# TCSS 422: OPERATING SYSTEMS

## Common Scheduling Algorithms, Multi-level Feedback Queue (MLFQ) Scheduler, Proportional Share Schedulers

Wes J. Lloyd
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University of Washington - Tacoma



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# TEXT BOOK COUPON

- 10% off textbook code: **WRITING10** (*through Friday Apr 18*)
- https://www.lulu.com/shop/andrea-arpaci-dusseau-and-remzi-arpaci-dusseau/operating-systems-three-easy-pieces-hardcover-version-110/hardcover/product-15gjeeky.html?q=three+easy+pieces+operating+systems&page=1&pageSize=4
- With coupon textbook is only $35.78 + tax & shipping



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# TCSS 422 – OFFICE HRS – SPRING 2025

- <u>Office Hours plan for Spring (by Zoom):</u>
- **Monday 11:30am - 12:30p GTA Xinghan**
- **Tuesday 11:30am - 12:30p GTA Xinghan**
- **Wednesday 11:00am - 12:00p Instructor Wes**
- **Friday 12:00pm - 1:00p Wes or Xinghan**

- **Office hours this Friday April 18th**
  - Xinghan

- Instructor is available after class at 6pm in CP 229 each day



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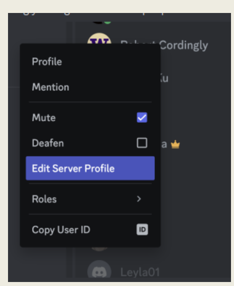
# TCSS 422 DISCORD SERVER

- Please join the TCSS 422 A – Spring 2025 Discord Server

- https://discord.gg/Jh5Cp8TMYn

- Under Edit Server Profile:
  Please update your 'Server Nickname' to your real name or UW NET ID
  THANK YOU



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# OBJECTIVES – 4/17

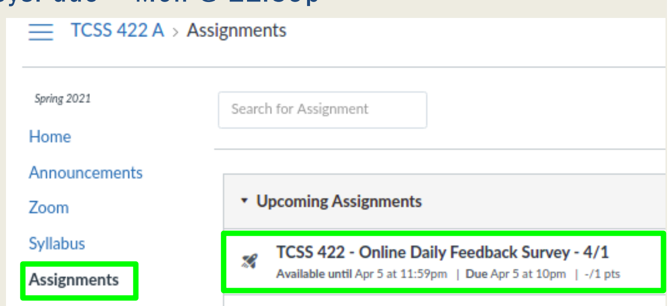
- Questions from 4/15
- Assignment 0
- C Tutorial - Pointers, Strings, Exec in C
- Quiz 1 – Active Reading Chapter 9
- Chapter 7: Scheduling Introduction
- Chapter 8: Multi-level Feedback Queue
  - MLFQ Scheduler
  - Job Starvation
  - Gaming the Scheduler
  - Examples
- Chapter 9: Proportional Share Schedulers





# ONLINE DAILY FEEDBACK SURVEY

- Daily Feedback Quiz in Canvas – Available After Each Class
- Extra credit available for completing surveys ***ON TIME***
- Tuesday surveys: due by ~ Wed @ 11:59p
- Thursday surveys: due ~ Mon @ 11:59p



## TCSS 422 - Online Daily Feedback Survey - 4/1

### Quiz Instructions

**Question 1** 0.5 pts

On a scale of 1 to 10, please classify your perspective on material covered in today's class:

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|
| Mostly Review To Me | | | | Equal New and Review | | | | | Mostly New to Me |

**Question 2** 0.5 pts

Please rate the pace of today's class:

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|
| Slow | | | | Just Right | | | | | Fast |



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# MATERIAL / PACE

- Please classify your perspective on material covered in today's class (35 of 63 respondents – 55.5%) :
- 1-mostly review, 5-equal new/review, 10-mostly new
- **Average – 6.88 (↑ - previous 6.47)**

- Please rate the pace of today's class:
- 1-slow, 5-just right, 10-fast
- **Average – 5.05 (↑ - previous 4.83)**



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## FEEDBACK FROM 4/15

- ***What is your recommendation for preparing for the quizzes and midterm?***



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# CATCH UP FROM LECTURE 5

- Switch to Lecture 5 Slides
- Slides L5.48 to L5.52 (thru STCF scheduler)

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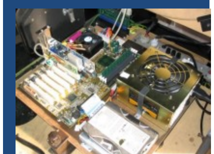
# CHAPTER 7- SCHEDULING: INTRODUCTION





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# CHAPTER 7

- Chapter 7: Scheduling Introduction
  - Scheduling metrics
    - Turnaround time, Jain's Fairness Index, Response time
  - FIFO, SJF, STCF, RR schedulers



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# RR: ROUND ROBIN

- Run each job awhile, then switch to another distributing the CPU evenly (fairly)
- Scheduling Quantum is called a time slice
- Time a mu time period.

| Process | Burst Time |
|---|---|
| P1 | 12 |

**RR is fair, but performs poorly on metrics such as turnaround time**

**Round Robin scheduling algorithm Gantt chart**

| P1 | P2 | P3 | P4 | P5 | P1 | P2 | P4 | P1 |
|---|---|---|---|---|---|---|---|---|

0 5 10 14 19 24 29 32 37 39

Scheduling Quantum = 5 seconds



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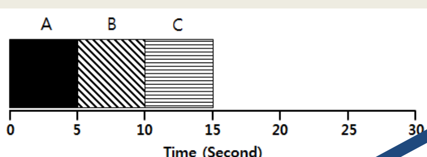
# RR EXAMPLE

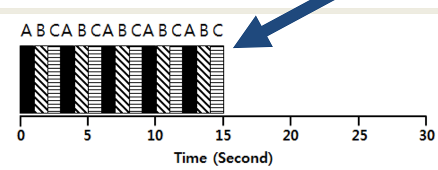
- ABC arrive at time=0, each run for 5 seconds

**OVERHEAD not considered**




SJF (Bad for Response Time)

$$T_{average\ response} = \frac{0+5+10}{3} = 5sec$$




RR with a time-slice of 1sec (Good for Response Time)

$$T_{average\ response} = \frac{0+1+2}{3} = 1sec$$



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# ROUND ROBIN: TRADEOFFS

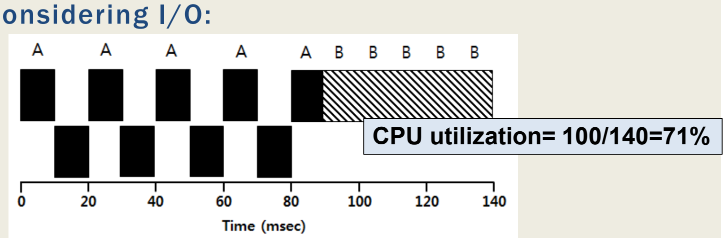
| Short Time Slice | | Long Time Slice |
|---|---|---|
| Fast Response Time | ⟷ | Slow Response Time |
| High overhead from context switching | | Low overhead from context switching |

- Time slice impact:
  - Turnaround time (for earlier example): ts(1,2,3,4,5)=14,14,13,14,10
  - Fairness: round robin is always fair, J=1



# SCHEDULING WITH I/O

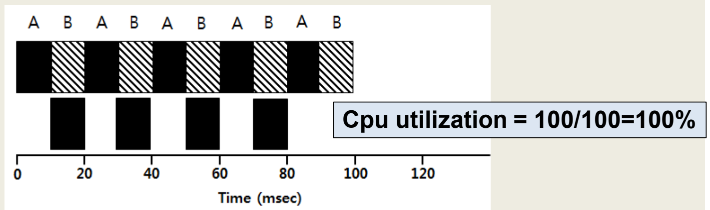
- STCF scheduler
  - A: CPU=50ms, I/O=40ms, 10ms intervals
  - B: CPU=50ms, I/O=0ms
  - Consider A as 10ms subjobs (CPU, then I/O)
- Without considering I/O:




Poor Use of Resources

## SCHEDULING WITH I/O - 2

- When a job initiates an I/O request
  - A is blocked, waits for I/O to compute, frees CPU
  - STCF scheduler assigns B to CPU
- When I/O completes → raise interrupt
  - Unblock A, STCF goes back to executing A: (10ms sub-job)




Overlap Allows Better Use of Resources



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Respond at **pollev.com/weslloyd**
Text **WESLLOYD** to **22333** once to join, then **1, 2, 3, 4, 5...**

## Which scheduler, thus far, best address fairness and average response time of jobs?

- First In - First Out (FIFO) **1**
- Shortest Job First (SJF) **2**
- Shortest Time to Completion First (STCF) **3**
- Round Robin **4**
- None of the Above **5**
- All of the Above **6**

Total Results: 0

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## QUESTION: SCHEDULING FAIRNESS

- Which scheduler, this far, best addresses fairness and average response time of jobs?

- First In – First Out (FIFO)
- Shortest Job First (SJF)
- Shortest Time to Completion First (STCF)
- Round Robin (RR)
- None of the Above
- All of the Above



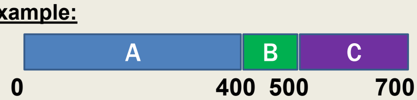
## SCHEDULING METRICS

- Consider Three jobs (A, B, C) that require: $time_A$=400ms, $time_B$=100ms, and $time_C$=200ms

- All jobs arrive at time=0 in the sequence of A B C.

- Draw a scheduling graph to help compute the <u>**average response time (ART)**</u> and <u>**average turnaround time (ATT)**</u> scheduling metrics for the FIFO scheduler.

<u>**Example:**</u>



## What is the Average Response Time of the FIFO scheduler?

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## What is the Average Turnaround Time of the FIFO scheduler?

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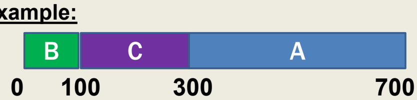
# SCHEDULING METRICS

- Consider Three jobs (A, B, C) that require: $time_A$=400ms, $time_B$=100ms, and $time_C$=200ms
- All jobs arrive at time=0 in the sequence of A B C.
- Draw a scheduling graph to help compute the **average response time (ART)** and **average turnaround time (ATT)** scheduling metrics for the SJF scheduler.

**Example:**

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# What is the Average Response Time of the Shortest Job First Scheduler?

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## What is the Average Turnaround Time of the Shortest Job First Scheduler?

" 7.75 milli "

" 2ms "

" Too long :( "

" 1000 "

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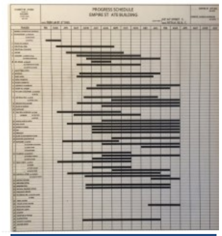
# CHAPTER 8 – MULTI-LEVEL FEEDBACK QUEUE (MLFQ) SCHEDULER





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## MULTI-LEVEL FEEDBACK QUEUE

- Objectives:
  - Improve turnaround time:
    *Run shorter jobs first*
  - Minimize response time:
    *Important for interactive jobs (UI)*
- Achieve without a priori knowledge of job length



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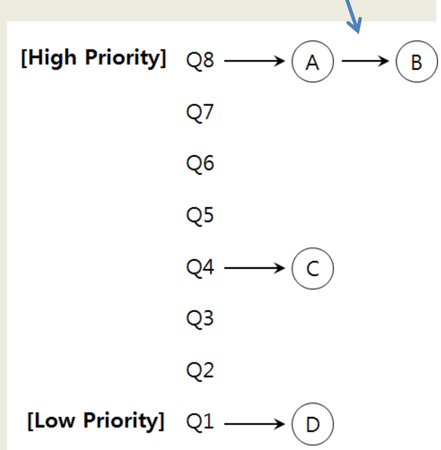
# MLFQ - 2

**Round-Robin within a Queue**

- Multiple job queues
- Adjust job priority based on observed behavior
- Interactive Jobs
  - Frequent I/O → keep priority high
  - Interactive jobs require fast response time (GUI/UI)
- Batch Jobs
  - Require long periods of CPU utilization
  - Keep priority low



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# MLFQ: DETERMINING JOB PRIORITY

- New arriving jobs are placed into highest priority queue
- If a job uses its entire time slice, priority is reduced (↓)
  - Jobs appears CPU-bound ( “batch” job), not interactive (GUI/UI)
- If a job relinquishes the CPU for I/O priority stays the same

**MLFQ approximates SJF**



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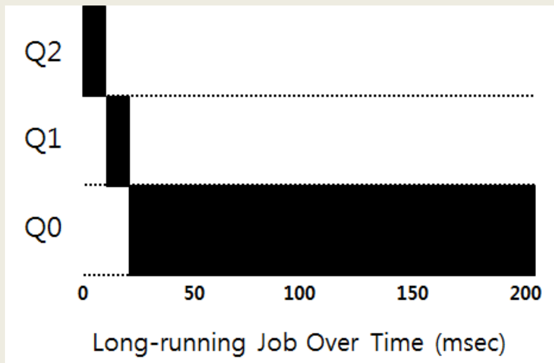
# MLFQ: LONG RUNNING JOB

- Three-queue scheduler, time slice=10ms

Priority



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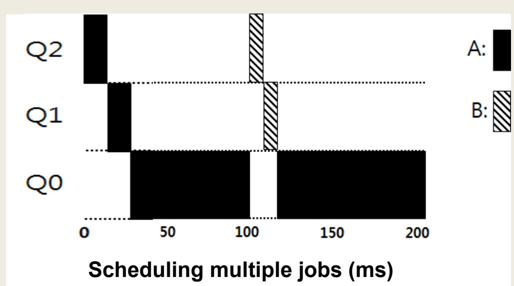
# MLFQ: BATCH AND INTERACTIVE JOBS

- $A_{arrival\_time}$ =0ms, $A_{run\_time}$=200ms,
- $B_{run\_time}$ =20ms, $B_{arrival\_time}$ =100ms

Priority



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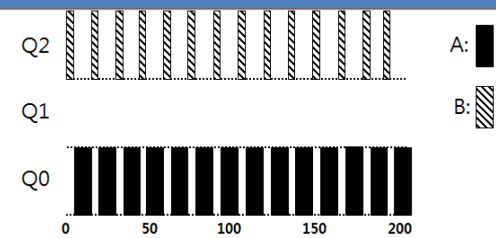
## MLFQ: BATCH AND INTERACTIVE - 2

- Continuous interactive job (B) with long running batch job (A)
  - Low response time is good for B
  - A continues to make progress

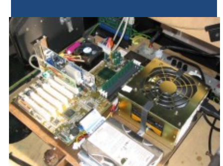
**The MLFQ approach keeps interactive job(s) at the highest priority**




A Mixed I/O-intensive and CPU-intensive Workload (msec)



## WE WILL RETURN AT 5:05PM



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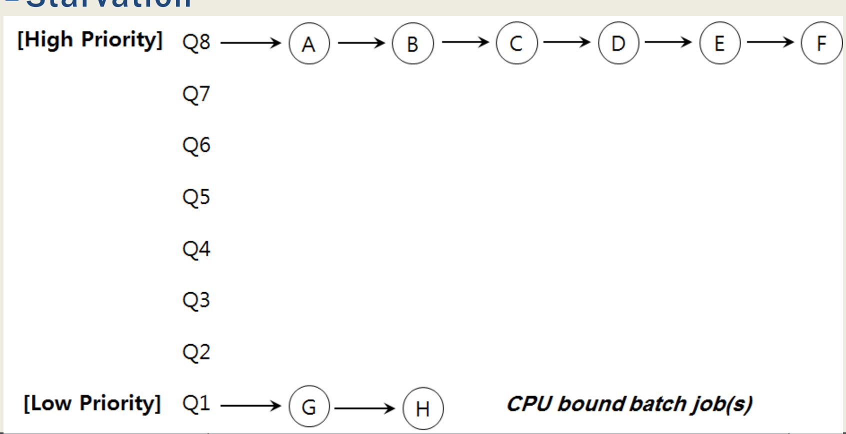
# MLFQ: ISSUES

- Starvation



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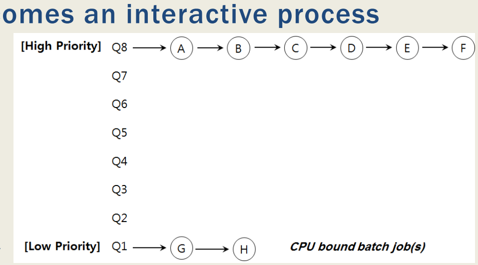
# MLFQ: ISSUES - 2

- Gaming the scheduler
  - Issue I/O operation at 99% completion of the time slice
  - Keeps job priority fixed – never lowered
- Job behavioral change
  - CPU/batch process becomes an interactive process




**Priority becomes stuck**

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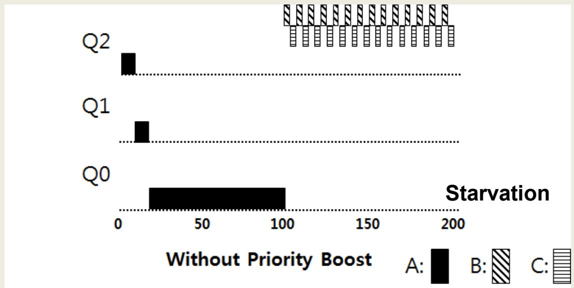
# RESPONDING TO BEHAVIOR CHANGE




- Priority Boost
  - Reset all jobs to topmost queue after some time interval S

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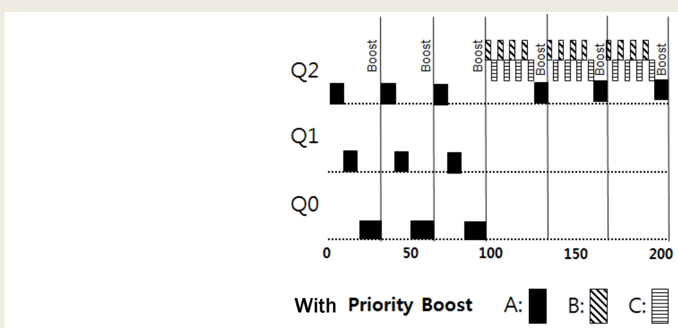
# RESPONDING TO BEHAVIOR CHANGE - 2

- With priority boost
  - Prevents starvation

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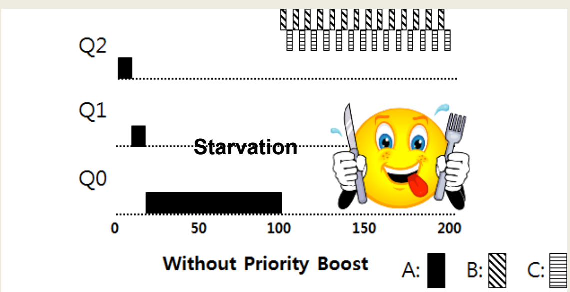
# KEY TO UNDERSTANDING MLFQ – PB

- Without priority boost:
- **Rule 1:** If Priority(A) > Priority(B), A runs (B doesn't).
- **Rule 2:** If Priority(A) = Priority(B), A & B run in RR.
- **KEY**: If time quantum of a higher queue is filled, then we don't run any jobs in lower priority queues!!!



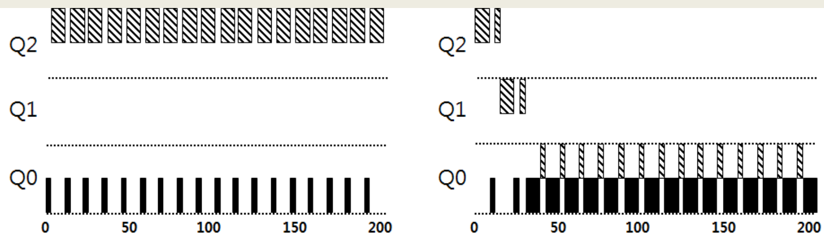
# STARVATION EXAMPLE

- **Consider 3 queues:**
- Q2 – HIGH PRIORITY – Time Quantum 10ms
- Q1 – MEDIUM PRIORITY – Time Quantum 20 ms
- Q0 – LOW PRIORITY – Time Quantum 40 ms
- Job A: 200ms no I/O
- Job B: 5ms then I/O
- Job C: 5ms then I/O
- Q2 fills up, starves Q1 & Q0
- A makes no progress



# PREVENTING GAMING

- Improved time accounting:
  - Track total job execution time in the queue
  - Each job receives a fixed time allotment
  - When allotment is exhausted, job priority is lowered

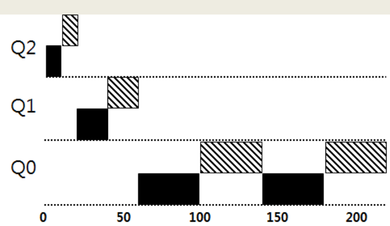



Without(Left) and With(Right) Gaming Tolerance



# MLFQ: TUNING

- Consider the tradeoffs:
  - How many queues?
  - What is a good time slice?
  - How often should we “Boost” priority of jobs?
  - What about different time slices to different queues?




Example) 10ms for the highest queue, 20ms for the middle, 40ms for the lowest

# PRACTICAL EXAMPLE

- Oracle Solaris MLFQ implementation
  - 60 Queues →
    w/ slowly increasing time slice (high to low priority)
  - Provides sys admins with set of editable table(s)
  - Supports adjusting time slices, boost intervals, priority changes, etc.
- Advice
  - Provide OS with hints about the process
  - Nice command → Linux



# MLFQ RULE SUMMARY

- The refined set of MLFQ rules:
- **Rule 1:** If Priority(A) > Priority(B), A runs (B doesn't).
- **Rule 2:** If Priority(A) = Priority(B), A & B run in RR.
- **Rule 3:** When a job enters the system, it is placed at the highest priority.
- **Rule 4:** Once a job uses up its time allotment at a given level (regardless of how many times it has given up the CPU), its priority is reduced(i.e., it moves down on queue).
- **Rule 5:** After some time period S, move all the jobs in the system to the topmost queue.

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Jackson deploys a 3-level MLFQ scheduler. The time slice is 1 for high priority jobs, 2 for medium priority, and 4 for low priority. This MLFQ scheduler performs a Priority Boost every 6 timer units. When the priority boost fires, the current job is preempted, and the next scheduled job is run in round-robin order.

| Job | Arrival Time | Job Length |
| --- | --- | --- |
| A | T=0 | 4 |
| B | T=0 | 16 |
| C | T=0 | 8 |

(11 points) Show a scheduling graph for the MLFQ scheduler for the jobs above.
Draw vertical lines for key events and be sure to label the X-axis times as in the example.
Please draw clearly. An unreadable graph will loose points.

Jackson deploys a 3-level MLFQ scheduler. The time slice is 1 for high priority jobs, 2 for medium priority, and 4 for low priority. This MLFQ scheduler performs a Priority Boost every 6 timer units. When the priority boost fires, the current job is preempted, and the next scheduled job is run in round-robin order.

| Job | Arrival Time | Job Length |
|---|---|---|
| A | T=0 | |
| B | T=0 | |
| C | T=0 | |

(11 points) Show a scheduling graph for the MLFQ scheduler for the jobs above.
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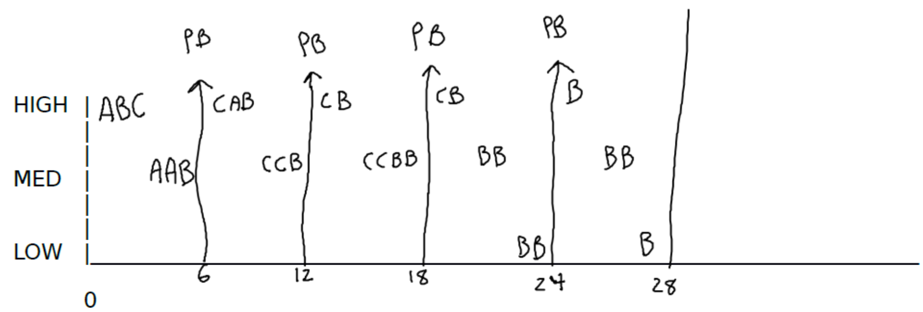


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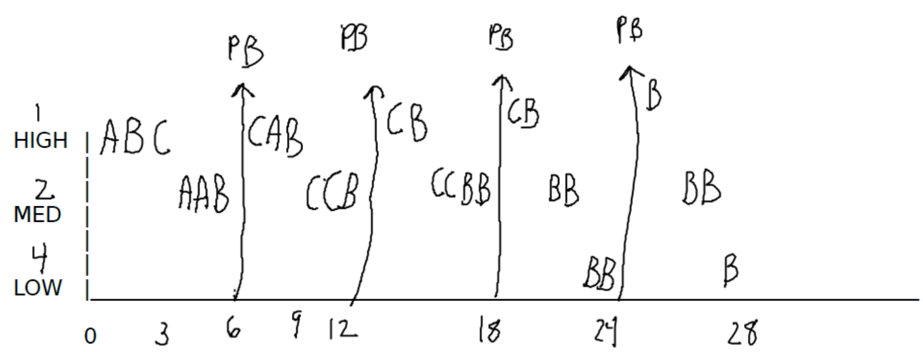
|---|---|---|
| A | T=0 | |
| B | T=0 | |
| C | T=0 | |

(11 points) Show a scheduling graph for the MLFQ scheduler for the jobs above.
Draw vertical lines for key events and be sure to label the X-axis times as in the example.
Please draw clearly. An unreadable graph will loose points.

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# EXAMPLE

- Question:
- Given a system with a total quantum length of 10 ms ***for all jobs*** to run before priority is lowered in the highest queue, how often would you have to boost jobs back to the highest priority level to guarantee that a single long-running (and potentially starving) job gets at least 5% of the CPU?

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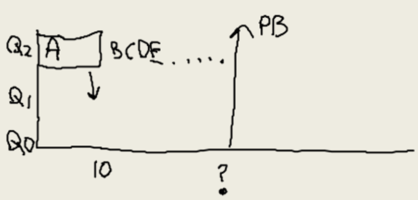
# EXAMPLE

- Question:
- Given a system with a quantum length of 10 ms ***for all jobs*** to run before priority is lowered in the highest queue, how often would you have to boost jobs back to the highest priority level to guarantee that a single long-running (and potentially starving) job gets at least 5% of the CPU?




$.05\ PB = 10$

$PB = \frac{10}{.05} = 200$ ms

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# EXAMPLE

- Question:
- Given a system with a quantum length of 10 ms ***for all jobs*** in its highest queue, how often would you have to boost jobs back to the highest priority level to guarantee that a single long-running (and potentially starving) job gets at least 5% of the CPU?

- Some combination of n jobs runs for a total of 10 ms per cycle without relinquishing the CPU
  - E.g. 2 jobs = 5 ms ea; 3 jobs = 3.33 ms ea, 10 jobs = 1 ms ea
  - n jobs always uses full time quantum in highest queue (10 ms)
  - Batch jobs starts, runs for full quantum of 10ms, pushed to lower queue
  - All other jobs run and context switch totaling the quantum per cycle
  - If 10ms is 5% of the CPU, when must the priority boost be ???
  - **ANSWER** → ***Priority boost should occur every 200ms***



# OBJECTIVES – 4/17

- Questions from 4/15
- Assignment 0
- C Tutorial - Pointers, Strings, Exec in C
- Quiz 1 – Active Reading Chapter 9
- Chapter 7: Scheduling Introduction
- Chapter 8: Multi-level Feedback Queue
  - MLFQ Scheduler
  - Job Starvation
  - Gaming the Scheduler
  - Examples
- **Chapter 9: Proportional Share Schedulers**

# CHAPTER 9 - PROPORTIONAL SHARE SCHEDULER



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## OBJECTIVES – 4/17

- Chapter 9: Proportional Share Schedulers
  - Lottery scheduler
  - Ticket mechanisms
  - Stride scheduler
  - Linux Completely Fair Scheduler



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# PROPORTIONAL SHARE SCHEDULER

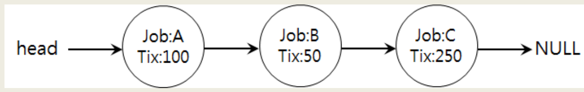
- Also called fair-share scheduler
  or lottery scheduler
  - Guarantees each job receives some percentage of CPU time based on share of "tickets"
  - Each job receives an allotment of tickets
  - % of tickets corresponds to potential share of a resource
  - Can conceptually schedule any resource this way
    - CPU, disk I/O, memory



# LOTTERY SCHEDULER

- Simple implementation
  - Just need a random number generator
    - Picks the winning ticket
  - Maintain a data structure of jobs and tickets (list)
  - Traverse list to find the owner of the ticket
  - Consider sorting the list for speed

# LOTTERY SCHEDULER IMPLEMENTATION




```
// counter: used to track if we've found the winner yet
int counter = 0;

// winner: use some call to a random number generator to
// get a value, between 0 and the total # of tickets
int winner = getrandom(0, totaltickets);

// current: use this to walk through the list of jobs
node_t *current = head;

// loop until the sum of ticket values is > the winner
while (current) {
        counter = counter + current->tickets;
        if (counter > winner)
                break; // found the winner
        current = current->next;
}
// 'current' is the winner: schedule it...
```

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# OBJECTIVES – 4/17

- **Chapter 9: Proportional Share Schedulers**
  - **Lottery scheduler**
  - **Ticket mechanisms**
  - **Stride scheduler**
  - **Linux Completely Fair Scheduler**

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## TICKET MECHANISMS

- Ticket currency / exchange
  - User allocates tickets in any desired way
  - OS converts user currency into global currency
- Example:
  - There are 200 global tickets assigned by the OS

| | |
|---|---|
| **User A** | → *500* (A's currency) to A1 → *50* (global currency) |
| | → *500* (A's currency) to A2 → *50* (global currency) |
| **User B** | → *10* (B's currency) to B1 → *100* (global currency) |



## TICKET MECHANISMS - 2

- Ticket transfer
  - Temporarily hand off tickets to another process
- Ticket inflation
  - Process can temporarily raise or lower the number of tickets it owns
  - If a process needs more CPU time, it can boost tickets.

# LOTTERY SCHEDULING

- Scheduler picks a **winning** ticket
  - Load the job with the winning ticket and run it
- Example:
  - Given 100 tickets in the pool
    - Job A has 75 tickets: 0 - 74
    - Job B has 25 tickets: 75 – 99

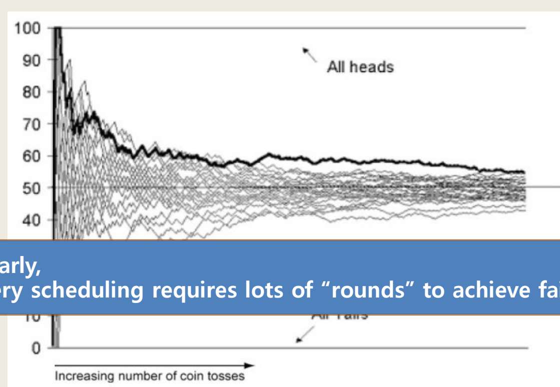
| | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Scheduler's winning tickets:** | 63 | 85 | 70 | 39 | 76 | 17 | 29 | 41 | 36 | 39 | 10 | 99 | 68 | 83 | 63 |
| **Scheduled job:** | A | B | A | A | B | A | A | A | A | A | A | B | A | B | A |

- But what do we know about probability of a coin flip?



# COIN FLIPPING

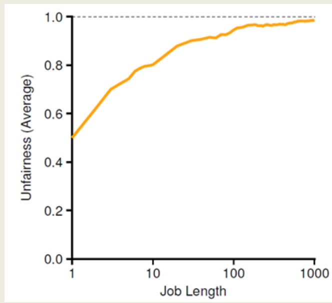
- Equality of distribution (fairness) requires a lot of flips!




Similarly,
Lottery scheduling requires lots of "rounds" to achieve fairness.

# LOTTERY FAIRNESS

- With two jobs
  - Each with the same number of tickets (t=100)




When the job length is not very long, average unfairness can be **quite severe**.



# LOTTERY SCHEDULING CHALLENGES

- What is the best approach to assign tickets to jobs?
  - Typical approach is to assume users know best
  - Users are provided with tickets, which they allocate as desired

- How should the OS automatically distribute tickets upon job arrival?
  - What do we know about incoming jobs a priori ?
  - Ticket assignment is really an open problem…

# OBJECTIVES – 4/17

- Chapter 9: Proportional Share Schedulers
  - Lottery scheduler
  - Ticket mechanisms
  - **Stride scheduler**
  - Linux Completely Fair Scheduler



# STRIDE SCHEDULER

- Addresses statistical probability issues with lottery scheduling
- Instead of guessing a random number to select a job, simply count…

# STRIDE SCHEDULER - 2

- Jobs have a "stride" value
  - A stride value describes the counter pace when the job should give up the CPU
  - Stride value is **inverse in proportion** to the job's number of tickets (more tickets = smaller stride)
- Total system tickets = 10,000
  - Job A has 100 tickets → $A_{stride}$ = 10000/100 = 100 stride
  - Job B has 50 tickets → $B_{stride}$ = 10000/50 = 200 stride
  - Job C has 250 tickets → $C_{stride}$ = 10000/250 = 40 stride
- Stride scheduler tracks "pass" values for each job (A, B, C)

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# STRIDE SCHEDULER - 3

- Basic algorithm:
  1. Stride scheduler picks job with the lowest pass value
  2. Scheduler increments job's pass value by its stride and starts running
  3. Stride scheduler increments a counter
  4. When counter exceeds pass value of current job, pick a new job (go to 1)
- KEY: When the counter reaches a job's "PASS" value, the scheduler passes on to the next job…

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# STRIDE SCHEDULER - EXAMPLE

- Stride values
  - Tickets = priority to select job
  - Stride is inverse to tickets
  - Lower stride = more chances to run (higher priority)

Priority
C stride = 40
A stride = 100
B stride = 200



# STRIDE SCHEDULER EXAMPLE - 2

- Three-way tie: randomly pick job A (all pass values=0)
- Set A's pass value to A's stride = 100
- Increment counter until > 100
- Pick a new job: two-way tie

| Pass(A) (stride=100) | Pass(B) (stride=200) | Pass(C) (stride=40) | Who Runs? |
|---|---|---|---|
| 0 | 0 | 0 | A |
| 100 | 0 | 0 | B |
| 100 | 200 | 0 | C |
| 100 | 200 | 40 | C |
| 100 | 200 | 80 | C |
| 100 | 200 | 120 | A |
| 200 | 200 | 120 | C |
| 200 | 200 | 160 | C |
| 200 | 200 | 200 | … |

Tickets
C = 250
A = 100
B = 50

Initial job selection is random. All @ 0

C has the most tickets and receives a lot of opportunities to run…

# STRIDE SCHEDULER EXAMPLE - 3

- We set A's counter (pass value) to A's stride = 100
- Next scheduling decision between B (pass=0) and C (pass=0)
  - Randomly choose B
- C has the lowest counter for next 3 rounds

**Tickets**
C = 250
A = 100
B = 50

| Pass(A) (stride=100) | Pass(B) (stride=200) | Pass(C) (stride=40) | Who Runs? |
|---|---|---|---|
| 0 | 0 | 0 | A |
| 100 | 0 | 0 | B |
| 100 | 200 | 0 | C |
| 100 | 200 | 40 | C |
| 100 | 200 | 80 | C |
| 100 | 200 | 120 | A |
| 200 | 200 | 120 | C |
| 200 | 200 | 160 | C |
| 200 | 200 | 200 | … |

C has the most tickets and is selected to run more often …



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# STRIDE SCHEDULER EXAMPLE - 4

- Job counters support determining which job to run next
- Over time jobs are scheduled to run based on their priority represented as their **share of tickets…**
- **Tickets are analogous to job priority**

**Tickets**
C = 250
A = 100
B = 50

| Pass(A) (stride=100) | Pass(B) (stride=200) | Pass(C) (stride=40) | Who Runs? |
|---|---|---|---|
| 0 | 0 | 0 | A |
| 100 | 0 | 0 | B |
| 100 | 200 | 0 | C |
| 100 | 200 | 40 | C |
| 100 | 200 | 80 | C |
| 100 | 200 | 120 | A |
| 200 | 200 | 120 | C |
| 200 | 200 | 160 | C |
| 200 | 200 | 200 | … |



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# OBJECTIVES – 4/17

- Chapter 9: Proportional Share Schedulers
  - Lottery scheduler
  - Ticket mechanisms
  - Stride scheduler
  - **Linux Completely Fair Scheduler**

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# LINUX: COMPLETELY FAIR SCHEDULER (CFS)

- Large Google datacenter study: *"Profiling a Warehouse-scale Computer"* (Kanev et al.)
- Monitored 20,000 servers over 3 years
- Found 20% of CPU time spent in the Linux kernel
- 5% of CPU time spent in the CPU scheduler!
- Study highlights importance for high performance OS kernels and CPU schedulers !

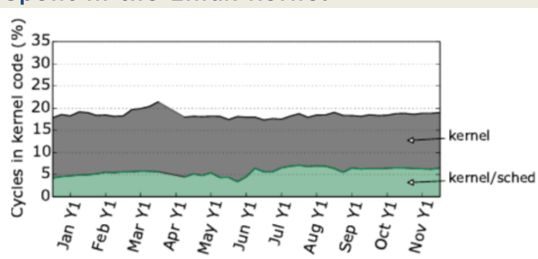


**Figure 5: Kernel time, especially time spent in the scheduler, is a significant fraction of WSC cycles.**

See: https://dl.acm.org/doi/pdf/10.1145/2749469.2750392

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## LINUX: COMPLETELY FAIR SCHEDULER (CFS)

- Loosely based on the stride scheduler
- CFS models system as a Perfect Multi-Tasking System
  - In perfect system every process of the same priority (class) receive exactly $1/n^{th}$ of the CPU time
- Each scheduling class has a runqueue
  - Groups process of same class
  - In class, scheduler picks task w/ lowest `vruntime` to run
  - Time slice varies based on how many jobs in shared runqueue
  - Minimum time slice prevents too many context switches (e.g. 3 ms)

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## COMPLETELY FAIR SCHEDULER - 2

- Every thread/process has a scheduling class (policy):
- **Normal classes**: SCHED_OTHER (TS), SCHED_IDLE, SCHED_BATCH
  - TS = Time Sharing
- **Real-time classes**: SCHED_FIFO (FF), SCHED_RR (RR)
- How to show scheduling class and priority:
- #class

```
ps -elfc
```

- #priority (nice value)

```
ps ax -o pid,ni,cls,pri,cmd
```

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## COMPLETELY FAIR SCHEDULER - 3

- Linux ≥ 2.6.23: Completely Fair Scheduler (CFS)
- Linux < 2.6.23: O(1) scheduler

- Linux maintains simple counter (vruntime) to track how long each thread/process has run
- CFS picks process with lowest vruntime to run next

- CFS adjusts timeslice based on # of proc waiting for the CPU
- Kernel parameters that specify CFS behavior:

```
$ sudo sysctl kernel.sched_latency_ns
kernel.sched_latency_ns = 24000000
$ sudo sysctl kernel.sched_min_granularity_ns
kernel.sched_min_granularity_ns = 3000000
$ sudo sysctl kernel.sched_wakeup_granularity_ns
kernel.sched_wakeup_granularity_ns = 4000000
```



## COMPLETELY FAIR SCHEDULER - 4

- `Sched_min_granularity_ns` (3ms)
  - Time slice for a process: busy system (w/ full runqueue)
  - If system has idle capacity, time slice exceed the min as long as difference in `vruntime` between running process and process with lowest `vruntime` is less than `sched_wakeup_granularity_ns` (4ms)
- Scheduling time period is: total cycle time for iterating through a set of processes where each is allowed to run (like round robin)
- Example:
  `sched_latency_ns` (24ms)
  if (proc in runqueue < `sched_latency_ns/sched_min_granularity`)
  or
  `sched_min_granularity` * number of processes in runqueue

Ref: https://www.systutorials.com/sched_min_granularity_ns-sched_latency_ns-cfs-affect-timeslice-processes/

# CFS TRADEOFF

- **HIGH** sched_min_granularity_ns (timeslice)
  sched_latency_ns
  sched_wakeup_granularity_ns

  reduced context switching → less overhead
  poor near-term fairness

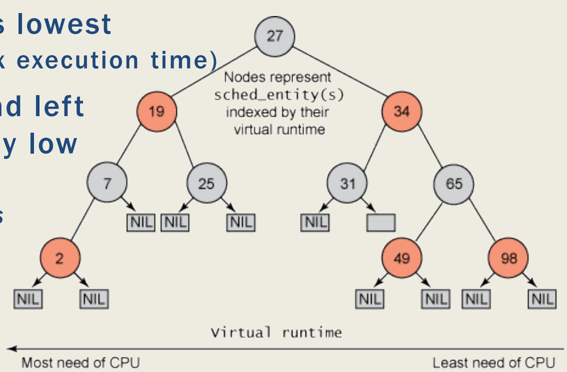
- **LOW** sched_min_granularity_ns (timeslice)
  sched_latency_ns
  sched_wakreup_granularity_ns

  increased context switching → more overhead
  better near-term fairness



# COMPLETELY FAIR SCHEDULER - 5

- Runqueues are stored using a linux red-black tree
  - Self balancing binary tree - nodes indexed by `vruntime`
- Leftmost node has lowest `vruntime` (approx execution time)
- Walking tree to find left most node has very low big O complexity: *~O(log N) for N nodes*
- Completed processes removed



## CFS: JOB PRIORITY

```
static const int prio_to_weight[40] = {
    /* -20 */ 88761, 71755, 56483, 46273, 36291,
    /* -15 */ 29154, 23254, 18705, 14949, 11916,
    /* -10 */  9548,  7620,  6100,  4904,  3906,
    /*  -5 */  3121,  2501,  1991,  1586,  1277,
    /*   0 */  1024,   820,   655,   526,   423,
    /*   5 */   335,   272,   215,   172,   137,
    /*  10 */   110,    87,    70,    56,    45,
    /*  15 */    36,    29,    23,    18,    15,
};
```

- Time slice: Linux ***"Nice value"***
  - Nice predates the CFS scheduler
  - Top shows nice values
  - Process command (nice & priority):
    `ps ax -o pid,ni,cmd,%cpu, pri`
- Nice Values: from -20 to 19
  - Lower is ***higher*** priority, default is 0
  - Vruntime is a weighted time measurement
  - Priority weights the calculation of vruntime within a runqueue to give high priority jobs a boost.
    - Influences job's position in rb-tree

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## COMPLETELY FAIR SCHEDULER - 6

- CFS tracks cumulative job run time in `vruntime` variable
- The task on a given runqueue with the lowest `vruntime` is scheduled next
- `struct sched_entity` contains `vruntime` parameter
  - Describes process execution time in nanoseconds
  - Value is not pure runtime, is weighted based on job priority
  - Perfect scheduler →
    achieve equal `vruntime` for all processes of same priority
- Sleeping jobs: upon return reset vruntime to lowest value in system
  - Jobs with frequent short sleep ***SUFFER !!***
- Key takeaway:
  ***identifying the next job to schedule is really fast!***

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## COMPLETELY FAIR SCHEDULER - 7

- More information:
- Man page: "man sched" : Describes Linux scheduling API
- http://manpages.ubuntu.com/manpages/bionic/man7/sched.7.html
- https://www.kernel.org/doc/Documentation/scheduler/sched-design-CFS.txt
- https://en.wikipedia.org/wiki/Completely_Fair_Scheduler
- See paper: The Linux Scheduler – a Decade of Wasted Cores
- http://www.ece.ubc.ca/~sasha/papers/eurosys16-final29.pdf



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## QUESTIONS

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