Previous Lectures

- Multithreading
  - Memory Layout
  - Kernel vs User threads
  - Representation in OS
  - Difference between thread and process
  - Thread scheduling
  - Mapping between user and kernel threads
- Multithreading in Java
  - Thread creation
  - API
  - Thread lifecycle
  - Thread collaboration/synchronization
- Hands-on experience after this: Unix process system calls and signals, Java threads

Chapter 6: CPU Scheduling

- Basic Concepts
- Scheduling Criteria
- Scheduling Algorithms
- Multiple-Processor Scheduling
- Real-Time Scheduling
- Algorithm Evaluation
Basic Concepts

- Maximum CPU utilization obtained with multiprogramming
- CPU–I/O Burst Cycle – Process execution consists of a cycle of CPU execution and I/O wait.
- CPU burst distribution

Alternating Sequence of CPU And I/O Bursts
CPU Scheduling

- Selects from among the processes in memory that are ready to execute, and allocates the CPU to one of them.
- 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 waiting to ready.
  4. Terminates.
- Scheduling under 1 and 4 is nonpreemptive.
- All other scheduling is preemptive.
Dispatcher

- Dispatcher module gives control of the CPU to the process selected by the short-term scheduler; this involves:
  - switching context
  - switching to user mode
  - jumping to the proper location in the user program to restart that program
- Dispatch latency – time it takes for the dispatcher to stop one process and start another running.

Scheduling Criteria

- CPU utilization – keep the CPU as busy as possible
- Throughput – # of processes that complete their execution per time unit
- Turnaround time – amount of time to execute a particular process
- Waiting time – amount of time a process has been waiting in the ready queue
- Response time – amount of time it takes from when a request was submitted until the first response is produced, not output (for time-sharing environment)
Optimization Criteria

- Max CPU utilization
- Max throughput
- Min turnaround time
- Min waiting time
- Min response time

First-Come, First-Served (FCFS) Scheduling

<table>
<thead>
<tr>
<th>Process</th>
<th>Burst Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>$P_1$</td>
<td>24</td>
</tr>
<tr>
<td>$P_2$</td>
<td>3</td>
</tr>
<tr>
<td>$P_3$</td>
<td>3</td>
</tr>
</tbody>
</table>

Suppose that the processes arrive in the order: $P_1$, $P_2$, $P_3$

The Gantt Chart for the schedule is:

<table>
<thead>
<tr>
<th></th>
<th>$P_1$</th>
<th>$P_2$</th>
<th>$P_3$</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>24</td>
<td>27</td>
</tr>
</tbody>
</table>

- Waiting time for $P_1 = 0$; $P_2 = 24$; $P_3 = 27$
- Average waiting time: $(0 + 24 + 27)/3 = 17$
Suppose that the processes arrive in the order $P_2, P_3, P_1$.

- The Gantt chart for the schedule is:

<table>
<thead>
<tr>
<th></th>
<th>$P_2$</th>
<th>$P_3$</th>
<th>$P_1$</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>30</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- Waiting time for $P_1 = 6; P_2 = 0, P_3 = 3$
- Average waiting time: $(6 + 0 + 3)/3 = 3$
- Much better than previous case.
- *Convoy effect* short process behind long process

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**Shortest-Job-First (SJF) Scheduling**

- Associate with each process the length of its next CPU burst. Use these lengths to schedule the process with the shortest time.

- Two schemes:
  - nonpreemptive – 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. This scheme is know as the Shortest-Remaining-Time-First (SRTF).

- SJF is optimal – gives minimum average waiting time for a given set of processes.
Example of Non-Preemptive SJF

<table>
<thead>
<tr>
<th>Process</th>
<th>Arrival Time</th>
<th>Burst Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>( P_1 )</td>
<td>0.0</td>
<td>7</td>
</tr>
<tr>
<td>( P_2 )</td>
<td>2.0</td>
<td>4</td>
</tr>
<tr>
<td>( P_3 )</td>
<td>4.0</td>
<td>1</td>
</tr>
<tr>
<td>( P_4 )</td>
<td>5.0</td>
<td>4</td>
</tr>
</tbody>
</table>

- SJF (non-preemptive)

Average waiting time = \((0 + 6 + 3 + 7) / 4\) - 4

Example of Preemptive SJF

<table>
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<tr>
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<td>4</td>
</tr>
<tr>
<td>( P_3 )</td>
<td>4.0</td>
<td>1</td>
</tr>
<tr>
<td>( P_4 )</td>
<td>5.0</td>
<td>4</td>
</tr>
</tbody>
</table>

- SJF (preemptive)

Average waiting time = \((9 + 1 + 0 + 2) / 4\) - 3
Determining Length of Next CPU Burst

- Can only estimate the length.
- Can be done by using the length of previous CPU bursts, using exponential averaging.

1. \( t_n \) = actual length of \( n^{th} \) CPU burst
2. \( \tau_{n+1} \) = predicted value for the next CPU burst
3. \( \alpha, 0 \leq \alpha \leq 1 \)
4. Define:
   \[
   \tau_{n+1} = \alpha t_n + (1-\alpha)\tau_n.
   \]

Prediction of the Length of the Next CPU Burst

![Graph showing prediction of CPU burst lengths over time.](image)
Examples of Exponential Averaging

- $\alpha = 0$
  - $\tau_{n+1} = \tau_n$
  - Recent history does not count.

- $\alpha = 1$
  - $\tau_{n+1} = t_n$
  - Only the actual last CPU burst counts.

- If we expand the formula, we get:
  
  $$\tau_{n+1} = \alpha t_n + (1 - \alpha) \alpha t_{n-1} + \ldots + (1 - \alpha)^{n-1} t_0$$

- Since both $\alpha$ and $(1 - \alpha)$ are less than or equal to 1, each successive term has less weight than its predecessor.

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Priority Scheduling

- A priority number (integer) is associated with each process.
- The CPU is allocated to the process with the highest priority (smallest integer = highest priority).
  - Preemptive
  - Nonpreemptive
- SJF is a priority scheduling where priority is the predicted next CPU burst time.
- Problem $\equiv$ Starvation – low priority processes may never execute.
- Solution $\equiv$ Aging – as time progresses increase the priority of the process.
Round Robin (RR)

- Each process gets a small unit of CPU time (time quantum), usually 10-100 milliseconds. After this time has elapsed, the process is preempted and added to the end of the ready queue.
- If there are $n$ processes in the ready queue and the time quantum is $q$, then each process gets $1/n$ of the CPU time in chunks of at most $q$ time units at once. No process waits more than $(n-1)q$ time units.
- Performance
  - $q$ large $\Rightarrow$ FIFO
  - $q$ small $\Rightarrow$ $q$ must be large with respect to context switch, otherwise overhead is too high.

Example of RR with Time Quantum = 20

<table>
<thead>
<tr>
<th>Process</th>
<th>Burst Time</th>
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</thead>
<tbody>
<tr>
<td>$P_1$</td>
<td>53</td>
</tr>
<tr>
<td>$P_2$</td>
<td>17</td>
</tr>
<tr>
<td>$P_3$</td>
<td>68</td>
</tr>
<tr>
<td>$P_4$</td>
<td>24</td>
</tr>
</tbody>
</table>

- The Gantt chart is:

```
P_1  P_2  P_3  P_4  P_1  P_3  P_4  P_1  P_3  P_3
0    20   37   57   77   97  117  121  134  154  162
```

- Typically, higher average turnaround than SJF, but better response.
Time Quantum and Context Switch Time

Turnaround Time Varies With The Time Quantum

<table>
<thead>
<tr>
<th>process</th>
<th>time</th>
</tr>
</thead>
<tbody>
<tr>
<td>P_1</td>
<td>6</td>
</tr>
<tr>
<td>P_2</td>
<td>3</td>
</tr>
<tr>
<td>P_3</td>
<td>1</td>
</tr>
<tr>
<td>P_4</td>
<td>7</td>
</tr>
</tbody>
</table>
Multilevel Queue

- Ready queue is partitioned into separate queues:
  foreground (interactive)
  background (batch)
- Each queue has its own scheduling algorithm,
  foreground – RR
  background – FCFS
- Scheduling must be done between the queues.
  ✦ Fixed priority scheduling; (i.e., serve all from foreground
    then from background). Possibility of starvation.
  ✦ Time slice – each queue gets a certain amount of CPU time
    which it can schedule amongst its processes; i.e., 80% to
    foreground in RR
  ✦ 20% to background in FCFS

Multilevel Queue Scheduling
Multilevel Feedback Queue

- A process can move between the various queues; aging can be implemented this way.
- Multilevel-feedback-queue scheduler defined by the following parameters:
  - number of queues
  - scheduling algorithms for each queue
  - method used to determine when to upgrade a process
  - method used to determine when to demote a process
  - method used to determine which queue a process will enter when that process needs service

Example of Multilevel Feedback Queue

- Three queues:
  - $Q_0$ – time quantum 8 milliseconds
  - $Q_1$ – time quantum 16 milliseconds
  - $Q_2$ – FCFS
- Scheduling
  - A new job enters queue $Q_0$ which is served FCFS. When it gains CPU, job receives 8 milliseconds. If it does not finish in 8 milliseconds, job is moved to queue $Q_1$.
  - At $Q_1$ job is again served FCFS and receives 16 additional milliseconds. If it still does not complete, it is preempted and moved to queue $Q_2$. 


Multilevel Feedback Queues

- CPU scheduling more complex when multiple CPUs are available.
- *Homogeneous processors* within a multiprocessor.
- Load sharing
- *Asymmetric multiprocessing* – only one processor accesses the system data structures, alleviating the need for data sharing.
Real-Time Scheduling

- **Hard real-time systems** – required to complete a critical task within a guaranteed amount of time.
- **Soft real-time computing** – requires that critical processes receive priority over less fortunate ones.

Dispatch Latency
Algorithm Evaluation

- Deterministic modeling – takes a particular predetermined workload and defines the performance of each algorithm for that workload.
- Queueing models
- Implementation

Evaluation of CPU Schedulers by Simulation
Solaris 2 Scheduling

Windows 2000 Priorities

<table>
<thead>
<tr>
<th></th>
<th>real-time</th>
<th>high</th>
<th>above normal</th>
<th>normal</th>
<th>below normal</th>
<th>idle priority</th>
</tr>
</thead>
<tbody>
<tr>
<td>time-critical</td>
<td>31</td>
<td>15</td>
<td>15</td>
<td>15</td>
<td>15</td>
<td>15</td>
</tr>
<tr>
<td>highest</td>
<td>26</td>
<td>15</td>
<td>12</td>
<td>10</td>
<td>8</td>
<td>6</td>
</tr>
<tr>
<td>above normal</td>
<td>25</td>
<td>14</td>
<td>11</td>
<td>9</td>
<td>7</td>
<td>5</td>
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<tr>
<td>below normal</td>
<td>23</td>
<td>12</td>
<td>9</td>
<td>7</td>
<td>5</td>
<td>3</td>
</tr>
<tr>
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<td>22</td>
<td>11</td>
<td>8</td>
<td>6</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>idle</td>
<td>16</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>