CS162
Operating Systems and Systems Programming
Lecture 11

Scheduling (finished), Deadlock, Address Translation

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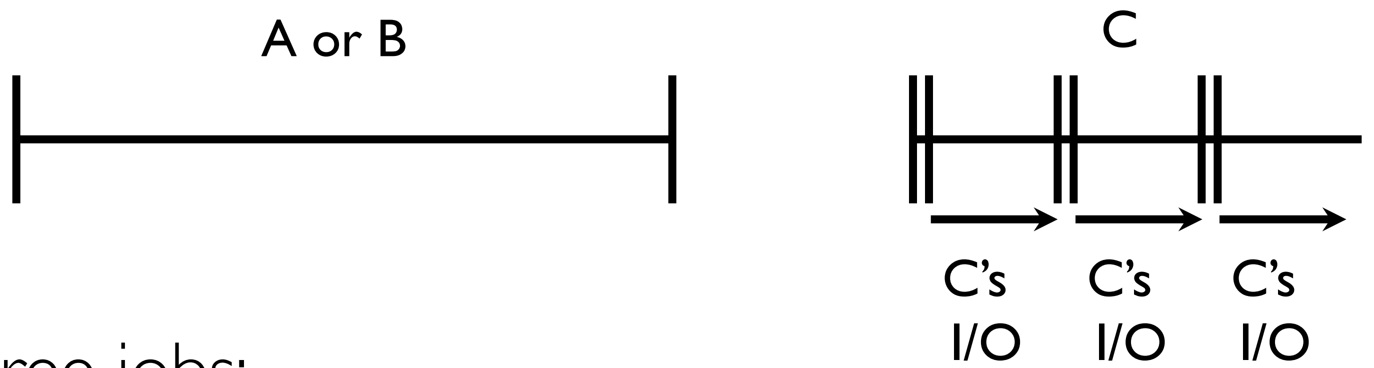
Recap: What if we Knew the Future?

- Could we always mirror best FCFS?
- Shortest Job First (SJF):
  – Run whatever job has least amount of computation to do
  – Sometimes called "Shortest Time to Completion First" (STCF)
- Shortest Remaining Time First (SRTF):
  – Preemptive version of SJF: if job arrives and has a shorter time to completion than the remaining time on the current job, immediately preempt CPU
  – Sometimes called "Shortest Remaining Time to Completion First" (SRTCF)
- These can be applied to whole program or current CPU burst
  – Idea is to get short jobs out of the system
  – Big effect on short jobs, only small effect on long ones
  – Result is better average response time

Recap: Discussion

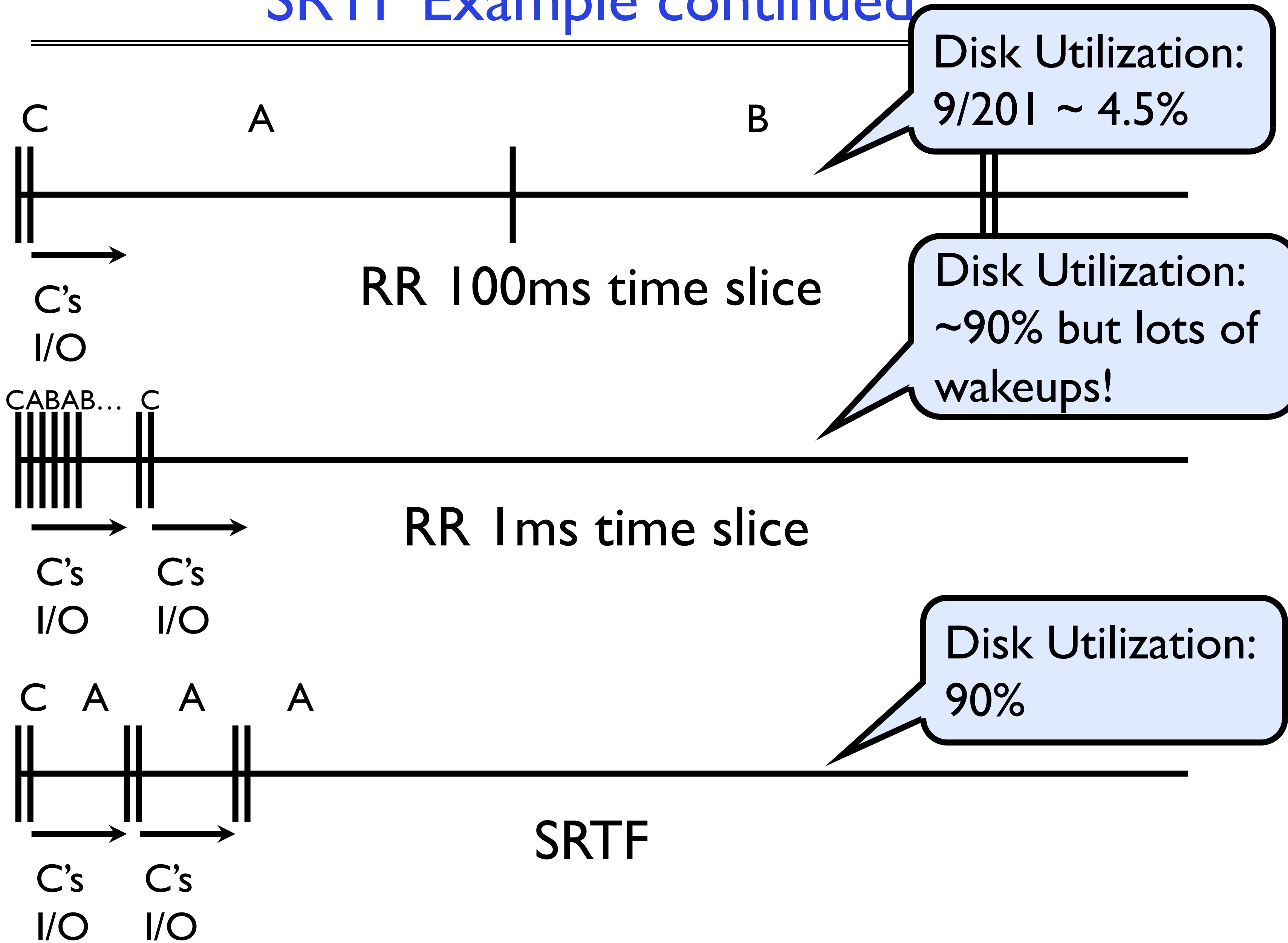
- SJF/SRTF are the best you can do at minimizing average response time
  - Provably optimal (SJF among non-preemptive, SRTF among preemptive)
  - Since SRTF is always at least as good as SJF, focus on SRTF
- Comparison of SRTF with FCFS and RR
  - What if all jobs the same length?
    - » SRTF becomes the same as FCFS (i.e. FCFS is best can do if all jobs the same length)
  - What if jobs have varying length?
    - » SRTF (and RR): short jobs not stuck behind long ones

Example to illustrate benefits of SRTF



- Three jobs:
  - A, B: both CPU bound, run for week
    C: I/O bound, loop 1ms CPU, 9ms disk I/O
  - If only one at a time, C uses 90% of the disk, A or B could use 100% of the CPU
- With FIFO:
  - Once A or B get in, keep CPU for two weeks
- What about RR or SRTF?
  - Easier to see with a timeline

SRTF Example continued:



SRTF Further discussion

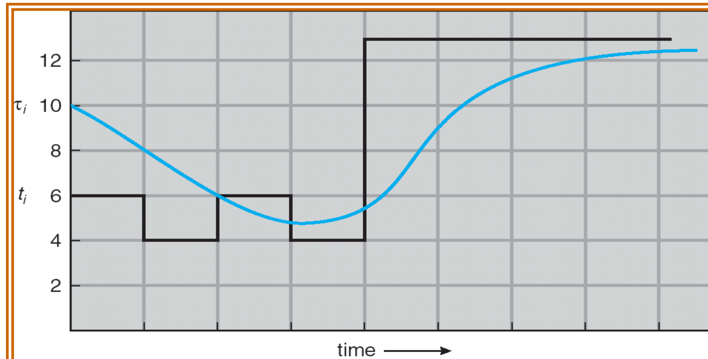
- Starvation
  - SRTF can lead to starvation if many small jobs!
  - Large jobs never get to run
- Somehow need to predict future
  - How can we do this?
  - Some systems ask the user
    - » When you submit a job, have to say how long it will take
    - » To stop cheating, system kills job if takes too long
  - But: hard to predict job's runtime even for non-malicious users

SRTF Further discussion (Cont.)

- Bottom line, can't really know how long job will take
  - However, can use SRTF as a yardstick for measuring other policies
  - Optimal, so can't do any better
- SRTF Pros & Cons
  - Optimal (average response time) (+)
  - Hard to predict future (-)
  - Unfair (-)

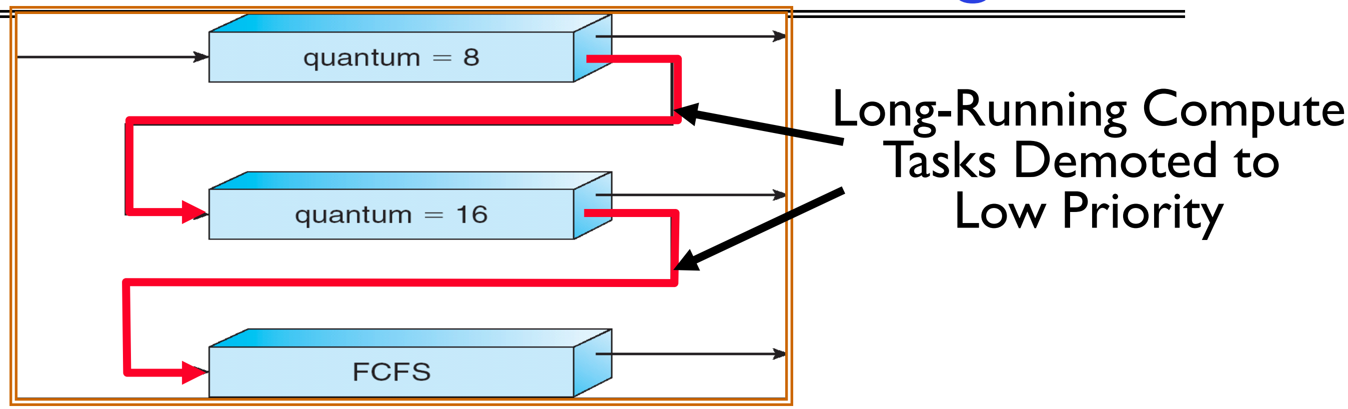
Predicting the Length of the Next CPU Burst

- Adaptive: Changing policy based on past behavior
  - CPU scheduling, in virtual memory, in file systems, etc
  - Works because programs have predictable behavior
    - » If program was I/O bound in past, likely in future
    - » If computer behavior were random, wouldn't help
- Example: SRTF with estimated burst length
  - Use an estimator function on previous bursts:
    Let t_{n-1}, t_{n-2}, t_{n-3}, etc. be previous CPU burst lengths. Estimate next burst $\tau_n = f(t_{n-1}, t_{n-2}, t_{n-3}, \ldots)$
  - Function f could be one of many different time series estimation schemes (Kalman filters, etc)
  - For instance,
    exponential averaging
    $\tau_n = \alpha t_{n-1} + (1-\alpha)\tau_{n-1}$
    with $(0<\alpha\leq 1)$



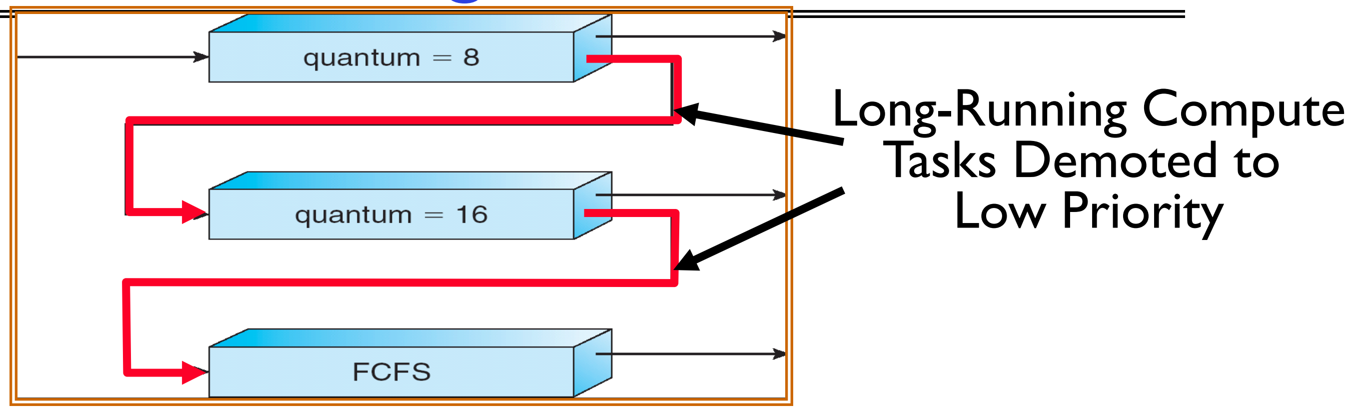
CPU burst (t_i)		6	4	6	4	13	13	13	...
"guess" (τ_i)	10	8	6	6	5	9	11	12	...

Multi-Level Feedback Scheduling



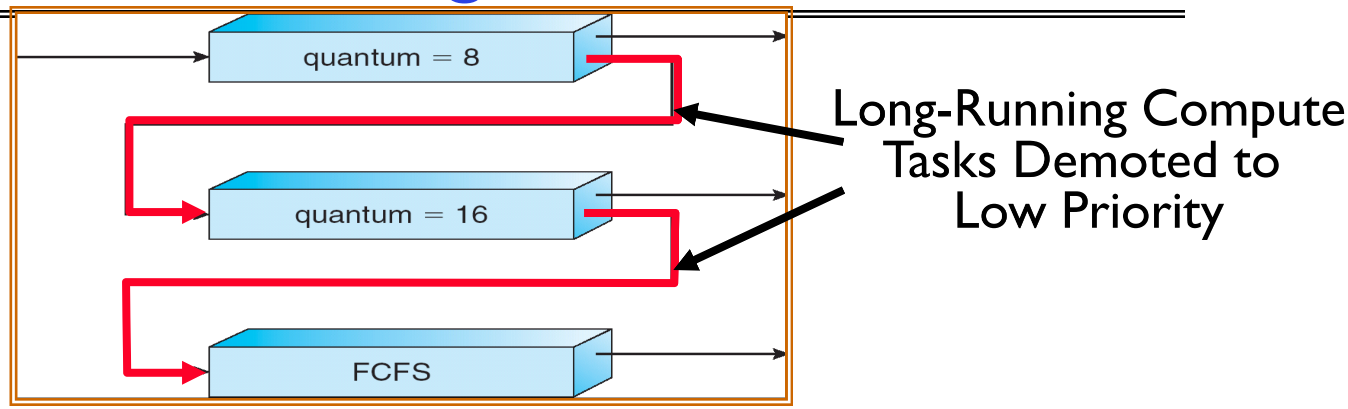
- Another method for exploiting past behavior (first use in CTSS)
  - Multiple queues, each with different priority
    - » Higher priority queues often considered "foreground" tasks
  - Each queue has its own scheduling algorithm
    - » e.g. foreground – RR, background – FCFS
    - » Sometimes multiple RR priorities with quantum increasing exponentially (highest:1ms, next: 2ms, next: 4ms, etc)
- Adjust each job's priority as follows (details vary)
  - Job starts in highest priority queue
  - If timeout expires, drop one level
  - If timeout doesn't expire, push up one level (or to top)

Scheduling Details



- Result approximates SRTF:
  - CPU bound jobs drop like a rock
  - Short-running I/O bound jobs stay near top
- Scheduling must be done between the queues
  - Fixed priority scheduling:
    - » serve all from highest priority, then next priority, etc.
  - Time slice:
    - » each queue gets a certain amount of CPU time
    - » e.g., 70% to highest, 20% next, 10% lowest

Scheduling Details



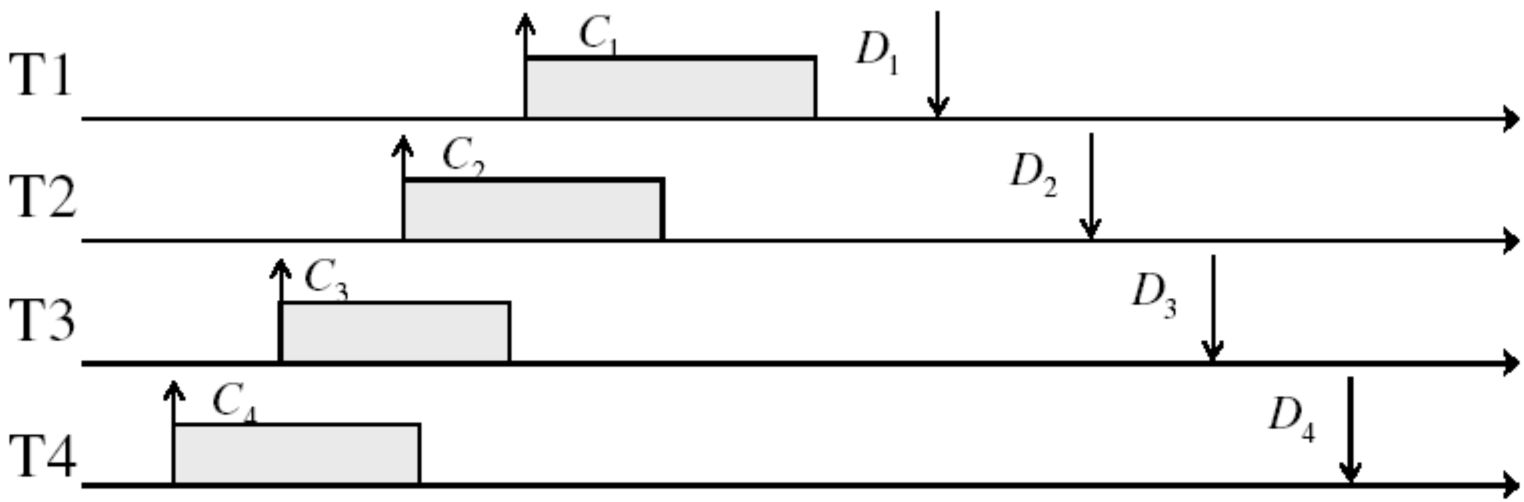
- Countermeasure: user action that can foil intent of OS designers
  - For multilevel feedback, put in a bunch of meaningless I/O to keep job's priority high
  - Of course, if everyone did this, wouldn't work!
- Example of Othello program:
  - Playing against competitor, so key was to do computing at higher priority the competitors.
    - » Put in `printf`'s, ran much faster!

Real-Time Scheduling (RTS)

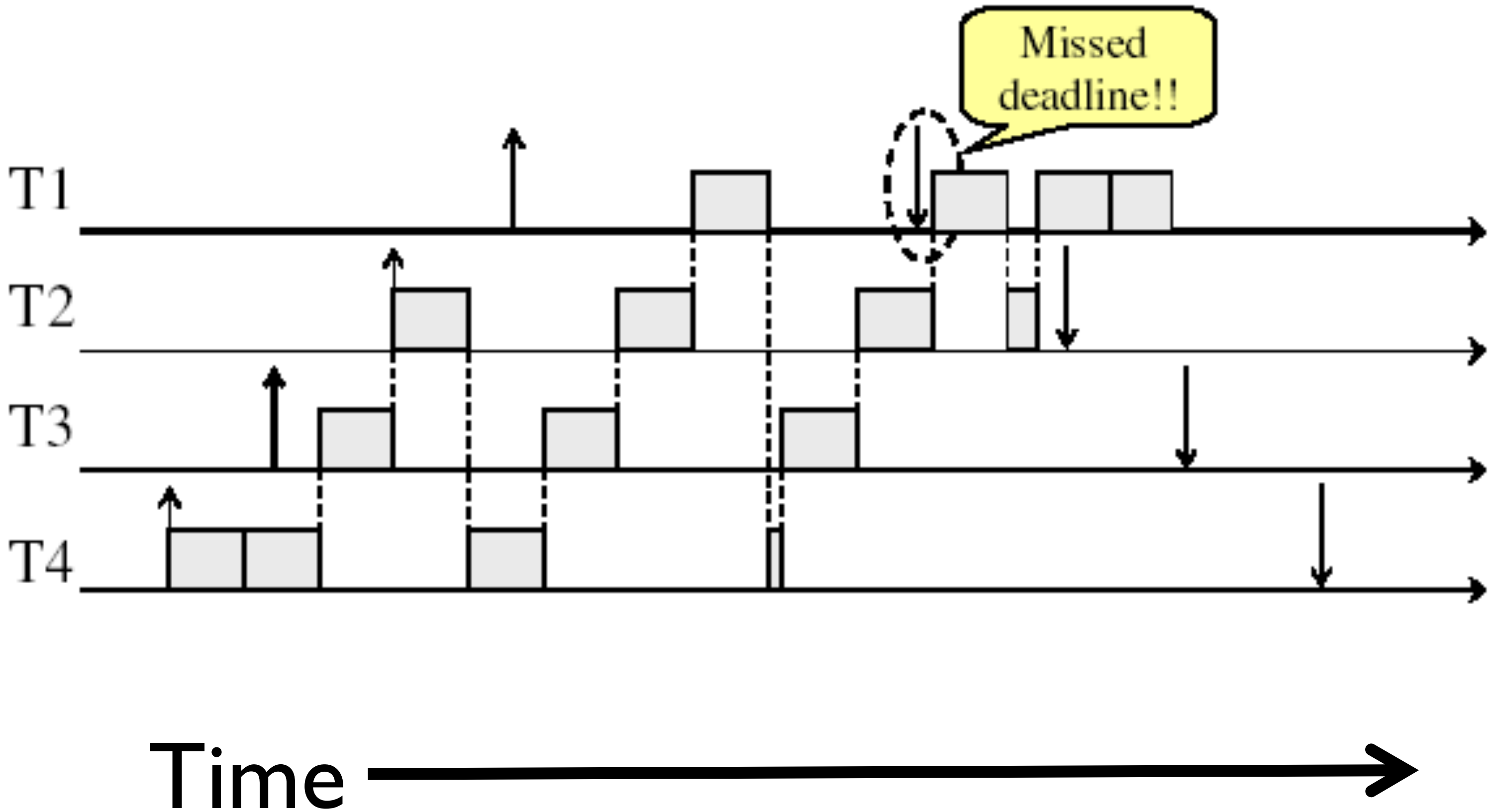
- Efficiency is important but predictability is essential:
  - We need to predict with confidence worst case response times for systems
  - In RTS, performance guarantees are:
    - » Task- and/or class centric and often ensured a priori
  - In conventional systems, performance is:
    - » System/throughput oriented with post-processing (… wait and see …)
  - Real-time is about enforcing predictability, and does not equal fast computing!!!
- Hard Real-Time
  - *Attempt to meet all deadlines*
  - EDF (Earliest Deadline First), LLF (Least Laxity First), RMS (Rate-Monotonic Scheduling), DM (Deadline Monotonic Scheduling)
- Soft Real-Time
  - *Attempt to meet deadlines with high probability*
  - Minimize miss ratio / maximize completion ratio (firm real-time)
  - Important for multimedia applications
  - CBS (Constant Bandwidth Server)

Example: Workload Characteristics

- Tasks are preemptable, independent with arbitrary arrival (=release) times
- Tasks have deadlines (D) and known computation times (C)
- Example Setup:

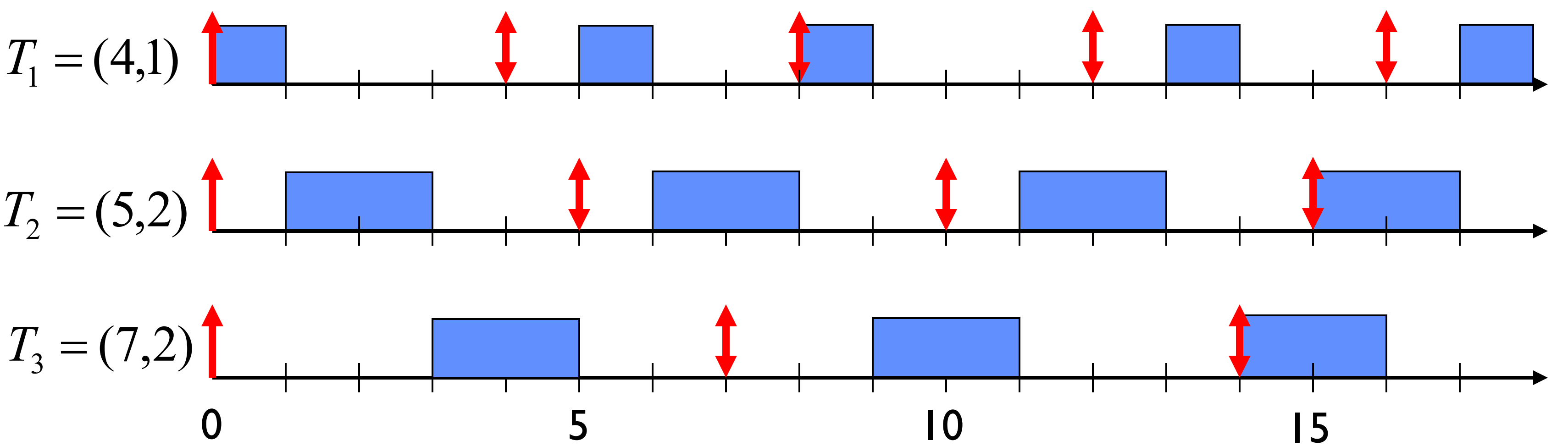


Example: Round-Robin Scheduling Doesn't Work



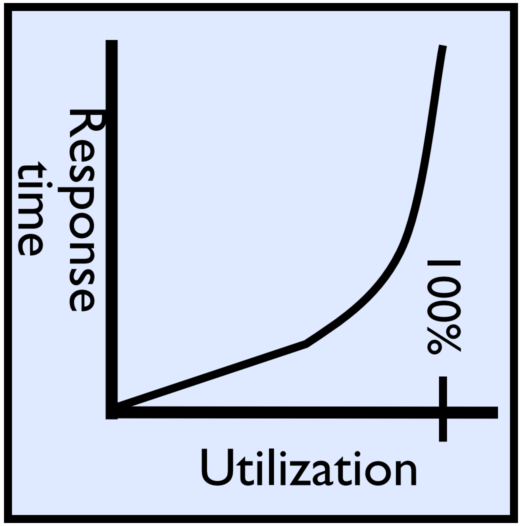
Earliest Deadline First (EDF)

- Tasks periodic with period P and computation C in each period: (P, C)
- Preemptive priority-based dynamic scheduling
- Each task is assigned a (current) priority based on how close the absolute deadline is
- The scheduler always schedules the active task with the closest absolute deadline



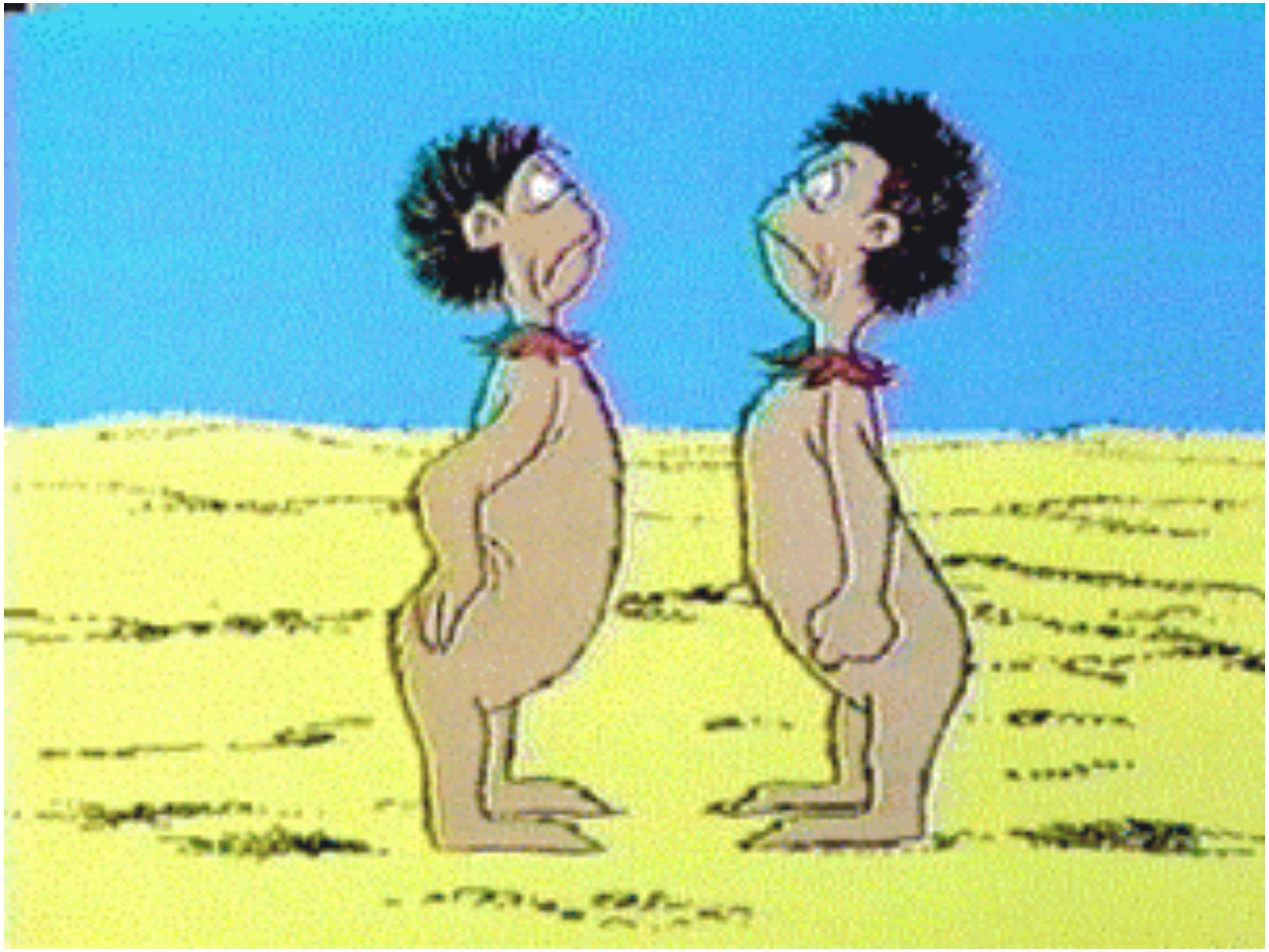
A Final Word On Scheduling

- When do the details of the scheduling policy and fairness really matter?
  - When there aren't enough resources to go around
- When should you simply buy a faster computer?
  - (Or network link, or expanded highway, or …)
  - One approach: Buy it when it will pay for itself in improved response time
    - » Assuming you're paying for worse response time in reduced productivity, customer angst, etc…
    - » Might think that you should buy a faster X when X is utilized 100%, but usually, response time goes to infinity as utilization⇒100%



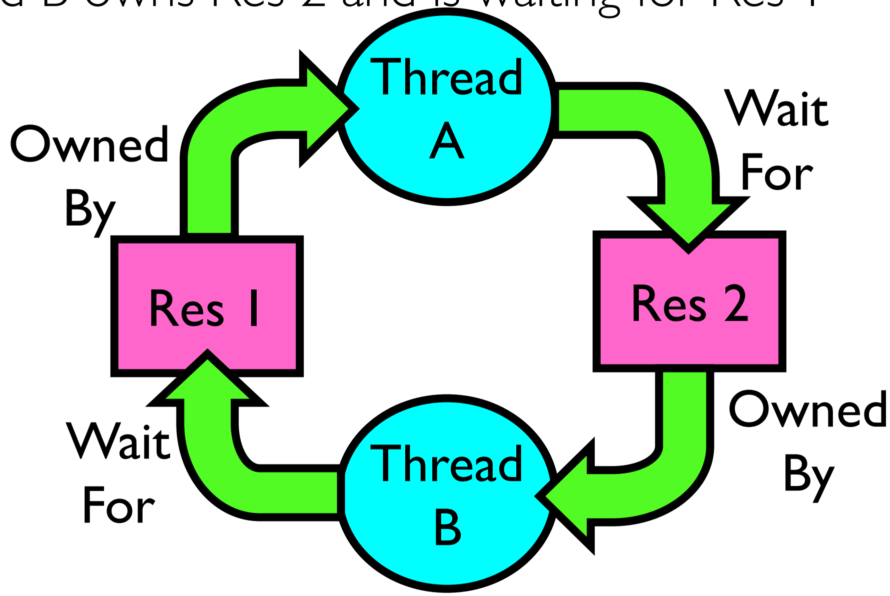
- An interesting implication of this curve:
  - Most scheduling algorithms work fine in the "linear" portion of the load curve, fail otherwise
  - Argues for buying a faster X when hit "knee" of curve

Deadlock



Starvation vs Deadlock

- Starvation vs. Deadlock
  – Starvation: thread waits indefinitely
    » Example, low-priority thread waiting for resources constantly in use by high-priority threads
  – Deadlock: circular waiting for resources
    » Thread A owns Res 1 and is waiting for Res 2
    Thread B owns Res 2 and is waiting for Res 1



  – Deadlock ⇒ Starvation but not vice versa
    » Starvation can end (but doesn't have to)
    » Deadlock can't end without external intervention

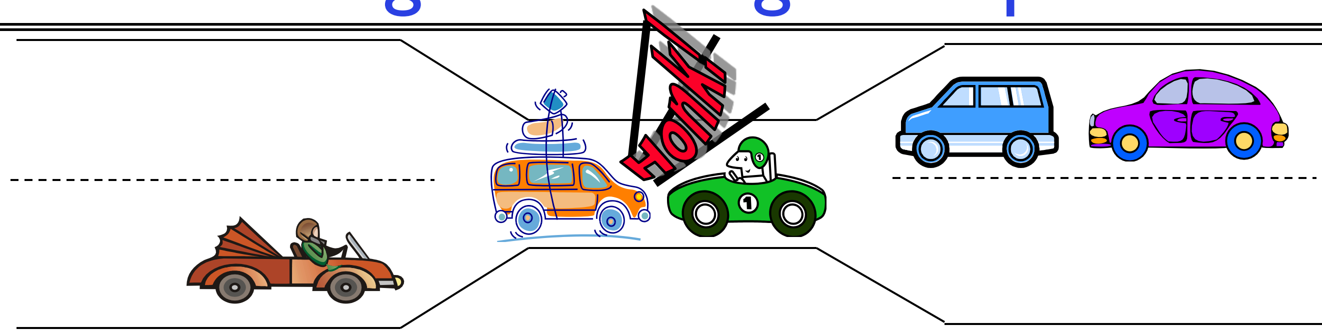
Conditions for Deadlock

- Deadlock not always deterministic – Example 2 mutexes:

Thread A	Thread B
`x.P();`	`y.P();`
`y.P();`	`x.P();`
`y.V();`	`x.V();`
`x.V();`	`y.V();`

  - Deadlock won't always happen with this code
    - Have to have exactly the right timing ("wrong" timing?)
    - So you release a piece of software, and you tested it, and there it is, controlling a nuclear power plant…
- Deadlocks occur with multiple resources
  - Means you can't decompose the problem
  - Can't solve deadlock for each resource independently
- Example: System with 2 disk drives and two threads
  - Each thread needs 2 disk drives to function
  - Each thread gets one disk and waits for another one

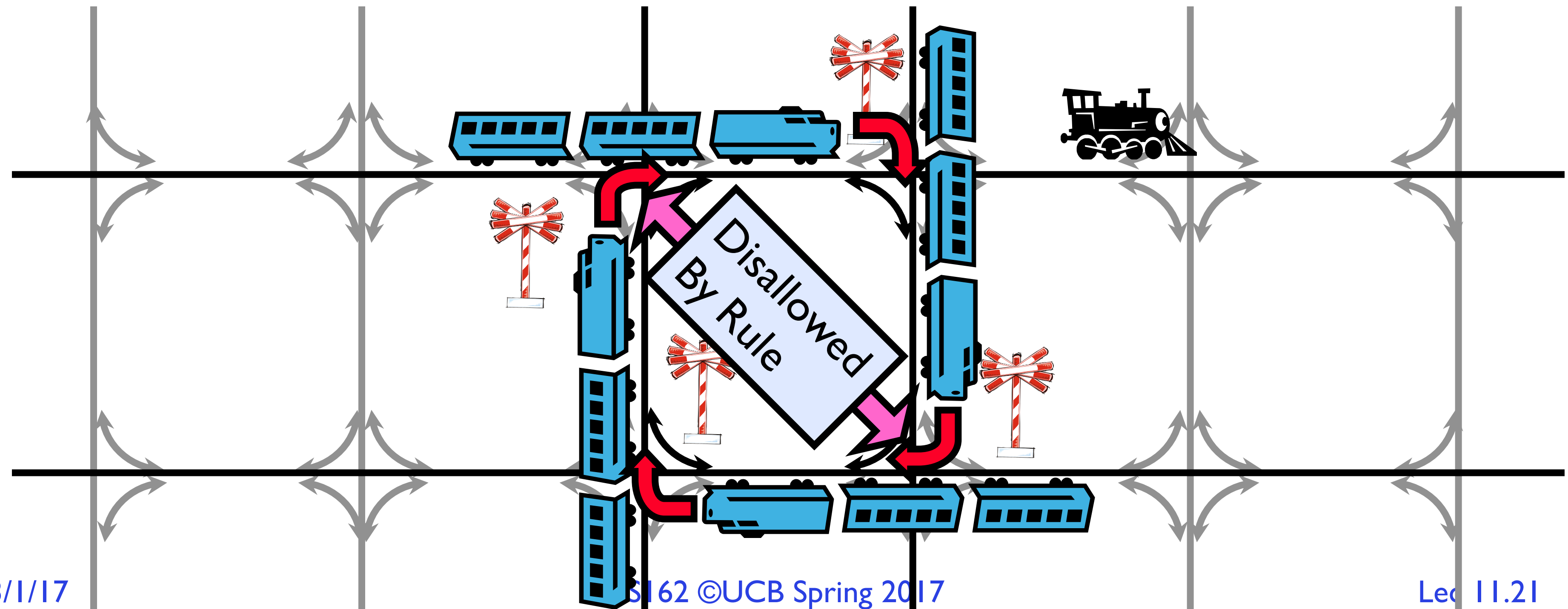
Bridge Crossing Example



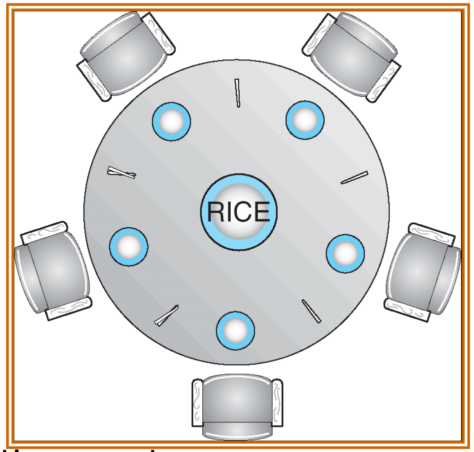
- Each segment of road can be viewed as a resource
  – Car must own the segment under them
  – Must acquire segment that they are moving into
- For bridge: must acquire both halves
  – Traffic only in one direction at a time
  – Problem occurs when two cars in opposite directions on bridge: each acquires one segment and needs next
- If a deadlock occurs, it can be resolved if one car backs up (preempt resources and rollback)
  – Several cars may have to be backed up
- Starvation is possible
  – East-going traffic really fast ⇒ no one goes west

Train Example (Wormhole-Routed Network)

- Circular dependency (Deadlock!)
  - Each train wants to turn right
  - Blocked by other trains
  - Similar problem to multiprocessor networks
- Fix? Imagine grid extends in all four directions
  - Force ordering of channels (tracks)
    - » Protocol: Always go east-west first, then north-south
  - Called "dimension ordering" (X then Y)



Dining Philosophers Problem



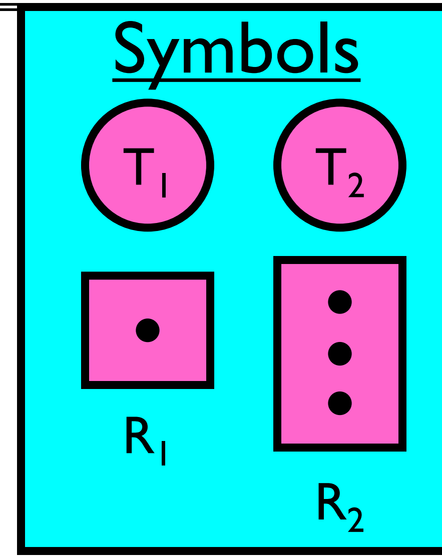
- Five chopsticks/Five philosophers
  - Free-for all: Philosopher will grab any one they can
  - Need two chopsticks to eat
- What if all grab at same time?
  - Deadlock!
- How to fix deadlock?
  - Make one of them give up a chopstick (Hah!)
  - Eventually everyone will get chance to eat
- How to prevent deadlock?
  - Never let philosopher take last chopstick if no hungry philosopher has two chopsticks afterwards

Four requirements for Deadlock

- Mutual exclusion
  - Only one thread at a time can use a resource.
- Hold and wait
  - Thread holding at least one resource is waiting to acquire additional resources held by other threads
- No preemption
  - Resources are released only voluntarily by the thread holding the resource, after thread is finished with it
- Circular wait
  - There exists a set $\{T_1, \ldots, T_n\}$ of waiting threads
    - » T_1 is waiting for a resource that is held by T_2
    - » T_2 is waiting for a resource that is held by T_3
    - » …
    - » T_n is waiting for a resource that is held by T_1

Resource-Allocation Graph

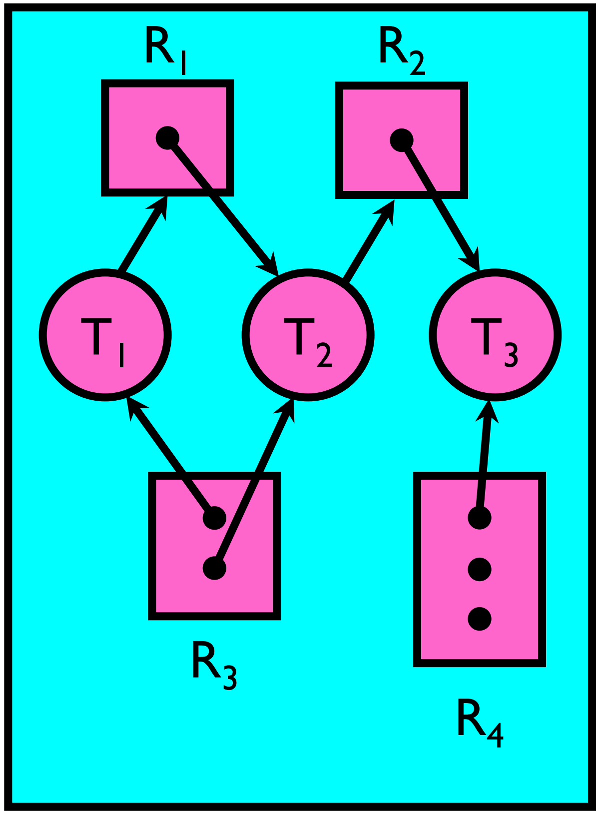
- System Model
  - A set of Threads $T_1, T_2, \ldots, T_n$
  - Resource types $R_1, R_2, \ldots, R_m$
    CPU cycles, memory space, I/O devices
  - Each resource type R_i has W_i instances
  - Each thread utilizes a resource as follows:
    » `Request() / Use() / Release()`



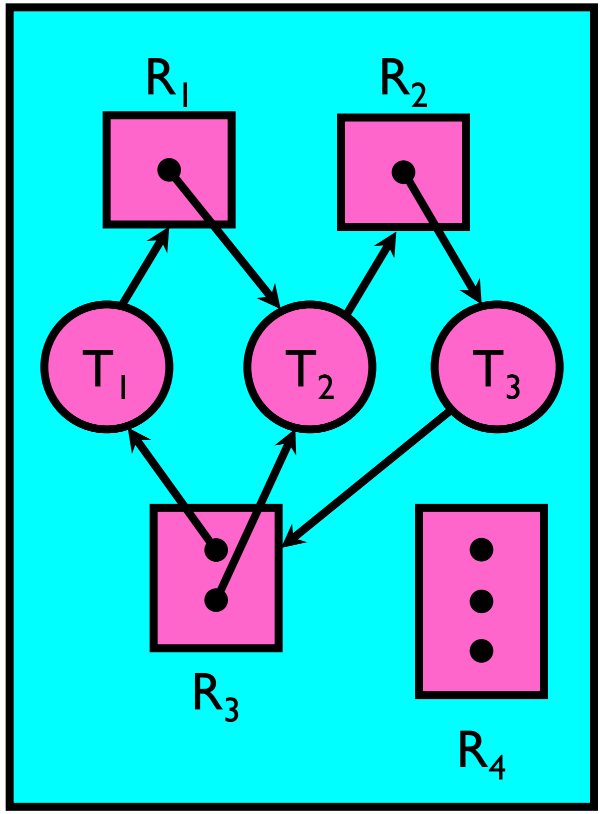
- Resource-Allocation Graph:
  - V is partitioned into two types:
    » $T = \{T_1, T_2, \ldots, T_n\}$, the set threads in the system.
    » $R = \{R_1, R_2, \ldots, R_m\}$, the set of resource types in system
  - request edge – directed edge $T_1 \rightarrow R_j$
  - assignment edge – directed edge $R_j \rightarrow T_i$

Resource Allocation Graph Examples

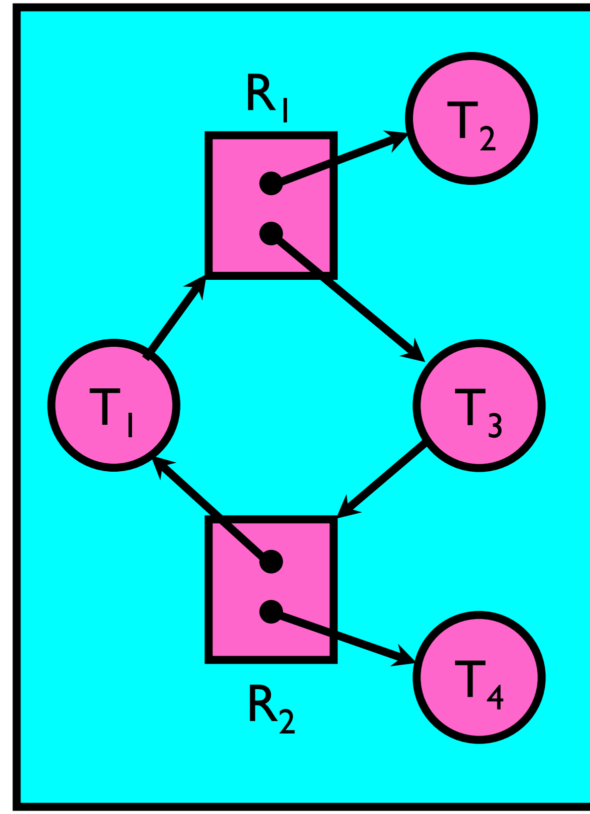
- Recall:
  – request edge – directed edge $T_1 \rightarrow R_j$
  – assignment edge – directed edge $R_j \rightarrow T_i$



Simple Resource Allocation Graph



Allocation Graph With Deadlock



Allocation Graph With Cycle, but No Deadlock

Administrivia

- Midterm #1 grades/solutions are available
  - Regrades request deadline: 3/13 at 11:59PM

- Upcoming deadlines:
  - Project 1 final code due on Fri 3/3
  - HW2 due on Mon 3/6
  - Final report for Project 1 due on Mon 3/6

BREAK

Methods for Handling Deadlocks

- Allow system to enter deadlock and then recover
  – Requires deadlock detection algorithm
  – Some technique for forcibly preempting resources and/or terminating tasks

- Ensure that system will *never* enter a deadlock
  – Need to monitor all lock acquisitions
  – Selectively deny those that *might* lead to deadlock

- Ignore the problem and pretend that deadlocks never occur in the system
  – Used by most operating systems, including UNIX

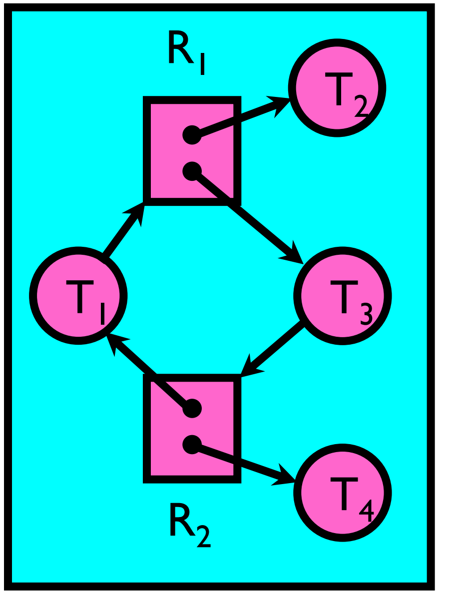
Deadlock Detection Algorithm

- Only one of each type of resource ⇒ look for loops
- More General Deadlock Detection Algorithm
  – Let [X] represent an m-ary vector of non-negative integers (quantities of resources of each type):

`[FreeResources]:`	Current free resources each type
`[Request`$_X$`]:`	Current requests from thread X
`[Alloc`$_X$`]:`	Current resources held by thread X

  – See if tasks can eventually terminate on their own

```
[Avail] = [FreeResources]
Add all nodes to UNFINISHED
do {
   done = true
   Foreach node in UNFINISHED {
      if ([Request_node] <= [Avail]) {
         remove node from UNFINISHED
         [Avail] = [Avail] + [Alloc_node]
         done = false
      }
   }
} until(done)
```



  – Nodes left in `UNFINISHED` ⇒ deadlocked

What to do when detect deadlock?

- Terminate thread, force it to give up resources
  - In Bridge example, Godzilla picks up a car, hurls it into the river. Deadlock solved!
  - Shoot a dining lawyer
  - But, not always possible – killing a thread holding a mutex leaves world inconsistent
- Preempt resources without killing off thread
  - Take away resources from thread temporarily
  - Doesn't always fit with semantics of computation
- Roll back actions of deadlocked threads
  - Hit the rewind button on TiVo, pretend last few minutes never happened
  - For bridge example, make one car roll backwards (may require others behind him)
  - Common technique in databases (transactions)
  - Of course, if you restart in exactly the same way, may reenter deadlock once again
- Many operating systems use other options

Four requirements for Deadlock

- Mutual exclusion
  - Only one thread at a time can use a resource.
- Hold and wait
  - Thread holding at least one resource is waiting to acquire additional resources held by other threads
- No preemption
  - Resources are released only voluntarily by the thread holding the resource, after thread is finished with it
- Circular wait
  - There exists a set $\{T_1, \ldots, T_n\}$ of waiting threads
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    - » …
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Techniques for Preventing Deadlock

- Infinite resources
  - Include enough resources so that no one ever runs out of resources. Doesn't have to be infinite, just large
  - Give illusion of infinite resources (e.g. virtual memory)
  - Examples:
    - » Bay bridge with 12,000 lanes. Never wait!
    - » Infinite disk space (not realistic yet?)
- No Sharing of resources (totally independent threads)
  - Not very realistic
- Don't allow waiting
  - How the phone company avoids deadlock
    - » Call to your Mom in Toledo, works its way through the phone lines, but if blocked get busy signal.
  - Technique used in Ethernet/some multiprocessor nets
    - » Everyone speaks at once. On collision, back off and retry
  - Inefficient, since have to keep retrying
    - » Consider: driving to San Francisco; when hit traffic jam, suddenly you're transported back home and told to retry!

Techniques for Preventing Deadlock (cont'd)

- Make all threads request everything they'll need at the beginning.
  - Problem: Predicting future is hard, tend to over-estimate resources
  - Example:
    - » If need 2 chopsticks, request both at same time
    - » Don't leave home until we know no one is using any intersection between here and where you want to go; only one car on the Bay Bridge at a time
- Force all threads to request resources in a particular order preventing any cyclic use of resources
  - Thus, preventing deadlock
  - Example (x.P, y.P, z.P,…)
    - » Make tasks request disk, then memory, then…
    - » Keep from deadlock on freeways around SF by requiring everyone to go clockwise

Review: Train Example (Wormhole-Routed Network)

- Circular dependency (Deadlock!)
  – Each train wants to turn right
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  – Similar problem to multiprocessor networks
- Fix? Imagine grid extends in all four directions
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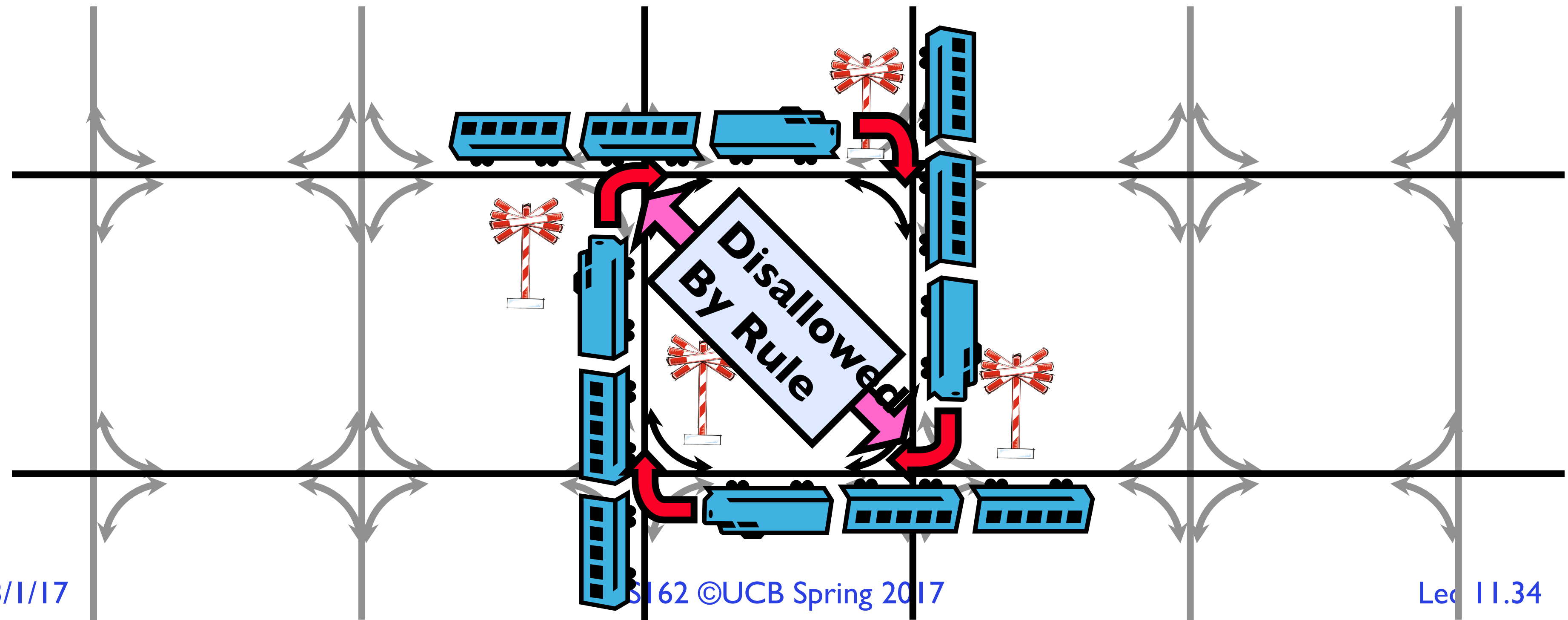

Banker's Algorithm for Preventing Deadlock

- Toward right idea:
  - State maximum resource needs in advance
  - Allow particular thread to proceed if:

    (available resources - #requested) ≥ max
    remaining that might be needed by any thread
- Banker's algorithm (less conservative):
  - Allocate resources dynamically
    - » Evaluate each request and grant if some ordering of threads is still deadlock free afterward
    - » Technique: pretend each request is granted, then run deadlock detection algorithm, substituting
      ($[Max_{node}]-[Alloc_{node}] \le [Avail]$) for ($[Request_{node}] \le [Avail]$)
      Grant request if result is deadlock free (conservative!)

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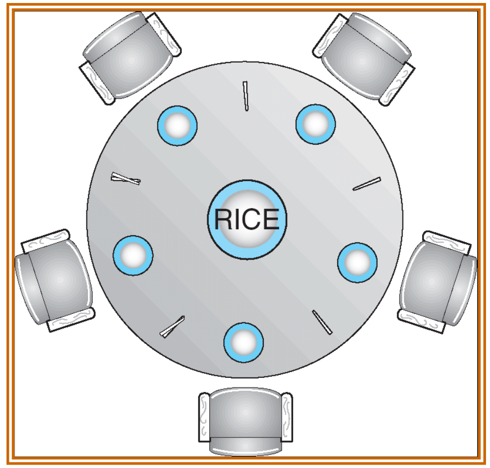
      ($[Max_{node}]-[Alloc_{node}] \le [Avail]$) for ($[Request_{node}] \le [Avail]$)
      Grant request if result is deadlock free (conservative!)
    - » Keeps system in a "SAFE" state, i.e. there exists a sequence $\{T_1, T_2, \ldots T_n\}$ with T_1 requesting all remaining resources, finishing, then T_2 requesting all remaining resources, etc..
  - Algorithm allows the sum of maximum resource needs of all current threads to be greater than total resources

Banker's Algorithm Example



- Banker's algorithm with dining philosophers
  - "Safe" (won't cause deadlock) if when try to grab chopstick either:
    - » Not last chopstick
    - » Is last chopstick but someone will have two afterwards
  - What if k-handed philosopher? Don't allow if:
    - » It's the last one, no one would have k
    - » It's 2nd to last, and no one would have k-1
    - » It's 3rd to last, and no one would have k-2
    - » …

Deadlock Prevention – The Reality

- Deadlock Prevention is HARD
  - How many resources will each thread need?
  - How many total resources are there?

- Also Slow/Impractical
  - Matrix of resources/requirements could be big and dynamic
  - Re-evaluate on every request (even for small/non-contended)
  - Banker's algorithm assumes everyone asks for max

- REALITY
  - Most OSs don't bother
  - Programmers job to write deadlock-free programs (e.g. by ordering all resource requests).

Summary

- Starvation (thread waits indefinitely) versus Deadlock (circular waiting for resources)
- Four conditions for deadlocks
  - Mutual exclusion
    - » Only one thread at a time can use a resource
  - Hold and wait
    - » Thread holding at least one resource is waiting to acquire additional resources held by other threads
  - No preemption
    - » Resources are released only voluntarily by the threads
  - Circular wait
    - » $\exists$ set $\{T_1, \ldots, T_n\}$ of threads with a cyclic waiting pattern
- Techniques for addressing Deadlock
  - Allow system to enter deadlock and then recover
  - Ensure that system will *never* enter a deadlock
  - Ignore the problem and pretend that deadlocks never occur in system