
Improved Semi-Online Makespan Scheduling with a Reordering Buffer

Hongyang Sun (Speaker)

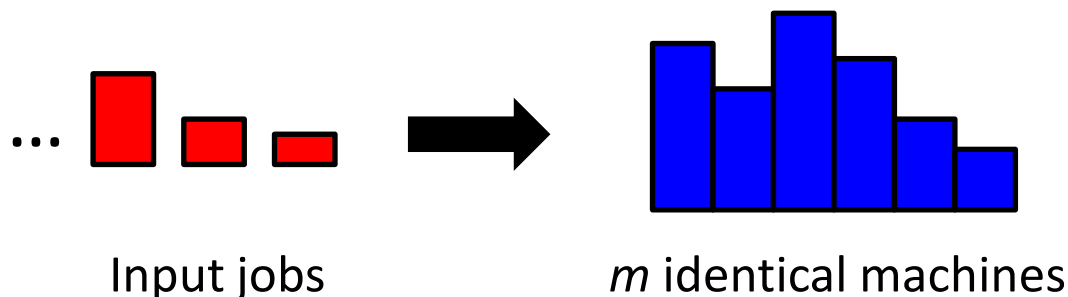
Joint work with Rui Fan

Nanyang Technological University, Singapore

Background

■ Classical online scheduling

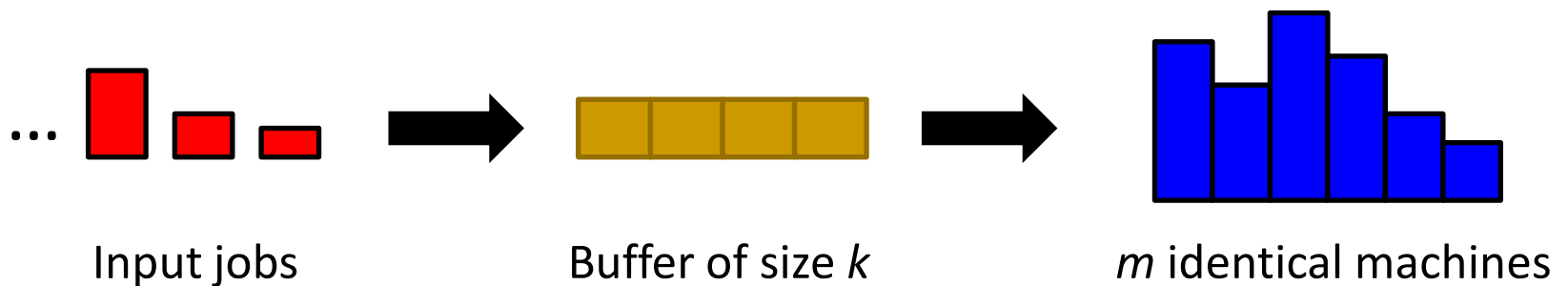
- Schedule a sequence of jobs arriving one by one on m identical machines to minimize makespan
- List scheduling algorithm (Graham 1966)
 - Assign arriving job on a machine with least load
 - $(2-1/m)$ -competitive
- Best known competitive ratio of deterministic algorithm $[1.88, 1.9201]$ for large m



Background

■ Semi-online scheduling with reordering buffer

- A buffer of limited size k (independent of input size) can be used to store and reorder jobs
 - Store: If buffer is not full, we can admit a new job into the buffer without assigning any job to any machine
 - Reorder: If buffer is full, we can select any job from the buffer or the arriving job and assign it to a machine



Results

- **Semi-online scheduling with reordering buffer**
 - For $m = 2$, optimal comp. ratio = $4/3$ (Kellerer et al. 1997 & Zhang 1997) using $k = 1$, the smallest possible buffer size

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- For general m , optimal comp. ratio (lower bound) = r_m (Englert, Ozmen and Westermann 2008)
 - r_m is the solution to the following equation
$$\lceil (r_m - 1)m/r_m \rceil \cdot r_m/m + (r_m - 1) \cdot \sum_{i=\lceil (r_m - 1)m/r_m \rceil}^{m-1} 1/i = 1$$

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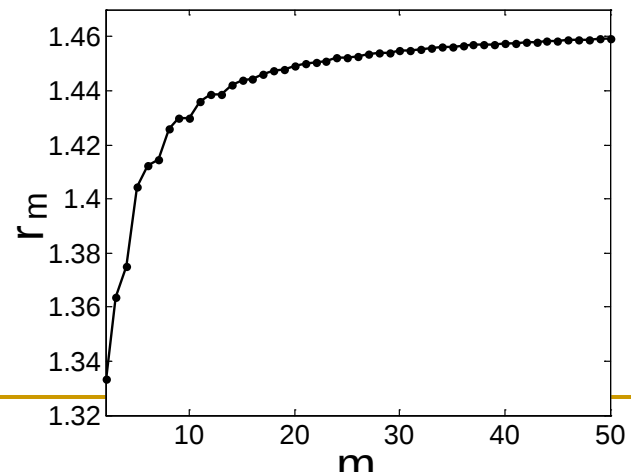
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- r_m is a monotonically increasing function of m

- $r_2 = 4/3$, and

$$\lim_{m \rightarrow \infty} r_m \approx 1.4659$$



Results

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 - For general m , optimal comp. ratio (lower bound) = r_m (Englert, Ozmen and Westermann 2008)
 - $k = \Theta(m)$ is necessary and sufficient to achieve r_m
 - A r_m -comp. algorithm was proposed with a reordering buffer of size $k = (1+2/r_m)m \approx 2.364m$ for large m
 - A lower bound of $k = m/2$ on the buffer size

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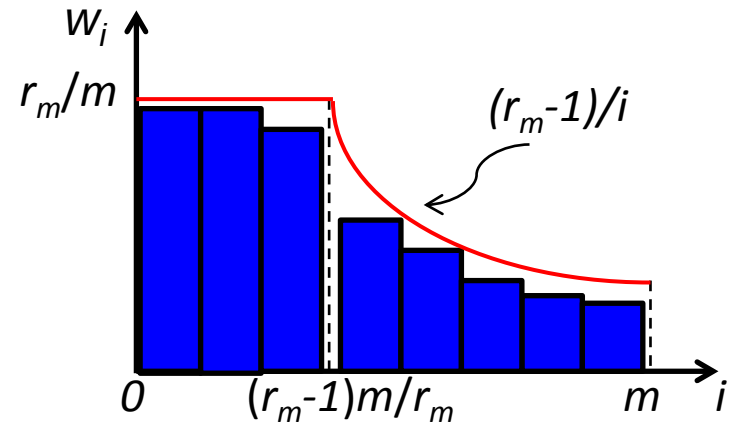
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- What is the exact buffer size required to achieve r_m ?
- **Our result improves the required buffer size**
 - A r_m -comp. algo. with a buffer size $k = (5-2r_m)m \approx 2.068m$ for large m , improving the previous result by $\approx 0.296m$

Outline

- Lower bound r_m
- A scheduling framework to get optimal comp. ratio
 - Buffer size $k = (1+2/r_m)m \approx 2.364m$ (Englert et al.)
 - Buffer size $k = (5-2r_m)m \approx 2.068m$ (Our result)
- Tradeoff between comp. ratio and buffer size
- Remarks

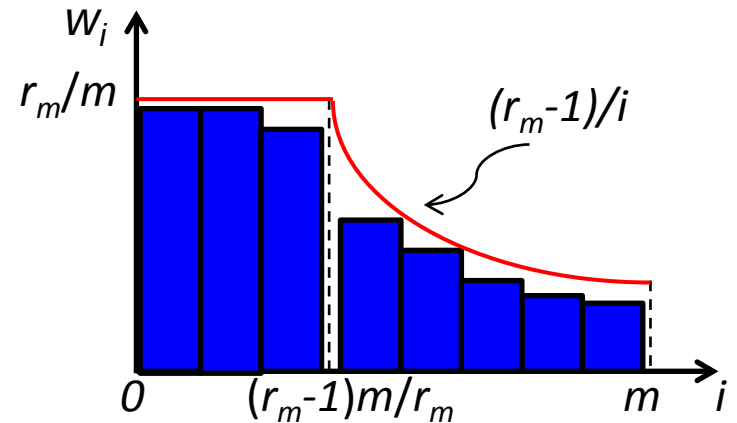
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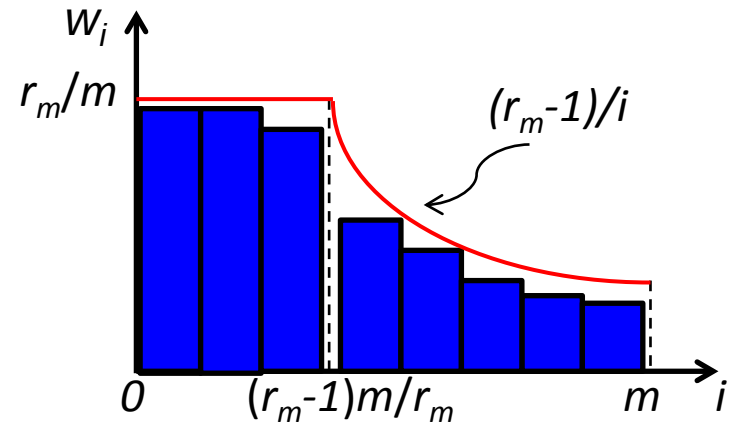
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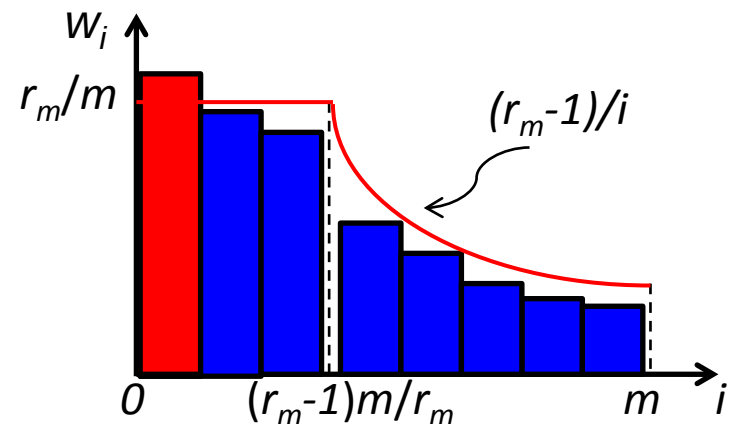
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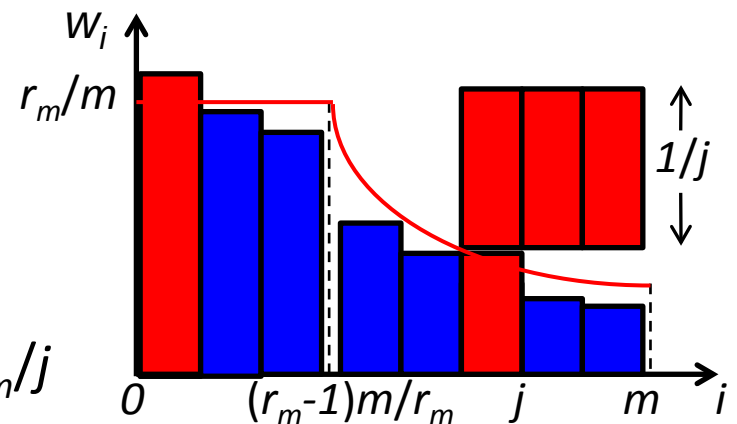
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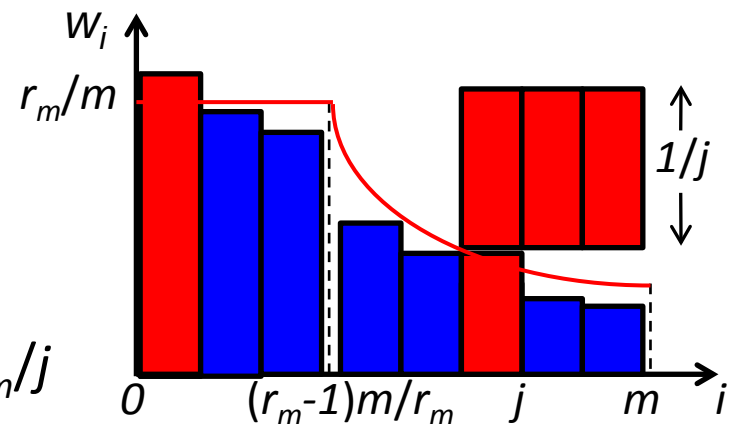
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 - $\text{OPT} = 1/j$, $\text{ALG} \geq (r_m-1)/j + 1/j = r_m/j$
- In both cases, competitive ratio $\geq r_m$



A scheduling framework to get optimal comp. ratio

- **Three phases:**

- **(1) Initial phase:** Admit k jobs into buffer w/o assignment

A scheduling framework to get optimal comp. ratio

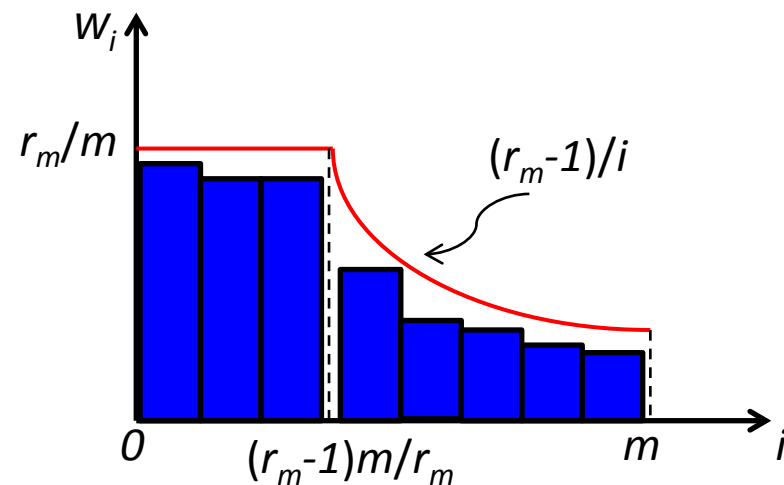
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■ Three phases:

- **(1) Initial phase:** Admit k jobs into buffer w/o assignment
- **(2) Iterative phase:** Admit a new job, and pick a smallest job and assign it to some machine j
 - Choice of the machine depends on the algorithm
 - Maintain a profile of machine loads related to $w_i = \min\{r_m/m, (r_m-1)/i\}$, where normalized total area = 1, i.e., $\sum w_i = 1$



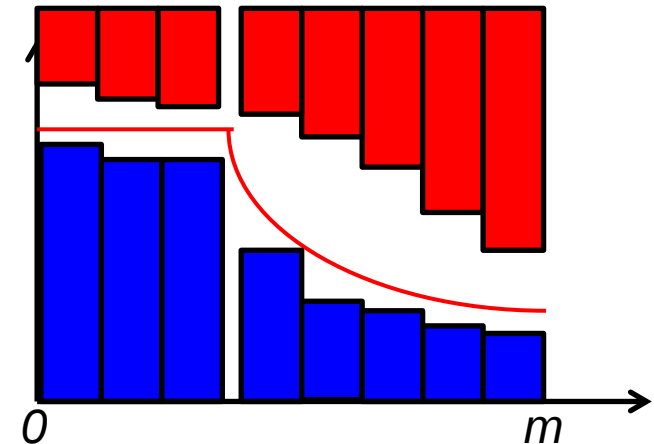
A scheduling framework to get optimal comp. ratio

- **(3) Final phase**

A scheduling framework to get optimal comp. ratio

□ (3) Final phase

- **1st Step:** Large jobs (size $> 1/3 \cdot \text{OPT}$)
 - Make an optimal schedule (LPT)
 - Sort in ascending order of size
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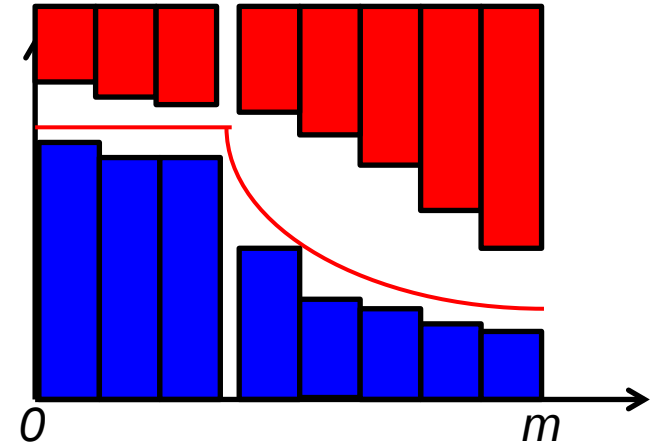
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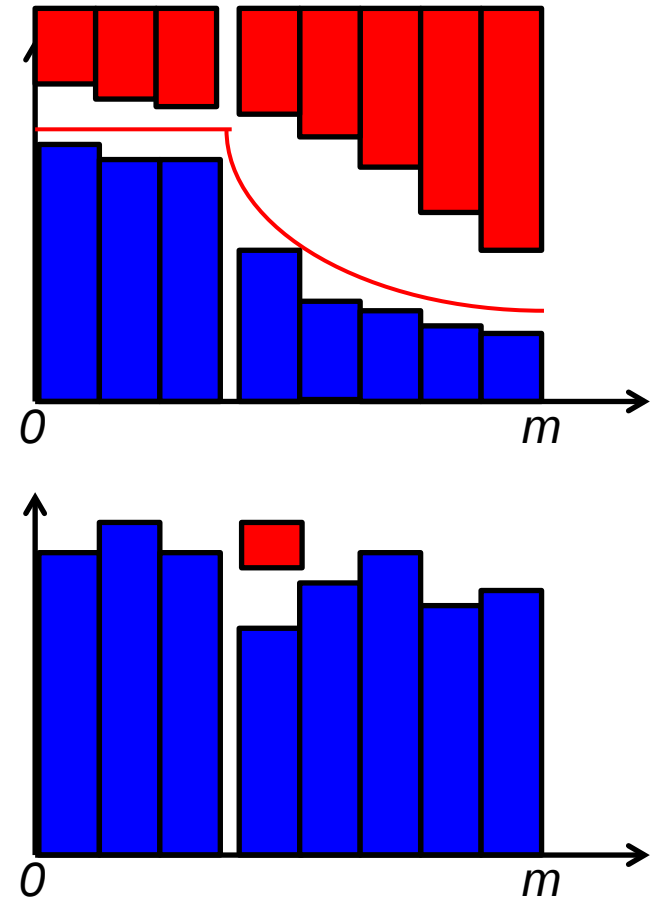
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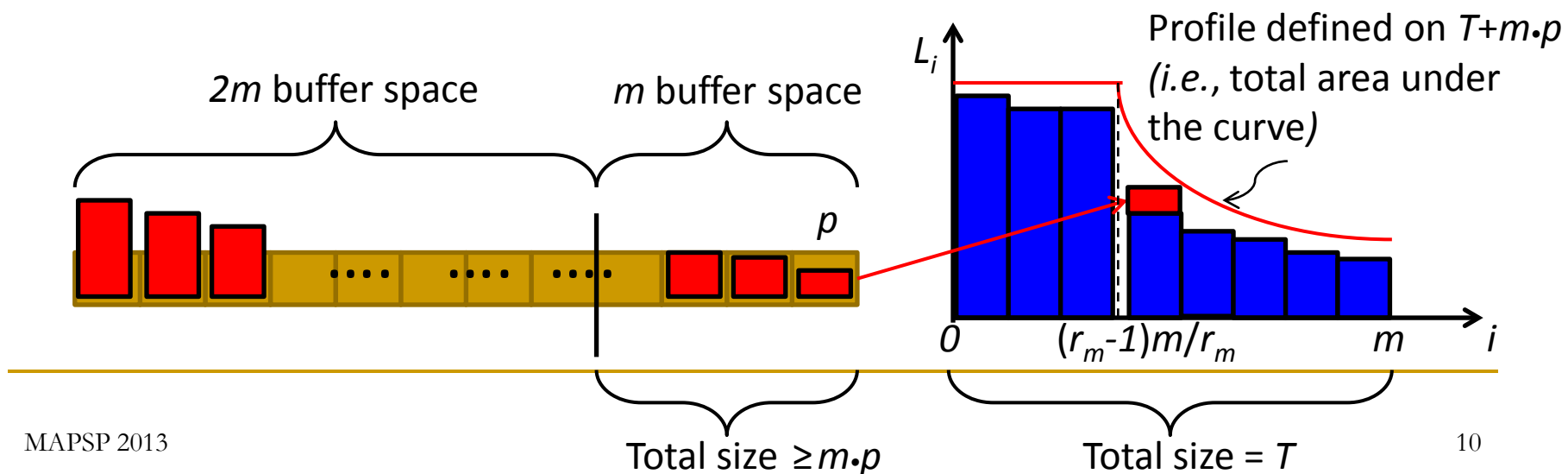
■ 2nd Step: Small jobs (size $\leq 1/3 \cdot \text{OPT}$)

- Place one by one greedily
 - $\leq \text{OPT} + 1/3 \cdot \text{OPT} \leq r_m \cdot \text{OPT}$
- Still optimal comp. ratio



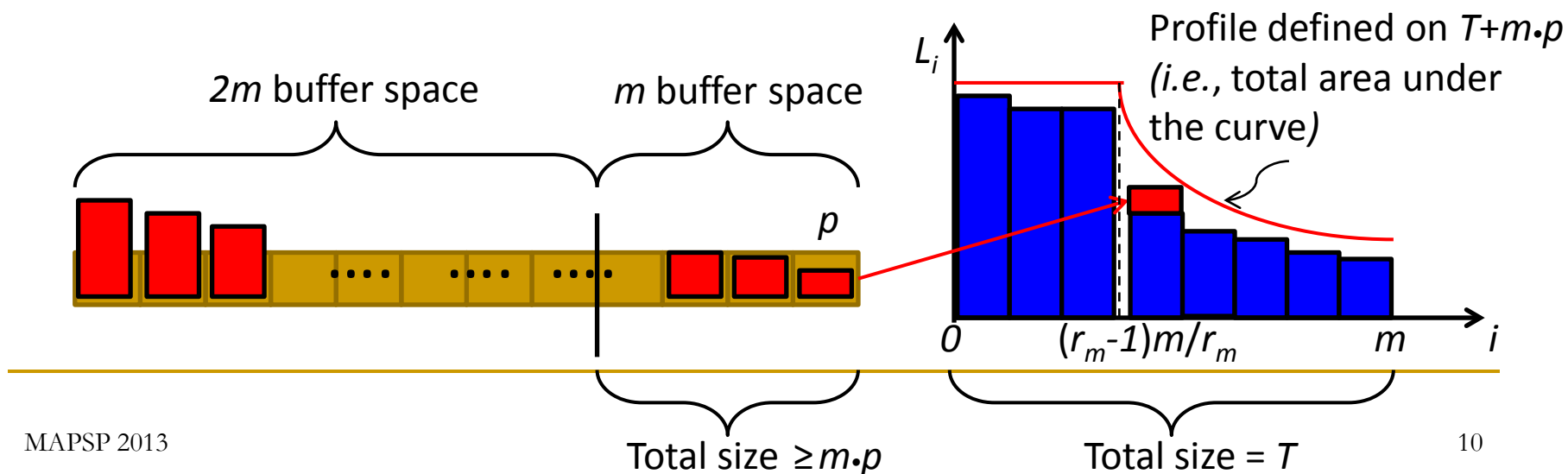
Buffer size $k = 3m$ (Englert et al.)

- **Iterative phase:** Assign smallest job of size p to a machine j with load $L_j \leq w_j \cdot (T + m \cdot p) - p$



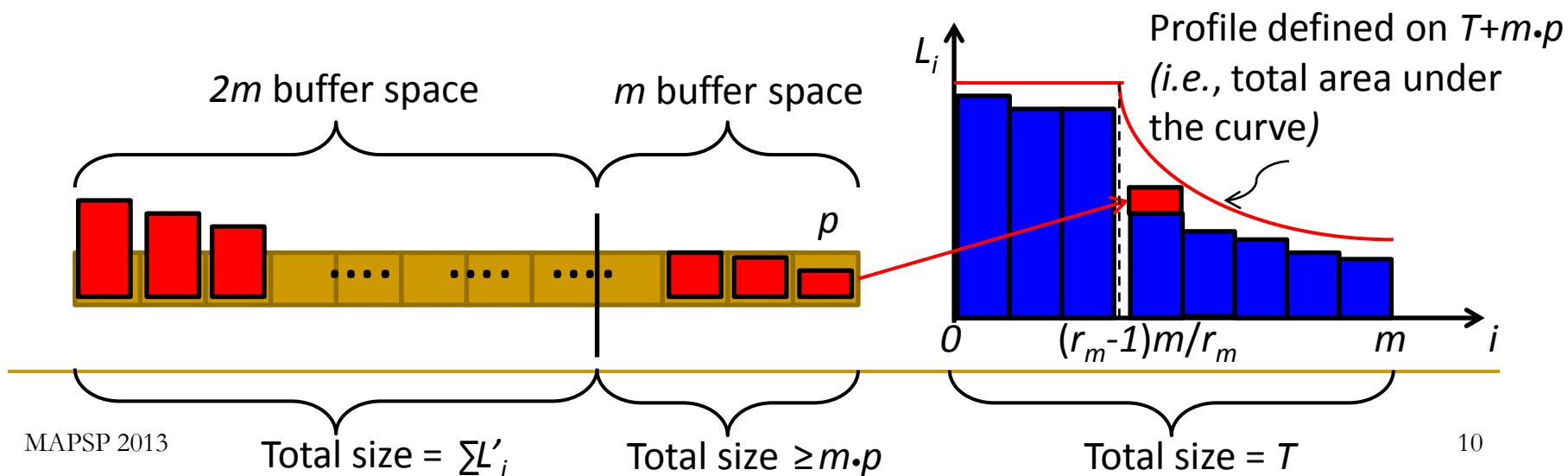
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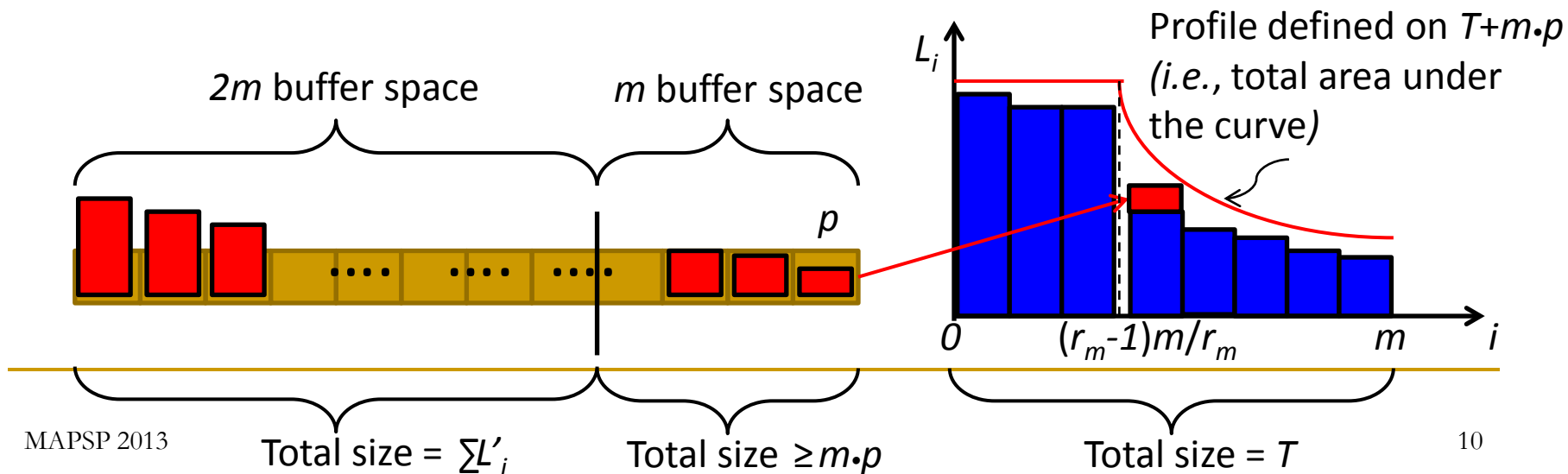


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For all $0 \leq j \leq m-1$

$$\left. \begin{aligned} OPT &\geq (T_{\text{final}} + m \cdot p + \sum L'_i) / m \\ L_j &\leq w_j \cdot (T_{\text{final}} + m \cdot p) + L'_j \end{aligned} \right\} \Rightarrow L_j \leq r_m \cdot OPT$$



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Mathematics to prove the 1st step of the final phase:

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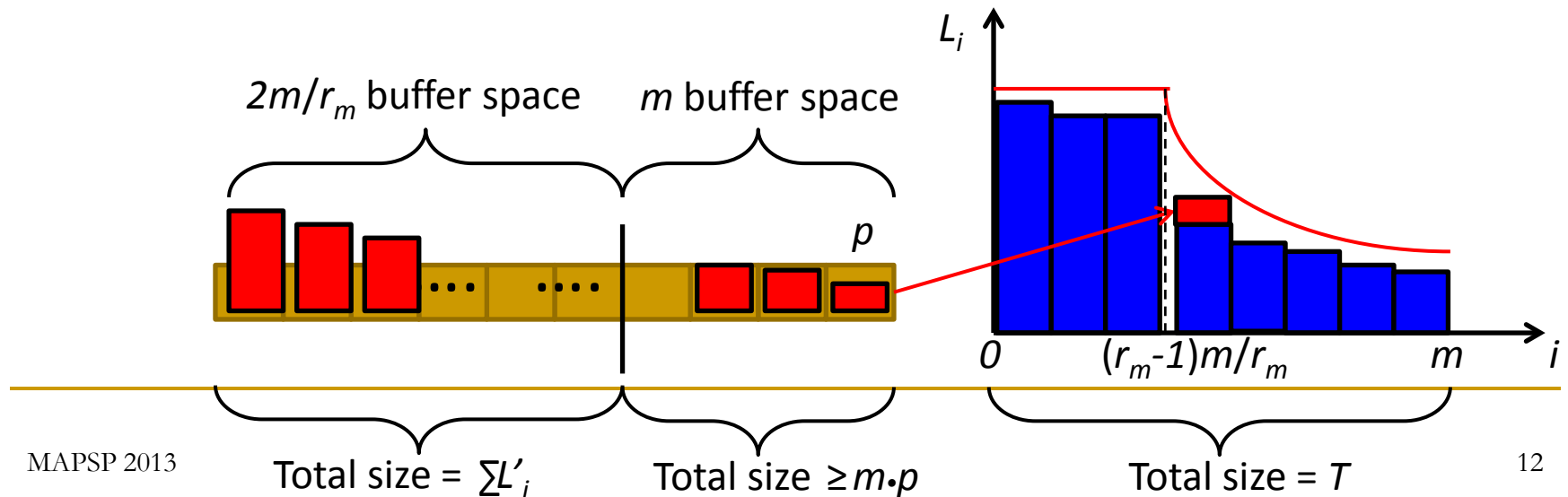
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Similar derivations carry over to the other algorithms

Buffer size $k = (1+2/r_m)m$ (Englert et al.)

- **Same algorithm:** Requires a buffer size $\approx 2.364m$ for large m

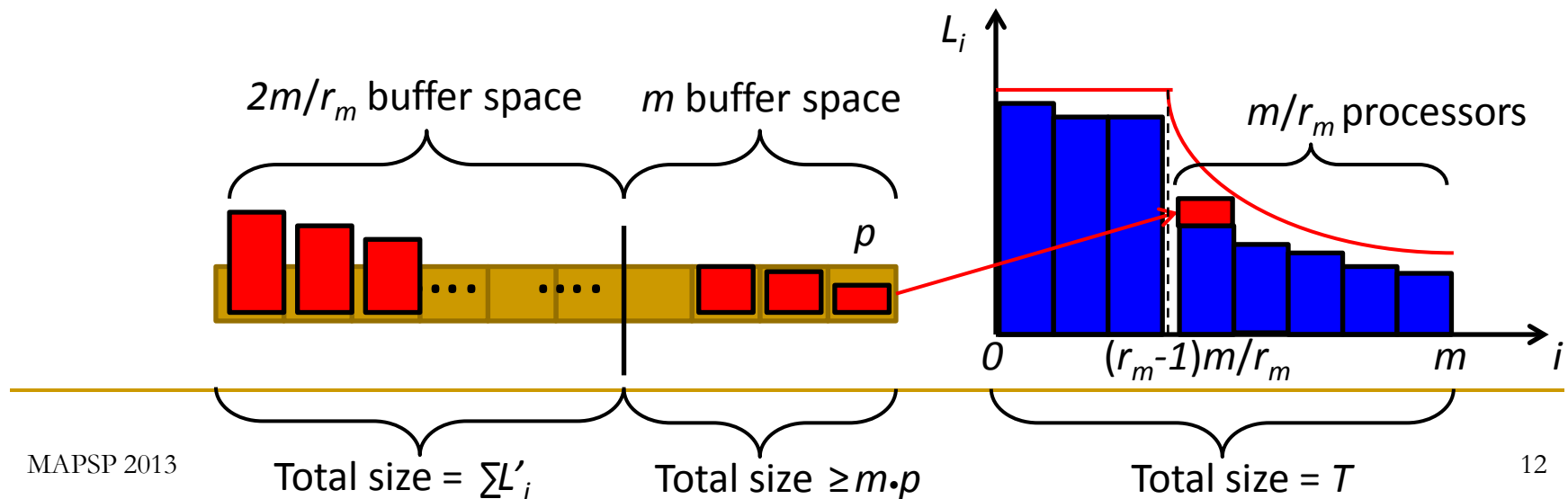


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$$\left. \begin{array}{l} \text{For } (r_m-1)m/r_m \leq j \leq m-1 \\ \left. \begin{array}{l} OPT \geq (T_{\text{final}} + m \cdot p + \sum L'_i)/m \\ L_j \leq w_j \cdot (T_{\text{final}} + m \cdot p) + L'_j \end{array} \right\} \Rightarrow L_j \leq r_m \cdot OPT \end{array} \right\}$$



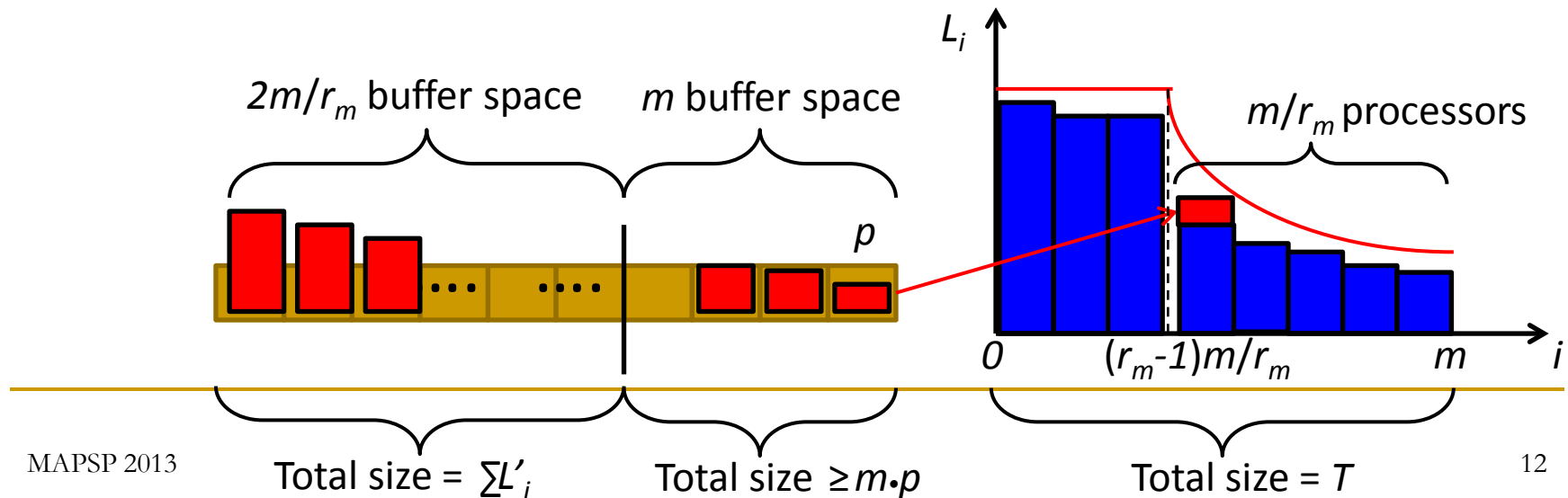
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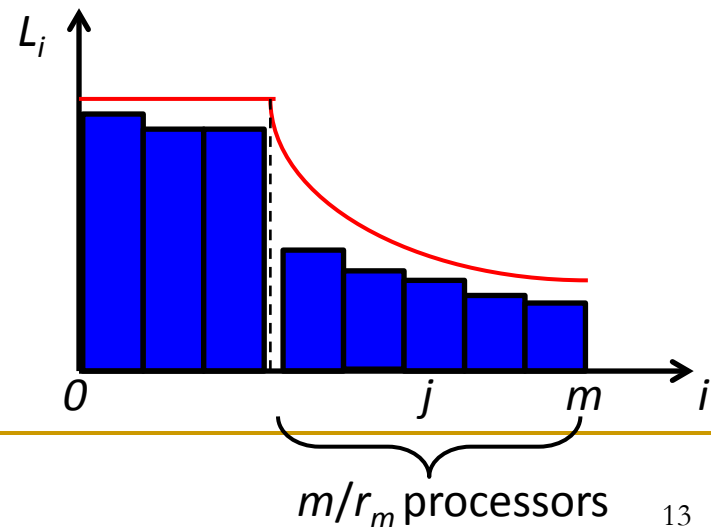
These processors get at most 2 jobs each according to the optimal LPT rule, so total extra buffer space required is $2m/r_m$



Buffer size $k = (5-2r_m)m$ (Our Result)

- **Observation:** In the *iterative phase*, it is **not** necessary to maintain a **uniform** load profile for all processors, or more precisely for the m/r_m processors on the right, in order to satisfy the following in the **final phase**

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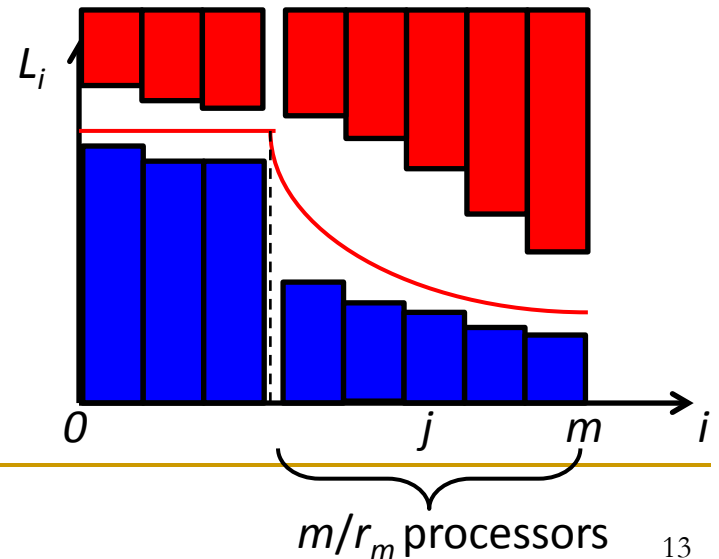
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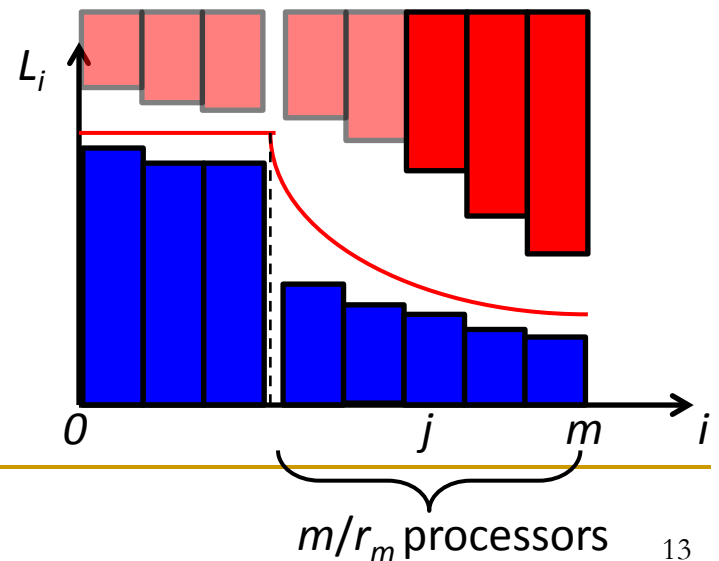
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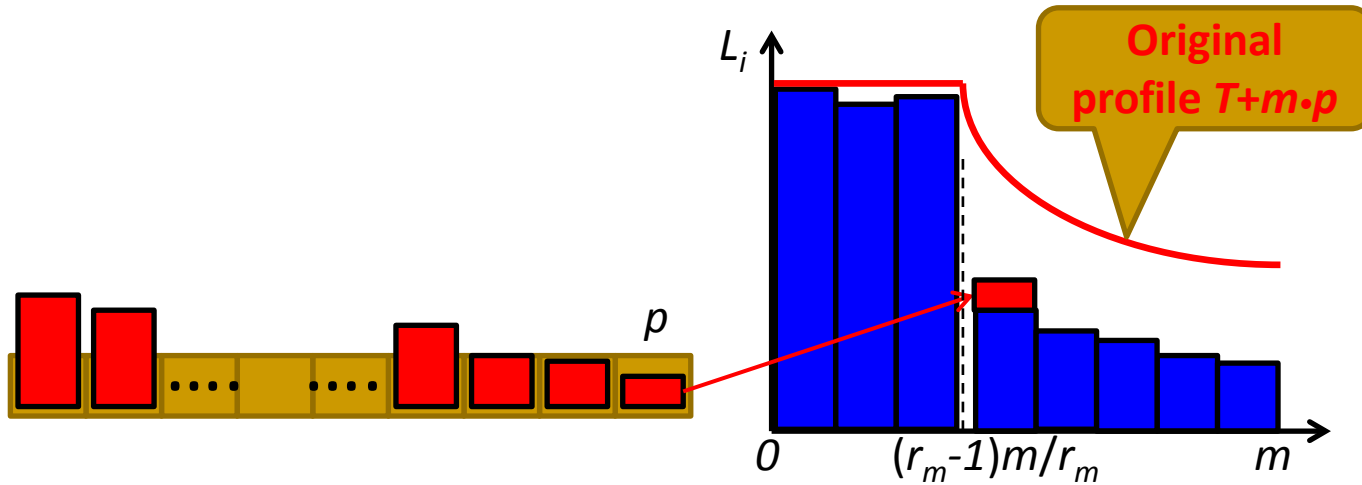
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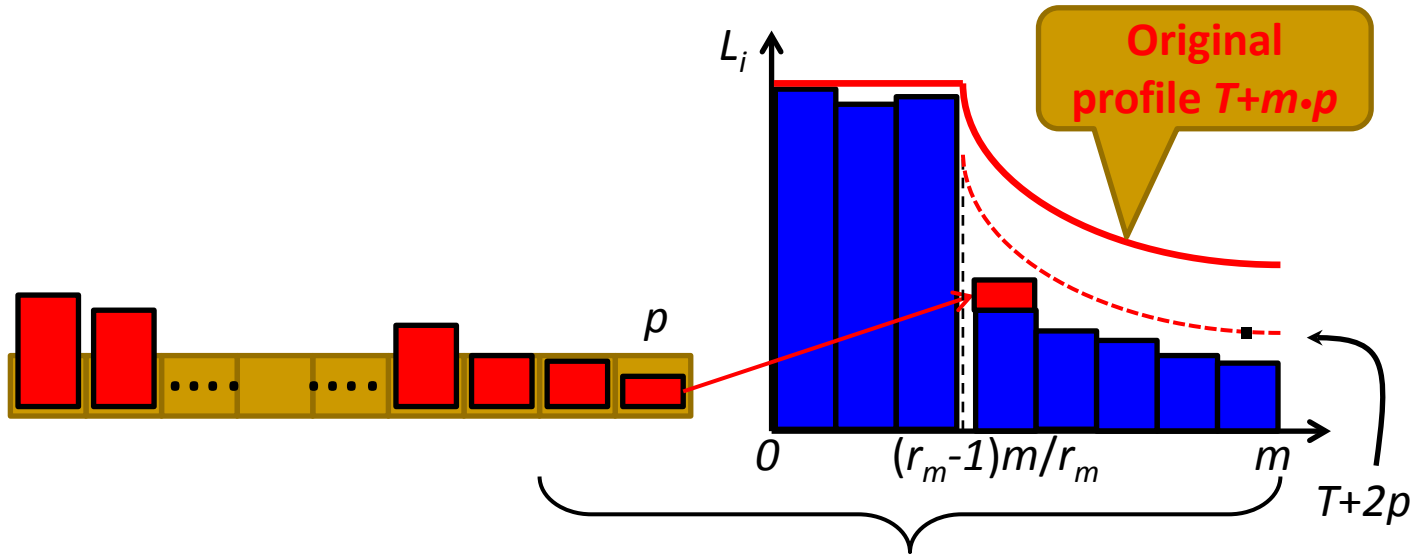
$\sum L'_i \geq (m-j)L'_j$, giving up L'_1 to L'_{j-1}



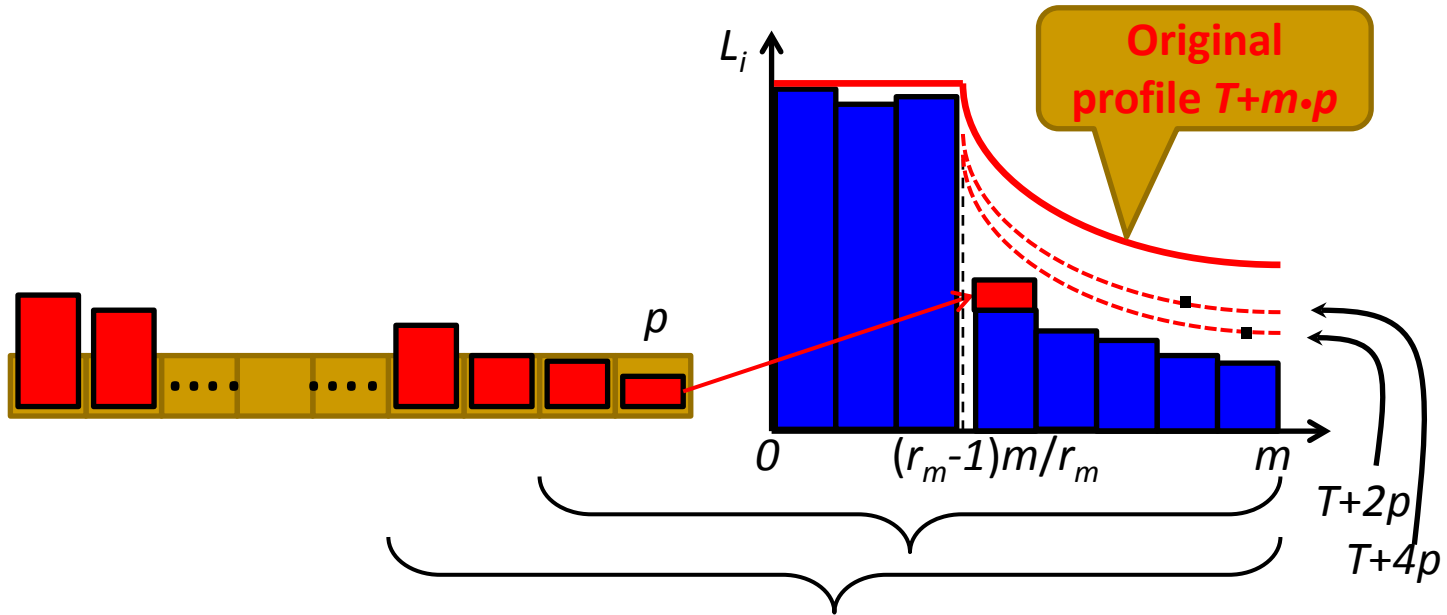
Buffer size $k = (5-2r_m)m$ (Our Result)



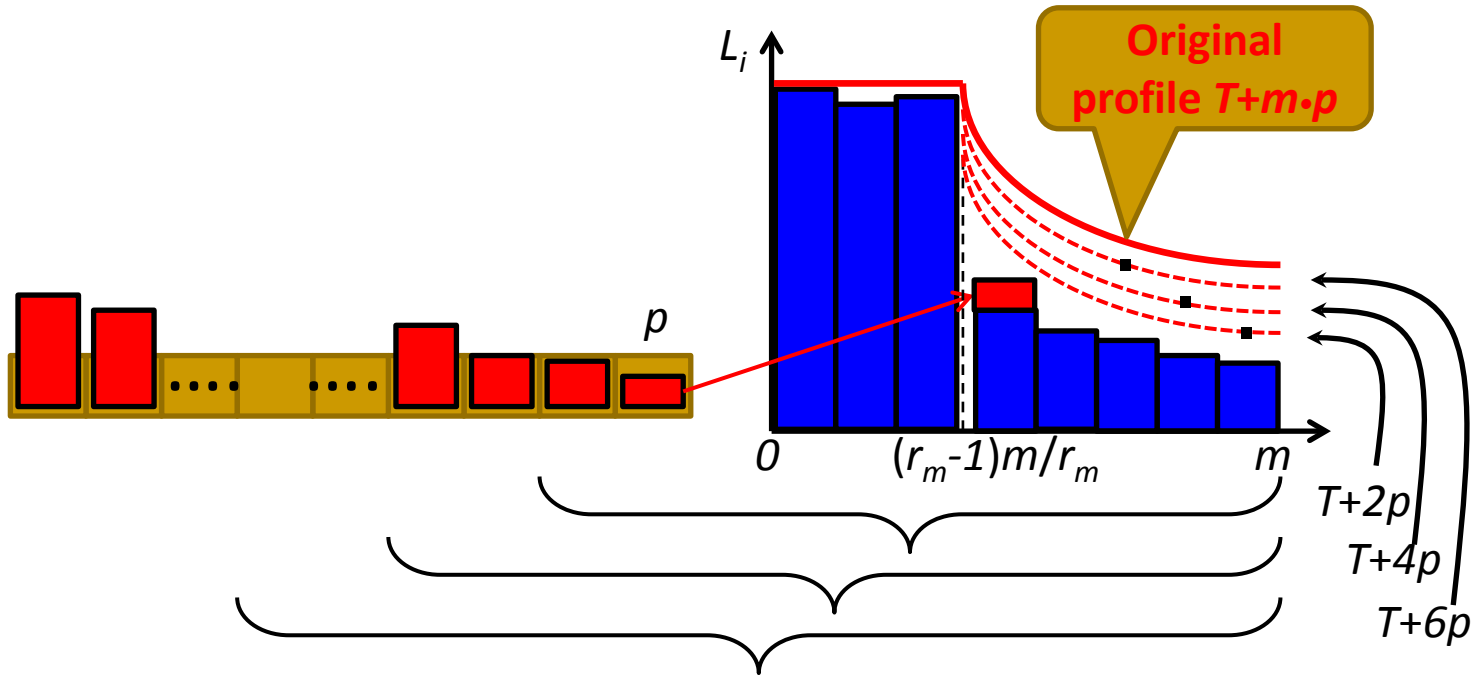
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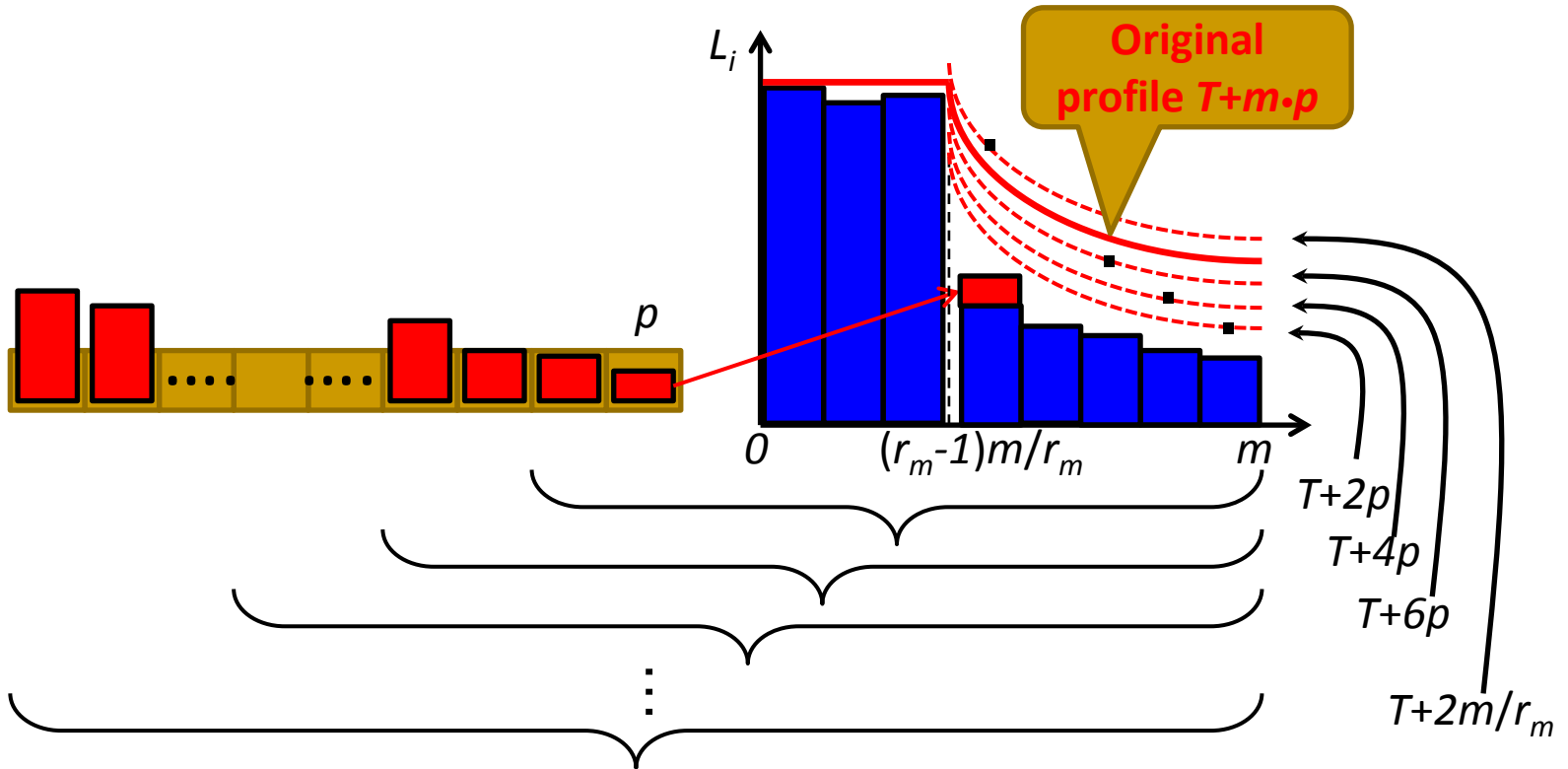
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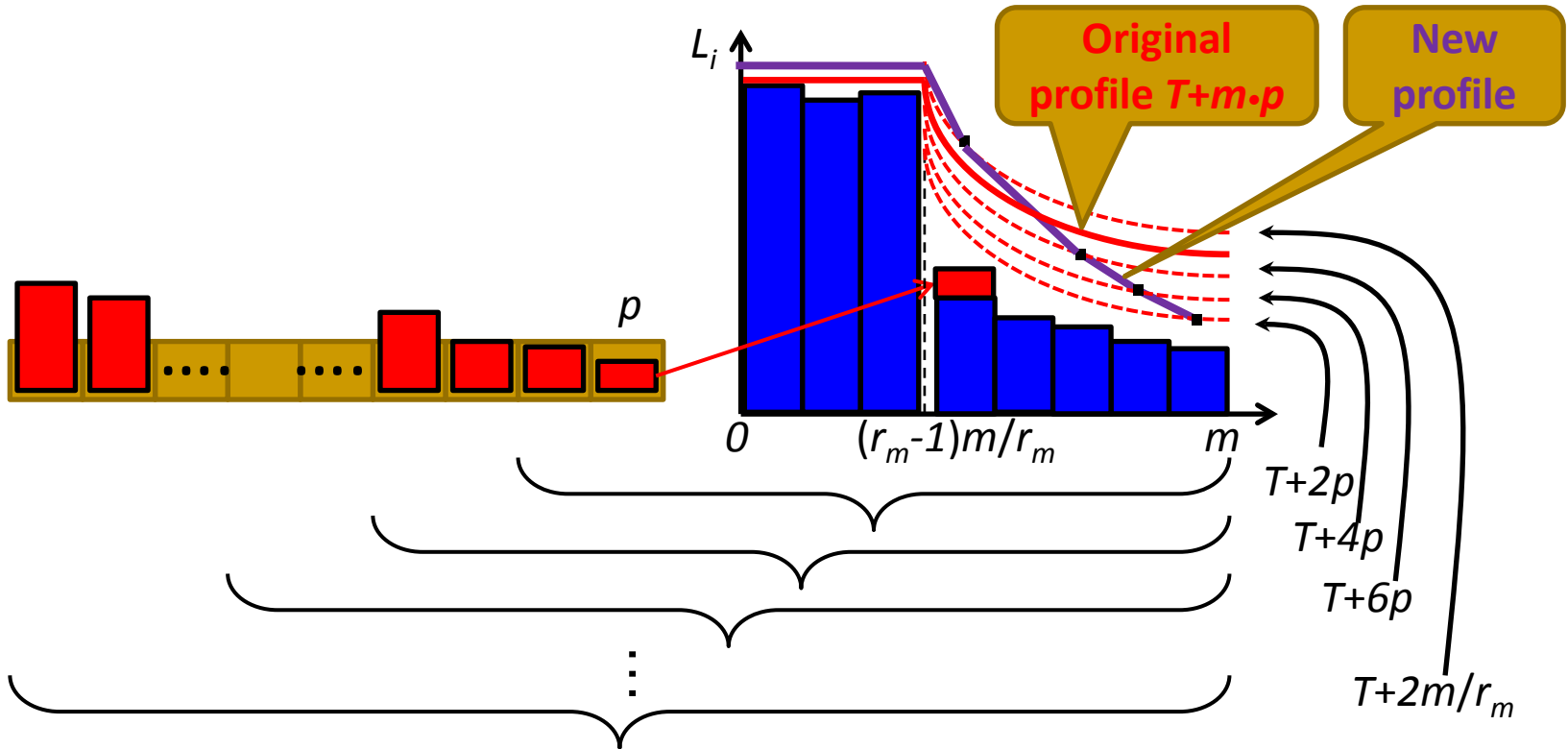
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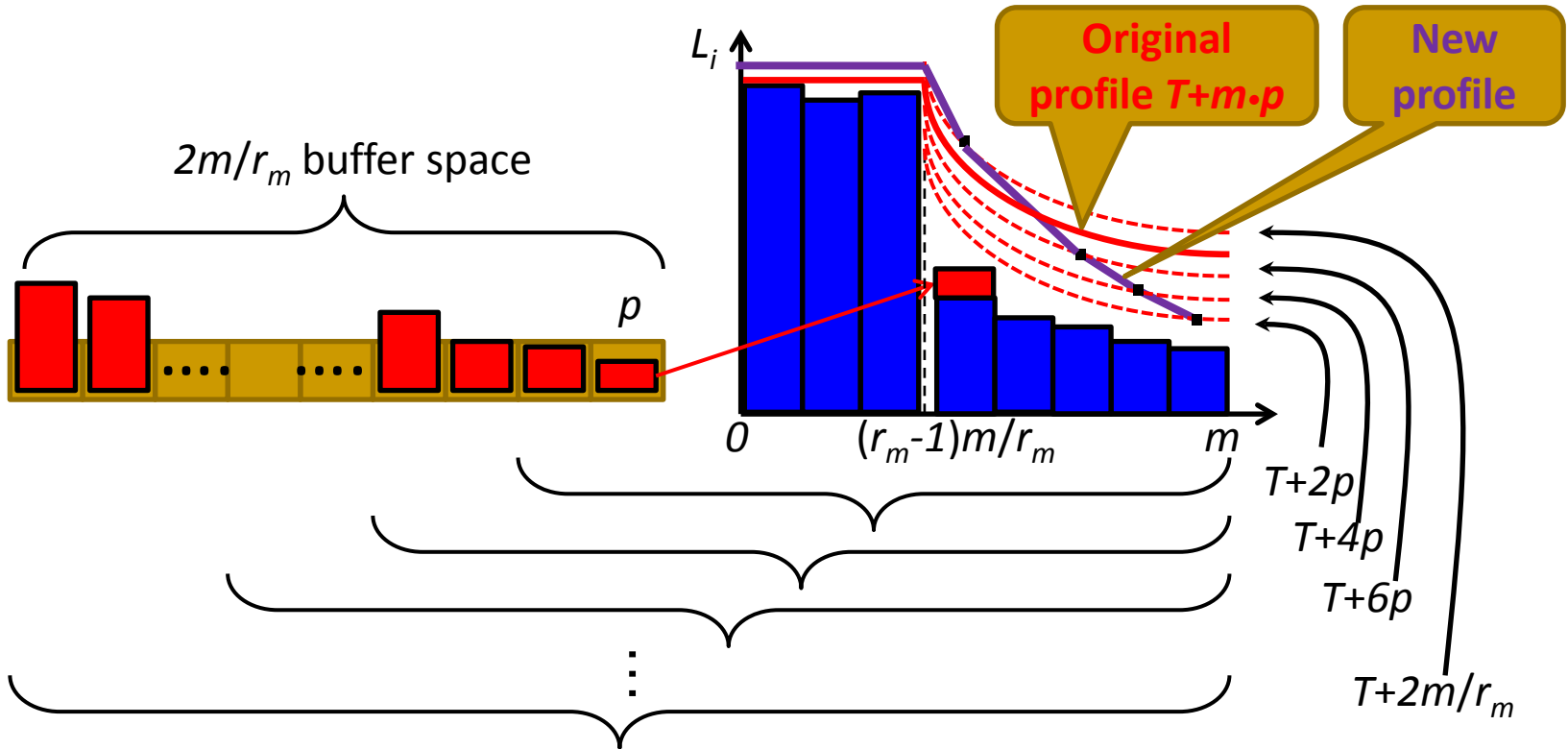
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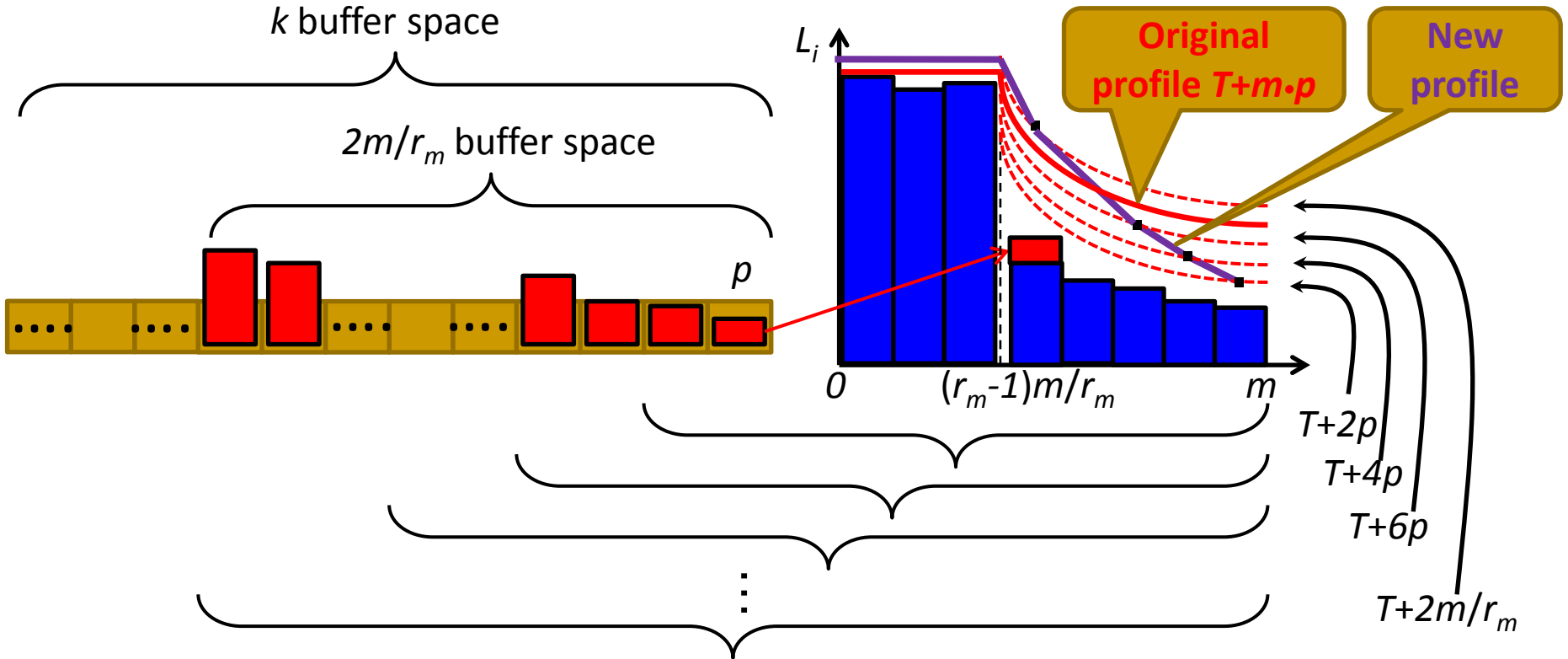
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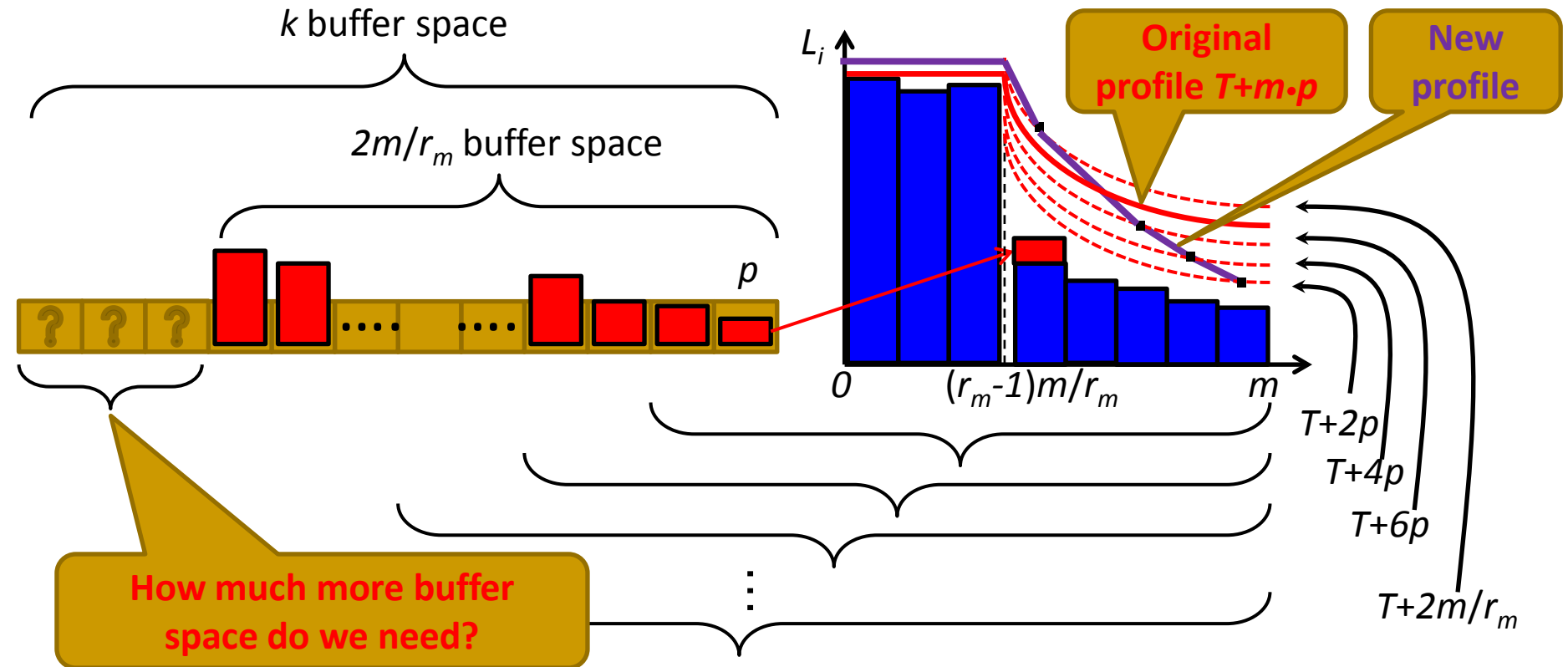


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Iterative phase: Assign smallest job of size p to a machine j with load $\leq w_j \cdot (T+k-2(m-j')p) - p$, where $j' = \max\{j, (r_m-1)m/r_m\}$

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$$\leftarrow T + k - 2m \cdot p + 2 \sum w_j \cdot j' \geq T + m \cdot p \quad (\sum w_j = 1)$$

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m	2	3	4	...	10	20	30	...	$m \rightarrow \infty$
Old k	6	9	11	...	$2.5m$	$2.455m$	$2.406m$	...	$2.364m$
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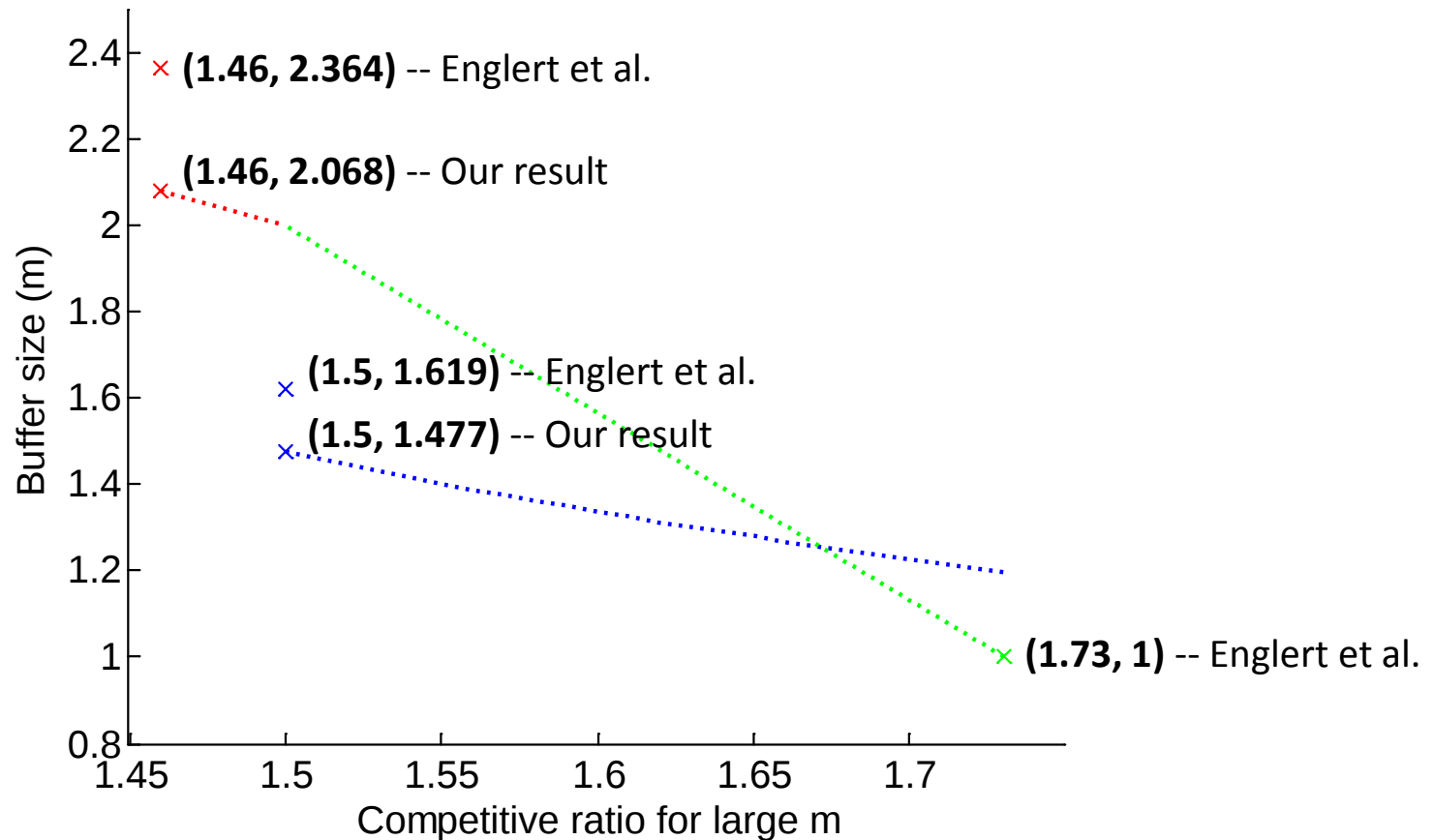
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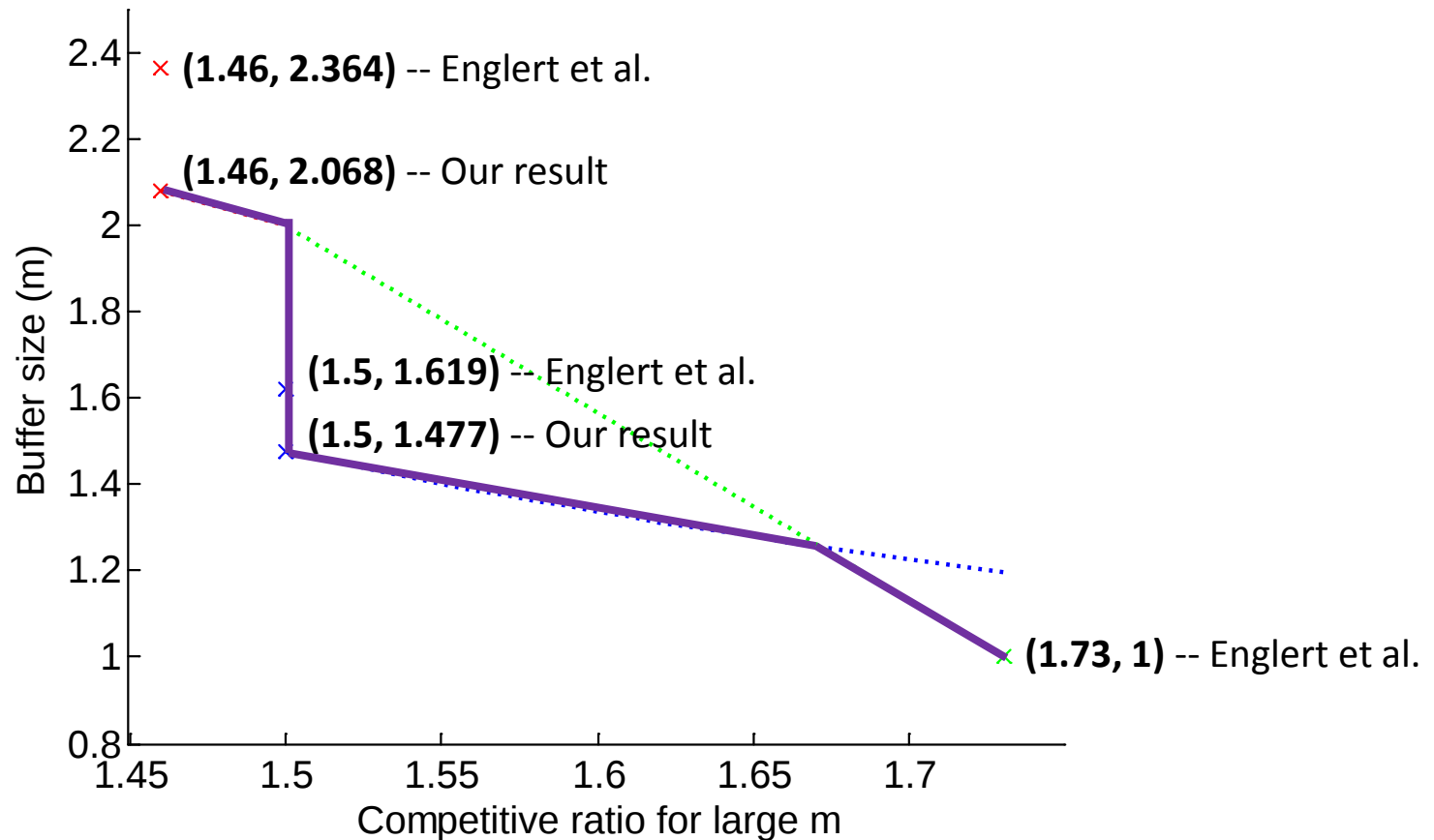
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	1	6	 Lan et al. 2012						

Tradeoff: Comp. ratio vs Buffer size



Combining and extending our results with the ones from Englert et al. 2008

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Remarks

■ Classical online makespan scheduling

□ Comp. ratio for large m

- 2 (Graham 1966)
- 1.986 (Bartal et al. 1995)
- 1.945 (Karger et al. 1996)
- 1.923 (Albers 1999)
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Bound

- 1.88 (Rudin III 2001)
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■ Semi-online scheduling with reordering buffer

□ Buffer size needed to get opt. comp. ratio for large m

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- $2.068m$ (Our result)
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- $m?$ (Our work in progress)
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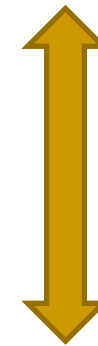
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A similar problem

■ Semi-online scheduling with job migrations

□ Problem

- Online algorithm is allowed to perform a limited number (independent of input size) of job migrations

□ Results (Albers and Hellwig 2012)

- For general m , optimal comp. ratio (lower bound) = r_m (**Identical to the case with reordering buffer**)
- An algorithm that achieves r_m -comp. with $[(2-r_m)/(r_m-1)^2+4]m \approx 7m$ migrations for large m
- Results with migration can be transformed into results with reordering buffer, but not vice versa

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- What is min. no. of migrations required? Can the existing result be improved to maintain the optimal comp. ratio?

Thanks for your attention!
