A fast 5/2 approximation for hierarchical scheduling

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- Introduction
- 2 State of art
- 3 Main ideas of the $\frac{5}{2}$ approximation
- Finishing the proof

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Context



Problem statement

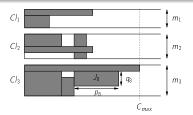
Multiple Cluster Scheduling Problem (MCSP):

Input:

- k clusters (cluster Cl_i owns m_i machines)
- n independent parallel jobs (job J_j requires q_j machines on the same cluster during p_j units of time)

Objective:

 \bullet schedule all the jobs minimizing the makespan C_{max}



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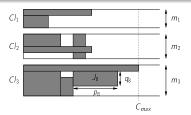
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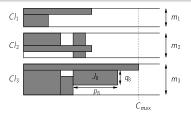
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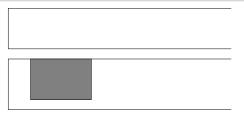
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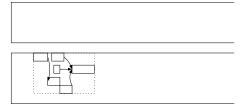
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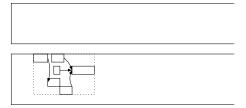
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- communication costs between machines of the same cluster are neglected
- communication costs between machines of different clusters are unbounded, hence the constraint of using q_j machines of the same cluster when scheduling one job



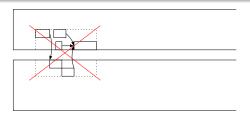
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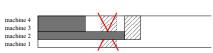
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- Rectangle packing = parallel(rigid) job continuous scheduling

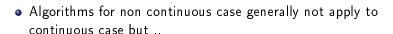




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- Approximation ratios for continuous case may not apply to non contiguous case (as $C^*_{max} \leq C^{cont}_{max}$ *)
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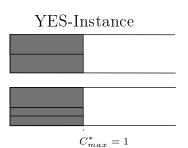
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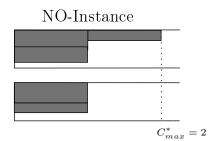
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Negative result for MCSP

• MCSP is 2-inapproximable unless P = NP, even for k = 2 clusters having the same size

Using a gap reduction [Zhu06] from the 2-partition problem:





Ratio	Remarks	Hypothesis	Source
3	decentralized (and fast) algorithm		[STY08]
$2+\epsilon$	requires solving $Q C_{max}$ with a ratio $1+rac{\epsilon}{2}$	every job fits everywhere, adapted from [YHZ09]	
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Using the dual approximation technique [HS87]

Specification

Given an input I, and a guess v of the optimal value, the algorithm:

- schedules I with $C_{max} \leq \frac{5v}{2}$
- ullet or REJECTS v, implying then that $v < C^*_{max}$

Thus, using a binary search on v on the interval $[0, np_{max}] \ni C_{max}^*$ we get a $\frac{5}{2}$ -approximation

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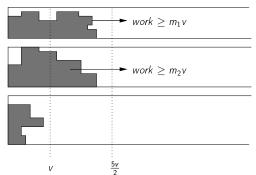
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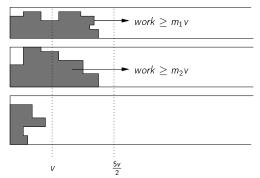


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Let $W(X) = \sum_{i \in X} p_i q_i$ denote the work of the set of jobs X.

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- if there is enough remaining jobs I' (I' is the set of unscheduled jobs)
- then A_{select} returns $X \subset I'$ such that
 - X can be scheduled in $\frac{5v}{2}$
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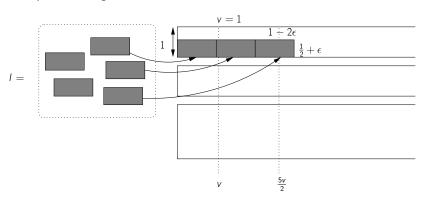
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Then we would directly have the $\frac{5}{2}$ approximation.

Bad news

The previous algorithm does not exist:



A weaker Aselect

Thus, A_{select} requires constraints ensuring that such a X set exists.

- instead of: if there is enough remaining jobs I' then A_{select} returns X as specified before
- we have: if C_1 then A_{select} returns X as specified before

Road map

- define C
- ullet if C_1 is true, prove that X can be scheduled in $\frac{5v}{2}$
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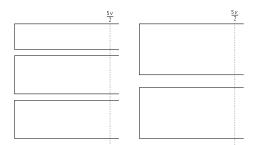
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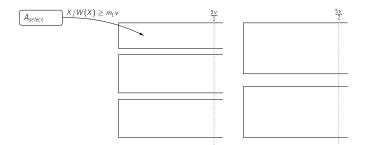
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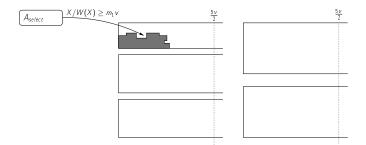
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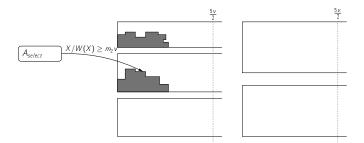
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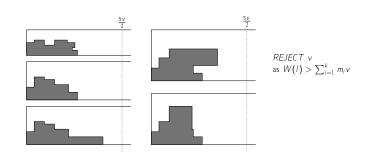
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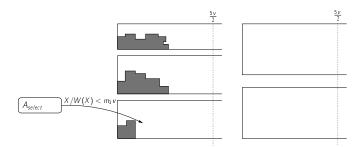


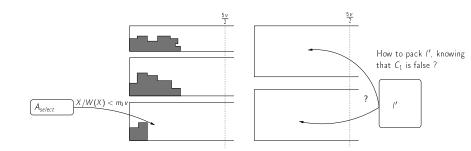












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An important tool for one strip:

Steinberg's theorem [Ste97]

Steinberg's theorem applied in our case:

if a set X is such that $W(X) \leq \alpha m_i v$, $(\alpha \geq 1)$, then X can be scheduled (continuously) in a rectangular box of size $m_i \times 2\alpha v$.

Remark: Can be proved using a List Scheduling algorithm (leading however to a non-continuous schedule)

Notation

We need the following definitions (given a cluster Cl_i):

- let $L = \{J_J | p_i > \frac{v}{2}\}$ (long jobs)
- let $H_i = \{J_J | q_j > \frac{m_i}{2}\}$ (high jobs)

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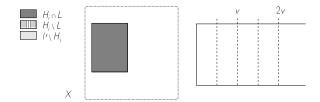
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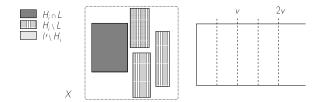
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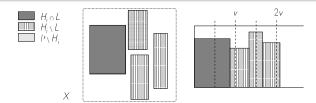
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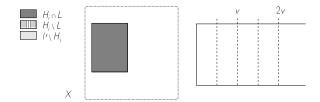
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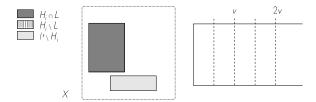
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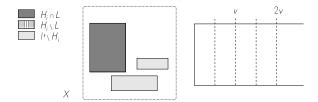
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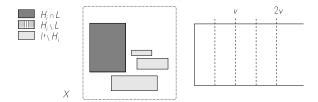
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What is missing now?

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Analyzing A_{select}

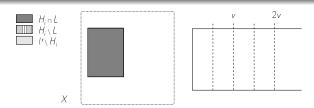
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- if $m_i v \leq W(X) \leq \frac{5m_i v}{4}$: use Steinberg's algorithm
- if $W(X) > \frac{5m_i v}{4}$?

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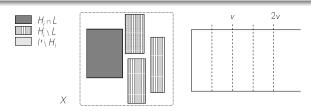
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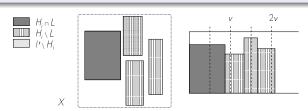
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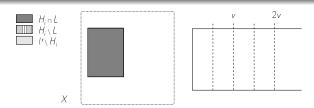
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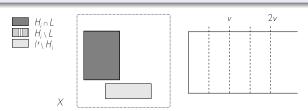
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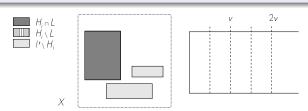


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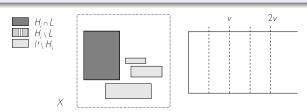


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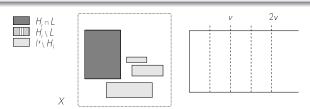


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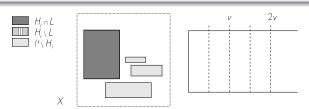
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$$X = \{J_0\} \cup \{J_1, \dots, J_p\}$$
, with

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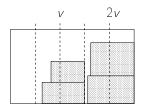
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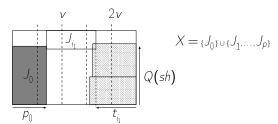


$$X = \{J_0\} \cup \{J_1, ..., J_p\}$$

If J_0 "does not exist", obvious! (as $\{J_1,\ldots,J_p\}\subset (L\setminus H_i)$).

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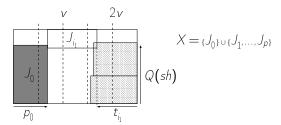


Otherwise, we even have $p \le 3$, and the only non obvious case if for p = 3.

- let J_{i_1} be the rectangle of $\{J_1, J_2, J_3\}$ having the smallest q_i
- let $t_{i_1} = \frac{5v}{2} p_0 p_{i_1}$.

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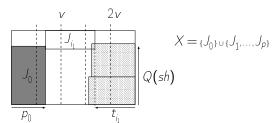
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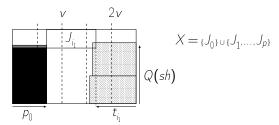


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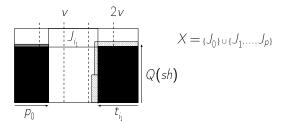
If J_i intersects the shelf we get:

$$W(X \setminus J_1) > p_0(m_i - q_1) + t_{i_1}(m_i - q_1) + (Q(Sh) - (m_i - q_1))\frac{v}{2}$$

 $> m_i v$ as $Q(sh) > 2q_{i_1}$ and $t_{i_1} > \frac{3v}{2} - p_{0i_2}$

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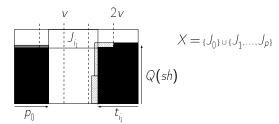
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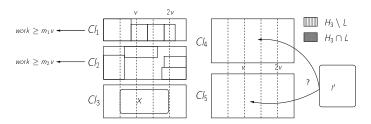
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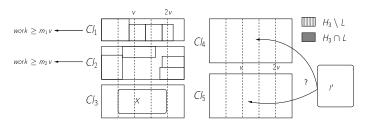
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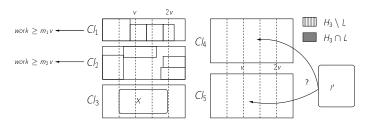
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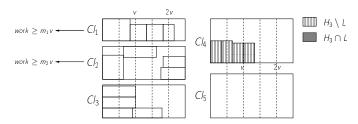
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 - how to schedule $I' \cap L$
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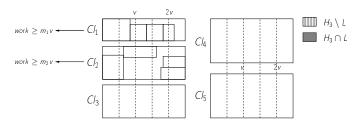
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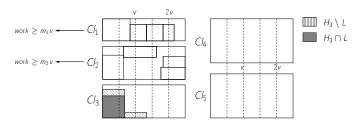
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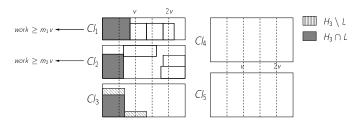
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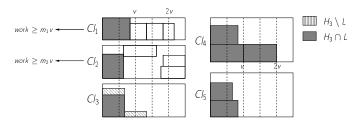
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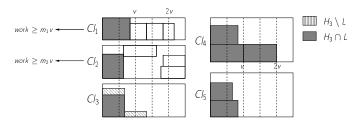
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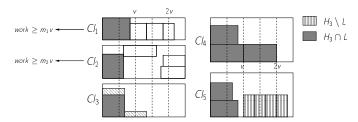
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Conclusion

This algorithm

- is a $\frac{5}{2}$ -approximation (improving the previous 3 bound, the lower bound being 2)
- runs in $\mathcal{O}(log(np_{mapx})kC_{Steinb})$ with $C_{Steinb} = nlog^2(n)/log(log(n))$
- also applies for continuous scheduling (i.e. rectangle packing)
- :(requires that every job fits everywhere

Remarks / future work

- why not $\frac{7}{3}$?
 - $A(X) \leq \frac{7m_i v}{6} \Rightarrow Steinberg$
 - $A(X) > \frac{7 \, m_i \, v}{6} \Rightarrow$ at most 6 rectangles.
- remove the "fit everywhere" assumption..

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