

# Scheduling (parallel machines)

Logistics

Giovanni Righini



UNIVERSITÀ DEGLI STUDI  
DI MILANO

## Scheduling problems with parallel machines

Scheduling problems with parallel machines involve two types of decisions

- allocation of jobs to machines;
- sequencing the jobs on each machine.

Model with and without **pre-emptions** may have different optimal solutions even if all jobs are released at  $t = 0$ .

Most models have optimal schedules that are **non-delay**, but problems with unrelated machines and no pre-emptions may have optimal solutions with delays.

We assume  $p_1 \geq p_2 \geq \dots \geq p_n$ .

## Makespan minimization (no preemptions)

$Pm||C_{max}$ .

The problem is *NP*-hard even for  $m = 2$ .

Several heuristics have been developed.

**Longest Processing Time (LPT) rule.** At time  $t = 0$ , assign the  $m$  longest jobs to the  $m$  machines. Whenever a machine is freed, assign it the next longest job.

The worst-case approximation achieved by this heuristic is  $\frac{4}{3} - \frac{1}{3m}$ .

## Makespan minimization (with precedences)

$Pm|prec|C_{max}$ .

The version with no limits on the number of machines,  $Pm|prec|C_{max}$ , is easily solvable with the greedy algorithm known as Critical Path Method (CPM).

For generic  $2 \leq m \leq n$  the problem is *NP*-hard.  
Even the case with  $p_j = 1 \forall j$  is not easy.

The special case when the precedences define a tree (in either direction) is polynomially solvable by the Critical Path rule: assign first the job at the head of the longest path of jobs in the precedence graph.

## Makespan minimization (with precedences)

The CP rule applied to problems with arbitrary precedence constraints and  $m = 2$  achieves an approximation factor of  $4/3$ .

Another heuristic priority rule is **Largest Number of Successors (LNS)**: it is based on the total number of jobs in the subtree rooted at each job in the precedence graph.

The LNS rule is optimal for  $Pm|intree|C_{max}$  and for  $Pm|outtree, p_j = 1|C_{max}$ .

Variations of these heuristic rules prioritize jobs on the basis of total processing time of the successors of each job.

## Makespan minimization (with incompatibilities)

$Pm||C_{max}$ , where job  $j$  can be processed only on a machine subset  $M_j$ .

Consider the case  $p_j = 1$  and *nested* subsets. For each job pair  $(j, k)$  exactly one of the following conditions holds:

1.  $M_j = M_k$ ;
2.  $M_j \subset M_k$ ;
3.  $M_k \subset M_j$ ;
4.  $M_j \cap M_k = \emptyset$ .

An optimal solution is computed by the **Least Flexible Job (LFJ) rule**: every time a machine is freed, select the compatible job that can be processed on the smallest number of machines.

The LFJ rule is optimal for  $P2|p_j = 1, M_j|C_{max}$ , because subsets are always nested for  $m = 2$ .

For  $m > 2$  it can provide sub-optimal solutions.

## Makespan minimization (with preemptions)

$Pm|prmp|C_{max}$  is easy. It is an LP whose variables represent the amount of processing time of each job on each machine. Its objective function is min-max.

In  $Qm|prmp|C_{max}$ , assume to sort the  $n$  jobs so that  $p_1 \geq p_2 \geq \dots \geq p_n$  and to sort the  $m$  uniform machines so that  $v_1 \geq v_2 \geq \dots \geq v_m$ .

$$C_{max} \geq \max \left\{ \frac{p_1}{v_1}, \frac{p_1 + p_2}{v_1 + v_2}, \dots, \frac{\sum_{j=1}^{m-1} p_j}{\sum_{j=1}^{m-1} v_j}, \frac{\sum_{j=1}^n p_j}{\sum_{j=1}^m v_j} \right\}$$

provides a valid lower bound.

If the largest term in the lower bound is given by  $\frac{\sum_{j=1}^k p_j}{\sum_{j=1}^k v_j}$ , then the  $n - k$  shortest jobs are not processed on any of the fastest  $k$  machines.

## Makespan minimization (with preemptions)

The **Longest Remaining Processing Time on the Fastest Machine (LRPT-FM)** rule is optimal for  $Qm|prmp|C_{max}$ .

However, in a continuous time context, it would imply an infinite number of preemptions.

This problem is fixed by **processor sharing**: a number  $m^*$  of machines process a number  $n^*$  of jobs, so that they simultaneously start and end.

The rule is optimal also in a discrete time context (preemptions are allowed only at integer values of time  $t$ ).

The proof is based on the replacement of each machine  $i$  with speed  $v_i$  by  $v_i$  parallel machines with unit speed. At any time  $t$  any job is allowed to be processed on more than one unit-speed machine corresponding to the same machine  $i$ .



## Total completion time (without preemptions)

$Pm || \sum_j C_j$ . The problem is solved to optimality by the SPT rule.

By contrast, the WSTP rule does not extend to the parallel machines case.

It provides a heuristic with approximation guarantee  $\frac{1}{2}(1 + \sqrt{2})$ .

$Pm|prec|\sum_j C_j$  is strongly *NP*-hard.

$Pm|outtree, p_j = 1|\sum_j C_j$  is solved to optimality by the CP rule.

The result does not hold for  $Pm|intree, p_j = 1|\sum_j C_j$ .

## Proof

Let  $t_1$  be the first point in time when more than  $m$  jobs can be scheduled.

Up to  $t_1$  all job assignments comply with the CP rule.

Let  $t_2$  be the last point in time when a rule  $R$  prescribes a decision not complying with the CP rule.

Let  $\overline{CP}$  the schedule from  $t_2$  onwards.

Then, at  $t_2$  there are  $m$  jobs, that are *not* heading the  $m$  longest paths in the precedence graph, assigned to the  $m$  machines.

In  $\overline{CP}$  consider the longest precedence path  $p'$  headed by a job that is *not* assigned at  $t_2$  and the shortest precedence path  $p''$  headed by a job that *is* assigned at  $t_2$ .

Let  $\overline{C}'$  and  $\overline{C}''$  be the completion times of the last jobs of  $p'$  and  $p''$  in  $\overline{CP}$ .

In  $\overline{CP}$ ,  $\overline{C}' \geq \overline{C}''$ .

## Proof

Owing to the CP rule, the job heading  $p'$  must start at time  $t_2 + 1$  in  $\overline{CP}$ .

For the CP rule after  $t_2$ , all machines have to be busy at least up to  $\overline{C}'' - 1$ .

If  $\overline{C}' \geq \overline{C}'' + 1$ , then applying the CP rule at  $t_2$  yields an improved solution, because the last job of  $p'$  is completed one time unit earlier, so that one more job is completed within  $\overline{C}' - 1$  with respect to  $\overline{CP}$ .

Otherwise,  $\overline{C}' = \overline{C}''$  and the two schedules are equivalent.

## Unrelated machines

$Pm|p_j = 1, M_j| \sum C_j$  is easy when the subsets  $M_j$  are nested. It is solved to optimality by the LFJ rule.

The problem with subsets is a special case of  $Rm|| \sum C_j$ , in which processing times are infinite (or “large enough”) for some job-machine pairs.

It can be formulated as a weighted bipartite matching problem and solved at optimality in polynomial time.

If job  $j$  is processed on machine  $i$  and there are  $k$  jobs after it on the same machine, then it contributes  $kp_{ij}$  to the total completion time.

Let  $x_{ikj}$  be a binary variable indicating whether job  $j$  is scheduled as the  $k$  to last job on machine  $i$ .

## Unrelated machines

$$\text{minimize } z = \sum_{i=1}^m \sum_{j=1}^n \sum_{k=1}^n kp_{ij}x_{ikj}$$

$$\text{s.t. } \sum_{i=1}^m \sum_{k=1}^n x_{ikj} = 1 \quad \forall j = 1, \dots, n$$

$$\sum_{j=1}^n x_{ikj} \leq 1 \quad \forall i = 1, \dots, m \quad \forall k = 1, \dots, n$$

$$x_{ikj} \in \{0, 1\} \quad \forall i = 1, \dots, m \quad \forall k = 1, \dots, n \quad \forall j = 1, \dots, n$$

The model corresponds to a bipartite matching problem and is polynomially solvable.

The optimal schedule may not be a non-delay schedule.

## Total completion time (with preemptions)

The SPT rule is optimal also when preemptions are allowed.

$Qm|prmp| \sum C_j$  is solved by the Shortest Remaining Processing Time on the Fastest Machine (SRPT-FM) rule.

Every time the fastest machine completes a job, all jobs are preempted and moved to the next faster machine.

**Lemma.** There exists an optimal schedule in which  $C_j \leq C_k$  when  $p_j \leq p_k$  for all  $j$  and  $k$ .

## Proof

Since  $p_1 \geq p_2 \geq \dots \geq p_n$ , owing to the SRPT-FM rule,  
 $C_n \leq C_{n-1} \leq \dots \leq C_1$ .

Owing to the job-machine assignments generated by the preemptions,

$$\begin{aligned} v_1 C_n &= p_n \\ v_2 C_n + v_1 (C_{n-1} - C_n) &= p_{n-1} \\ &\dots \dots \\ v_n C_n + v_{n-1} (C_{n-1} - C_n) + \dots + v_1 (C_1 - C_2) &= p_1 \end{aligned}$$

## Proof

Adding these equations from row 1 to row  $k$  for all  $k = 1, \dots, n$  generates

$$\begin{array}{rcl} & v_1 C_n & = p_n \\ v_2 C_n + v_1 C_{n-1} & & = p_n + p_{n-1} \\ & \dots & \dots \\ v_n C_n + v_{n-1} C_{n-1} + \dots + v_1 C_1 & & = p_n + p_{n-1} + \dots + p_1 \end{array}$$



## Proof

Assume a schedule  $S'$  is optimal. Then for the lemma

$$C'_n \leq C'_{n-1} \leq \dots \leq C'_1.$$

The shortest job cannot be completed before  $p_n/v_1$ :

$$v_1 C'_n \geq p_n.$$

Since jobs  $n$  and  $n - 1$  are completed at  $C'_n$  and  $C'_{n-1}$  the amount of processing done on these two jobs cannot be larger than the amount of processing done on machine 1 and machine 2 in parallel up to  $C'_n$  and by machine 1 alone from  $C'_n$  up to  $C'_{n-1}$ , that is

$$(v_1 + v_2)C'_n + v_1(C'_{n-1} - C'_n).$$

Therefore

$$v_2 C'_n + v_1 C'_{n-1} \geq p_n + p_{n-1}.$$

Repeating the same argument we obtain

$$v_k C'_n + v_{k-1} C'_{n-1} + \dots + v_1 C'_{n-k+1} \geq p_n + p_{n-1} + \dots + p_{n-k+1}.$$

## Proof

Now we can relate the equations coming from the SRPT-FM rule and the inequalities coming from the optimality assumption:

$$\begin{array}{rcl} v_1 C'_n & \geq & v_1 C_n \\ v_2 C'_n + v_1 C'_{n-1} & \geq & v_2 C_n + v_1 C_{n-1} \\ & \dots & \dots \\ v_n C'_n + v_{n-1} C'_{n-1} + \dots + v_1 C'_1 & \geq & v_n C_n + v_{n-1} C_{n-1} + \dots + v_1 C_1 \end{array}$$

If a vector of multipliers  $\alpha \geq 0$  exists such that we can aggregate these rows to produce the inequality

$$\sum_j \alpha_j C'_j \geq \sum_j \alpha_j C_j$$

then we have proven that the SRPT-FM rule is optimal.

## Proof

The multipliers are the solution of the system

$$v_1\alpha_1 + v_2\alpha_2 + v_3\alpha_3 + \dots + v_n\alpha_n = 1$$

$$v_1\alpha_2 + v_2\alpha_3 + \dots + v_{n-1}\alpha_n = 1$$

...

$$v_1\alpha_{n-1} + v_2\alpha_n = 1$$

$$v_1\alpha_n = 1$$

Since  $v_1 \geq v_2 \geq \dots \geq v_n$  such a solution  $\alpha \geq 0$  exists.

## Due dates related objectives

$Pm||L_{max}$  is not as easy as  $1||L_{max}$ .

Take all due dates equal to 0. Then minimizing  $L_{max}$  is the same as minimizing  $C_{max}$  and it is *NP*-hard.

One exception, that is easy to solve, is  $Qm|prmp|L_{max}$ .

It is solved by setting a bound  $L_{max} = z$  and solving a feasibility problem.

By bisection, one can find the value  $z$  such that the problem is feasible for  $L_{max} = z$  and infeasible for  $L_{max} = z - 1$ .

## Due dates related objectives

In the feasibility problem, for each job  $j$  one must have  $C_j \leq d_j + z$ .

Set a deadline  $D_j = d_j + z$  for each job.

Solving the feasibility problem is equivalent to solve  $Qm|r_j, prmp|C_{max}$ , where time has been reversed so that deadlines act as release dates.

Applying the LRPT-FM rule, one can find a feasible schedule if one exists.

## Due dates related objectives

$Qm|r_j, prmp|L_{max}$  is also solved via parametric analysis, imposing  $L_{max} = z$  and setting hard deadlines accordingly.

Reversing time in this problem does not help because release dates and deadlines are simply swapped.

It can be formulated as a network flow problem (polynomially solvable).