CS 423
Operating System Design: Scheduling in Linux

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Spring 2017
Goals for Today

- **Learning Objective:**
  - Understand inner workings of modern OS schedulers
- **Announcements, etc:**
  - MP1 deadline is **Feb 19.**
  - MP2 is coming out on **Feb 21st.**
  - Important concepts for MP2 will be covered in class Friday.

**Reminder:** Please put away devices at the start of class
What Are Scheduling Goals?

- What are the goals of a scheduler?
- Linux Scheduler’s Goals:
  - Generate illusion of concurrency
  - Maximize resource utilization (e.g., mix CPU and I/O bound processes appropriately)
  - Meet needs of both I/O-bound and CPU-bound processes
    - Give I/O-bound processes better interactive response
    - Do not starve CPU-bound processes
  - Support Real-Time (RT) applications
Early Linux Schedulers

- Linux 1.2: circular queue w/ round-robin policy.
  - Simple and minimal.
  - Did not meet many of the aforementioned goals

- Linux 2.2: introduced scheduling classes (real-time, non-real-time).

/* Scheduling Policies */
#define SCHED_OTHER  0 // Normal user tasks (default)
#define SCHED_FIFO   1 // RT: Will almost never be preempted
#define SCHED_RR     2 // RT: Prioritized RR queues
Two Fundamental Mechanisms...

- Prioritization
- Resource partitioning
Prioritization

SCHED_FIFO

- Used for real-time processes
- Conventional preemptive fixed-priority scheduling
  - Current process continues to run until it ends or a higher-priority real-time process becomes runnable
- Same-priority processes are scheduled FIFO
Partitioning

SCHED_RR

- Used for real-time processes
- CPU “partitioning” among same priority processes
  - Current process continues to run until it ends or its time quantum expires
  - Quantum size determines the CPU share
- Processes of a lower priority run when no processes of a higher priority are present
- 2.4: O(N) scheduler.
  - Epochs → slices: when blocked before the slice ends, half of the remaining slice is added in the next epoch.
  - Simple.
  - Lacked scalability.
  - Weak for real-time systems.
Linux 2.6 Scheduler

- O(1) scheduler
- Tasks are indexed according to their priority [0, 139]
  - Real-time [0, 99]
  - Non-real-time [100, 139]
SCHED_NORMAL

- Used for non real-time processes
- Complex heuristic to balance the needs of I/O and CPU centric applications
- Processes start at 120 by default
  - Static priority
    - A “nice” value: 19 to -20.
    - Inherited from the parent process
    - Altered by user (negative values require special permission)
  - Dynamic priority
    - Based on static priority and applications characteristics (interactive or CPU-bound)
      - Favor interactive applications over CPU-bound ones
  - Timeslice is mapped from priority
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Static Priority: Handles assigned task priorities

Dynamic Priority: Favors interactive tasks

Combined, these mechanisms govern CPU access in the SCHED_NORMAL scheduler.
How does a static priority translate to real CPU access?

```
if (static priority < 120)
    Quantum = 20 \ (140 – static priority)
else
    Quantum = 5 \ (140 – static priority)
```

(in ms)

Higher priority \(\rightarrow\) Larger quantum
### How does a static priority translate to CPU access?

<table>
<thead>
<tr>
<th>Description</th>
<th>Static priority</th>
<th>Nice value</th>
<th>Base time quantum</th>
</tr>
</thead>
<tbody>
<tr>
<td>Highest static priority</td>
<td>100</td>
<td>-20</td>
<td>800 ms</td>
</tr>
<tr>
<td>High static priority</td>
<td>110</td>
<td>-10</td>
<td>600 ms</td>
</tr>
<tr>
<td>Default static priority</td>
<td>120</td>
<td>0</td>
<td>100 ms</td>
</tr>
<tr>
<td>Low static priority</td>
<td>130</td>
<td>+10</td>
<td>50 ms</td>
</tr>
<tr>
<td>Lowest static priority</td>
<td>139</td>
<td>+19</td>
<td>5 ms</td>
</tr>
</tbody>
</table>
How does a dynamic priority adjust CPU access?

\[
\text{bonus} = \min (10, \left(\text{avg. sleep time} / 100\right) \text{ ms})
\]

- avg. sleep time is 0 \(\Rightarrow\) bonus is 0
- avg. sleep time is 100 ms \(\Rightarrow\) bonus is 1
- avg. sleep time is 1000 ms \(\Rightarrow\) bonus is 10
- avg. sleep time is 1500 ms \(\Rightarrow\) bonus is 10
- Your bonus increases as you sleep more.

\[
\text{dynamic priority} = \max (100, \min (\text{static priority} - \text{bonus} + 5, 139))
\]

\[\text{Min priority} \# \text{ is still 100}\]
\[\text{(Bonus is subtracted to increase priority)}\]
\[\text{Max priority} \# \text{ is still 139}\]
How does a dynamic priority adjust CPU access?

bonus = min (10, avg. sleep time / 100) ms

- Your bonus increases as you sleep more.

\[
\text{dynamic priority} = \max (100, \min (\text{static priority} - \text{bonus} + 5, 139))
\]

What’s the problem with this (or any) heuristic?

Max priority is still 100

Min priority is still 100

(Bonus is subtracted to increase priority)
Completely Fair Scheduler

- Merged into the 2.6.23 release of the Linux kernel and is the default scheduler.
- Scheduler maintains a red-black tree where nodes are ordered according to received virtual execution time.
- Node with smallest virtual received execution time is picked next.
- Priorities determine accumulation rate of virtual execution time.
  - Higher priority $\rightarrow$ slower accumulation rate.
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- Priorities determine accumulation rate of virtual execution time:
  - Higher priority → slower accumulation rate

Property of CFS: If all task’s virtual clocks run at exactly the same speed, they will all get the same amount of time on the CPU.

How does CFS account for I/O-intensive tasks?
Example

- Three tasks accumulate virtual execution time at a rate of 1, 2, and 3, respectively.
- What is the expected share of the CPU that each gets?
CFS dispenses with a run queue and instead maintains a time-ordered **red-black tree**. Why?

An RB tree is a BST w/ the constraints:
1. Each node is red or black
2. Root node is black
3. All leaves (NIL) are black
4. If node is red, both children are black
5. Every path from a given node to its descendent NIL leaves contains the same number of black nodes
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**Takeaway:** In an RB Tree, the path from the root to the farthest leaf is no more than twice as long as the path from the root to the nearest leaf.
CFS dispenses with a run queue and instead maintains a time-ordered **red-black tree**. Why?

Benefits over run queue:
- O(1) access to leftmost node (lowest virtual time).
- O(log n) insert
- O(log n) delete
- self-balancing
Like the kernel linked list (see MP1 Q&A), the data struct contains the node struct.

```
struct task_struct {
    volatile long state;
    void *stack;
    unsigned int flags;
    int prio, static_prio normal_prio;
    const struct sched_class *sched_class;
    struct sched_entity se;
};

struct sched_entity {
    struct load_weight load;
    struct rb_node run_node;
    struct list_head group_node;
};

struct cfs_rq {
    ...
    struct rb_root tasks_timeline;
    ...
};

struct rb_node {
    unsigned long rb_parent_color;
    struct rb_node *rb_right;
    struct rb_node *rb_left;
};
```
How/when to preempt?

- Kernel sets the need_resched flag (per-process var) at various locations
  - scheduler_tick(), a process used up its timeslice
  - try_to_wake_up(), higher-priority process awaken
- Kernel checks need_resched at certain points, if safe, schedule() will be invoked
- User preemption
  - Return to user space from a system call or an interrupt handler
- Kernel preemption
  - A task in the kernel explicitly calls schedule()
  - A task in the kernel blocks (which results in a call to schedule())
Other scheduling policies

- What if you want to maximize throughput?
Other scheduling policies

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  - Shortest job first!
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- What if you want to meet all deadlines?
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- What if you want to meet all deadlines?
  - Earliest deadline first!
  - Problem?
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- What if you want to maximize throughput?
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- What if you want to meet all deadlines?
  - Earliest deadline first!
  - Problem?
  - Works only if you are not “overloaded”. If the total amount of work is more than capacity, a domino effect occurs as you always choose the task with the nearest deadline (that you have the least chance of finishing by the deadline), so you may miss a lot of deadlines!
Problem:
- It is Monday. You have a homework due tomorrow (Tuesday), a homework due Wednesday, and a homework due Thursday
- It takes on average 1.5 days to finish a homework.

Question: What is your best (scheduling) policy?
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- It is Monday. You have a homework due tomorrow (Tuesday), a homework due Wednesday, and a homework due Thursday
- It takes on average 1.5 days to finish a homework.

Question: What is your best (scheduling) policy?
- You could instead skip tomorrow’s homework and work on the next two, finishing them by their deadlines
- Note that EDF is bad: It always forces you to work on the next deadline, but you have only one day between deadlines which is not enough to finish a 1.5 day homework – you might not complete any of the three homeworks!