

Operating System Principles:
Scheduling
CS 111
Operating Systems

Outline

- What is scheduling?
 - What are our scheduling goals?
- What resources should we schedule?
- Example scheduling algorithms and their implications

What Is Scheduling?

- An operating system often has choices about what to do next
- In particular:
 - For a resource that can serve one client at a time
 - When there are multiple potential clients
 - Who gets to use the resource next?
 - And for how long?
- Making those decisions is scheduling

OS Scheduling Examples

- What job to run next on an idle core?
 - How long should we let it run?
- In what order to handle a set of block requests for a disk drive?
- If multiple messages are to be sent over the network, in what order should they be sent?
- We'll primarily consider scheduling processes

How Do We Decide How To Schedule?

- Generally, we choose goals we wish to achieve
- And design a scheduling algorithm that is likely to achieve those goals
- Different scheduling algorithms try to optimize different quantities
- So changing our scheduling algorithm can drastically change system behavior

The Process Queue

- The OS typically keeps a queue of processes that are ready to run
 - Ordered by whichever one should run next
 - Which depends on the scheduling algorithm used
- When time comes to schedule a new process, grab the first one on the process queue
- Processes that are not ready to run either:
 - Aren't in that queue
 - Or are at the end

Potential Scheduling Goals

- Maximize throughput
 - Get as much work done as possible
- Minimize average waiting time
 - Try to avoid delaying too many for too long
- Ensure some degree of fairness
 - E.g., minimize worst case waiting time
- Meet explicit priority goals
 - Scheduled items tagged with a relative priority
- Real time scheduling
 - Scheduled items tagged with a deadline to be met

Different Kinds of Systems, Different Scheduling Goals

- Time sharing
 - Fast response time to interactive programs
 - Each user gets an equal share of the CPU
- Batch
 - Maximize total system throughput
 - Delays of individual processes are unimportant
- Real-time
 - Critical operations must happen on time
 - Non-critical operations may not happen at all

Preemptive Vs. Non-Preemptive Scheduling

- When we schedule a piece of work, we could let it use the resource until it finishes
- Or we could interrupt it part way through
 - Allowing other pieces of work to run instead
- If scheduled work always runs to completion, the scheduler is non-preemptive
- If the scheduler temporarily halts running work to run something else, it's preemptive

Pros and Cons of Non-Preemptive Scheduling

- + Low scheduling overhead
- + Tends to produce high throughput
- + Conceptually very simple
- Poor response time for processes
- Bugs can cause machine to freeze up
 - If process contains infinite loop, e.g.
- Not good fairness (by most definitions)
- May make real time and priority scheduling difficult

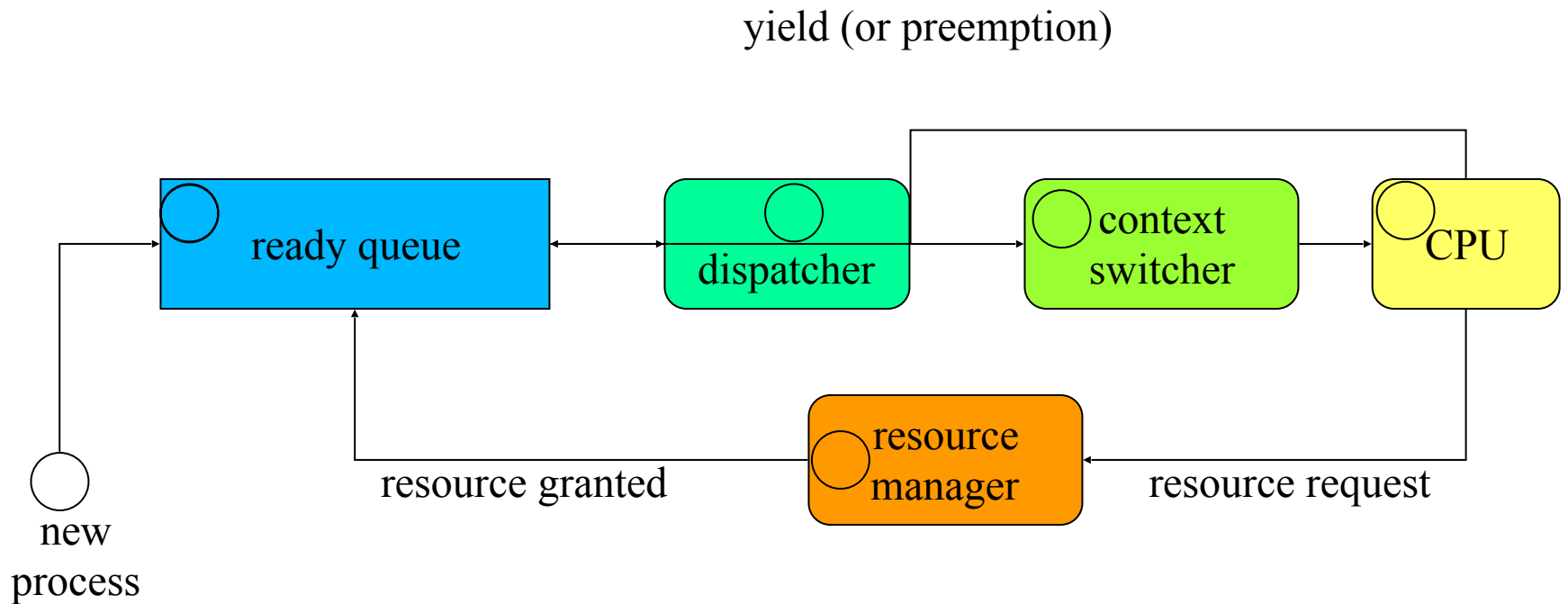
Pros and Cons of Pre-emptive Scheduling

- + Can give good response time
- + Can produce very fair usage
- + Good for real-time and priority scheduling
- More complex
- Requires ability to cleanly halt process and save its state
- May not get good throughput
- Possibly higher overhead

Scheduling: Policy and Mechanism

- The scheduler will move jobs into and out of a processor (*dispatching*)
 - Requiring various mechanics to do so
 - Part of the scheduling mechanism
- How dispatching is done should not depend on the policy used to decide who to dispatch
- Desirable to separate the choice of who runs (policy) from the dispatching mechanism
 - Also desirable that OS process queue structure not be policy-dependent

Scheduling the CPU



Scheduling and Performance

- How you schedule important system activities has a major effect on performance
- Performance has different aspects
 - You may not be able to optimize for all of them
- Scheduling performance has very different characteristic under light vs. heavy load
- Important to understand the performance basics regarding scheduling

General Comments on Performance

- Performance goals should be quantitative and measurable
 - If we want “goodness” we must be able to quantify it
 - You cannot optimize what you do not measure
- Metrics ... the way & units in which we measure
 - Choose a characteristic to be measured
 - It must correlate well with goodness/badness of service
 - Find a unit to quantify that characteristic
 - It must a unit that can actually be measured
 - Define a process for measuring the characteristic
- That’s enough for now
 - But actually measuring performance is complex

How Should We Quantify Scheduler Performance?

- Candidate metric: throughput (processes/second)
 - But different processes need different run times
 - Process completion time not controlled by scheduler
- Candidate metric: delay (milliseconds)
 - But specifically what delays should we measure?
 - Time to finish a job (turnaround time)?
 - Time to get some response?
 - Some delays are not the scheduler's fault
 - Time to complete a service request
 - Time to wait for a busy resource

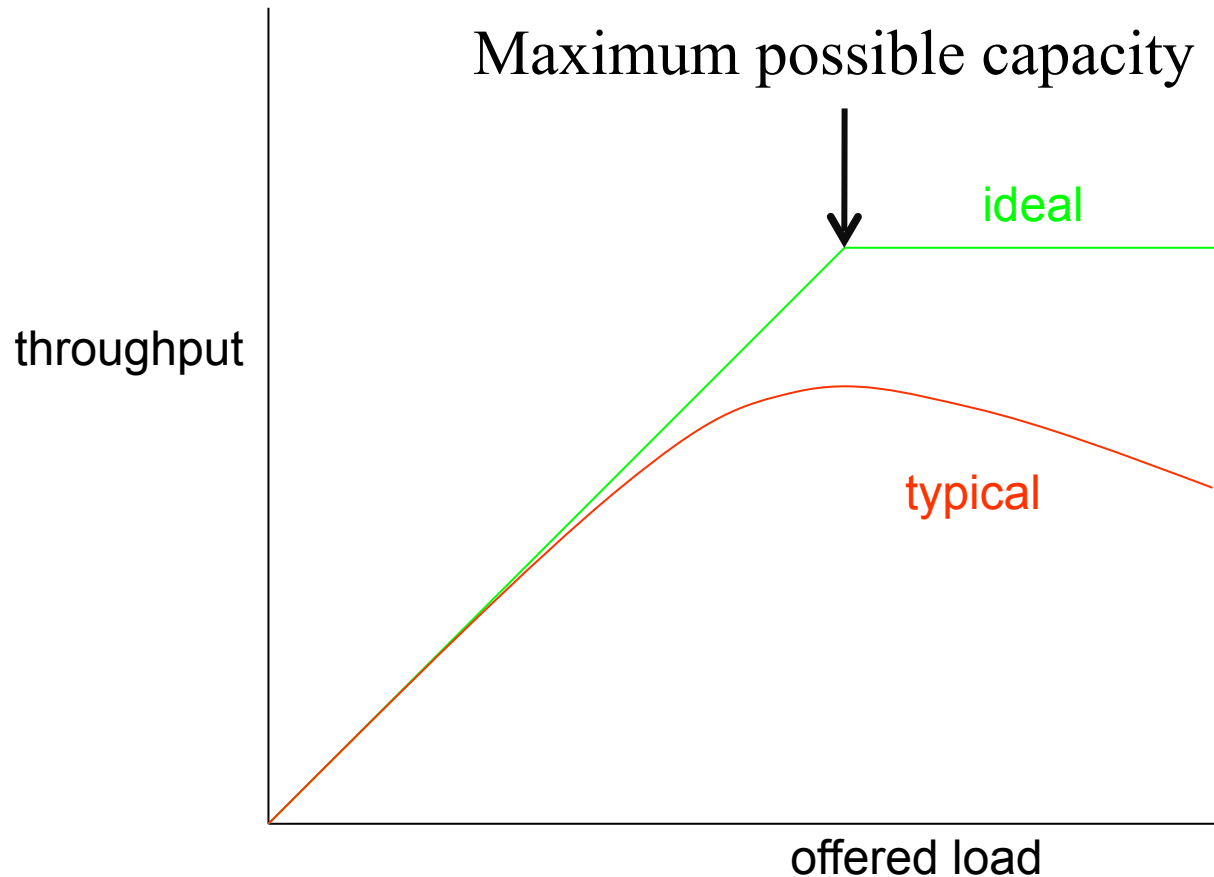
Other Scheduling Metrics

- Mean time to completion (seconds)
 - For a particular job mix (benchmark)
- Throughput (operations per second)
 - For a particular activity or job mix (benchmark)
- Mean response time (milliseconds)
 - Time spent on the ready queue
- Overall “goodness”
 - Requires a customer specific weighting function
 - Often stated in *Service Level Agreements (SLAs)*

An Example – Measuring CPU Scheduling

- Process execution can be divided into phases
 - Time spent running
 - The process controls how long it needs to run
 - Time spent waiting for resources or completions
 - Resource managers control how long these take
 - Time spent waiting to be run
 - This time is controlled by the scheduler
- Proposed metric:
 - Time that “ready” processes spend waiting for the CPU

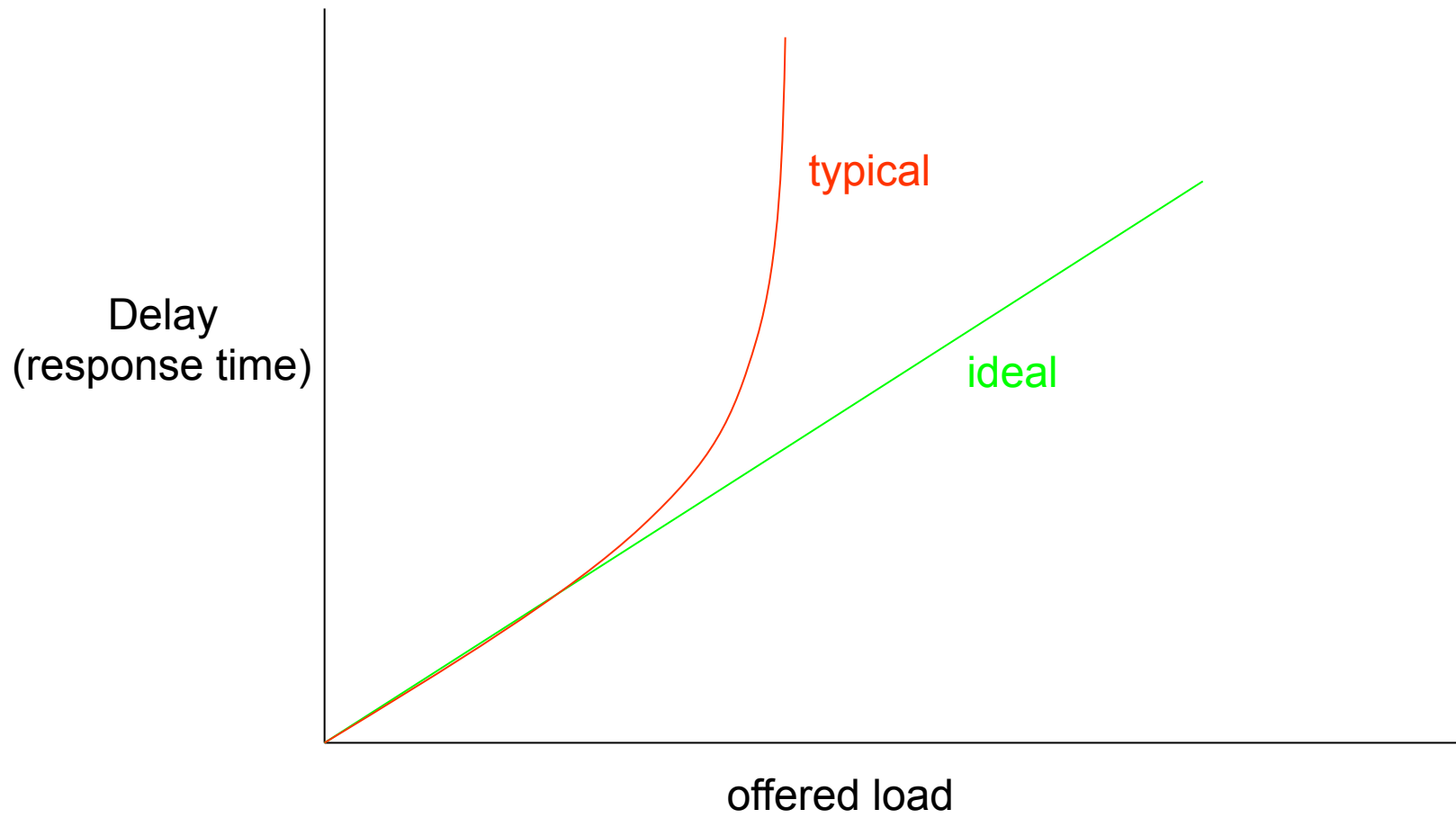
Typical Throughput vs. Load Curve



Why Don't We Achieve Ideal Throughput?

- Scheduling is not free
 - It takes time to dispatch a process (overhead)
 - More dispatches means more overhead (lost time)
 - Less time (per second) is available to run processes
- How to minimize the performance gap
 - Reduce the overhead per dispatch
 - Minimize the number of dispatches (per second)
- This phenomenon is seen in many areas besides process scheduling

Typical Response Time vs. Load Curve



Why Does Response Time Explode?

- Real systems have finite limits
 - Such as queue size
- When limits exceeded, requests are typically dropped
 - Which is an infinite response time, for them
 - There may be automatic retries (e.g., TCP), but they could be dropped, too
- If load arrives a lot faster than it is serviced, lots of stuff gets dropped
- Unless you're careful, overheads explode during periods of heavy load

Graceful Degradation

- When is a system “overloaded”?
 - When it is no longer able to meet its service goals
- What can we do when overloaded?
 - Continue service, but with degraded performance
 - Maintain performance by rejecting work
 - Resume normal service when load drops to normal
- What should we not do when overloaded?
 - Allow throughput to drop to zero (i.e., stop doing work)
 - Allow response time to grow without limit

Non-Preemptive Scheduling

- Scheduled process runs until it yields CPU
- Works well for simple systems
 - Small numbers of processes
 - With natural producer consumer relationships
- Good for maximizing throughput
- Depends on each process to voluntarily yield
 - A piggy process can starve others
 - A buggy process can lock up the entire system

Non-Preemptive Scheduling Algorithms

- First come first served
- Shortest job next
 - We won't cover this in detail
- Real time schedulers

First Come First Served

- The simplest of all scheduling algorithms
- Run first process on ready queue
 - Until it completes or yields
- Then run next process on queue
 - Until it completes or yields
- Highly variable delays
 - Depends on process implementations
- All processes will eventually be served

First Come First Served Example

Dispatch Order		0, 1, 2, 3, 4			
Process	Duration		Start Time		End Time
0	350		0		350
1	125		350		475
2	475		475		950
3	250		950		1200
4	75		1200		1275
Total	1275				
Average wait			595		

Note: Average is worse than total/5 because four other processes had to wait for the slow-poke who ran first.

When Would First Come First Served Work Well?

- FCFS scheduling is very simple
- It may deliver very poor response time
- Thus it makes the most sense:
 1. When response time is not important (e.g., batch)
 2. In embedded (e.g., telephone or set-top box) systems
 - Where computations are brief
 - And/or exist in natural producer/consumer relationships

Real Time Schedulers

- For certain systems, some things must happen at particular times
 - E.g., industrial control systems
 - If you don't rivet the widget before the conveyer belt moves, you have a worthless widget
- These systems must schedule on the basis of real-time deadlines
- Can be either *hard* or *soft*

Hard Real Time Schedulers

- The system absolutely must meet its deadlines
- By definition, system fails if a deadline is not met
 - E.g., controlling a nuclear power plant . . .
- How can we ensure no missed deadlines?
- Typically by very, very careful analysis
 - Make sure no possible schedule causes a deadline to be missed
 - By working it out ahead of time
 - Then scheduler rigorously follows deadlines

Ensuring Hard Deadlines

- Must have deep understanding of the code used in each job
 - You know exactly how long it will take
- Vital to avoid non-deterministic timings
 - Even if the non-deterministic mechanism usually speeds things up
 - You're screwed if it ever slows them down
- Typically means you do things like turn off interrupts
- And scheduler is non-preemptive
- Typically you set up a pre-defined schedule
 - No run time decisions

Soft Real Time Schedulers

- Highly desirable to meet your deadlines
- But some (or any) of them can occasionally be missed
- Goal of scheduler is to avoid missing deadlines
 - With the understanding that you miss a few
- May have different classes of deadlines
 - Some “harder” than others
- Need not require quite as much analysis

What If You Don't Meet a Deadline?

- Depends on the particular type of system
- Might just drop the job whose deadline you missed
- Might allow system to fall behind
- Might drop some other job in the future
- At any rate, it will be well defined in each particular system

What Algorithms Do You Use For Soft Real Time?

- Most common is Earliest Deadline First
- Each job has a deadline associated with it
 - Based on a common clock
- Keep the job queue sorted by those deadlines
- Whenever one job completes, pick the first one off the queue
- Prune the queue to remove missed deadlines
- Goal: Minimize *total lateness*

Example of a Soft Real Time Scheduler

- A video playing device
- Frames arrive
 - From disk or network or wherever
- Ideally, each frame should be rendered “on time”
 - To achieve highest user-perceived quality
- If you can’t render a frame on time, might be better to skip it entirely
 - Rather than fall further behind

Preemptive Scheduling

- Again in the context of CPU scheduling
- A thread or process is chosen to run
- It runs until either it yields
- Or the OS decides to interrupt it
- At which point some other process/thread runs
- Typically, the interrupted process/thread is restarted later

Implications of Forcing Preemption

- A process can be forced to yield at any time
 - If a more important process becomes ready
 - Perhaps as a result of an I/O completion interrupt
 - If running process's importance is lowered
 - Perhaps as a result of having run for too long
- Interrupted process might not be in a “clean” state
 - Which could complicate saving and restoring its state
- Enables enforced “fair share” scheduling
- Introduces extra context switches
 - Not required by the dynamics of processes
- Creates potential resource sharing problems

Implementing Preemption

- Need a way to get control away from process
 - E.g., process makes a sys call, or clock interrupt
- Consult scheduler before returning to process
 - Has any ready process had its priority raised?
 - Has any process been awakened?
 - Has current process had its priority lowered?
- Scheduler finds highest priority ready process
 - If current process, return as usual
 - If not, yield on behalf of current process and switch to higher priority process

Clock Interrupts

- Modern processors contain a clock
- A peripheral device
 - With limited powers
- Can generate an interrupt at a fixed time interval
- Which temporarily halts any running process
- Good way to ensure that runaway process doesn't keep control forever
- Key technology for preemptive scheduling

Round Robin Scheduling Algorithm

- Goal - fair share scheduling
 - All processes offered equal shares of CPU
 - All processes experience similar queue delays
- All processes are assigned a nominal time slice
 - Usually the same sized slice for all
- Each process is scheduled in turn
 - Runs until it blocks, or its time slice expires
 - Then put at the end of the process queue
- Then the next process is run
- Eventually, each process reaches front of queue

Properties of Round Robin Scheduling

- All processes get relatively quick chance to do some computation
 - At the cost of not finishing any process as quickly
 - A big win for interactive processes
- Far more context switches
 - Which can be expensive

Round Robin and I/O Interrupts

- Processes get halted by round robin scheduling if their time slice expires
- If they block for I/O (or anything else) on their own, the scheduler doesn't halt them
- Thus, some percentage of the time in round robin acts no differently than FIFO
 - When I/O occurs in a process and it blocks

Round Robin Example

Assume a 50 msec time slice

Dispatch Order: 0, 1, 2, 3, 4, 0, 1, 2, . . .											
Process	Length	1st	2nd	3d	4th	5th	6th	7th	8th	Finish	Switches
0	350	0	250	475	650	800	950	1050		1100	7
1	125	50	300	525						550	3
2	475	100	350	550	700	850	1000	1100	1250	1275	10
3	250	150	400	600	750	900				900	5
4	75	200	450							475	2
Average waiting time: 100 msec										1275	27

First process completed: 475 msec

Comparing Round Robin to FIFO

- Context switches: 27 vs. 5 for FIFO
 - Clearly more expensive
- First job completed: 475 msec vs. 350 for FIFO
 - Can take longer to complete first process
- Average waiting time: 100 msec vs. 595 for FIFO
 - For first opportunity to compute
 - Clearly more responsive

Choosing a Time Slice

- Performance of a preemptive scheduler depends heavily on how long the time slice is
- Long time slices avoid too many context switches
 - Which waste cycles
 - So better throughput and utilization
- Short time slices provide better response time to processes
- How to balance?

Costs of a Context Switch

- Entering the OS
 - Taking interrupt, saving registers, calling scheduler
- Cycles to choose who to run
 - The scheduler/dispatcher does work to choose
- Moving OS context to the new process
 - Switch stack, non-resident process description
- Switching process address spaces
 - Map-out old process, map-in new process
- Losing instruction and data caches
 - Greatly slowing down the next hundred instructions

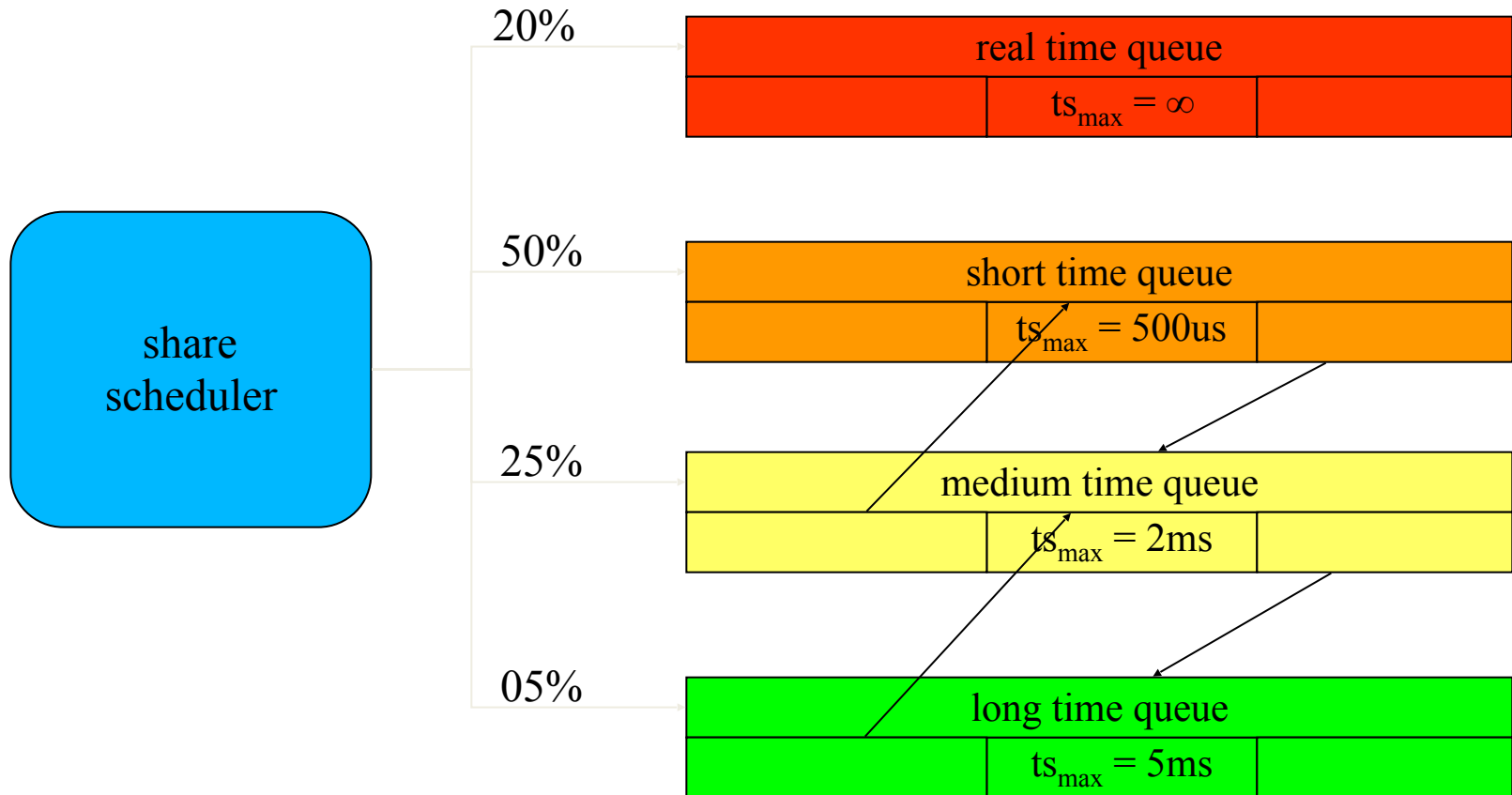
Multi-Level Feedback Queue (MLFQ) Scheduling

- One time slice length may not fit all processes
- Create multiple ready queues
 - Short time (foreground) tasks that finish quickly
 - Short but frequent time slices, optimize response time
 - Long time (background) tasks that run longer
 - Longer but infrequent time slices, minimize overhead
 - Different queues may get different shares of the CPU
- Finds balance between good response time and good turnaround time

How Do I Know What Queue To Put New Process Into?

- If it's in the wrong queue, its scheduling discipline causes it problems
- Start all processes in short time queue
 - Move to longer queue if too many time-slice ends
 - Move back to shorter queue if too few time slice ends
 - Processes dynamically find the right queue
- If you also have real time tasks, you know where they belong
 - Start them in real time queue and don't move them

Multiple Queue Scheduling



What Benefits Do We Expect From MLFQ?

- Acceptable response time for interactive jobs
 - Or other jobs with regular external inputs
 - It won't be too long before they're scheduled
 - But they won't waste CPU running for a long time
- Efficient but fair CPU use for non-interactive jobs
 - They run for a long time slice without interruption
- Predictable real time response
 - Based on known percentage of CPU
- Dynamic and automatic adjustment of scheduling based on actual behavior of jobs

Priority Scheduling Algorithm

- Sometimes processes aren't all equally important
- We might want to preferentially run the more important processes first
- How would our scheduling algorithm work then?
- Assign each job a priority number
- Run according to priority number

Priority and Preemption

- If non-preemptive, priority scheduling is just about ordering processes
- Much like shortest job first, but ordered by priority instead
- But what if scheduling is preemptive?
- In that case, when new process is created, it might preempt running process
 - If its priority is higher

Priority Scheduling Example

550

Time

Process	Priority	Length
0	10	350
1	30	125
2	40	475
3	20	250
4	50	75



Process 4 completes

So we go back to process 2

Process 3's priority is lower than running process

Process 4's priority is higher than running process

Problems With Priority Scheduling

- Possible *starvation*
- Can a low priority process ever run?
- If not, is that really the effect we wanted?
- May make more sense to adjust priorities
 - Processes that have run for a long time have priority temporarily lowered
 - Processes that have not been able to run have priority temporarily raised

Hard Priorities Vs. Soft Priorities

- What does a priority mean?
- That the higher priority has absolute precedence over the lower?
 - Hard priorities
 - That's what the example showed
- That the higher priority should get a larger share of the resource than the lower?
 - Soft priorities

Priority Scheduling in Linux

- Each process in Linux has a priority
 - Called a *nice* value
 - A soft priority describing share of CPU that a process should get
- Commands can be run to change process priorities
- Anyone can request lower priority for his processes
- Only privileged user can request higher

Priority Scheduling in Windows

- 32 different priority levels
 - Half for regular tasks, half for soft real time
 - Real time scheduling requires special privileges
 - Using a multi-queue approach
- Users can choose from 5 of these priority levels
- Kernel adjusts priorities based on process behavior
 - Goal of improving responsiveness