

Reachability and deadlocking in multi-stage scheduling

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Gerhard Woeginger

Eindhoven University of Technology

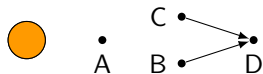
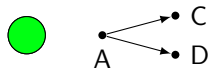
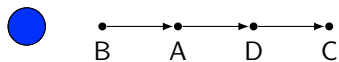
Wednesday September 28, 2011 RP 2011

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Machines



Jobs

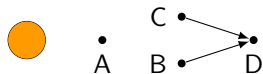
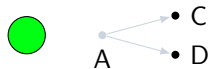
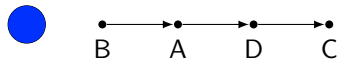


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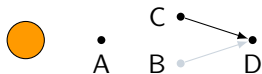
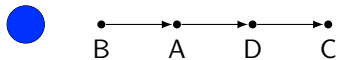


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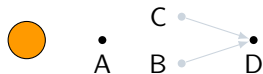
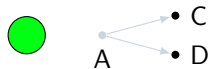
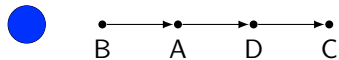


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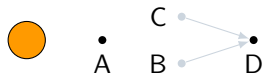
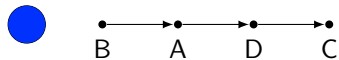


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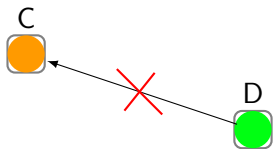


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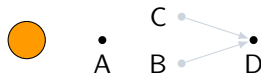
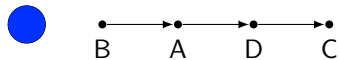


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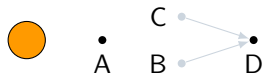
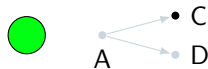
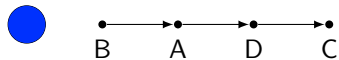


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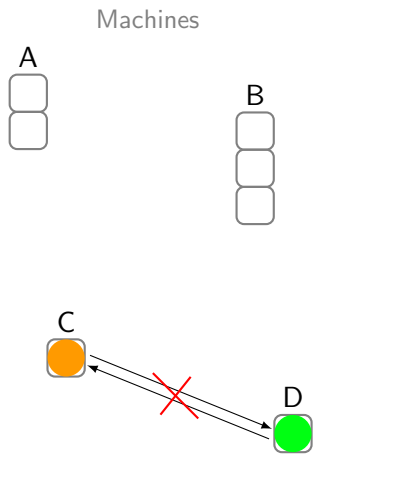
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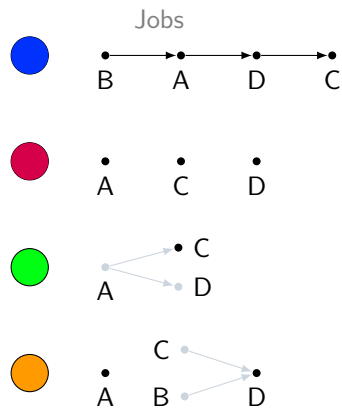
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Unsynchronised job movements

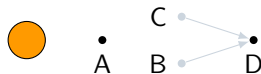
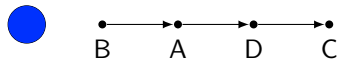


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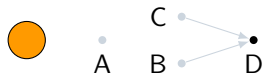
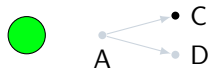
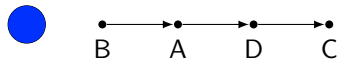


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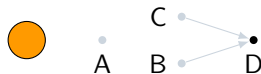
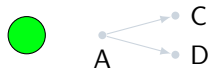
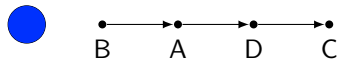


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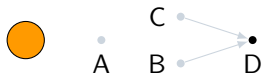
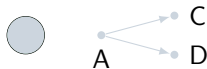
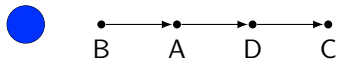


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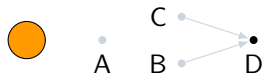
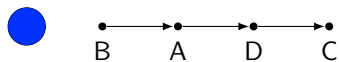


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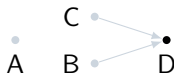
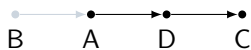


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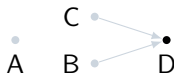
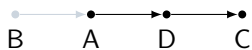


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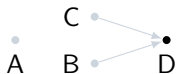
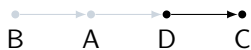


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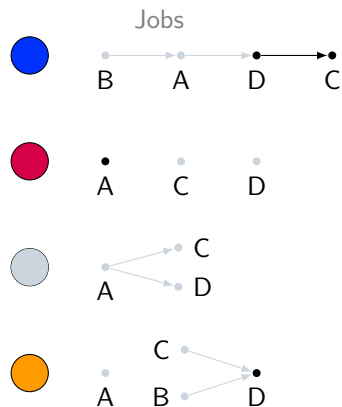
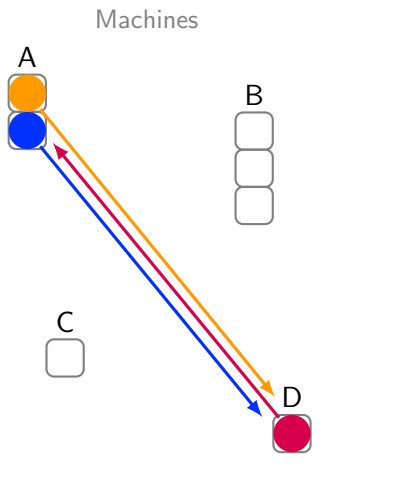
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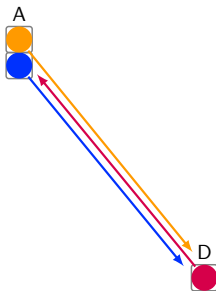


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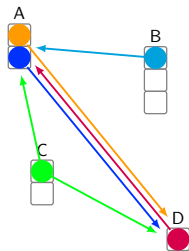
Basic Terms

- blocking set;
 - (sub-)set of machines $\mathcal{B} \neq \emptyset$ occupied to full capacity,
 - jobs on \mathcal{B} need further processing, *next* only within \mathcal{B}



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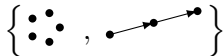
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Lemma

state contains blocking set \implies *state unsafe*

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 - not all jobs completed
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- **unsafe state**; a system state where deadlock is unavoidable
- scheduling system **restricted** to family of digraphs F ;
each job is isomorphic to digraph in F .



Previous Related Work

- M. LAWLEY AND S. REVELIOTIS (2001). Deadlock avoidance for sequential resource allocation systems: hard and easy cases. *The International Journal of Flexible Manufacturing Systems* 13, 385–404.
- W. SULISTYONO AND M. LAWLEY (2001). Deadlock avoidance for manufacturing systems with partially ordered process plans. *IEEE Transactions on Robotics and Automation* 17, 819–832.
- C.E.J. EGGERMONT, A. SCHRIJVER, G.J. WOEGINGER (2011). Analysis of multi-stage open shop processing systems. *International Symposium on Theoretical Aspects of Computer Science (STACS), LIPIcs* 9, 484–494.

Problems

Problems

① RECOGNIZE SAFE STATE

Instance : scheduling system, state s

Question : Is state s safe?

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Instance : scheduling system

Question : Can the system fall into a deadlock state?

Problems

How does restricting scheduling system affect complexity?

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Results

Results: 1. Safety

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Theorems (1996-2001)

For scheduling systems where either

(i) every machine capacity > 1 or

(ii) every job is unconstrained:

state unsafe \iff state contains blocking set

Results: 1. Safety

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Lemma

Whether state contains blocking set is decidable in polynomial time

Results: 1. Safety

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For scheduling system s.t. machines with capacity 1 occur only in unconstrained plans and out-stars:

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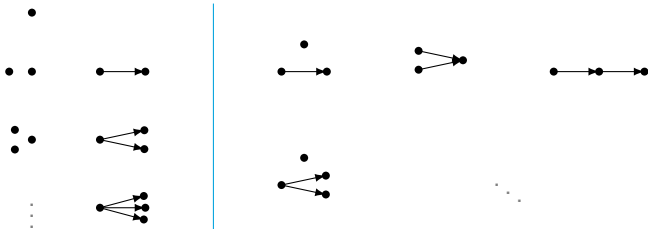
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Theorem

RECOGNIZE SAFE STATE *NP-hard otherwise*



Results: 2. Reachability

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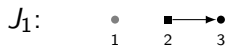
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Example:

$$\mathcal{M} : \{1, 2, 3\}$$



Results: 2. Reachability

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\mathcal{M} : {1, 2, 3}

J_1 : ● ■ → ●
 1 2 3

J_2 : ■ ← ● ●
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\mathcal{M}^ρ : {1, 2, 3}

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J_2^ρ : ■
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Results: 2. Reachability

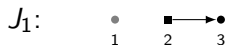
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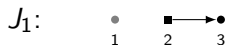
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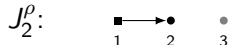
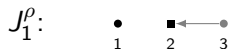
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State s reachable \iff state $\rho(s)$ is safe in new system

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REACHABILITY is decidable in polynomial time for scheduling system where machines with capacity 1 occur only in unconstrained plans and in-stars, and NP-hard otherwise.

Results: 3. Deadlock

DEADLOCK

Instance : scheduling system

Question : Can the system fall into a deadlock?

Results: 3. Deadlock

DEADLOCK

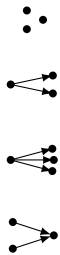
Instance : scheduling system

Question : Can the system fall into a deadlock?

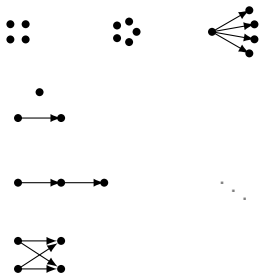
easy



?



hard



Proof: 1. Safety

sketch

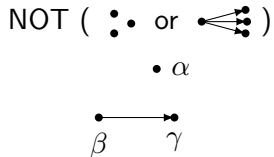
Proof: 1. Safety

sketch

NOT ($\vdots \bullet$ or $\bullet \rightarrow \vdots$)

Proof: 1. Safety

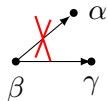
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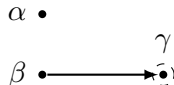
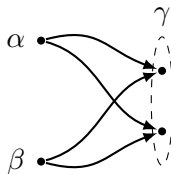
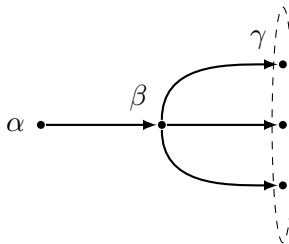
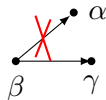
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Proof: 1. Safety

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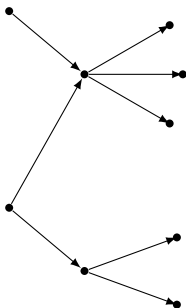
NOT ($\begin{matrix} \bullet \\ \bullet \\ \bullet \end{matrix}$ or $\begin{matrix} \bullet \\ \bullet \\ \bullet \end{matrix}$)



Decomposition: machine β s.t. set $\gamma := \text{succ}(\beta)$ minimal,
 $\alpha \neq \beta$ sink on non-successors, call rest δ .

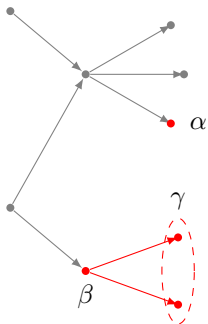
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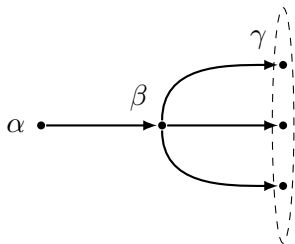
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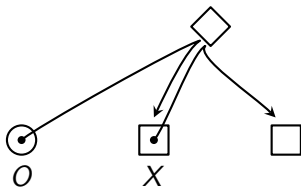
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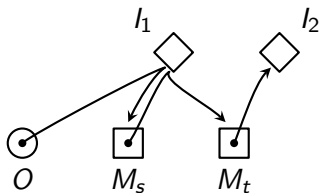
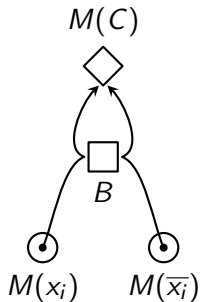
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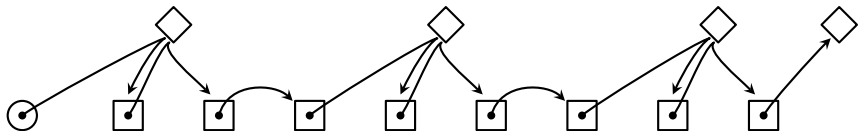
sketch



- : internal machine
- ◇ : input machine
- : output machine

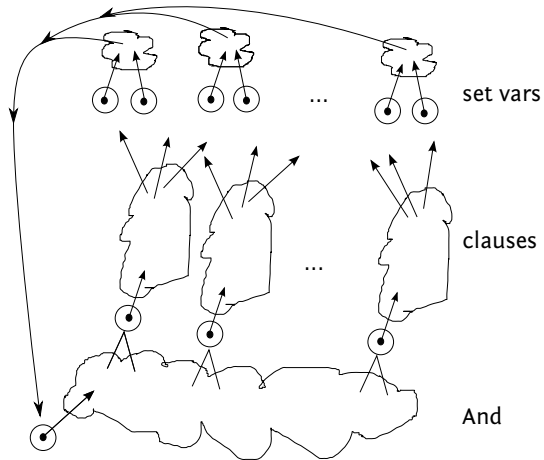
Proof: 1. Safety

sketch



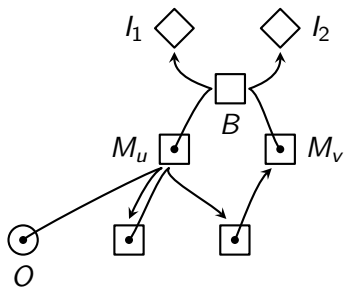
Proof: 1. Safety

sketch



Proof: 1. Safety

sketch



Questions / Comments ?