

# Analysis of Scheduling Algorithms on a Parallel Programming Context

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## Introduction

Categories of Scheduling algorithm  
Scheduling in Operating System

## Parallel Computing

## Cluster Computing

## Grid Computing

## Final

# Motivation

- ▶ Understand Scheduling of tasks in grid environment

# Categories of scheduling algorithms

- ▶ Uniprocessor scheduling algorithms - involve one processor;  
Divided in two
- ▶ Multiprocessor they is more than one processor available to  
execute the jobs.

# Scheduling in Operating System

- ▶ The scheduler is concerned mainly with:
- ▶ CPU Utilization - This is the capacity to keep the cpu busy as much as possible as long there is job to process.
- ▶ Throughput - A measure of work in terms of the number of processes that are completed per time unit.
- ▶ Turnaround time - The interval from the time of submission of a process to the time of completion.
- ▶ Waiting time - The sum of periods spend waiting in the ready queue.
- ▶ Response time - The time from the submission of a request until the first response is produced.

# Scheduling in Operating System

- ▶ The best optimization occur when It is possible to maximize CPU utilization and throughput and to minimize turnaround time, waiting time, and response time.

# Operating System Algorithms

- ▶ Round-Robin algorithm
- ▶ Weighted Round Robin Algorithm - weight factor
- ▶ Deficit Round Robin Algorithm - packets of different size
- ▶ Elastic Round Robin Algorithm - shared resources to multiple request
- ▶ Fair Queuing Algorithm - max-min criterion
- ▶ FCFS
- ▶ Shortest Job First

# Operating System Algorithms

- ▶ Self-Clocked Fair Queuing Algorithm - virtual clock
- ▶ Start-time Fair Queuing Algorithm - schedule in increase of the start tag
- ▶ Weighted Fair Queuing Algorithm - support different bandwidth
- ▶ Earliest deadline first scheduling - earliest deadline has the highest priority
- ▶ Least Laxity First scheduling - higher priority to least(flexibility to schedule) laxity.
- ▶ Maximum Urgency First Algorithm - fixed and dynamic priority scheduling.

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- ▶ Foreground-background
- ▶ Gang scheduling
- ▶ Highest Response Ratio Next
- ▶ Lottery Scheduling is a probabilistic scheduling algorithm

## Brief look at Parallel computing

- ▶ In parallel computing the scheduling heuristics can be grouped in to two categories: online mode and batch-mode heuristics.
- ▶ Parallel computing rely on multithreading for efficient execution, thus relying on the schedule of the threads among the processors
- ▶ Two models used in parallel machine are Cilk and Kaapi, both of them use work stealing algorithm for execution.

## Brief look at cluster computing

- ▶ Cluster computing is best characterized as the integration of a number of off-the shelf commodity computers and resources integrated through hardware, networks, and software to behave as a single computer
- ▶ The application model best suited for cluster environment is the Parallel Tasks (PT) model

# Taxonomy of Grid Computing

- ▶ Local vs. Global
- ▶ Static vs. Dynamic
- ▶ Optimal vs. Suboptimal
- ▶ Approximate vs. Heuristic
- ▶ Distributed vs. Centralized
- ▶ Cooperative vs. Non-cooperative

## Master-Slave Application on Grid Computation

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- ▶ The master is responsible for decomposing the problem into small tasks, as well as for gathering the partial results in order to produce the final result of the computation.
- ▶ The slave processes execute in a very simple cycle: receive a message from the master with the next task, process the task, and send back the result to the master.
- ▶ In evaluating a Master-Slave application, two performance measures of particular interest are speedup and efficiency.

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- ▶ Have on-line scheduling problems; where release times and sizes of incoming tasks are not known in advance.

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- ▶ Round Robin (RR) is the simplest algorithm. It simply sends a task to each slave one by one, according to a prescribed ordering. This ordering first chooses the slave with the smallest  $w_i + c_i$ , then the slave with the second smallest value, etc.
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- ▶ Other algorithms ;

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- ▶ The problem ;  $MS|On - line; r_i; w_j; c_j|C_{max}$
- ▶ scheduling different-size tasks on a homogeneous platform reduced to a master and two identical slaves, without paying any cost for the communications from the master, and without any release time, is already an NP-hard problem

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- ▶ Priority Queue, Use FCFS

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- ▶ Check the results after two years...

# Questions

