

Scheduling Disciplines Learning Tool

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Project Goals

- ▶ Animated learning tool
 - ▶ Visual
 - ▶ Interactive
- ▶ Simulation of Process scheduling
 - ▶ The order in which processes run on the CPU
 - ▶ Key to OS performance
 - ▶ Short-term scheduler
 - ▶ Simulate the fundamental scheduling disciplines

Scheduling Disciplines

- ▶ First Come First Served
 - ▶ Processes are scheduled in order of arrival
- ▶ Round Robin
 - ▶ Processes are given a fixed time slice to run for
- ▶ Shortest Job First
 - ▶ The process with the shortest expected burst time is chosen
 - ▶ Burst times are estimated using exponential averaging
- ▶ Shortest Remaining Time First
 - ▶ Preemptive variant of SJF
- ▶ Priority Queue
 - ▶ Processes are scheduled based on an assigned priority

Parameters

- ▶ Turnaround
- ▶ Normalized Turnaround
- ▶ Response Time
- ▶ Waiting Time
- ▶ Queue Size
- ▶ CPU Statistics
 - ▶ Utilization
 - ▶ Idle Time
 - ▶ Throughput

Processes

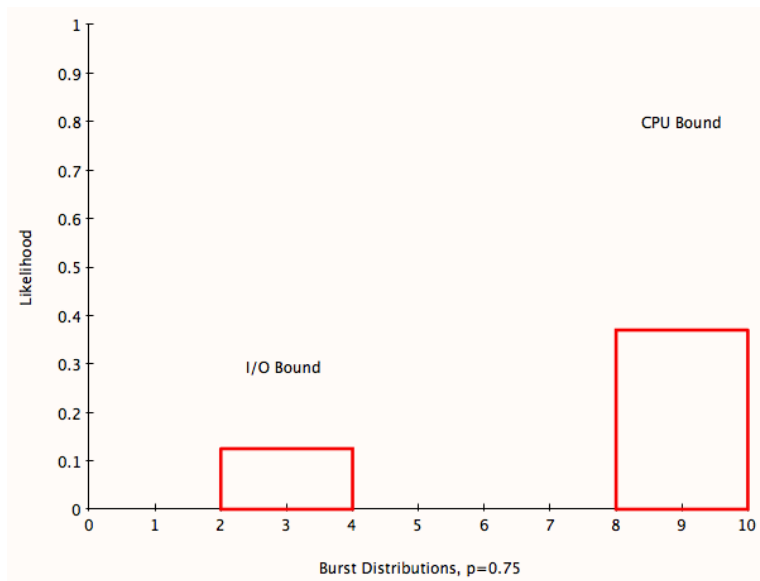
- ▶ Entities which may be executed on a processor
- ▶ CPU Bound - long CPU bursts



- ▶ I/O Bound - frequent I/O bursts



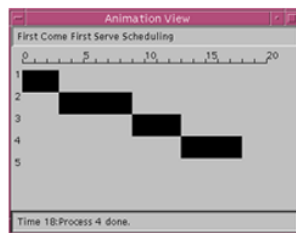
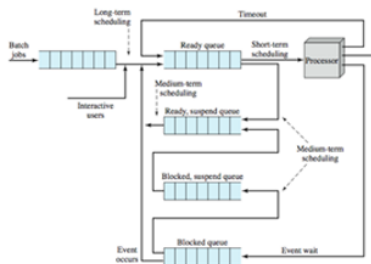
CPU and I/O Bound



Design

► Queuing Diagram

- One coherent visualization of the whole queuing system
- Chosen over gantt chart etc



► Poisson Arrivals

- Discrete probability distribution, natural way to model
- Process inter-arrival times are exponentially distributed

Design

- ▶ Process Suspension
- ▶ Monte carlo simulation
 - ▶ Repetition of pseudo random experiments
 - ▶ Higher educational value than deterministic approach
- ▶ Control components

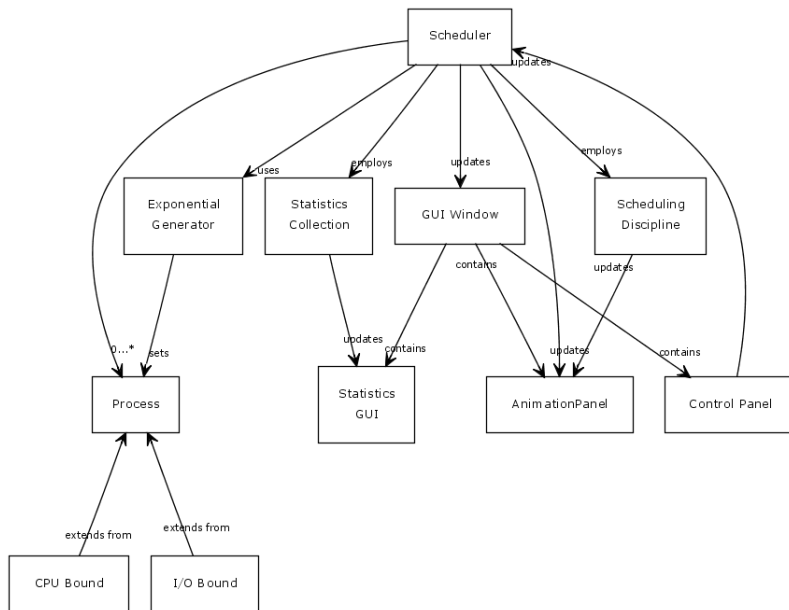
Configuration

Animation Speed <input type="range"/> 5	Number of Processes <input type="range"/> 10	Process Ratio <input type="range"/> ● I/O 50% CPU 50% ●	Dispatcher Latency <input type="range"/> 2.0	Choose Discipline First Come First Served
Time Quantum <input type="range"/> 5	Alpha Value <input type="range"/> 0.5		<input checked="" type="checkbox"/> Transitions?	<input type="button" value="Start"/> <input type="button" value="One Click Run"/>

Design

- ▶ Teaching merit
 - ▶ Very important
 - ▶ Information tiering
 - ▶ Providing ease of use
 - ▶ Providing easy understanding

Implementation



Conclusions Reached

- ▶ Easy to use, useful tool
- ▶ Feature-rich
- ▶ Fills a gap
- ▶ Good visualization of scheduling and statistics

Future Work

- ▶ Simulation of other disciplines
 1. Multi-level Feedback Queue
 2. Highest Response Time Next
- ▶ Add additional control components
- ▶ Queuing theory
- ▶ Multiple CPU's
- ▶ Spawn child processes

Demo

- ▶ Demo time

Any Questions?

- ▶ I would to thank my supervisor, Dr Felix Balado
- ▶ Thank you for Listening :-)
- ▶ Questions?