



Chapter 6: CPU Scheduling

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



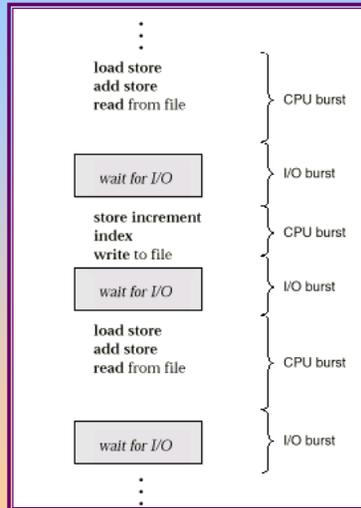
Basic Concepts

- 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

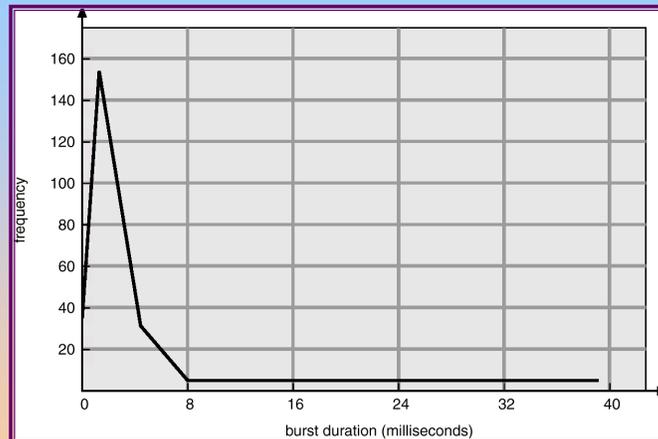




Alternating Sequence of CPU And I/O Bursts



Histogram of CPU-burst Times





CPU Scheduler

- 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

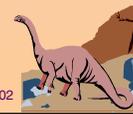
- Dispatcher module gives control of the CPU to the process selected by the short-term scheduler; this involves:
 - ◆ switching context
 - ◆ switching to user mode
 - ◆ jumping to the proper location in the user program to restart that program
- *Dispatch latency* – time it takes for the dispatcher to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





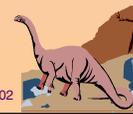
First-Come, First-Served (FCFS) Scheduling

Process	Burst Time
P_1	24
P_2	3
P_3	3

- Suppose that the processes arrive in the order: P_1, P_2, P_3
The Gantt Chart for the schedule is:



- Waiting time for $P_1 = 0$; $P_2 = 24$; $P_3 = 27$
- Average waiting time: $(0 + 24 + 27)/3 = 17$



FCFS Scheduling (Cont.)

Suppose that the processes arrive in the order

P_2, P_3, P_1 .

- The Gantt chart for the schedule is:



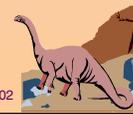
- Waiting time for $P_1 = 6$; $P_2 = 0$; $P_3 = 3$
- Average waiting time: $(6 + 0 + 3)/3 = 3$
- Much better than previous case.
- *Convoy effect* short process behind long process





Shortest-Job-First (SJR) Scheduling

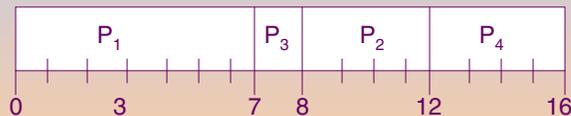
- Associate with each process the length of its next CPU burst. Use these lengths to schedule the process with the shortest time.
- Two schemes:
 - ◆ nonpreemptive – once CPU given to the process it cannot be preempted until completes its CPU burst.
 - ◆ preemptive – if a new process arrives with CPU burst length less than remaining time of current executing process, preempt. This scheme is known 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

<u>Process</u>	<u>Arrival Time</u>	<u>Burst Time</u>
P_1	0.0	7
P_2	2.0	4
P_3	4.0	1
P_4	5.0	4

- SJF (non-preemptive)



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

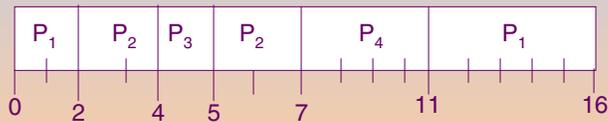




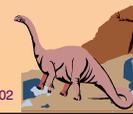
Example of Preemptive SJF

Process	Arrival Time	Burst Time
P_1	0.0	7
P_2	2.0	4
P_3	4.0	1
P_4	5.0	4

- 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.

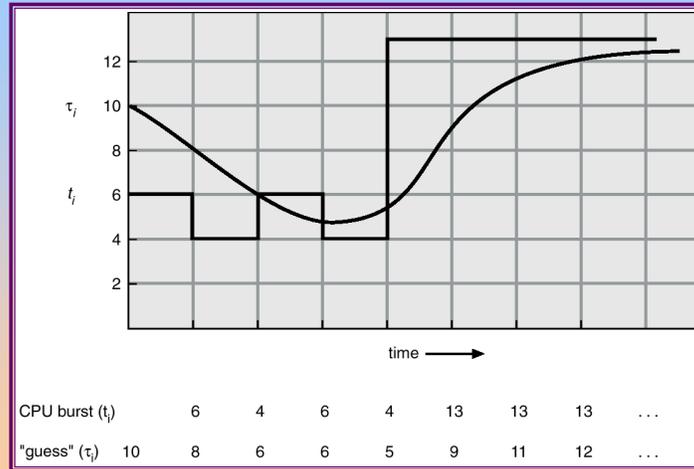
1. t_n = actual length of n^{th} CPU burst
2. τ_{n+1} = predicted value for the next CPU burst
3. $\alpha, 0 \leq \alpha \leq 1$
4. Define :

$$\tau_{n+1} = \alpha t_n + (1 - \alpha)\tau_n$$





Prediction of the Length of the Next CPU Burst



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:

$$\tau_{n+1} = \alpha t_n + (1 - \alpha) \alpha t_{n-1} + \dots$$

$$+ (1 - \alpha)^j \alpha t_{n-j} + \dots$$

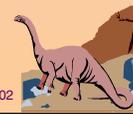
$$+ (1 - \alpha)^{n-1} t_n \tau_0$$
- Since both α and $(1 - \alpha)$ are less than or equal to 1, each successive term has less weight than its predecessor.





Priority Scheduling

- A priority number (integer) is associated with each process
- The CPU is allocated to the process with the highest priority (smallest integer \equiv 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.

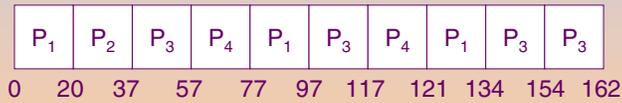




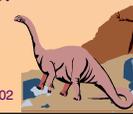
Example of RR with Time Quantum = 20

Process	Burst Time
P_1	53
P_2	17
P_3	68
P_4	24

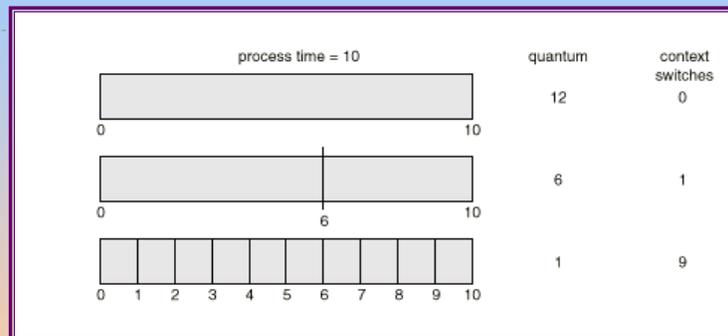
■ The Gantt chart is:



■ Typically, higher average turnaround than SJF, but better response.

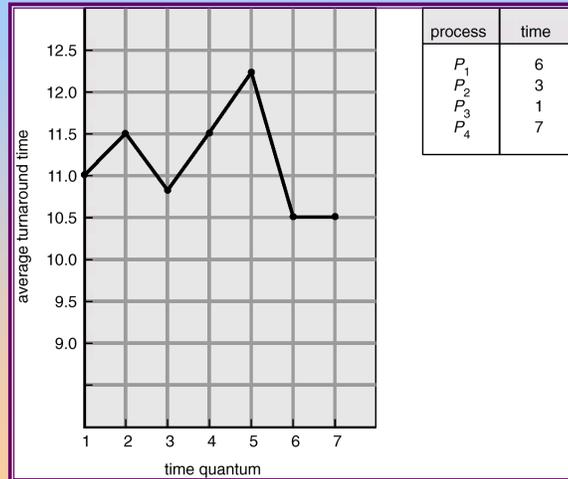


Time Quantum and Context Switch Time





Turnaround Time Varies With The Time Quantum



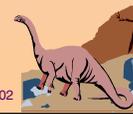
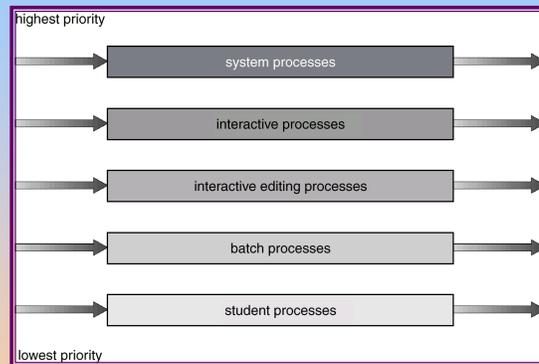
Multilevel Queue

- 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

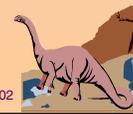
- A process can move between the various queues; aging can be implemented this way.
- Multilevel-feedback-queue scheduler defined by the following parameters:
 - ◆ number of queues
 - ◆ scheduling algorithms for each queue
 - ◆ method used to determine when to upgrade a process
 - ◆ method used to determine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



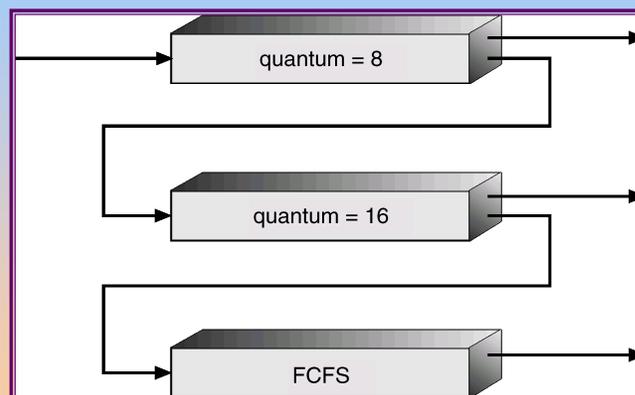


Example of Multilevel Feedback Queue

- 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 .



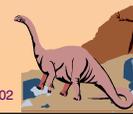
Multilevel Feedback Queues





Multiple-Processor Scheduling

- 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.

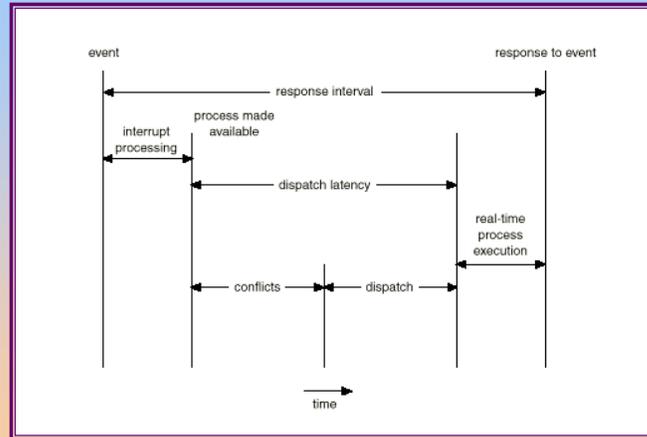


Real-Time Scheduling

- *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.

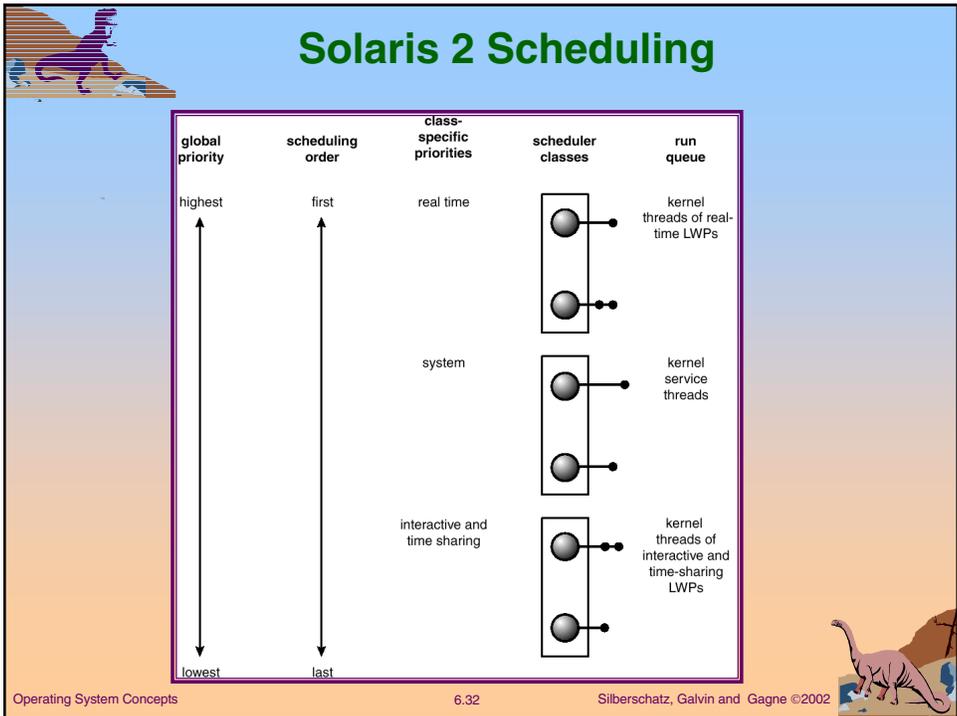
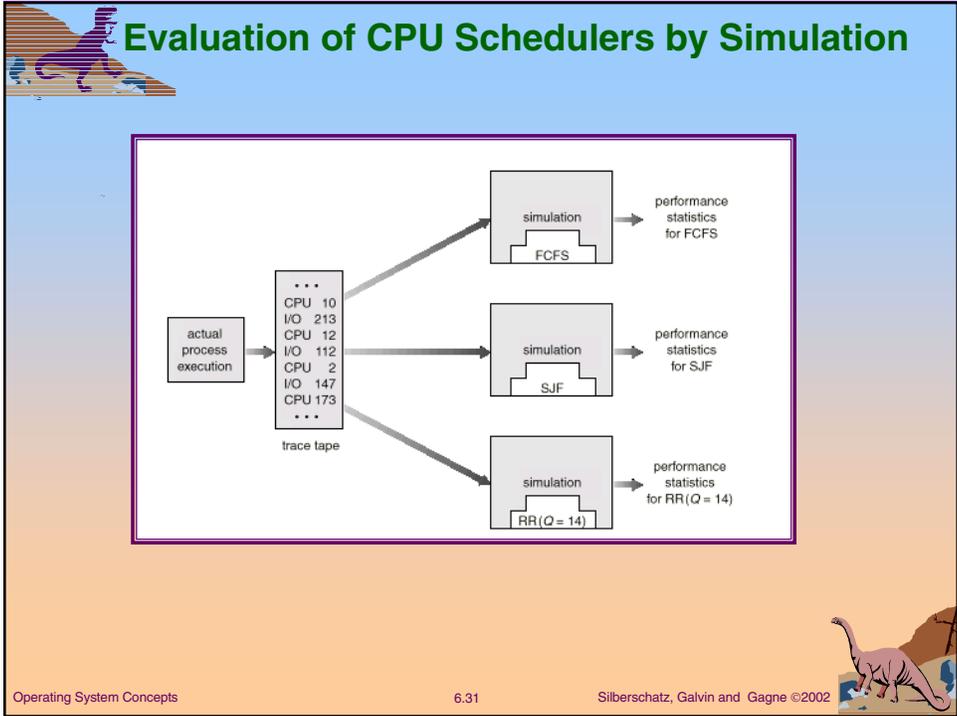


Dispatch Latency



Algorithm Evaluation

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





Windows 2000 Priorities

	real-time	high	above normal	normal	below normal	idle priority
time-critical	31	15	15	15	15	15
highest	26	15	12	10	8	6
above normal	25	14	11	9	7	5
normal	24	13	10	8	6	4
below normal	23	12	9	7	5	3
lowest	22	11	8	6	4	2
idle	16	1	1	1	1	1

