Operating System

Process Scheduling

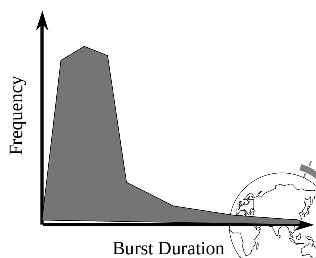
(Ch 4.2, 6.1 - 6.3)

Schedulers

- Short-Term
  - "Which process gets the CPU?"
  - Fast, since once per 100 ms
- Long-Term (batch)
  - "Which process gets the Ready Queue?"
- Medium-Term (Unix)
  - "Which Ready Queue process to memory?"
  - Swapping

CPU-IO Burst Cycle

```
add
read
```
(I/O Wait)
```
store
increment
write
```
(I/O Wait)



Preemptive Scheduling

- Four times to re-schedule
  1. Running to Waiting (I/O wait)
  2. Running to Ready (time slice)
  3. Waiting to Ready (I/O completion)
  4. Termination
- #2 optional ==> "Preemptive"
- Timing may cause unexpected results
  - updating shared variable
  - kernel saving state

Question

- What Performance Criteria Should the Scheduler Use?
  - Ex: CPU minimize time spent in queue
  - Others?

Scheduling Criteria

- Internal
  - open files
  - memory requirements
  - *CPU time used* - *time slice expired (RR)*
  - *process age* - *I/O wait completed*
- External
  - $
  - department sponsoring work
  - *process importance*
  - *super-user (root)* - *nice*

Scheduling Measures of Performance

1. CPU utilization (40 to 90)
2. Throughput (processes / hour)
3. Turn-around time
4. Waiting time (in queue)

- Maximize #1, #2   Minimize #3, #4
- Response time
  - Self-regulated by users (go home)
  - Bounded ==> Variance!

First-Come, First-Served

Process	Burst Time
A	8
B	1
C	1

Gantt Chart

A	B	C

0 8 9 10

- Avg Wait Time (0 + 8 + 9) / 3 = 5.7

Shortest Job First

Process	Burst Time
A	8
B	1
C	1

B	C	A

0 1 2 10

- Avg Wait Time (0 + 1 + 2) / 3 = 1
- Optimal Avg Wait
- Prediction tough … Ideas?

Priority Scheduling

- SJF is a special case

Process	Burst Time	Priority
A	8	2
B	1	1
C	1	3

B	A	C

0 1 9 10

- Avg Wait Time (0 + 1 + 9) / 3 = 3.3

Round Robin

- Fixed time-slice and Preemption

Process	Burst Time
A	5
B	3
C	3

A	B	C	A	B	C	A	B	C	A

8 9 11

- Avg Turnaround = (8 + 9 + 11) / 3 = 9.3
- FCFS? SJF?

SOS: Dispatcher

- What kind of scheduling algorithm is it?
- There is no "return" from the Dispatcher() … why?
  - OS system stack
- Why is there a `while(1);`?
  - Is this infinite loop ok? Why?

Round Robin Fun

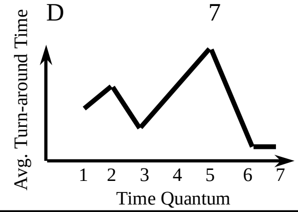
Process	Burst Time
A	10
B	10
C	10

- Turn-around time?
  - q = 10
  - q = 1
  - q --> 0

More Round Robin Fun

Process	Burst Time
A	6
B	3
C	1
D	7

Rule:
80% within
one quantum



Fun with Scheduling

Process	Burst Time	Priority
A	10	2
B	1	1
C	2	3

- Gantt Charts:
  - FCFS
  - SJF
  - Priority
  - RR (q=1)
- Performance:
  - Throughput
  - Waiting time
  - Turnaround time

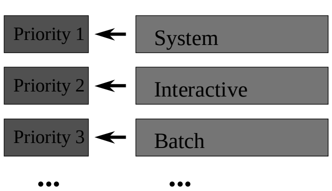
More Fun with Scheduling

Process	Arrival Time	Burst Time
A	0.0	8
B	0.4	4
C	1.0	1

- Turn around time:
  - FCFS
  - SJF
  - q=1 CPU idle
  - q=0.5 CPU idle

Multi-Level Queues

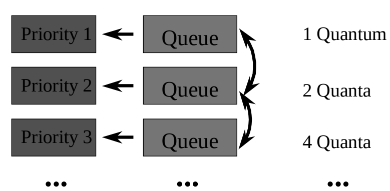
- Categories of processes



- Run all in 1 first, then 2 …
- Starvation!
- Divide between queues: 70% 1, 20% 2 …

Multi-Level Feedback Queues

- Time slice expensive but want interactive



- Consider process needing 100 quanta
  - 1, 4, 8, 16, 32, 64 = 7 swaps!
- Favor interactive users

Outline

- Processes **X**
  - PCB **X**
  - Interrupt Handlers **X**
- Scheduling
  - Algorithms **X**
  - Linux ←
  - WinNT

Linux Process Scheduling

- Two classes of processes:
  - Real-Time
  - Normal
- Real-Time:
  - Always run Real-Time above Normal
  - Round-Robin or FIFO
  - "Soft" not "Hard"

Linux Process Scheduling

- Normal: *Credit-Based* (`counter` variable)
  - process with most credits is selected
    - `goodness()` function
  - Timer goes off (jiffy, 1 per 10 ms)
    - then lose a credit (0, then suspend)
  - no runnable process (all suspended), add to *every* process:
  - `recalculate:`
    `credits = credits/2 + priority`
- Automatically favors I/O bound processes

Windows Scheduling

- Basic scheduling unit is a thread
  - (Can think if threads as processes for now)
- Priority based scheduling per thread
- Preemptive operating system
- No shortest job first, no quotas

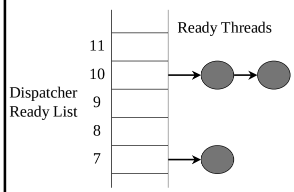
Priority Assignment

- Windows kernel uses 31 priority levels
  - 31 is the highest; 0 is system idle thread
  - Realtime priorities: 16 - 31
  - Dynamic priorities: 1 - 15
- Users specify a *priority class*:
    - realtime (24) , high (13), normal (8) and idle (4)
  - and a relative priority:
    - highest (+2), above normal (+1), normal (0), below normal (-1), and lowest (-2)
  - to establish the *starting priority*
- Threads also have a *current priority*

Quantum

- Determines how long a Thread runs once selected
- Varies based on:
  - NT Workstation or NT Server
  - Intel or Alpha hardware
  - Foreground/Background application threads
- *How do you think it varies with each?*

Dispatcher Ready List



- Keeps track of all Ready-to-execute threads
- Queue of threads assigned to each level

FindReadyThread

- Locates the highest priority thread that is ready to execute
- Scans dispatcher ready list
- Picks front thread in highest priority nonempty queue
- *When is this like round robin?*

Boosting and Decay

- Boost priority
  - Event that “wakes” blocked thread
    - + Amount of boost depends upon what blocked for
      - Ex: keyboard larger boost than disk
  - Boosts never exceed priority 15 for *dynamic*
  - *Realtime* priorities are not boosted
- Decay priority
  - by one for each quantum
  - decays only to starting priority (no lower)

Starvation Prevention

- Low priority threads may never execute
- “Anti-CPU starvation policy”
  - thread that has not executed for 3 seconds
  - boost priority to 15
  - double quantum
- Decay is swift not gradual after this boost