

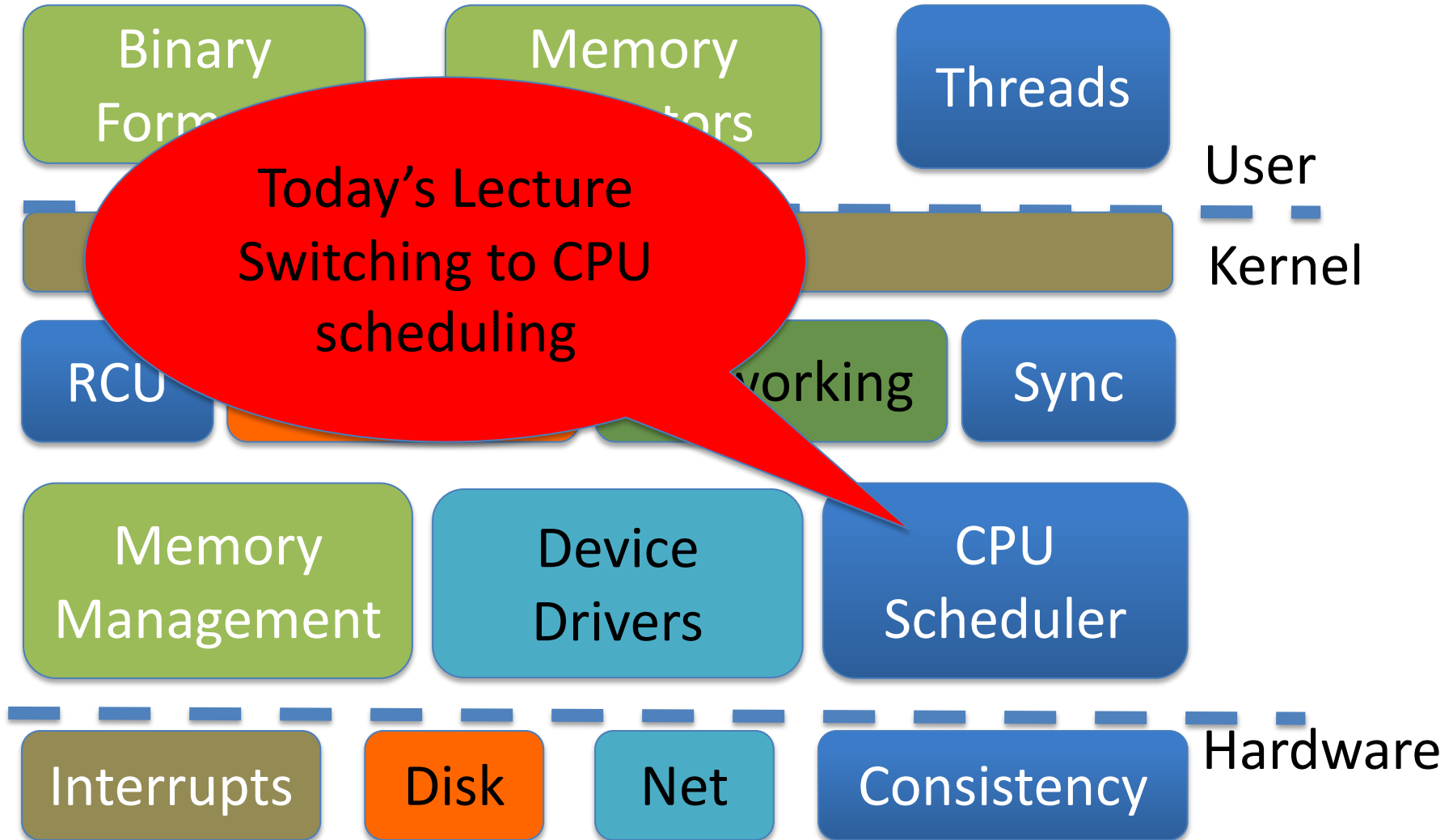


Scheduling, Part 2

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Logical Diagram





Last time...

- Scheduling overview, key trade-offs, etc.
- $O(1)$ scheduler – older Linux scheduler
- Today:
 - Completely Fair Scheduler (CFS) – new hotness
 - Other advanced scheduling issues
 - Real-time scheduling
 - Kernel preemption



Fair Scheduling

- Simple idea: 50 tasks, each should get 2% of CPU time
- Do we really want this?
 - What about priorities?
 - Interactive vs. batch jobs?
 - CPU topologies?
 - Per-user fairness?
 - Alice has one task and Bob has 49; why should Bob get 98% of CPU time?
 - Etc.?



Editorial

- Real issue: $O(1)$ scheduler bookkeeping is complicated
 - Heuristics for various issues makes it more complicated
 - Heuristics can end up working at cross-purposes
- Software engineering observation:
 - Kernel developers better understood scheduling issues and workload characteristics, could make more informed design choice
- Elegance: Structure (and complexity) of solution matches problem



CFS idea

- Back to a simple list of tasks (conceptually)
- Ordered by how much time they've had
 - Least time to most time
- Always pick the “neediest” task to run
 - Until it is no longer neediest
 - Then re-insert old task in the timeline
 - Schedule the new neediest



CFS Example



Schedule
“neediest” task

List sorted by
how many
“ticks” the task
has had



CFS Example



Once no longer
the neediest, put
back on the list



But lists are inefficient

- Duh! That's why we really use a tree
 - Red-black tree: 9/10 Linux developers recommend it
- $\log(n)$ time for:
 - Picking next task (i.e., search for left-most task)
 - Putting the task back when it is done (i.e., insertion)
 - Remember: n is total number of tasks on system



Details

- Global virtual clock: ticks at a fraction of real time
 - Runqueue->fair_clock
 - Fraction is number of total tasks
- Each task counts how many clock ticks it has had
- Example: 4 tasks, equal number of virtual ticks
 - Global vclock ticks once every 4 real ticks
 - Each task scheduled for one real tick; advances local clock by one tick



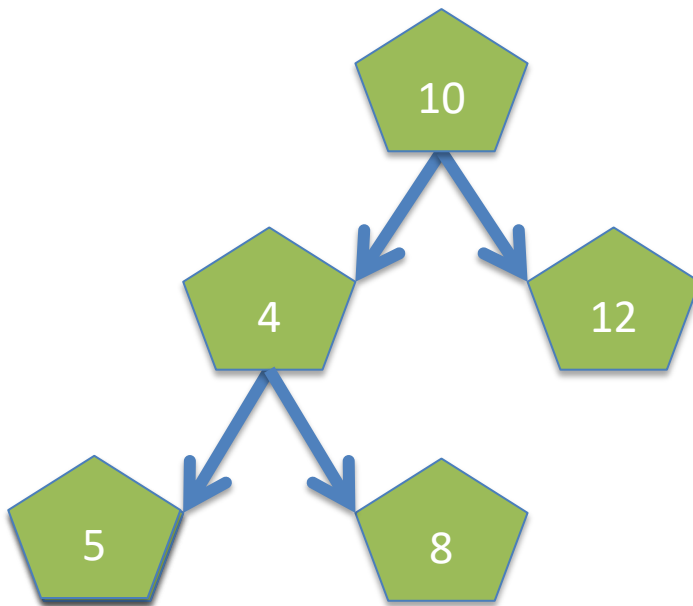
More details

- Task's ticks make key in RB-tree
 - Fewest tick count get serviced first
- No more runqueues
 - Just a single tree-structured timeline



CFS Example (more realistic)

Global Ticks: 12



- Tasks sorted by ticks executed
- 4 ticks for first task
- Reinsert into list
- 1 tick to new first task



Edge case 1

- What about a new task?
 - If task ticks start at zero, doesn't it get to unfairly run for a long time?
- Strategies:
 - Could initialize to current time (start at right)
 - Could get half of parent's deficit



What happened to priorities?

- Priorities let me be deliberately unfair
 - This is a useful feature
- In CFS, priorities weigh
- Example:
 - For a high-priority task, a virtual, task-local tick may last for 10 actual clock ticks
 - For a low-priority task, a virtual, task-local tick may only last for 1 actual clock tick
- Result: Higher-priority tasks run longer, low-priority tasks make some progress

Note: 10:1 ratio is a made-up example. See code for real weights.



Interactive latency

- Recall: GUI programs are I/O bound
 - We want them to be responsive to user input
 - Need to be scheduled as soon as input is available
 - Will only run for a short time



GUI program strategy

- Just like $O(1)$ scheduler, CFS takes blocked programs out of the RB-tree of runnable processes
- Virtual clock continues ticking while tasks are blocked
 - Increasingly large deficit between task and global vclock
- When a GUI task is runnable, generally goes to the front
 - Dramatically lower vclock value than CPU-bound jobs
 - Reminder: “front” is left side of tree



Other refinements

- Per group or user scheduling
 - Real to virtual tick ratio becomes a function of number of both global and user's/group's tasks
- Unclear how CPU topologies are addressed



Recap: Ticks galore!

- Real time is measured by a timer device, which “ticks” at a certain frequency by raising a timer interrupt
- A process’s virtual tick is some number of real ticks
 - We implement priorities, per-user fairness, etc. by tuning this ratio
- The global tick counter tracks maximum possible virtual ticks
 - Used to calculate one’s deficit



CFS Summary

- Simple idea: logically a queue of runnable tasks, ordered by who has had the least CPU time
- Implemented with a tree for fast lookup, reinsertion
- Global clock counts virtual ticks
- Priorities and other features/tweaks implemented by playing games with length of a virtual tick
 - Virtual ticks vary in wall-clock length per-process



Real-time scheduling

- Different model: need to do a modest amount of work by a deadline
- Example:
 - Audio application needs to deliver a frame every n th of a second
 - Too many or too few frames unpleasant to hear



Strawman

- If I know it takes n ticks to process a frame of audio, just schedule my application n ticks before the deadline
- Problems?
- Hard to accurately estimate n
 - Interrupts
 - Cache misses
 - Disk accesses
 - Variable execution time depending on inputs



Hard problem

- Gets even worse with multiple applications + deadlines
- May not be able to meet all deadlines
- Interactions through shared data structures worsen variability
 - Block on locks held by other tasks
 - Cached file system data gets evicted
 - Optional reading (interesting): Nemesis – an OS without shared caches to improve real-time scheduling



Simple hack

- Create a highest-priority scheduling class for real-time process
 - SCHED_RR – RR == round robin
- RR tasks fairly divide CPU time amongst themselves
 - Pray that it is enough to meet deadlines
 - If so, other tasks share the left-overs
- Assumption: like GUI programs, RR tasks will spend most of their time blocked on I/O
 - Latency is key concern



Next issue: Kernel time

- Should time spent in the OS count against an application's time slice?
 - Yes: Time in a system call is work on behalf of that task
 - No: Time in an interrupt handler may be completing I/O for another task



Timeslices + syscalls

- System call times vary
- Context switches generally at system call boundary
 - Can also context switch on blocking I/O operations
- If a time slice expires inside of a system call:
 - Task gets rest of system call “for free”
 - Steals from next task
 - Potentially delays interactive/real time task until finished



Idea: Kernel Preemption

- Why not preempt system calls just like user code?
- Well, because it is harder, duh!
- Why?
 - May hold a lock that other tasks need to make progress
 - May be in a sequence of HW config options that assumes it won't be interrupted
- General strategy: allow fragile code to disable preemption
 - Cf: Interrupt handlers can disable interrupts if needed



Kernel Preemption

- Implementation: actually not too bad
 - Essentially, it is transparently disabled with any locks held
 - A few other places disabled by hand
- Result: UI programs a bit more responsive



Summary

- Understand:
 - Completely Fair Scheduler (CFS)
 - Real-time scheduling issues
 - Kernel preemption