

Process Scheduling

The Operating System Kernel

- Basic set of primitive operations and processes
 - *Primitive*
 - * Like a function call or macro expansion
 - * Part of the calling process
 - * Critical section for the process
 - *Process*
 - * Synchronous execution with respect to the calling process
 - * Can block itself or continuously poll for work
 - * More complicated than primitives and more time and space
- Provides a way to provide protected system services, like *supervisor call instruction*
 - Protects the OS and key OS data structures (like process control blocks) from interference by user programs
 - The fact that a process is executing in kernel mode is indicated by a bit in program status word (PSW)
- Execution of kernel
 - Nonprocess kernel
 - * Kernel executes outside of any user process
 - * Common on older operating systems
 - * Kernel takes over upon interrupt or system call
 - * Runs in its own memory, and has its own system stack
 - * Concept of process applies only to user programs and not to OS
 - Execution with user processes
 - * OS executes in the context of user process
 - * OS is considered to be a collection of functions called by user processes to provide a service
 - * Each user process must have memory for program, data, and stack areas for kernel routines
 - * A separate *kernel stack* is used to manage code execution in kernel mode
 - * OS code and data are in shared address space and are shared by all processes
 - * Interrupt, trap, or system call execute in user address space but in kernel mode
 - * Termination of kernel's job allows the process to run with just a mode switch back to user mode
 - Process-based kernel
 - * Kernel is implemented as a collection of system processes, or microkernels
 - * Modular OS design with a clean interface between different system processes
- Set of kernel operations
 - Process Management: Process creation, destruction, and interprocess communication; scheduling and dispatching; process switching; management of process control blocks
 - Resource Management: Memory (allocation of address space; swapping; page and segment management), secondary storage, I/O devices, and files
 - Input/Output: Transfer of data between memory and I/O devices; buffer management; allocation of I/O channels and devices to processes
 - Interrupt handling: Process termination, I/O completion, service requests, software errors, hardware malfunction
- Kernel in Unix

- Controls the execution of processes by allowing their creation, termination, suspension, and communication
 - Schedules processes *fairly* for execution on CPU
 - * CPU executes a process
 - * Kernel suspends process when its time quantum elapses
 - * Kernel schedules another process to execute
 - * Kernel later reschedules the suspended process
 - Allocates main memory for an executing process
 - Allocates secondary memory for efficient storage and retrieval of user data
 - Allows controlled peripheral device access to processes
- Linux kernel
 - Monolithic, composed of several logically different components
 - Can dynamically load/unload some portions of kernel code, such as device drivers
 - * Such code is made up of modules that can be automatically loaded or unloaded on demand
 - Lightweight processes (LWP) in Linux
 - * Provided for better support for multithreaded applications
 - * LWPs may share the same resources such as address space and open files
 - Modification of a shared resource by one LWP is immediately visible to the other
 - Processes need to synchronize before accessing shared resource
 - * Each thread/LWP can be scheduled independently by the kernel
 - * Thread group
 - Set of LWPs to implement a multithreaded application
 - Act as a whole for some system calls such as `getpid()`, `kill()` and `exit()`
 - Uses kernel threads in a very limited way
 - * Kernel thread is an execution context that can be independently scheduled
 - May be associated with a user program or may run only some kernel functions
 - * Context switch between kernel threads is much less expensive than context switch between ordinary processes
 - Kernel threads usually operate on a common address space
 - * Linux uses kernel threads to execute a few kernel functions periodically; they do not represent the basic execution context abstraction
 - Defines its own version of lightweight processes
 - * Different from SVR4 and Solaris that are based on kernel threads
 - * Linux regards lightweight processes as basic execution context and handles them via the nonstandard `clone()` system call
 - Preemptive kernel
 - * May be compiled with “Preemptible kernel” option (starting with Linux 2.6)
 - * Can arbitrarily interleave execution flows while they are in privileged mode
 - Multiprocess support
 - * Linux 2.6 onwards supports SMP for different memory models, including Non-Uniform Memory Access (NUMA)
 - * A few parts of the kernel code are still serialized by means of a single *big kernel lock*
 - Highest Level of User Processes: The *shell* in Unix
 - Created for each user (login request)
 - Initiates, monitors, and controls the progress for user
 - Maintains global accounting and resource data structures for the user

- Keeps static information about user, like identification, time requirements, I/O requirements, priority, type of processes, resource needs
- May create child processes (progenies)
- Process image
 - Collection of programs, data, stack, and attributes that form the process
 - User data
 - * Modifiable part of the user space
 - * Program data, user stack area, and modifiable code
 - User program
 - * Executable code
 - System stack
 - * Used to store parameters and calling addresses for procedure and system calls
 - Process control block
 - * Data needed by the OS to control the process
 - Location and attributes of the process
 - * Memory management aspects: contiguous or fragmented allocation

Synchronization and critical regions

- Needed to avoid race conditions among non-reentrant portion of kernel code
- Protect the modification and observation of resource counts
- Synchronization achieved by
 - Disabling kernel preemption
 - * A process executing in kernel mode may be made nonpreemptive
 - * If a process in kernel mode voluntarily relinquishes the CPU it must make sure that all data structures are left in consistent state; upon resumption, it must recheck the values of any previously accessed data structures
 - * Works for uniprocessor machines but not on a machine with multiple CPUs
 - Disable interrupts
 - * If the critical section is large, interrupts remain disabled for a relatively long time, potentially causing all hardware activities to freeze
 - * Does not work on multiprocessor system
 - Spin locks
 - * Implementation of busy-wait in some systems, including Linux
 - * Convenient in the kernel code because kernel resources are locked just for a fraction of a millisecond
 - More time consuming to release the CPU and reacquire it later
 - If the time required to update data structure is short, semaphore could be very inefficient
 - Process checks semaphore and suspends itself (expensive operation); other process meanwhile may have released the semaphore
 - * Data structures need to be protected from being concurrently accessed by kernel control paths that run on different CPUs
 - * When a process finds the lock closed by another process, it spins around repeatedly till the lock is open
 - * Spin lock useless in uniprocessor environment
 - Semaphores

- * Implement a locking primitive that allows a waiting process to sleep until the desired resource is available
- * Two types of semaphores in Linux: kernel semaphores and IPC semaphores
- * Kernel semaphores
 - Similar to spin locks
 - When a kernel control path tries to acquire a busy resource protected by kernel semaphore, it is suspended; it becomes runnable again when the resource is released
 - Kernel semaphores can be acquired only by functions that are allowed to sleep (no interrupt handlers or deferrable functions)

```

struct semaphore
{
    atomic_t  count;    // Number of available resources
                    // If < 0, no resource available and at least one
                    // process waiting for resource
    queue_t   wait;    // Sleeping processes that are waiting for resource
                    // If count > 0, this queue is empty
    int       sleepers; // Processes sleeping on semaphore?
};

```

- Avoiding deadlocks
 - * An issue when the number of kernel locks used is high
 - * Difficult to ensure that no deadlock state will ever be reached for all possible ways to interleave kernel control paths
 - * Linux avoids this problem by requesting locks in a predefined order

Data Structures for Processes and Resources

- Used by the OS to keep track of each process and resource
- Cross-referenced or linked in main memory for proper coordination
- Memory tables
 - Used to keep track of allocated and requested main and secondary memory
 - Protection attributes of blocks of main and secondary memory
 - Information to map main memory to secondary memory
- I/O tables
 - Used to manage I/O devices and channels
 - State of I/O operation and location in main memory as source/destination of operation
- File tables
 - Information on file existence, location in secondary memory, current status, and other attributes
 - Part of file management system
- Process control block
 - Most important data structure in an OS
 - Set of all process control blocks describes the *state* of the OS
 - Read and modified by almost every subsystem in the OS, including scheduler, resource allocator, and performance monitor
 - Constructed at process creation time
 - * Physical manifestation of the process

- * Set of data locations for local and global variables and any defined constants
- Contains specific information associated with a specific process
 - * The information can be broadly classified as process identification, processor state information, and process control information
 - * Can be described by Figure ??

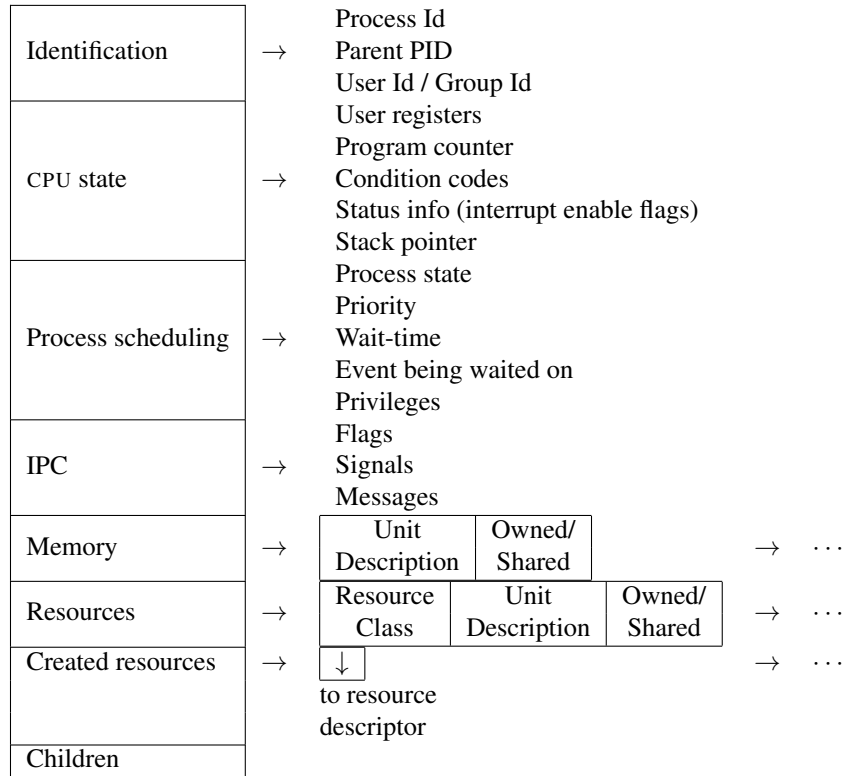
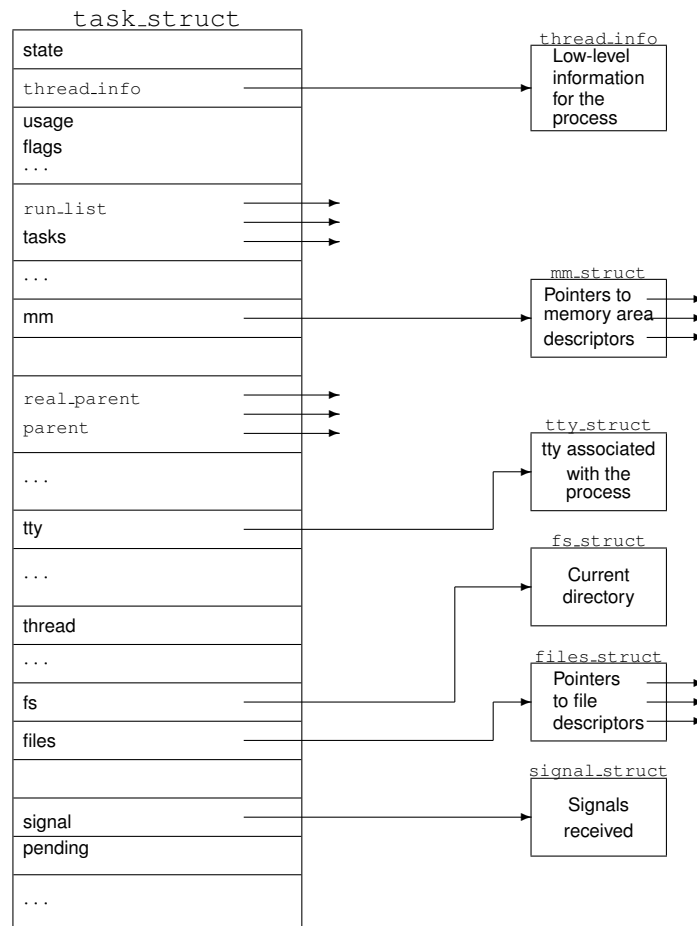


Figure 1: Process Control Block

- * *Identification.* Provided by a pointer to the PCB
 - Always a unique integer in Unix, providing an index into the primary process table
 - Used by all subsystems in the OS to determine information about a process
 - Used for cross-referencing in other tables (memory, I/O)
- * *CPU state*
 - Provides snapshot of the process
 - The program counter register is initialized to the entry point of the program (`main()` in C programs)
 - While the process is running, the user registers contain a certain value that is to be saved if the process is interrupted
 - Typically described by the registers that form the processor status word (PSW) or *state vector*
 - Exemplified by EFLAGS register on Pentium that is used by any OS running on Pentium, including Unix and Windows NT
- * *Process State.* Current activity of the process
 - Running. Executing instructions.
 - Ready. Waiting to be assigned to a processor; this is the state assigned when the data structure is constructed
 - Blocked. Waiting for some event to occur.
- * Allocated address space (Memory map)

- * Resources associated with the process (open files, I/O devices)
- * *Other Information.*
 - Progenies/offsprings of the process
 - Priority of the process
 - Accounting information. Amount of CPU and real time used, time limits, account numbers, etc.
 - I/O status information. Outstanding I/O requests, I/O devices allocated, list of open files, etc.

– Linux task structure



• Process identification in Linux

- Linux identifies a process by 32-bit address of `task_struct`, called a *process descriptor pointer*
- Unix identifies a process by process id (or PID) stored in the `pid` field of process descriptor
 - * PIDs are numbered sequentially; they are assigned in an increasing order and are reused in the long run
 - * Process IDs are not reused immediately to prevent race conditions
 - A process sends a signal to another process
 - Before the signal is received, the recipient has terminated and the process ID reassigned to another newly created process
 - The signal is sent to a wrong process
 - * Maximum PID number is 32,767 (`PID_MAX_DEFAULT - 1`)
 - * Default can be increased or decreased by writing to the file `/proc/sys/kernel/pid_max`
 - * In 64-bit architectures, the maximum PID number can be changed to 4,194,303
 - * PIDs managed by a bitmap `pidmap_array`

- * Since a page frame contains 32,768 bits (4KB), the 32-bit architectures allow the storage of `pidmap_array` bitmap into a single page
- * In 64-bit architectures, additional pages are added to bitmap when kernel assigns a PID number too large for the current bitmap
- POSIX standard requires the threads in the same group to have a common PID to send a signal to affect all threads in the group
 - * The PID of the *thread group leader* (first LWP in the group) is shared by all threads
 - * Stored in the `tgid` field of process descriptor
- Linux stores process information in process descriptor pointers linked by a doubly linked list
 - * The head of the list is process 0 or `swapper`, identified by `task_struct init_task`
 - * `tasks->prev` field of `init_task` points to the `tasks` field of process descriptor inserted last in the list
 - * The entire process list is scanned by the following macro:


```
#define for_each_process(p) \
    for ( p = &init_task; \
          ( p = list_entry((p)->tasks.next, struct task_struct, tasks ) ) \
          != &init_task; )
```
- Lists of `TASK_RUNNING` processes
 - * When looking for a new process to run on a CPU, kernel has to consider only the runnable processes (processes in the `TASK_RUNNING` state)
 - * Earlier Linux versions put all runnable processes in the same list called `runqueue`
- Scheduler speedup is achieved by splitting `runqueue` into many lists of runnable processes, one list per priority
 - * Linux assigns a priority in the range of 0 to 139
 - * 140 different lists in `runqueue` structure
 - * Process descriptor linked into the list of runnable processes with the same priority
 - * On multiprocessor systems, each CPU has its own `runqueue`
 - * Implemented through the data structure `prio_array_t`

```
struct prio_array_t
{
    int                nr_active;    // Number of active processes
    unsigned long      bitmap[5];   // Priority bitmap; set if the corresponding
                                    // priority list is not empty
    struct list_head   queue[140];  // Head of each priority list
}

```
 - * Inserting a processes `p` into the `runqueue`

```
list_add_tail ( &p->run_list, &array->queue[p->prio] );
__set_bit ( p->prio, array->bitmap );
array->nr_active++;
p->array = array;
```

- Resource Descriptors.

- Resource.
 - * Reusable, relatively stable, and often scarce commodity
 - * Successively requested, used, and released by processes
 - * Hardware (physical) or software (logical) components
- Resource class.
 - * *Inventory*. Number and identification of available units
 - * *Waiting list*. Blocked processes with unsatisfied requests
 - * *Allocator*. Selection criterion for honoring the requests

- Contains specific information associated with a certain resource
 - * $p^{\wedge}.status_data$ points to the waiting list associated with the resource.
 - * Dynamic and static resource descriptors, with static descriptors being more common
 - * Identification, type, and origin
 - Resource class identified by a pointer to its descriptor
 - Descriptor pointer maintained by the creator in the process control block
 - External resource name \Rightarrow unique resource id
 - Serially reusable or consumable?
 - * Inventory List
 - Associated with each resource class
 - Shows the availability of resources of that class
 - Description of the units in the class
 - * Waiting Process List
 - List of processes blocked on the resource class
 - Details and size of the resource request
 - Details of resources allocated to the process
 - * Allocator
 - Matches available resources to the requests from blocked processes
 - Uses the inventory list and the waiting process list
 - * Additional Information
 - Measurement of resource demand and allocation
 - Total current allocation and availability of elements of the resource class
- Context of a process
 - Information to be saved that may be altered when an interrupt is serviced by the interrupt handler
 - PC and stack pointer registers
 - General purpose registers
 - Floating point registers
 - Processor control registers (PSW) containing information on CPU state
 - Memory management registers used to keep track of RAM accessed by process
 - Process switch/Task switch/Context switch
 - * Suspend the currently running process and resume the execution of some process previously suspended
 - * Hardware context
 - All processes share the CPU registers
 - Before resuming a process, kernel must make sure that each register is loaded with the value it had when the process was suspended
 - Subset of the process execution context
 - Part of hardware context is stored in process descriptor while remaining part is stored in kernel mode stack
 - Difference between context switch and interrupt handling
 - * Code executed by interrupt handler does not constitute a process
 - * Just a kernel control path that runs at the expense of the same process that was running when the interrupt occurred
- Process groups
 - Represent a *job* abstraction
 - As an example, processes in a pipeline form a group and the shell acts on those as a single entity

- Process descriptor contains a field called *process group ID*
 - * PID of the *group leader*
- Login session
 - * All processes that are descendants of the process that started a working session on a specific terminal
 - * All processes in a process group are in the same login session
 - * A login session may have several process groups
 - * One of the processes is always in the foreground; it has access to the terminal
 - * When a background process tries to access the terminal, it receives a SIGTTIN or SIGTTOU signal

Basic Operations on Processes and Resources

- Implemented by kernel primitives
- Maintain the *state* of the operating system
- Indivisible primitives protected by “busy-wait” type of locks
- *Process Control Primitives*
 - `create` – Establish a new process
 - * Assign a new unique process identifier (PID) to the new process
 - * Allocate memory to the process for all elements of process image, including private user address space and stack; the values can possibly come from the parent process; set up any linkages, and then, allocate space for process control block
 - * Create a new process control block corresponding to PID and add it to the process table; initialize different values in there such as parent PID, list of children (initialized to `null`), program counter (set to program entry point), system stack pointer (set to define the process stack boundaries)
 - * Initial CPU state, typically initialized to *Ready* or *Ready, suspend*
 - * Add the process id of new process to the list of children of the creating (parent) process
 - * Assign initial priority
 - Initial priority of the process may be greater than the parent’s
 - * Accounting information and limits
 - * Add the process to the *ready list*
 - `suspend`. Change process state to suspended
 - * A process may suspend only its descendants
 - * May include cascaded suspension
 - * Stop the process if the process is in *running state* and save the state of the processor in the process control block
 - * If process is already in *blocked state*, then leave it blocked, else change its state to *ready state*
 - * If need be, call the `scheduler` to schedule the processor to some other process
 - `activate`. Change process state to active
 - * Change one of the descendant processes to *ready state*
 - * Add the process to the *ready list*
 - `destroy`. Remove one or more processes
 - * Cascaded destruction
 - * Only descendant processes may be destroyed
 - * If the process to be “killed” is running, stop its execution
 - * Free all the resources currently allocated to the process
 - * Remove the process control block associated with the killed process

- `change_priority`. Set a new priority for the process
 - * Change the priority in the process control block
 - * Move the process to a different queue to reflect the new priority
- Resource Primitives
 - `create_resource_class`. Create the descriptor for a new resource class
 - * Dynamically establish the descriptor for a new resource class
 - * Initialize and define inventory and waiting lists
 - * Criterion for allocation of the resources
 - * Specification for insertion and removal of resources
 - `destroy_resource_class`. Destroy the descriptor for a resource class
 - * Dynamically remove the descriptor for an existing resource class
 - * Resource class can only be destroyed by its creator or an ancestor of the creator
 - * If any processes are waiting for the resource, their state is changed to *ready*
 - `request`. Request some units of a resource class
 - * Includes the details of request – number of resources, absolute minimum required, urgency of request
 - * Request details and calling process-id are added to the waiting queue
 - * Allocation details are returned to the calling process
 - * If the request cannot be immediately satisfied, the process is blocked
 - * Allocator gives the resources to waiting processes and modifies the allocation details for the process and its inventory
 - * Allocator also modifies the resource ownership in the process control block of the process
 - `release`. Release some units of a resource class
 - * Return unwanted and serially reusable resources to the resource inventory
 - * Inform the allocator about the return

Organization of Process Schedulers

- Objective of Multitasking: Maximize CPU utilization and increase *throughput*
- Two processes P_0 and P_1

P_0	t_0	i_0	t_1	i_1	\dots	i_{n-1}	t_n
-------	-------	-------	-------	-------	---------	-----------	-------

P_1	t'_0	i'_0	t'_1	i'_1	\dots	i'_{m-1}	t'_m
-------	--------	--------	--------	--------	---------	------------	--------

- Two processes P_0 and P_1 without multitasking

P_0	t_0	i_0	t_1	i_1	\dots	i_{n-1}	t_n	P_0 terminated						
P_1	P_1 waiting							t'_0	i'_0	t'_1	i'_1	\dots	i'_{m-1}	t'_m

- Processes P_0 and P_1 with multitasking

P_0	t_0		t_1		\dots	t_n	
P_1		t'_0		t'_1	\dots		t'_m

- Each entering process goes into *job queue*. Processes in job queue
 - reside on mass storage
 - await allocation of main memory

- Processes residing in main memory and awaiting CPU time are kept in *ready queue*
- Processes waiting for allocation of a certain I/O device reside in *device queue*
- *Scheduler*
 - Concerned with deciding a policy about which process to be dispatched
 - After selection, loads the process state or dispatches
 - Process selection based on a scheduling algorithm
- Autonomous vs shared scheduling
 - Shared scheduling
 - * Scheduler is invoked by a function call as a side effect of a kernel operation
 - * Kernel and scheduler are potentially contained in the address space of all processes and execute as a part of the process
 - Autonomous scheduling
 - * Scheduler (and possibly kernel) are centralized
 - * Scheduler is considered a separate process running autonomously
 - * Continuously polls the system for work, or can be driven by wakeup signals
 - * Preferable in multiprocessor systems as master/slave configuration
 - One CPU can be permanently dedicated to scheduling, kernel and other supervisory activities such as I/O and program loading
 - OS is clearly separated from user processes
 - * *Who dispatches the scheduler?*
 - Solved by transferring control to the scheduler whenever a process is blocked or is awakened
 - Scheduler treated to be at a higher level than any other process
 - Unix scheduler
 - * Autonomous scheduler
 - * Runs between any two other processes
 - * Serves as a dummy process that runs when no other process is ready
- Short-term v/s Long-term schedulers
 - Long-term scheduler
 - * Selects processes from job queue
 - * Loads the selected processes into memory for execution
 - * Updates the ready queue
 - * Controls the *degree of multiprogramming* (the number of processes in the main memory)
 - * Not executed as frequently as the short-term scheduler
 - * Should generate a good mix of CPU-bound and I/O-bound processes
 - * May not be present in some systems (like time sharing systems)
 - Short-term scheduler
 - * Selects processes from ready queue
 - * Allocates CPU to the selected process
 - * Dispatches the process
 - * Executed frequently (every few milliseconds, like 10 msec)
 - * Must make a decision quickly ⇒ must be extremely fast

Process or CPU Scheduling

- Major task of any operating system – allocate ready processes to available processors
 - *Scheduler* decides the process to run first by using a *scheduling algorithm*
 - Effectively a matter of managing queues to minimize queueing delay and to optimize performance in a queueing environment
 - Two components of a scheduler
 1. Process scheduling
 - * Decision making policies to determine the order in which active processes compete for the use of CPU
 2. Process dispatch
 - * Actual binding of selected process to the CPU
 - * Involves removing the process from ready queue, change its status, and load the processor state
- Desirable features of a scheduling algorithm
 - Fairness: Make sure each process gets its fair share of the CPU; also, no process should be starved for CPU
 - Efficiency: Keep the CPU busy 100% of the time
 - Response time: Minimize response time for interactive users
 - Turnaround: Minimize the time batch users must wait for output
 - Throughput: Maximize the number of jobs processed per hour
- Types of scheduling
 - Preemptive
 - * Temporarily suspend the logically runnable processes
 - * More expensive in terms of CPU time (to save the processor state)
 - * Can be caused by
 - Interrupt.** Not dependent on the execution of current instruction but a reaction to an external asynchronous event
 - Trap.** Happens as a result of execution of the current instruction; used for handling error or exceptional condition
 - Supervisor call.** Explicit request to perform some function by the kernel
 - Nonpreemptive
 - * Run a process to completion
- The Universal Scheduler: specified in terms of the following concepts
 1. Decision Mode
 - Select the process to be assigned to the CPU
 2. Priority function
 - Applied to all processes in the ready queue to determine the *current* priority
 3. Arbitration rule
 - Applied to select a process in case two processes are found with the same current priority

The Decision Mode

- Time (decision epoch) to select a process for execution
- Preemptive and nonpreemptive decision
- Selection of a process occurs
 1. when a new process arrives
 2. when an existing process terminates
 3. when a waiting process changes state to ready

4. when a running process changes state to waiting (I/O request)
 5. when a running process changes state to ready (interrupt)
 6. every q seconds (quantum-oriented)
 7. when priority of a ready process exceeds the priority of a running process
- Selective preemption: Uses a bit pair (u_p, v_p)
 - u_p set if p may preempt another process
 - v_p set if p may be preempted by another process

The Priority Function

- Defines the priority of a ready process using some parameters associated with the process
- Memory requirements – Important due to swapping overhead
 - Smaller memory size \Rightarrow Less swapping overhead
 - Smaller memory size \Rightarrow More processes can be serviced
- Attained service time
 - Total time when the process is in the running state
- Real time in system
 - Total actual time the process spends in the system since its arrival
- Total service time
 - Total CPU time consumed by the process during its lifetime
 - Equals attained service time when the process terminates
 - Higher priority for shorter processes
 - Preferential treatment of shorter processes reduces the average time a process spends in the system
- External priorities
 - Differentiate between classes of user and system processes
 - Interactive processes \Rightarrow Higher priority
 - Batch processes \Rightarrow Lower priority
 - Accounting for the resource utilization
- Timeliness – Dependent upon the urgency of a task and deadlines
- System load
 - Maintain good response time during heavy load
 - Reduce swapping overhead by larger quanta of time

The Arbitration Rule

- Random choice
 - Round robin (cyclic ordering)
 - Chronological ordering (FIFO)
- Time-Based Scheduling Algorithms
 - May be independent of required service time
 - First-in/First-out (FIFO) Scheduling
 - Also called First-Come-First-Served (FCFS), or strict queuing
 - Simplest CPU-scheduling algorithm
 - Nonpreemptive decision mode
 - Upon process creation, link its PCB to rear of the FIFO queue
 - Scheduler allocates the CPU to the process at the front of the FIFO queue
 - Average waiting time can be long

Process	Burst time
P_1	24
P_2	3
P_3	3

- Let the processes arrive in the following order:

$$P_1, P_2, P_3$$

Then, the average waiting time is calculated from:

	P_1				P_2		P_3	
1		24	25	27	28	30		

- Average waiting time = $\frac{0+24+27}{3} = 17$ units
- Tends to favor CPU-bound processes compared to I/O-bound processes, because of its non-preemptive nature
 - * Against cycle stealing
 - * If a CPU-bound process is in wait state when the I/O-bound process initiates I/O, CPU goes idle
 - Inefficient use of both CPU and I/O devices

• Last-in/First-out (LIFO) Scheduling

- Similar to FIFO scheduling
- Average waiting time is calculated from:

	P_3		P_2		P_1			
1	3	4	6	7				30

- Average waiting time = $\frac{0+3+6}{3} = 3$ units
 - * Substantial saving but what if the order of arrival is reversed.

• Shortest Job Next (SJN) Scheduling

- Also called Shortest Job First (SJF) scheduling
- Associate the length of the next CPU burst with each process
- Assign the process with shortest CPU burst requirement to the CPU
- Nonpreemptive scheduling
- Specially suitable to batch processing (long term scheduling)
- Ties broken by FIFO scheduling
- Consider the following set of processes

Process	Burst time
P_1	6
P_2	8
P_3	7
P_4	3

Scheduling is done as:

	P_4		P_1		P_3		P_2	
1	3	4	9	10	16	17	24	

Average waiting time = $\frac{3+16+9+0}{4} = 7$ units

- Using FIFO scheduling, the average waiting time is given by $\frac{0+6+14+21}{4} = 10.25$ units
- Priority function $P(t) = 1/t$
- Provably optimal scheduling – Least average waiting time
 - * Moving a short job before a long one decreases the waiting time for short job more than it increase the waiting time for the longer process
- Problem: To determine the length of the CPU burst for the jobs

• Shortest Remaining Time First (SRTF) Scheduling

- Preemptive version of shortest job next scheduling
- Preemptive in nature (only at arrival time)
- Highest priority to process that need least time to complete
- Priority function $P(\tau) = a - \tau$, where a is the arrival time
- Consider the following processes

Process	Arrival time	Burst time
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

- Schedule for execution

P_1	P_2	P_4	P_1	P_3
1	2	5	6	10
				11
				17
				18
				26

- Average waiting time calculations

● Round-Robin Scheduling

- Preemptive in nature, based on fixed time slices or time quanta q
 - * Reduces the penalty that short jobs suffer with FIFO
- Generate clock interrupts at periodic intervals, or time slices or time quanta
 - * Time quantum between 10 and 100 milliseconds
 - * Each process gets a slice of time before being preempted
- All user processes treated to be at the same priority
- Ready queue treated as a circular queue, effectively giving a variation on FIFO
 - * New processes added to the rear of the ready queue
 - * Preempted processes added to the rear of the ready queue
 - * Scheduler picks up a process from the head of the queue and dispatches it with a timer interrupt set after the time quantum
- CPU burst $< q \Rightarrow$ process releases CPU voluntarily
- Timer interrupt results in context switch and the process is put at the rear of the ready queue
- No process is allocated CPU for more than 1 quantum in a row
- Consider the following processes

Process	Burst time
P_1	24
P_2	3
P_3	3

- $q = 4$ ms

P_1	P_2	P_3	P_1	P_1	P_1	P_1	P_1
1	4	5	7	8	10	11	14
						15	18
						19	22
						23	26
						27	30

- Average waiting time = $\frac{6+4+7}{3} = 5.66$ milliseconds
- If there are n processes in the ready queue, and q is the time quantum, then each process gets $\frac{1}{n}$ of CPU time in chunks of at most q time units
 - Hence, each process must wait no longer than $(n - 1) \times q$ time units for its next quantum
- Performance depends heavily on the size of time quantum
 - * Large time quantum \Rightarrow FIFO scheduling

- * Small time quantum \Rightarrow Large context switching overhead
- * Rule of thumb: 80% of the CPU bursts should be shorter than the time quantum
- Multilevel Feedback Queue Scheduling
 - Most general CPU scheduling algorithm
 - Prefers shorter jobs by penalizing jobs that use too much CPU time, using a dynamically computed priority
 - Background
 - * Make a distinction between foreground (interactive) and background (batch) processes
 - * Different response time requirements for the two types of processes and hence, different scheduling needs
 - * Separate queue for different types of processes, with the process priority being defined by the queue
 - Separate processes with different CPU burst requirements
 - Too much CPU time \Rightarrow lower priority
 - I/O-bound and interactive process \Rightarrow higher priority
 - n different priority levels – $\Pi_1 \cdots \Pi_n$
 - Each process may not receive more than T_{Π} time units at priority level Π
 - Let $T_{\Pi} = 2^{n-\Pi}T_n$, where T_n is the maximum time on the highest priority queue at level n
 - * Each process will spend time T_n at priority n , and time $2^i T_n$ at priority $n - i$, $1 \leq i \leq n$
 - * When a process receives time T_{Π} , decrease its priority to $\Pi - 1$
 - * Process may remain at the lowest priority level for infinite time
 - CPU always serves the highest priority queue that has processes in it ready for execution
 - Variation: *Aging* to prevent starvation
- Policy Driven CPU Scheduling
 - Based on a *policy function*
 - Policy function gives the correlation between actual and desired utilization for services
 - Services can be measured in terms of time units during which a particular resource is used by the process
 - Attempt to strike a balance between actual and desired resource utilization
- Real-time scheduling
 - Requires a small scheduling latency for the kernel
 - Unix processes cannot be preempted when they are running in kernel mode; this makes Unix unsuitable for real-time processing

Scheduling policy in Linux

- Objectives include
 - Fast process response time
 - Good throughput for background jobs
 - Avoidance of process starvation
 - Reconcile the needs of low- and high-priority processes
- Based on time sharing – several processes run in time-multiplexing mode
- Process priority is dynamic
 - Scheduler keeps track of what the processes are doing and adjusts their priorities

- Processes that do not get CPU for a long time will have their priority boosted by dynamically increasing the priority
- Processes that run for a long time are penalized by decreasing their priority
- Process classification
 1. Interactive processes
 - Interact constantly with users
 - Spend a lot of time waiting for keypresses and mouse operations
 - When there is input, must respond quickly, or user will find the system unresponsive
 - Typical delay between 50-150ms
 - Variance of delay must be bounded or user will find the system to be erratic
 2. Batch processes
 - No user interaction
 - Run in the background
 - Need not be very responsive and hence, are penalized by scheduler
 - May be I/O-bound or CPU-bound
 3. Real-time processes
 - Stringent scheduling requirements
 - Should never be blocked by a lower priority process
 - Short guaranteed response time with minimum variance
- Linux scheduling pre-2.6
 - At every process switch, kernel scanned the list of ready processes, computed their priorities, and selected the one with highest priority
 - Expensive algorithm especially if the list of ready processes is large
- Linux scheduling post-2.6
 - Designed to scale well with the number of ready processes
 - Selects the process to run in constant time, independent of the number of process in the ready queue
 - Designed to scale well with the number of processors
 - * Each CPU has its own `runqueue`
 - Does a better job of distinguishing between interactive and batch processes
 - Scheduler always finds a process to be executed
 - * There is always at least one runnable process
 - `swapper` with PID 0
 - Executes only when CPU cannot execute any other process
 - Every CPU in a multiprocessor system has its own `swapper` with PID 0
 - Every Linux process scheduled according to one of *scheduling classes*
 - SCHED_FIFO** * A FIFO real-time process
 - * When a scheduler assigns CPU to the process, it leaves the process descriptor in its current position in `runqueue`
 - * If there is no other higher priority runnable real-time process, the current process uses CPU as long as it needs even if there are other runnable real-time processes at the same priority
 - SCHED_RR** * A round robin real-time process
 - * When a scheduler assigns CPU to the process, it leaves the process descriptor at the tail of `runqueue`
 - * Ensures a fair assignment of CPU time to all `SCHED_RR` real-time processes with the same priority
 - SCHED_NORMAL** * Conventional time-shared process

- Scheduling of conventional processes
 - * Each conventional process has its own static priority
 - * Static priority used by the scheduler to rate the process with respect to other conventional processes in the system
 - * Static priority in the range 100 (highest priority) to 139 (lowest priority)
 - * A new process inherits the static priority of its parent
 - Static priority can be changed by passing a *nice value* using `nice(2)` or `setpriority(3C)`
- Base time quantum Q_b (in ms)
 - * Based on a function of static priority P_s

$$Q_b = \begin{cases} (140 - P_s) \times 20 & \text{if } P_s < 120 \\ (140 - P_s) \times 5 & \text{if } P_s \geq 120 \end{cases}$$

- * Higher the static priority (lower its numerical value), the longer the base quantum
- Dynamic priority P_d and average sleep time
 - * Ranges from 100 (highest priority) to 139 (lowest priority)
 - * Number used by scheduler when selecting a new process to run

$$P_d = \max(100, \min(P_s - b + 5, 139))$$

- b is a bonus value ranging from 0 to 10
- $b < 5$ is a penalty to lower P_d
- $b > 5$ raises P_d
- b depends on the past history of the process; related to average sleep time of the process
- * Average sleep time
 - Given by the average number of nanoseconds spent by the process in sleep state
 - Sleeping in `TASK_INTERRUPTIBLE` state contributes to average sleep time in a different way from sleeping in `TASK_UNINTERRUPTIBLE` state
 - Average sleep time decreases while a process is running
 - Can never become larger than 1s

Avg sleep time	Bonus	Granularity
$0\text{ms} \leq T_s < 100\text{ms}$	0	5120
$100\text{ms} \leq T_s < 200\text{ms}$	1	2560
$200\text{ms} \leq T_s < 300\text{ms}$	2	1280
$300\text{ms} \leq T_s < 400\text{ms}$	3	640
$400\text{ms} \leq T_s < 500\text{ms}$	4	320
$500\text{ms} \leq T_s < 600\text{ms}$	5	160
$600\text{ms} \leq T_s < 700\text{ms}$	6	80
$700\text{ms} \leq T_s < 800\text{ms}$	7	40
$800\text{ms} \leq T_s < 900\text{ms}$	8	20
$900\text{ms} \leq T_s < 1000\text{ms}$	9	10
1s	10	10

- Average sleep time also used to determine if a process is considered interactive or batch
- A process is interactive if it satisfies

$$P_d \leq 3 \times P_s / 4 + 28$$

which is equivalent to

$$b - 5 \geq P_s / 4 - 28$$

- Interactive delta Δ_i
 - * Given by $P_s / 4 - 28$
 - * Easier for higher priority processes to become interactive

- * A process with highest P_s (100) is considered interactive if its $b > 2$, or its average sleep time $> 200\text{ms}$
- * A process with lowest P_s (139) is never considered interactive because b is always < 11 which is required to reach $\Delta_i = 6$
- * A process with default $P_s = 120$ becomes interactive as soon as its average sleep time exceeds 700ms
- Sleep threshold Θ_s

Priority values for a conventional process					
Description	P_s	Nice val	Q_b	Δ_i	Θ_s
Highest static priority	100	-20	800ms	-3	299ms
High static priority	110	-10	600ms	-1	499ms
Default static priority	120	0	100ms	+2	799ms
Low static priority	130	+10	50ms	+4	999ms
Lowest static priority	139	+19	5ms	+6	1199ms

- Active and expired processes
 - * Processes with higher P_s get larger slice of CPU time but they should not completely lock out processes with lower P_s
 - * Process starvation is avoided by scheduling a lower priority process whose time quantum has not been exhausted when a higher priority process finishes its quantum
 - * Active processes: Runnable processes that have not exhausted their time quantum and are allowed to run
 - * Expired processes: Runnable processes that have exhausted their time quantum and are forbidden to run until all active processes expire
- Scheduling of real-time processes
 - Real-time priority ranges from 1 (highest) to 99 (lowest)
 - Scheduler always favors a higher priority runnable process over a lower priority one
 - Real-time processes always considered active
 - If there are several real-time runnable processes at the same priority, scheduler chooses the process that occurs first in the corresponding list of local CPU's runqueue
- Data structures used by scheduler
 - runqueue
 - * Each CPU has its own runqueue
 - * Every runnable process in the system belongs to exactly one runqueue
 - * Runnable processes may migrate from one runqueue to another, to move to a different CPU
 - * Each structure also contains two arrays of 140 doubly linked list heads
 - One list corresponding to each priority (0 to 139)
 - `arrays[0]` contains expired processes
 - `arrays[1]` contains active processes
 - The role of the two arrays changes periodically; active processes become expired while expired processes become active
- Allocating time slices to children
 - Both parent and child get half the number of ticks left to the parent
 - Done to prevent children from getting unlimited amount of CPU time
 - * Parent creates a child that runs the same code and kills itself
 - * If creation rate is adjusted properly, the child can get a full quantum before the parent's quantum expires
 - * A continuation of the above allows infinite time to a single process family
 - This also prevents a process to use excessive time by starting several processes in the background