CPU Scheduling

CS 256/456
Dept. of Computer Science, University of Rochester

Process Queues
- Ready queue - set of all processes ready for execution.
- Device queues - set of processes waiting for an I/O device.
- Process migration between the various queues.

Process Termination
- Process executes last statement and gives the control to the OS (exit).
  - Notify parent if it is waiting.
  - Deallocate process' resources.
- The OS may forcefully terminate a process.
  - Software exceptions
  - Receiving certain signals

Processes and Threads
- Thread - a program in execution; without a dedicated address space.
- OS memory protection is only applied to processes.
Why Use Threads?

- Multithreading is used for parallelism/concurrency. But why not multiple processes?
- Memory sharing.
- Efficient synchronization between threads
- Less context switch overhead

User/Kernel Threads

- What is really happening when the execution of one thread switches to another?
  - save the registers (including the SP) of the old thread;
  - restore the registers of the new thread;
  - set the new PC appropriately for the new thread;
- Does this need help from the OS kernel?
- Can you do it in C/Java?
- Does process switching need help from the OS kernel?

- User threads
  - Thread data structure is in user-mode memory
  - scheduling/switching done at user mode
- Kernel threads
  - Thread data structure is in kernel memory
  - scheduling/switching done by the OS kernel

User/Kernel Threads (cont.)

- Benefits of user threads
  - lightweight - less context switching overhead
  - more efficient synchronization??
  - flexibility - allow application-controlled scheduling
- Problems of user threads
  - can’t use more than one processor
  - oblivious to kernel events, e.g., all threads in a process are put to wait when only one of them does I/O

Mixed User/Kernel Threads

- M user threads run on N kernel threads (M≥N)
  - N=1: pure user threads
  - M=N: pure kernel threads
  - M>N=1: mixed model

  \[ \begin{array}{c|c|c|c|c|c}
  & & & & & \text{user threads} \\
  & & & & & \text{kernel threads} \\
  \end{array} \]
  
  \[ \text{CPU} \quad \text{CPU} \]
Solaris/Linux Threads

- Solaris
  - supports mixed model

- Linux
  - No standard user threads on Linux
  - Processes are treated similarly with threads (both called tasks)
  - Processes are tasks with exclusive address space
  - Tasks can also share the address space, open files, ...

Pthreads

- Different OS has its own thread package with different Application Programming Interfaces ⇒ poor portability.

- Pthreads
  - A POSIX standard API for thread management and synchronization.
  - API specifies behavior of the thread library, not the implementation.
  - Commonly supported in UNIX operating systems.

CPU Scheduling

- Selects from among the processes/threads that are ready to execute, and allocates the CPU to it.

- CPU scheduling may take place at:
  1. Hardware interrupt/software exception.
  2. System calls.

- Nonpreemptive:
  - Scheduling only when the current process terminates or not able to run further

- Preemptive:
  - Scheduling can occur at any opportunity possible

Scheduling Criteria

- Minimize turnaround time – amount of time to execute a particular process
- Maximize throughput – # of processes that complete their execution per time unit
- Maximize CPU utilization – the proportion of the CPU that is not idle
- Minimize response time – amount of time it takes from when a request was submitted until the first response is produced (interactivity)
- Fairness: avoid starvation
First-Come, First-Served (FCFS) Scheduling

Process | CPU Time
--- | ---
P₁ | 24
P₂ | 3
P₃ | 3

Suppose that the processes arrive in the order: P₁, P₂, P₃
The schedule is:

<table>
<thead>
<tr>
<th>P₁</th>
<th>P₂</th>
<th>P₃</th>
</tr>
</thead>
<tbody>
<tr>
<td>24</td>
<td>27</td>
<td>30</td>
</tr>
</tbody>
</table>

Turnaround time for P₁ = 24; P₂ = 27; P₃ = 30
Average turnaround time: \( \frac{24 + 27 + 30}{3} = 27 \)

FCFS Scheduling (Cont.)

Suppose that the processes arrive in the order P₂, P₃, P₁
The schedule is:

<table>
<thead>
<tr>
<th>P₂</th>
<th>P₃</th>
<th>P₁</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>6</td>
<td>30</td>
</tr>
</tbody>
</table>

Turnaround time for P₁ = 30; P₂ = 3; P₃ = 6
Average turnaround time: \( \frac{30 + 3 + 6}{3} = 13 \)
Much better than previous case.
Short process delayed by long process: Convoy effect

Shortest-Job-First (SJR) Scheduling

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

Two variations:
- nonpreemptive - once CPU given to the process it cannot be taken away until it completes.
- preemptive - if a new process arrives with CPU time less than remaining time of current executing process, preempt.

Preemptive SJF is optimal - gives minimum average turnaround time for a given set of processes.

Problem:
- don't know the process CPU time ahead of time.

Example of Non-Preemptive SJF

<table>
<thead>
<tr>
<th>Process</th>
<th>Arrival Time</th>
<th>CPU Time</th>
</tr>
</thead>
</table>
P₁ | 0.0 | 7 |
P₂ | 2.0 | 4 |
P₃ | 4.0 | 1 |
P₄ | 5.0 | 4 |

SJF (non-preemptive)

Average turnaround time = \( \frac{7 + 10 + 4 + 11}{4} = 8 \)
### Example of Preemptive SJF

<table>
<thead>
<tr>
<th>Process</th>
<th>Arrival Time</th>
<th>CPU Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>P₁</td>
<td>0.0</td>
<td>7</td>
</tr>
<tr>
<td>P₂</td>
<td>2.0</td>
<td>4</td>
</tr>
<tr>
<td>P₃</td>
<td>4.0</td>
<td>1</td>
</tr>
<tr>
<td>P₄</td>
<td>5.0</td>
<td>4</td>
</tr>
</tbody>
</table>

- **SJF (preemptive)**

<table>
<thead>
<tr>
<th>P₁</th>
<th>P₂</th>
<th>P₃</th>
<th>P₄</th>
<th>P₁</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>2</td>
<td>4</td>
<td>5</td>
<td>7</td>
</tr>
<tr>
<td>11</td>
<td>16</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- Average turnaround time = \((16 + 5 + 1 + 6)/4 = 7\)

### Priority Scheduling

- A priority number (integer) is associated with each process.
- The CPU is allocated to the process with the highest priority.
  - Preemptive
  - Nonpreemptive
- SJF is a priority scheduling where priority is the predicted CPU time.
- Problem: **Starvation** - low priority processes may never execute.
- Solution: **Aging** - as time progresses increase the priority of the process.

### Round Robin (RR)

- Each process gets a fixed 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
  - \(q\) small \(\Rightarrow\) fair, starvation-free, better interactivity
  - \(q\) large \(\Rightarrow\) FIFO
  - \(q\) must be large with respect to context switch cost, otherwise overhead is too high.

### Cost of Context Switch

- **Direct overhead of context switch**
  - saving old contexts, restoring new contexts, ...
- **Indirect overhead of context switch**
  - caching, memory management overhead
Example of RR with Quantum = 20

<table>
<thead>
<tr>
<th>Process</th>
<th>CPU Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>P₁</td>
<td>53</td>
</tr>
<tr>
<td>P₂</td>
<td>17</td>
</tr>
<tr>
<td>P₃</td>
<td>68</td>
</tr>
<tr>
<td>P₄</td>
<td>24</td>
</tr>
</tbody>
</table>

The schedule is:

```
0 20 37 57 77 97 117 121 134 154 162
```

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

Multilevel Queue

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

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.
- EDF - Earliest Deadline First Scheduling.

Linux Task Scheduling

- Linux uses two task-scheduling classes:
  - A time-sharing class for fair preemptive scheduling between multiple tasks.
  - A real-time class that conforms to POSIX real-time standard (FIFO/RR).
- For time-sharing tasks, Linux 2.4 uses a prioritized, credit based algorithm.
  - Scheduling is prioritized based on the initial credit.
  - Credit of the running task decrements by one at every clock tick.
  - Recrediting when no runnable tasks have any credit
    - credits = \( \text{credits} + \frac{\text{priority}}{2} \)
  - This crediting system automatically prioritizes interactive or I/O-bound tasks.
Disclaimer

- Parts of the lecture slides contain original work of Abraham Silberschatz, Peter B. Galvin, Greg Gagne, Andrew S. Tanenbaum, and Gary Nutt. The slides are intended for the sole purpose of instruction of operating systems at the University of Rochester. All copyrighted materials belong to their original owner(s).