## Solving $R|\mathbf{p m t n}| C_{\max }$

Notation

- $n$ jobs
- $m$ machines
- $p_{i j}$ is the processing time of job $j$ on machine $i$.

Interpretation:
In one unit of time, you can schedule $1 / p_{i j}$ of job $j$ on machine $i$.

## Step A: Assigning Jobs to Machines

We solve a linear program with variables:

$$
x_{i j} j=\text { the time that job } j i s \text { processed on machine } i
$$

$$
C_{\max }=\text { makespan of schedule }
$$

$$
\begin{gathered}
\min C_{\max } \\
\text { s.t. } \\
\sum_{i=1}^{m} \frac{x_{i j}}{p_{i j}}=1 \quad j=1, \ldots, n \quad \text { each job runs } \\
\sum_{i=1}^{m} x_{i j} \leq C_{\max } \quad j=1, \ldots, n \quad \text { each job;s running time } \\
\sum_{j=1}^{n} x_{i j} \leq C_{\max } \quad i=1, \ldots, m \quad \text { each machine load }
\end{gathered}
$$

## An example

|  | $J_{1}$ | $J_{2}$ | $J_{3}$ | $J_{4}$ |
| ---: | ---: | ---: | ---: | ---: |
| $M_{1}$ | $\mathbf{2}$ | $\mathbf{4}$ | $\mathbf{3}$ | $\mathbf{6}$ |
| $M_{2}$ | $\mathbf{6}$ | $\mathbf{1 0}$ | $\mathbf{1}$ | $\mathbf{4}$ |
| $M_{3}$ | $\mathbf{6}$ | $\infty$ | $\mathbf{3}$ | $\mathbf{8}$ |

A solution to the linear program (not necessarily optimal)
We can give the solution in a table with entries describing $x_{i j}$

|  | $J_{1}$ | $J_{2}$ | $J_{3}$ | $J_{4}$ |
| :--- | ---: | ---: | ---: | ---: |
| $M_{1}$ | $\frac{3}{4}$ | $\mathbf{4}$ | $\mathbf{0}$ | $\mathbf{0}$ |
| $M_{2}$ | $\mathbf{0}$ | $\mathbf{0}$ | $\mathbf{1}$ | $3 \frac{1}{2}$ |
| $M_{3}$ | $3 \frac{3}{4}$ | $\mathbf{0}$ | $\mathbf{0}$ | $\mathbf{1}$ |
| $C_{\max }=$ | $4 \frac{3}{4}$. |  |  |  |

Verification that each job runs:
Job 1: $\frac{3 / 4}{2}+\frac{15 / 4}{6}=1$
Job 2: $\frac{4}{4}=1$
Job 3: $\frac{1}{1}=1$
Job 4: $\frac{7 / 2}{4}+\frac{1}{8}=1$
This assigns jobs to machines, but doesn't assign the jobs to particular times. To do so we need an algorithm.

## Assigning jobs to time slots

We can compute, for each job, and each machine, how much time it needs. In the current example:

|  | $J_{1}$ | $J_{2}$ | $J_{3}$ | $J_{4}$ | total |
| ---: | ---: | ---: | ---: | ---: | ---: |
| $M_{1}$ | $\frac{3}{4}$ | $\mathbf{4}$ | $\mathbf{0}$ | $\mathbf{0}$ | $4 \frac{3}{4}$ |
| $M_{2}$ | $\mathbf{0}$ | $\mathbf{0}$ | $\mathbf{1}$ | $3 \frac{1}{2}$ | $4 \frac{1}{2}$ |
| $M_{3}$ | $3 \frac{3}{4}$ | $\mathbf{0}$ | $\mathbf{0}$ | $\mathbf{1}$ | $4 \frac{3}{4}$ |
| total | $4 \frac{1}{2}$ | $\mathbf{4}$ | $\mathbf{1}$ | $4 \frac{1}{2}$ |  |

Now, if we are to find a schedule of length $C_{\text {max }}=4_{4}^{3}$, it is clear that we must at all times, keep machines 1 and 3 busy. These machines are considered tight. As we will soon see, it will also be possible to have a tight jobs.

## The algorithm

- We now must choose a subset of jobs to run on machines, so that each tight job is being run and each tight machine is being used.
- We continue running these jobs on these machine until either
- a new machine becomes tight, or
- a new job becomes tight, or
- one of the jobs exhausts its processing time on a machine on which it is running.
- To compute the jobs and machines, we solve a matching problem.
- After one of the three cases above occurs, we update our processing times to be remaining processing times, and repeat.


## The example

|  | $J_{1}$ | $J_{2}$ | $J_{3}$ | $J_{4}$ | total |
| ---: | ---: | ---: | ---: | ---: | ---: |
| $M_{1}$ | $\frac{3}{4}$ | $\mathbf{4}$ | $\mathbf{0}$ | $\mathbf{0}$ | $4 \frac{3}{4}$ |
| $M_{2}$ | $\mathbf{0}$ | $\mathbf{0}$ | $\mathbf{1}$ | $3 \frac{1}{2}$ | $4 \frac{1}{2}$ |
| $M_{3}$ | $3 \frac{3}{4}$ | $\mathbf{0}$ | $\mathbf{0}$ | $\mathbf{1}$ | $4 \frac{3}{4}$ |
| total | $4 \frac{1}{2}$ | $\mathbf{4}$ | $\mathbf{1}$ | $4 \frac{1}{2}$ |  |

Machine 1 and Machine 3 are tight. Thus we can choose any 2 jobs, as long as one runs on machine 1 and one runs on machine 3 . We'll choose $J_{1}$ on machine 1 and $J_{4}$ on machine 3.
We'll run for $\frac{1}{4}$ units of time, because after $\frac{1}{4}$ units of time, machine 2 and jobs 1 and 4 will become tight. The beginning of the schedule looks like:


We now update the processing times of job 1 on machine 1 and job 4 on machine 3 , along with the totals.

## Step 2

|  | $J_{1}$ | $J_{2}$ | $J_{3}$ | $J_{4}$ | total |
| ---: | ---: | ---: | ---: | ---: | ---: |
| $M_{1}$ | $\frac{1}{2}$ | $\mathbf{4}$ | $\mathbf{0}$ | $\mathbf{0}$ | $4 \frac{1}{2}$ |
| $M_{2}$ | $\mathbf{0}$ | $\mathbf{0}$ | $\mathbf{1}$ | $3 \frac{1}{2}$ | $4 \frac{1}{2}$ |
| $M_{3}$ | $3 \frac{3}{4}$ | $\mathbf{0}$ | $\mathbf{0}$ | $\frac{3}{4}$ | $4 \frac{1}{2}$ |
| Total | $4 \frac{1}{4}$ | $\mathbf{4}$ | $\mathbf{1}$ | $4 \frac{1}{4}$ |  |

Now all the machines are tight, but none of the jobs are yet tight. In the next time interval, we must keep all machines busy. We do so by finding a matching between jobs and machines. We choose to match:

- Job 1 to Machine 1
- Job 3 to Machine 2
- Job 4 to Machine 3

Note that after $\frac{1}{2}$ units of time job 2 on machine 1 will become tight. So we execute our schedule for $\frac{1}{2}$ time units, and obtain:


|  | $J_{1}$ | $J_{2}$ | $J_{3}$ | $J_{4}$ | total |
| ---: | ---: | ---: | ---: | ---: | ---: |
| $M_{1}$ | $\mathbf{0}$ | $\mathbf{4}$ | $\mathbf{0}$ | $\mathbf{0}$ | 4 |
| $M_{2}$ | $\mathbf{0}$ | $\mathbf{0}$ | $\frac{1}{2}$ | $3 \frac{1}{2}$ | 4 |
| $M_{3}$ | $3 \frac{3}{4}$ | $\mathbf{0}$ | $\mathbf{0}$ | $\frac{1}{4}$ | 4 |
| Total | $3 \frac{1}{4}$ | $\mathbf{4}$ | $\frac{1}{2}$ | $3 \frac{3}{4}$ |  |

Now all the machines are still tight, and job 2 is tight. We must find a matching that uses all the machines, and job 2. Such a matching is:

- Job 2 to Machine 1
- Job 3 to Machine 2
- Job 4 to Machine 3

Note that after $\frac{1}{4}$ units of time job 1 on machine 3 will become tight and job 4 on machine 4 will terminate. So we execute our schedule for $\frac{1}{4}$ time units, and obtain:


Updating processing times:

|  | $J_{1}$ | $J_{2}$ | $J_{3}$ | $J_{4}$ | total |
| ---: | ---: | ---: | ---: | ---: | ---: |
| $M_{1}$ | $\mathbf{0}$ | $3 \frac{3}{4}$ | $\mathbf{0}$ | $\mathbf{0}$ | $3_{\frac{3}{4}}^{3}$ |
| $M_{2}$ | $\mathbf{0}$ | $\mathbf{0}$ | $\frac{1}{4}$ | $3 \frac{1}{2}$ | $3_{\frac{3}{4}}^{3}$ |
| $M_{3}$ | $3 \frac{3}{4}$ | $\mathbf{0}$ | $\mathbf{0}$ | $\mathbf{0}$ | $3 \frac{3}{4}$ |
| Total | $3 \frac{3}{4}$ | $\mathbf{3} \frac{3}{4}$ | $\frac{1}{4}$ | $3 \frac{1}{2}$ |  |

Now all the machines are still tight, and jobs 1 and 2 are tight. We must find a matching that uses all the machines, and jobs 1 and 2 . Such a matching is:

- Job 2 to Machine 1
- Job 3 to Machine 2
- Job 1 to Machine 3

Note that after $\frac{1}{4}$ units of time job 4 on machine 2 will become tight So we execute our schedule for $\frac{1}{4}$ time units, and obtain:


Updating processing times:

## Step 5

|  | $J_{1}$ | $J_{2}$ | $J_{3}$ | $J_{4}$ | total |
| ---: | ---: | ---: | ---: | ---: | ---: |
| $M_{1}$ | $\mathbf{0}$ | $3 \frac{1}{2}$ | $\mathbf{0}$ | $\mathbf{0}$ | $3 \frac{1}{2}$ |
| $M_{2}$ | $\mathbf{0}$ | $\mathbf{0}$ | $\mathbf{0}$ | $3 \frac{1}{2}$ | $3 \frac{1}{2}$ |
| $M_{3}$ | $3 \frac{1}{2}$ | $\mathbf{0}$ | $\mathbf{0}$ | $\mathbf{0}$ | $3 \frac{1}{2}$ |
| Total | $3 \frac{1}{2}$ | $\mathbf{3} \frac{1}{2}$ | 0 | $3 \frac{1}{2}$ |  |

Now all the machines are still tight, and jobs 1,2 and 4 are tight. We must find a matching that uses all the machines, and jobs 1, 2 and 4. Such a matching is:

- Job 2 to Machine 1
- Job 4 to Machine 2
- Job 1 to Machine 3

These can all run to completion, and we obtain the final schedule:


This procedure will always find a valid schedule.

