

Coupled task scheduling

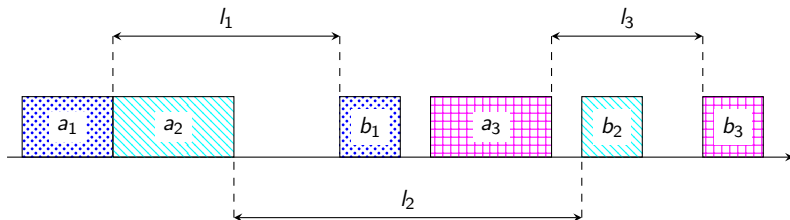
Anna Markó

Supervisor: Péter Györgyi

January 8, 2024

Introduction

- Input: $(a_j, l_j, b_j)^n$
- Output: (s_1, \dots, s_n)

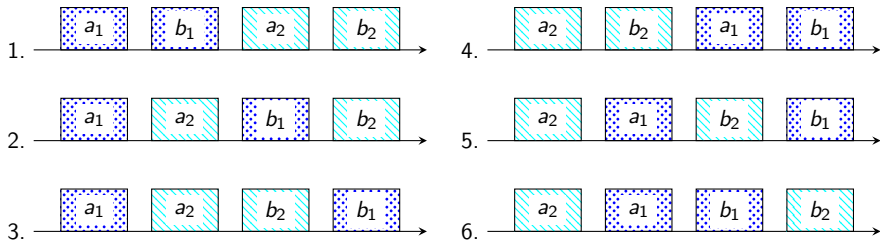


- Sum of completion times: $\sum_{j=1}^n C_j$

3-approx	2-approx	1.5-approx
a, l_j, b	$a, l_j, b, b \leq a$	$1, l_j, 1$
a_j, L, b_j	a_j, p_j, p_j	p_j, L, p_j
	p_j, p_j, b_j	p_j, p_j, p_j

- Create an IP solver for $(a_j, L, b_j)^n$
- Investigate how effective a 3-approximation algorithm is in practice
- Search for instances of poor results

- Serali and Smith's model
- Variables: $\forall i, j, k \ 1 \leq i, j \leq n, 1 \leq k \leq 6 : y_{i,j,k} \in \{0, 1\}$



Approximation algorithm

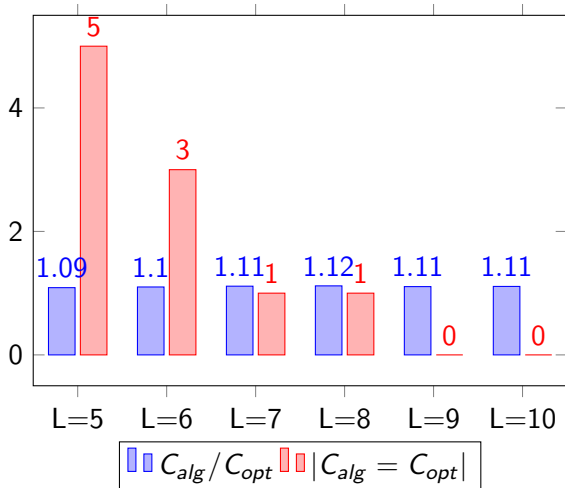
Algorithm 1:

Input : $(a_j, b_j) \quad j = 1 \dots n, L$
Output: $(s_j)_{j=1}^n \quad j = 1 \dots n$

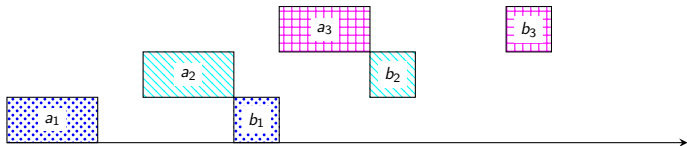
- 1 Sort the jobs in non-decreasing order of $a_j + b_j$;
- 2 $s_1 := 0$;
- 3 **for** $j = 2 \dots n$ **do**
- 4 **if** a_j can be scheduled immediately after a_{j-1} without overlapping into the processing time of other tasks **then**
- 5 Schedule it this way;
- 6 $s_j := s_{j-1} + a_{j-1}$
- 7 **else**
- 8 **if** b_j can be scheduled immediately after b_{j-1} without overlapping into the processing time of other tasks **then**
- 9 Schedule it this way;
- 10 $s_j := s_{j-1} + a_{j-1} + b_{j-1} - a_j$
- 11 **else**
- 12 Start a_j immediately after b_{j-1} ;
- 13 $s_j := s_{j-1} + a_{j-1} + b_{j-1} + L$;

Results

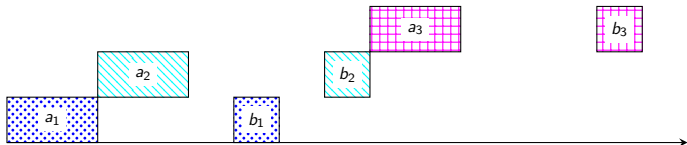
$6 * 50$ input, $n = 7$, $a_j, b_j \in \{1, \dots, 10\}$



The optimal schedule:



The schedule obtained by the algorithm:



$$\frac{C_{alg}}{C_{opt}} = \frac{2(n+1)(2n+1)}{3n(n+3)} \approx \frac{4}{3}.$$

Further plans

- Develop my IP solver
- Make further progress in identifying instances where the algorithm significantly underperforms

- [1] D. Fischer, P. Györgyi: *Approximation algorithms for coupled task scheduling minimizing the sum of completion times* Ann. Oper. Res. 328(2): 1387-1408 (2023)
- [2] Hanif D. Sheralia, J. Cole Smith. *Interleaving two-phased jobs on a single machine*. Discrete Optimization 2 348 – 361 (2005)