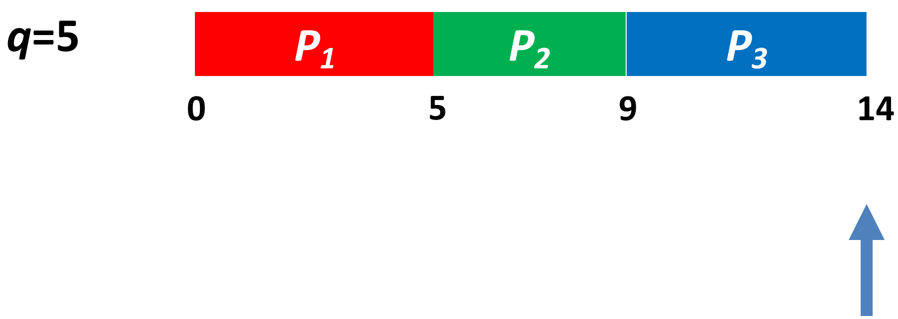


Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

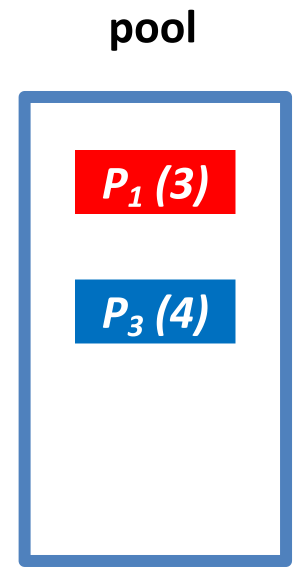




Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

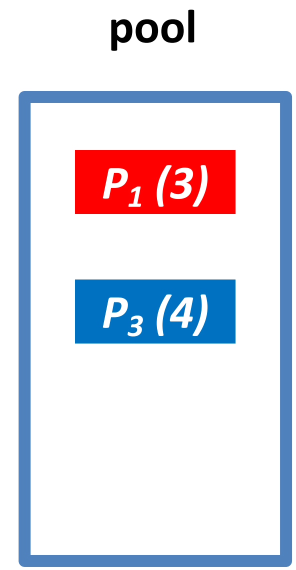
Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

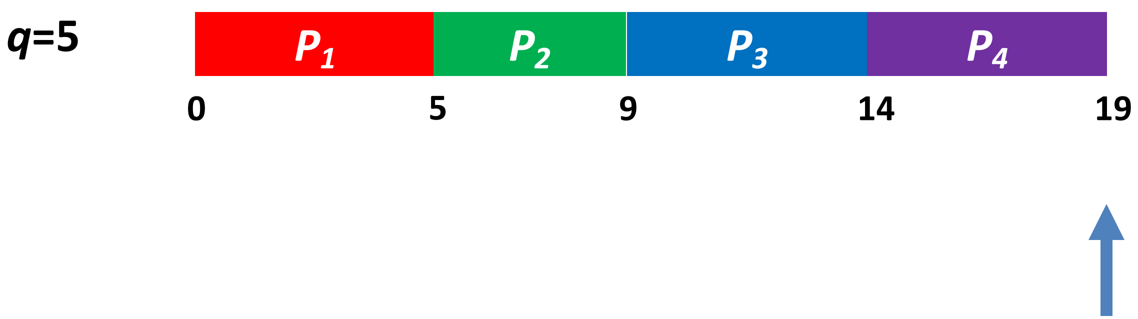


Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

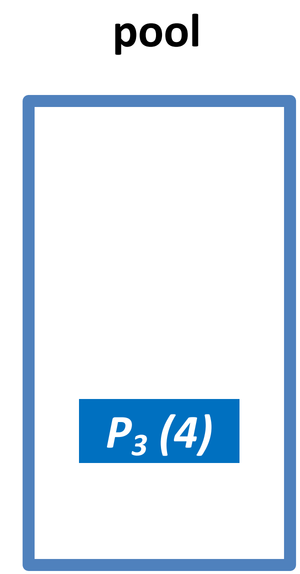


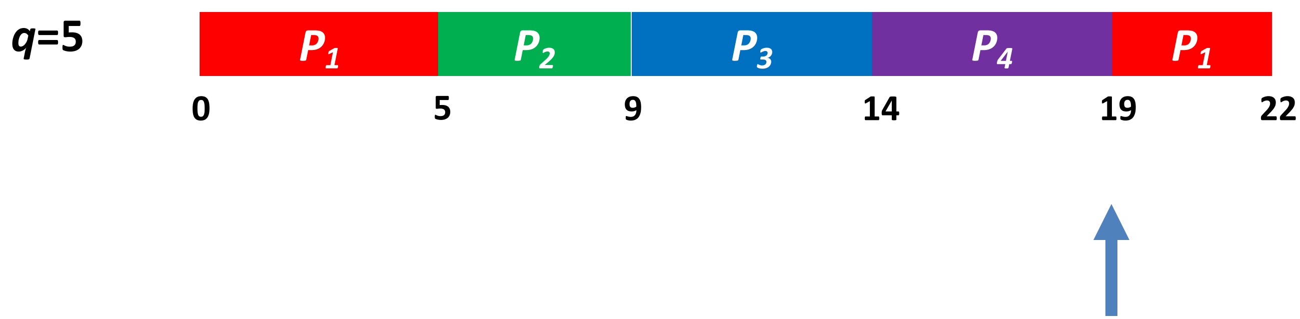


Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

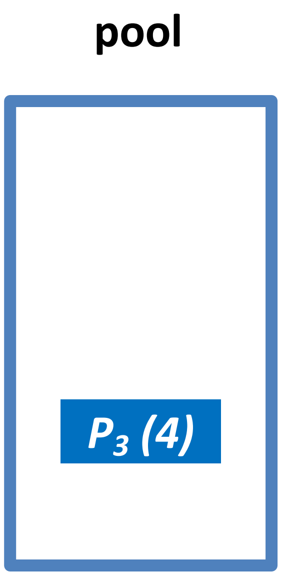




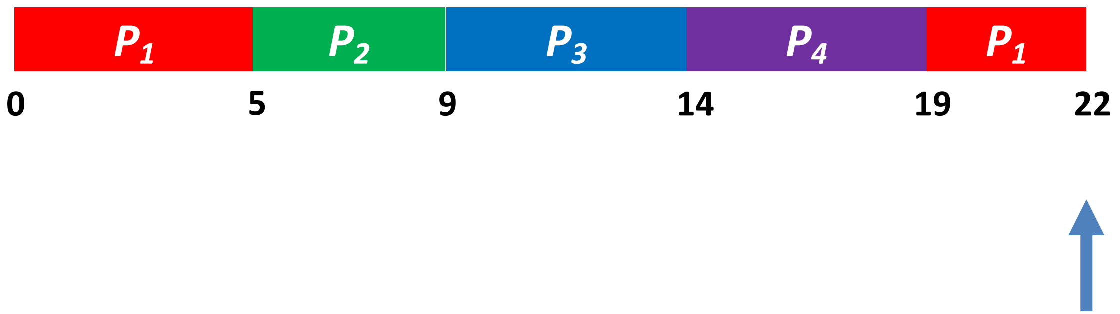
Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5



q=5

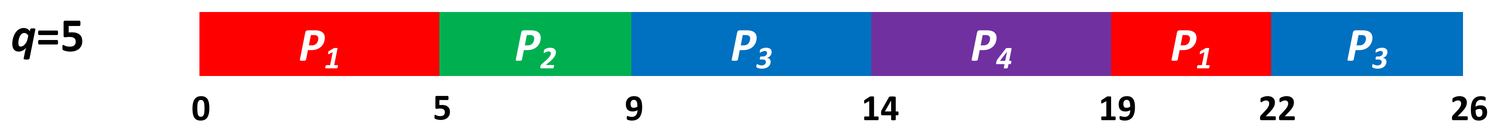


Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

pool



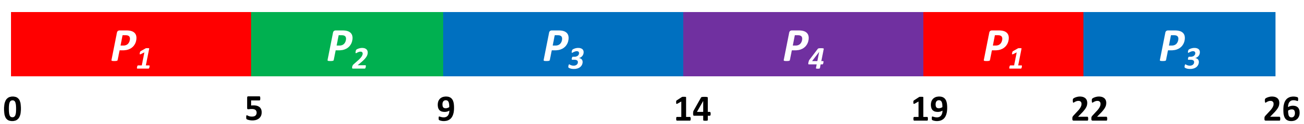
Round Robin (RR)

Turnaround time = End time – Arrival time
Response time = Start time – Arrival time

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

***q*=5**



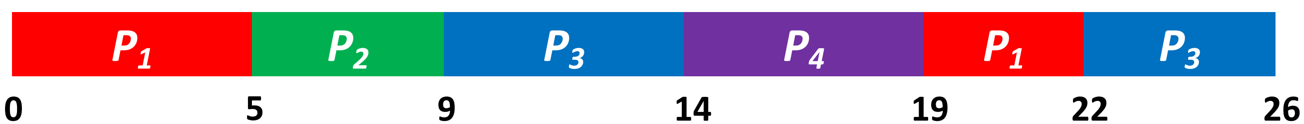
Average turnaround time = ?

Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

q=5



Average turnaround time = ((22-0)+(9-1)+(26-2)+(19-2)) / 4 = 17.5

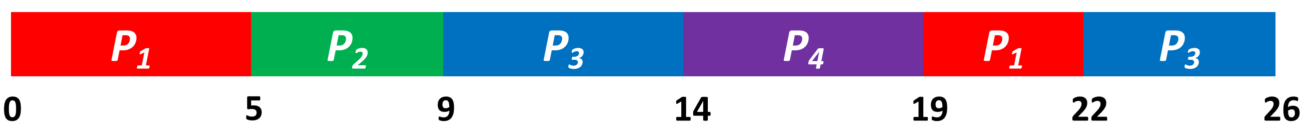
Round Robin (RR)

Turnaround time = End time – Arrival time
Response time = Start time – Arrival time

- Like FCFS, but with limited time slices, preemptive

Process	Arrival Time	Burst Time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

***q*=5**



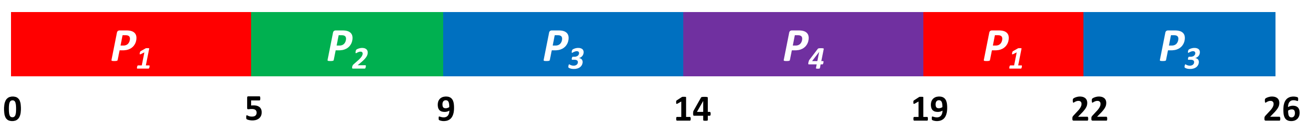
Average response time = ?

Round Robin (RR)

- Like FCFS, but with limited time slices, preemptive

<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

***q*=5**



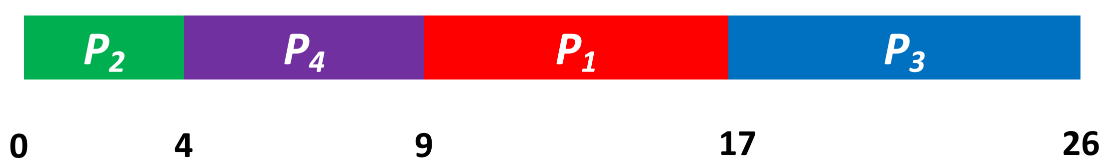
Average response time = (0+(5-1)+(9-2)+(14-3)) /4 = 5.5

Priority Scheduling

- CPU schedules the highest priority (smaller value) first, FCFS within the same priority

Process	Priority	Burst Time
P_1	3	8
P_2	1	4
P_3	4	9
P_4	2	5

Suppose arriving time is same

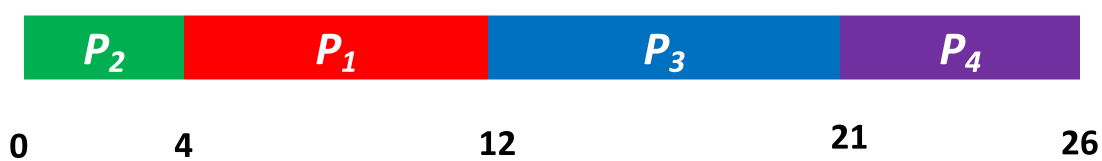


Priority Scheduling

- CPU schedules the highest priority (smaller value) first, FCFS within the same priority

Process	Priority	Burst Time
P_1	2	8
P_2	1	4
P_3	4	9
P_4	4	5

Suppose arriving time is same



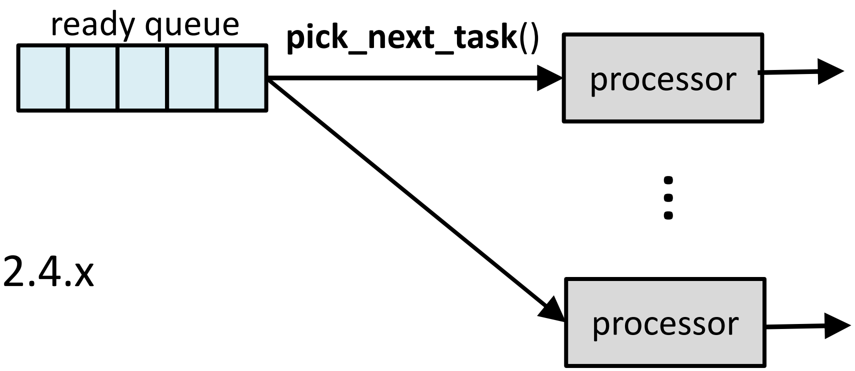
Comparison

	Turnaround time	Response time
FCFS	15.25	8.75
SJF-preemptive	**13**	**4.25**
RR (q=5)	17.5	5.5
Priority scheduling	N/A	N/A

	Throughput	Response time	Starvation
FCFS	TBD	TBD	No
SJF-preemptive	High	Good	Yes
RR	Can be low	Good	No
Priority scheduling	Can be high	Can be good	Can remove

Challenges on Emerging Hardware and Applications

- Multi-processor → Single queue



Multiprocessor = more powerful processor

pick_next_task() will be the bottleneck

Linux 2.4.x

Pros:

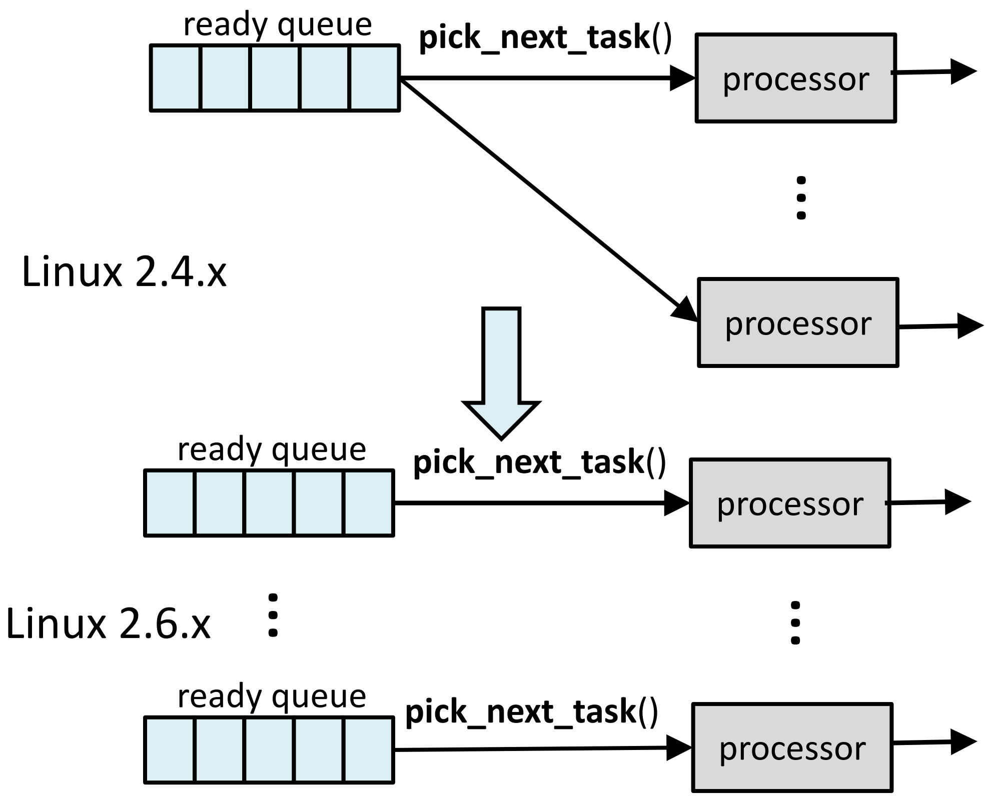
1. Easy to implement
2. Perfect load balancing

Cons:

1. Scalability issues due to centralized synchronization
2. High overhead and low efficiency
3. Hard to maintain cache hotness due to global scheduling

Challenges on Emerging Hardware and Applications

- Multi-processor → Many queues



Multiprocessor = more powerful processor

pick_next_task() will be the bottleneck

Pros:

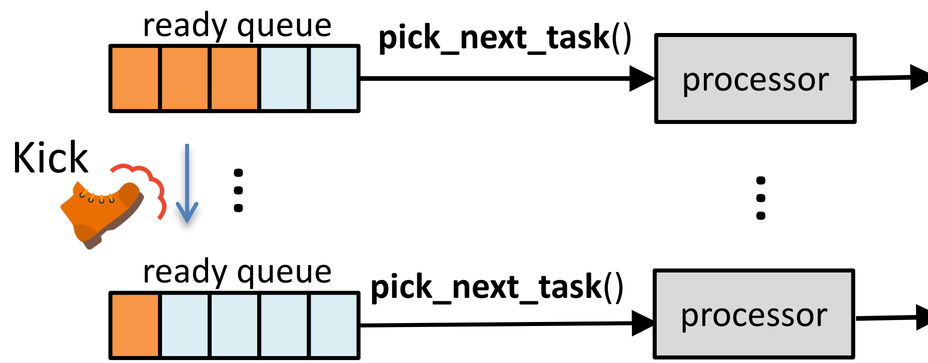
1. Scalable to many CPUs
2. Easy to maintain cache hotness

Cons:

Self-scheduling, could have load imbalance

Overcome Load Imbalance

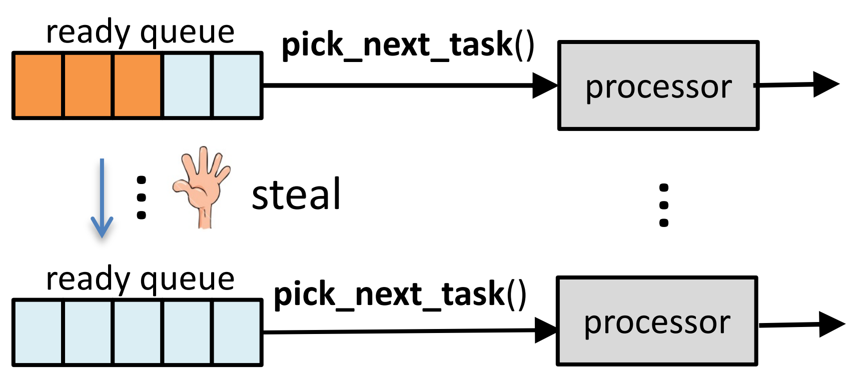
- Push model



Every a while, a kernel thread checks load imbalance and move threads

Made by OS

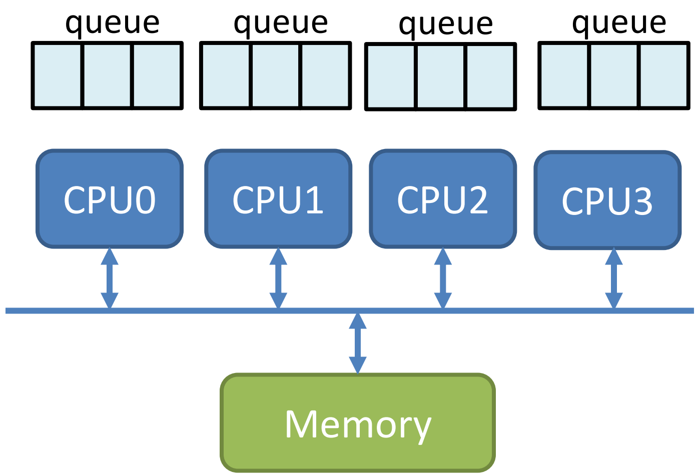
- Pull model



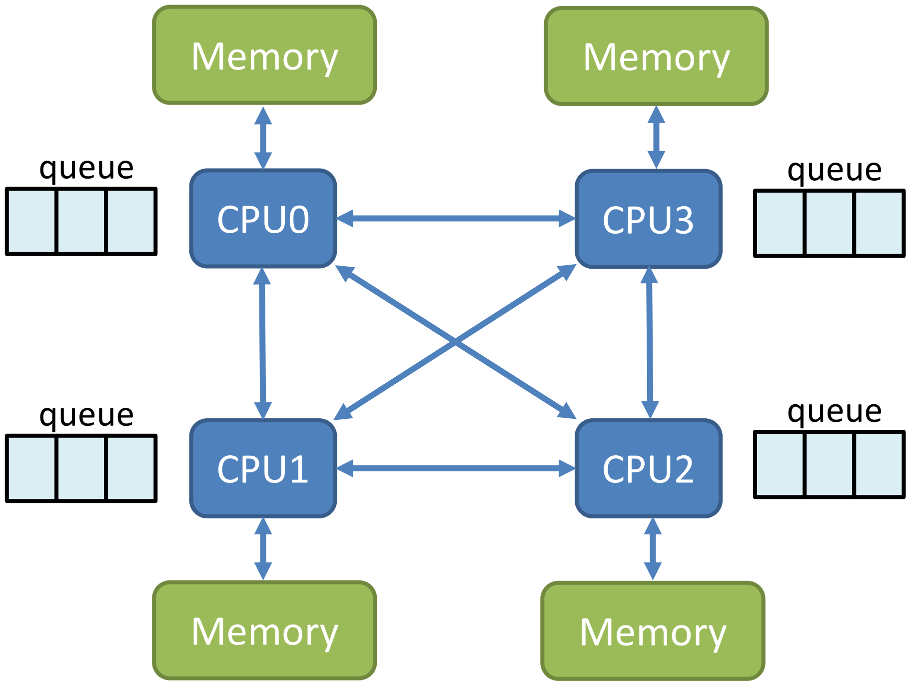
Whenever a queue becomes empty, steal a thread from non-empty queues

Made by local queue. Both are widely used

Load balance on SMP vs. NUMA



symmetric multiprocessing (SMP):
The distance to memory is the same



Non-uniform memory access (NUMA):
The distance to memory is different

Multi processor/core scheduling

The scheduling policy not only considers the fairness, throughput, etc., but also needs to consider the **hardware architecture** (e.g., locality)

Conclusion

- Introduction to CPU scheduling
  - What is CPU scheduling
  - Why we need CPU scheduling
  - When scheduling happens
- Scheduling policies
  - FCFS, SJF, RR, Priority
  - Scheduling on multiple CPUs

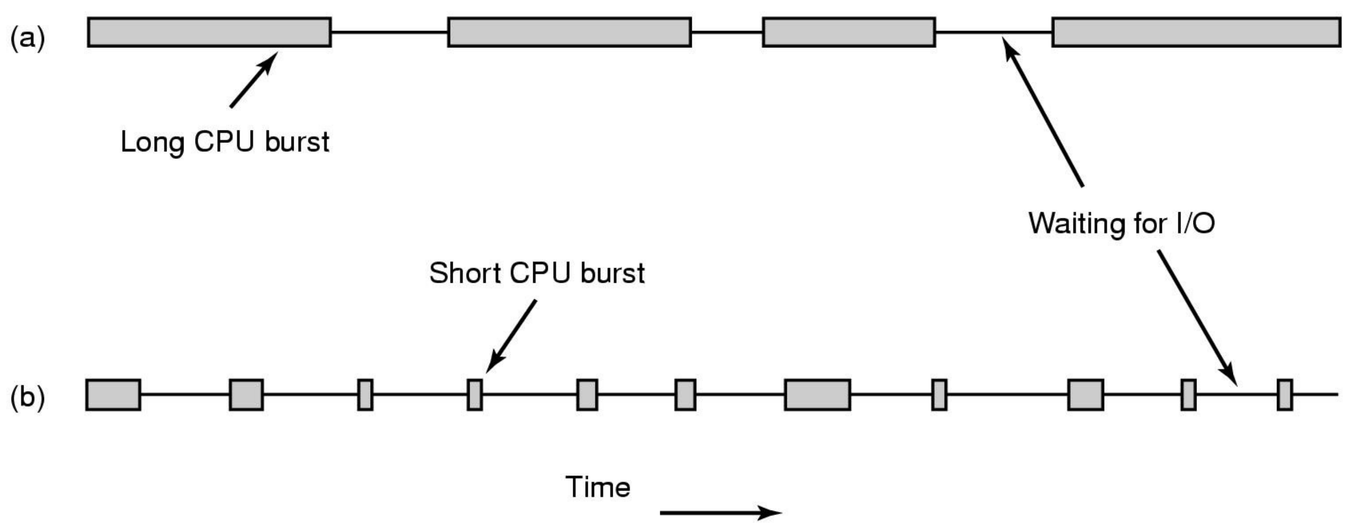
Why CPU scheduling?

- It is (maybe) the most important part in a OS
  - Why some OS seems to be faster than others?
  - Why I do not see performance improvement when upgrading to a 16-core computer?

Scheduling Goals: A Different Point of View

- User oriented → minimize
  - Response time (wait time): the time that the first response is received (interactivity)
  - Turnaround time: the time that the task finishes
  - Predictability: variations in different runs
- System oriented → maximize
  - Throughput: # of tasks that finish per time unit
  - Utilization: the percentage of time the CPU is busy
  - Fairness: avoid starvation

CPU-bound tasks vs. I/O-bound tasks




```c
#include <stdio.h>

int main () {
    int a = 1;

    while ( a < 1000000 )
    {
        a++;
    }

    return 0;
}
```

a CPU-bound/CPU-intensive process

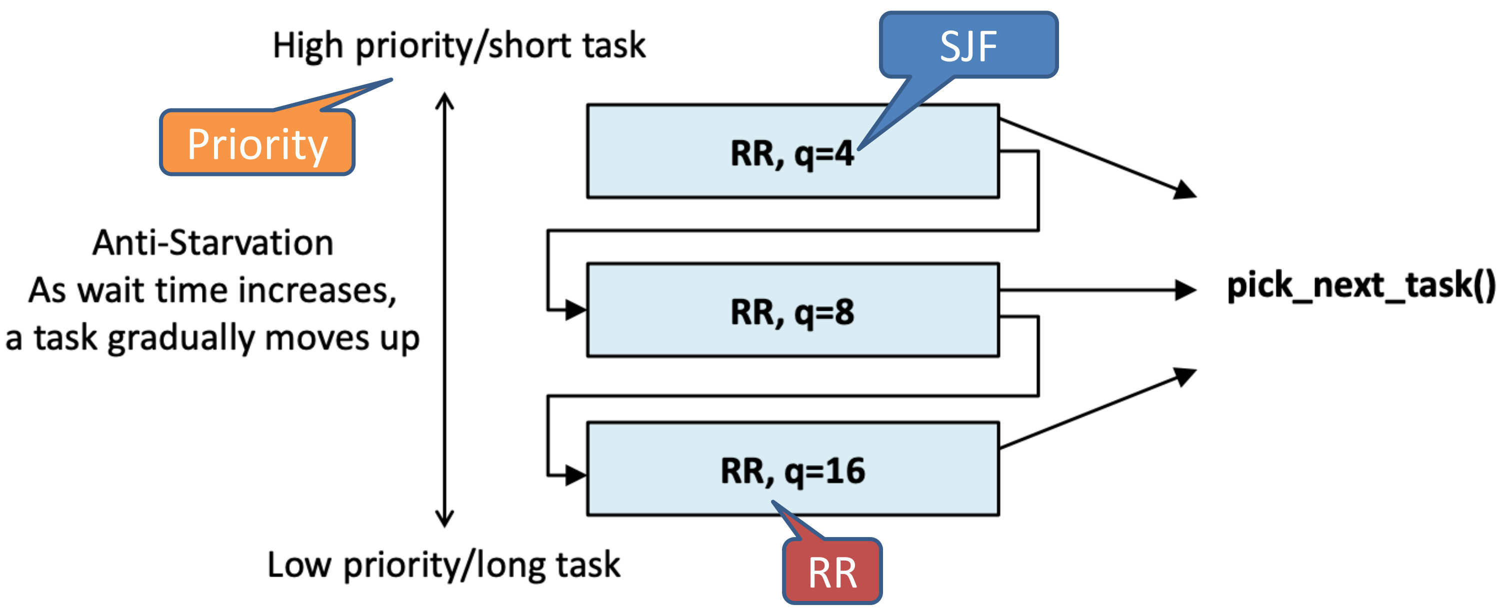
```c
#include <stdio.h>

int main()
{
    char name[20];
    printf("Enter name: ");

    scanf("%s", name);
    printf("Your name is %s.", name);

    return 0;
}
```

a I/O-bound/I/O-intensive process

I/O is when a process enters the blocked state waiting for an external device to complete its work

Multilevel Feedback Queue

	Throughput	Response time	Starvation
FCFS	TBD	TBD	No
SJF-preemptive	High	Good	Yes
RR	Can be low	Good	No
Priority scheduling	Can be high	Can be good	Can remove



Windows XP, Mac OS X, Linux 2.6.22 and before

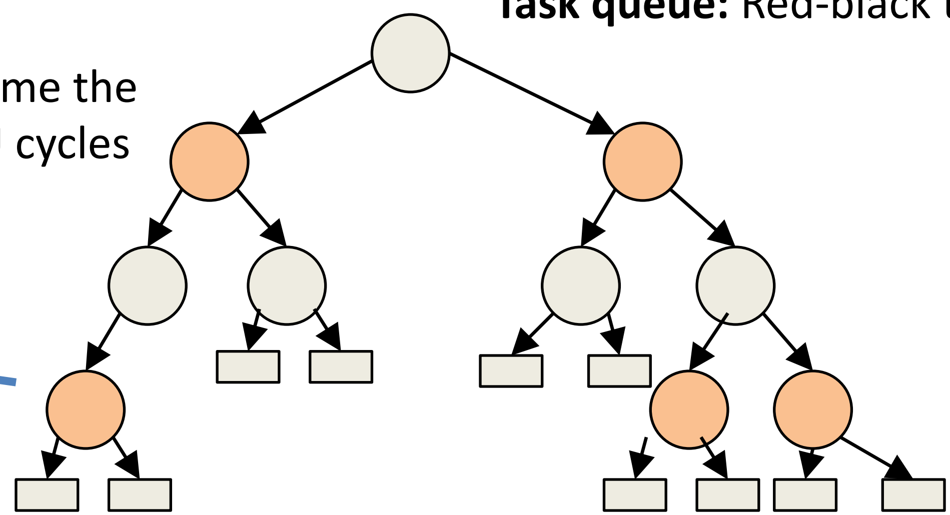
Scheduling in Linux

- Linux Completely Fair Scheduler (CFS)
  - CFS = RR + SJF + Priority + smart data structure + hardware consideration
  - One ready queue for one processor
  - Red-black tree based ready queue

Print it
in project 1

Task queue: Red-black tree

vruntime: how much time the task consumes the CPU cycles



pick_next_task()
Select the leftmost task
which has the least vruntime