

Makespan Scheduling

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Section 1

Formalism

Formalism of an Optimization Problem

Definition 2.3.2.2. An optimization problem is a 7-tuple $U = (\Sigma_I, \Sigma_O, L, L_I, \mathcal{M}, \text{cost}, \text{goal})$, where

- (i) Σ_I is an alphabet, called the **input alphabet** of U ,
- (ii) Σ_O is an alphabet, called the **output alphabet** of U ,
- (iii) $L \subseteq \Sigma_I^*$ is the **language of feasible problem instances**,
- (iv) $L_I \subseteq L$ is the **language of the (actual) problem instances of U** ,
- (v) \mathcal{M} is a function from L to $\text{Pot}(\Sigma_O^*)$,³⁰ and, for every $x \in L$, $\mathcal{M}(x)$ is called the **set of feasible solutions** for x ,
- (vi) cost is the **cost function** that, for every pair (u, x) , where $u \in \mathcal{M}(x)$ for some $x \in L$, assigns a positive real number $\text{cost}(u, x)$,
- (vii) $\text{goal} \in \{\text{minimum}, \text{maximum}\}$.

A Mathematical Description

Makespan Scheduling Problem (MS)

Input: Positive integers p_1, p_2, \dots, p_n and an integer $m \geq 2$ for some $n \in \mathbb{N} - \{0\}$.

$\{p_i$ is the processing time of the i th job on any of the m available machines $\}$.

Constraints: For every input instance (p_1, \dots, p_n, m) of MS,

$\mathcal{M}(p_1, \dots, p_n, m) = \{S_1, S_2, \dots, S_m \mid S_i \subseteq \{1, 2, \dots, n\}$ for $i = 1, \dots, m, \bigcup_{k=1}^m S_k = \{1, 2, \dots, n\}$, and $S_i \cap S_j = \emptyset$ for $i \neq j\}$.

$\{\mathcal{M}(p_1, \dots, p_n, m)$ contains all partitions of $\{1, 2, \dots, n\}$ into m subsets. The meaning of (S_1, S_2, \dots, S_m) is that, for $i = 1, \dots, m$, the jobs with indices from S_i have to be processed on the i th machine $\}$.

Costs: For each $(S_1, S_2, \dots, S_m) \in \mathcal{M}(p_1, \dots, p_n, m)$,

$cost((S_1, \dots, S_m), (p_1, \dots, p_n, m)) = \max \{\sum_{l \in S_i} p_l \mid i = 1, \dots, m\}$.

Goal: *minimum*.

Subsection 1

Input

Input

- $\Sigma_I := \{0, 1, \#\}$
- A *number* is a word of $\{0, 1\}$.
 - 1
 - 101
- An *instance* is a sequence of numbers with ‘#’s splitting them.
 - A number is an instance.
 - If A, B are two instances, then $A\#B$ is an instance.
 - There is no other way to obtain an instance.
- L is the set of all instances. L_I is a subset of L . ($L_I = L$ generates the generalized problem.)

Subsection 2

Output

Output

- $\Sigma_O := \{0, 1, \&, \#\}$
- An *load* is a sequence of numbers with ‘&’s splitting them.
 - A number is a load.
 - If A, B are two loads, then $A\&B$ is a load.
 - There is no other way to obtain a load.
- An *schedule* is a sequence of loads with ‘#’s splitting them.
 - A load is a schedule.
 - If A, B are two schedules, then $A\#B$ is a schedule.
 - There is no other way to obtain a schedule.
- $\mathcal{M}(x)$ is the set of all schedules s that if x contains n ‘#’s and the last number is m , then s contains $m - 1$ ‘#’s and its numbers are 1 to n .

cost

- $cost(s)$ is the maximum value of sums of numbers in each set of s .

Section 2

The (Sorted) Greedy Approach

Description

Algorithm 4.2.1.3 (GMS (GREEDY MAKESPAN SCHEDULE)).

Input: $I = (p_1, \dots, p_n, m)$, n , m , p_1, \dots, p_n positive integers and $m \geq 2$.

Step 1: Sort p_1, \dots, p_n .

To simplify the notation we assume $p_1 \geq p_2 \geq \dots \geq p_n$ in the rest of the algorithm.

Step 2: **for** $i = 1$ **to** m **do**

begin $T_i := \{i\}$;

$Time(T_i) := p_i$

end

{In the initialization step the m largest jobs are distributed to the m machines. At the end, T_i should contain the indices of all jobs assigned to the i th machine for $i = 1, \dots, m$.}

Step 3: **for** $i = m + 1$ **to** n **do**

begin compute an l such that

$Time(T_l) := \min\{Time(T_j) \mid 1 \leq j \leq m\}$;

$T_l := T_l \cup \{i\}$;

$Time(T_l) := Time(T_l) + p_i$

end

Output: (T_1, T_2, \dots, T_m) .

Why is it not optimal?

Subsection 1

Why is it not optimal?

Why is it not optimal?

A Lower Bound

- In fact, (sorted) GMS is proved to be $\frac{4}{3}$ -approximation by R. L. Graham in 1969. Consider the following instance (See *Bounds on Multiprocessing Timing Anomalies* for details):

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$$I = (2m-1, 2m-1, 2m-2, 2m-2, \dots, m+1, m+1, m, m, m)$$

[2]

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$$R_{GMS}(I) = \frac{4}{3} - \frac{1}{3m}$$

Subsection 2

A Tight Bound

A Tight Bound

- In fact, $\frac{4}{3}$ is not only a lower bound, but also an upper bound.
- Unfortunately, I haven't go through the proof. If anyone is interested, see [Graham, 1969].

Section 3

Acknowledgements



J. Hromkovič.

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Ronald L. Graham.

Bounds on multiprocessing timing anomalies.
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