

Design and Analysis of Algorithms

L23: Job Scheduling

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Resources

- Text book 2: Sec 4.1, 4.3, 4.4
- Text book 1: Sec 9.1-5.4 - Levitin
- RI: Introduction to Algorithms
 - Cormen et al.
- MIT Open Course Ware
 - <https://www.geeksforgeeks.org/job-sequencing-using-disjoint-set-union/>

Example Case

- In college fest which starts at 9:00am, there are a number of available events as below to participate, and each event takes 1 unit of time (e.g. 1hr).
 - Each event has different awards values
 - Each event has its own closing timeline.

Event	Closing	Award
Mimcry	12:00	200
Drama	11:00	100
Painting	12:00	90
Dance	10:00	50
JAM	11:00	125
Singing	10:00	60

Deadline
3
2
3
1
2
1

Q: What is the max award you can get?

Greedy Job Scheduling

- A set of n jobs to run on a computer
- Each job i has a deadline $d_i \geq 1$ and profit $p_i \geq 0$
- There is only one computer
- Each job takes one unit of time (simplification)
- Profit is earned when job is completed by deadline
- Find the subset of jobs that maximizes the profit, i.e.

$$\text{Maximize } \sum_{i \in J} P_i$$

Note: It belongs to subset paradigm since we are looking at subset of jobs.

Example: Job Scheduling

Job	Profit	Dead-line
1	100	2
2	10	1
3	15	2
4	27	1

Optimal Solution: 1,4

Feasible Solutions	Profit
1	100
2	10
3	15
4	27
1,2	110
1,3	115
1,4	127
2,3	25
3,4	42

Job Scheduling: Greedy Approach

- What should be the optimization measure to schedule the next job?
- First attempt:
 - Choose $\sum_{i \in J} P_i$ as the optimization measure
 - i.e. choose a job that increases this value maximum
 - Subject to constraint of the deadline i.e. J (set of jobs) should be feasible solution.
 - How to choose jobs:
 - Order jobs in decreasing order of profit
 - Choose job one at a time as per this order and add to the solution if solution remains feasible.

Job Scheduling: Greedy Approach

Job	Pro fit	De ad- line
1	100	2
4	27	1
3	15	2
2	10	1

- Application of First Greedy approach
 - Job 1 is added to J . Feasible $\{1\}$
 - Next: Job 4 is considered as per order.
 - Is set $J = \{1, 4\}$ feasible.
 - Yes if schedule is 4-1, No if 1-4
 - Thus $\{1, 4\}$ is feasible solution.
 - Next: Job 3 is considered,
 $\{1, 4, 3\}$ is infeasible, thus J remains $\{1, 4\}$
 - Next: Job 2 is considered
 $\{1, 4, 2\}$ is infeasible thus J remains $\{1, 4\}$
 - The max profit is 127 for $J = \{1, 4\}$
- Time complexity :
 - Evaluate feasibility for a given set: $n!$

Job Scheduling: Feasible Solution

- How to determine that a given set of jobs constitute feasible solution.
- Try out all possible permutations in jobs J
 - Check for each permutation if jobs can be scheduled meeting the deadlines.
- Easy to check for a given permutation $\sigma = i_1, i_2, \dots, i_k$
 - Job i_q must be completed by time q , $1 \leq q \leq k$
 - If for some job i_q , $q > d_{i_q}$, then job i_q is not completed by d_{i_q} .
- When $|J| = k$, all $k!$ permutations must be checked
- Can we find one permutation that meets the need?
 - Order the jobs in non-decreasing order of deadlines

Proof for Feasible Solution

- Theorem 1:
 - Let J be the set of k jobs and $\sigma = i_1, i_2, \dots, i_k$ is a permutation of jobs in J such that $d_{i_1} \leq d_{i_2} \leq \dots \leq d_{i_k}$.
Then J is a feasible solution if and only if (*iff*) the jobs in J can be processed in the order σ without violating any deadline.
- Theorem 2:
 - The greedy method (order jobs in non-increasing order of profit) always obtains an optimal solution to the job scheduling problem.

Algo High Level

```
Algo GreedyJob(int d[], set J, int n) {  
    // J is set of jobs that can be completed in deadlines d[]  
    J = {1}  
    for i = 2 to n {  
        if all jobs in J ∪ {i} can be completed, then  
            // by their deadlines  
            J = J ∪ {i}  
    }  
}
```

Algo-I: Job Scheduling

```
int JobSchedule2(int d[], int j[], int n) {  
    //n ≥ 1, and deadlines  $d[i] \geq 1, 1 \leq i \leq n$   
    //Jobs are ordered such that their profits are in non-  
    increasing order i.e.  $p[1] \geq p[2] \geq \dots \geq p[n]$  .  
    //J[i] is the  $i^{\text{th}}$  job in the optimal solution with  $k \leq n$  jobs  
    // At algo termination,  $d[J[i]] \leq d[j[i+1]]$ ,  $1 \leq i < k$   
  
    // Initialize  
    d[0] = 0 // fictitious job with deadline of 0  
    // allows for job insertion at position 1 later.  
    J[0] = 0 // this job is boundary and can't be scheduled  
    J[1] = 1 // start with job 1 with highest profit  
    k = 1 // job set size is 1 to start with
```

Algo1: Job Scheduling

```
for (i=2; i≤n; i++) {  
    // consider jobs in non-increasing order of p[i]  
    // find pos for J[i] and check for feasibility of insertion  
    int r = k //job set size  
    while ( (d[J[r]]>d[i]) && (d[J[r]]!=r) )  
        r--; //find position where job i can be considered.  
    if ( (d[J[r]]≤d[i]) && (d[i]>r) ) {  
        //insert i into J[]  
        for (int q=k; q≥(r+1); q--)  
            J[q+1]=J[q] // increase deadline of jobs by 1.  
        J[r+1]=i  
        k++ // since job i is feasible, increase the set size.  
    } //end if  
} //end for i  
return k  
}
```

Algo-1: Time Complexity

- For loop run n times.
 - Each job needs to be considered.
- if K is the value of max deadline, then
 - Inside while loop plus for loop (for shifting slots) may run K times.
- Time complexity: $O(nK)$
- Considering K is of order of n (if all jobs can be scheduled)
- Time complexity: $O(n^2)$

Algo-2: Job Scheduling

```
//Approach: schedule a job in the slot where it meets deadline.  
// If no slot is available before deadline, then job is not scheduled.  
// jobs are ordered in non-increasing order as per deadlines.  
int JobSchedule-1(int d[], int j[], int n) {  
    //  $n \geq 1$ , and deadlines  $d[i] \geq 1, 1 \leq i \leq n$   
    // Jobs are ordered such that their profits are in non-  
    // increasing order i.e.  $p[1] \geq p[2] \geq \dots \geq p[n]$  .  
    // Job[i] is  $i^{\text{th}}$  job in the optimal solution with  $k \leq n$  jobs  
    // At algo termination,  $d[\text{Job}[i]] \leq d[\text{job}[i+1]]$  ,  
    //  $1 \leq i < k$   
    // Initialization  
     $k = 0$  ; // size of Job schedule  
    for  $i = 1$  to  $n$   
        slot[i] = False // all slots are initialized to false
```

Algo-2: Job Scheduling

```
for (i=1; i≤n; i++) {  
    // consider jobs in non-increasing order of p[i]  
    //check if any slot available before deadline  
    while (j=d[i]; j>0; j-) {  
        //find position where job i can be considered.  
        if (slot[j] == False{  
            //Add jobs to the slot  
            slot[j] = True;  
            Job[j] = i;  
            k++;  
            break; // from while  
        } //end if  
    } //end while  
} // end for  
return k  
}
```

Algo-2: Time Complexity

- For loop run n times.
 - Each job needs to be considered.
- if K is the value of max deadline, then
 - while loop may run K times.
- Time complexity: $O(nK)$
- Considering K is of order of n (if all jobs can be scheduled)
- Time complexity: $O(n^2)$

Fast Job Scheduling (Union-Find)

- Let i denote the timeslot i
 - At the start time, each time slot is its own set
- There are m timeslots, where
$$m = \min(n, \max(d_i))$$
 - i.e. the latest deadline
- Each set of k slots has a value $F(k)$ for all slots i in set k
 - $F(k)$: Stores highest free timeslot before this time
 - $F(k)$: Defined only for root node in set
- Initially all slots are free

Summary

- Job Scheduling
 - Greedy approach: Schedule as per profit and deadline
- Two approaches
 - Schedule the job in earliest slot and then keep shifting right
 - Schedule the job in the deadline slot or look for slots earlier than the deadline