

CS 314 - Approximation : Load Balancing

Note Title

4/7/2010

Announcements

- HW 8 is out
due next Wed. in class

Approximation

- Problems can be hard to solve
- Exponential algorithms take too long

So: sometimes we can get (in polynomial time) an answer that is "close" to optimal

Load Balancing (Sec. 11.1 in book, Sec. 1 in notes)

m machines M_1, \dots, M_m

n jobs given in array, $t_j =$ job j 's run time

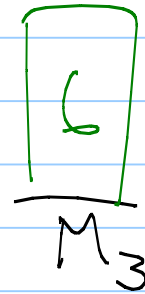
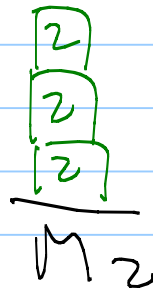
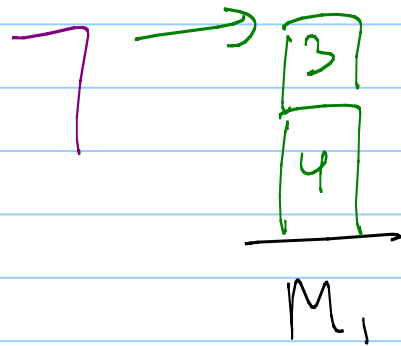
[Want a balanced assignment:

so if $A_i =$ jobs assigned to M_i
& $T_i = \sum_{j \in A_i} t_j$ is load on M_i ,

Minimize $T = \max_i T_i$

(called make span)

Example: 3 machines, jobs: 2, 3, 4, 6, 2, 2
How small can make span be?



I won't prove it, but this is NP-Hard.
(from partition)

What if we need to solve it anyway?

We'll use approximation:

What is a natural greedy idea?

Pseudo code

Greedy - Balance:

$T_i \leftarrow 0, A_i \leftarrow \emptyset$ for all M_i

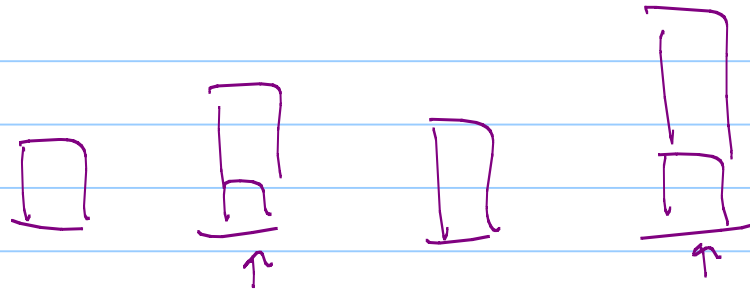
for $j \leftarrow 1$ to n

 Let M_i be machine minimizing T_i

 Assign job j to M_i

$A_i \leftarrow A_i \cup \{j\}$

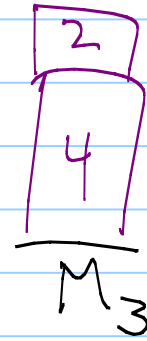
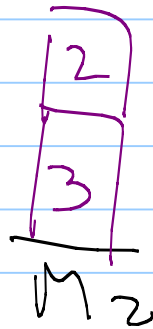
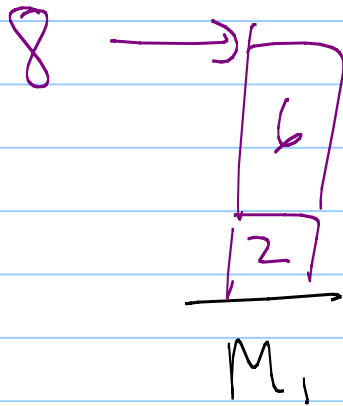
$T_i \leftarrow T_i + t_j$



Greedy Balance:

Example: 3 machines, jobs: 2, 3, 4, 6, 2, 2

How small can make span be?



Would like to argue that we are close to optimal value T^* .

But we don't know T^* !

→ We can, however, get bounds on T^* .

our makespan = T
(in prev. example, $T^* = 7$)

For example:

$$\textcircled{1} T^* \equiv \frac{1}{m} \cdot \sum_j t_j$$

average

Why?

This is what value would be if things could be spread perfectly evenly over all machines.

if T^* were less, then $m \cdot T^* < \sum t_i$

Another:

$$\textcircled{2} \quad T^* \geq \max_j t_j \geq t_j$$

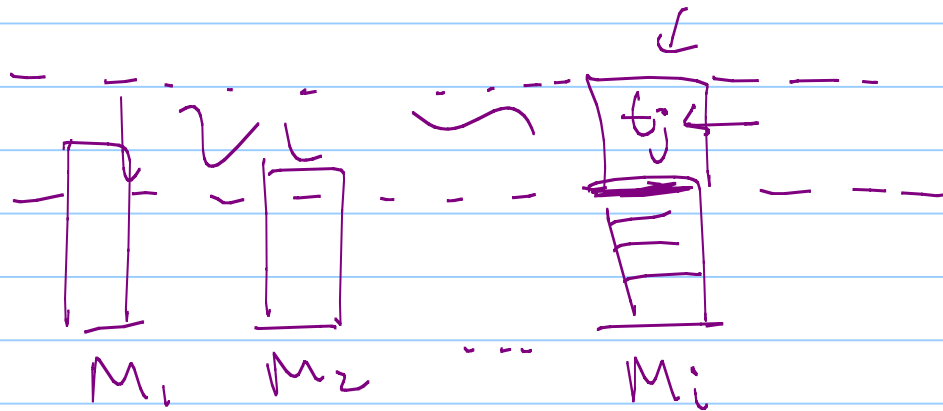
Why?

Some machine has to run the longest job.

Thm: Greedy-Balance gives a schedule with makespan $T \leq 2 \cdot T^*$.

pf: Consider the machine M_i with the largest load, so $T_i = \max_k T_k$.

Consider the last job that M_i runs, job j .



$T_i - t_j$ was lowest
"load" on a machine
 \Rightarrow every other machine
had $\geq T_i - t_j$

pf cont: If we add load on all machines,

$$\sum_k T_k \geq m(T_i - t_j)$$

rewrite: $T_i - t_j \leq \frac{1}{m} \underbrace{\sum_k T_k}_{\substack{\text{looks familiar,} \\ \text{we know } T^* \equiv \frac{1}{m} \sum_l t_l}} = \frac{1}{m} \underbrace{\sum_l t_l}_{\substack{\text{looks familiar,} \\ \text{we know } T^* \equiv \frac{1}{m} \sum_l t_l}}$

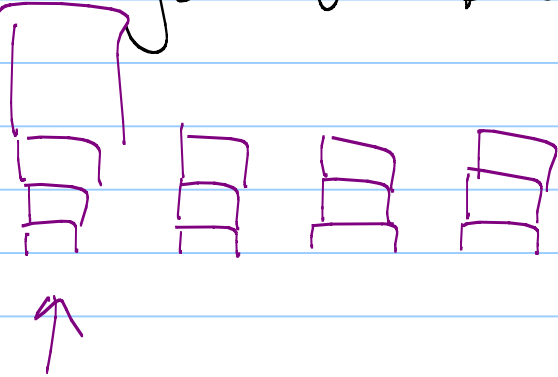
we know $T^* \equiv \frac{1}{m} \sum_l t_l$ looks familiar,

$$\Rightarrow \underbrace{T_i - t_j}_{\substack{\text{looks familiar,} \\ \text{we know } T^* \equiv \frac{1}{m} \sum_l t_l}} \leq \frac{1}{m} \sum_l t_l \leq \underbrace{T^*}_{\substack{\text{looks familiar,} \\ \text{we know } T^* \equiv \frac{1}{m} \sum_l t_l}}$$

so M_i had $\leq T^*$ on it before it got its last job.

* (2) gives us $t_j \leq T^*$
so $T_i = (T_i - t_j) + t_j \leq T^* + T^*$ \square

Can we get this bad?



Bad case: large job at the end

If the jobs are sorted largest to smallest,
we can do better!

Sorted-Balance:

$T_i \leftarrow 0, A_i \leftarrow \emptyset$ for all M_i

Sort jobs so that $t_1 \geq t_2 \geq \dots \geq t_n$

for $j \leftarrow 1$ to n

Let M_i be machine minimizing T_i

Assign job j to M_i

$A_i \leftarrow A_i \cup \{j\}$

$T_i \leftarrow T_i + t_j$

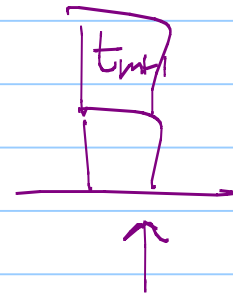
We'll use a slightly better bound on T^*

Lemma: If there are more than m jobs,
then $T^* \geq 2t_{m+1}$.

top:

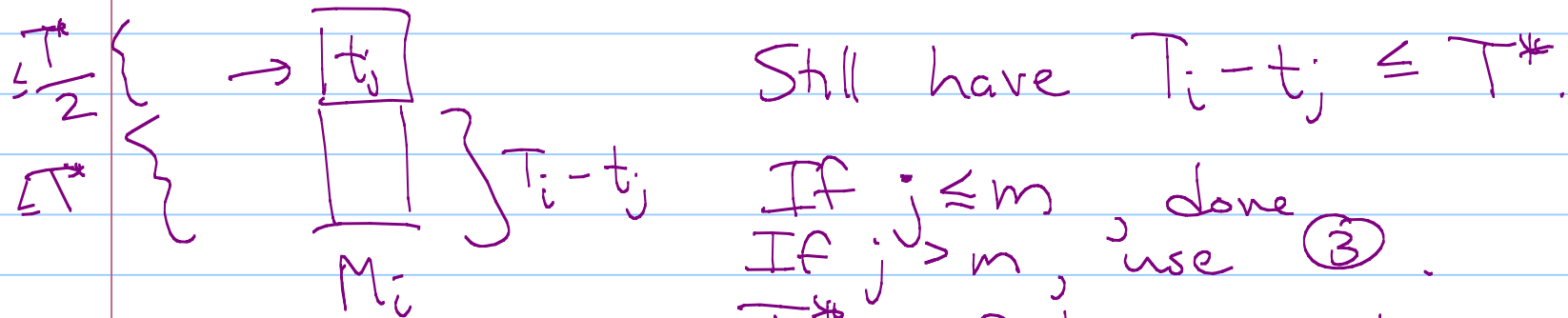
First m jobs go on empty machines.
Job $m+1$ gets put with a job whose
processing time is $\geq t_{m+1}$

So T^* has to take at least
 $2 \cdot t_{m+1}$ time.



Thm: Algorithm Sorted-Balance gives $T \leq \frac{3}{2} \cdot T^*$.

pf: Consider worst machine M_i , & let job j be the last job on it.



Still have $T_i - t_j \leq T^*$.

If $j \leq m$, done
If $j > m$, use ③.

$$\text{so } T^* \geq 2t_{m+1} \geq 2t_j$$

$$\text{rewrite: } t_j \leq \frac{T^*}{2}$$

↖