

# A Subexponential Time Algorithm for Makespan Scheduling of Unit Jobs with Precedence Constraints

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Technology

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Saarland University and  
Max Planck Institute for  
Informatics

$P3 | prec, p_j = 1 | C_{\max}$

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3 identical  
parallel machines

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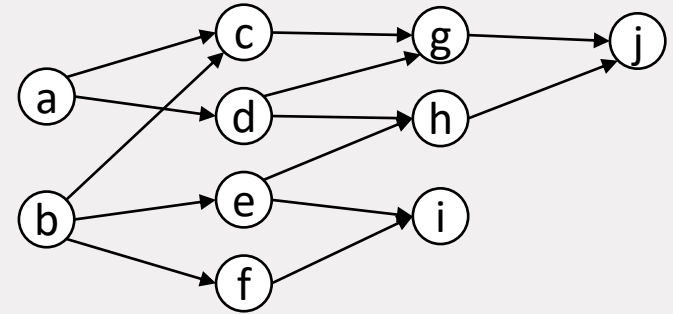
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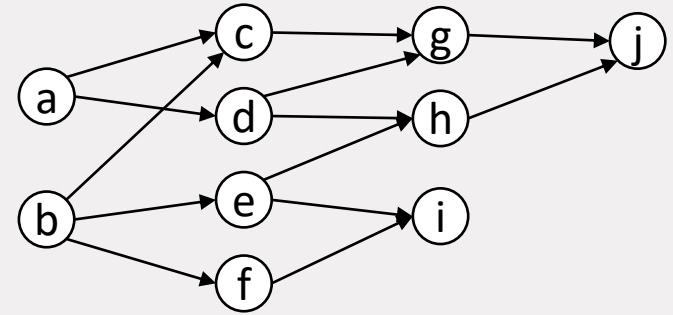


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- $T \in \mathbb{N}$

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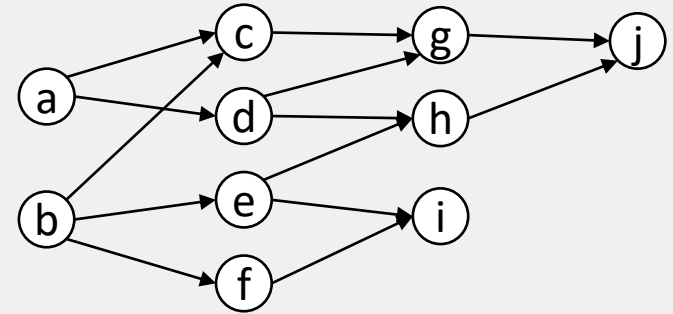


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time →

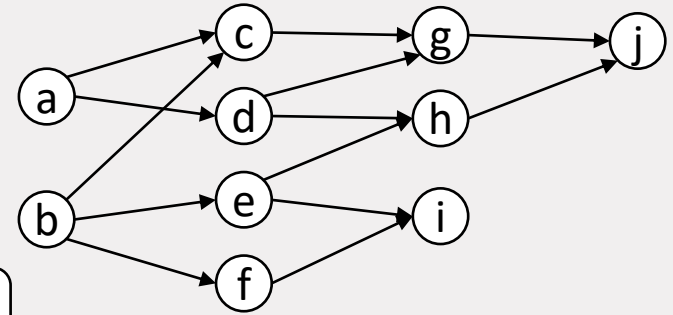
	1	2	3	4
1	a	c	f	i
2	b	d	g	j
3		e	h	

# $P3|prec, p_j = 1|C_{\max}$

Given:

- $n$  jobs of length 1
- A precedence graph  $G$
- $T \in \mathbb{N}$

$G$  defines the problem



Q: Is there a schedule of makespan  $T$ ?

**Observation:**

Jobs of length one  $\Rightarrow$  'timeslots'

time  $\rightarrow$

	1	2	3	4
1	a	c	f	i
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# List of Open Problems by Garey and Johnson 1979

1. Graph Isomorphism
2. Subgraph Homeomorphism
3. Graph genus
4. Chordal graph completion
5. Chromatic index
6. Spanning tree parity problem
7. Partial order dimension
8. Precedence constrained 3-processor scheduling
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$2^{O((\log n)^3)}$  time  
[Babai 2017]

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[Babai 2017]

$2^{O(\sqrt{n} \cdot \log n)}$  time  
This talk

# Why Focus on Subexponential?

- Typically for NP-complete problems with
  - geometrical properties (*planar graph, Euclidean settings*)
  - Parameters  $>$  number of vertices (*edge deletion to ...*)
- Stepping stone towards (quasi)-polynomial  
(e.g. Parity Games, Independent Set on  $P_k$ -free graphs)

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- **????**      for  $m \geq 3$  **constant**      **OPEN**<sup>3</sup>

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**Before:**

$Pm|prec, p_j = 1|C_{\max}$  can be solved in  $O\left(2^n \cdot \binom{n}{m}\right)$  time.

# Our Result

**Our result:**

$Pm|prec, p_j = 1|C_{\max}$  can be solved in  $\left(1 + \frac{n}{m}\right)^{O(\sqrt{nm})}$  time.

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$P3|prec, p_j = 1|C_{\max}$  can be solved in  $2^{O(\sqrt{n} \cdot \log n)}$  time.

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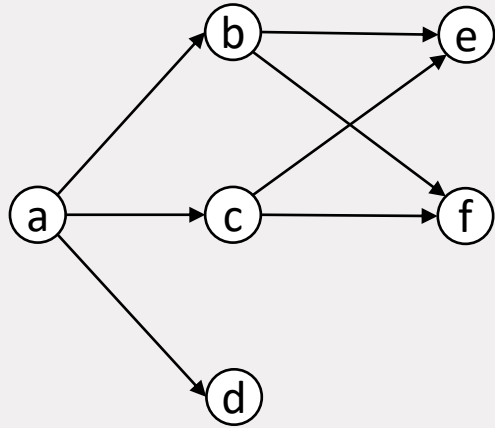
**Corollary:**

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Two ways to explain, but main insights:

1. Use of **look-up table**
2. Keeping track of **number of isolated vertices**
3. Finding **win-win strategy**

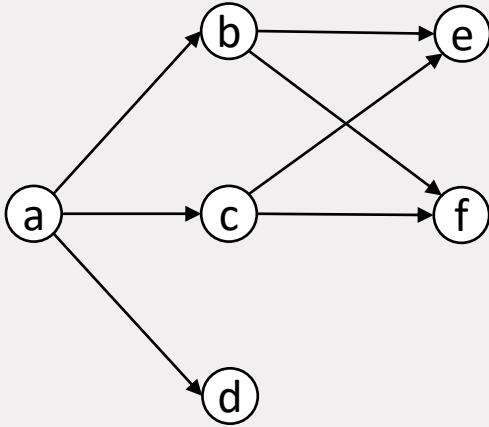
# Definitions



Precedence Constraints Graph  $G$

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- $G \Rightarrow$  partial order:
- $i < j$  if  $(i, j) \in G$

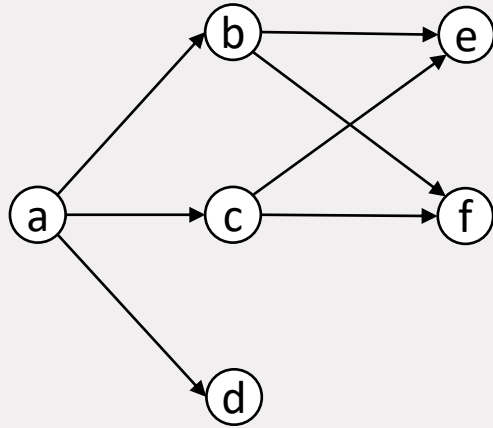


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**Definitions:** Let  $A$  be a set of jobs.

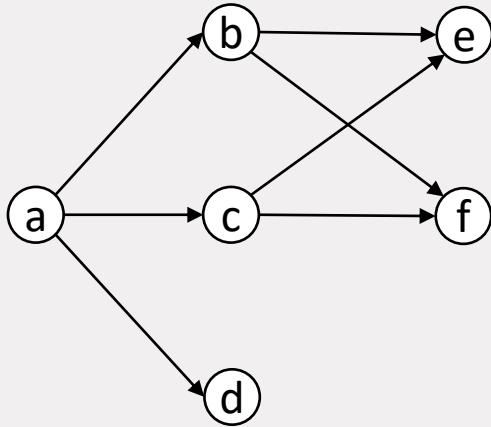
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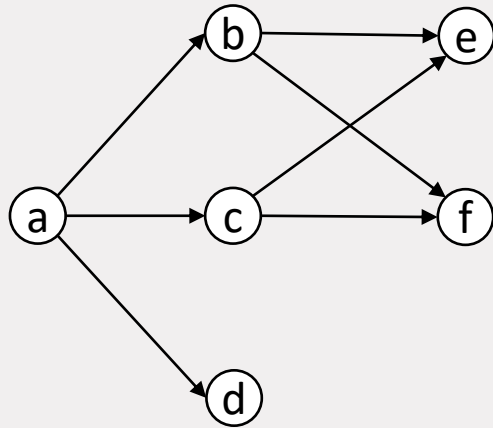
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**Definitions:** Let  $A$  be a set of jobs.

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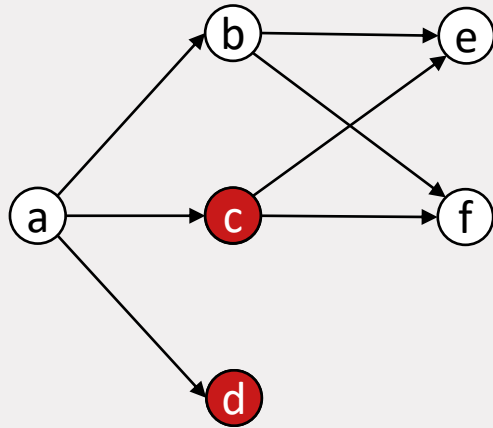
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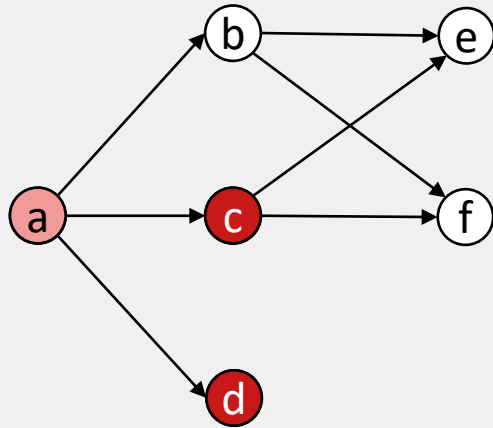
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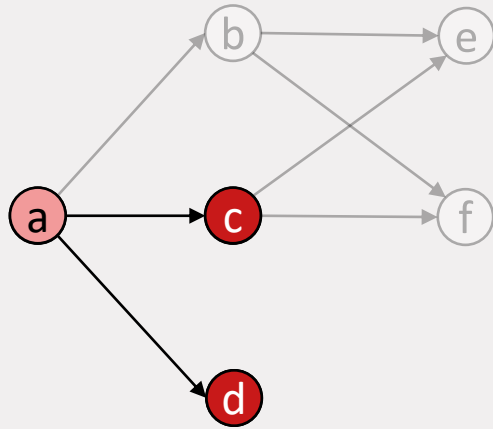
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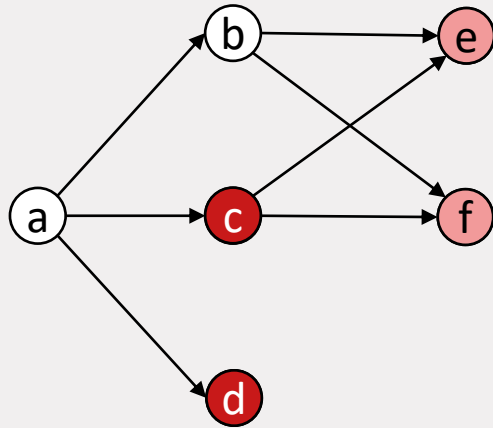
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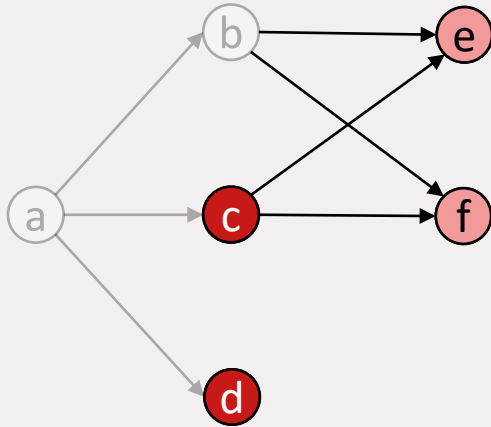
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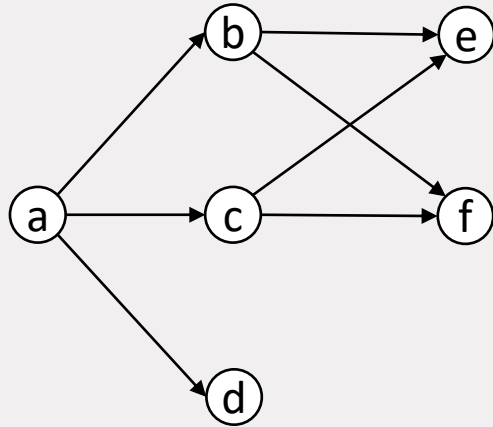
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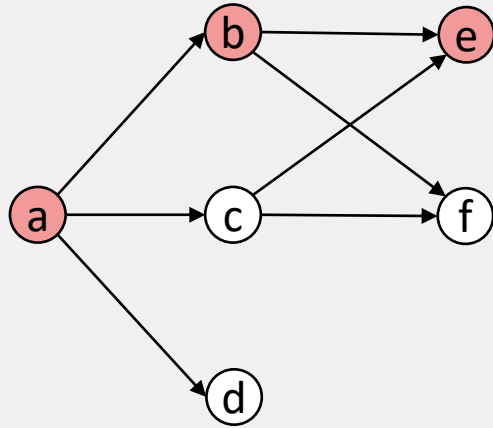
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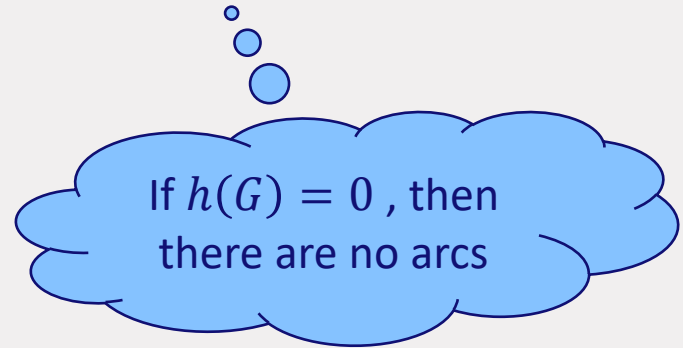


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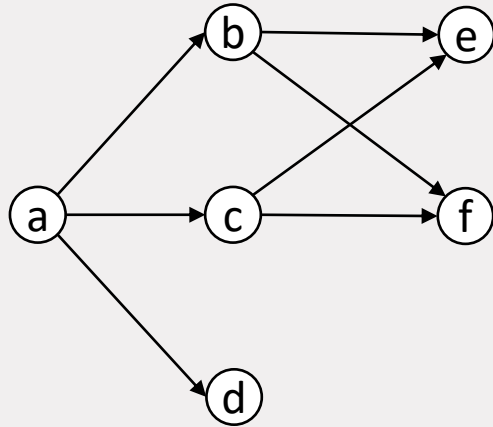
**Def:** A *chain* is a set  $A$  whose elements are pairwise **comparable**.

**Def:** The *height*  $h(G)$  is the size of the longest chain (in #arcs).

In the example  $h(G) = 2$



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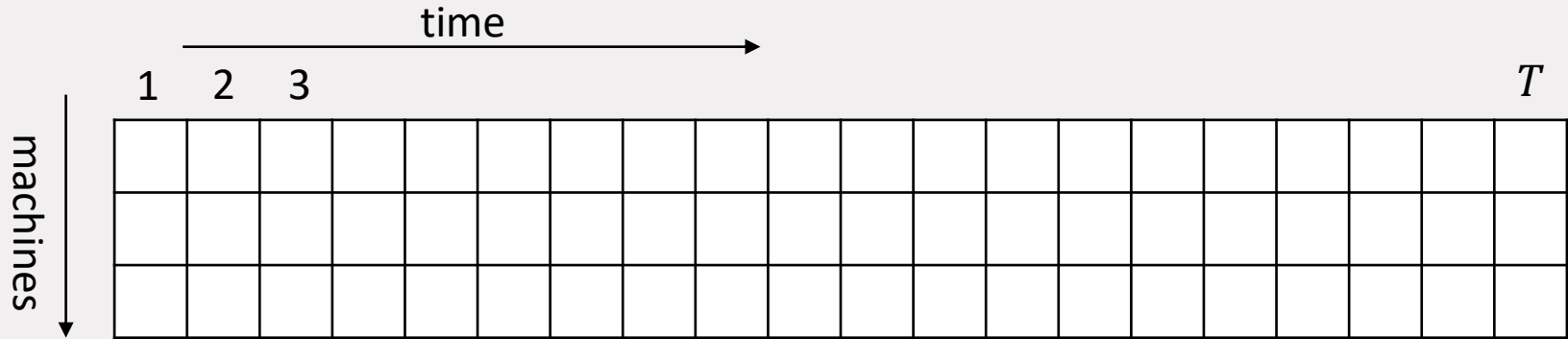
**Def:** An *antichain* is a set  $A$  whose elements are pairwise **incomparable**.

Examples of antichains in  $G$

- ✓  $\{b, c, d\}$
- ✓  $\{b, c\}$
- ✓  $\{d, f\}$


Jobs in one timeslot  
always form an antichain

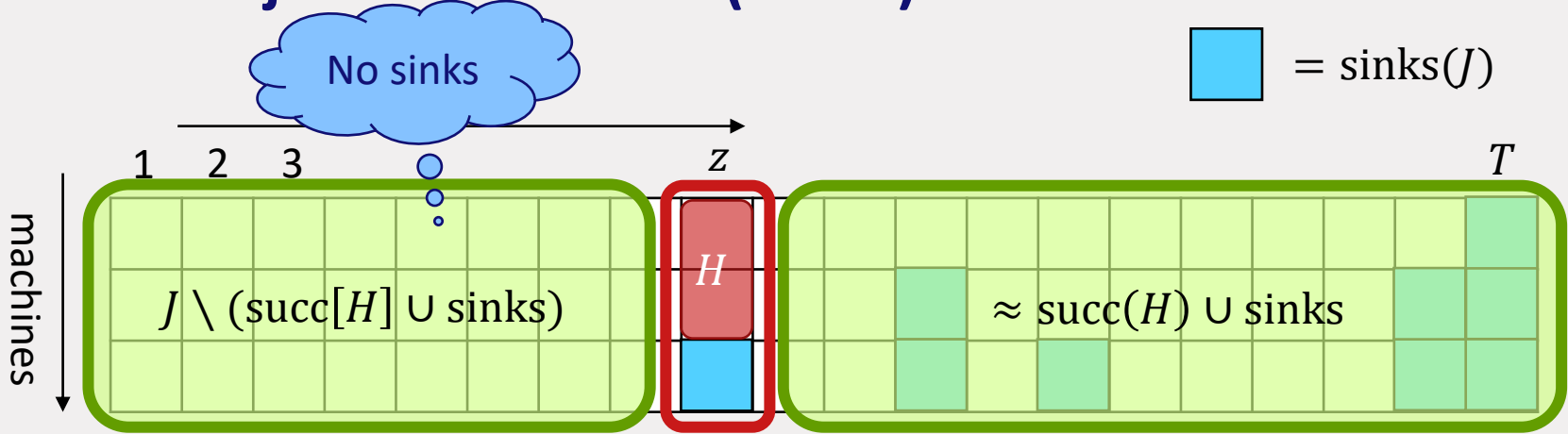
# Zero-Adjusted Schedule (D&W)



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Assumption:  $n = 3 \cdot T$

 =  $\text{sinks}(J)$



Let  $z \in [1, T]$  be the first moment with a sink.  
**D&W:** W.m.a. Each job  $x$  after  $z$  is a **sink** or a successor of a job at time  $z$ .

# Dolev and Warmuth

Recursive

Schedule( $J$ ):

1. **if**  $h(G[J]) = 0$  (i.e.  $\text{sinks}(J) = J$ ) **return**  $\lceil \frac{|J|}{3} \rceil$
2. **else return**  $\min_{H \in \text{Sep}(J)} \{ \text{Schedule}(\text{left}(J, H)) + \text{Schedule}(\text{right}(J, H)) + 1 \}$

$\text{Sep}(J) := \{ H \subseteq J \text{ s.t.}$

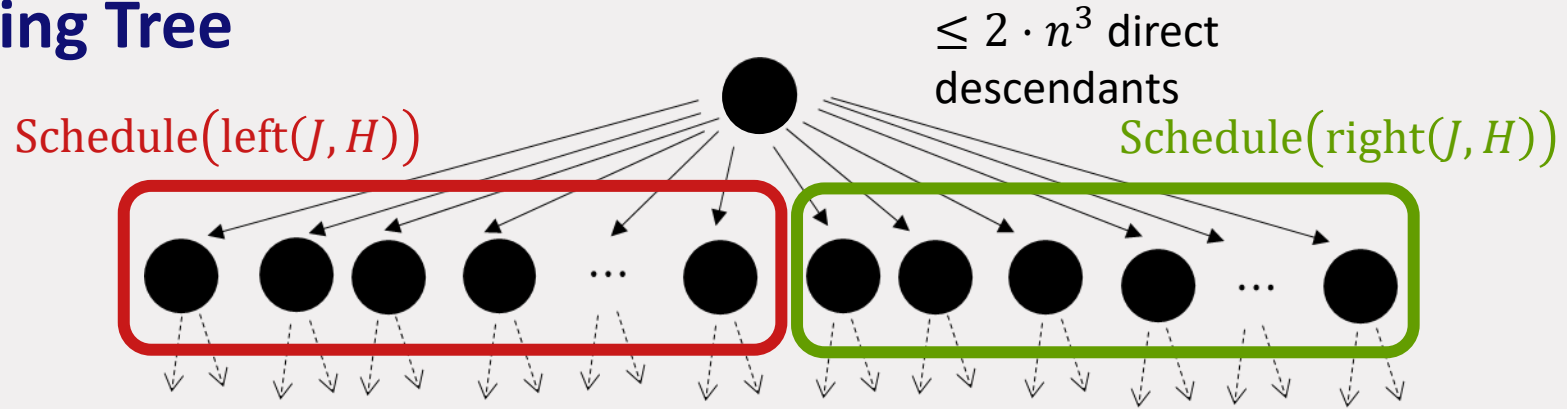
- (1)  $|H| \leq 3,$
- (2)  $H$  is antichain,
- (3)  $|H \setminus \text{sinks}(J)| < 3$

$\text{left}(J, H) := J \setminus (\text{succ}[H] \cup \text{sinks}(J))$

$\text{right}(J, H) := J \cap ((\text{succ}(H) \cup \text{sinks}(J)) \setminus H)$

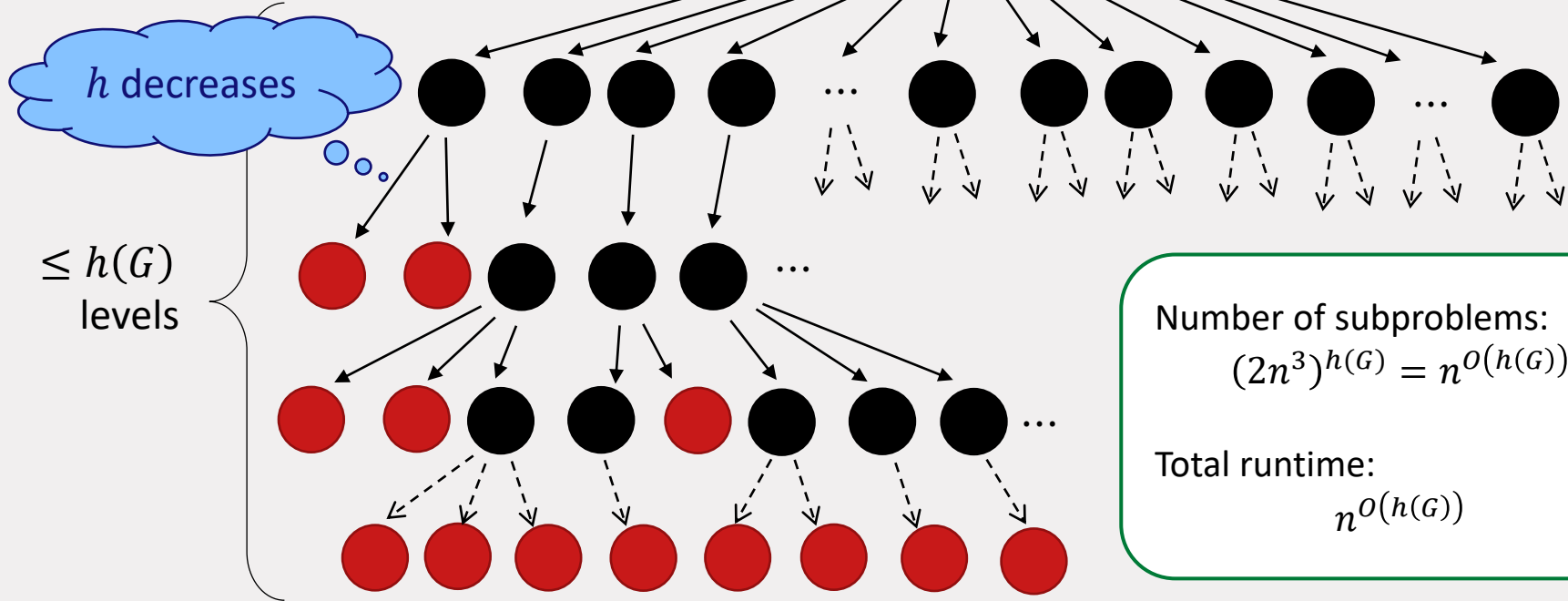
Each subproblem: height decreases by  $\geq 1$ !

# Branching Tree



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● = base case ( $h = 0$ )





# D&W

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2. **for each**  $H \in \text{Sep}(J)$  **do**:
3.      $\text{OPT}[\text{left}(J, H)] := \text{Schedule}(\text{left}(J, H))$
4.      $\text{OPT}[\text{right}(J, H)] := \text{Schedule}(\text{right}(J, H))$
5.  $\text{OPT}[J] := \min_{H \in \text{Sep}(J)} \{ \text{OPT}[\text{left}(J, H)] + \text{OPT}[\text{right}(J, H)] + 1 \}$
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# D&W + LookUp Table

Schedule( $J$ ):

1. **return** LUT[ $J$ ] if it was already set
2. **if**  $h(G[J]) = 0$  **return**  $\lceil \frac{|J|}{3} \rceil$
3. **for each**  $H \in \text{Sep}(J)$  **do**:
4.     OPT[left( $J, H$ )] := Schedule(left( $J, H$ ))
5.     OPT[right( $J, H$ )] := Schedule(right( $J, H$ ))
6. OPT[ $J$ ] :=  $\min_{H \in \text{Sep}(J)} \{ \text{OPT}[\text{left}(J, H)] + \text{OPT}[\text{right}(J, H)] + 1 \}$
7. LUT[ $J$ ] = OPT[ $J$ ]
8. Return OPT[ $J$ ]

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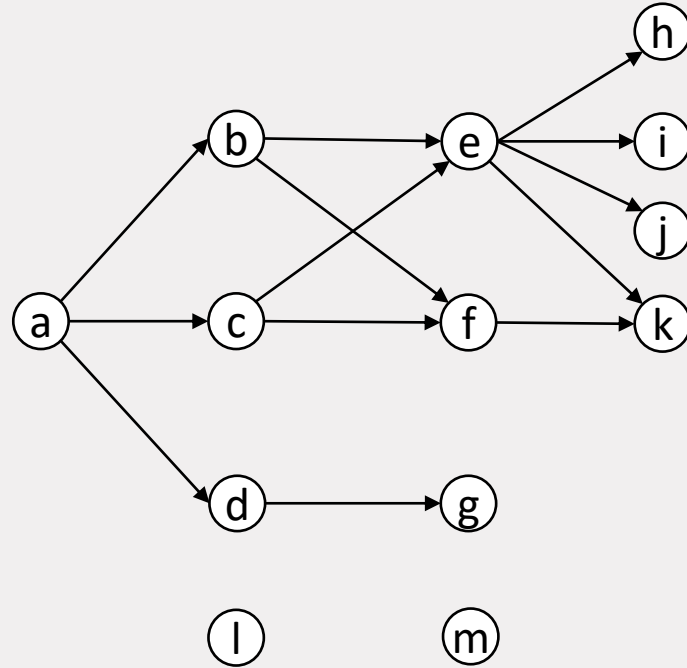
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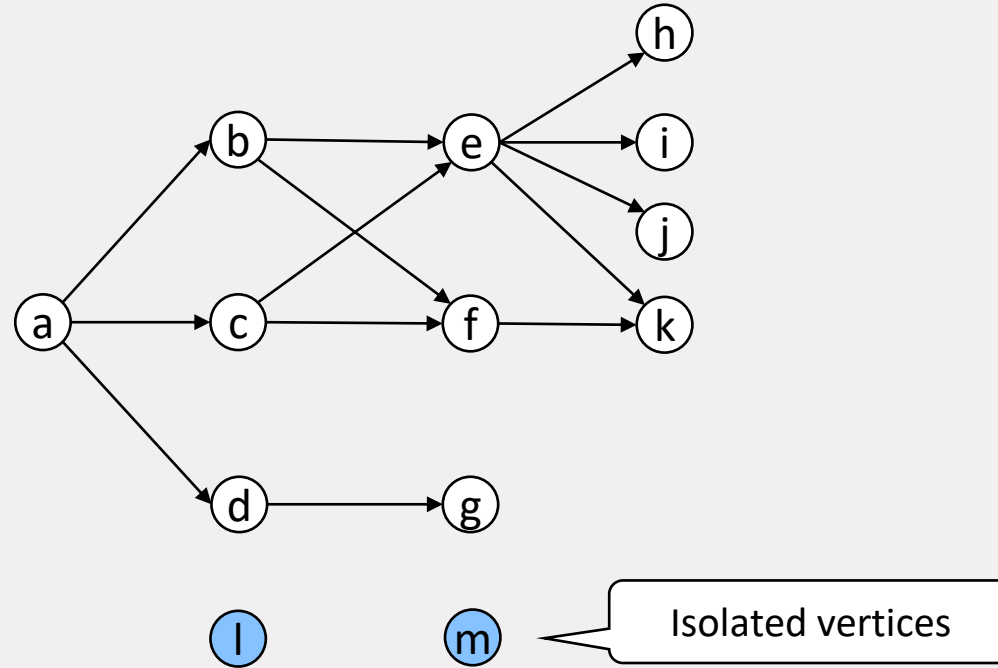
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Too many different problems!

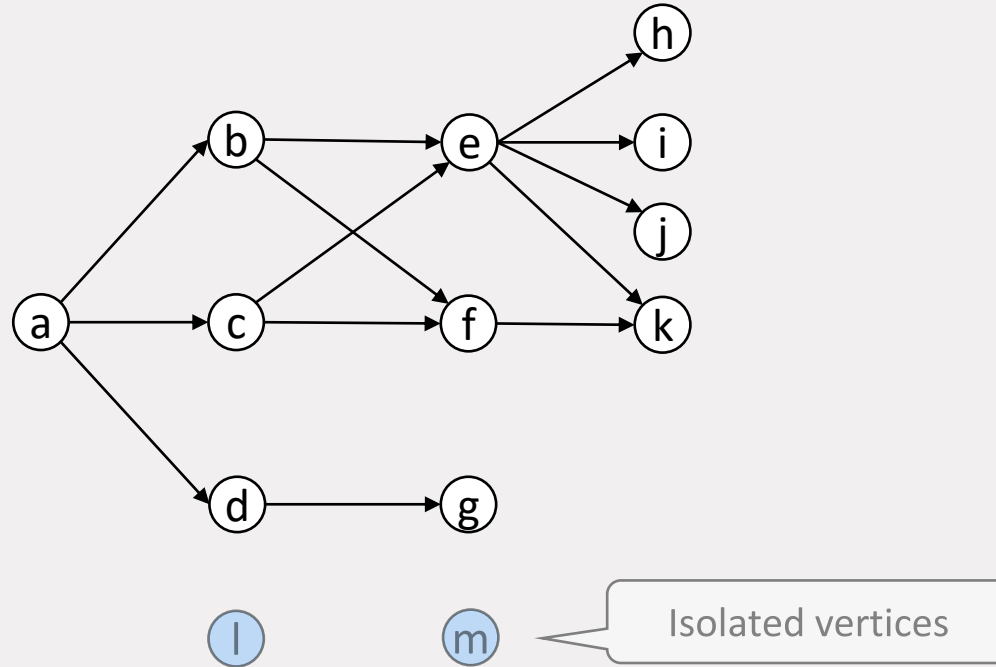
# What to store?



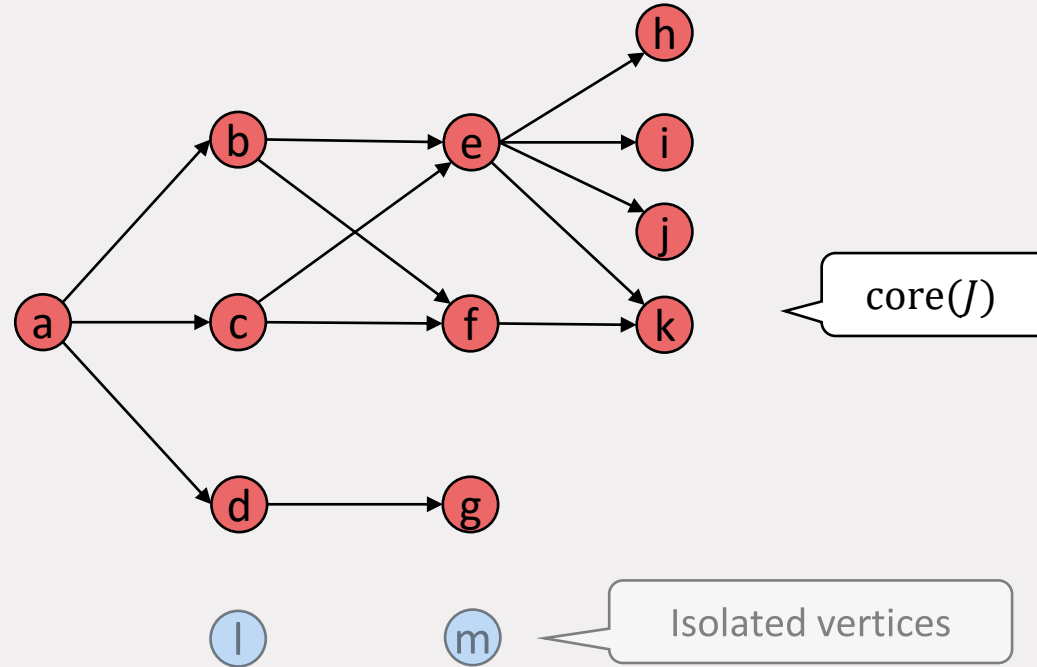
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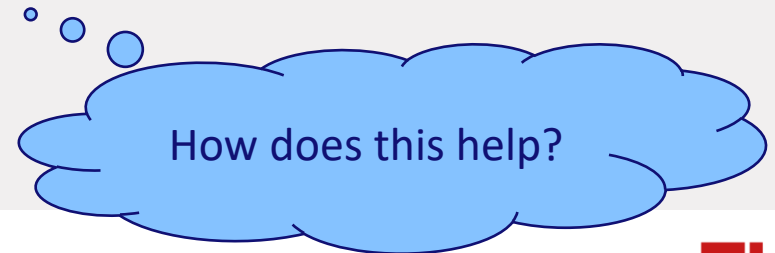
1. **return** LUT[core( $J$ ), #iso( $J$ )] if it was already set
2. **if**  $J = \emptyset$  **return** 0
3. **for each**  $H \in \text{Sep}(J)$  **do**:
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8. **Return** OPT[ $J$ ]

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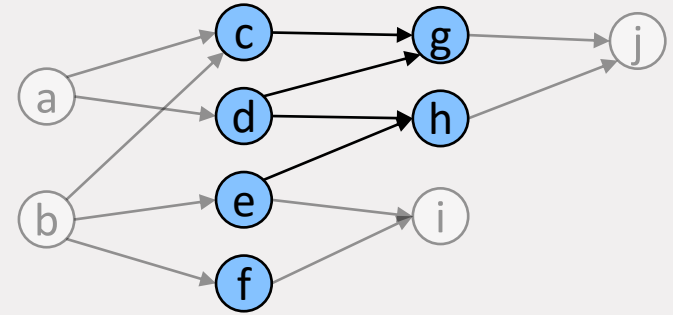
right( $J, H$ ) :=  $J \cap ((\text{succ}(H) \cup \text{sinks}(J)) \setminus H)$



How does this help?

# Feasible Job sets

Let  $J$  be a *feasible set of jobs*.



time →

	1	2	3	4
1	a	c	f	i
2	b	d	g	j
3		e	h	



# Feasible Job sets

Let  $J$  be a *feasible set of jobs*.

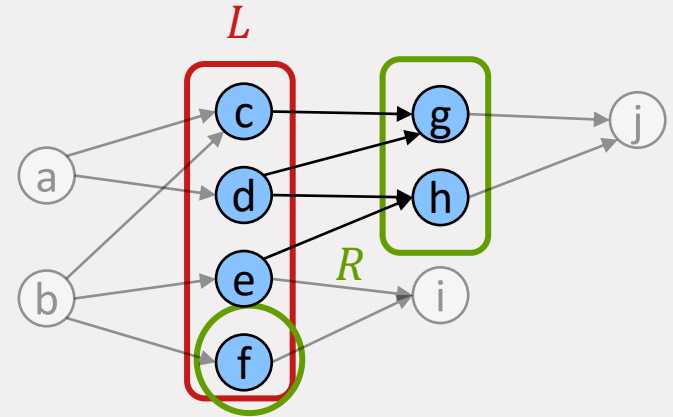
Jobs  $J$  can be described as

$$J = \text{succ}[L] \cap \text{pred}[R]$$

where

$L$  = minimal elements = sources of  $J$

$R$  = maximal elements = sinks of  $J$



	time →			
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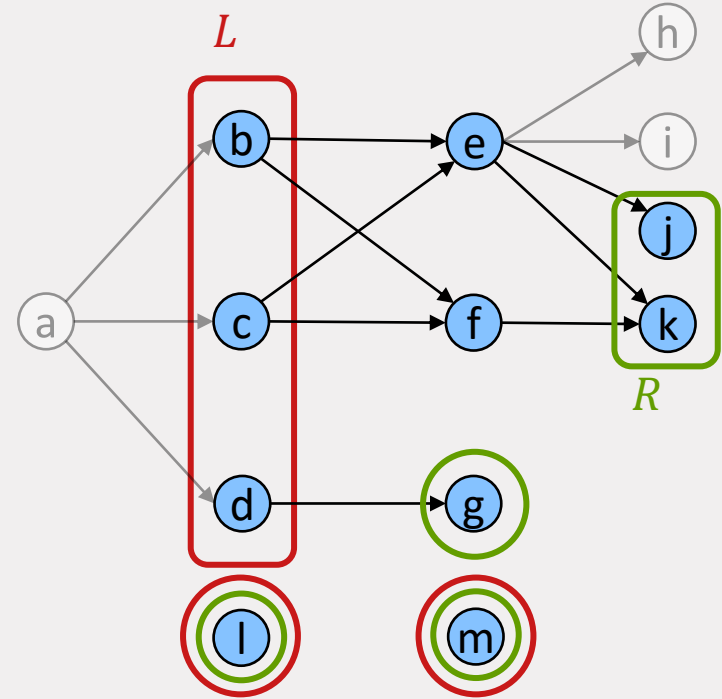
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# Feasible Job sets

Let  $J$  be a *feasible set of jobs*.

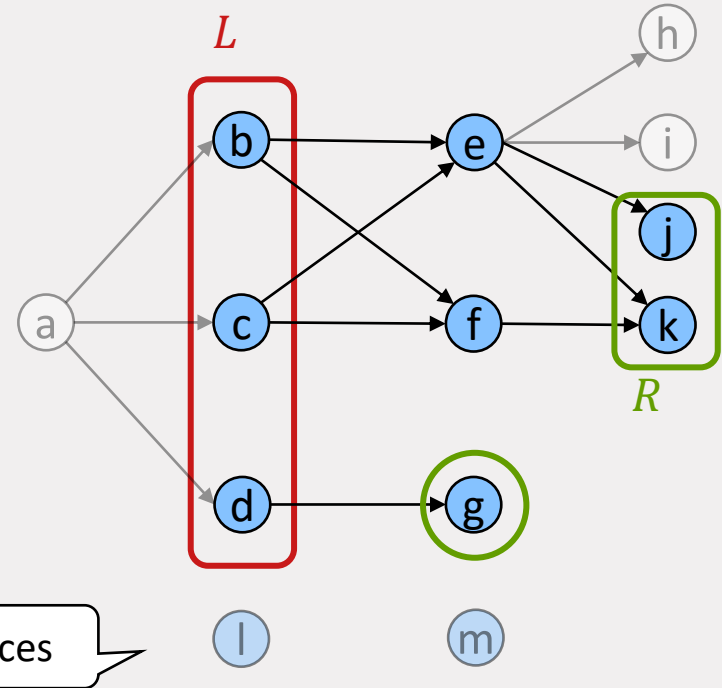
$J$  can be described as  $\text{core}(J)$

$$\text{core}(J) = \text{succ}[L] \cap \text{pred}[R]$$

where

$L$  = minimal elements = sources of  $J$

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# Feasible Job sets

Let  $J$  be a *feasible set of jobs*.

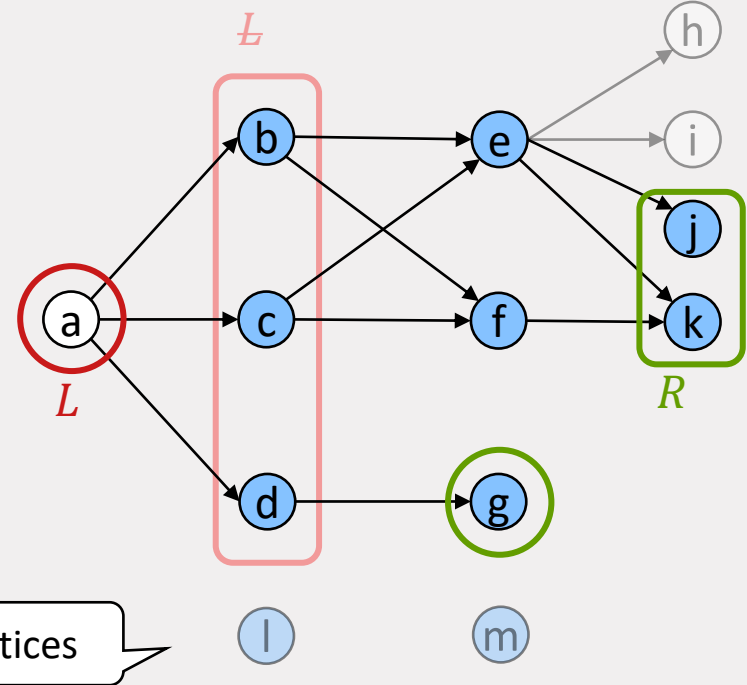
Jobs  $J$  can be described as  $\text{core}(J)$

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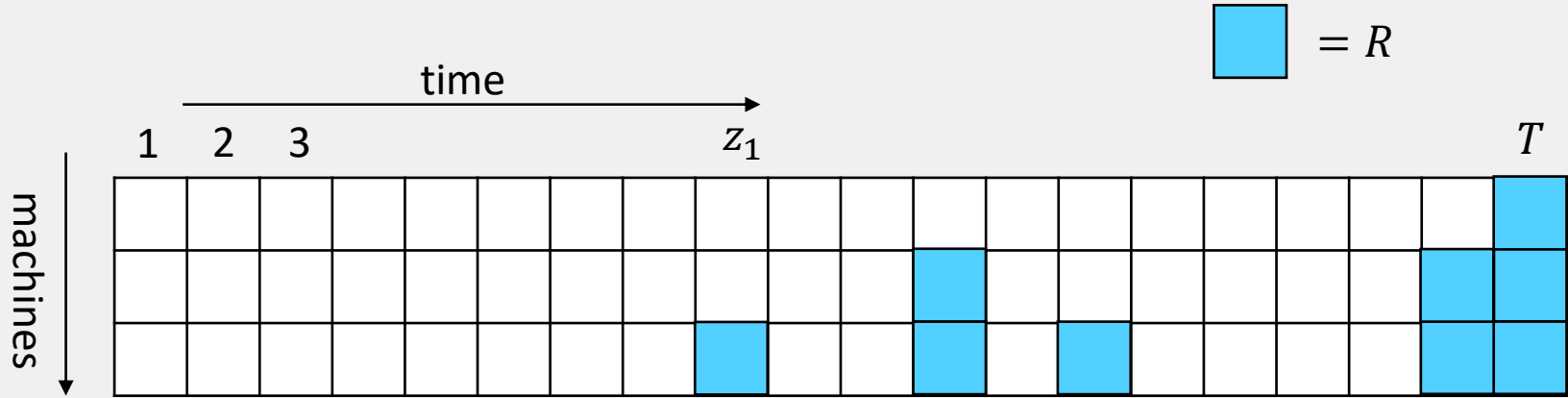
$L$  = minimal elements = sources of  $J$

$R$  = maximal elements = sinks of  $J$



# Going to the right

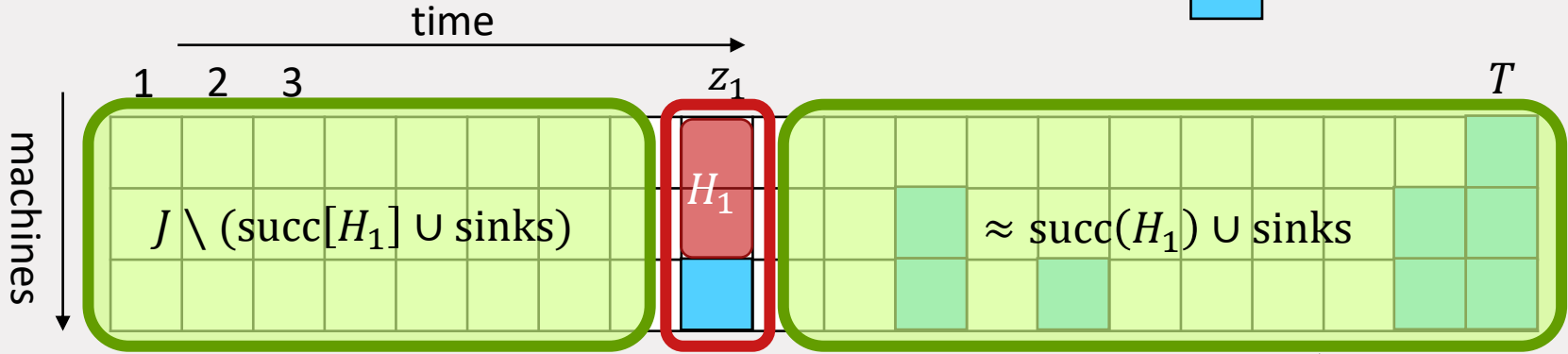
Assumption:  $n = 3 \cdot T$



# Going to the right

Assumption:  $n = 3 \cdot T$

■ =  $R$



Isolated vertex  
w.r.t.  $J_1$

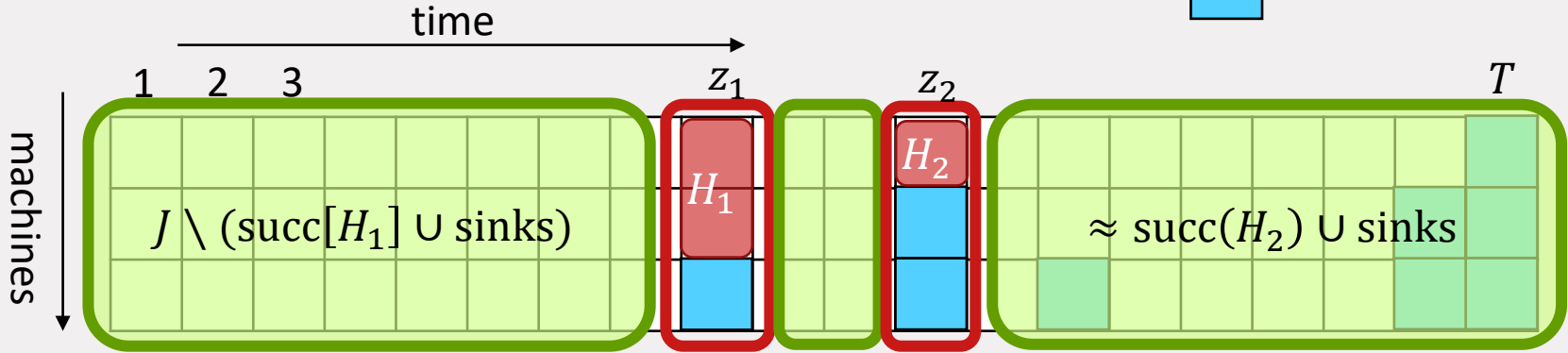
$\text{core}(J_1) = \text{succ}(H_1) \cap \text{pred}[R]$

$|H_1| \leq 3$

# Going to the right

Assumption:  $n = 3 \cdot T$

■ =  $R$



Isolated vertex  
w.r.t.  $J_2$

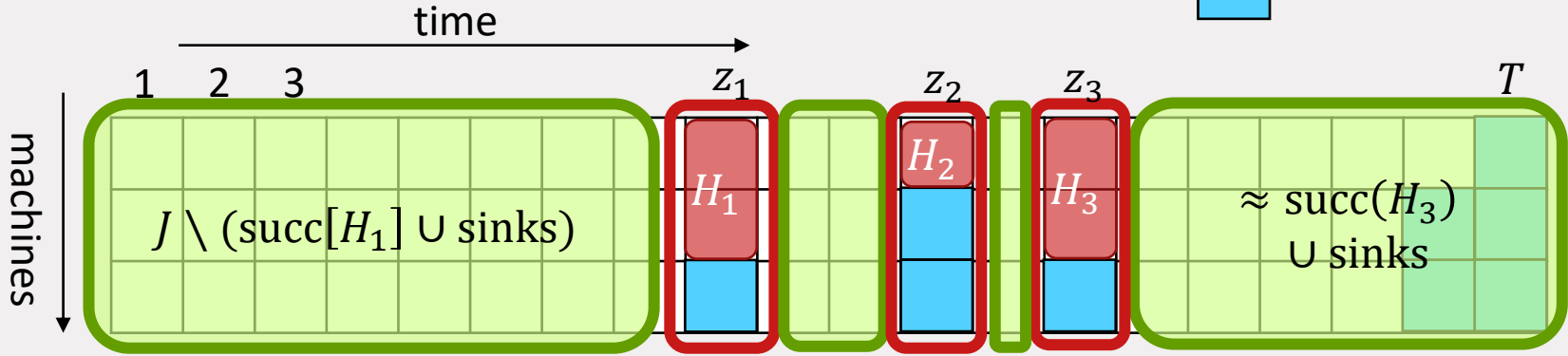
$core(J_2) = succ(H_2) \cap pred[R]$

$|H_2| \leq 3$

# Going to the right

Assumption:  $n = 3 \cdot T$

■ =  $R$



Isolated vertex  
w.r.t.  $J_3$

$\text{core}(J_3) = \text{succ}(H_3) \cap \text{pred}[R]$

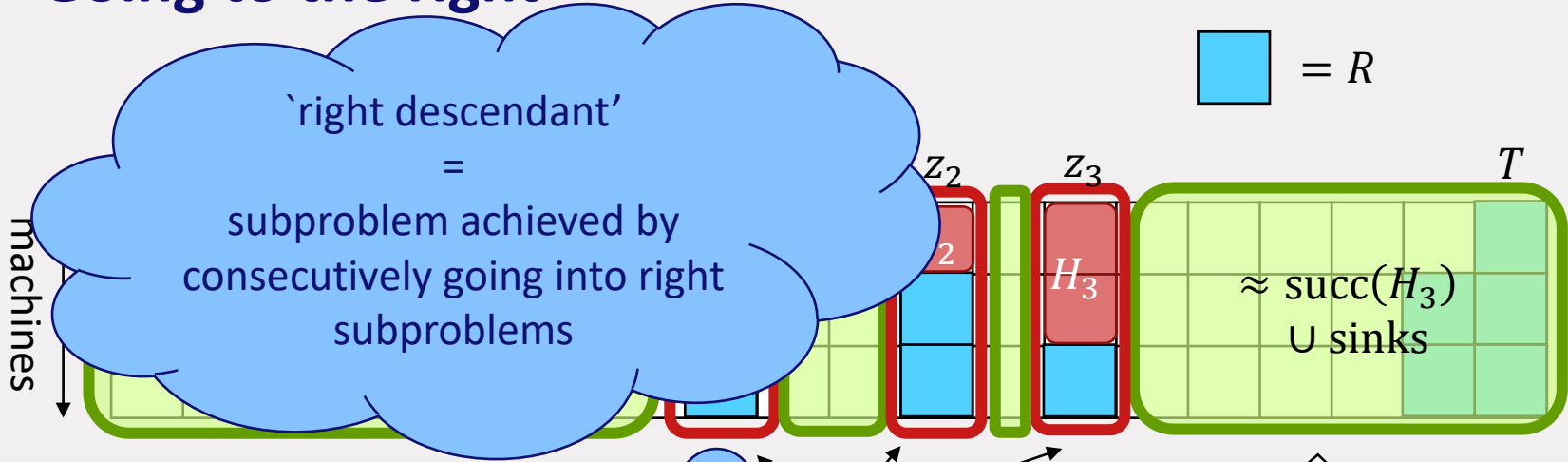
$|H_3| \leq 3$



# Going to the right

Assumption:  $n = 3 \cdot T$

■ = R

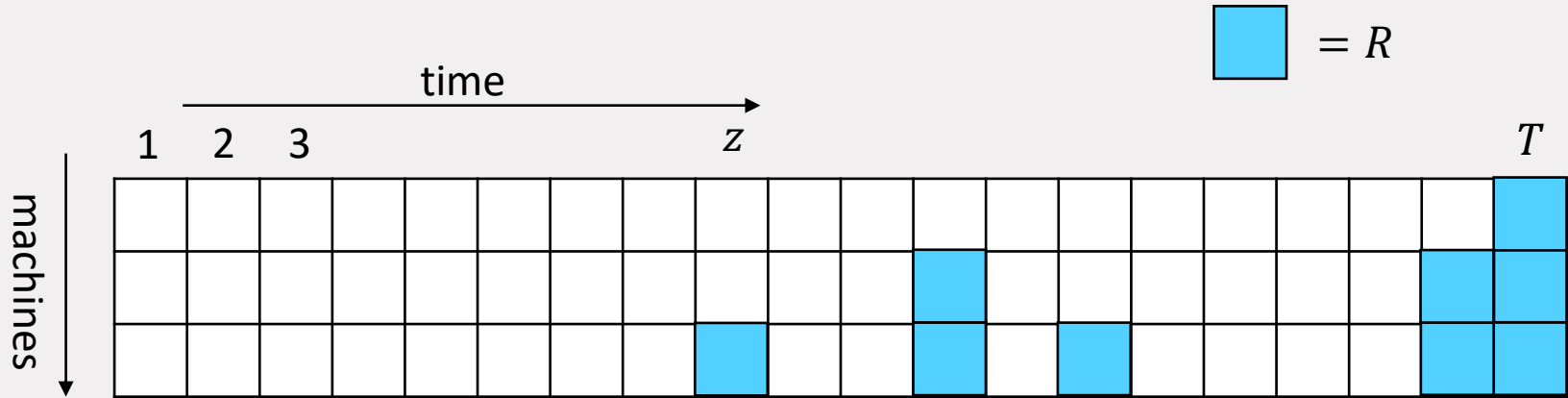


1. Every right subproblem has  $|L| \leq 3$
2. There are  $\leq n^{3+1}$  different 'right descendants'

$\text{succ}(H_3) \cap \text{pred}[R]$

# Going to the left

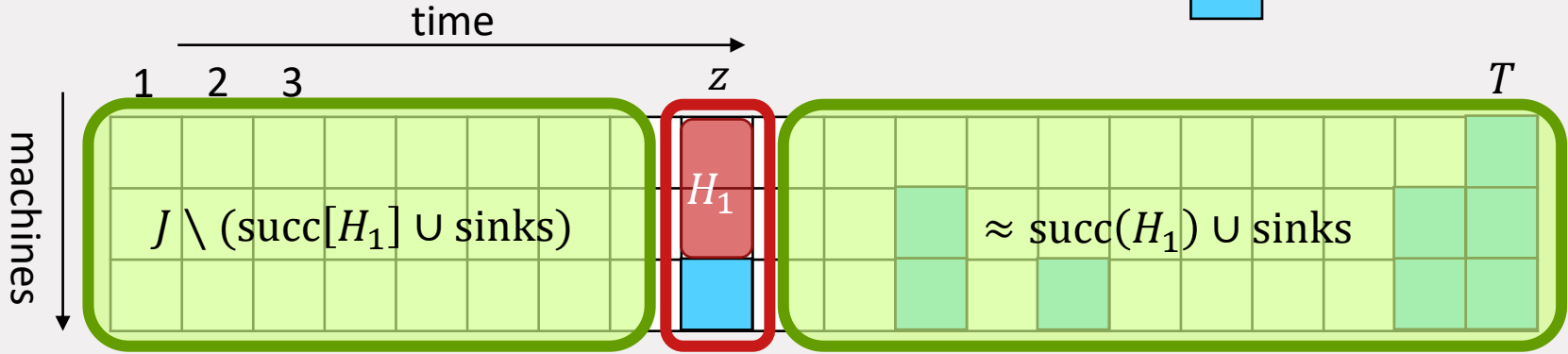
Assumption:  $n = 3 \cdot T$



# Going to the left

Assumption:  $n = 3 \cdot T$

■ =  $R$



core =  $\text{succ}(L) \cap \text{pred}[R_{\text{new}}]$

1. Every left subproblem has  $|L| \leq 3$
2. Problem size decreases by  $|R|$

# Win-Win strategy

**Invariant:**  $J = (\text{succ}(L) \cap \text{pred}[R]) \cup k$  isolated vertices,  $|L| \leq 3$

$\leq n^3$

Win-win  
strategy

$\leq n$

**Case**  $|R| \leq \sqrt{n}$

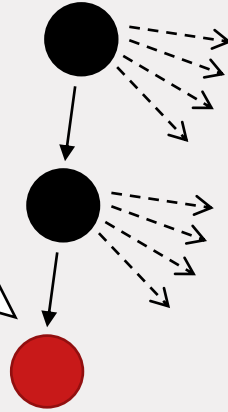
$\Rightarrow$  only  $\binom{n}{\sqrt{n}} = 2^{O(\sqrt{n} \cdot \log n)}$  **different**  $R$ 's


**Case**  $|R| > \sqrt{n}$


In next left step: make  $\sqrt{n}$  jobs progress!

# Branching Tree

Either already in **Lookup Table**:  
- Base case



 =  $|R| \leq \sqrt{n}$

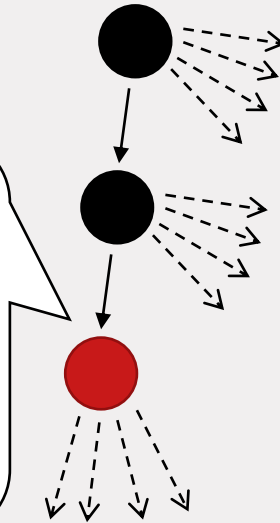
 =  $|R| > \sqrt{n}$


# Branching Tree


Either already in **Lookup Table**:

- Base case

Or not yet in **Lookup Table**:



 =  $|R| \leq \sqrt{n}$

 =  $|R| > \sqrt{n}$

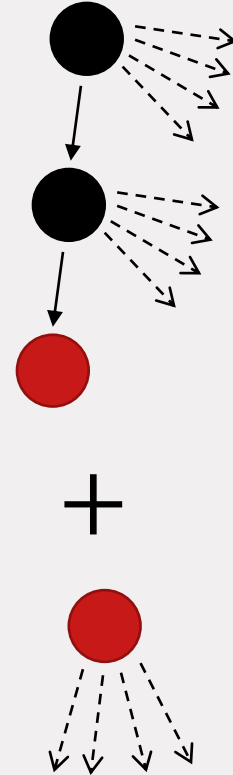
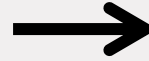
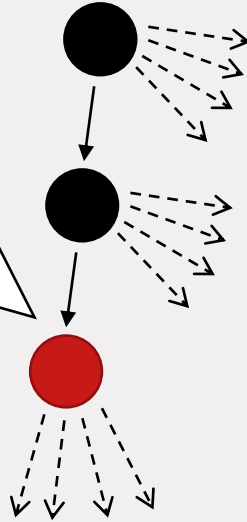
# Branching Tree


Either already in **Lookup Table**:


- Base case

Or not yet in **Lookup Table**:

- View as its 'own tree'
- $\Rightarrow n^{O(\sqrt{n})}$  such trees

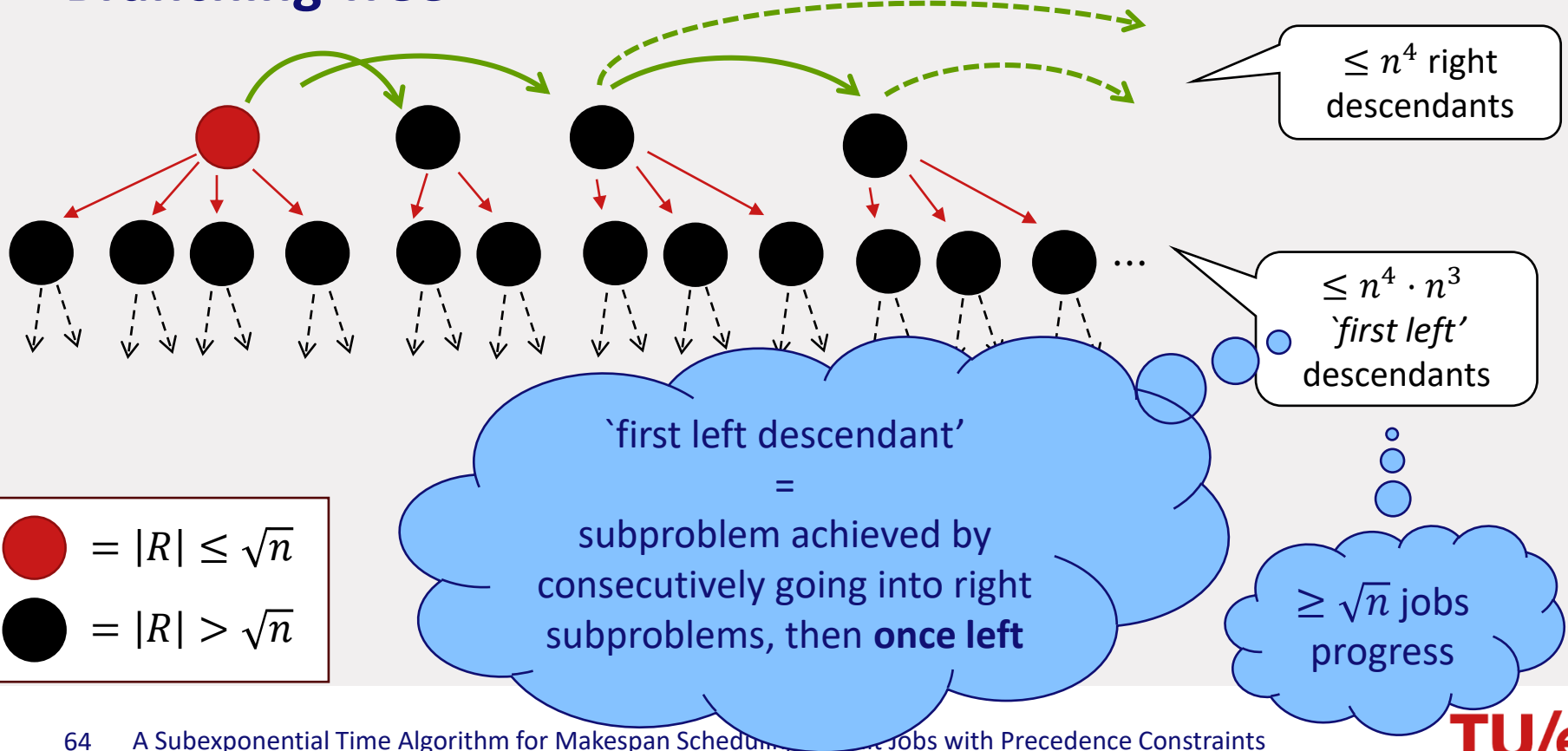


 =  $|R| \leq \sqrt{n}$

 =  $|R| > \sqrt{n}$

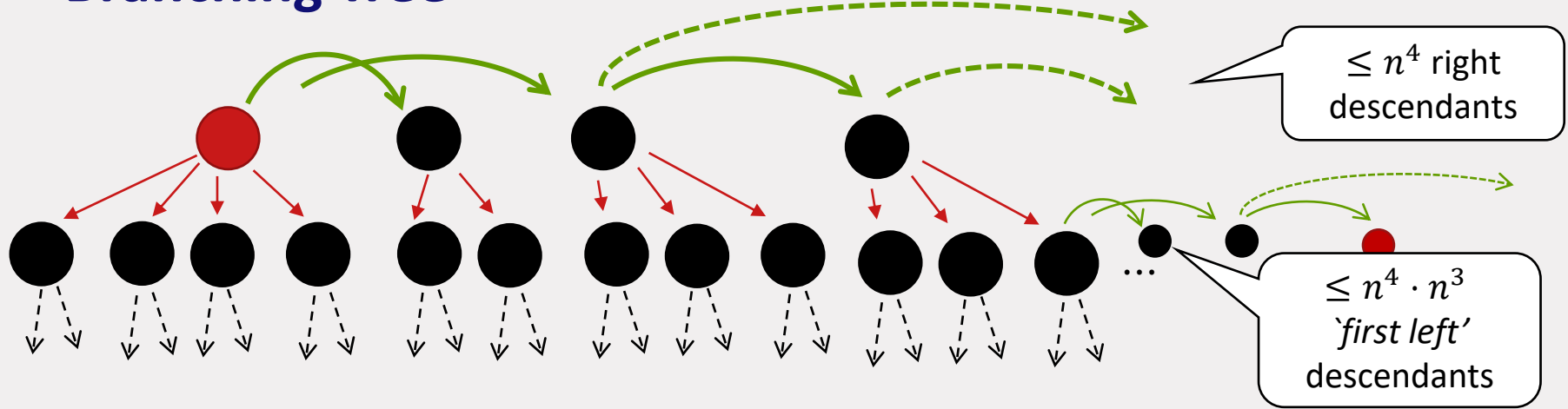
Base case

# Branching Tree





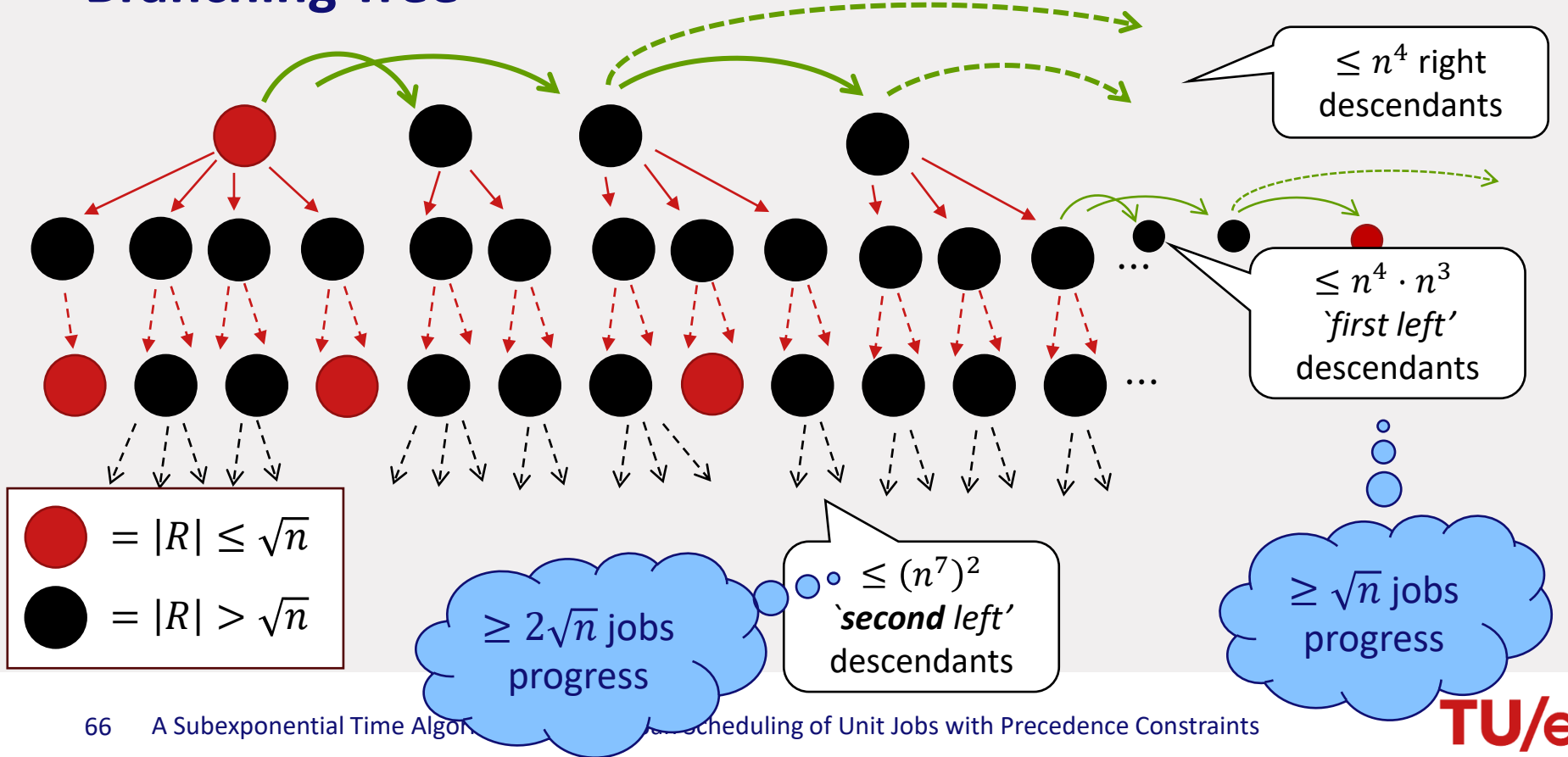
# Branching Tree



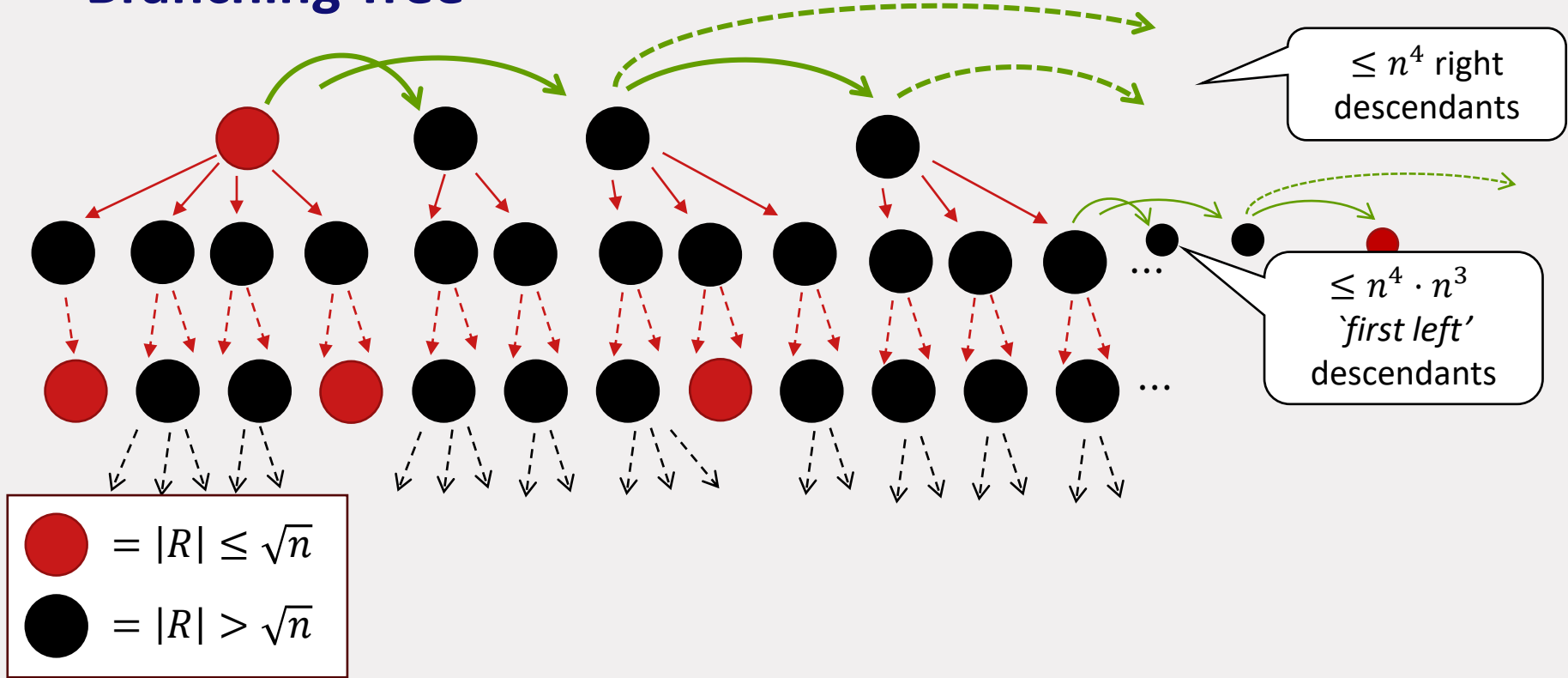
● =  $|R| \leq \sqrt{n}$   
● =  $|R| > \sqrt{n}$

$\geq \sqrt{n}$  jobs progress

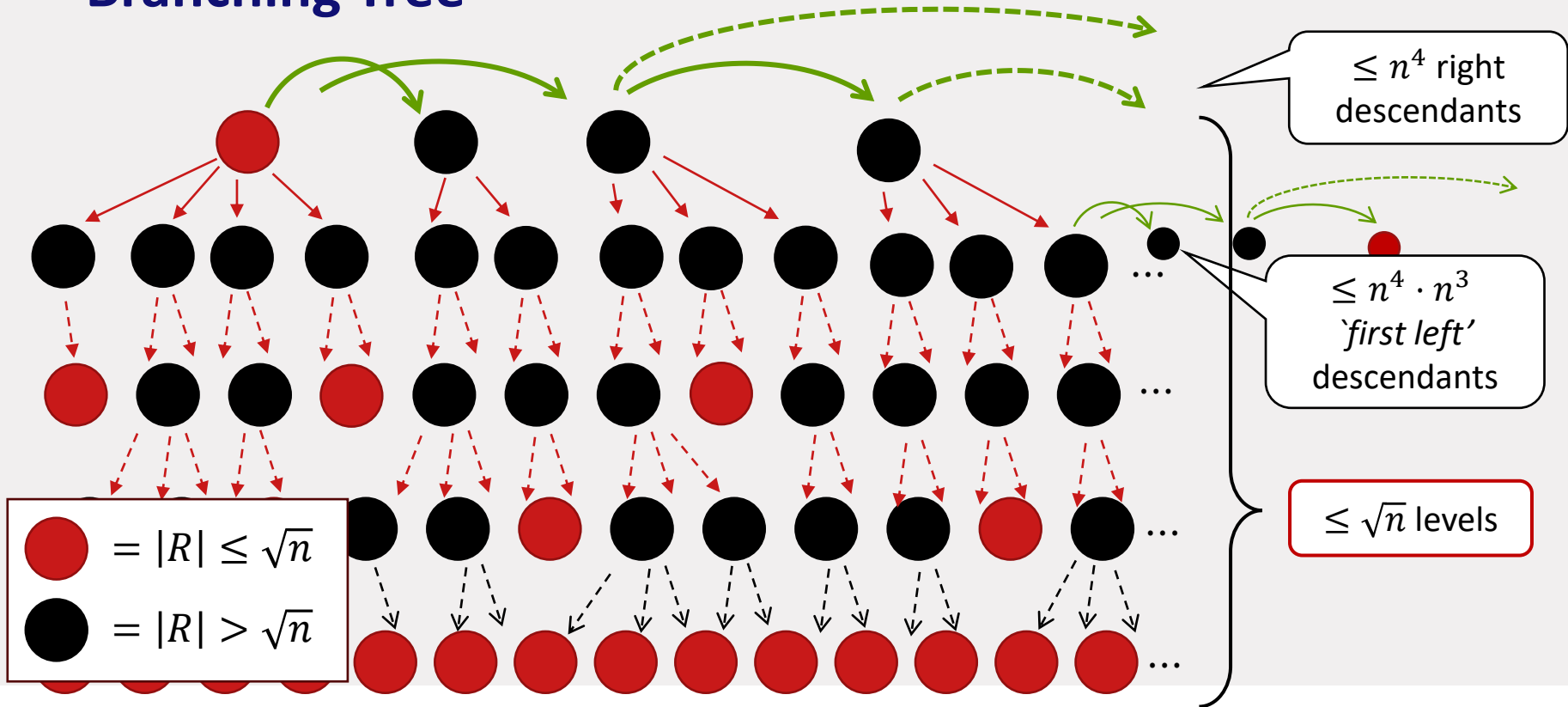
# Branching Tree



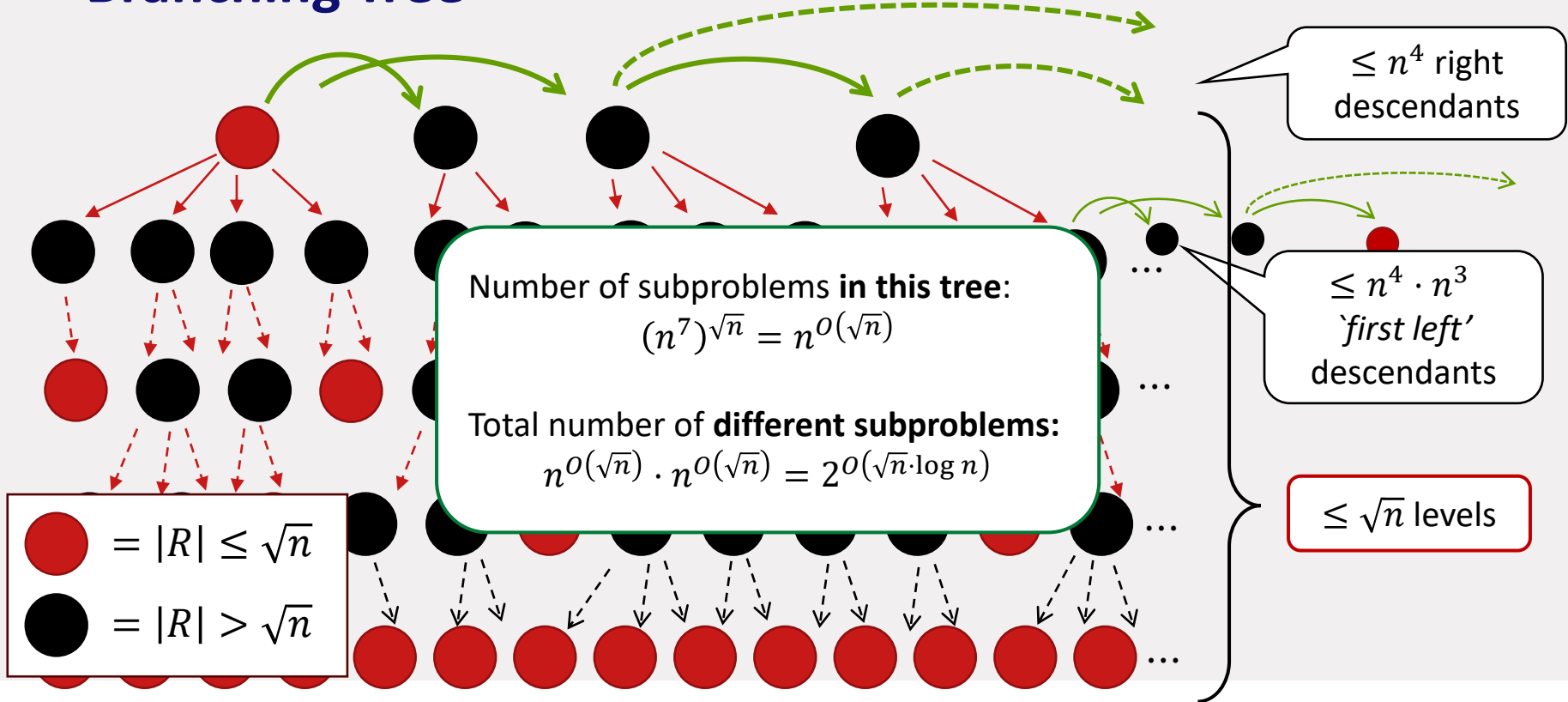
# Branching Tree



# Branching Tree



# Branching Tree



# Algorithm

Schedule( $J$ ):

1. **return** LUT[core( $J$ ), #iso( $J$ )] if it was already set
2. **if**  $J = \emptyset$  **return** 0
3. **for each**  $H \in \text{Sep}(J)$  **do**:
4.     OPT[left( $J, H$ )] := Schedule(left( $J, H$ ))
5.     OPT[right( $J, H$ )] := Schedule(right( $J, H$ ))
6. OPT[ $J$ ] :=  $\min_{H \in \text{Sep}(J)} \{ \text{OPT}[\text{left}(J, H)] + \text{OPT}[\text{right}(J, H)] + 1 \}$
7. LUT[core( $J$ ), #iso( $J$ )] = OPT[ $J$ ]
8. **Return** OPT[ $J$ ]

$\text{Sep}(J) := \{ H \subseteq J \text{ s.t.}$

- (1)  $|H| \leq 3$ ,
- (2)  $H$  is antichain,
- (3)  $|H \setminus \text{sinks}(J)| < 3$

left( $J, H$ ) :=  $J \setminus (\text{succ}[H] \cup \text{sinks}(J))$

right( $J, H$ ) :=  $J \cap ((\text{succ}(H) \cup \text{sinks}(J)) \setminus H)$

Only  $2^{O(\sqrt{n} \cdot \log n)}$  different problems encountered

# Corollaries

**Our result:**

$Pm|prec, p_j = 1|C_{\max}$  can be solved in  $\left(1 + \frac{n}{m}\right)^{o(\sqrt{nm})}$  time.

**Corollary 1**

$Pm|prec, p_j = 1|C_{\max}$  can be solved in subexponential time whenever  $m = o(n)$ .

**Corollary 2**

$P|prec, p_j = 1|C_{\max}$  can be solved in  $1.997^n \cdot poly(n)$  time.

# Conclusion



# Conclusion

## **Main result:**

$P3|prec, p_j = 1|C_{\max}$  in  $2^{O(\sqrt{n} \cdot \log n)}$  time.

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$P3|prec, p_j = 1|C_{\max}$  in  $2^{O(\sqrt{n} \cdot \log n)}$  time.

## Key idea's:

1. Use of look-up table
2. Keeping track of core + # isolated vertices
3. Finding win-win strategy using number of sinks

## Open Problems:

- $P3|prec, p_j = 1|C_{\max}$  in quasi-polynomial time?

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- $P3|prec, p_j = 1|C_{\max}$  in quasi-polynomial time?
- Approximation algorithms, does a PTAS exist (for fixed  $m$ )?
  - QPTAS by
    - Garg 2018
    - Li, 2021
    - Das, Wiese, 2022

$(1 + \varepsilon)$ -approximation in  $n^{O\left(\frac{m^4}{\varepsilon^3} \log^3 \log n\right)}$  time

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$(1 + \varepsilon)$ -approximation in  $n^{O\left(\frac{m^4}{\varepsilon^3} \log^3 \log n\right)}$  time

Thanks for your  
attention!