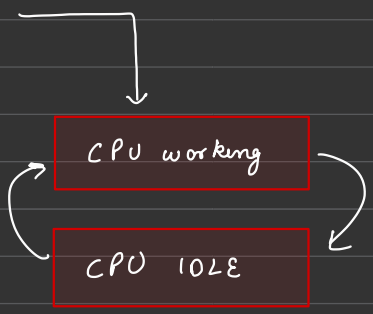
CPU Scheduling

CPU Scheduling

⇒ Which process the scheduler should choose?

Execution phases of a process -



Based on above we can divide process into 2 types -
(from scheduling perspective)

⊙ I/O Bound
has small bursts of CPU activity & then waits for I/O.
eg - word Processor.
Affects user interaction that's why have higher properties so have to wait for CPU for less time

⊙ CPU Bound
Hardly any I/O mostly CPU activity (eg 3d rendering)
Have longer CPU burst
Have lower priority.

NOTE → Some process can be both as well ex MS Excel.

Scheduling Criteria -

- **Max CPU utilization**
  CPU should not be idle
- **Max throughput**
  Complete as many process as possible per unit time
- **Min turnaround time**
  for a process, turnaround time, is the time from start to end
- **Min response time**
  time starts when process goes in the ready queue & ends when CPU picks it & start executing.
  CPU should respond immediately.
- **Min waiting time**
  Process should not wait long in the ready queue.
  (sum of all waiting time in ready queue)
- **fairness**
  Give each process a fair share of CPU.
- **Arrival time**
  when process enters ready queue

FCFS (first come first serve)

first job that comes to CPU gets the CPU
Non preemptive
- Process continues till the burst cycle ends

If arrival time is same then choose randomly.

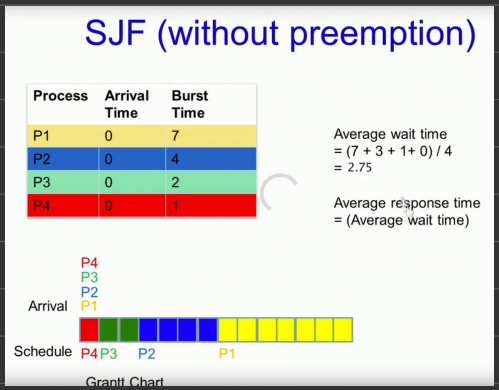
- **Advantages →** Easy to implement
- **Disadvantage →** Waiting time depends on order
  - short process stuck waiting for long process to complete
- ***Convoy Effect →** All process wait for 1 big process to get off the CPU.

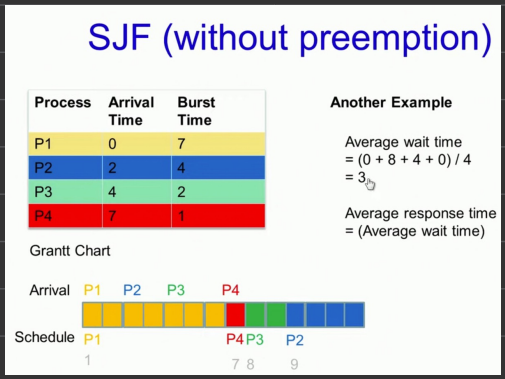
Shortest Job First (SJF) {no-preemption}

→ Schedule process with the shortest burst time
- FCFS if same

→ No preemption: the process continues to execute until it's CPU bursts completes

→ SJF, with preemption: the process may get preempted when a new process arrives.





- **Advantages →**
  Optimal → Minimum avg wait time
  Avg response time decreases
- **Disadvantages →**
  Not practical → difficult to predict burst time
  Learning to predict future
  May starve long jobs.

Shortest Remaining Time First -- SRTF
(SJF with preemption)

- If a new process arrives with a shorter burst time than remaining of current process then schedule new process.
- further reduces avg waiting time & avg response time
- Not practical coz you can't predict burst time

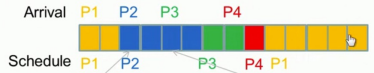
SRTF Example

Process	Arrival Time	Burst Time
P1	0	7
P2	2	4
P3	4	2
P4	7	1

Average wait time
= (7 + 0 + 2 + 1) / 4
= 2.5

Average response time
= (0 + 0 + 2 + 1) / 4
= 0.75

Grantt Chart

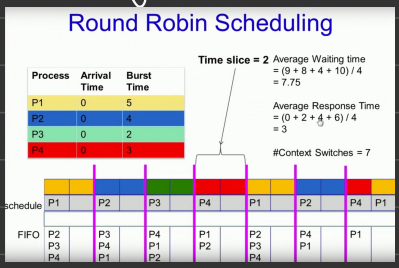


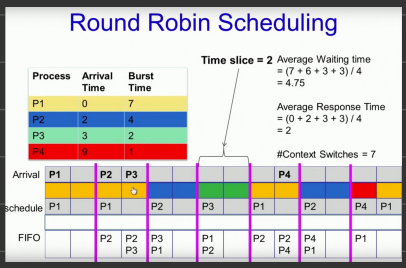
P2 burst is 4, P1 remaining is 5 (preempt P1)

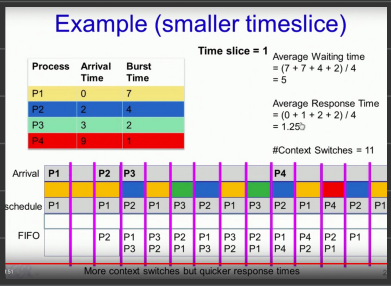
P3 burst is 2, P2 remaining is 2 (no preemption)

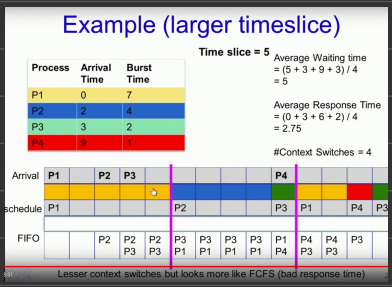
Round Robin Algorithm

Run process for a time slice then move to back to ready queue.
At every timer interrupt preempt current process.









Duration of timeslice

A short quantum
- Good because processes need not wait long before they are scheduled in.
- Bad because context switch overhead increase.

A long quantum
- Bad because processes no longer seems to execute concurrently they look like FCFS
- May degrade system performance.

Typically kept between 10 ms – 100 ms
→ xv6 has 10 ms.

Advantages of Round robin
- faster response time
- Low avg wait time when burst time vary.
- fair (Each process gets a fair chance on CPU).

Disadvantage of Round Robin
Increased context switch which are overheads.
High avg wait times when burst time is equal.

★ Priority Based Scheduling

Each process is assigned a priority
- A priority is a number in a range (0 - 255)
- A small priority no. means high priority (always ens)

Scheduling policy →
- pick the process from ready queue having highest priority

Advantage -
- Mechanism to provide relative importance to process.

Disadvantage -
- Causes starvation to low priority process.

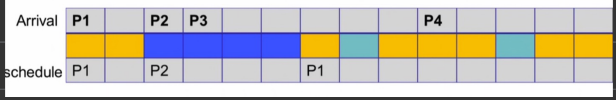
Starvation

Time slice = 1

Process	Arrival Time	Burst Time
P1	0	8
P2	2	4
P3	3	2
P4	9	1

Low priority process may never get a chance to execute.

P4 is a low priority process



Dealing with starvation

Scheduler adjusts priority of processes to ensure that eventually all of them executes

Some techniques are like -
- Every process is given a base priority
  After every time slot increase the priority of all other processes.
- After process executes, reset priority

Types of priorities →

Static Priority → Typically set at start of starvation
- If not set by user, there is a default priority.

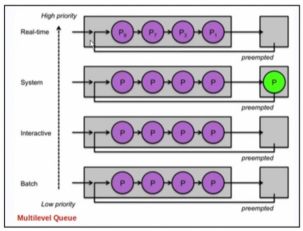
Dynamic Priority → Scheduler can change the process priority during execution in order to achieve scheduling goals
- eg1 → decrease priority of a process to give another process a chance to execute
- eg2 → Increase priority for I/O bound process.

Priority Scheduling with large no. of process

Several processes get assigned the same base priority. Scheduling begins to behave like round robin

Multilevel Queues

- Processes assigned to a priority classes
- Each class has its own ready queue
- Scheduler picks the highest priority queue (class) which has at least one ready process
- Selection of a process within the class could have its own policy
  - Typically round robin (but can be changed)
  - High priority classes can implement first come first serve in order to ensure quick response time for critical tasks

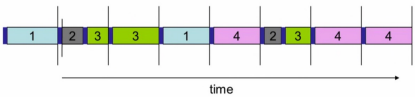


More on Multilevel Queues

- Scheduler can adjust time slice based on the class picked
  - I/O bound process can be assigned to higher priority classes with longer time slice
  - CPU bound processes can be assigned to lower priority classes with shorter time slices
- Disadvantage :
  - Class of a process must be assigned apriori (not the most efficient way to do things!)

Multilevel **feedback** Queues

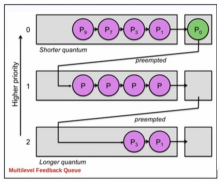
- Process dynamically moves between priority classes based on its CPU/ IO activity
- Basic observation
  - CPU bound process' likely to complete its entire timeslice
  - IO bound process' may not complete the entire time slice



Process 1 and 4 likely CPU bound
Process 2 likely IO bound

Multilevel feedback Queues (basic Idea)

- All processes start in the highest priority class
- If it finishes its time slice (likely CPU bound)
  - Move to the next lower priority class
- If it does not finish its time slice (likely IO bound)
  - Keep it on the same priority class
- As with any other priority based scheduling scheme, starvation needs to be dealt with



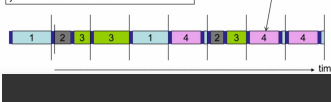
Gaming the System

- A compute intensive process can trick the scheduler and remain in the high priority queue (class)

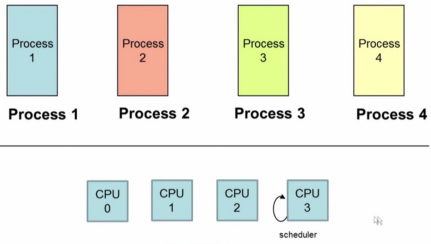
```
while(1){
  do some work for most of the time slice
  sleep(till the end of the time slice)
}
```

Sleep will force a context switch

Process 4 is ga
the system

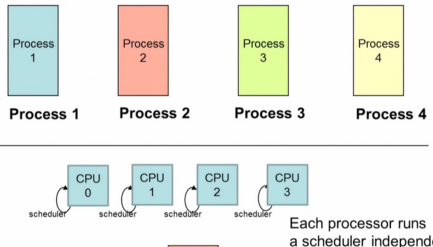


Multiprocessor Scheduling with a single scheduler



Strawman approach!!
One processor decides for everyone

Multiprocessor Scheduling (Symmetical Scheduling)



Each processor runs a scheduler independently to select the process to execute

Symmetrical Scheduling (with global queues)

Global queues of runnable processes

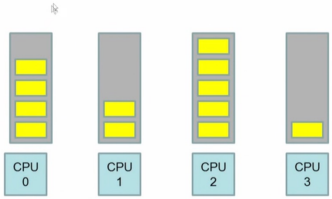
Advantages
Good CPU Utilization
Fair to all processes

Disadvantages
Not scalable
(contention for the global queue)
Processor affinity not easily achieved
Locking needed in scheduler
(not a good idea. Schedulers need to be highly efficient)

Used in Linux 2.4, xv6

Symmetrical Scheduling (with per CPU queues)

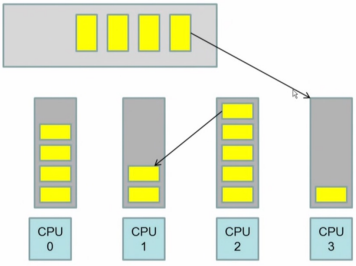
- Static partition of processes across CPUs



Advantages
Easy to implement
Scalable (no contention)
Locality

Disadvantages
Load imbalance

Hybrid Approach



- Use local and global queues
- Load balancing across queues feasible
- Locality achieved by processor affinity wrt the local queues
- Similar approach followed in Linux 2.6

Load Balancing

- Two techniques
  - Push Migration : A special task periodically monitors load of all processors, and redistributes work when it finds an imbalance
  - Pull Migration : Idle processors pull a waiting task from a busy processor
- Process Migration
  - Migration is expensive, it requires all memories to be repopulated