CS162
Operating Systems and Systems Programming
Lecture 11

Scheduling 2:
Classic Policies (Con't), Case Studies

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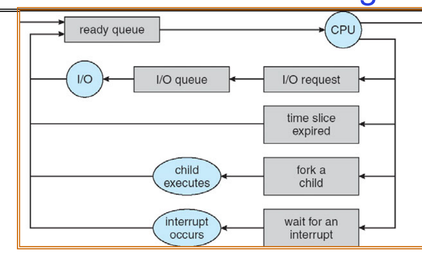
Prof. Anthony Joseph and John Kubiatowicz
http://cs162.eecs.Berkeley.edu

Recall: Scheduling



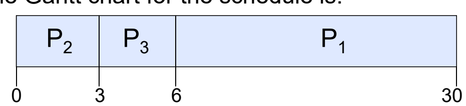
- Question: How is the OS to decide which of several tasks to take off a queue?
- Scheduling: deciding which threads are given access to resources from moment to moment
  – Often, we think in terms of CPU time, but could also think about access to resources like network BW or disk access

Recall: Scheduling Policy Goals/Criteria

- Minimize Response Time
  – Minimize elapsed time to do an operation (or job)
  – Response time is what the user sees:
    » Time to echo a keystroke in editor
    » Time to compile a program
    » Real-time Tasks: Must meet deadlines imposed by World
- Maximize Throughput
  – Maximize operations (or jobs) per second
  – Throughput related to response time, but not identical:
    » Minimizing response time will lead to more context switching than if you only maximized throughput
  – Two parts to maximizing throughput
    » Minimize overhead (for example, context-switching)
    » Efficient use of resources (CPU, disk, memory, etc)
- Fairness
  – Share CPU among users in some equitable way
  – Fairness is not minimizing average response time:
    » Better *average* response time by making system *less* fair

Recall: FCFS Scheduling (Cont.)

- Example continued:
  – Suppose that processes arrive in order: P2 , P3 , P1
  Now, the Gantt chart for the schedule is:



  – Waiting time for P1 = 6; P2 = 0; P3 = 3
  – Average waiting time: (6 + 0 + 3)/3 = 3
  – Average Completion time: (3 + 6 + 30)/3 = 13
- In second case:
  – Average waiting time is much better (before it was 17)
  – Average completion time is better (before it was 27)
- FIFO Pros and Cons:
  – Simple (+)
  – Short jobs get stuck behind long ones (-)
    » Safeway: Getting milk, always stuck behind cart full of items! Upside: get to read about Space Aliens!

Round Robin (RR) Scheduling

- FCFS Scheme: Potentially bad for short jobs!
  - Depends on submit order
  - If you are first in line at supermarket with milk, you don't care who is behind you, on the other hand…
- Round Robin Scheme: Preemption!
  - Each process gets a small unit of CPU time (*time quantum*), usually 10-100 milliseconds
  - After quantum expires, the process is preempted and added to the end of the ready queue.
  - n processes in ready queue and time quantum is $q \Rightarrow$
    - » Each process gets $1/n$ of the CPU time
    - » In chunks of at most q time units
    - » No process waits more than $(n-1)q$ time units

RR Scheduling (Cont.)

- Performance
  - q large $\Rightarrow$ FCFS
  - q small $\Rightarrow$ Interleaved (really small $\Rightarrow$ hyperthreading?)
  - q must be large with respect to context switch, otherwise overhead is too high (all overhead)

Example of RR with Time Quantum = 20

- Example:

Process	Burst Time
P_1	53
P_2	8
P_3	68
P_4	24

  - The Gantt chart is:

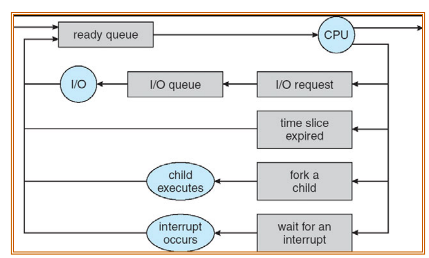
P_1	P_2	P_3	P_4	P_1	P_3	P_4	P_1	P_3	P_3

0 20 28 48 68 88 108 112 125 145 153

  - Waiting time for $P_1=(68-20)+(112-88)=72$
    $P_2=(20-0)=20$
    $P_3=(28-0)+(88-48)+(125-108)=85$
    $P_4=(48-0)+(108-68)=88$
  - Average waiting time = (72+20+85+88)/4=66¼
  - Average completion time = (125+28+153+112)/4 = 104½
- Thus, Round-Robin Pros and Cons:
  - Better for short jobs, Fair (+)
  - Context-switching time adds up for long jobs (-)

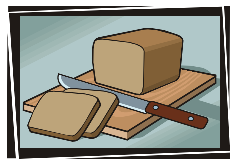
How to Implement RR in the Kernel?

- FIFO Queue, as in FCFS
- But preempt job after quantum expires, and send it to the back of the queue
  - How? Timer interrupt!
  - And, of course, careful synchronization



Project 2: Scheduling

Round-Robin Discussion



- How do you choose time slice?
  - What if too big?
    - » Response time suffers
  - What if infinite (∞)?
    - » Get back FIFO
  - What if time slice too small?
    - » Throughput suffers!
- Actual choices of timeslice:
  - Initially, UNIX timeslice one second:
    - » Worked ok when UNIX was used by one or two people.
    - » What if three compilations going on? 3 seconds to echo each keystroke!
  - Need to balance short-job performance and long-job throughput:
    - » Typical time slice today is between 10ms – 100ms
    - » Typical context-switching overhead is 0.1ms – 1ms
    - » Roughly 1% overhead due to context-switching

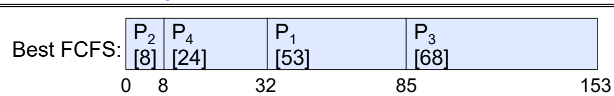
Comparisons between FCFS and Round Robin

- Assuming zero-cost context-switching time, is RR always better than FCFS?
- Simple example: 10 jobs, each take 100s of CPU time
  RR scheduler quantum of 1s
  All jobs start at the same time
- Completion Times:

Job #	FIFO	RR
1	100	991
2	200	992
…	…	…
9	900	999
10	1000	1000

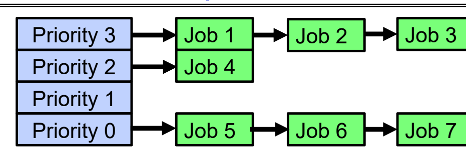
  - Both RR and FCFS finish at the same time
  - Average completion time is much worse under RR!
    - » Bad when all jobs same length
- Also: Cache state must be shared between all jobs with RR but can be devoted to each job with FIFO
  - Total time for RR longer even for zero-cost switch!

Earlier Example with Different Time Quantum



	Quantum	P_1	P_2	P_3	P_4	Average
Wait Time	Best FCFS	32	0	85	8	31¼
	Q = 1	84	22	85	57	62
	Q = 5	82	20	85	58	61¼
	Q = 8	80	8	85	56	57¼
	Q = 10	82	10	85	68	61¼
	Q = 20	72	20	85	88	66¼
	Worst FCFS	68	145	0	121	83½
Completion Time	Best FCFS	85	8	153	32	69½
	Q = 1	137	30	153	81	100½
	Q = 5	135	28	153	82	99½
	Q = 8	133	16	153	80	95½
	Q = 10	135	18	153	92	99½
	Q = 20	125	28	153	112	104½
	Worst FCFS	121	153	68	145	121¾

Handling Differences in Importance: Strict Priority Scheduling



- Execution Plan
  - Always execute highest-priority runable jobs to completion
  - Each queue can be processed in RR with some time-quantum
- Problems:
  - Starvation:
    - » Lower priority jobs don't get to run because higher priority jobs
  - Deadlock: Priority Inversion
    - » Happens when low priority task has lock needed by high-priority task
    - » Usually involves third, intermediate priority task preventing high-priority task from running
- How to fix problems?
  - Dynamic priorities – adjust base-level priority up or down based on heuristics about interactivity, locking, burst behavior, etc…

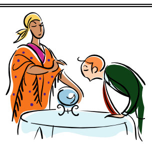
Scheduling Fairness

- What about fairness?
  - Strict fixed-priority scheduling between queues is unfair (run highest, then next, etc):
    - » long running jobs may never get CPU
    - » Urban legend: In Multics, shut down machine, found 10-year-old job ⇒ Ok, probably not…
  - Must give long-running jobs a fraction of the CPU even when there are shorter jobs to run
  - Tradeoff: fairness gained by hurting avg response time!

Scheduling Fairness

- How to implement fairness?
  - Could give each queue some fraction of the CPU
    - » What if one long-running job and 100 short-running ones?
    - » Like express lanes in a supermarket—sometimes express lanes get so long, get better service by going into one of the other lines
  - Could increase priority of jobs that don't get service
    - » What is done in some variants of UNIX
    - » This is ad hoc—what rate should you increase priorities?
    - » And, as system gets overloaded, no job gets CPU time, so everyone increases in priority⇒Interactive jobs suffer

What if we Knew the Future?

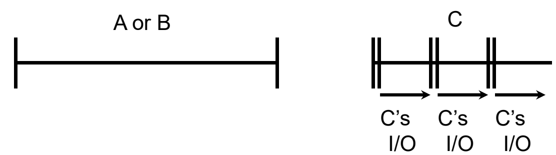


- Could we always mirror best FCFS?
- Shortest Job First (SJF):
  - Run whatever job has least amount of computation to do
  - Sometimes called "Shortest Time to Completion First" (STCF)
- Shortest Remaining Time First (SRTF):
  - Preemptive version of SJF: if job arrives and has a shorter time to completion than the remaining time on the current job, immediately preempt CPU
  - Sometimes called "Shortest Remaining Time to Completion First" (SRTCF)
- These can be applied to whole program or current CPU burst
  - Idea is to get short jobs out of the system
  - Big effect on short jobs, only small effect on long ones
  - Result is better average response time

Discussion

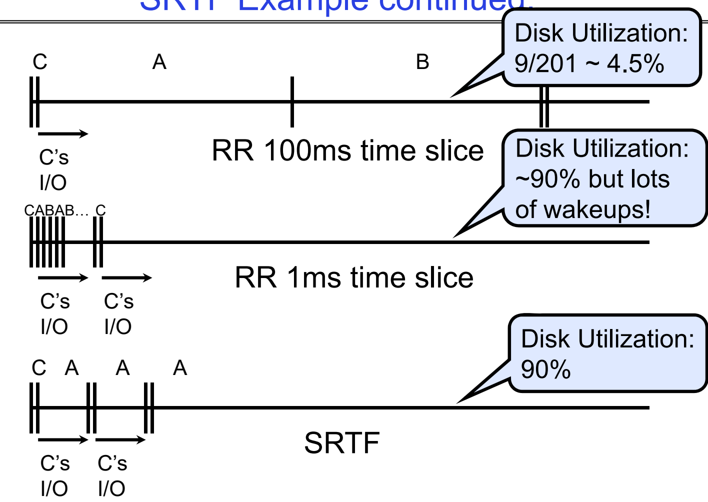
- SJF/SRTF are the best you can do at minimizing average response time
  - Provably optimal (SJF among non-preemptive, SRTF among preemptive)
  - Since SRTF is always at least as good as SJF, focus on SRTF
- Comparison of SRTF with FCFS
  - What if all jobs the same length?
    - » SRTF becomes the same as FCFS (i.e. FCFS is best can do if all jobs the same length)
  - What if jobs have varying length?
    - » SRTF: short jobs not stuck behind long ones

Example to illustrate benefits of SRTF



- Three jobs:
  – A, B: both CPU bound, run for week
    C: I/O bound, loop 1ms CPU, 9ms disk I/O
  – If only one at a time, C uses 90% of the disk, A or B could use 100% of the CPU
- With FCFS:
  – Once A or B get in, keep CPU for two weeks
- What about RR or SRTF?
  – Easier to see with a timeline

SRTF Example continued:



SRTF Further discussion

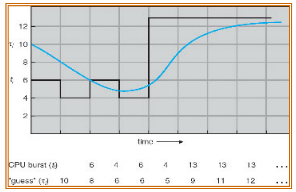
- Starvation
  – SRTF can lead to starvation if many small jobs!
  – Large jobs never get to run
- Somehow need to predict future
  – How can we do this?
  – Some systems ask the user
    » When you submit a job, have to say how long it will take
    » To stop cheating, system kills job if takes too long
  – But: hard to predict job's runtime even for non-malicious users
- Bottom line, can't really know how long job will take
  – However, can use SRTF as a yardstick for measuring other policies
  – Optimal, so can't do any better
- SRTF Pros & Cons
  – Optimal (average response time) (+)
  – Hard to predict future (-)
  – Unfair (-)

Administrivia

- Midterm I:
  – Grading done today by EOD. Sorry for the delay!
  – Solutions up off the Resources page
- Project 1 final report is due Tuesday March 1st
- Also due Tuesday March 1st: Peer evaluations
  – These are a required mechanism for evaluating group dynamics
  – Project scores are a zero-sum game
    » In the normal/best case, all partners get the same grade
    » In groups with issues, we may take points from non-participating group members and give them to participating group members!
- How does this work?
  – You get 20 points/partner to distribute as you want:
    Example—4 person group, you get 3 x 20 = 60 points
    » If all your partners contributed equally, give the 20 points each
    » Or, you could do something like:
      • 22 points partner 1
      • 22 points partner 2
      • 16 points partner 3
  – DO NOT GIVE YOURSELF POINTS!
    » You are NOT an unbiased evaluator of your group behavior

Predicting the Length of the Next CPU Burst

- Adaptive: Changing policy based on past behavior
  - CPU scheduling, in virtual memory, in file systems, etc
  - Works because programs have predictable behavior
    - » If program was I/O bound in past, likely in future
    - » If computer behavior were random, wouldn't help
- Example: SRTF with estimated burst length
  - Use an estimator function on previous bursts: Let t_{n-1}, t_{n-2}, t_{n-3}, etc. be previous CPU burst lengths. Estimate next burst $\tau_n = f(t_{n-1}, t_{n-2}, t_{n-3}, \ldots)$
  - Function f could be one of many different time series estimation schemes (Kalman filters, etc)
  - For instance, exponential averaging $\tau_n = \alpha t_{n-1} + (1-\alpha)\tau_{n-1}$ with $(0<\alpha\leq1)$



Lottery Scheduling

- Yet another alternative: Lottery Scheduling
  - Give each job some number of lottery tickets
  - On each time slice, randomly pick a winning ticket
  - On average, CPU time is proportional to number of tickets given to each job
- How to assign tickets?
  - To approximate SRTF, short running jobs get more, long running jobs get fewer
  - To avoid starvation, every job gets at least one ticket (everyone makes progress)
- Advantage over strict priority scheduling: behaves gracefully as load changes
  - Adding or deleting a job affects all jobs proportionally, independent of how many tickets each job possesses

Lottery Scheduling Example (Cont.)

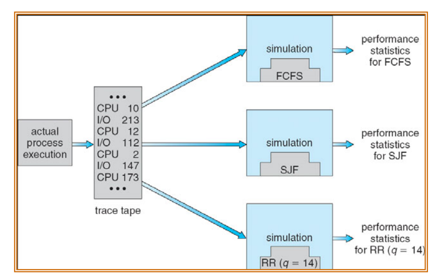
- Lottery Scheduling Example
  - Assume short jobs get 10 tickets, long jobs get 1 ticket

# short jobs/ # long jobs	% of CPU each short jobs gets	% of CPU each long jobs gets
1/1	91%	9%
0/2	N/A	50%
2/0	50%	N/A
10/1	9.9%	0.99%
1/10	50%	5%

  - What if too many short jobs to give reasonable response time?
    - » If load average is 100, hard to make progress
    - » One approach: log some user out

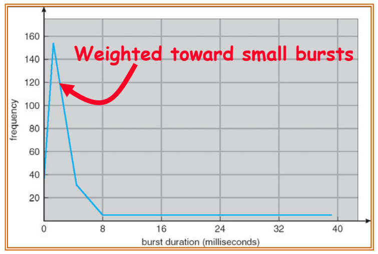
How to Evaluate a Scheduling algorithm?

- Deterministic modeling
  - takes a predetermined workload and compute the performance of each algorithm for that workload
- Queueing models
  - Mathematical approach for handling stochastic workloads
- Implementation/Simulation:
  - Build system which allows actual algorithms to be run against actual data
  - Most flexible/general



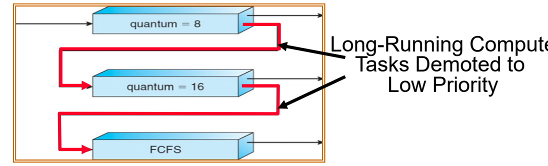
How to Handle Simultaneous Mix of Diff Types of Apps?

- Consider mix of interactive and high throughput apps:
  - – How to best schedule them?
  - – How to recognize one from the other?
    - » Do you trust app to say that it is "interactive"?
  - – Should you schedule the set of apps identically on servers, workstations, pads, and cellphones?
- For instance, is Burst Time (observed) useful to decide which application gets CPU time?
  - – Short Bursts ⇒ Interactivity ⇒ High Priority?



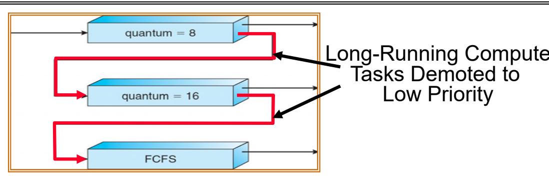
- Assumptions encoded into many schedulers:
  - – Apps that sleep a lot and have short bursts must be interactive apps – they should get high priority
  - – Apps that compute a lot should get low(er?) priority, since they won't notice intermittent bursts from interactive apps
- Hard to characterize apps:
  - – What about apps that sleep for a long time, but then compute for a long time?
  - – Or, what about apps that must run under all circumstances (say periodically)

Multi-Level Feedback Scheduling



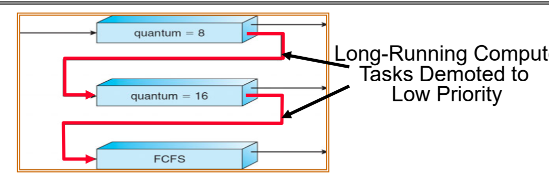
- Another method for exploiting past behavior (first use in CTSS)
  - – Multiple queues, each with different priority
    - » Higher priority queues often considered "foreground" tasks
  - – Each queue has its own scheduling algorithm
    - » e.g. foreground – RR, background – FCFS
    - » Sometimes multiple RR priorities with quantum increasing exponentially (highest:1ms, next: 2ms, next: 4ms, etc)
- Adjust each job's priority as follows (details vary)
  - – Job starts in highest priority queue
  - – If timeout expires, drop one level
  - – If timeout doesn't expire, push up one level (or to top)

Scheduling Details



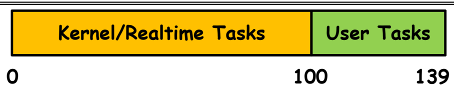
- Result approximates SRTF:
  - – CPU bound jobs drop like a rock
  - – Short-running I/O bound jobs stay near top
- Scheduling must be done between the queues
  - – Fixed priority scheduling:
    - » serve all from highest priority, then next priority, etc.
  - – Time slice:
    - » each queue gets a certain amount of CPU time
    - » e.g., 70% to highest, 20% next, 10% lowest

Scheduling Details



- Countermeasure: user action that can foil intent of the OS designers
  - – For multilevel feedback, put in a bunch of meaningless I/O to keep job's priority high
  - – Of course, if everyone did this, wouldn't work!
- Example of Othello program:
  - – Playing against competitor, so key was to do computing at higher priority the competitors.
    - » Put in printf's, ran much faster!

Case Study: Linux O(1) Scheduler



- Priority-based scheduler: 140 priorities
  - 40 for "user tasks" (set by "nice"), 100 for "Realtime/Kernel"
  - Lower priority value ⇒ higher priority (for realtime values)
  - Highest priority value ⇒ Lower priority (for nice values)
  - All algorithms O(1)
    - » Timeslices/priorities/interactivity credits all computed when job finishes time slice
    - » 140-bit bit mask indicates presence or absence of job at given priority level
- Two separate priority queues: "active" and "expired"
  - All tasks in the active queue use up their timeslices and get placed on the expired queue, after which queues swapped
- Timeslice depends on priority – linearly mapped onto timeslice range
  - Like a multi-level queue (one queue per priority) with different timeslice at each level
  - Execution split into "Timeslice Granularity" chunks – round robin through priority

O(1) Scheduler Continued

- Heuristics
  - User-task priority adjusted ±5 based on heuristics
    - » p->sleep_avg = sleep_time – run_time
    - » Higher sleep_avg ⇒ more I/O bound the task, more reward (and vice versa)
  - Interactive Credit
    - » Earned when a task sleeps for a "long" time
    - » Spend when a task runs for a "long" time
    - » IC is used to provide hysteresis to avoid changing interactivity for temporary changes in behavior
  - However, "interactive tasks" get special dispensation
    - » To try to maintain interactivity
    - » Placed back into active queue, unless some other task has been starved for too long…
- Real-Time Tasks
  - Always preempt non-RT tasks
  - No dynamic adjustment of priorities
  - Scheduling schemes:
    - » SCHED_FIFO: preempts other tasks, no timeslice limit
    - » SCHED_RR: preempts normal tasks, RR scheduling amongst tasks of same priority

So, Does the OS Schedule Processes or Threads?

- Many textbooks use the "old model"—one thread per process
- Usually it's really: **threads** (e.g., in Linux)
- One point to notice: switching threads vs. switching processes incurs different costs:
  - Switch threads: Save/restore registers
  - Switch processes: Change active address space too!
    - » Expensive
    - » Disrupts caching
- Recall, However: Simultaneous Multithreading (or "Hyperthreading")
  - Different threads interleaved on a cycle-by-cycle basis and can be in different processes (have different address spaces)

Multi-Core Scheduling

- Algorithmically, not a huge difference from single-core scheduling
- Implementation-wise, helpful to have *per-core* scheduling data structures
  - Cache coherence
- *Affinity scheduling*: once a thread is scheduled on a CPU, OS tries to reschedule it on the same CPU
  - Cache reuse

Recall: *Spinlocks for multiprocessing*

- Spinlock implementation:

```
int value = 0; // Free
Acquire() {
   while (test&set(&value)) {}; // spin while busy
}
Release() {
   value = 0;                  // atomic store
}
```

- Spinlock doesn't put the calling thread to sleep—it just busy waits
  – When might this be preferable?
    » Waiting for limited number of threads at a barrier in a multiprocessing (multicore) program
    » Wait time at barrier would be greatly increased if threads must be woken inside kernel
- Every `test&set()` is a write, which makes value ping-pong around between core-local caches (using lots of memory!)
  – So – really want to use `test&test&set()` !
- As we discussed in Lecture 8, the extra read eliminates the ping-ponging issues:

```
// Implementation of test&test&set():
Acquire() {
   do {
      while(value);            // wait until might be free
   } while (test&set(&value)); // exit if acquire lock
}
```


Gang Scheduling and Parallel Applications

- When multiple threads work together on a multi-core system, try to schedule them together
  – Makes spin-waiting more efficient (inefficient to spin-wait for a thread that's suspended)
- Alternative: OS informs a parallel program how many processors its threads are scheduled on (*Scheduler Activations*)
  – Application adapts to number of cores that it has scheduled
  – "Space sharing" with other parallel programs can be more efficient, because parallel speedup is often sublinear with the number of cores

Conclusion

- Scheduling Goals:
  – Minimize Response Time (e.g. for human interaction)
  – Maximize Throughput (e.g. for large computations)
  – Fairness (e.g. Proper Sharing of Resources)
  – Predictability (e.g. Hard/Soft Realtime)
- Round-Robin Scheduling:
  – Give each thread a small amount of CPU time when it executes; cycle between all ready threads
  – Pros: Better for short jobs
- Shortest Job First (SJF)/Shortest Remaining Time First (SRTF):
  – Run whatever job has the least amount of computation to do/least remaining amount of computation to do
- Multi-Level Feedback Scheduling:
  – Multiple queues of different priorities and scheduling algorithms
  – Automatic promotion/demotion of process priority in order to approximate SJF/SRTF