CS 318 Principles of Operating Systems

Fall 2017

Lecture 4: Scheduling

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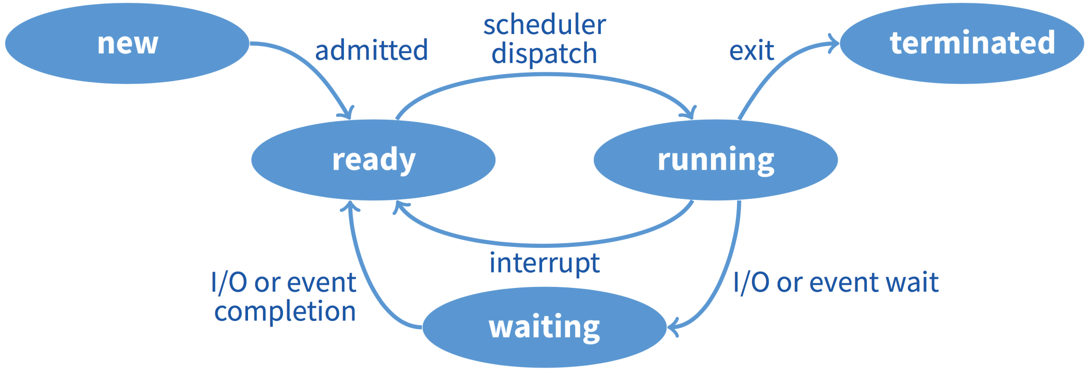
Administrivia

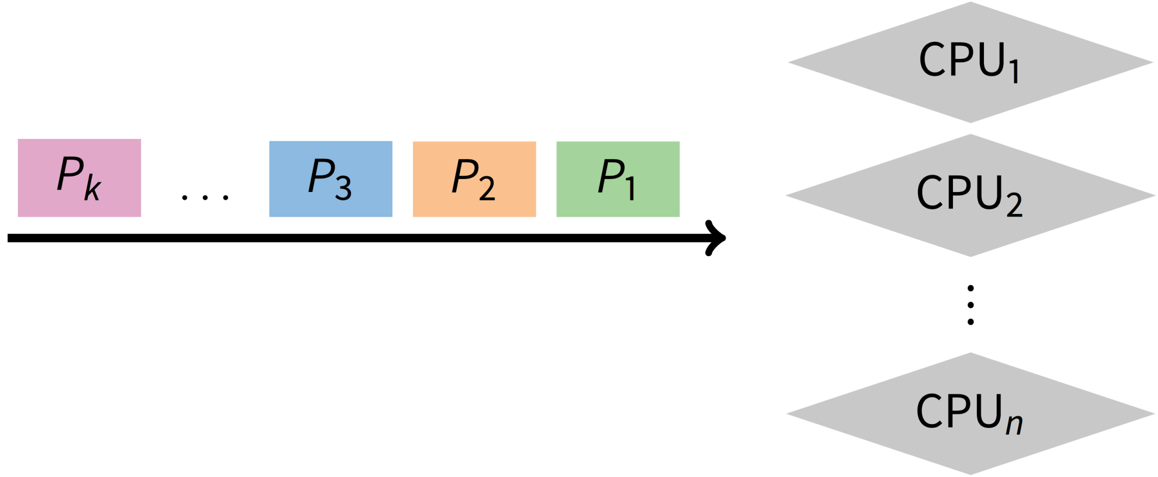
- **Lab 0**
  - Due today
  - "Lab 0 – Unlimited Attempts" in Blackboard
- **Lab 1 released**
  - Due in two weeks
  - Guoye will do a review session
  - If you still don't have a group, hurry up and let us know soon
- **Office hours**

Recap: Processes

- **The process is the OS abstraction for execution**
  - own view of machine
- **Process components**
  - address space, program counter, registers, open files, etc.
  - kernel data structure: Process Control Block (PCB)
- **Process states and APIs**
  - state graph and queues
  - process creation, deletion, waiting
- **Multiple processes**
  - overlapping I/O and CPU activities
  - context switch



Scheduling Overview

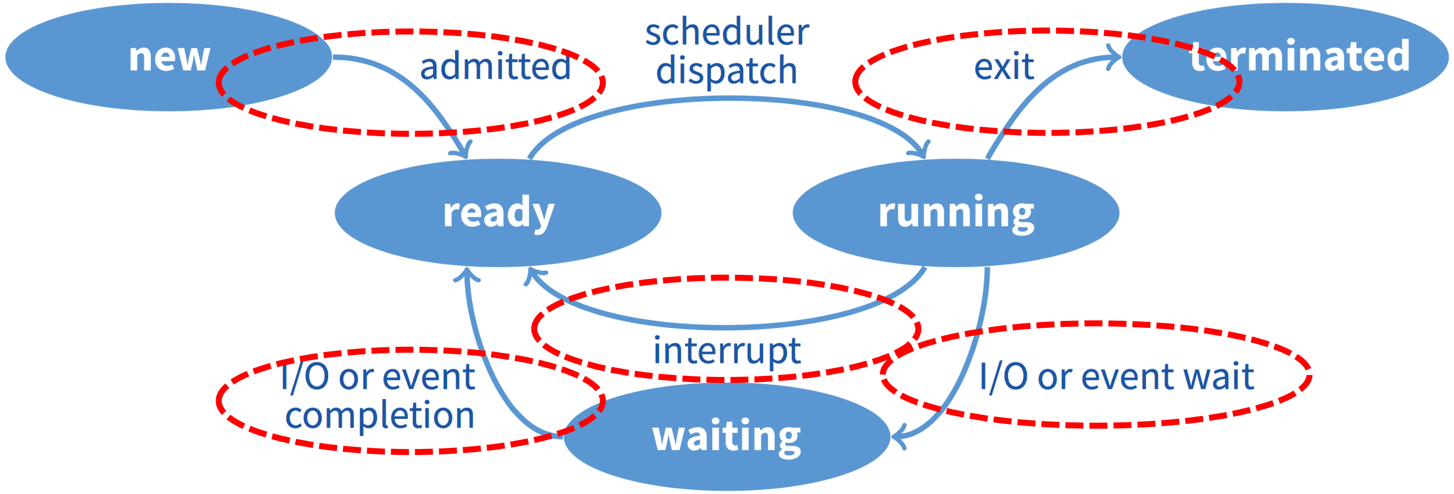


- **The scheduling problem:**
  - Have K jobs ready to run
  - Have $N \geq 1$ CPUs
- **Policy: which jobs should we assign to which CPU(s), for how long?**
  - we'll refer to schedulable entities as jobs – could be processes, threads, people, etc.
- **Mechanism: context switch, process state queues**

Scheduling Overview

1. **Goals of scheduling**
2. **Textbook scheduling**
3. **Priority scheduling**
4. **Advanced scheduling topics**

When Do We Schedule CPU?



- **Scheduling decisions may take place when a process:**
  1. Switches from running to waiting state
  2. Switches from running to ready state
  3. Switches from new/waiting to ready
  4. Exits

- **Non-preemptive schedules use 1 & 4 only**

- **Preemptive schedulers run at all four points**

Scheduling Goals

- **Scheduling works at two levels in an operating system**
  - To determine the multiprogramming level – # of jobs loaded into memory
    - Moving jobs to/from memory is often called swapping
  - To decide what job to run next to guarantee “good service”
    - Good service could be one of many different criteria
- **Known as long-term and short-term scheduling decisions**
  - Long-term scheduling happens relatively infrequently
    - Significant overhead in swapping a process out to disk
  - Short-term scheduling happens relatively frequently
    - Want to minimize the overhead of scheduling
      - Fast context switches, fast queue manipulation

Scheduling Criteria

- **Why do we care?**
  - What concrete goals should we have for a scheduling algorithm?

Scheduling Criteria

- **Throughput – # of processes that complete per unit time**
  - Higher is better
- **Turnaround time – time for each process to complete**
  - Lower is better
- **Response time – time from request to first response**
  - i.e., time spent on ready queue (e.g., key press to echo, not launch to exit)
  - Lower is better
- **Above criteria are affected by secondary criteria**
  - **CPU utilization** – fraction of time CPU doing productive work
  - **Waiting time** – time each process waits in wait queue

Scheduling Goals

- **Scheduling algorithms can have many different goals:**
  - Job throughput (# jobs/time)
  - Turnaround time ($T_{finish} – T_{start}$)
  - Response time ($Avg(T_{ready})$): avg time spent on ready queue)
  - CPU utilization (%CPU)
  - Waiting time ($Avg(T_{wait})$): avg time spent on wait queues)
- **Batch systems**
  - Strive for job throughput, turnaround time (supercomputers)
- **Interactive systems**
  - Strive to minimize response time for interactive jobs (PC)

Scheduling "Non-goal": Starvation

- **Starvation is when a process is prevented from making progress because some other process has the resource it requires**
  - Resource could be the CPU, or a lock (recall readers/writers)
- **Starvation usually a side effect of the sched. algorithm**
  - A high priority process always prevents a low priority process from running
  - One thread always beats another when acquiring a lock
- **Starvation can be a side effect of synchronization**
  - Constant supply of readers always blocks out writers

Example: FCFS Scheduling

- **Run jobs in order that they arrive**
  - Called “First-come first-served” (FCFS)
  - E.g., Say P_1 needs 24 sec, while P_2 and P_3 need 3.
  - Say P_2, P_3 arrived immediately after P_1, get:

- **Throughput: 3 jobs / 30 sec = 0.1 jobs/sec**
- **Turnaround Time: P_1 : 24, P_2 : 27, P_3 : 30**
  - Average TT: (24 + 27 + 30) / 3 = 27
- **Can we do better?**

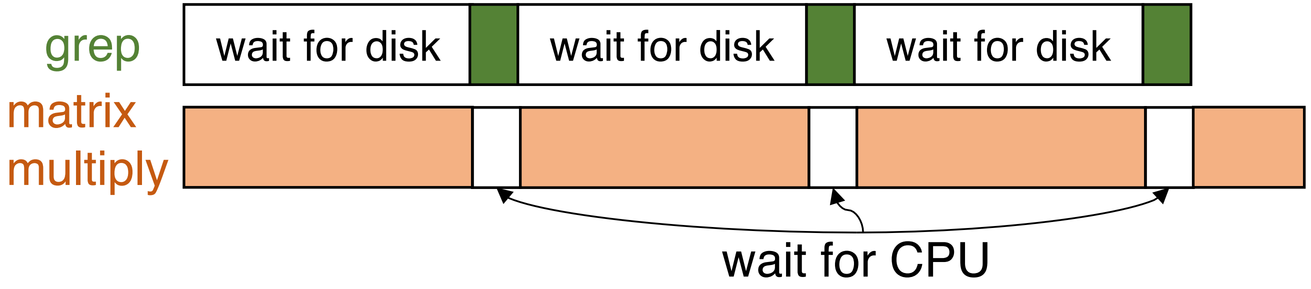
FCFS Continued

- **Suppose we scheduled P_2, P_3, then P_1**
  - Would get:

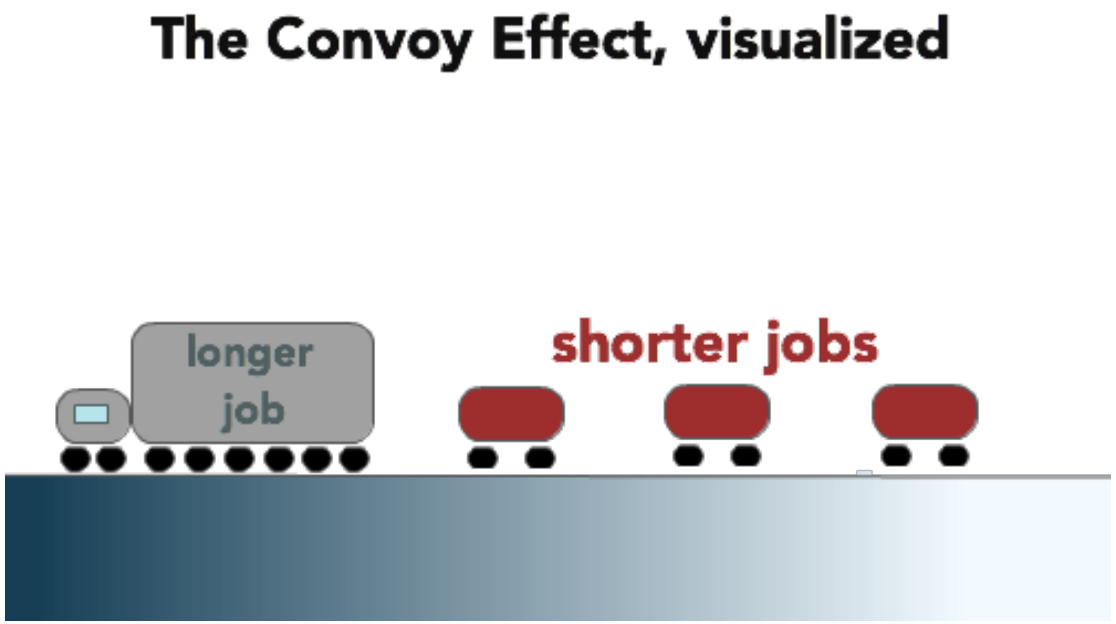
- **Throughput: 3 jobs / 30 sec = 0.1 jobs/sec**
- **Turnaround Time: P_1 : 30, P_2 : 3, P_3 : 6**
  - Average TT: (30 + 3 + 6) / 3 = 13 – much less than 27
- **Lesson: scheduling algorithm can reduce TT**
  - Minimizing waiting time can improve RT and TT
- **Can a scheduling algorithm improve throughput?**
  - Yes, if jobs require both computation and I/O

View CPU and I/O devices the same

- **CPU is one of several devices needed by users' jobs**
  - CPU runs compute jobs, Disk drive runs disk jobs, etc.
  - With network, part of job may run on remote CPU
- **Scheduling 1-CPU system with n I/O devices like scheduling asymmetric $(n+1)$-CPU multiprocessor**
  - Result: all I/O devices + CPU busy ➔ $(n+1)$-fold throughput gain!
- **Example: disk-bound grep + CPU-bound matrix multiply**
  - Overlap them just right? throughput will be almost doubled



FCFS Convoy Effect



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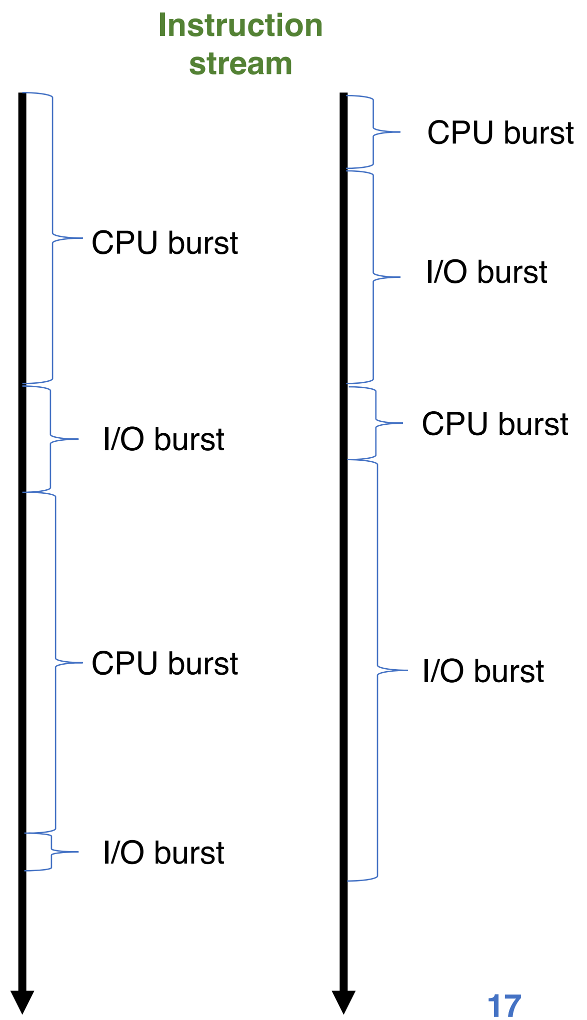
FCFS Convoy Effect

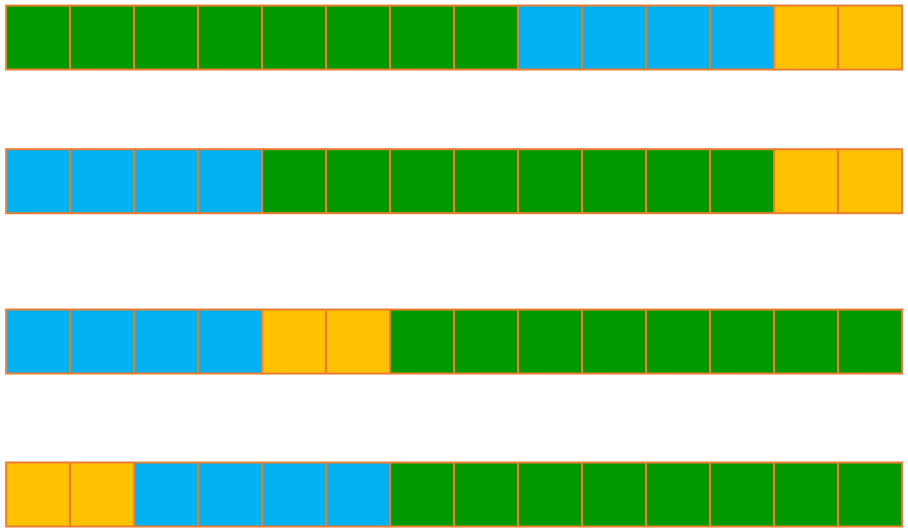
FCFS Convoy Effect

- **CPU-bound jobs will hold CPU until exit or I/O**
  - Long periods where no I/O requests issued, and CPU held
  - Result: poor I/O device utilization
- **Example: one CPU-bound job, many I/O bound**
  - CPU-bound job runs (I/O devices idle)
  - Eventually, CPU-bound job blocks
  - I/O-bound jobs run, but each quickly blocks on I/O
  - CPU-bound job unblocks, runs again
  - All I/O requests complete, but CPU-bound job still hogs CPU
  - I/O devices sit idle since I/O-bound jobs can't issue next requests
- **Simple hack: run process whose I/O completed**
  - What is a potential problem?
    - I/O-bound jobs can starve CPU-bound one



Shortest Job First (SJF)

- **Shortest Job First (SJF)**
  - Choose the job with the smallest expected CPU burst
    - Person with smallest number of items to buy
  - Provably optimal minimum average *waiting* time (AWT)



AWT = (0+8+(8+4))/3 = 6.67

AWT = (0+4+(4+8))/3 = 5.33

AWT = (0+4+(4+2))/3 = 3.33

AWT = (0+2+(2+4))/3 = 2.67

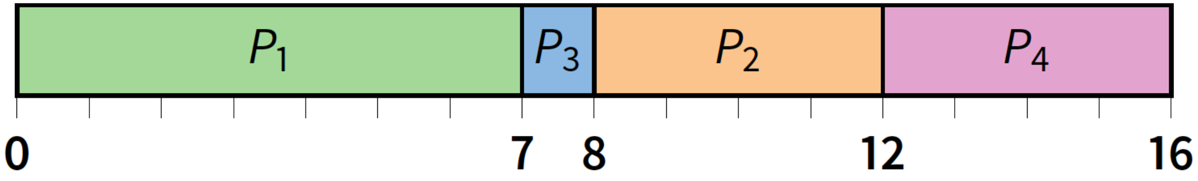
Shortest Job First (SJF)

- **Two schemes**
  - Non-preemptive – once CPU given to the process it cannot be preempted until completes its CPU burst
  - Preemptive – if a new process arrives with CPU burst length less than remaining time of current executing process, preempt
    - Known as the Shortest-Remaining-Time-First or **SRTF**

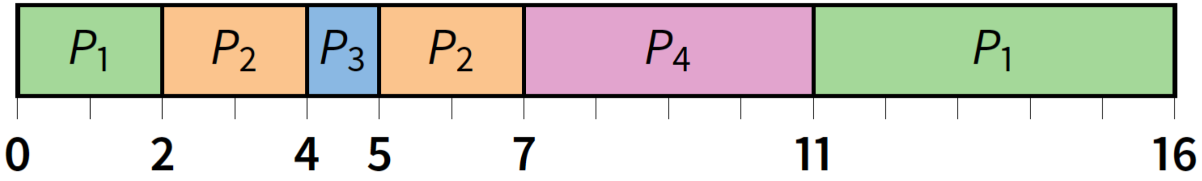
Examples

Process	Arrival Time	Burst Time
P_1	0	7
P_2	2	4
P_3	4	1
P_4	5	4

- **Non-preemptive**



- **Preemptive**



What is the AWT?

SJF Limitations

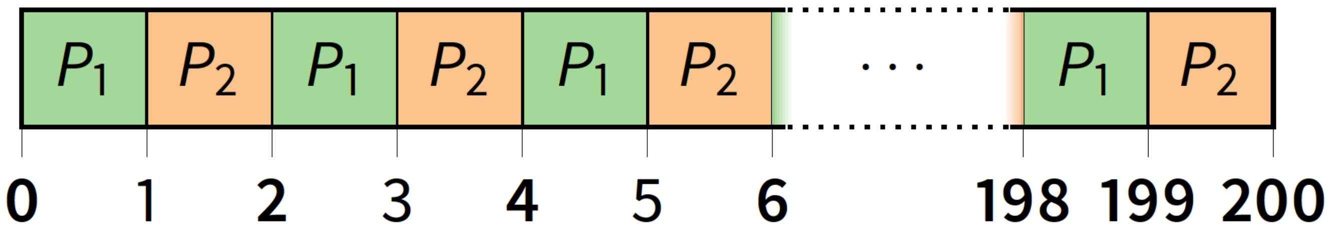
- **Problems**
  - Impossible to know size of CPU burst
    - Like choosing person in line without looking inside basket/cart
  - How can you make a reasonable guess?
    - Estimate CPU burst length based on past
      - e.g., exponentially weighted average
  - Doesn't always minimize average TT
    - Only minimizes waiting time
    - Example where turnaround time might be suboptimal?
  - Can potentially lead to unfairness or starvation

Round Robin (RR)

- **Solution to fairness and starvation**
  - Each job is given a time slice called a quantum
  - Preempt job after duration of quantum
  - When preempted, move to back of FIFO queue
- **Advantages:**
  - Fair allocation of CPU across jobs
  - Low average waiting time when job lengths vary
  - Good for responsiveness if small number of jobs
- **Disadvantages?**

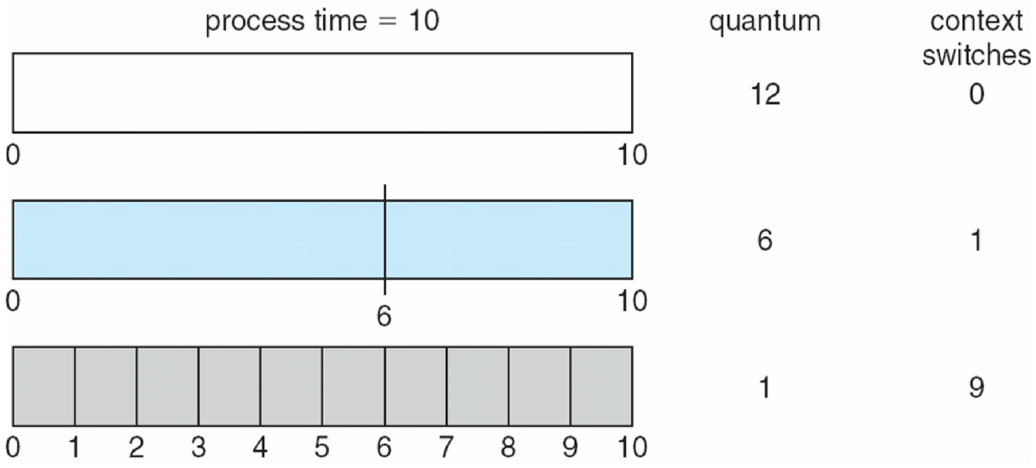
RR Disadvantages

- **Context switches are frequent and need to be very fast**
- **Varying sized jobs are good …what about same-sized jobs?**
- **Assume 2 jobs of time=100 each:**



- **Even if context switches were free…**
  - What would average turnaround time be with RR?
  - How does that compare to FCFS?

Time Quantum



- **How to pick quantum?**
  - Want much larger than context switch cost
  - Majority of bursts should be less than quantum
  - But not so large system reverts to FCFS
- **Typical values: 1–100** msec

Scheduling Overview

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4. **Advanced scheduling topics**

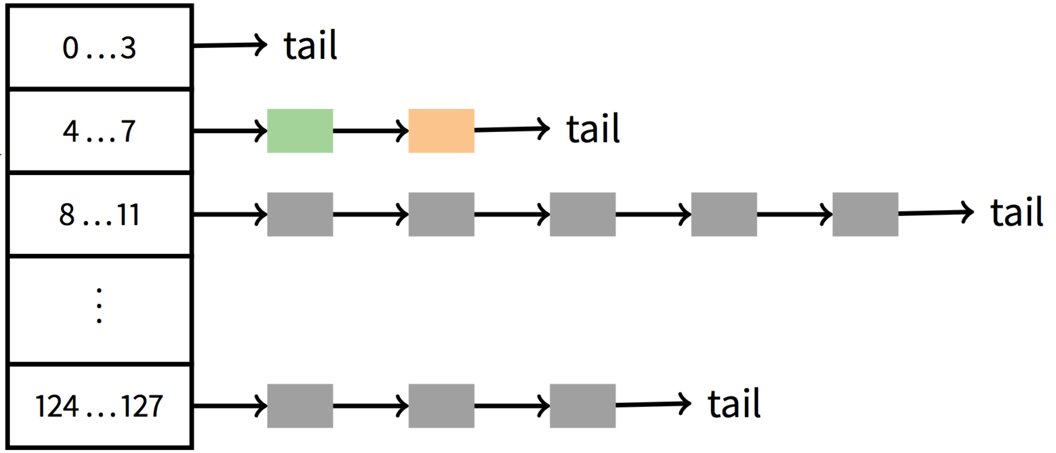
Priority Scheduling

- **Priority Scheduling**
  - Associate a numeric priority with each process
    - E.g., smaller number means higher priority (Unix/BSD)
    - Or smaller number means lower priority (Pintos)
  - Give CPU to the process with highest priority
    - Airline check-in for first class passengers
    - Can be done preemptively or non-preemptively
  - Can implement SJF, priority = 1/(expected CPU burst)
- **Problem: starvation – low priority jobs can wait indefinitely**
- **Solution?**
  - "Age" processes
    - Increase priority as a function of waiting time
    - Decrease priority as a function of CPU consumption

Combining Algorithms

- **Scheduling algorithms can be combined**
  - Have multiple queues
  - Use a different algorithm for each queue
  - Move processes among queues
- **Example: Multiple-level feedback queues (MLFQ)**
  - Multiple queues representing different job types
    - Interactive, CPU-bound, batch, system, etc.
  - Queues have priorities, jobs on same queue scheduled RR

MLFQ in BSD



- **Every runnable process on one of 32 run queues**
  - Kernel runs process on highest-priority non-empty queue
  - Round-robins among processes on same queue
- **Process priorities dynamically computed**
  - Processes moved between queues to reflect priority changes
- **Idea: Favor interactive jobs that use less CPU**

Process Priority

- `p_nice` **– user-settable weighting factor**
- `p_estcpu` **– per-process estimated CPU usage**
  - Incremented whenever timer interrupt found process running
  - Decayed every second while process runnable

$$p\_estcpu \leftarrow \left(\frac{2 \ * load}{2 * load + 1}\right) * p\_estcpu + p\_nice$$

  - Load is sampled average of length of run queue plus short-term sleep queue over last minute
- **Run queue determined by** `p_usrpri`$/4$

$$p\_usrpri \leftarrow 50 + \left(\frac{p\_estcpu}{4}\right) + 2 * p\_nice$$

Sleeping Process Increases Priority

- `p_estcpu` **not updated while asleep**
  - Instead `p_slptime` keeps count of sleep time
- **When process becomes runnable**

$$p\_estcpu \leftarrow \left(\frac{2 \ * load}{2 * load + 1}\right)^{p\_slptime} * p\_estcpu$$

  - Approximates decay ignoring nice and past loads
- **Description based on "*The Design and Implementation of the 4.4BSD Operating System*"**

Pintos Notes

- **Same basic idea for second half of Lab 1**
  - But 64 priorities, not 128
  - Higher numbers mean higher priority
  - Okay to have only one run queue if you prefer (less efficient, but we won't deduct points for it)
- **Have to negate priority equation:**

$$priority = 63 - \left(\frac{recent\_cpu}{4}\right) - 2 * nice$$

Priority Inversion

- **Two tasks: *H* at high priority, *L* at low priority**
  - *L* acquires lock l for exclusive use of a shared resource R
  - If *H* tries to acquire l, blocked until *L* release resource R
  - *M* enters system at medium priority, preempts *L*
    - *L* unable to release R in time
    - *H* unable to run, despite having higher priority than *M*
- **A famous example: Mars PathFinder failure in 1997**
  - low-priority data gathering task and a medium-priority communications task prevented the critical bus management task from running

Priority Donation

- **Say higher number = higher priority (like Pintos)**
- **Example 1: *L* (prio 2), *M* (prio 4), *H* (prio 8)**
  - *L* holds lock l
  - *M* waits on l, *L*'s priority raised to $L_1 = \max(M; L) = 4$
  - Then *H* waits on l, *L*'s priority raised to $\max(H; L_1) = 8$
- **Example 2: Same *L,M,H* as above**
  - *L* holds lock l, *M* holds lock l_2
  - *M* waits on l, *L*'s priority now $L_1 = 4$ (as before)
  - Then *H* waits on l_2. *M*'s priority goes to $M_1 = \max(H;M) = 8$, and *L*'s priority raised to $\max(M_1; L_1) = 8$

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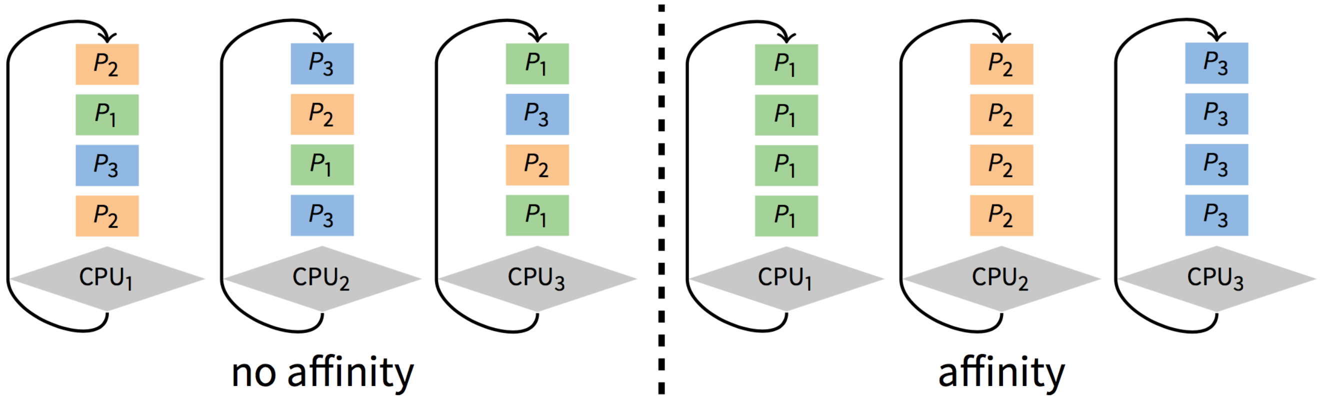
Multiprocessor Scheduling Issues

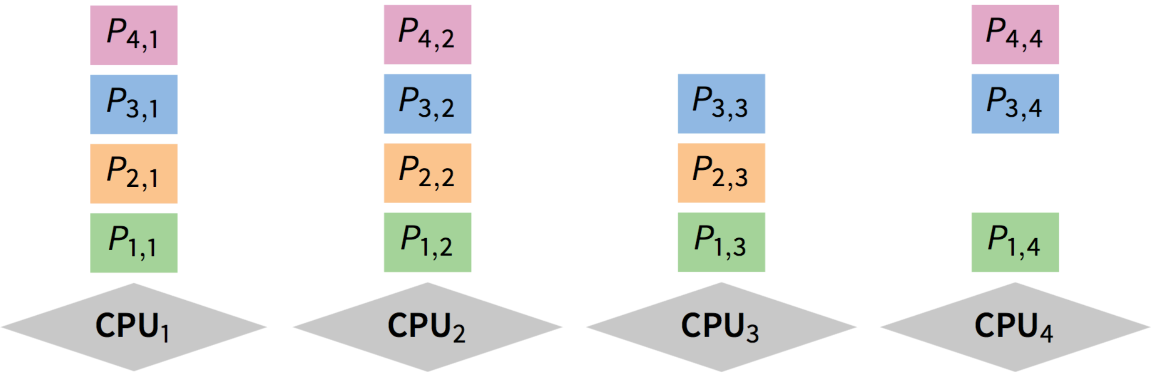
- **Must decide on more than which processes to run**
  - Must decide on which CPU to run which process
- **Moving between CPUs has costs**
  - More cache misses, depending on arch. more TLB misses too
- ***Affinity scheduling*—try to keep process/thread on same CPU**



  - But also prevent load imbalances
  - Do cost-benefit analysis when deciding to migrate...affinity can also be harmful, particularly when tail latency is critical

Multiprocessor Scheduling (cont)

- **Want related processes/threads scheduled together**
  - Good if threads access same resources (e.g., cached files)
  - Even more important if threads communicate often, otherwise must context switch to communicate
- **Gang scheduling—schedule all CPUs synchronously**
  - With synchronized quanta, easier to schedule related processes/threads together



Real-time Scheduling

- **Two categories:**
  - Soft real time—miss deadline and CD will sound funny
  - Hard real time—miss deadline and plane will crash
- **System must handle periodic and aperiodic events**
  - E.g., processes A, B, C must be scheduled every 100, 200, 500 msec, require 50, 30, 100 msec respectively
  - *Schedulable* if $\sum \frac{cpu}{period} \leq 1$
- **Variety of scheduling strategies**
  - E.g., first deadline first (works if schedulable, otherwise fails spectacularly)

Scheduling Summary

- **Scheduling algorithm determines which process runs, quantum, priority…**
- **Many potential goals of scheduling algorithms**
  - Utilization, throughput, wait time, response time, etc.
- **Various algorithms to meet these goals**
  - FCFS/FIFO, SJF, RR, Priority
- **Can combine algorithms**
  - Multiple-level feedback queues
- **Advanced topics**
  - *affinity scheduling, gang scheduling, real-time scheduling*

Next Time

- **Read Chapter 26, 27**