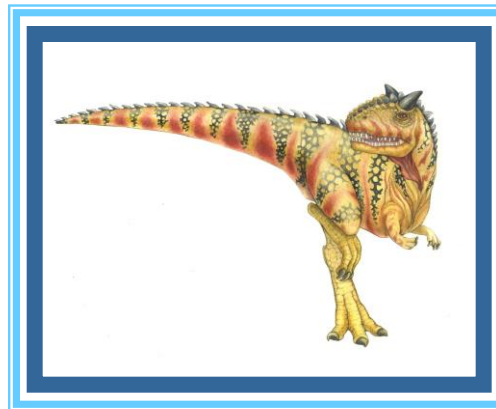


Chapter 6: Part-2

CPU Scheduling





Chapter 6: CPU Scheduling

- Basic Concepts
- Scheduling Criteria
- Scheduling Algorithms
- Thread Scheduling
- Multiple-Processor Scheduling
- Real-Time CPU Scheduling
- Operating Systems Examples
- Algorithm Evaluation





Objectives

- To introduce CPU scheduling, which is the basis for multiprogrammed operating systems
- To describe various CPU-scheduling algorithms
- To discuss evaluation criteria for selecting a CPU-scheduling algorithm for a particular system
- To examine the scheduling algorithms of several operating systems





Determining Length of Next CPU Burst

- Can only estimate the length – should be similar to the previous one
 - Then pick process with shortest predicted next CPU burst

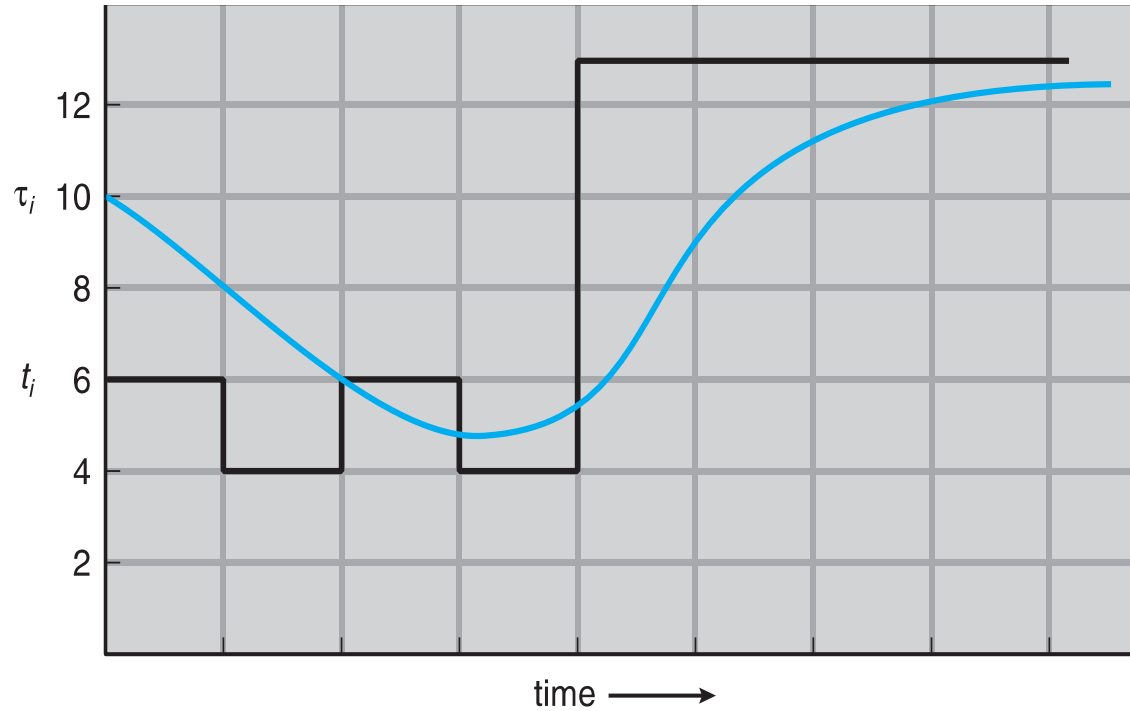
- Can be done by using the length of previous CPU bursts, using exponential averaging
 1. t_n = actual length of n^{th} CPU burst
 2. τ_{n+1} = predicted value for the next CPU burst
 3. $\alpha, 0 \leq \alpha \leq 1$
 4. Define: $\tau_{n+1} = \alpha t_n + (1 - \alpha)\tau_n$.

- Commonly, α set to $\frac{1}{2}$
- Preemptive version called **shortest-remaining-time-first**





Prediction of the Length of the Next CPU Burst



CPU burst (t_i)	6	4	6	4	13	13	13	...	
"guess" (τ_i)	10	8	6	6	5	9	11	12	...





Examples of Exponential Averaging

- $\alpha = 0$
 - $\tau_{n+1} = \tau_n$
 - Recent history does not count
- $\alpha = 1$
 - $\tau_{n+1} = \alpha t_n$
 - Only the actual last CPU burst counts

- If we expand the formula, we get:

$$\begin{aligned}\tau_{n+1} = & \alpha t_n + (1 - \alpha)\alpha t_{n-1} + \dots \\ & + (1 - \alpha)^j \alpha t_{n-j} + \dots \\ & + (1 - \alpha)^{n+1} \tau_0\end{aligned}$$

- Since both α and $(1 - \alpha)$ are less than or equal to 1, each successive term has less weight than its predecessor



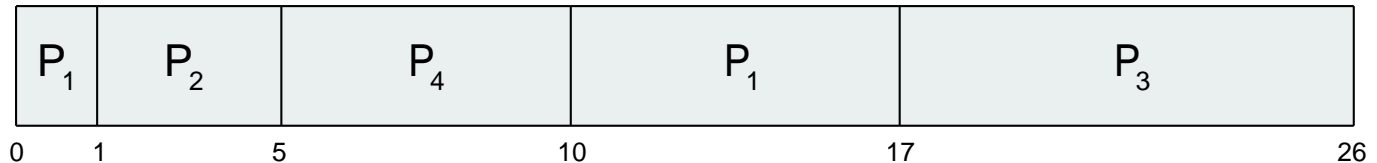


Example of Shortest-Remaining-Time-First

- Now we add the concepts of varying arrival times and preemption to the analysis

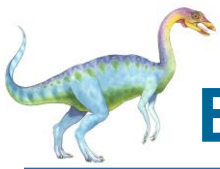
<u>Process</u>	<u>Arrival Time</u>	<u>Burst Time</u>
P_1	0	8
P_2	1	4
P_3	2	9
P_4	3	5

- Preemptive* SJF Gantt Chart



- Average waiting time = $[(10-1)+(1-1)+(17-2)+5-3]/4 = 26/4 = 6.5$ msec

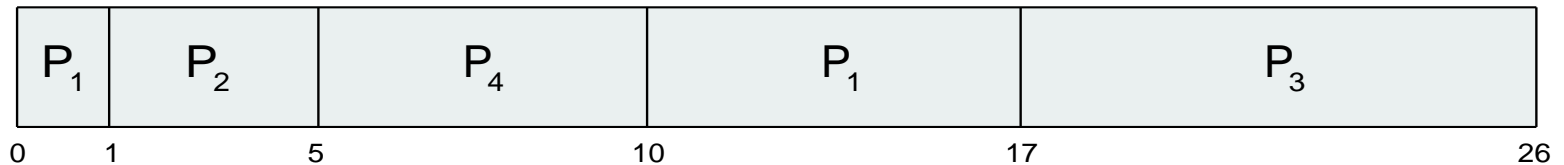


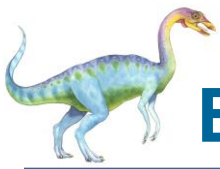


Example of Shortest-Remaining-Time-First

Another Solution :

<u>Process</u>	<u>Arrival Time</u>	<u>Burst Time</u>
P1	0	8 7 6 5 4 3 2 1 0
P2	1	4 3 2 1 0
P3	2	9 8 7 6 5 4 3 2 1 0
P4	3	5 4 3 2 1 0





Example of Shortest-Remaining-Time-First

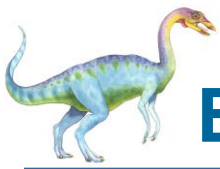
Find below

- Turn-Around Time (TAT) = Complete Time (CT) – Arrival Time (AT)
- WT = Turn-Around Time (TAT) - Burst Time (BT)
- Response Time (RT) = Start Time (ST) – Arrival Time (AT)

<u>Process</u>	<u>Complete Time</u>	<u>Turn Around Time</u>	<u>Waiting Time</u>	<u>Response Time</u>
P1	17	$17-0 = 17$	$17-8 = 9$	$0 - 0 = 0$
P2	5	$5-1 = 4$	$4 -4 = 0$	$1-1 = 0$
P3	26	$26-2 = 24$	$24-9 = 15$	$18 - 2 = 16$
P4	10	$10-3 = 7$	$7-5 = 2$	$6 -3 = 3$

- Average Waiting Time = $(9+0+15+2)/4 \rightarrow 26 / 4 = 6.5$
- Average Turn-Around Time (TAT) = $(17+4+24+7) / 4 = 13$





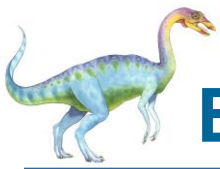
Example of Shortest-Remaining-Time-First

Another Example:

<u>Process</u>	<u>Arrival Time</u>	<u>Burst Time</u>
P1	0	8 7 6 5 4 3 2 1 0
P2	1	4 3 2 1 0
P3	2	2 1 0
P4	3	1 0
P5	4	3 2 1 0
P6	5	2 1 0

P1	P2	P3	P3	P4	P6	P6	P2	P2	P2	P5	P1	P5	P1	P1	P1	P1	P1	P1	P1	P1
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20





Example of Shortest-Remaining-Time-First

Find below

- Turn-Around Time (TAT) = Complete Time (CT) – Arrival Time (AT)
- WT = Turn-Around Time (TAT) - Burst Time (BT)
- Response Time (RT) = Start Time (ST) – Arrival Time (AT)

<u>Process</u>	<u>Complete Time</u>	<u>Turn Around Time</u>	<u>Waiting Time</u>	<u>Response Time</u>
P1	20	20	12	0
P2	10	9	5	0
P3	4	2	0	0
P4	5	2	1	1
P5	13	9	6	6
P6	7	2	0	0

- Average Waiting Time = $(12+5+0+1+6+0)/6 \rightarrow 24 / 6 = 4$
- Average Turn-Around Time (TAT) = $(20+9+2+2+9+2) / 6 \rightarrow 44/6 = 7.33$





HW of Shortest-Remaining-Time-First

- Find the average waiting time according to the SRTF (preemptive SJF) scheduling algorithm?

<u>Process</u>	<u>Arrival Time</u>	<u>Burst Time</u>
P1	0	11
P2	1	9
P3	2	7
P4	3	5
P5	4	8

- Consider the following set of process with the length of CPU burst cycle given in milliseconds:





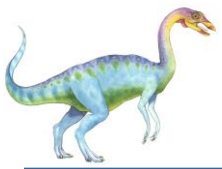
HW of Shortest-Remaining-Time-First

- Find the average waiting time according to the SRTF (preemptive SJF) scheduling algorithm?

<u>Process</u>	<u>Arrival Time</u>	<u>Burst Time</u>
P1	0	12
P2	3	8
P3	5	4
P4	10	10
P5	12	6

- Consider the following set of process with the length of CPU burst cycle given in milliseconds:









CPU Scheduling

Priority Scheduling





Dhafar Sabah Yaseen

