



# Bin packing and scheduling

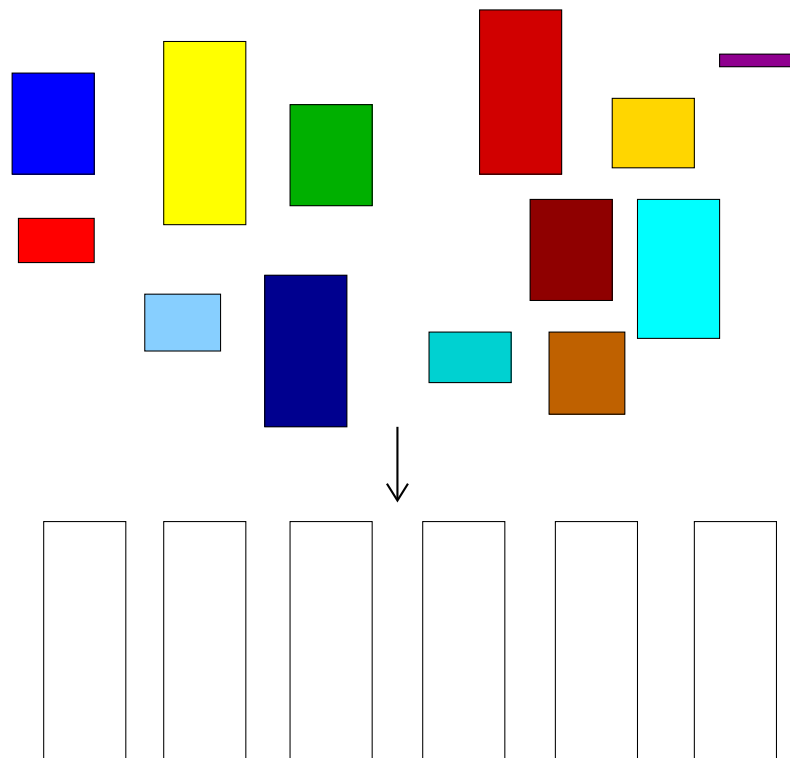
## Overview

- Bin packing: problem definition
- Simple 2-approximation (Next Fit)
- Better than  $3/2$  is not possible
- Asymptotic* PTAS
- Scheduling: minimizing the makespan (repeat)
- PTAS



## Bin packing: problem definition

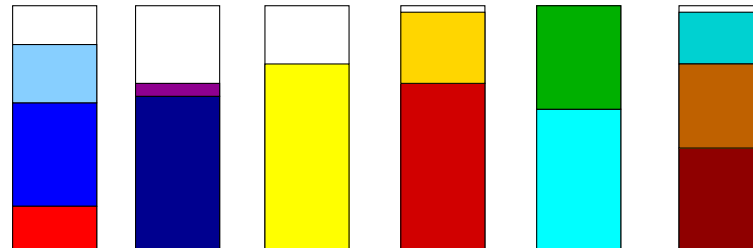
- Input:  $n$  items with sizes  $a_1, \dots, a_n \in (0, 1]$
- Goal: pack these items into a **minimal number of bins**
- Each bin has size 1





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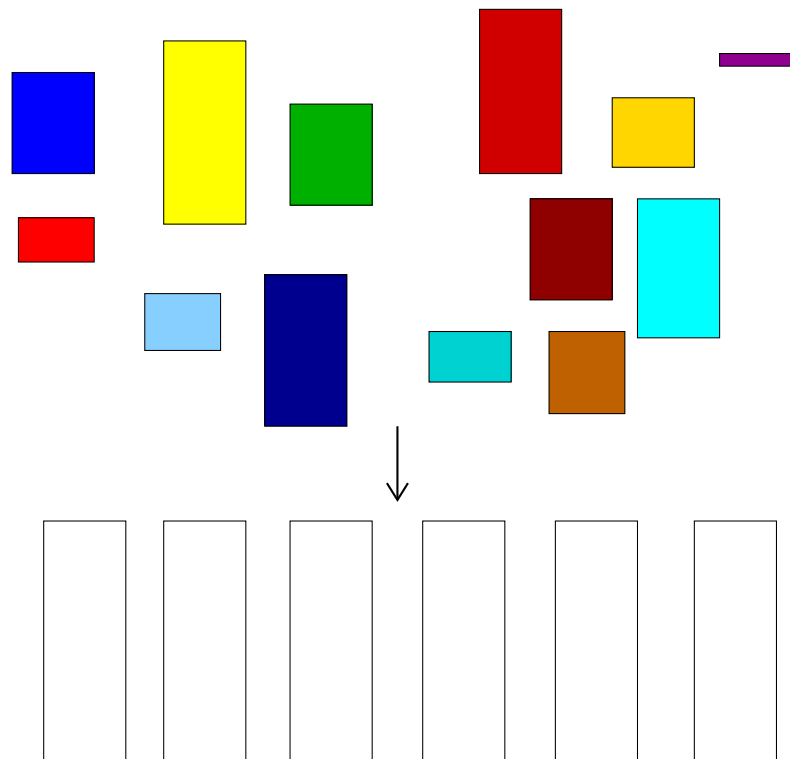
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A simple (online!) algorithm is **Next Fit**

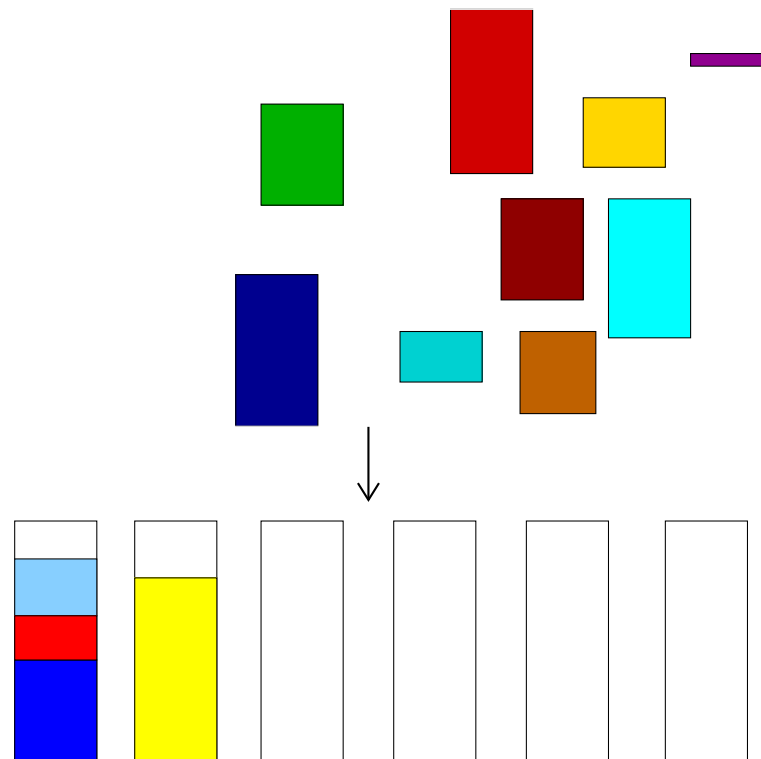
- Place items in a bin until next item **does not fit**
- Then, close the bin and start a new bin
- Approximation ratio is 2 (and competitive ratio is also 2)





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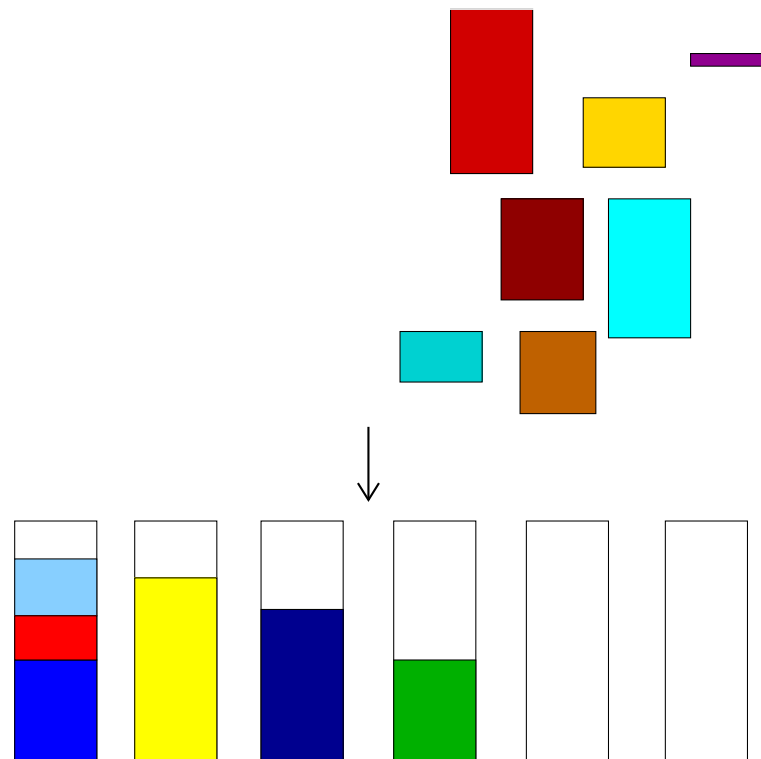
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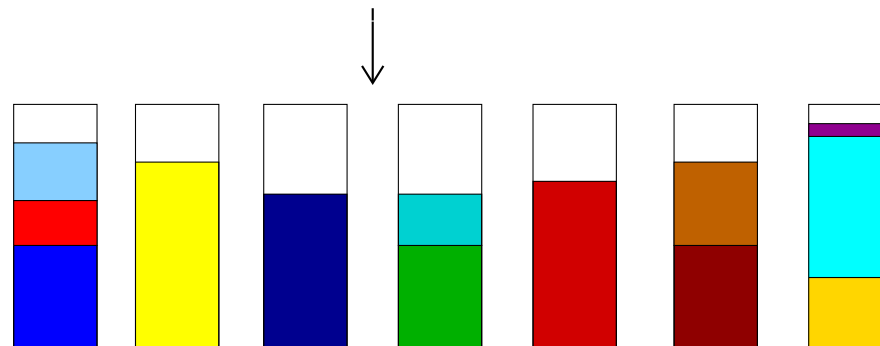
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## A general lower bound

It is possible to improve on Next Fit, for instance by using First Fit.

However...

**Lemma 1.** *There is no algorithm with approximation ratio below  $3/2$ , unless  $P=NP$*

Proof: reduction from **PARTITION**

**PARTITION** = given a set of items of total size  $B$ , can you split them into two subsets of equal size?

This problem is known to be **NP-hard**





## The reduction

- Input is a set of items of total size 2
- Does this input fit in two bins?
- An algorithm with approximation ratio  $< 3/2$  must give a packing in **two** bins (not three) if one exists
- Thus, it must solve PARTITION, which is NP-hard



## The asymptotic performance ratio

- This result deals with “small” inputs
- What about more reasonable instances?
- For a given input  $I$ , let  $\text{OPT}(I)$  denote the optimal number of bins needed to pack it
- Idea: we are interested in the **worst** ratio for **large** inputs



# The asymptotic performance ratio

$$\frac{\mathcal{A}(I)}{\text{OPT}(I)}$$



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$$\sup_I \frac{\mathcal{A}(I)}{\text{OPT}(I)}$$



## The asymptotic performance ratio

$$R_{\mathcal{A}}^{\infty} = \limsup_{n \rightarrow \infty} \sup_I \left\{ \frac{\mathcal{A}(I)}{\text{OPT}(I)} \mid \text{OPT}(I) = n \right\}.$$

Note: we also use this measure to compare online algorithms



## A positive result

We can show the following theorem:

**Theorem 1.** For *any*  $\varepsilon > 0$ , there is an algorithm  $\mathcal{A}_\varepsilon$  that runs in time *polynomial* in  $n$  and for which

$$\mathcal{A}_\varepsilon(I) \leq (1 + 2\varepsilon)\text{OPT}(I) + 1 \quad \forall I$$

Meaning: you can get as close to the optimal solution as you want

The degree of the *polynomial* depends on  $\varepsilon$ : the closer you want to get to the optimum, the more time it takes



## A simple case

- All items have size at least  $\varepsilon$   
→ at most  $M = \lfloor 1/\varepsilon \rfloor$  items fit in a bin
- There are only  $K$  different item sizes  
→ at most  $R = \binom{M+K}{M}$  bin types  
( $M$  “items” in a bin,  $K + 1$  options per item)
- We know that at most  $n$  bins are needed to pack all items  
→ at most  $\binom{n+R}{R}$  feasible packings need to be checked
- We can do this in polynomial (in  $n$ ) time

Note: this is **extremely** impractical

Example:  $n = 50, K = 6, \varepsilon = 1/3$ , then  $1.98 \cdot 10^{37}$  options

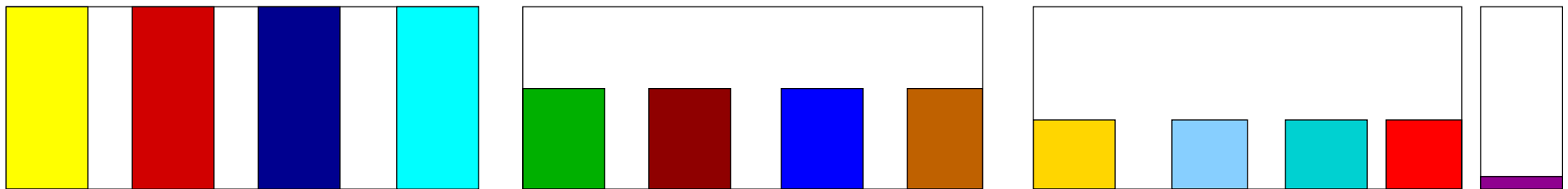


## Generalizing the simple case (1)

Suppose there are **more different item sizes** (at most  $n$ ).

Do the following:

- Sort items
- Make groups containing  $\lfloor n\epsilon^2 \rfloor$  items
- In each group, round sizes up to largest size in group







## Generalizing the simple case (2)

So far we had a **lower bound of  $\epsilon$**  on the item sizes.

How do we pack instances that also contain such small items?

- Ignore items  $< \epsilon$  (small items) at the start
- Apply algorithm on remaining items
- Fill up bins with small items



## The small items

- If all small items fit in the bins used to pack  $L$ , we use **no more than  $\text{OPT}(L)$  bins**
- Else, all bins except the last are full by at least

$$1 - \varepsilon$$

- $\text{OPT}(I)$  is **at least the total size** of all the items

$$\text{OPT}(I) \geq \frac{\text{ALG}(I) - 1}{1 - \varepsilon} \rightarrow \text{ALG}(I) \leq (1 + 2\varepsilon)\text{OPT}(I) + 1$$

This proves the theorem.



## A better solution

- The core algorithm is very much **brute force**
- We can improve by using dynamic programming
- We no longer need a lower bound on the sizes
- There are  $k$  **different item sizes**
- An input is of the form  $(n_1, \dots, n_k)$
- We want to calculate  $\text{OPT}(n_1, \dots, n_k)$ , the optimal number of bins to pack this input



## The base case

- Consider an input  $(n_1, \dots, n_k)$  with  $n = \sum n_j$  items
- Determine set of  $k$ -tuples (subsets of the input) that can be packed into a single bin
- That is, all tuples  $(q_1, \dots, q_k)$  for which  $\text{OPT}(q_1, \dots, q_k) = 1$  and for which  $0 \leq q_j \leq n_j$  for all  $j$
- There are at most  $n^k$  such tuples, each tuple can be checked in linear time
- (Exercise: there are at most  $(n/k)^k$  such tuples)
- Denote this set by  $Q$



## Dynamic programming

- For each  $k$ -tuple  $q \in Q$ , we have  $\text{OPT}(q) = 1$
- Calculate remaining values by using the recurrence

$$\text{OPT}(i_1, \dots, i_k) = 1 + \min_{q \in Q} \text{OPT}(i_1 - q_1, \dots, i_k - q_k)$$

- Exercise: think about the order in which we can calculate these values
- Each value takes  $O(n^k)$  time, so we can calculate all values in  $O(n^{2k})$  time
- This gives us in the end the value of  $\text{OPT}(n_1, \dots, n_k)$



## Advantages

- Much faster than simple brute force
- Can be used to create **PTAS** for load balancing!

PTAS from *Algorithmtechnik*:

- separate  $\ell$  largest jobs
- assign them optimally
- add smallest jobs greedily

Time  $O(m^\ell + n)$ . For  $\varepsilon = 1/3, m = 15$  we have  $m^\ell = 8.5 \cdot 10^{32}$ .

This PTAS could only be used for very small  $m$  and large  $\varepsilon$ .



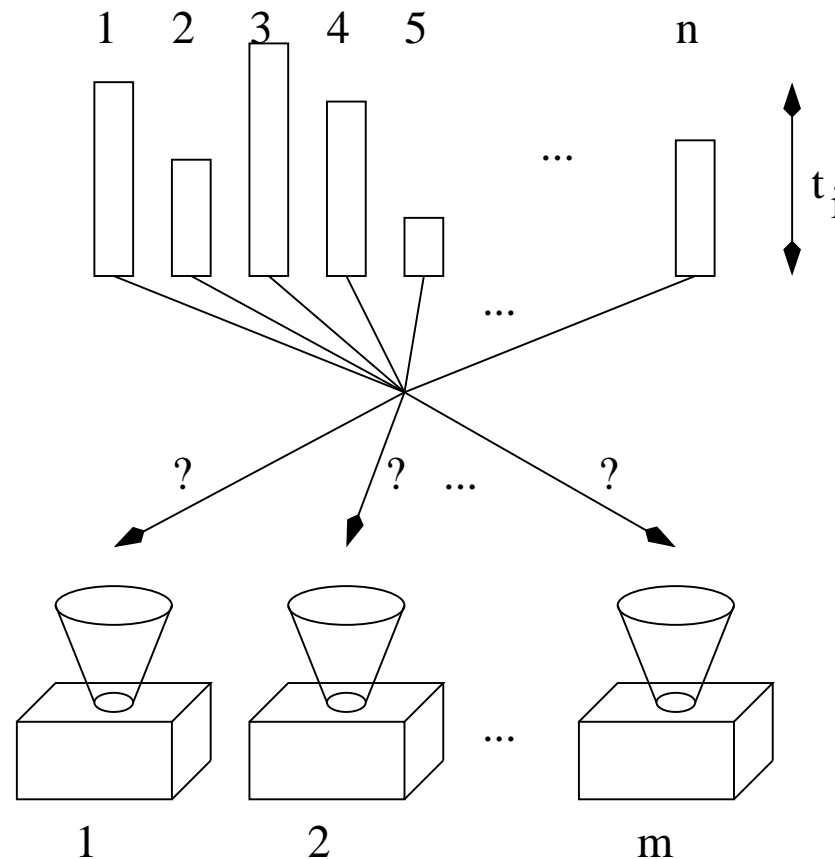
# Scheduling Independent Weighted Jobs on Parallel Machines

$\mathbf{x}(j)$ : Machine where job  $j$  is executed

$L_i$ :  $\sum_{\mathbf{x}(j)=i} t_j$ , **load** of machine  $i$

**Objective:** Minimize **Makespan**

$$L_{\max} = \max_i L_i$$



Details: **Identical** machines, independent jobs, known processing times, offline

NP-hard



## Old results

- Greedy algorithm is  $(2 - \frac{1}{m})$ -approximation
- LPT is  $(\frac{4}{3} - \frac{1}{3m})$ -approximation

New result: **PTAS** for load balancing

Idea: find optimal makespan using **binary search**





## A step in the binary search

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- More than  $m$  bins needed: increase  $t$
- At most  $m$  bins needed: decrease  $t$



## Geometric rounding

- Each large item is **rounded down** so that its size is of the form

$$t\varepsilon(1 + \varepsilon)^i$$

for some  $i \geq 0$

- Since large items have size **at least  $t\varepsilon$** , this leaves  $k = \lceil \log_{1+\varepsilon} \frac{1}{\varepsilon} \rceil$  different sizes



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This gives a valid packing in bins of size  **$t(1 + \varepsilon)$**

We **add the small items** to those bins (and to new bins if needed)



## Comparing to the optimal solution

We use bins of size  $t(1 + \epsilon)$

*Claim:* OPT needs at least as many bins **of size  $t$**  to pack these items



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Else, all bins (except maybe the last one) are full by at least  $t$   $\square$



## Connection between bin packing and scheduling

- We look for the smallest  $t$  such that we can pack the items in  $m$  bins (machines).
- Suppose that we can find the exact value of  $t$
- Then, OPT also needs  $m$  bins of size  $t$  to pack these items
- In other words, the **makespan on  $m$  machines** is at least  $t$ .  
(For smaller  $t$ , the items cannot all be placed below a level of  $t$ .)



## The binary search

- We start with the following lower bound on OPT:

$$LB = \max \left\{ \sum t_j / m, \max_j t_j \right\}$$

- Greedy gives a schedule which is at most twice this value, this is an upper bound for OPT
- Each step of the binary search halves this interval
- We repeat until the length of the interval is at most  $\varepsilon \cdot LB$
- Let  $T$  be the upper bound of this interval
- Then  $T \leq \text{OPT} + \varepsilon \cdot LB \leq (1 + \varepsilon) \cdot \text{OPT}$
- The makespan of our algorithm is at most  $(1 + \varepsilon)T$



## Conclusion

**Theorem 2.** *For any  $\varepsilon > 0$ , there is an algorithm  $\mathcal{A}_\varepsilon$  which works in polynomial time in  $n$  and which gives a schedule with makespan at most  $(1 + \varepsilon)^2 \text{OPT} < (1 + 3\varepsilon) \text{OPT}$ .*





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- The running time of our algorithm is  $O(\lceil \log_2 \frac{1}{\varepsilon} \rceil n^{2k})$

$n = 50, \varepsilon = 1/3 \rightarrow 7.8 \cdot 10^{13}$  options



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- The running time of our algorithm is  $O(\lceil \log_2 \frac{1}{\varepsilon} \rceil n^{2k})$
- There is no **FPTAS** for this problem