

A Subexponential Time Algorithm for Makespan Scheduling of Unit Jobs with Precedence Constraints

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UU

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Karol Węgrzycki



MPI

$$P3|prec, p_j = 1|C_{\max}$$

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3 identical
parallel machines

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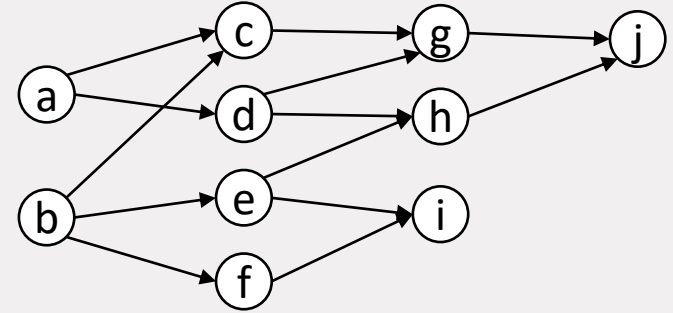
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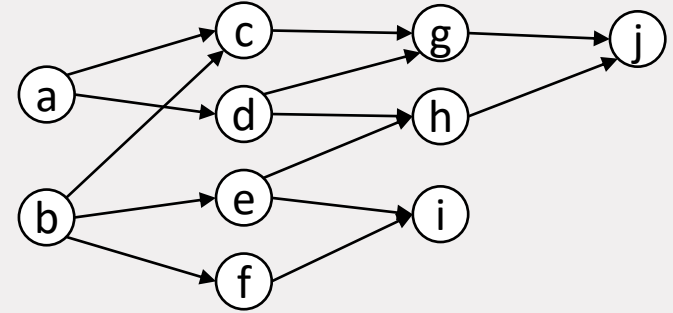


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- $T \in \mathbb{N}$

Q: Is there a schedule of makespan T ?

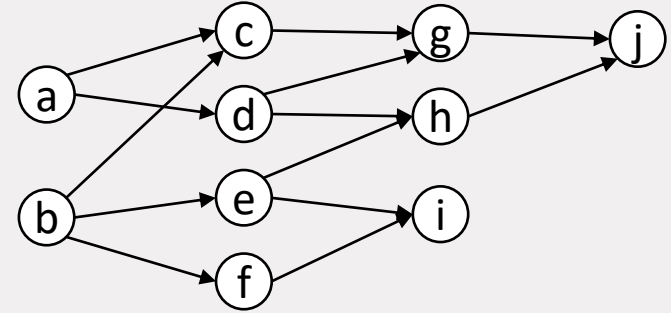


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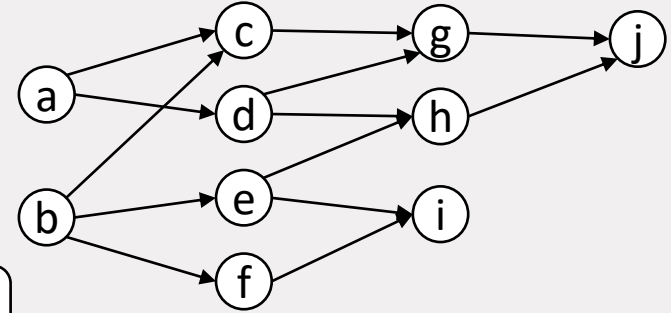
- n jobs of length 1
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- $T \in \mathbb{N}$

G defines the problem

Q: Is there a schedule of makespan T ?

Observation:

Jobs of length one \Rightarrow 'timeslots'



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List of Open Problems by Garey and Johnson 1979

1. Graph Isomorphism
2. Subgraph Homeomorphism
3. Graph genus
4. Chordal graph completion
5. Chromatic index
6. Spanning tree parity problem
7. Partial order dimension
8. Precedence constrained 3-processor scheduling
9. Linear Programming
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$2^{O((\log n)^3)}$ time
[Babai 2017]

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$2^{O(\sqrt{n} \cdot \log n)}$ time
This talk

Literature overview $Pm|prec, p_j = 1|C_{\max}$

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Before:

$Pm|prec, p_j = 1|C_{\max}$ can be solved in $O\left(2^n \cdot \binom{n}{m}\right)$ time.

Our Result

Our result:

$Pm|prec, p_j = 1|C_{\max}$ can be solved in $\left(1 + \frac{n}{m}\right)^{O(\sqrt{nm})}$ time.

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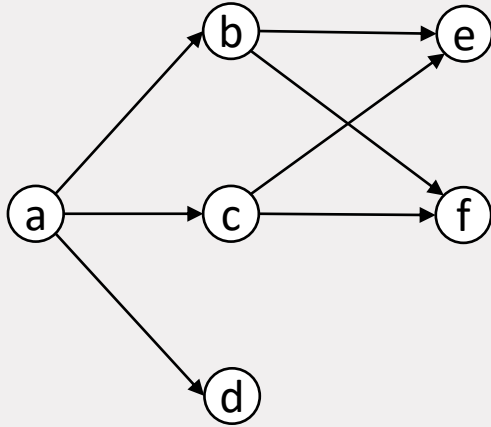
Corollary:

$P3|prec, p_j = 1|C_{\max}$ can be solved in $2^{O(\sqrt{n} \cdot \log n)}$ time.

Two ways to explain, but main insights:

1. Use of **look-up table**
2. Keeping track of **number of isolated vertices**
3. Finding **win-win strategy**

Definitions

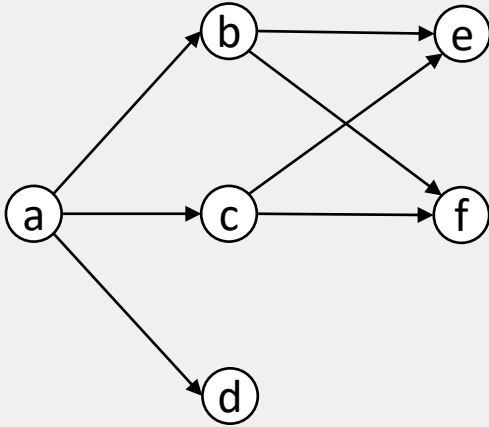


Precedence Constraints Graph G

Definitions

$G \Rightarrow$ partial order:

- $i < j$ if $(i, j) \in G$

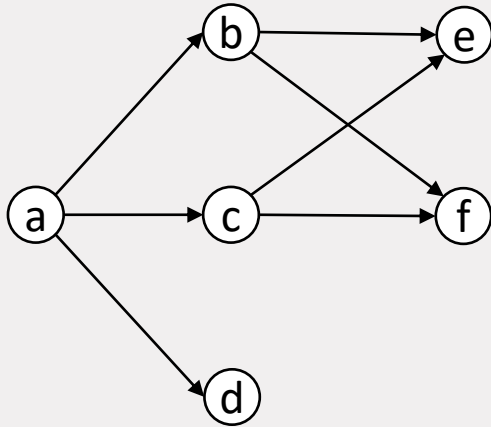


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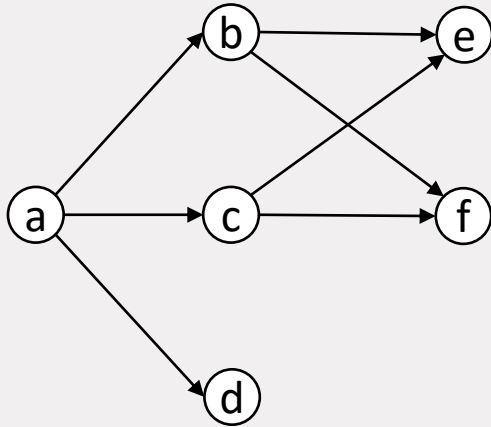
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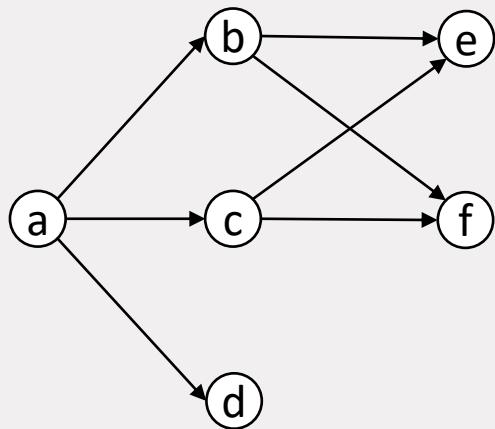
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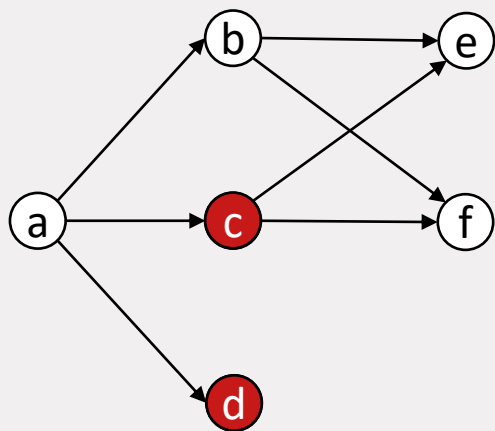
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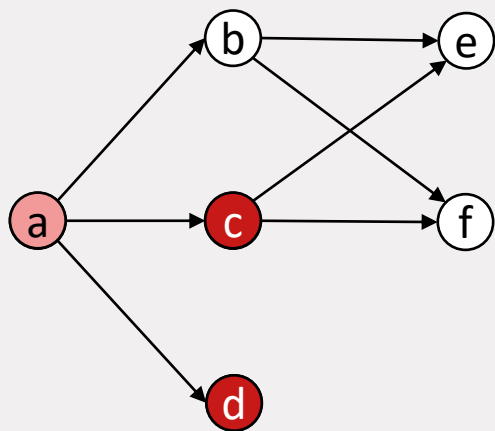
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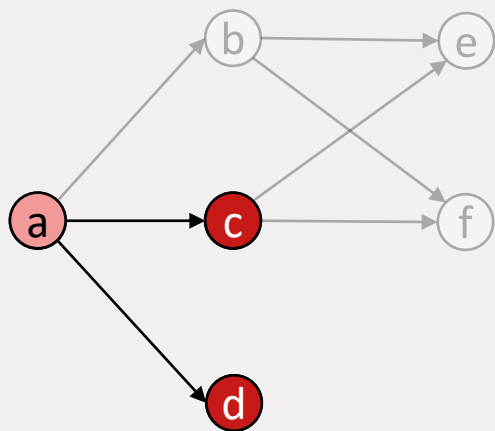
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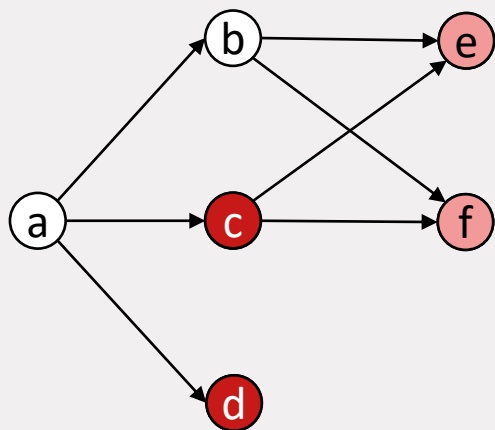
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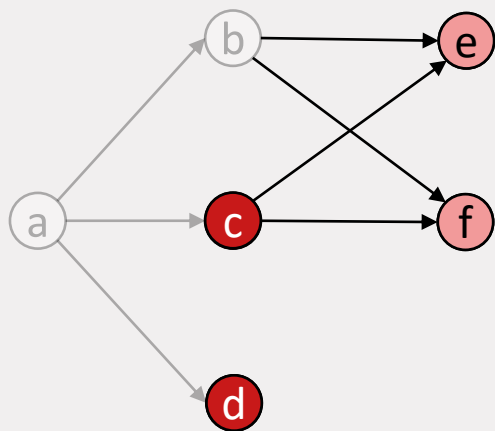
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$$\text{succ}(A) = \text{succ}[A] \setminus A$$



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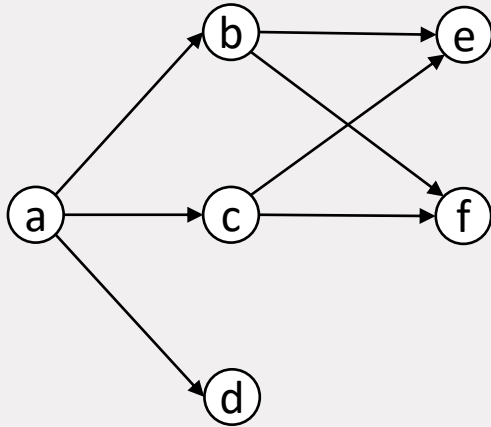
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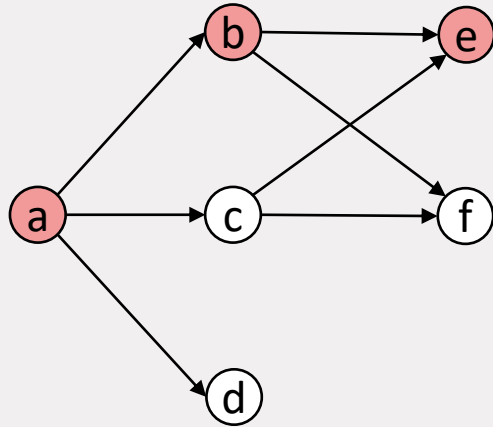
Definitions

Def: A *chain* is a set A whose elements are pairwise **comparable**.



Precedence Constraints Graph G

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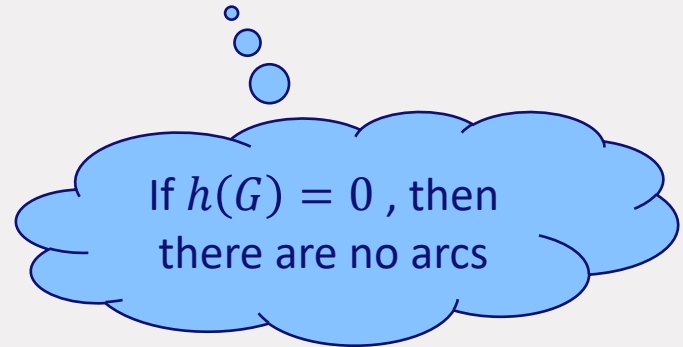


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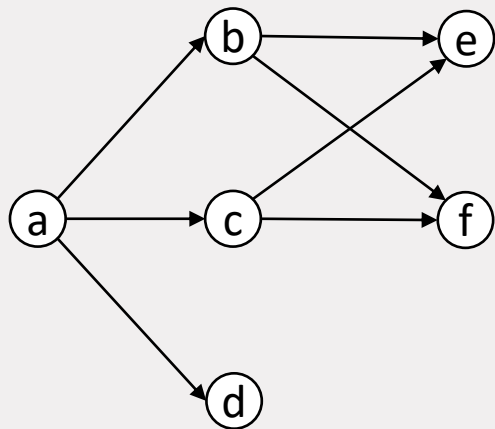
Def: A *chain* is a set A whose elements are pairwise **comparable**.

Def: The *height* $h(G)$ is the size of the longest chain (in #arcs).

In the example $h(G) = 2$



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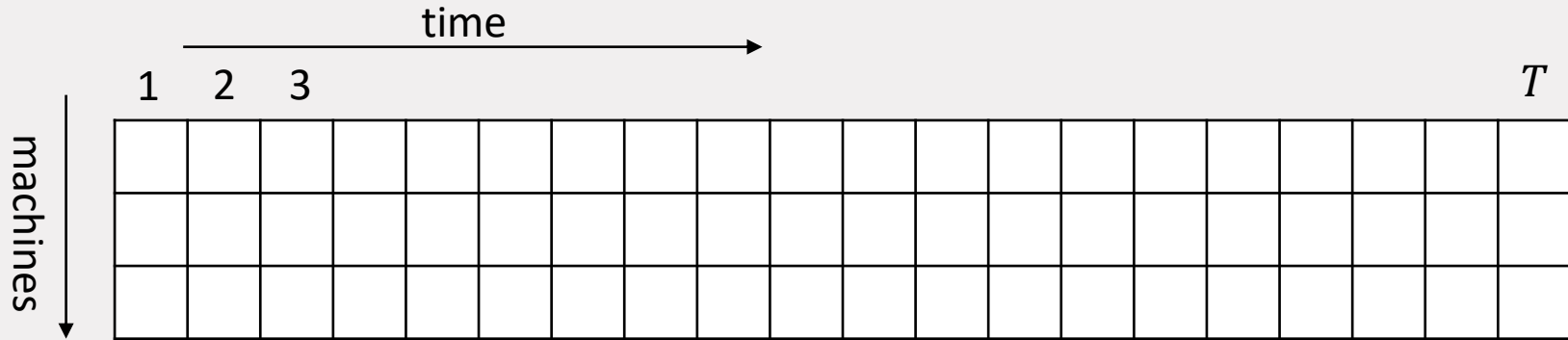
Def: An *antichain* is a set A whose elements are pairwise **incomparable**.

Examples of antichains in G

- ✓ $\{b, c, d\}$
- ✓ $\{b, c\}$
- ✓ $\{d, f\}$

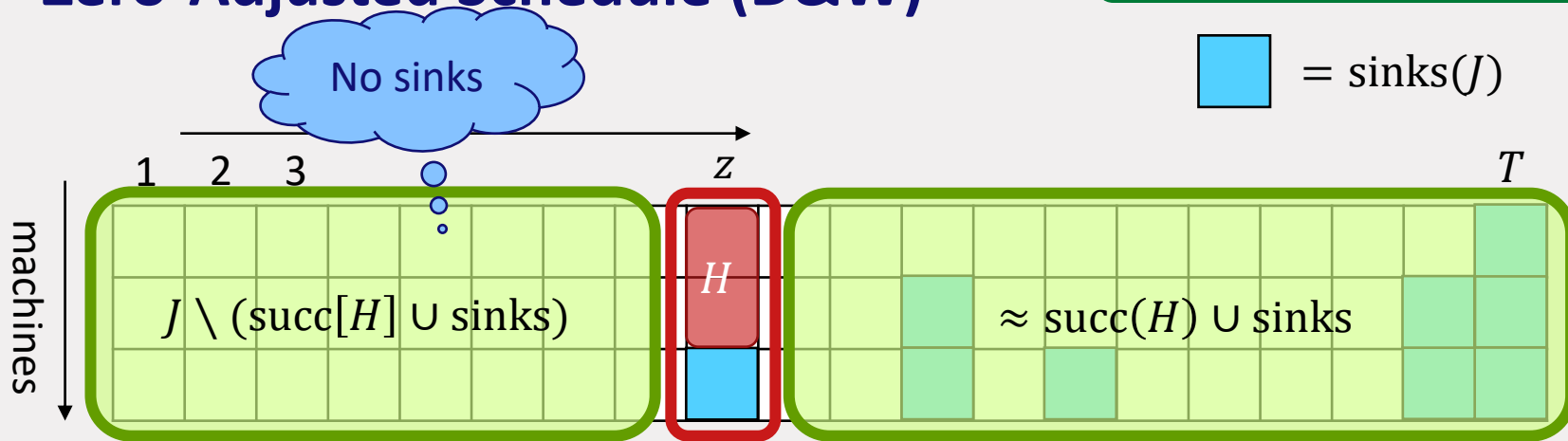
Jobs in one timeslot
always form an antichain

Zero-Adjusted Schedule (D&W)



Zero-Adjusted Schedule (D&W)

Assumption: $n = 3 \cdot T$



Let $z \in [1, T]$ be the first moment with a sink.

D&W: W.m.a. Each job x after z is a sink or a successor of a job at time z .

Dolev and Warmuth

Recursive

Schedule(J):

1. **if** $h(G[J]) \leq 0$ (i.e. $\text{sinks}(J) = J$) **return** $\left\lceil \frac{|J|}{3} \right\rceil$
2. **else return** $\min_{H \in \text{Sep}(J)} \{ \text{Schedule}(\text{left}(J, H)) + \text{Schedule}(\text{right}(J, H)) + 1 \}$

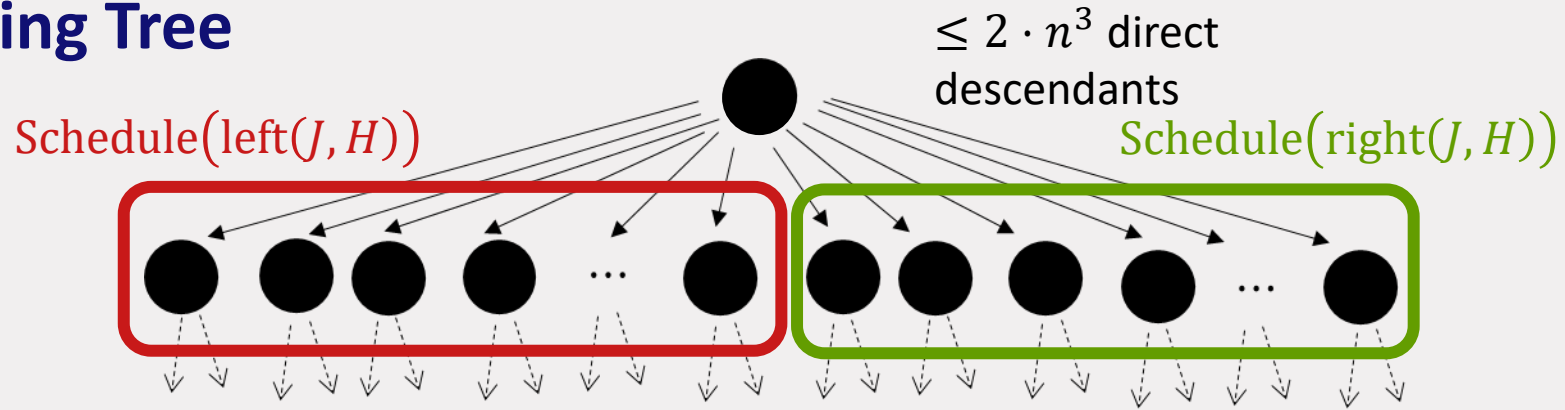
$\text{Sep}(J) := \{ H \subseteq J \text{ s.t.}$

- (1) $|H| \leq 3$,
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- (3) $|H \setminus \text{sinks}(J)| < 3$

$\text{left}(J, H) := J \setminus (\text{succ}[H] \cup \text{sinks}(J))$
 $\text{right}(J, H) := J \cap ((\text{succ}(H) \cup \text{sinks}(J)) \setminus H)$

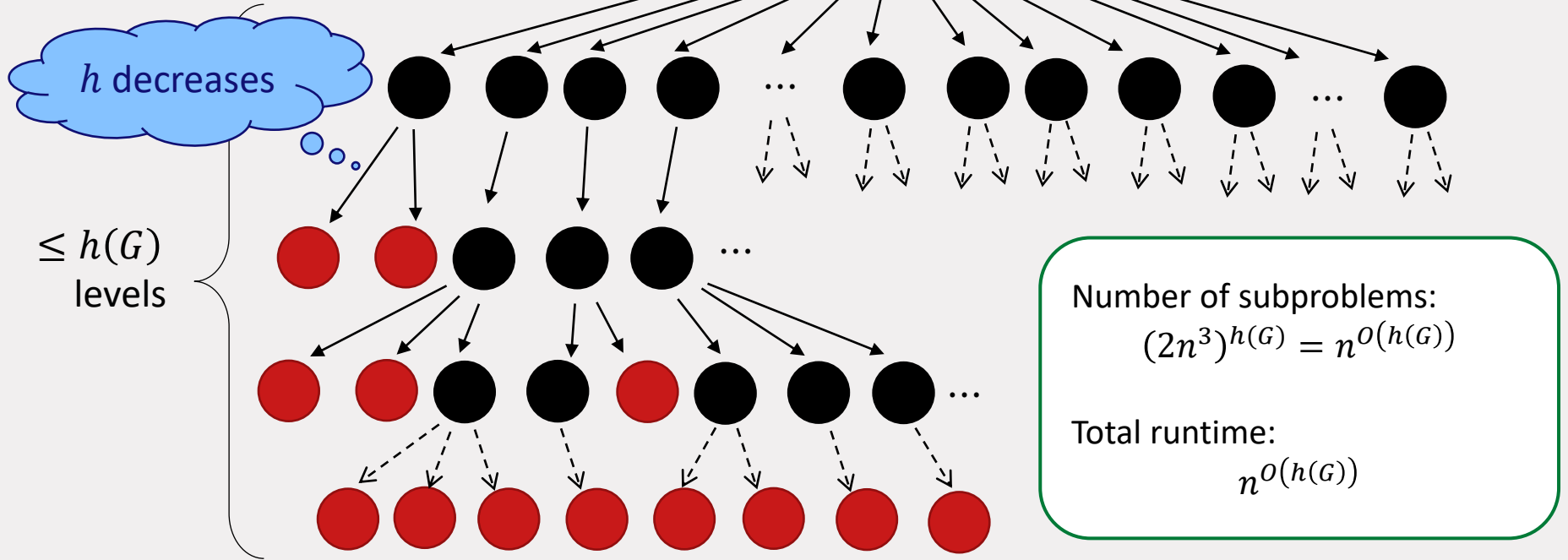
Each subproblem: height decreases by ≥ 1 !

Branching Tree



Branching Tree

● = base case ($h = 0$)



D&W

Schedule(J):

1. **if** $h(G[J]) \leq 0$ **return** $\left\lceil \frac{|J|}{3} \right\rceil$
2. **for each** $H \in \text{Sep}(J)$ **do**:
3. $\text{OPT}[\text{left}(J, H)] := \text{Schedule}(\text{left}(J, H))$
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6. **Return** $\text{OPT}[J]$

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D&W + LookUp Table

Schedule(J):

1. **return** LUT[J] if it was already set
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7. LUT[J] = OPT[J]
8. **Return** OPT[J]

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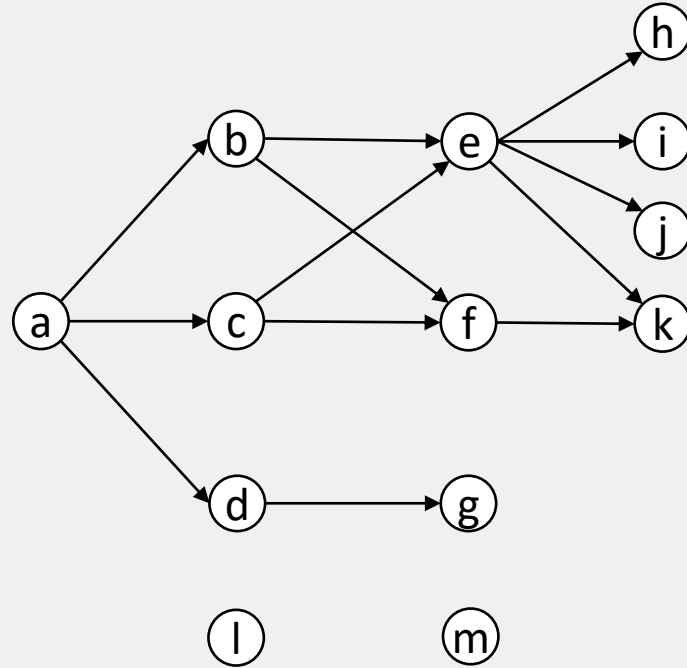
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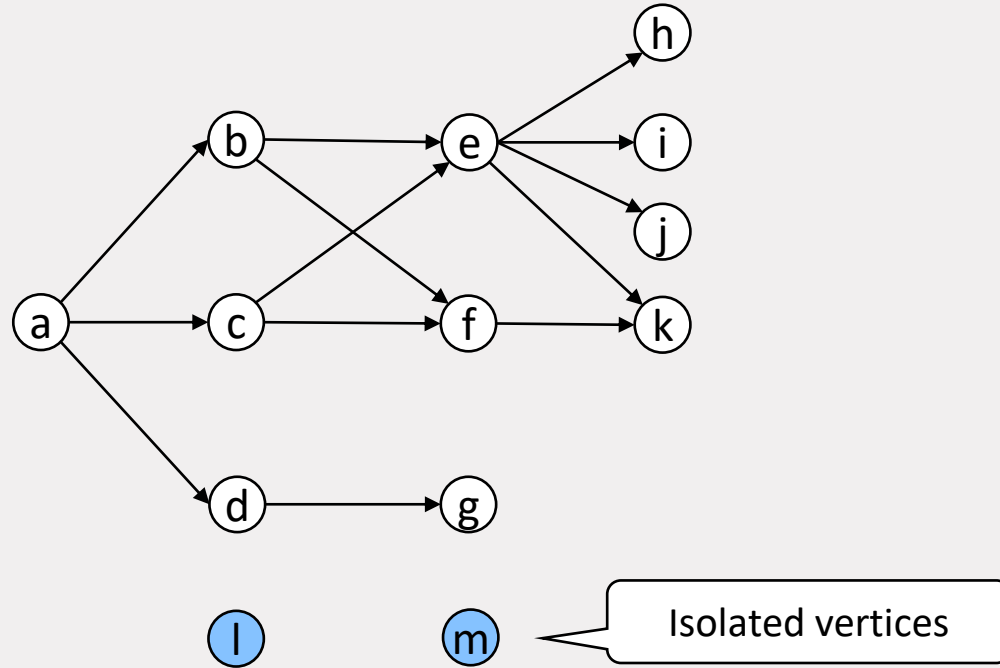
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Too many different problems!

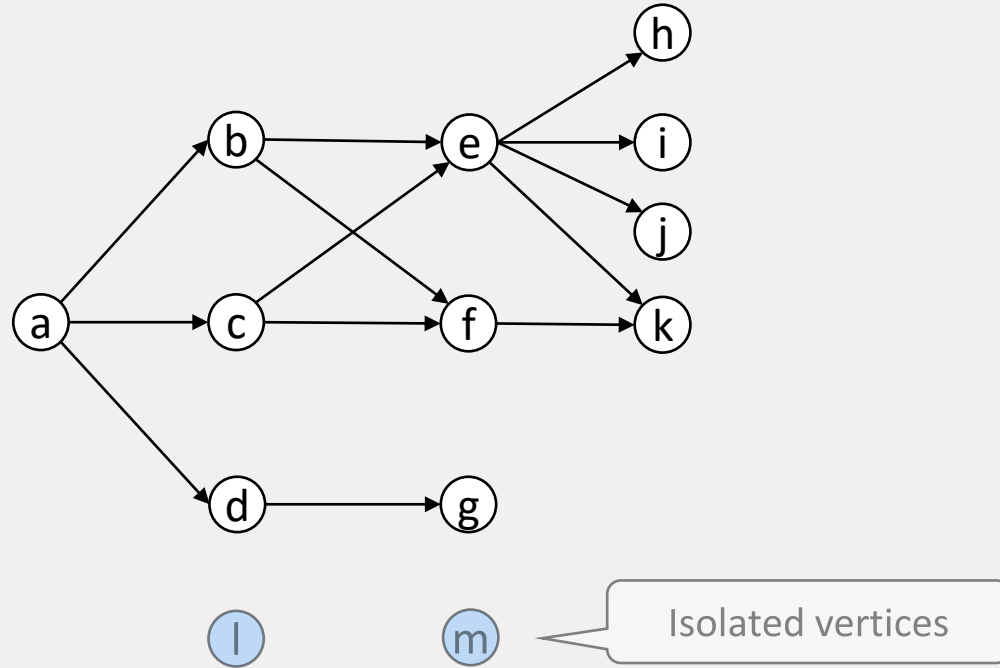
What to store?



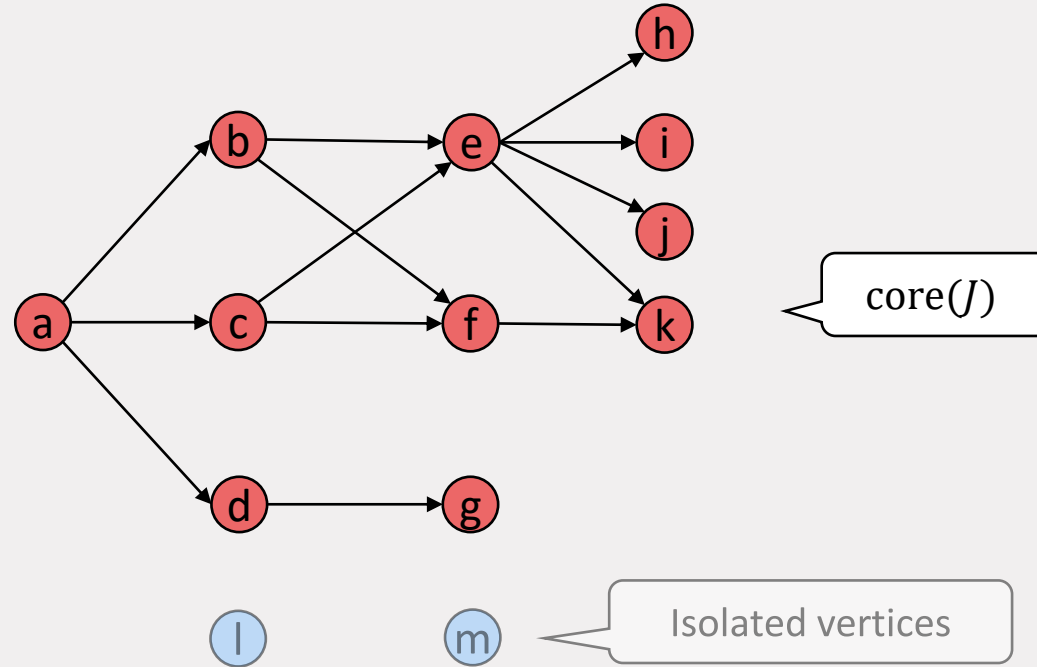
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What to store?



D&W + LookUp Table

Schedule(J):

1. **return** LUT[core(J), #iso(J)] if it was already set
2. **if** $J = \emptyset$ **return** 0
3. **for each** $H \in \text{Sep}(J)$ **do**:
4. $\text{OPT}[\text{left}(J, H)] := \text{Schedule}(\text{left}(J, H))$
5. $\text{OPT}[\text{right}(J, H)] := \text{Schedule}(\text{right}(J, H))$
6. $\text{OPT}[J] := \min_{H \in \text{Sep}(J)} \{\text{OPT}[\text{left}(J, H)] + \text{OPT}[\text{right}(J, H)] + 1\}$
7. LUT[core(J), #iso(J)] = OPT[J]
8. **Return** OPT[J]

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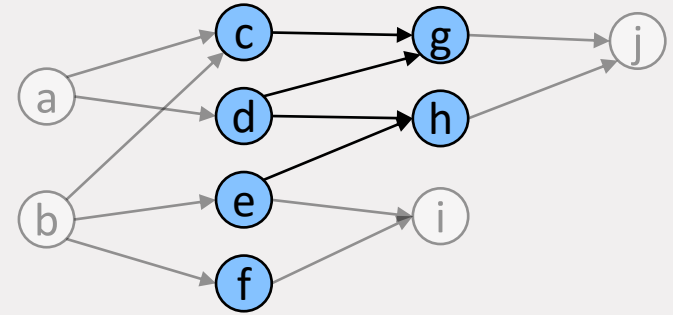
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How does this help?

Feasible Job sets

Let J be a *feasible set of jobs*.



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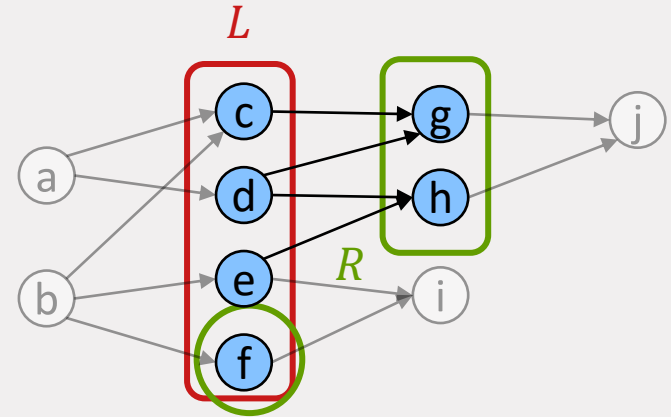
Jobs J can be described as

$$J = \text{succ}[L] \cap \text{pred}[R]$$

where

L = minimal elements = sources of J

R = maximal elements = sinks of J



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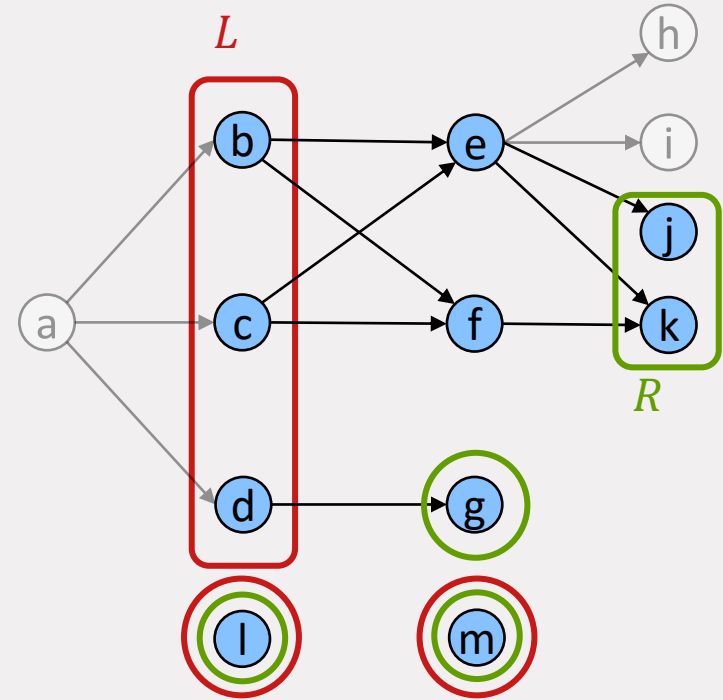
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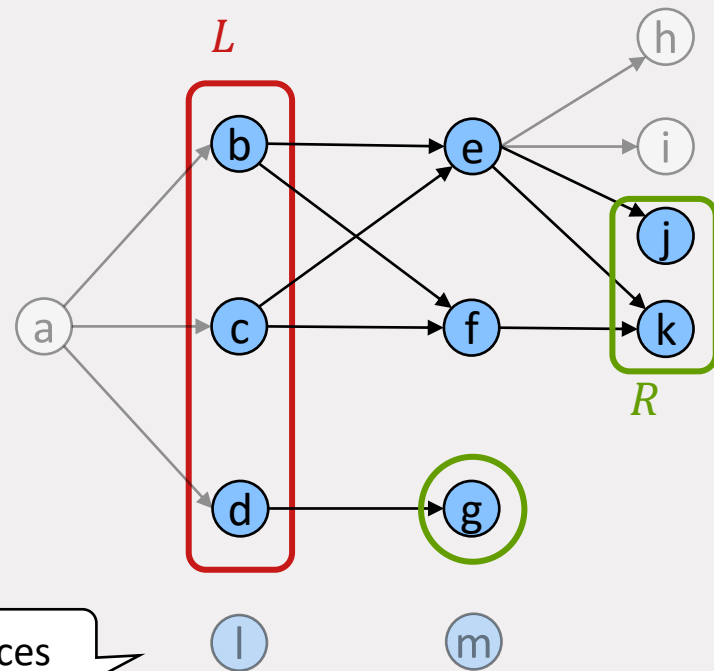
J can be described as
 $\text{core}(J)$

where

$$\text{core}(J) = \text{succ}[L] \cap \text{pred}[R]$$

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R = maximal elements = sinks of J



Feasible Job sets

Let J be a *feasible set of jobs*.

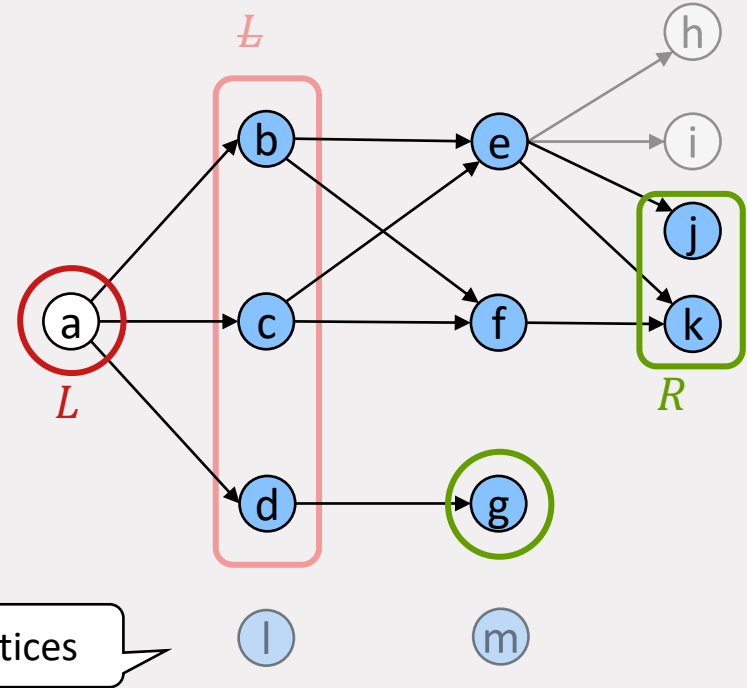
J can be described as
 $\text{core}(J)$

$$\text{core}(J) = \text{succ}[L] \cap \text{pred}[R]$$

where


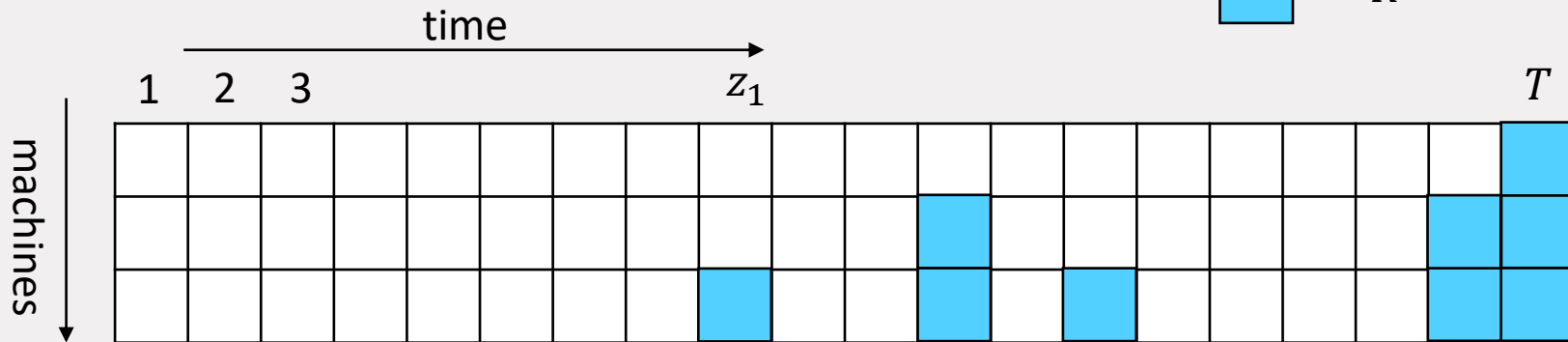
L = minimal elements = sources of J

R = maximal elements = sinks of J




Going to the right

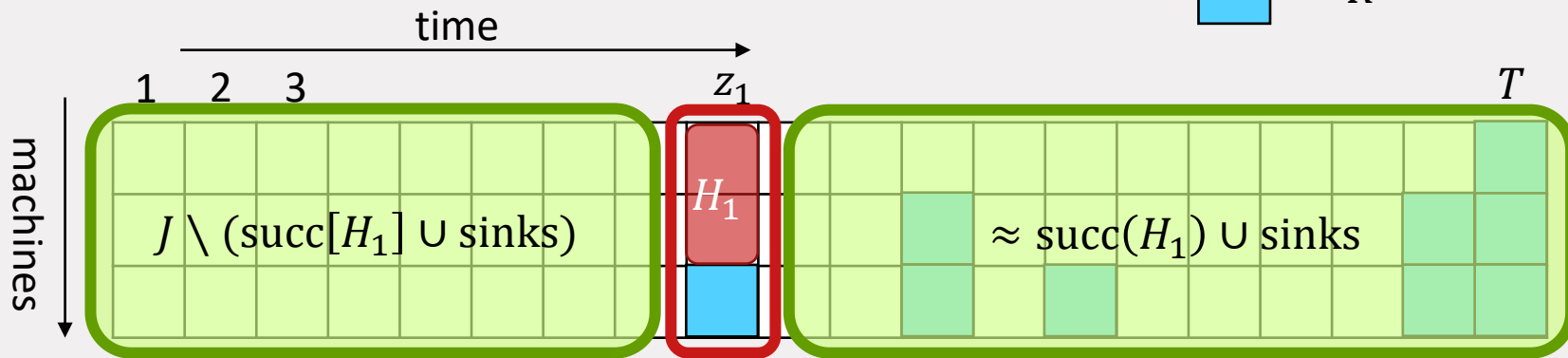
Assumption: $n = 3 \cdot T$

 $= R$ 

Going to the right

Assumption: $n = 3 \cdot T$

 = R




Isolated vertex
w.r.t. J_1

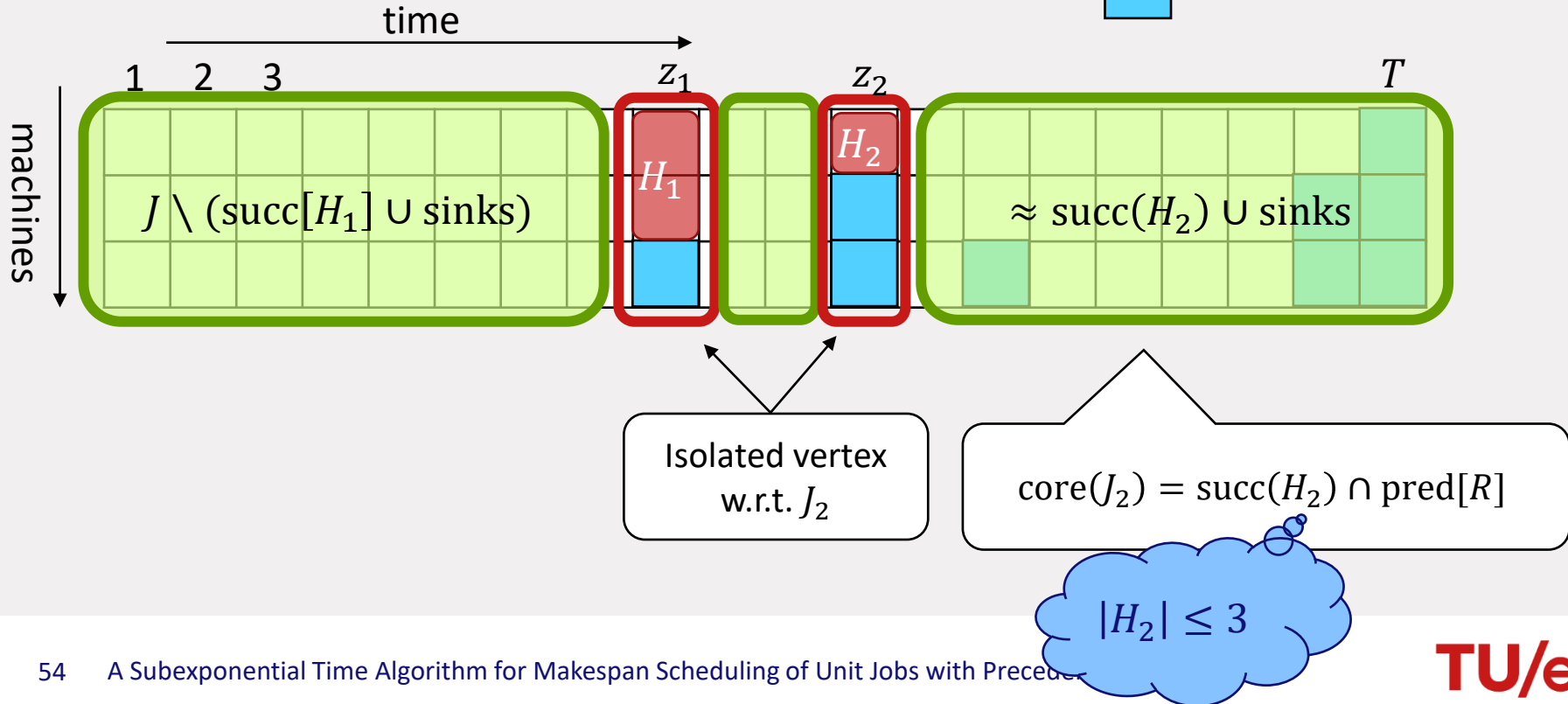
$\text{core}(J_1) = \text{succ}(H_1) \cap \text{pred}[R]$

$|H_1| \leq 3$

Going to the right


Assumption: $n = 3 \cdot T$

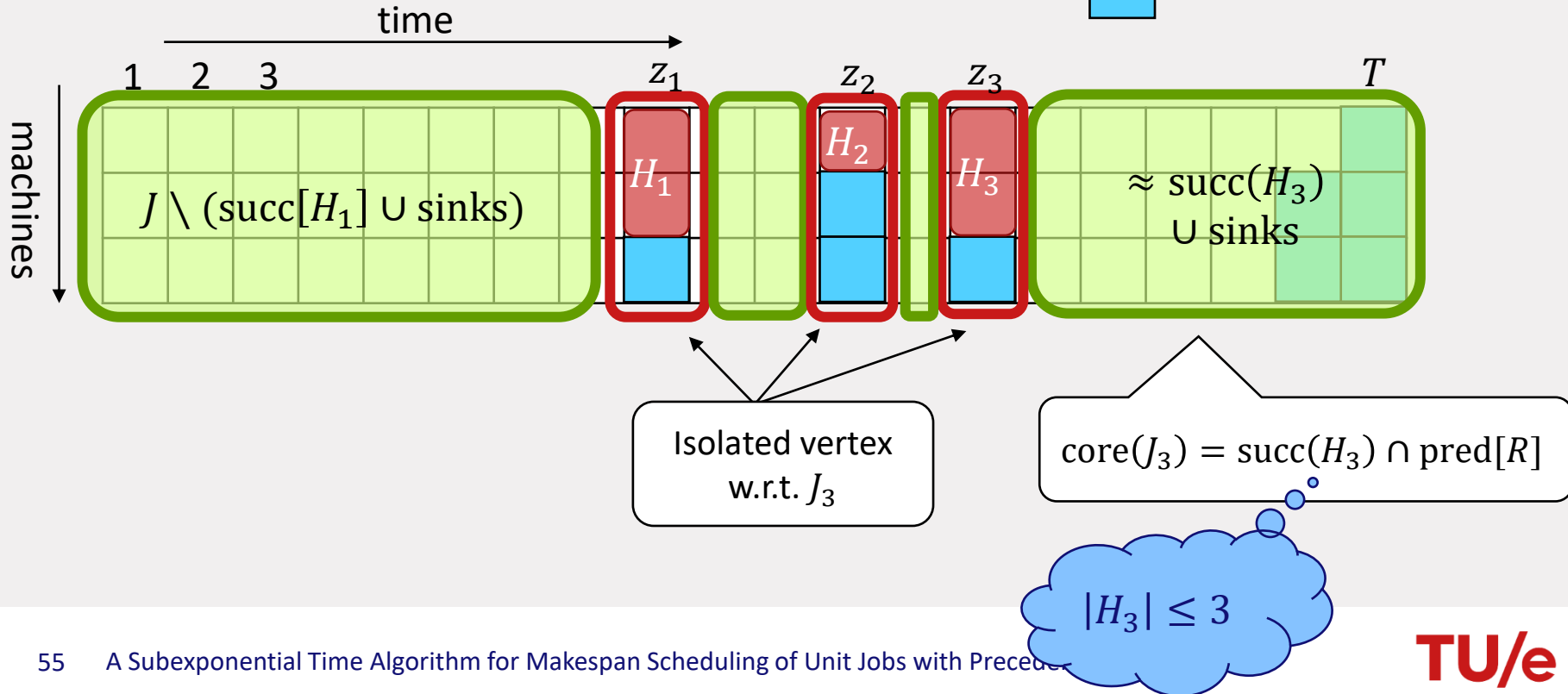
 = R



Going to the right


Assumption: $n = 3 \cdot T$

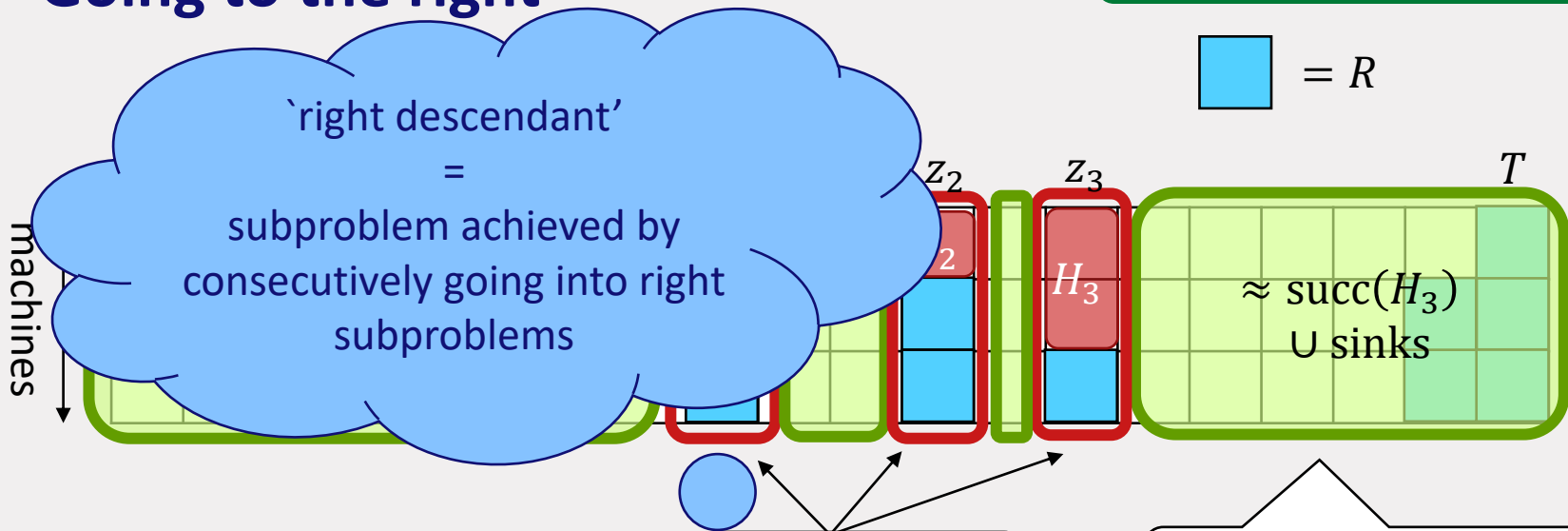
 = R



Going to the right

Assumption: $n = 3 \cdot T$

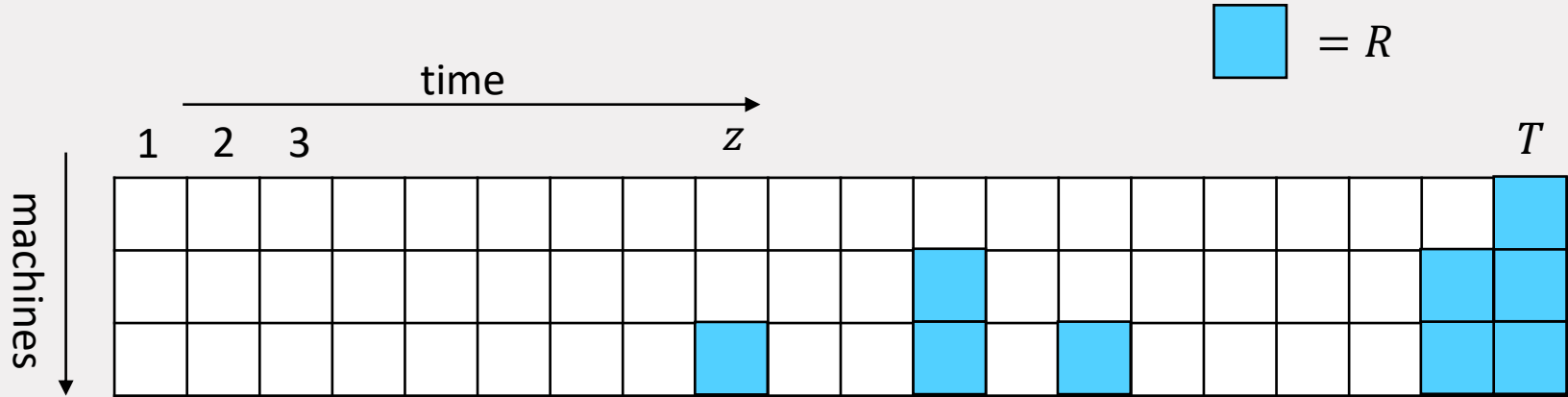
 = R



1. Every right subproblem has $|L| \leq 3$
2. There are $\leq n^{3+1}$ different 'right descendants'

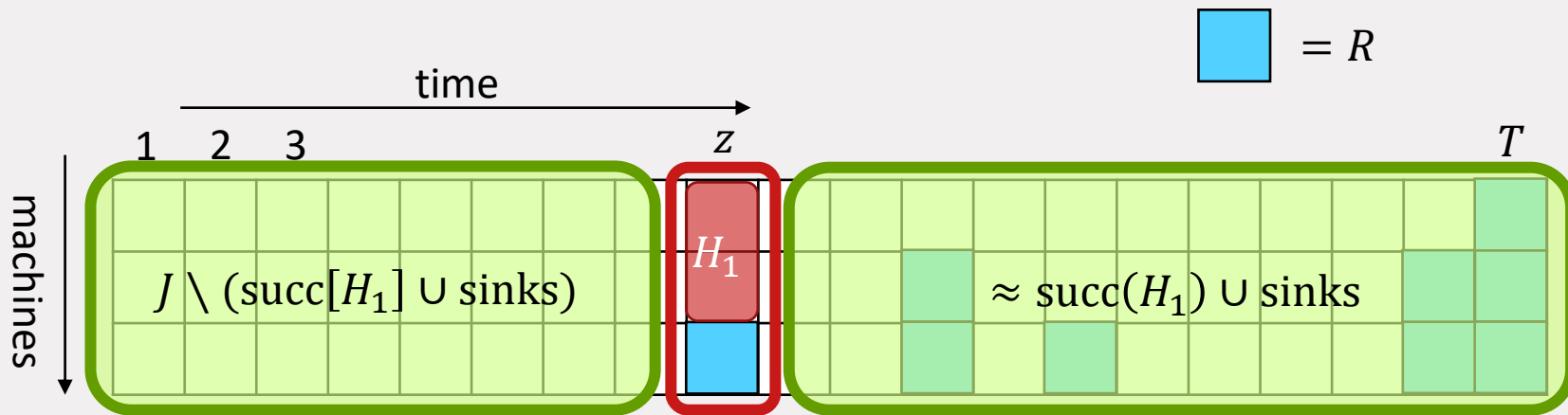
Going to the left

Assumption: $n = 3 \cdot T$



Going to the left

Assumption: $n = 3 \cdot T$



$$\text{core} = \text{succ}(L) \cap \text{pred}[R_{\text{new}}]$$

1. Every left subproblem has $|L| \leq 3$
2. Problem size decreases by $|R|$

Win-Win strategy

Invariant: $J = (\text{succ}(L) \cap \text{pred}[R]) \cup k$ isolated vertices, $|L| \leq 3$

$\leq n^3$

Win-win
strategy

$\leq n$

Case $|R| \leq \sqrt{n}$

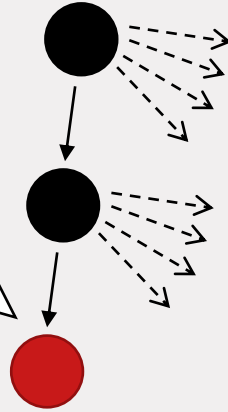
\Rightarrow only $\binom{n}{\sqrt{n}} = 2^{O(\sqrt{n} \cdot \log n)}$ **different** R 's

Case $|R| > \sqrt{n}$

In next left step: make \sqrt{n} jobs progress!

Branching Tree

Either already in **Lookup Table**:
- Base case



$$\text{Red Circle} = |R| \leq \sqrt{n}$$

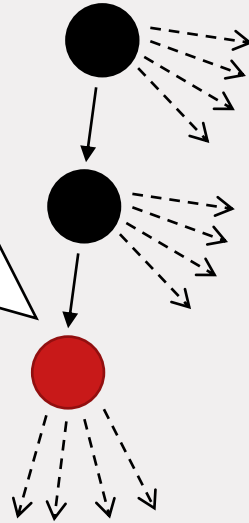
$$\text{Black Circle} = |R| > \sqrt{n}$$


Branching Tree


Either already in **Lookup Table**:

- Base case

Or not yet in **Lookup Table**:



 = $|R| \leq \sqrt{n}$

 = $|R| > \sqrt{n}$

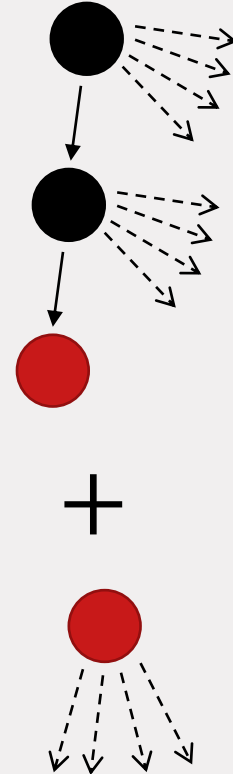
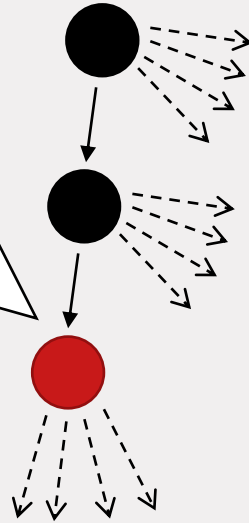
Branching Tree

Either already in **Lookup Table**:

- Base case

Or not yet in **Lookup Table**:

- View as its 'own tree'
- $\Rightarrow n^{\sqrt{n}}$ such trees

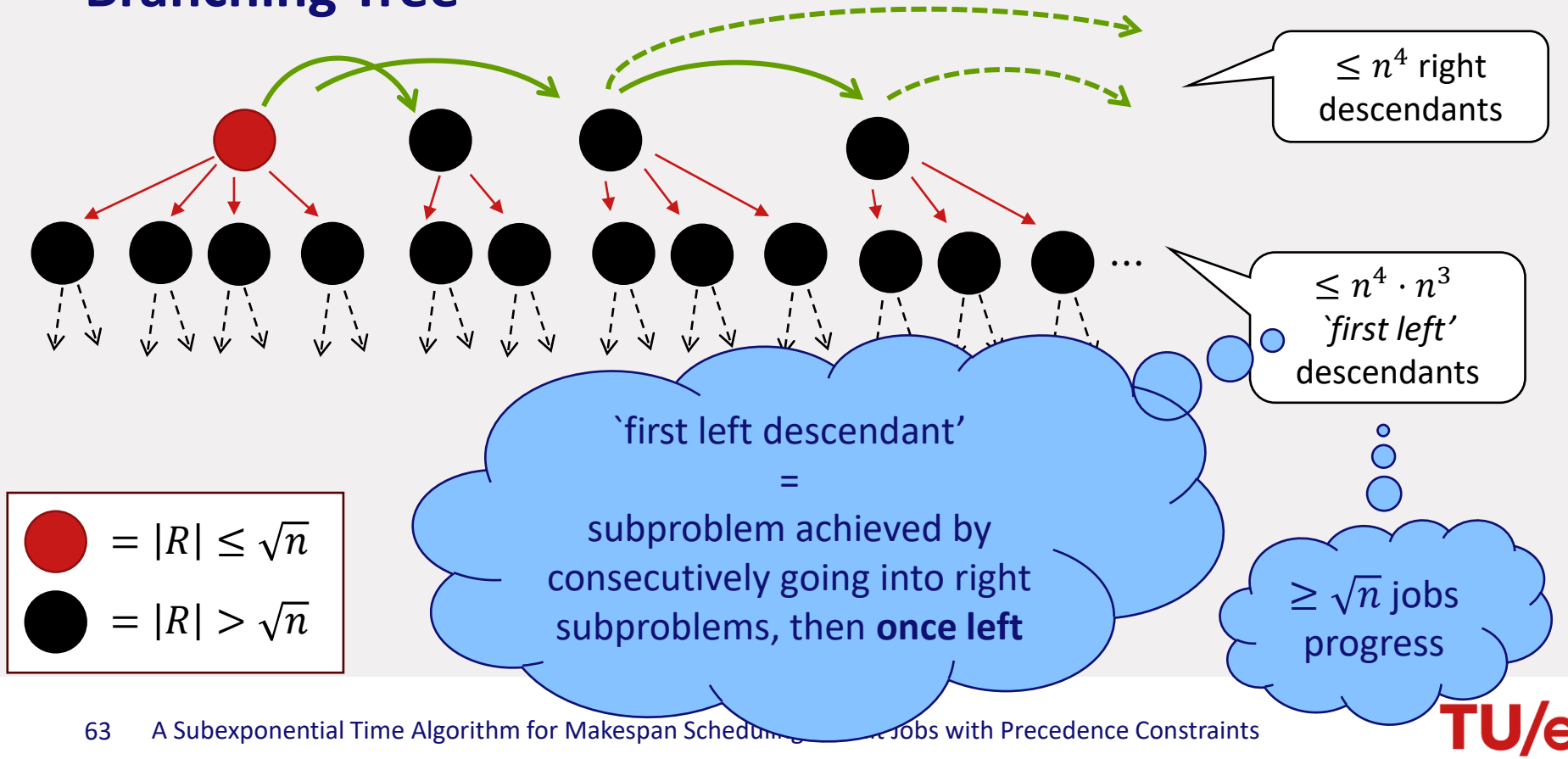


● = $|R| \leq \sqrt{n}$

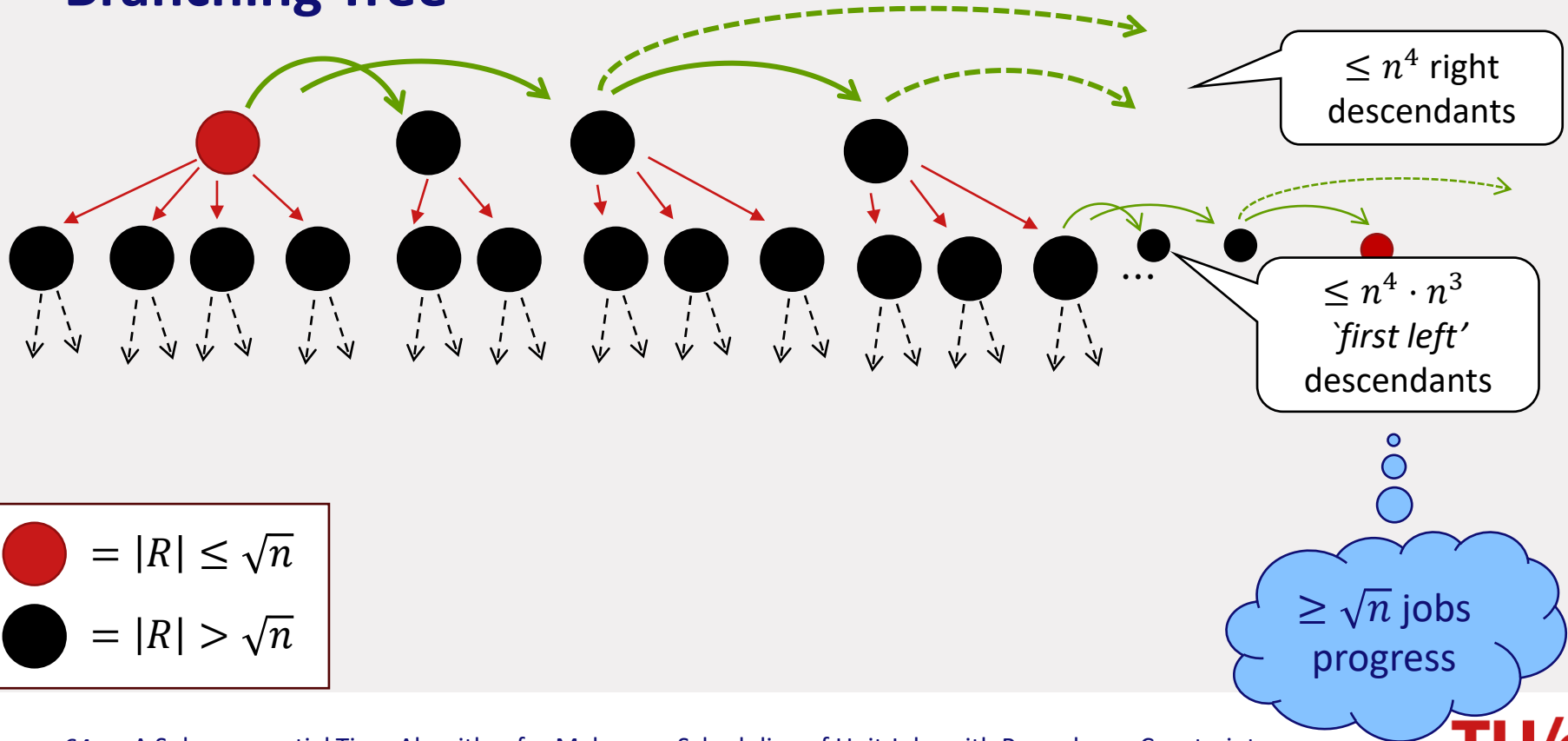
● = $|R| > \sqrt{n}$

Base case

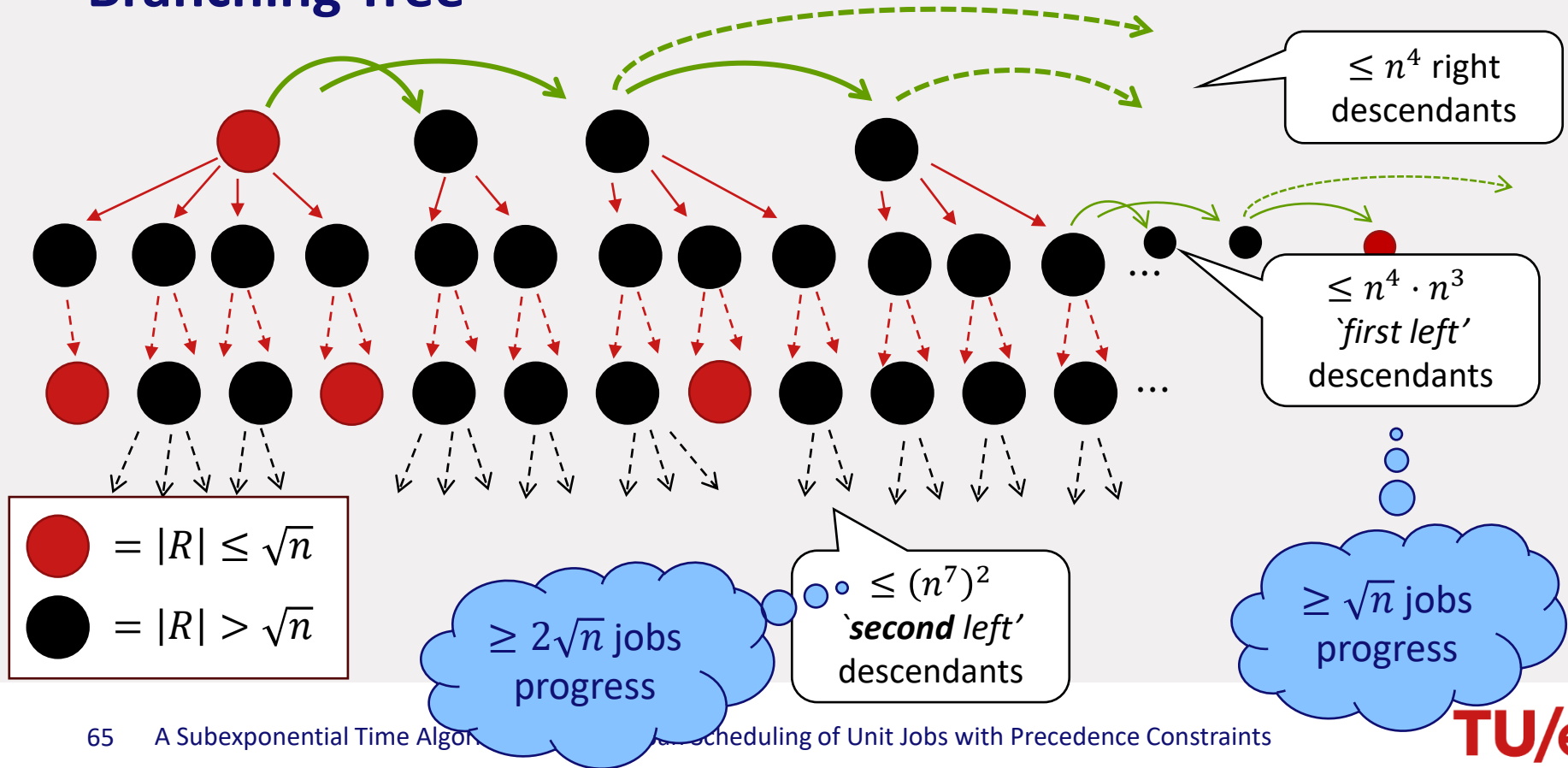
Branching Tree



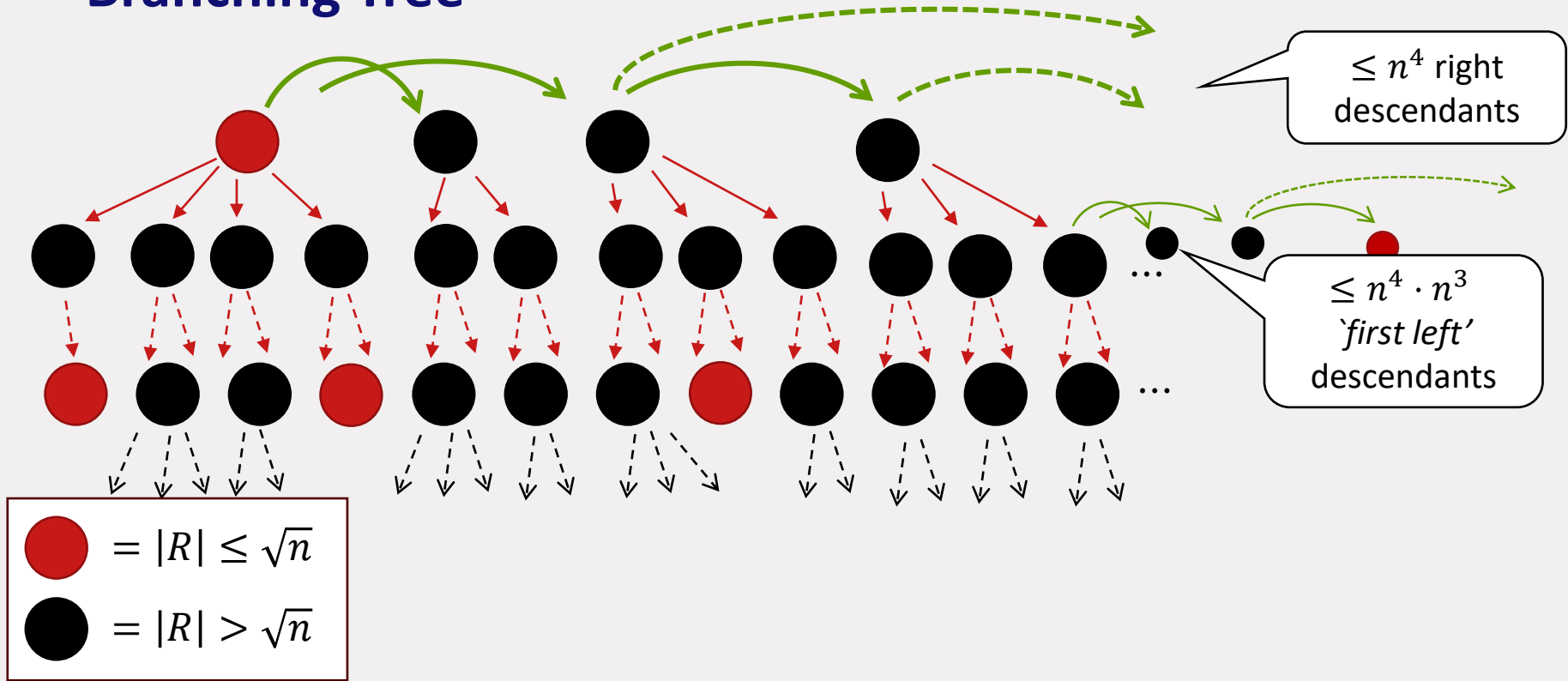
Branching Tree



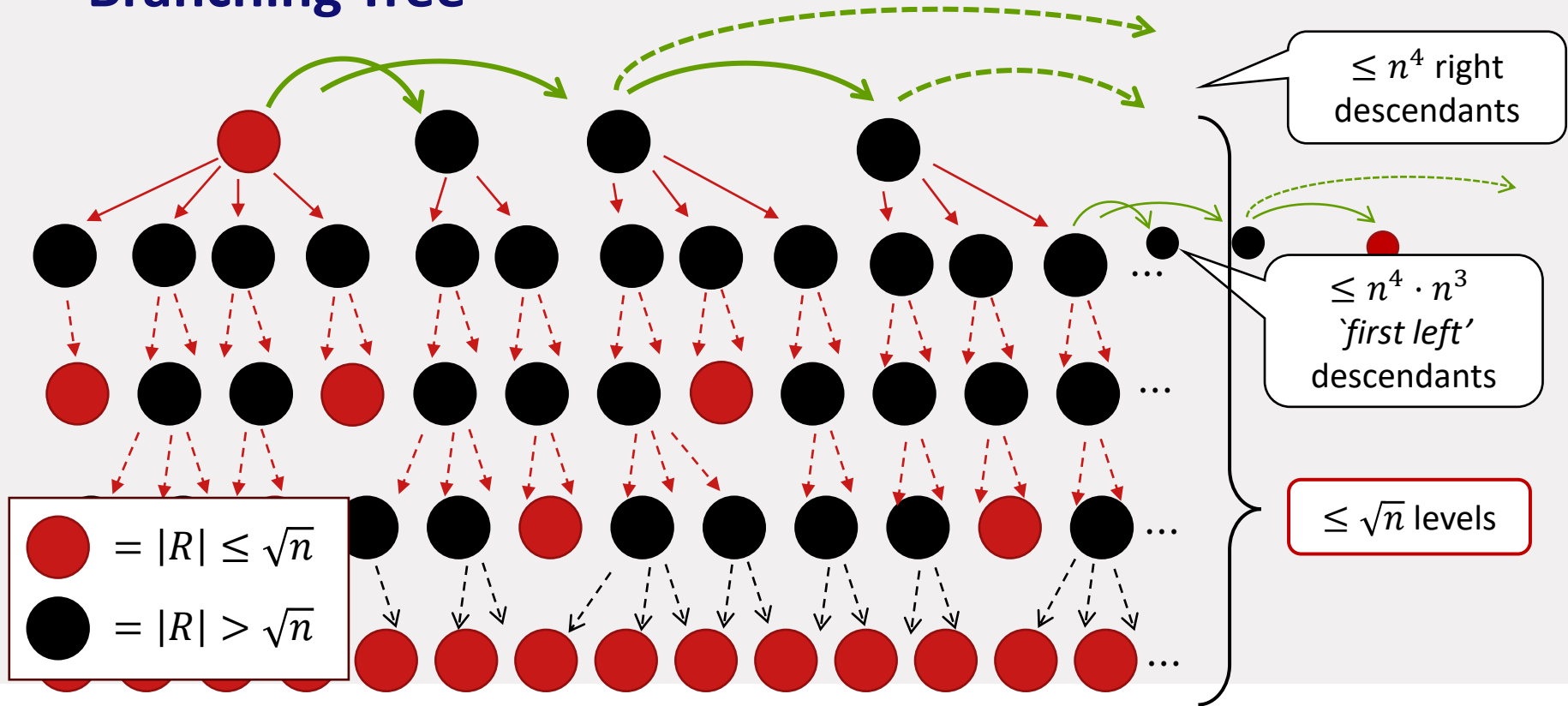
Branching Tree



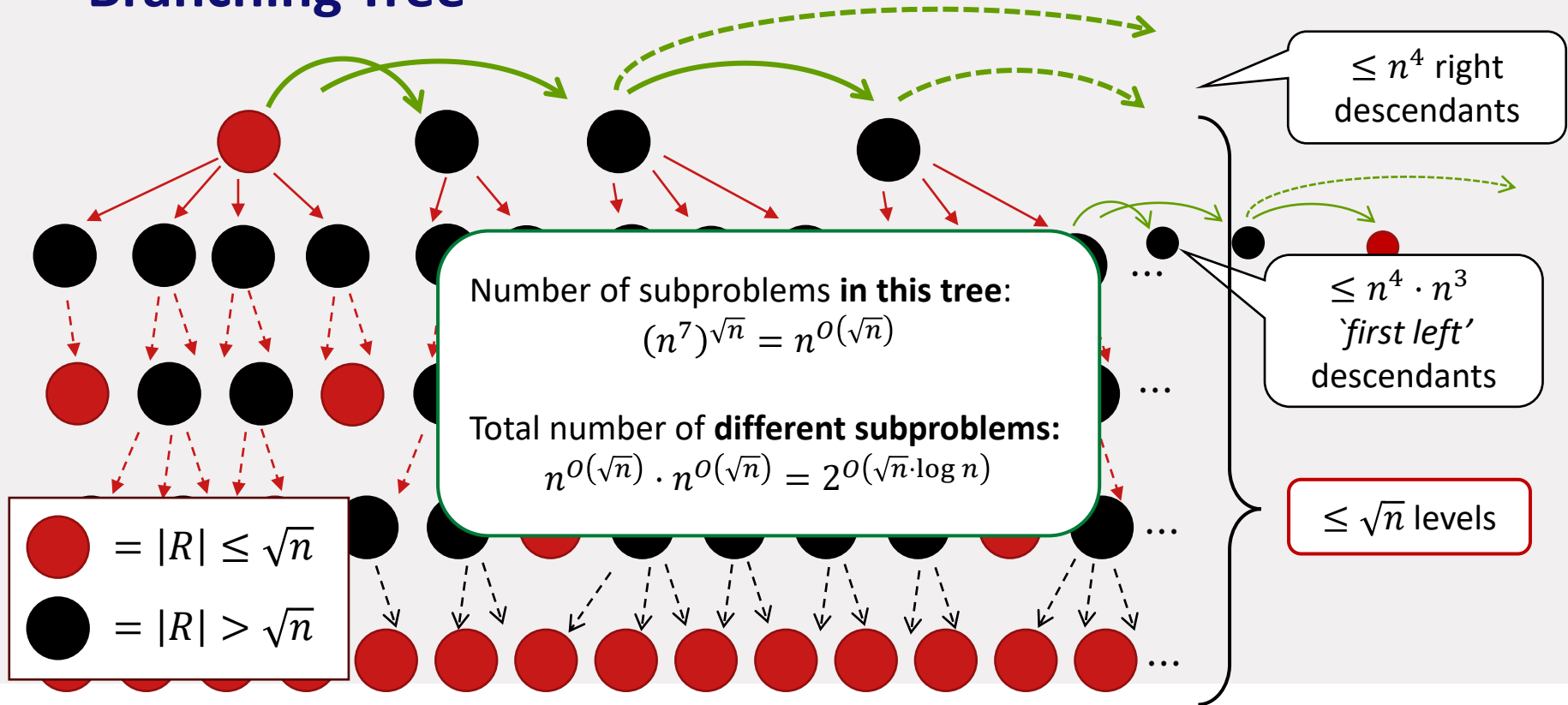
Branching Tree



Branching Tree



Branching Tree



Algorithm

Schedule(J):

1. **return** LUT[core(J), #iso(J)] if it was already set
2. **if** $J = \emptyset$ **return** 0
3. **for each** $H \in \text{Sep}(J)$ **do**:
4. $\text{OPT}[\text{left}(J, H)] := \text{Schedule}(\text{left}(J, H))$
5. $\text{OPT}[\text{right}(J, H)] := \text{Schedule}(\text{right}(J, H))$
6. $\text{OPT}[J] := \min_{H \in \text{Sep}(J)} \{\text{OPT}[\text{left}(J, H)] + \text{OPT}[\text{right}(J, H)] + 1\}$
7. LUT[core(J), #iso(J)] = OPT[J]
8. **Return** OPT[J]

$\text{Sep}(J) := \{ H \subseteq J \text{ s.t.}$

- (1) $|H| \leq 3$,
- (2) H is antichain,
- (3) $|H \setminus \text{sinks}(J)| < 3\}$

$\text{left}(J, H) := J \setminus (\text{succ}[H] \cup \text{sinks}(J))$

$\text{right}(J, H) := J \cap ((\text{succ}(H) \cup \text{sinks}(J)) \setminus H)$

Only $2^{O(\sqrt{n} \cdot \log n)}$ different
problems encountered

Corollaries

Our result:

$Pm|prec, p_j = 1|C_{\max}$ can be solved in $\left(1 + \frac{n}{m}\right)^{O(\sqrt{nm})}$ time.

Corollary 1

$Pm|prec, p_j = 1|C_{\max}$ can be solved in subexponential time whenever $m = o(n)$.

Corollary 2

$P|prec, p_j = 1|C_{\max}$ can be solved in $1.997^n \cdot \text{poly}(n)$ time.

Conclusion

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Main result:

$P3|prec, p_j = 1|C_{\max}$ in $2^{O(\sqrt{n} \cdot \log n)}$ time.

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1. Use of look-up table
2. Keeping track of core + # isolated vertices
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Future Research:

$P3|prec, p_j = 1|C_{\max}$ in quasi-polynomial time?

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*Thanks for your
attention!*