CSC 4103 - Operating Systems
Spring 2008

Lecture - V
CPU Scheduling - I

Tevfik Koşar

Louisiana State University
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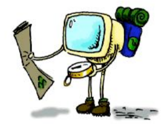
Roadmap

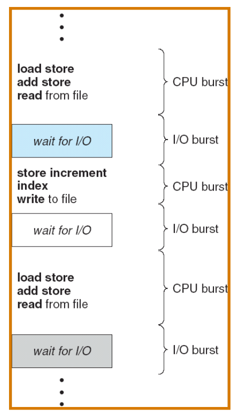
- CPU Scheduling
  - Basic Concepts
  - Scheduling Criteria
  - Different Scheduling Algorithms



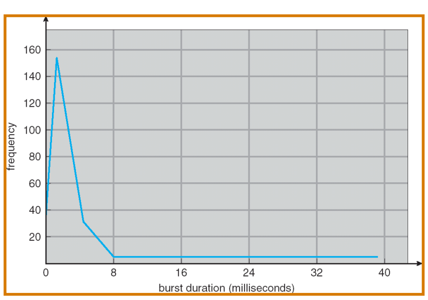
Basic Concepts

- Multiprogramming is needed for efficient CPU utilization
- CPU Scheduling: deciding which processes to execute when
- Process execution begins with a CPU burst, followed by an I/O burst
- CPU–I/O Burst Cycle – Process execution consists of a *cycle* of CPU execution and I/O wait

Alternating Sequence of CPU And I/O Bursts



Histogram of CPU-burst Durations

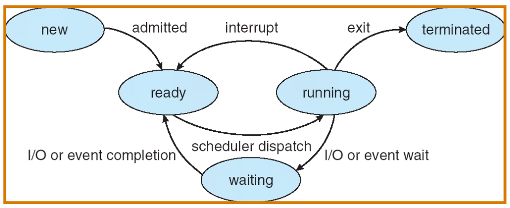


CPU Scheduler

- Selects from among the processes in memory that are ready to execute, and allocates the CPU to one of them
  → short-term scheduler
- 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/cooperative*
  - Once a process gets the CPU, keeps it until termination/switching to waiting state/release of the CPU
- All other scheduling is *preemptive*
  - Most OS use this
  - Cost associated with access to shared data

Process State

- As a process executes, it changes *state*
  - **new**: The process is being created
  - **ready**: The process is waiting to be assigned to a process
  - **running**: Instructions are being executed
  - **waiting**: The process is waiting for some event to occur
  - **terminated**: The process has finished execution



Dispatcher

- Dispatcher module gives control of the CPU to the process selected by the short-term scheduler;
  Its function 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 --> maximize
- Throughput – # of processes that complete their execution per time unit -->maximize
- Turnaround time – amount of time to execute a particular process --> minimize
- Waiting time – amount of time a process has been waiting in the ready queue -->minimize
- 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) -->minimize

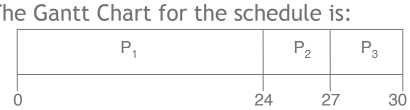
Optimization Criteria

- 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

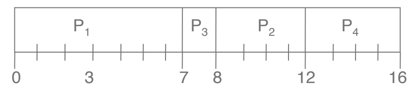
Shortest-Job-First (SJR) Scheduling

- 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 know 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

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 (non-preemptive)

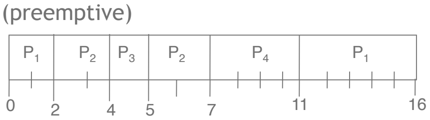


- Average waiting time = (0 + 6 + 3 + 7)/4 = 4

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

Priority Scheduling

- A priority number (integer) is associated with each process
- The CPU is allocated to the process with the highest priority (smallest integer ≡ highest priority)
  - Preemptive
  - nonpreemptive
- SJF is a priority scheduling where priority is the predicted next CPU burst time
- Problem ≡ Starvation – low priority processes may never execute
- Solution ≡ Aging – as time progresses increase the priority of the process

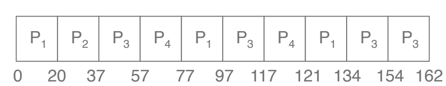
Round Robin (RR)

- Each process gets a 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 ⇒ FIFO

Example of RR with Time Quantum = 20

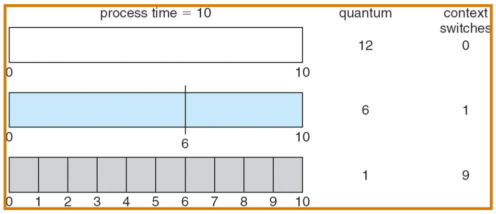
Process	Burst Time
P_1	53
P_2	17
P_3	68
P_4	24

- The Gantt chart is:

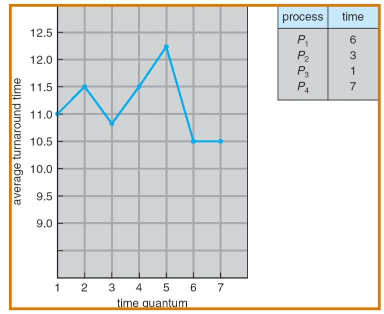


- Typically, higher average turnaround than SJF, but better *response*

Time Quantum and Context Switch Time



Turnaround Time Varies With The Time Quantum



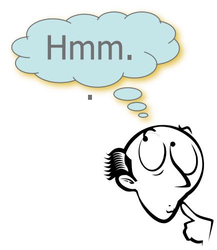
Exercise

Process ID	Arrival Time	Priority	Burst Time
A	0	3	20
B	5	1	15
C	10	2	10
D	15	4	5

- Draw gantt charts, find average turnaround and waiting times for above processes, considering:
- 1) First Come First Server Scheduling
- 2) Shortest Job First Scheduling (non-preemptive)
- 3) Shortest Job First Scheduling (preemptive)
- 4) Round-Robin Scheduling
- 5) Priority Scheduling (non-preemptive)
- 6) Priority Scheduling (preemptive)

Summary

- CPU Scheduling
  - Basic Concepts
  - Scheduling Criteria
  - Different Scheduling Algorithms



- Next Lecture: Project Overview
- Reading Assignment: Chapter 5 from Silberschatz.

Acknowledgements

- "Operating Systems Concepts" book and supplementary material by A. Silberschatz, P. Galvin and G. Gagne
- "Operating Systems: Internals and Design Principles" book and supplementary material by W. Stallings
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