Module 5: 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

![CPU Burst Distribution Graph](image)
**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

- Example:

<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:

```
0   24   27   30
P_1
P_2
P_3
```

- 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:

```
0   3   6   30
P_2
P_3
P_1
```

- 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 (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 it 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

<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>0.2</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>
<thead>
<tr>
<th>Process</th>
<th>Arrival Time</th>
<th>Burst Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>P₁</td>
<td>0.0</td>
<td>7</td>
</tr>
<tr>
<td>P₂</td>
<td>0.2</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>

- SRTF (preemptive)

<table>
<thead>
<tr>
<th>P₁</th>
<th>P₂</th>
<th>P₃</th>
<th>P₂</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>
<td>11</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>16</td>
</tr>
</tbody>
</table>

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:

\[
\tau_{n+1} = \alpha t_n + (1 - \alpha)\tau_n.
\]
### 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:

\[
\tau_{n+1} = \alpha t_n + (1 - \alpha)\alpha t_{n-1} + \ldots \\
+ (1 - \alpha)\alpha t_{n-j} + \ldots \\
+ (1 - \alpha)^{n+1} \tau_0
\]

- Since both $\alpha$ 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
- SJN 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 \( \frac{1}{n} \) 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: RR with Time Quantum = 20

<table>
<thead>
<tr>
<th>Process</th>
<th>Burst Time</th>
</tr>
</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 SRTF, but better response.
**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 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 algorithm 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 $Q_2$.

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.

Algorithm Evaluation

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