Sistemi Operativi

Corso di Laurea in Informatica

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Recap from Last Lecture

- Scheduling allows one process to use the CPU while another is waiting for I/O, thereby maximizing system utilization
- **non-preemptive** vs. **preemptive** scheduler
- Different scheduling policies optimize different metrics
- 2 out of 6 scheduling algorithms:
  - **First-Come-First-Serve** (**FCFS**)
  - **Round Robin** (**RR**)

Scheduling Algorithms: An Overview

- First-Come-First-Serve (FCFS)
- Round Robin (RR)
- **Shortest-Job-First (SJF)**
- Priority Scheduling
- Multilevel Queue (MLQ)
- Multilevel Feedback-Queue (MLFQ)

SJF: Idea

- Schedule the job that has the least ***expected*** amount of work to do until its next I/O operation or termination
- "Amount of work" means CPU burst

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- Schedule the job that has the least *expected* amount of work to do until its next I/O operation or termination
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Job	CPU burst (time units)
A	6
B	8
C	7
D	3

Assuming all jobs arrive at the same time (arrival time = 0)

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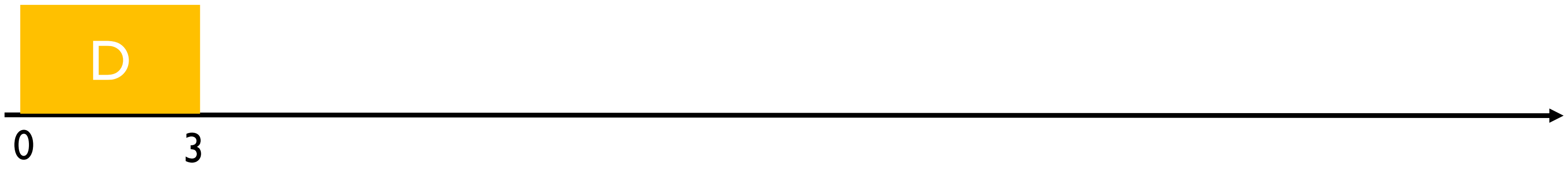

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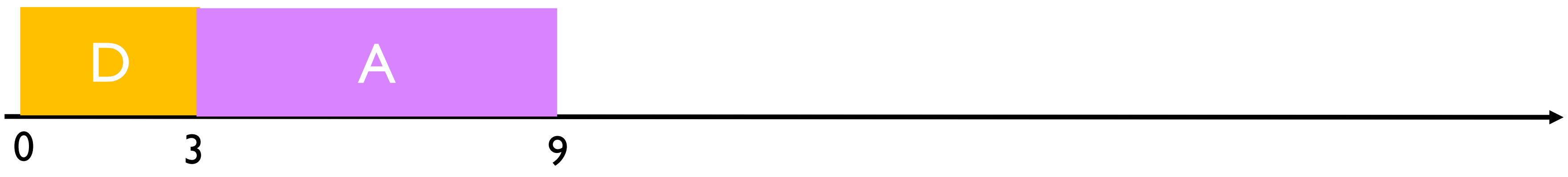

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avg. waiting time =

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avg. waiting time = (3 + 16 + 9 + 0)/4 = **7**

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- **CONs:**
  - Almost impossible to predict the amount of CPU time of a job
  - Long running CPU-bound jobs can *starve* (as I/O-bound ones have implicitly higher priority over them)

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$$x_t = \textit{actual} \text{ length of the } t\text{-th CPU burst}$$

$$s_{t+1} = \textit{predicted} \text{ length of the } (t{+}1)\text{-th CPU burst}$$

$$\alpha \in \mathbb{R},\ 0 \leq \alpha \leq 1$$

$$s_1 = x_0$$
$$s_{t+1} = \alpha x_t + (1 - \alpha) s_t$$

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$$\alpha \in \mathbb{R},\ 0 \leq \alpha \leq 1$$

$$\boxed{\begin{aligned} s_1 &= x_0 \\ s_{t+1} &= \alpha \boxed{x_t} + (1 - \alpha) \boxed{s_t} \end{aligned}}$$

weighted average between previous **observation** and previous **prediction**

Exponential Smoothing

$$s_1 = x_0$$
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Case 1: $\alpha = 0 \Rightarrow s_{t+1} = s_t$

Exponential Smoothing

$$s_1 = x_0$$
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Case 1: $\alpha = 0 \Rightarrow s_{t+1} = s_t$

Observed bursts are ignored and constant burst is assumed

Exponential Smoothing

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Observed bursts are ignored and constant burst is assumed

Case 2: $\alpha = 1 \Rightarrow s_{t+1} = x_t$

Exponential Smoothing

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Case 2: $\alpha = 1 \Rightarrow s_{t+1} = x_t$

The next burst is assumed to be the same as the last actual CPU burst observed

Exponential Smoothing

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Case 1: $\alpha = 0 \Rightarrow s_{t+1} = s_t$

Observed bursts are ignored and constant burst is assumed

Case 2: $\alpha = 1 \Rightarrow s_{t+1} = x_t$

The next burst is assumed to be the same as the last actual CPU burst observed

Recent history does not count

Exponential Smoothing

t	0	1	2	3	4	5	6	7	...

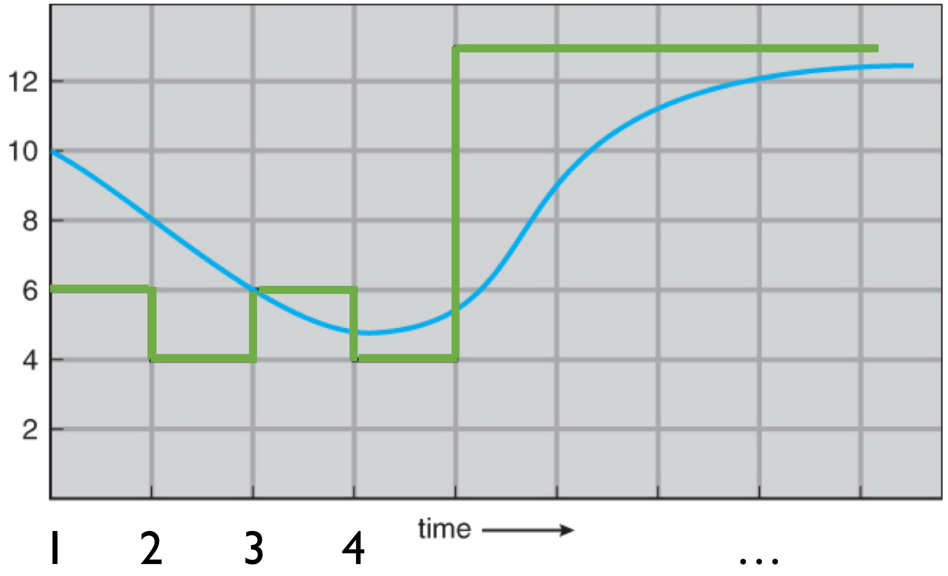
Exponential Smoothing

	t	0	1	2	3	4	5	6	7	…
observations	x_t	10	6	4	6	4	13	13	13	…

Exponential Smoothing

	t	0	1	2	3	4	5	6	7	…
observations	x_t	10	6	4	6	4	13	13	13	…
predictions	s_{t+1}	10	8	6	6	5	9	11	12	…

Exponential Smoothing



	t	0	1	2	3	4	5	6	7	…
observations	x_t	10	6	4	6	4	13	13	13	…
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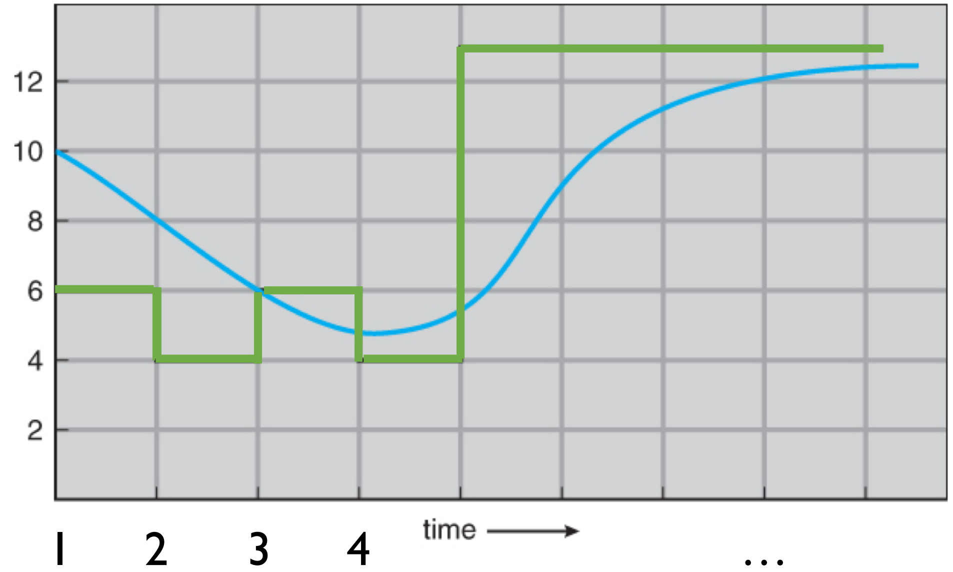
Exponential Smoothing



	t	0	1	2	3	4	5	6	7	…
observations	x_t	10	6	4	6	4	13	13	13	…
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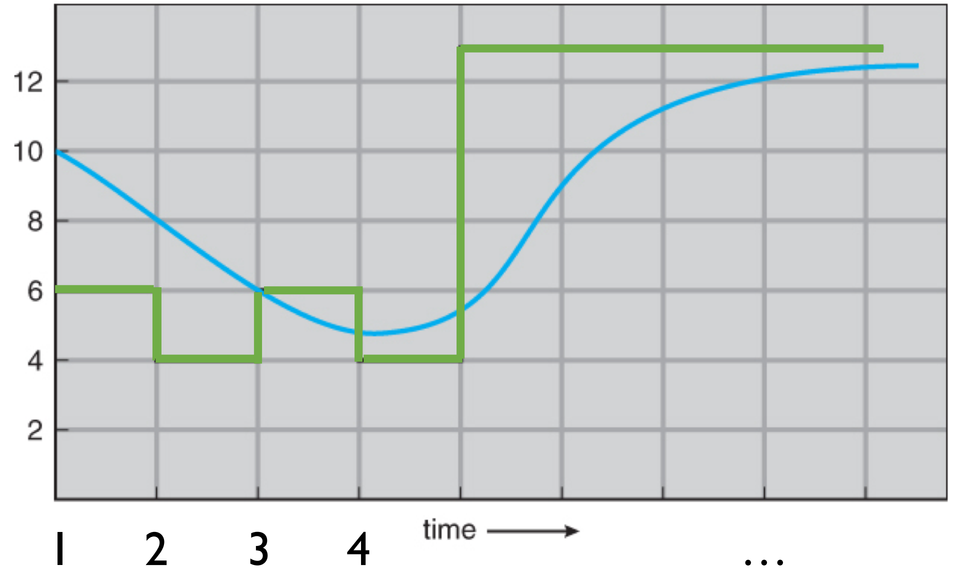
$s_1 = x_0$

bootstrap

Exponential Smoothing



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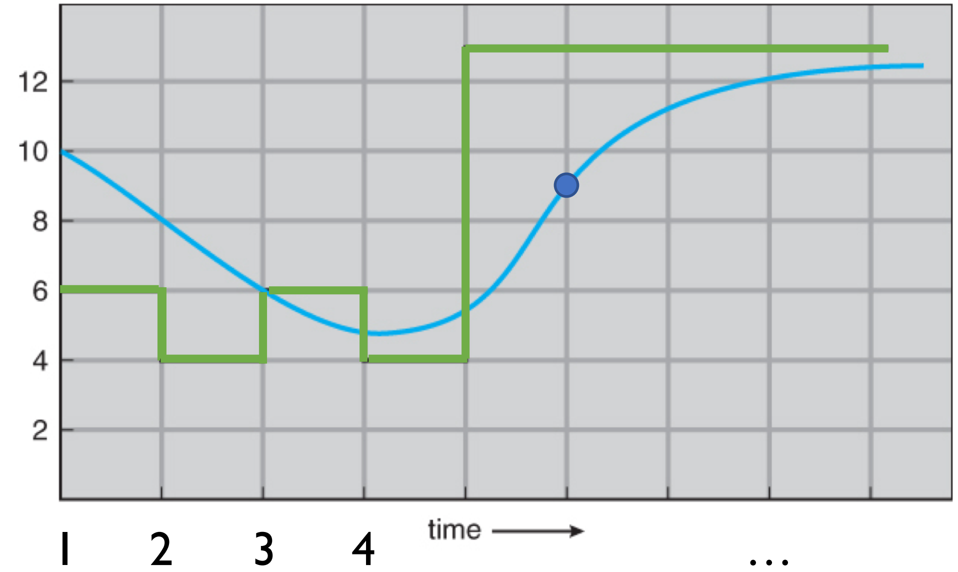
Exponential Smoothing

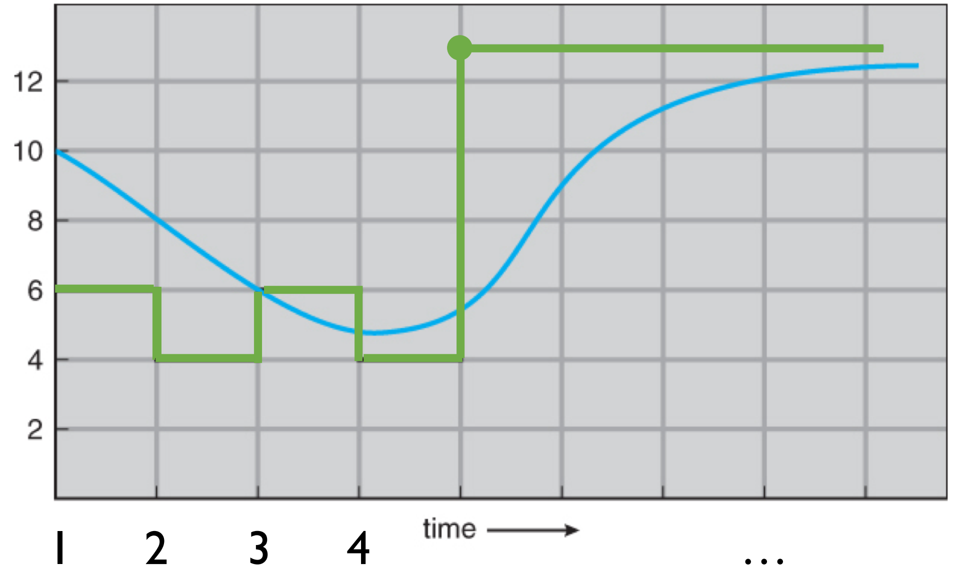


t	0	1	2	3	4	5	6	7	…
observations x_t	10	6	4	6	4	13	13	13	…
predictions s_{t+1}	10	8	6	6	5	9	11	12	…

9 =

$s_6 =$

Exponential Smoothing



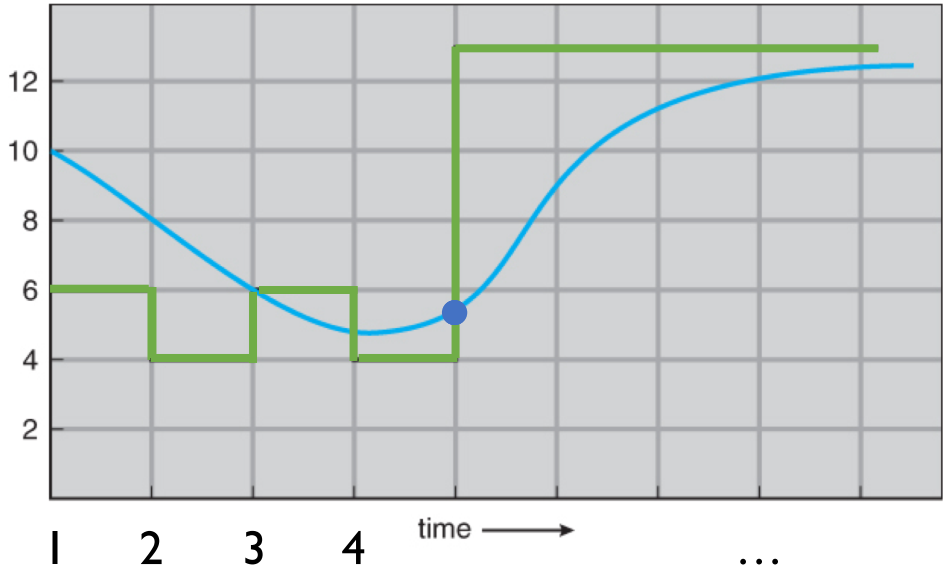
Usually, alpha is set to 0.5

	t	0	1	2	3	4	5	6	7	…
observations	x_t	10	6	4	6	4	13	13	13	…
predictions	s_{t+1}	10	8	6	6	5	9	11	12	…

9 = 0.5 * 13

$$s_6 = \quad \alpha x_5$$

Exponential Smoothing



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$$9 = 0.5 * 13 + 0.5 * 5$$

$$s_6 = \alpha x_5 + (1-\alpha) s_5$$

Exponential Smoothing

$$s_{t+1} = \alpha x_t + (1-\alpha)s_t$$
$$s_t = \alpha x_{t-1} + (1-\alpha)s_{t-1}$$
$$\ldots$$
$$s_2 = \alpha x_1 + (1-\alpha)s_1$$
$$s_1 = x_0$$

Exponential Smoothing

$$\boxed{s_{t+1}} = \alpha x_t + (1-\alpha)s_t$$
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$$\cdots$$
$$\boxed{s_2} = \alpha x_1 + (1-\alpha)s_1$$
$$\boxed{s_1} = x_0$$

predictions/forecasts

Exponential Smoothing

$$
\begin{aligned}
s_{t+1} &= \alpha \boxed{x_t} + (1-\alpha)s_t \\
s_t &= \alpha \boxed{x_{t-1}} + (1-\alpha)s_{t-1} \\
&\dots \\
s_2 &= \alpha \boxed{x_1} + (1-\alpha)s_1 \\
s_1 &= \boxed{x_0}
\end{aligned}
$$

actual observations

Exponential Smoothing

$$s_{t+1} = \alpha x_t + (1-\alpha)s_t$$

$$= \alpha x_t + (1-\alpha)[\underbrace{\alpha x_{t-1} + (1-\alpha)s_{t-1}}_{s_t}]$$

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$$= \alpha x_t + \alpha(1-\alpha)x_{t-1} + (1-\alpha)^2 s_{t-1}$$

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$$= \alpha x_t + \alpha(1-\alpha)x_{t-1} + \alpha(1-\alpha)^2 x_{t-2} + \alpha(1-\alpha)^3 x_{t-3} + \ldots + (1-\alpha)^{t-1} s_2$$

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$$= \alpha[x_t + (1-\alpha)x_{t-1} + (1-\alpha)^2 x_{t-2} + \ldots + (1-\alpha)^{t-1} x_1] + (1-\alpha)^t x_0$$

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Past *t* **observations**

Exponential Smoothing

$$s_{t+1} = \alpha x_t + \alpha(1-\alpha)x_{t-1} + \alpha(1-\alpha)^2 x_{t-2} + \ldots + (1-\alpha)^{t-1} s_2$$

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Past *t* **observations** **bootstrap**

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Past *t* **observations** **bootstrap**

weighted average

Assuming alpha > 0, the weight of each past term decreases as we move backward in history proportionally to the terms of a geometric progression $\{1, (1-\alpha), (1-\alpha)^2, (1-\alpha)^3, \ldots\}$

Exponential Smoothing

In general, for any given *T* it holds the following

$$s_T = \alpha \cdot \left[\sum_{i=0}^{T-2} (1-\alpha)^i x_{T-1-i} \right] + (1-\alpha)^{T-1} x_0$$

SJF vs. SRTF: Non-preemptive vs. Preemptive

- **SJF** (non-preemptive) → Once the CPU is given to a process this will execute until it completes its CPU burst

SJF vs. SRTF: Non-preemptive vs. Preemptive

- **SJF** (non-preemptive) → Once the CPU is given to a process this will execute until it completes its CPU burst
- **SRTF** (preemptive) → Preemption occurs whenever a new process arrives in the ready queue and its predicted CPU burst is shorter than the one remaining of the current executing process

SRTF: Example

Job	Arrival time	CPU burst (time units)
A	0	8
B	1	4
C	2	9
D	3	5

0

SRTF: Example

Job	Arrival time	CPU burst (time units)
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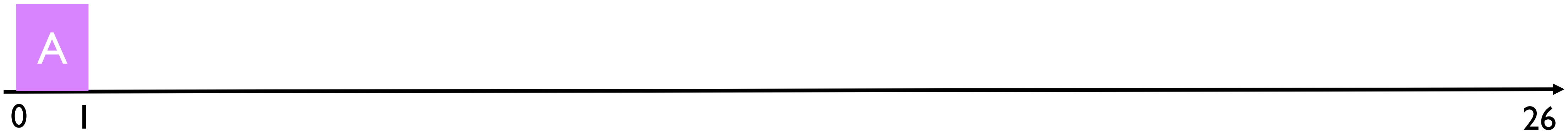

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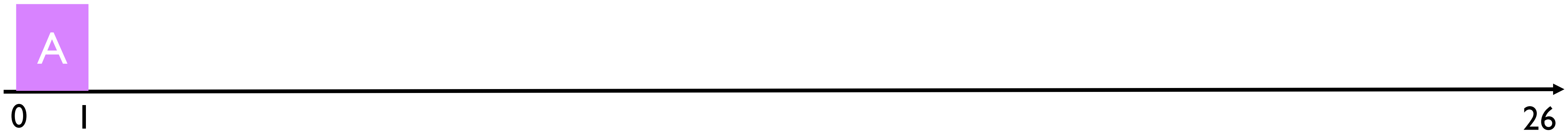

At time t=1 **B** arrives and its CPU burst (**4**) is less than the remaining CPU burst of **A** (**8-1=7**)

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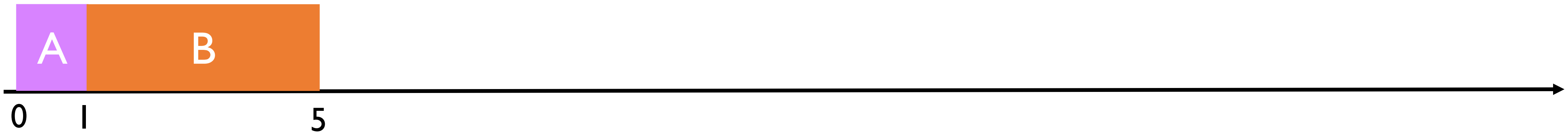

B is scheduled and will execute until it finishes its **4** CPU burst units

SRTF: Example

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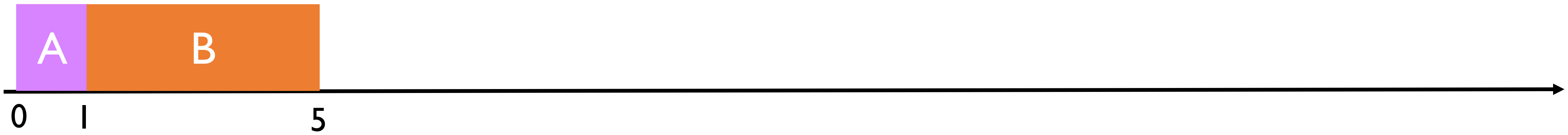

Both **C** and **D** are arrived with **9** and **5** CPU burst units, respectively
A has still **7** CPU burst units left…

SRTF: Example

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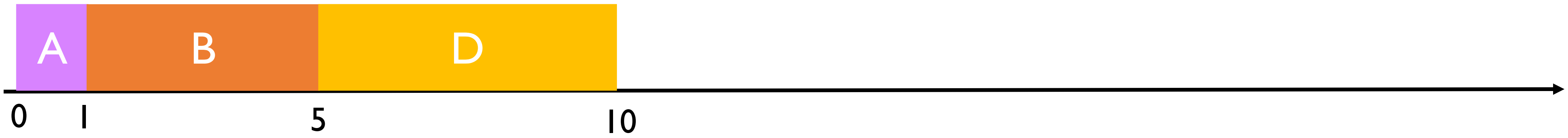

D is scheduled and will execute until it finishes its **5** CPU burst units (no more jobs arrived in the meantime)

SRTF: Example

Job	Arrival time	CPU burst (time units)
A	0	8
B	1	4
C	2	9
D	3	5

A has still **7** CPU burst units left and C has **9**…

SRTF: Example

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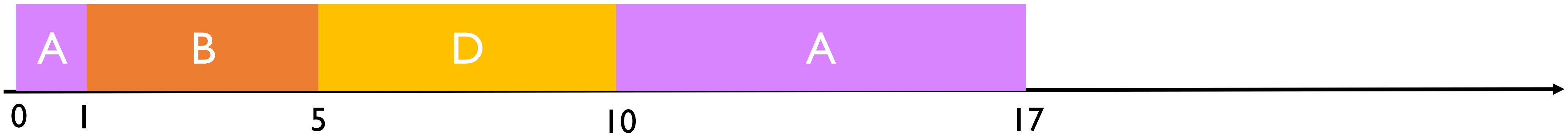

A is scheduled again until it finishes

SRTF: Example

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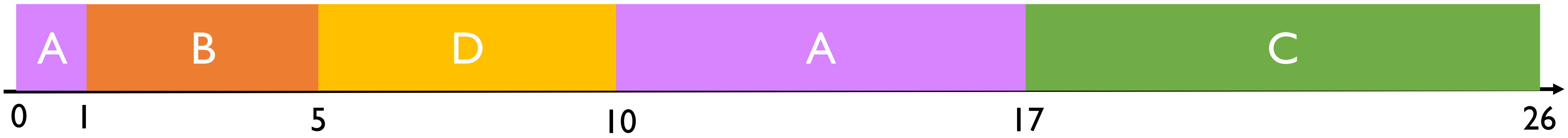
B	1	4
C	2	9
D	3	5



Eventually, C is scheduled as well

SRTF: Example

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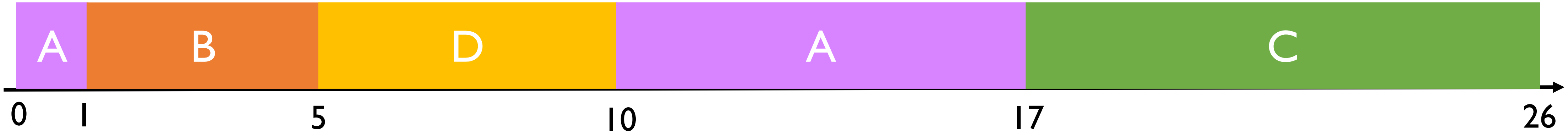

avg. waiting time =

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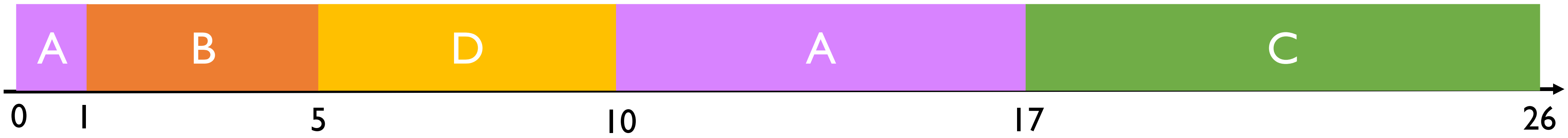

avg. waiting time = [(17-0-8)]/4

SRTF: Example

Job	Arrival time	CPU burst (time units)
A	0	8
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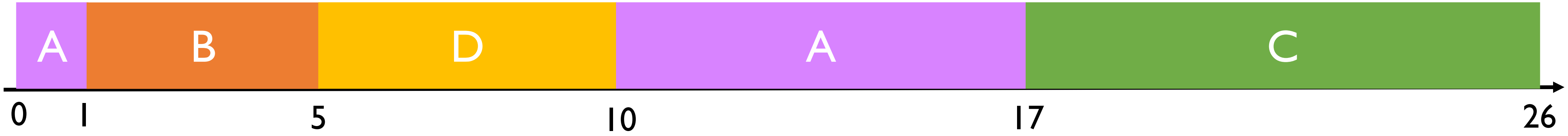

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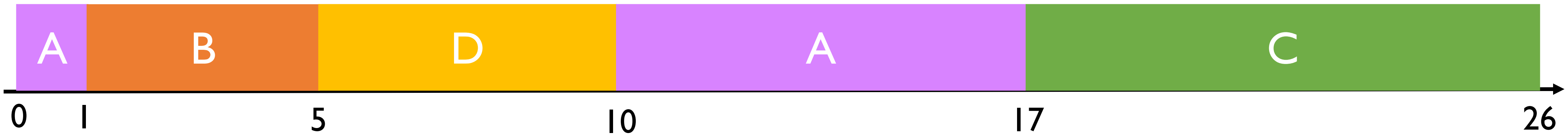

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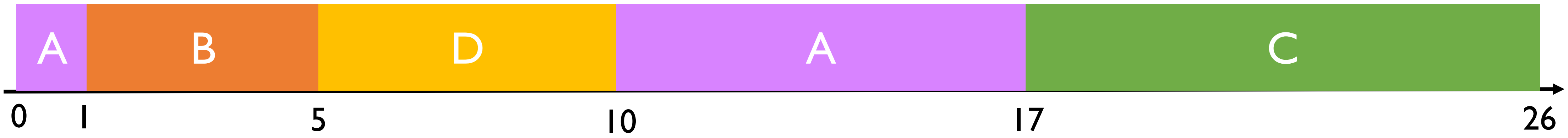

avg. waiting time $= [(17-0-8) + (5-1-4) + (26-2-9) + (10-3-5)]\,/4 = 26/4 \sim \mathbf{6.5}$

FCFS vs. RR vs. SJF

Assumptions:

5 jobs, different CPU burst

Time quantum = 1

Context switch = 0

Arrival time = 0 (for all jobs)

		turnaround time			waiting time		
Job	**CPU burst**	**FCFS**	**RR**	**SJF**	**FCFS**	**RR**	**SJF**
A	50	50	150		0	100	
B	40	90	140		50	100	
C	30	120	120		90	90	
D	20	140	90		120	70	
E	10	150	50		140	40	
Avg.		**110**	**110**		**80**	**80**	

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Scheduling Algorithms: An Overview

- First-Come-First-Serve (FCFS)
- Round Robin (RR)
- Shortest-Job-First (SJF)
- **Priority Scheduling**
- Multilevel Queue (MLQ)
- Multilevel Feedback-Queue (MLFQ)

Priority Scheduling: Idea

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- More general case of SJF, where each job is assigned a **priority** and the job with the highest priority gets scheduled first
- SJF is a priority scheduling where priority is the predicted next CPU burst time
- In practice, priorities are implemented using integers within a fixed range
  - No convention on whether "high" priorities use large or small numbers
  - Usually, low numbers for high priorities (0 = the highest possible priority)

Priority Scheduling: Characteristics

- Priorities can be assigned either **internally** or **externally**

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- Stuck jobs may eventually run when the system load is lighter or after a shutdown/crash and a reboot
- **Aging** → solves starvation by increasing the priority of jobs proportionally to the time they wait, until they are eventually scheduled

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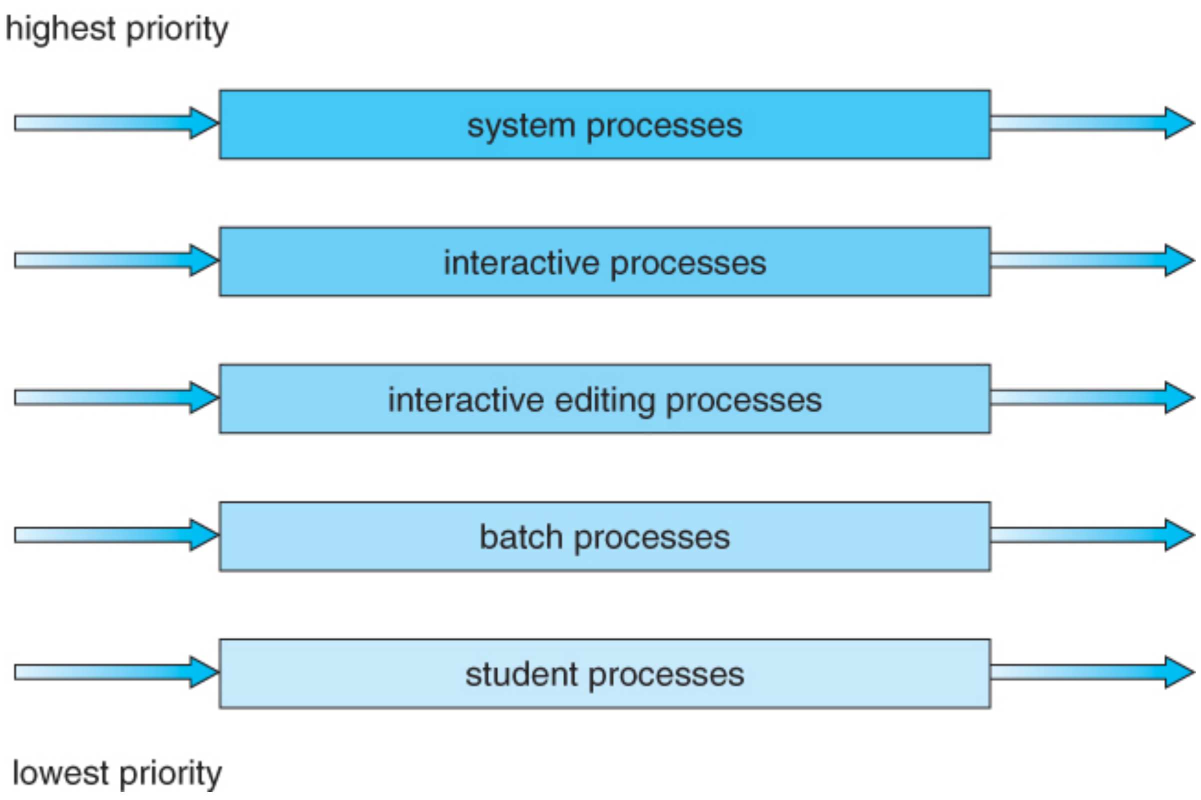
- **Note:** Jobs cannot switch from queue to queue

MLQ: Overview



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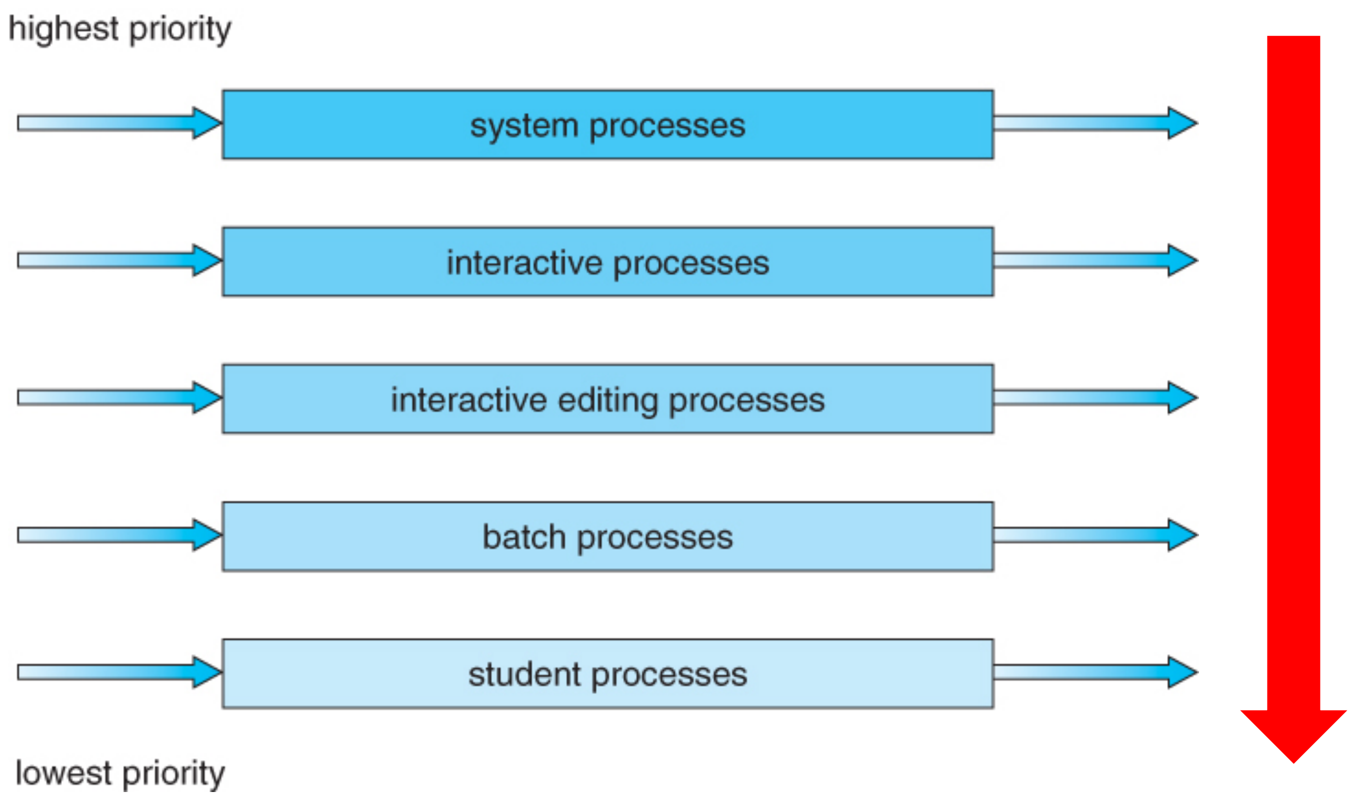

Time slice usually increases (exponentially) as priority gets lower

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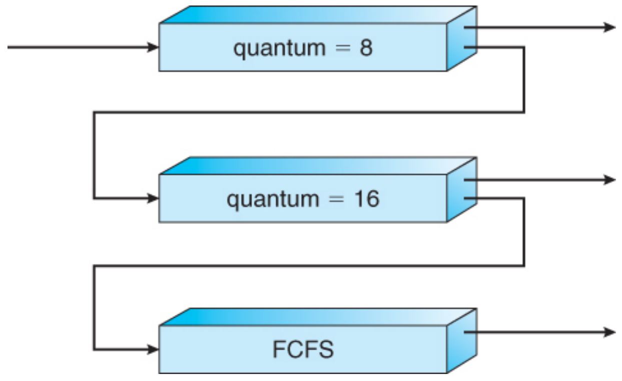
- Similar to the ordinary MLQ scheduling, except jobs may be moved from one queue to another
- Moving jobs may be required when:
  - The characteristics of a job change between CPU-intensive and I/O-intensive
  - A job that has waited for a long time can get bumped up into a higher priority queue for a while (to compensate the aging problem)



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- If job's time slice expires → drop its priority level by one unit
- If job's time slice does not expire (i.e., the context switch occurs due to an I/O request, instead) → increase its priority level by one unit (up to the top)
- CPU-bound jobs will quickly drop their priority
- I/O-bound jobs will stay at higher priority levels

MLFQ: Idea

- MLFQ is the most flexible but it is also the most complex to implement
- Some of the (many) parameters which define MLFQ systems include:
  - The number of queues
  - The scheduling algorithm for each queue
  - The methods used to upgrade or demote processes from one queue to another
  - The method used to determine which queue a process enters initially

Multilevel Feedback Queue (MLFQ): Example I

New | A | B | C

Order	Job	CPU burst (time units)
1	A	30
2	B	20
3	C	10

Multilevel Feedback Queue (MLFQ): Example 1

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No I/O burst

Initial time quantum = 1

Context switch = 0

3 queues

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$$\text{JOB\_ID}^{job\_exec\_time}_{total\_elapsed\_time} = \text{The job JOB\_ID has executed } job\_exec\_time \text{ time units after } total\_elapsed\_time \text{ time units}$$

$$A^2_7 = \text{The job } A \text{ has executed } 2 \text{ time units after } 7 \text{ time units overall}$$

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Queue	Time Slice (time units)	Jobs
1	1	
2	2	
3	4	

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3	4	A^7_{13}, B^7_{17}, C^7_{21} A^{11}_{25}, B^{11}_{29}, C^{10}_{32}

Multilevel Feedback Queue (MLFQ): Example II

New

A	B	C

Order	Job	CPU burst (time units)
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Multilevel Feedback Queue (MLFQ): Example II

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2 queues and C now alternates 1 time unit of CPU with 1 time unit of I/O

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2	2	A^{3}_{5}, B^{3}_{8}, A^{5}_{11}, B^{5}_{14}, …, B^{12}_{32}, A^{14}_{34}, …

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- MLFQ tries to mimic the optimal behavior of SJF in terms of average waiting time
- It explicitly promotes short jobs (i.e., I/O-bound ones) by design
- **Problem:** SJF (and MLFQ) might be unfair (as opposed to RR)

Any increase in fairness by giving long jobs a fraction of the CPU when shorter jobs could be instead selected will increase waiting time

MLFQ: Improving Fairness

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- Adjust dinamically the priority of jobs as they don't get scheduled
  - This avoids starvation but average waiting time might increase when the system is overloaded (all jobs get to the highest priority queue, eventually)

Advanced Topics: Lottery Scheduling

- Give every job a certain number of lottery tickets

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Law of Large Numbers

Lottery Scheduling: Policy

- Assign tickets to jobs as follows:
  - Give more tickets to short running jobs
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- To avoid starvation, each job gets at least one ticket
- Degrades gracefully as system load changes
  - Adding/deleting a job affects all the other jobs proportionally

Lottery Scheduling vs. All

Question:

What is the main difference between lottery scheduling and any other algorithgm we have seen so far?

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Answer:
This is the only example of **randomized** scheduler (rather than deterministic one)

Lottery Scheduling: Example

#short jobs / #long jobs	% of CPU for each short job	% of CPU for each long job

Lottery Scheduling: Example

short jobs get 10 tickets each

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1 / 1		

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#short jobs / #long jobs	% of CPU for each short job	% of CPU for each long job
1/1	~91% (10/11)	

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#short jobs / #long jobs	% of CPU for each short job	% of CPU for each long job
1/1	~91% (10/11)	~9% (1/11)

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#short jobs / #long jobs	% of CPU for each short job	% of CPU for each long job
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0/2		

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0/2	-	50% (1/2)

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2/0	50% (10/20)	-
10/1	~9.9% (10/101)	~0.99% (1/101)

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0/2	-	50% (1/2)
2/0	50% (10/20)	-
10/1	~9.9% (10/101)	~0.99% (1/101)
1/10	50% (10/20)	5% (1/20)

Lottery Scheduling: CPU Assignment

$$n_{short} = \text{total number of } \textit{short} \text{ jobs}$$
$$n_{long} = \text{total number of } \textit{long} \text{ jobs}$$
$$N = n_{short} + n_{long} = \text{total number of jobs}$$

$$m_{short} = \text{number of tickets assigned to each } \textit{short} \text{ job}$$
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$$M = m_{short} * n_{short} + m_{long} * n_{long} = \text{total number of tickets}$$

Lottery Scheduling: CPU Assignment

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m_{short} = number of tickets assigned to each *short* job
m_{long} = number of tickets assigned to each *long* job
$M = m_{short} * n_{short} + m_{long} * n_{long}$ = total number of tickets

$$\boxed{\begin{gathered}\mathrm{CPU}_{short} = \frac{m_{short}}{M} \\ \mathrm{CPU}_{long} = \frac{m_{long}}{M}\end{gathered}}$$

Lottery Scheduling: CPU Assignment Probability

m_i = number of tickets assigned to job i

N = total number of jobs

$$M = \sum_{i=1}^{N} m_i = \text{total number of tickets}$$

$$P(i) = \frac{m_i}{M} = \text{probability of job } i \text{ being scheduled}$$

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- **Multilevel Queuing (MLQ/MLFQ)**: An approximation of SJF

Summary of CPU Scheduling Algorithms

- **First-Come-First-Serve (FCFS)**: Very simple, non-preemptive, generally unfair, and highly variant waiting time
- **Round Robin (RR)**: Fair but average waiting time may be long
- **Shortest Job First (SJF)**: Generally unfair and possible starvation, but provably optimal in terms of average waiting time (assuming we are able to correctly predict the length of the next CPU burst)
- **Multilevel Queuing (MLQ/MLFQ)**: An approximation of SJF
- **Lottery**: Fairer with a low average waiting time yet less predictable due to randomization