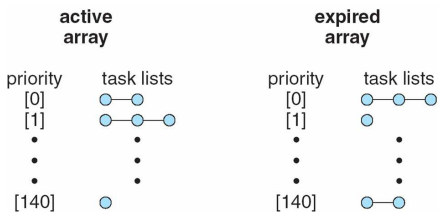
Administrivia

- **Project 1 due right now**
  - But since you're here, extension to midnight
- **If you need longer, email cs140-staff.**
  - Put "extension" in the subject
  - Tell us where you are, and how much longer you need.
  - We will give short extensions to people who don't abuse this
- **Section tomorrow to go over project 2**
- **Project 2 Due Thursday, Feb. 5**
- **Midterm following Tuesday, Feb. 10**
- **Midterm will be open book, open notes**
  - Feel free to bring textbook, printouts of slides
  - Laptop computers or other electronic devices prohibited

Linux 2.6 Scheduler

- **Linux $\leq$ 2.4 scheduler had several drawbacks**
  - $O(n)$ operations for n processes (e.g., re-calculate "goodness" of all processes. Decaying `p_estcpu` in BSD similarly $O(n)$.)
  - On SMPs: No affinity (bad for cache), global run-queue lock
- **Linux 2.6 goal: Be $O(1)$ for all operations**
- **140 Priority levels**
  - 1–100 for real-time tasks (configured by administrator)
  - 101–140 for user tasks (depend on nice & behavior)
- **Also keeps per-process 4-entry "load estimator"**
  - How much CPU consumed in each of the last 4 seconds
  - Adjusts priority of user procs by ± 5 based on behavior

Linux task lists



- **Keeps one active/expired array pair per CPU**
  - Avoids global lock and helps with affinity
  - SMP load balancer can move procs between CPUs
- **Run highest-priority task in active array**
  - After task uses quantum, place it in expired list
  - Swap expired/active pointers when active list empty
- **Bitmap cache for empty/non-empty state of each list**

Recall Limitations of BSD scheduler

- **Mostly apply to Linux scheduler, too**
- **Hard to have isolation / prevent interference**
  - Priorities are absolute
- **Can't transfer priority (e.g., to server on RPC)**
- **No flexible control**
  - E.g., In monte carlo simulations, error is $1/\sqrt{N}$ after N trials
  - Want to get quick estimate from new computation
  - Leave a bunch running for a while to get more accurate results
- **Multimedia applications**
  - Often fall back to degraded quality levels depending on resources
  - Want to control quality of different streams

Lottery scheduling [Waldspurger]

- **Inspired by economics & free markets**
- **Issue lottery tickets to processes**
  - Let p_i have t_i tickets, let $T = \sum_i t_i$
  - Chance of winning next quantum is t_i/T.
  - Note lottery tickets not used up, more like season tickets
- **Control avg. proportion of CPU for each process**
- **Can also group processes hierarchically for control**
  - Subdivide lottery tickets allocated to a particular process
  - Modeled as currencies, funded through other currencies

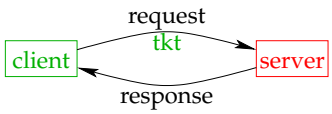
Grace under load change

- **Adding/deleting jobs affects all proportionally**
- **Example**
  - 4 jobs, 1 ticket each, each job 1/4 of CPU

    1 1 1 1
  - Delete one job, each remaining one gets 1/3 of CPU

    1 1 1
- **A little bit like priority scheduling**
  - More tickets means higher priority
  - But with even one ticket, won't starve
  - Don't have to worry about absolute priority problem (e.g., where adding one high-priority job starves everyone)

Lottery ticket transfer



- **Can transfer tickets to other processes**
- **Perfect for IPC (Inter-Process Communication)**
  - Client sends request to server
  - Will block until server sends response
  - So temporarily donate tickets to server
- **Also avoids priority inversion w. mutexes**
  - Reflect true priority of a process
  - Which includes priority of processes waiting for it

Compensation tickets

- **What if process only uses fraction f of quantum?**
  - Say A and B have same number of lottery tickets
  - Proc. A uses full quantum, proc. B uses f fraction
  - Each wins the lottery as often
  - B gets fraction f of B's CPU time. No fair!
- **Solution: Compensation tickets**
  - If B uses f of quantum, inflate B's tickets by $1/f$ until it next wins CPU
  - E.g., process that uses half of quantum gets schecules twice as often

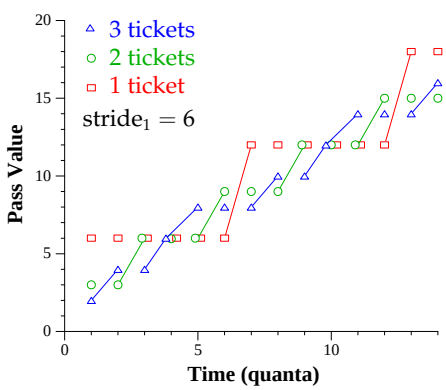
Limitations of lottery scheduling

- **Unpredictable latencies**
- **Expected errors $O(sqrt(n_a))$ for n_a allocations**
  - E.g., process A should have had 1/3 of CPU yet after 1 minute has had only 19 seconds
  - *Absolute error* – absolute value of A's error (1 sec)
  - *Relative error* – A's error considering only 2 procs, A and B
- **Prob. of getting k of n quanta is binomial distribution**
  - $\binom{n}{k}p^k(1-p)^{n-k}$ [p = faction tickets owned, $\binom{n}{k} = \frac{n!}{(k!(n-k)!)}$]
  - For large n, binomial distribution approximately normal
  - Expected value is p, Variance for a single allocation: $p(1-p)^2 + (1-p)p^2 = p(1-p)(1-p+p) = p(1-p)$
  - Variance for n allocations = $np(1-p)$, stddev = $O(\sqrt{n})$

Stride scheduling [Waldspurger'95]

- **Idea: Apply ideas from weighted fair queuing**
  - Deterministically achieve similar goals to lottery scheduling
- **For each process, track:**
  - tickets – priority assigned by administrator
  - stride – roughly inverse of tickets
  - pass – roughly how much CPU time used
- **Schedule process c with lowest pass**
- **Then increase:** `c->pass += c->stride`
- **Note, can't use floating point in the kernel**
  - Saving FP regs too expensive, so make stride, pass integers
  - Let stride_1 be largish integer (stride for 1 ticket)
  - Really set stride = stride_1/tickets

Stride scheduling example



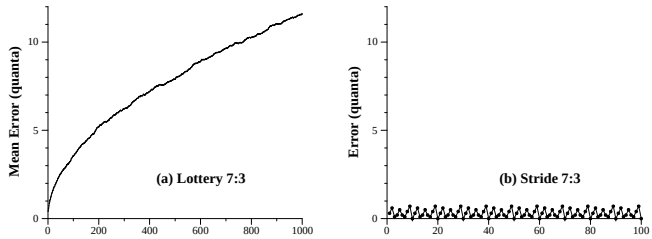
Stride vs. lottery

- **Stride offers many advantages of lottery scheduling**
  - Good control over resource allocation
  - Can transfer tickets to avoid priority inversion
  - Use inflation/currencies for users to control their CPU fraction
- **What are stride's absolute & relative error?**

Stride vs. lottery

- **Stride offers many advantages of lottery scheduling**
  - Good control over resource allocation
  - Can transfer tickets to avoid priority inversion
  - Use inflation/currencies for users to control their CPU fraction
- **Stride Relative error always ≤ 1 quantum**
  - E.g., say A, B have same number of tickets
  - B has had CPU for one more time quantum than A
  - B will have larger pass, so A will get scheduled first
- **Stride absolute error $\leq n$ quanta if n procs in system**
  - E.g., 100 processes each with 1 ticket
  - After 99 quanta, one of them still will not have gotten CPU

Simulation results



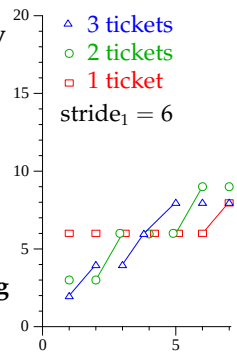
- **Can clearly see $\sqrt{n}$ factor for lottery**
- **Stride doing much better**

Stride ticket transfer

- **Want to transfer tickets like lottery**
- **Just recompute stride on transfer?**

Stride ticket transfer

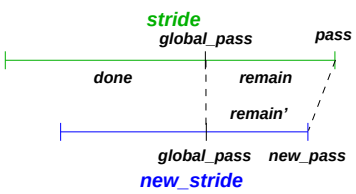
- **Want to transfer tickets like lottery**
- **Just recompute stride on transfer?**
- **No! Would mean long latency**
  - E.g., transfer 2 tickets to ▫ at time 0
  - Now ▫ has same priority as △
  - But still waits 6 seconds to run
  - Very bad for IPC latency, mutexes, etc.
- **Solution: Must scale remaining portion of pass by new # tickets**



Scaling pass value

- **Add some global variables**
  - global-tickets – # tickets held by all runable procs
  - global-stride – stride$_1$/global-tickets
  - global-pass – advances by global-stride each quantum
- **On ticket transfer:**

```
c->tickets = new_tickets; c->stride = stride1 / c->tickets
int remain = c->pass - global_pass
remain *= new_stride / old_stride
c->pass = global_pass + remain
```



Sleep/wakeup

- **Process might use only fraction f of quantum**
  - Just increment `c->pass += f * c->stride`
- **What if a process blocks or goes to sleep?**
- **Could do nothing—what's wrong with this?**

Sleep/wakeup

- **Process might use only fraction f of quantum**
  - Just increment `c->pass += f * c->stride`
- **What if a process blocks or goes to sleep?**
- **Could do nothing—what's wrong with this?**
  - Will completely monopolize CPU when it wakes up with much smaller pass value than everyone else
- **Could adjust # tickets 0 as on previous slide**
  - But would require division by 0
- **Instead, keep advancing at global-pass rate**
  - On sleep: `c->remain = c->pass - global_pass`
  - On wakeup: `c->pass = global_pass + c->remain`
  - Slightly weird if global-tickets varies greatly

Stride error revisited

- **Say we have 101 procs w. allocations** $100 : 1 : 1 : \ldots : 1$
  - What happens?

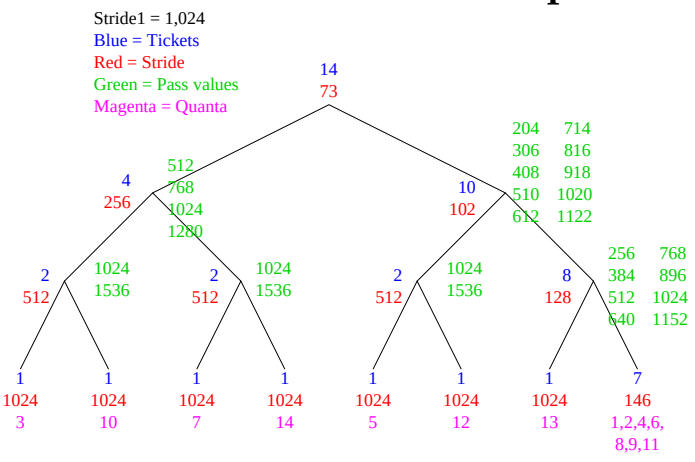
Stride error revisited

- **Say we have 101 procs w. allocations** $100 : 1 : 1 : \ldots : 1$
  - Cycle where high priority P_0 gets CPU for 100 quanta
  - Then $P_1 \ldots P_{100}$ get one quanta each
- **Another scheduler might give** $P_0, P_1, P_0, P_2, P_0, \ldots$
  - Which is better?

Stride error revisited

- **Say we have 101 procs w. allocations** $100 : 1 : 1 : \ldots : 1$
  - Cycle where high priority P_0 gets CPU for 100 quanta
  - Then $P_1 \ldots P_{100}$ get one quanta each
- **Another scheduler might give** $P_0, P_1, P_0, P_2, P_0, \ldots$
  - Which is better?
  - Letting P_0 run for 100 quanta reduces context switches
  - But very bad for response time of other procs
- **Solution: Hierarchical stride scheduling**
  - Organize processes into a tree
  - Internal nodes have more tickets, so smaller strides
  - Greatly improves response time
  - Now for n procs, absolute error is $O(\log n)$, instead of $O(n)$

Hierarchical stride example



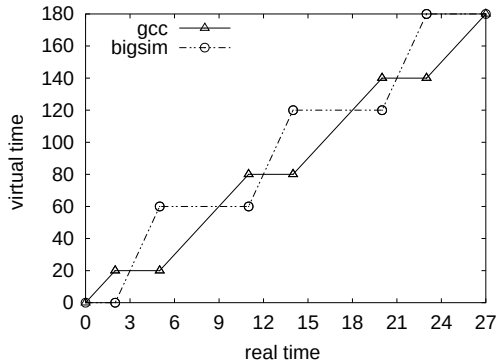
BVT [Duda]

- **Borrowed Virtual Time (BVT)**
  - Algorithm proposed by Duda & Cheriton in 1999
- **Goals:**
  - Support mix of soft real-time and best-effort tasks
  - Simple to use (avoid 1,000,000 knobs to tweak)
  - Should be easy, efficient to implement
- **Idea: Run process w. lowest *effective virtual time***
  - A_i - *actual virtual time* consumed by process i
  - *effective virtual time* $E_i = A_i - (\text{warp}_i \ ? \ W_i : 0)$
  - Special warp factor allows borrowing against future CPU time …hence name of algorithm

Process weights

- **Each proc. i's faction of CPU determined by weight w_i**
  - Just like tickets in stride scheduling
  - i should get $w_i / \sum_j w_j$ faction of CPU
- **When i consumes t CPU time, charge it by A_i += t/w_i**
  - As with stride, pick some large N (like stride$_1$)
  - Pre-compute $m_i = N/w_i$, then set A_i += $t \cdot m_i$
- **Example: gcc (weight 2), bigsim (weight 1)**
  - Runs: gcc, gcc, bigsim, gcc, gcc, bigsim, ...
  - Lots of context switches, not so good for performance
- **Add in context switch allowance, C**
  - Only switch from i to j if $E_j \leq E_i - C/w_i$

BVT example

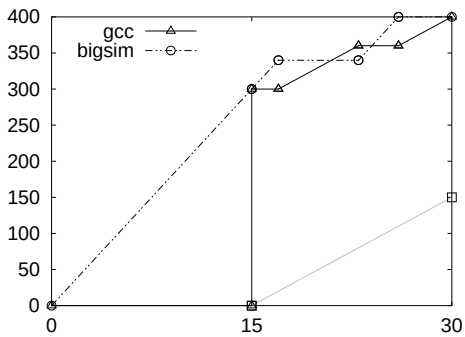


- **gcc has weight 2, bigsim weight 1, $C = 2$**
  - bigsim consumes virtual time at twice the rate of gcc

Sleep/wakeup

- **As with stride, must lower priority after wakeup**
  - Otherwise process w. very low A_i would starve everyone
- **Bound lag with Scheduler Virtual Time (SVT)**
  - SVT is minimum A_j for all runnable threads j
  - When waking i from voluntary sleep, set $A_i \leftarrow \max(A_i, SVT)$
- **Note voluntary/involuntary sleep distinction**
  - E.g., Don't reset A_j to SVT after page fault
  - Faulting thread needs a chance to catch up
  - But do set $A_i \leftarrow \max(A_i, SVT)$ after socket read
- **Note A_i can never decrease**
  - After short sleep, might have $A_i >$ SVT, so $\max(A_i, SVT) = A_i$
  - i never gets more than its fair share of CPU in long run

gcc wakes up after I/O

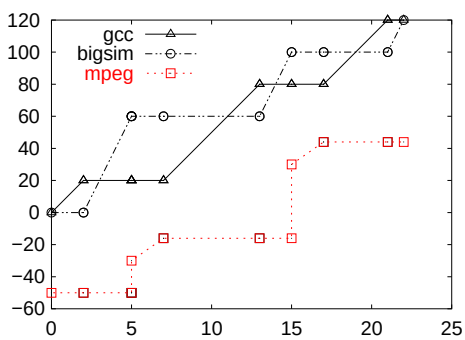


- **gcc's A_i gets reset to SVT on wakeup**
  - Otherwise, would be at grey line and starve bigsim

Real-time threads

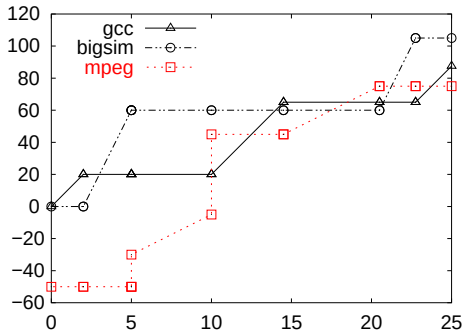
- **Also want to support soft real-time threads**
  - E.g., mpeg player must run every 10 clock ticks
- **Recall $E_i = A_i - (\text{warp}_i \ ? \ W_i : 0)$**
  - W_i is *warp factor* – gives thread precedence
  - Just give mpeg player i large W_i factor
  - Will get CPU whenever it is runable
  - But long term CPU share won't exceed $w_i / \sum_j w_j$
- **But W_i only matters when warp_i is true**
  - Can set it with a syscall, or have it set in signal handler
  - Also gets cleared if i keeps using CPU for L_i time
  - L_i limit gets reset every U_i time
  - $L_i = 0$ means no limit – okay for small W_i value

Running warped



- **mpeg player runs with -50 warp value**
  - Always gets CPU when needed, never misses a frame

warped thread hogging CPU



- **mpeg goes into tight loop at time 5**
- **Exceeds L_i at time 10, so $\text{warp}_i \leftarrow$ false**

Google example

- **Common queries 150 times faster than uncommon**
  - Have 10-thread pool of threads to handle requests
  - Assign W_i value sufficient to process fast query (say 50)
- **Say 1 slow query, small trickle of fast queries**
  - Fast queries come in, warped by 50, execute immediately
  - Slow query runs in background
- **Say 1 slow query, but many fast queries**
  - At first, only fast queries run
  - But SVT is bounded by A_i of slow query thread i
  - Eventually Fast query thread j gets $A_j = max(A_j, SVT) = A_j$, and eventually $A_j - \text{warp}_j > A_i$.
  - At that point thread i will run again, so no starvation

SMART [Nieh]

- **Proposed by Nieh & Lam in 1997**
- **Goals:**
  - Support soft real-time constraints
  - Coexistence w. conventional workloads
  - User preferences (e.g., watching video while waiting for a compile means video lower priority; compiling in background during a video conference is the opposite)
- **Key idea: Separate *importance* from *urgency***
  - Figure out which processes are important enough to run
  - Run whichever of these is most urgent

SMART thread properties

- **Application interface**
  - `priocntl (idtype_t idtype, id_t id, int cmd, ...);`
  - Set two properties for each thread: priority & share
  - Real-time applications can specify *constraints*, where constraint = $\langle$deadline, estimated processing time$\rangle$
- **Importance = $\langle priority, BVFT \rangle$ value-tuple**
  - priority is parameter set by user or administrator
  - BVFT is Biased Virtual Finishing Time (c.f. fair queuing) $\Longrightarrow$ when quantum would end if process scheduled now
- **To compare the importance of two threads**
  - Priority takes absolute precedence
  - If same priority, earlier BVFT more important

BVFT high-level overview

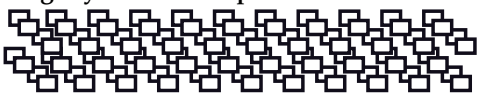
- **Each task has weighted "virtual time" as in BVT**
- **But system keeps a queue for each priority**
  - BVT's SVT is roughly replaced by queue virtual time
  - Try to maintain fairness within each queue
  - While across queues priority is absolute
- ***Bias* factor is kind of like negative warp**
  - VFT + Bias = BVFT
  - High bias means process can tolerate short-term unfairness
  - Though in long run proportion of CPU will still be fair
  - Any user interaction sets bias to 0
  - Real-time tasks have 0 bias

SMART Algorithm

- **If most important ready task (ready task with best value-tuple) is conventional (not real-time), run it**
- **Consider all real-time tasks with better value-tuples than the best ready conventional task**
- **For each such RT task, starting from the best value-tuple**
  - Can you run it without missing deadlines of tasks w. better value-tuples?
    Yes? Add to *schedulable* set
  - Run task with earliest deadline in schedulable set
- **Send signal to tasks that won't meet their deadlines**

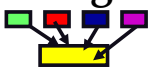
Distributed system load balancing

- **Large system of independent nodes**



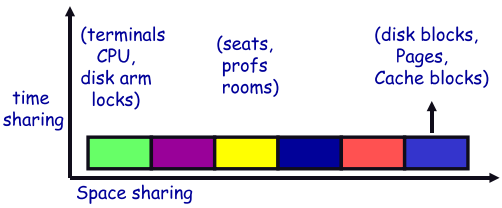
- **Want: run job on lightly loaded node**
  - Querying each node too expensive
- **Instead randomly pick one**
  - This is how lots of Internet servers work
- **Mitzenmacher: Then randomly pick one other one!**
  - Send job to shortest run queue
  - Result? Really close to optimal (w. a few assumptions. . .)
  - Exponential convergence $\Longrightarrow$ picking 3 doesn't get you much

The universality of scheduling



- **Used to let m requests share n resources**
  - issues same: fairness, prioritizing, optimization
- **Disk arm: which read/write request to do next?**
  - Opt: close requests = faster
  - Fair: don't starve far requests
- **Memory scheduling: whom to take page from?**
  - Opt: past=future? take from least-recently-used
  - Fair: equal share of memory
- **Printer: what job to print?**
  - People = fairness paramount: uses FIFO rather than SJF
  - Use "admission control" to combat long jobs

How to allocate resources



- **Space sharing (sometimes): split up. When to stop?**
- **Time-sharing (always): how long do you give out piece?**
  - Pre-emptable (CPU, memory) vs non-preemptable (locks, files, terminals)

Postscript

- **In principle, scheduling decisions can be arbitrary & shouldn't affect program's results**
  - Good, since rare that "the best" schedule can be calculated
- **In practice, schedule does affect correctness**
  - Soft real time (e.g., mpeg or other multimedia) common
  - Or after 10s of seconds, users will give up on web server
- **Unfortunately, algorithms strongly affect system throughput, turnaround time, and response time**
- **The best schemes are adaptive. To do absolutely best we'd have to predict the future.**
  - Most current algorithms tend to give the highest priority to the processes that need the least CPU time
  - Scheduling has gotten increasingly *ad hoc* over the years. 1960s papers very math heavy, now mostly "tweak and see"