

# A Greedy Strategy

## List Scheduling:

Order all processes in a list. When a machine runs empty assign the next yet unprocessed job to it.

## Alternatively:

Consider processes in some order. Assign the  $i$ -th process to the least loaded machine.

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## Lemma 2

*If we order the list according to non-increasing processing times the approximation guarantee of the list scheduling strategy improves to  $4/3$ .*

## Proof:

- ▶ Let  $p_1 \geq \dots \geq p_n$  denote the processing times of a set of jobs that form a counter-example.
- ▶ Wlog. the last job to finish is  $n$  (otw. deleting this job gives another counter-example with fewer jobs).
- ▶ If  $p_n \leq C_{\max}^*/3$  the previous analysis gives us a schedule length of at most

$$C_{\max}^* + p_n \leq \frac{4}{3} C_{\max}^* .$$

This means that all jobs must have a processing time

strictly greater than any machine in the optimum schedule can handle.

For  $\Omega$  instances, we have  $\Omega$  machines that are strictly faster

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- ▶ This means that all jobs must have a processing time  $> C_{\max}^*/3$ .
- ▶ But then any machine in the optimum schedule can handle at most two jobs.
- ▶ For such instances Longest-Processing-Time-First is optimal.

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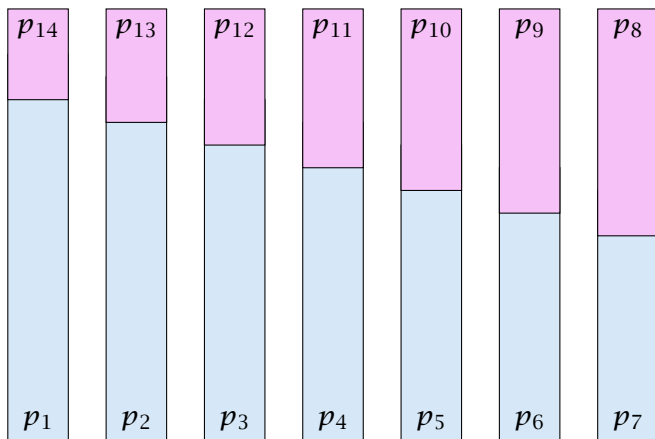
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When in an optimal solution a machine can have at most 2 jobs the optimal solution looks as follows.



- ▶ We can assume that one machine schedules  $p_1$  and  $p_n$  (the largest and smallest job).
- ▶ If not assume wlog. that  $p_1$  is scheduled on machine  $A$  and  $p_n$  on machine  $B$ .
- ▶ Let  $p_A$  and  $p_B$  be the other job scheduled on  $A$  and  $B$ , respectively.
- ▶  $p_1 + p_n \leq p_1 + p_A$  and  $p_A + p_B \leq p_1 + p_A$ , hence scheduling  $p_1$  and  $p_n$  on one machine and  $p_A$  and  $p_B$  on the other, cannot increase the Makespan.
- ▶ Repeat the above argument for the remaining machines.

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- ▶  $2m + 1$  jobs



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- ▶ 2 jobs with length  $2m, 2m - 1, 2m - 2, \dots, m + 1$  ( $2m - 2$  jobs in total)



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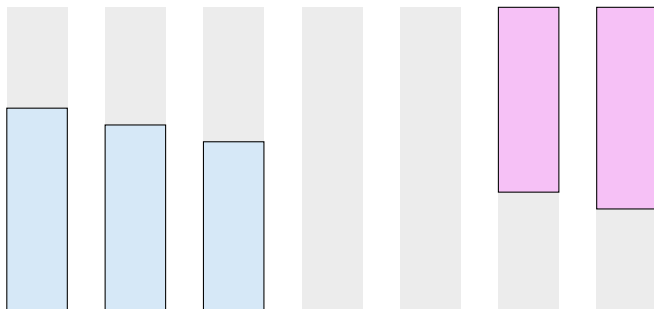
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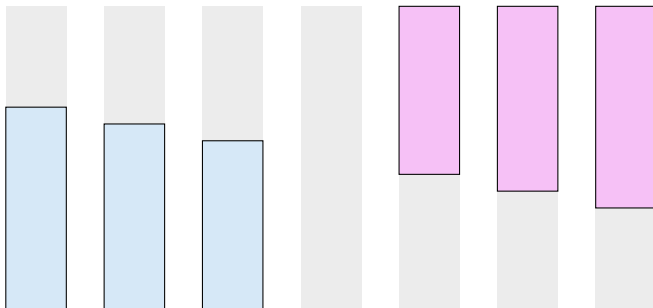
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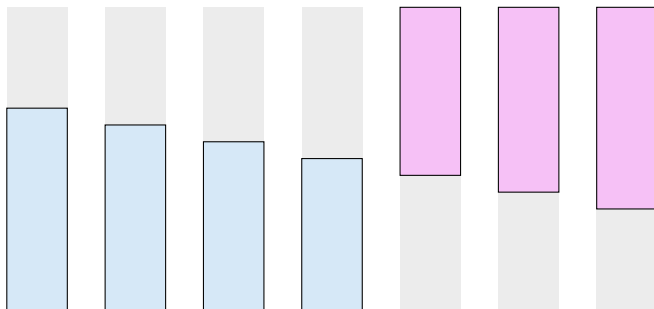
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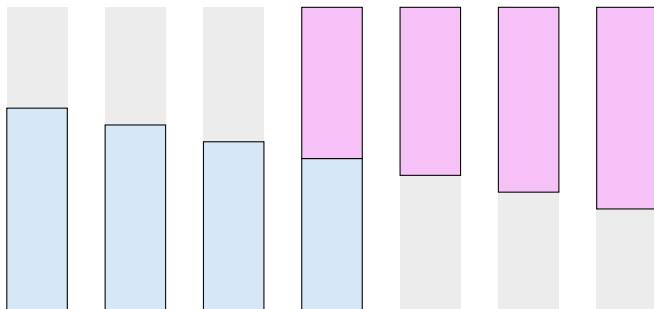
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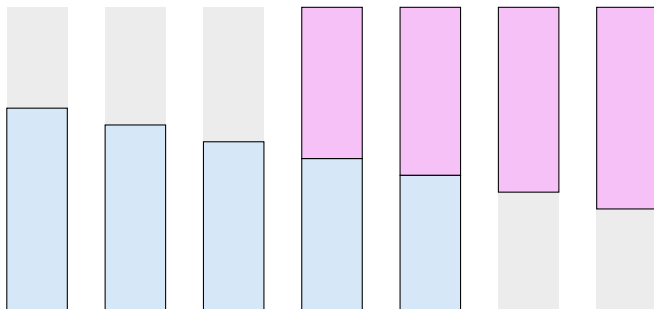
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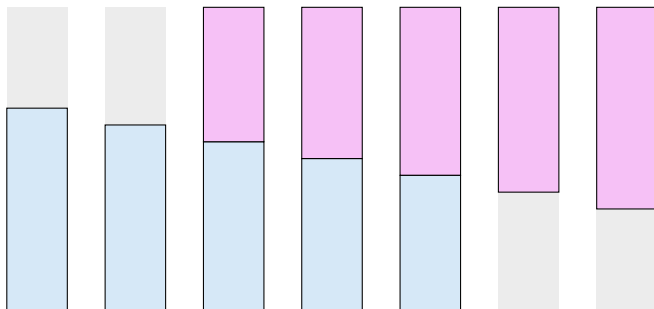
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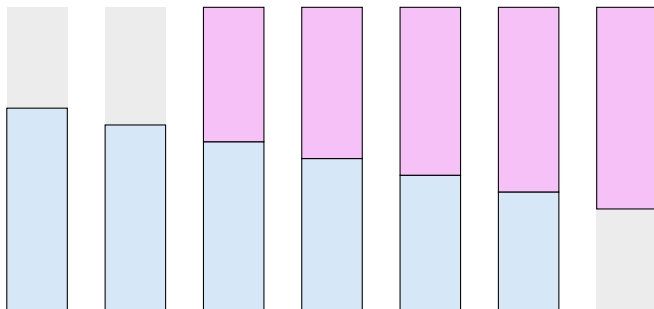
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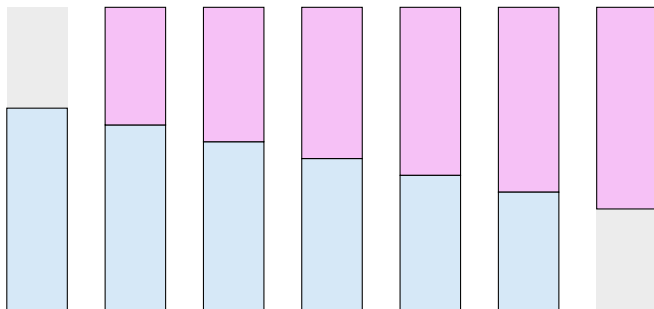
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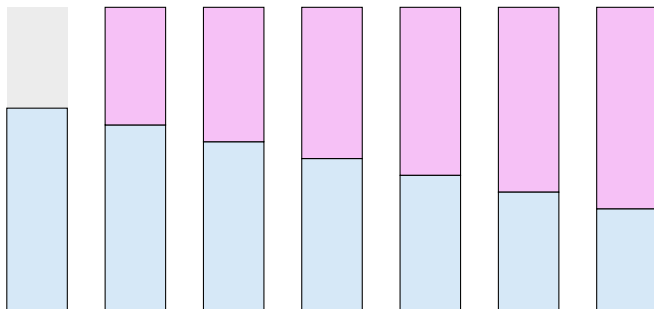
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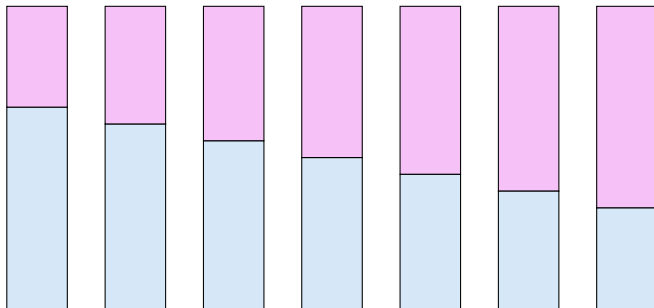
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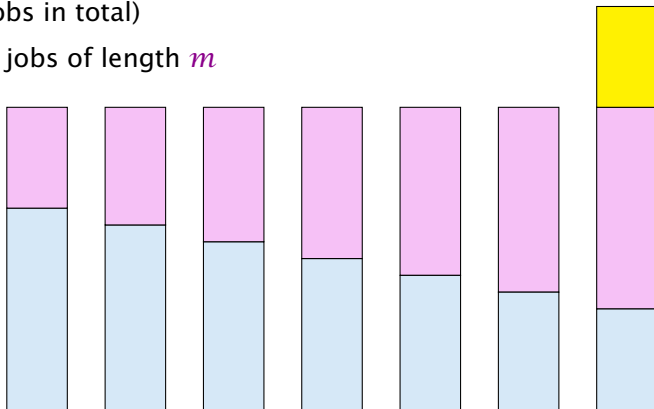
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