

Generalizing the Edge-Finder Rule for the Cumulative Constraint

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Abstract

We present two novel filtering algorithms for the **Cumulative constraint** based on a new energetic **relaxation**. We introduce a **generalization** of the **Overload Check** and **Edge-Finder** rules based on a function computing the earliest completion time for a set of tasks. Depending on the **relaxation** used to compute this function, one obtains different levels of filtering. We present two algorithms that enforce these rules. The algorithms utilize a **novel data structure** that we call **Profile** and that encodes the resource utilization over time. Experiments show that these algorithms are **competitive** with the state-of-the-art algorithms, by doing a **greater filtering** and **having a faster runtime**.

Cumulative Scheduling Problem

- **Definition** : A set of tasks need to be executed, without interruption, on a cumulative resource of capacity $C \in \mathbb{Z}^+$
- Properties of a non-preemptive task $i \in \mathcal{I} = \{1, \dots, n\}$
 - earliest starting time : $est_i \in \mathbb{Z}$
 - latest completion time : $lct_i \in \mathbb{Z}$
 - processing time : $p_i \in \mathbb{Z}^+$
 - resource consumption value : $h_i \in \mathbb{Z}^+$
 - energy : $e_i = p_i h_i$
 - earliest completion time : $ect_i = est_i + p_i$
 - latest starting time : $lst_i = lct_i - p_i$
- Generalized properties to a set of tasks Ω :

$$est_\Omega = \min_{i \in \Omega} est_i \quad lct_\Omega = \max_{i \in \Omega} lct_i \quad e_\Omega = \sum_{i \in \Omega} e_i$$
- Cumulative constraint :

$$\forall i \in \mathcal{I} \text{ dom}(S_i) = [est_i, lst_i]$$

$$\text{CUMULATIVE}([S_1, \dots, S_n], C) \iff \forall t : \sum_{i \in \mathcal{I}, S_i \leq t < S_i + p_i} h_i \leq C$$

Overload Check

- If the energy consumption required by a set of tasks Ω exceeds the capacity over $[est_\Omega, lct_\Omega)$, then the test fails.

$$\exists \Omega \subseteq \mathcal{I} : C(lct_\Omega - est_\Omega) < e_\Omega \Rightarrow \text{fail}$$
- [Fahimi et al., 2014] run the Overload Check in $\mathcal{O}(n)$ time

Edge-Finder

1) Detection Phase

- Detects “ends before end” (\leq) temporal relation
- [Vilím, 2009] runs the Detection Phase in $\mathcal{O}(n \log n)$ time
- If a task $i \notin \Omega$ cannot be executed along the tasks in Ω without having any of them missing their deadline, then $\Omega < i$

$$e_{\Omega \cup \{i\}} > C(lct_\Omega - est_{\Omega \cup \{i\}}) \Rightarrow \Omega < i$$

2) Adjustment phase

- Given a precedence $\Omega < i$, adjusts the lower bound of S_i
- [Vilím, 2009] runs the Adjustment Phase in $\mathcal{O}(kn \log n)$ time, where k is the number of distinct heights

$$\Omega < i \Rightarrow est_i \geq \max_{\Omega' \subseteq \Omega} \left\{ est_{\Omega'} + \left\lceil \frac{e_{\Omega'} - (C - h_i)(lct_{\Omega'} - est_{\Omega'})}{h_i} \right\rceil \right\}$$

Fully-Elastic Relaxation

- Revolves around the elasticity of a task [Baptiste, Le Pape, Nuijten, 2001]
- The resource consumption of a fully elastic task can fluctuate over time
- Fully-Elastic computation of ect_Ω [Vilím, 2009]

$$ect_\Omega^F = \left\lceil \frac{\max\{C est_{\Omega'} + e_{\Omega'} \mid \Omega' \subseteq \Omega\}}{C} \right\rceil$$

Generalization of known filtering rules

- Overload Check

$$\exists \Omega \subseteq \mathcal{I} : ect_\Omega > lct_\Omega \Rightarrow \text{fail}$$
- Edge-Finder Detection

$$\forall \Omega \subset \mathcal{I}, \forall i \in \mathcal{I} \setminus \Omega : ect_{\Omega \cup \{i\}} > lct_\Omega \Rightarrow \Omega < i$$
- The function ect_Ω is NP-Hard to compute, so a relaxation is necessary
- The known Overload Check and Edge-Finder rules are based on the Fully-Elastic relaxation

Horizontally-Elastic Relaxation

- We introduce a stronger relaxation that restricts the elasticity of a task
- At any time t a task can consume between 0 and h_i units of resource
- Horizontally-Elastic computation of ect_Ω is given by

$$h_{\max}(t) = \min \left(\sum_{i \in \Omega \mid est_i \leq t < lct_i} h_i, C \right)$$

$$h_{\text{req}}(t) = \sum_{i \in \Omega \mid est_i \leq t < ect_i} h_i$$

$$h_{\text{cons}}(t) = \min(h_{\text{req}}(t) + ov(t-1), h_{\max}(t))$$

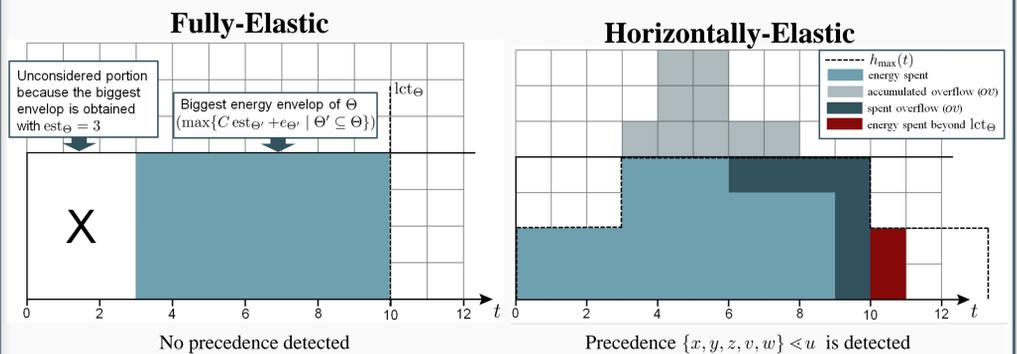
$$ov(t) = ov(t-1) + h_{\text{req}}(t) - h_{\text{cons}}(t), \quad ov(\min_{i \in \Omega} est_i) = 0$$

$$ect^H = \max\{t \mid h_{\text{cons}}(t) > 0\} + 1$$

Examples

Edge-Finder Detection

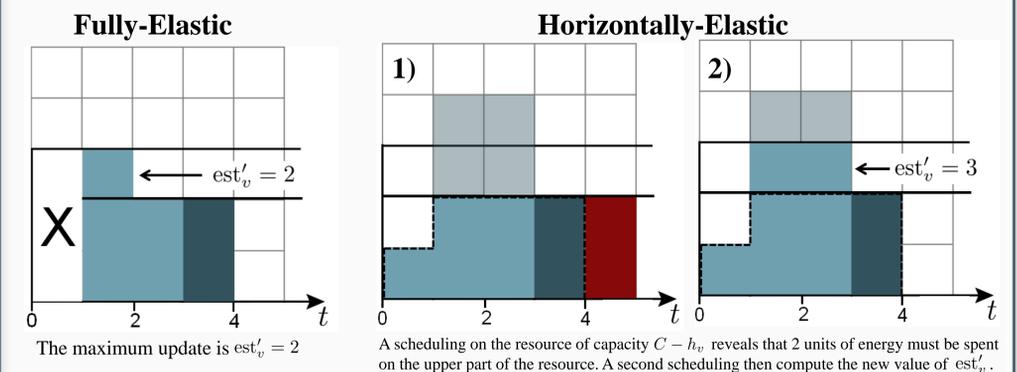
$$\{\langle est_i, lct_i, p_i, h_i \rangle\} = \{x : \langle 0, 8, 4, 1 \rangle, y : \langle 0, 8, 4, 1 \rangle, z : \langle 3, 9, 6, 3 \rangle, w : \langle 4, 8, 2, 1 \rangle, v : \langle 4, 8, 2, 1 \rangle, u : \langle 4, 20, 3, 2 \rangle\}$$



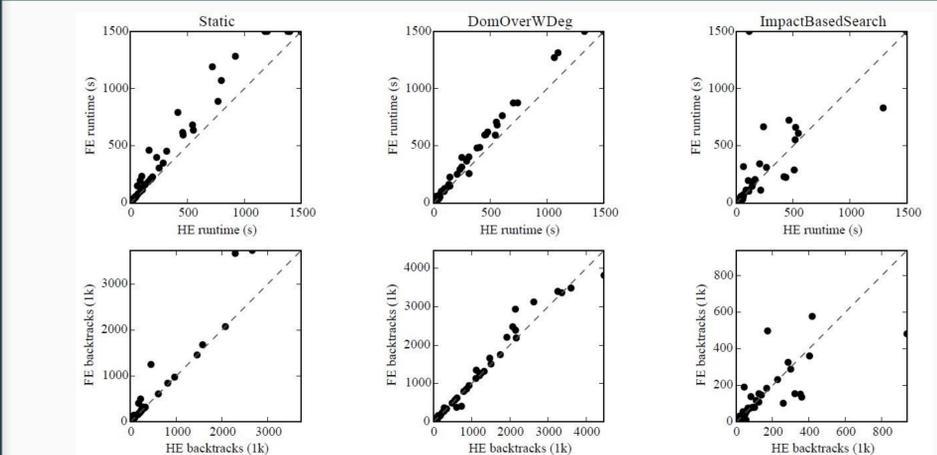
Edge-Finder Adjustment

$$\{\langle est_i, lct_i, p_i, h_i \rangle\} = \{x : \langle 0, 4, 2, 1 \rangle, y : \langle 1, 4, 1, 3 \rangle, z : \langle 2, 4, 1, 1 \rangle, w : \langle 2, 4, 1, 3 \rangle, v : \langle 1, 10, 3, 1 \rangle\}$$

$$\{x, y, z, w\} \leq v$$



Experimental Results



Conclusion

1. We generalized the Overload Check and Edge-Finder rules (Cumulative)
2. We introduced a strong relaxation to compute ect_Ω
3. We presented a data structure to efficiently compute ect_Ω^H
4. We presented algorithms enforcing the Overload Check and Edge-Finder rules using our relaxation in $\mathcal{O}(n^2)$ time and $\mathcal{O}(kn^2 + n^2)$ time respectively
5. Experimental results demonstrated the effectiveness of the method

