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A note on on-line broadcast scheduling with deadlines

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\textbf{A B S T R A C T}

In this paper, we study an on-line broadcast scheduling problem with deadlines, in which the requests asking for the same page can be satisfied simultaneously by broadcasting this page, and every request is associated with a release time, deadline and a required page with a unit size. The objective is to maximize the number of requests satisfied by the schedule. In this paper, we focus on an important special case where all the requests have their spans (the difference between release time and deadline) less than 2. We give an optimal online algorithm, i.e., its competitive ratio matches the lower bound of the problem.

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\section{1. Introduction}

Broadcasting technologies receive a lot attention on networks that employs broadcasting to disseminate data or information. In contrast to the traditional point-to-point mode of communication, broadcasting technologies have an advantage that one broadcast by the server can simultaneously satisfy requests required from multiple clients for an identical message. In this paper, we focus a pull-based model of broadcast scheduling problems, which is formalized as below.

\textbf{Problem description.} There is a collection of pages $S = \{1, \ldots, n\}$, in the server. The clients send requests to ask for these pages and each request has a release time, deadline and a distinct page to ask for. The server answers requests by broadcasting pages. Note that a broadcast of a page can satisfy all the requests asking for the same page simultaneously and there is at most one page to be broadcasted at any time. During broadcasting, the preemption is allowed, but if the broadcast of a page is preempted, then in case the server choose this page to broadcast again, it must from the start point not the break point, we call this as \textit{preemption with restart}. When the request for the page that currently broadcast arrives it must be kept in the queue of unsatisfied requests.

In this paper, we consider each page has an unit size, i.e., any page can be broadcasted during one time unit, and the requests arrive over time. The scheduling algorithm used by the server has no knowledge of requests in advance and makes decisions only with information of requests having already arrived. We call this on-line broadcast scheduling. There are two models, discrete and continuous models. In discrete model, the arrival times and deadlines for all the requests are integral. For the online version of discrete model, Kim and Chwa [10] gave a best possible online algorithm with competitive ratio 2. Since new requests may arrive and end any time, the continuous model is more general, and is well-studied during these years. The main objectives are minimizing the flow time (response time) and maximizing the total throughput, i.e., the number of satisfied requests.

\textbf{Previous results.} Most of the previous works on on-line broadcast scheduling focus on minimizing the flow time [1–4,6–8,11]. On maximizing the throughput of on-line broadcast scheduling, Kim and Chwa [10] first gave a 5.828-competitive algorithm, then Chan et al. [5] showed that the competitive ratio of algorithm in [10] is at most 5. Recently, Zheng et al. [13] obtained a new on-line algo-
algorithm by looking forward two steps and proved that the competitive ratio is at most 4.56. The lower bound of maximizing the throughput of on-line broadcast scheduling is 4 which is from a related on-line interval scheduling problem [12]. Fung et al. [9] first studied this on-line broadcast scheduling problem with laxity (the span of a request, i.e., the difference between deadline and release time) constraints, and got some results as below. If all the requests have their laxity at least 2 then a nice and simple online algorithm with competitive ratio 2.618 is given. If all the requests have their laxity at most $\alpha < 2$, then an \( f(\alpha) \)-competitive algorithm can be achieved, where \( 4 < f(\alpha) \leq 4.714 \). For off-line broadcast scheduling problem, maximizing the throughput is NP-hard [4].

Our contributions. In this paper, we focus on maximizing the throughput and give a 4-competitive algorithm if all the requests have laxity less than 2, which is optimal since the lower bound of this problem is also 4.

2. Preliminaries

A request \( R_i \) is defined as a triple \((p_i, r_i, d_i)\), where \( p_i \) is the requested page, \( r_i \) and \( d_i \) are its release time and deadline, respectively.

**Definition 1** (Laxity). For a request \( R = (p, r, d) \), its laxity is defined as \((d - r)\).

**Definition 2** (Alive and dead). Given a request \( R = (p, r, d) \), if \((d - t) \geq 1 \) then we say the request is alive at time \( t \), otherwise, dead at time \( t \).

For a request \( R = (p, r, d) \), at time \( t \) its weight \( W(R, t) \) is defined as the following table, i.e., if it is alive at time \( t \) then its weight is 1 otherwise 0.

<table>
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<th>( d - t )</th>
<th>((-\infty, 1])</th>
<th>([1, +\infty))</th>
</tr>
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<tbody>
<tr>
<td>Weight</td>
<td>0</td>
<td>1</td>
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For a page \( P \), its weight \( W(P, t) \) is defined as the number of all requests alive at time \( t \) in a pending list, i.e.,

\[
W(P, t) = \sum_{p_i = P} W(R_i, t).
\]

**Definition 3** (Competitive ratio). To evaluate an online algorithm, we use the standard measure called competitive ratio. For any input sequence \( L \), let \( A(L) \) be the cost by an online algorithm \( A \) and \( OPT(L) \) be the cost by an optimal off-line algorithm. The competitive ratio of algorithm \( A \) is then defined as \( RA = \sup_{L} \frac{OPT(L)}{A(L)} \).

3. A tight upper bound for laxity less than 2

We first give an on-line algorithm then show that its competitive ratio is 4 which matches the lower bound [12]. Our algorithm is quite similar with ones in [5,10]. The main ideas of our algorithm are: (i) whenever we decide to broadcast a page, the page with the maximal weight is selected to be served; (ii) when a new request for page \( p_0 \) arrives if to start broadcasting page \( p_0 \) can double the profit (i.e., throughput), then we abort broadcasting the current page, and put the new request into a pending list and select a page with the maximal weight and broadcast that page (this is the difference between our algorithm and the ones in [5,10]). Otherwise, continue to broadcast the current page and put the new request in the pending list.

Let \( P_0 \) be the page of a new request which arrives at the current time \( t \), let \( P_c \) denote the currently broadcast page if it exists. Our algorithm is described (see Algorithm 1).

We first define a concept called basic chain and observe an important property related to it. Then, we divide the broadcasts by our algorithm into a set of basic chains and combine the property to get an upper bound 4 for the competitive ratio.

**Definition 4** (Basic chain). For \( i \leq j \), a sequence of broadcasts \( (P_i, P_{i+1}, \ldots, P_j) \) is called a basic chain if pages \( P_i, \ldots, P_{j-1} \) are aborted broadcasts and page \( P_j \) is a completed broadcast, and the broadcast just before \( P_i \) is empty or a completed broadcast.

**Theorem 1.** For any input list of requests with laxity less than 2, the competitive ratio of our algorithm is 4.

**Proof.** Let the sequence of broadcasts \( (P_1, P_2, \ldots, P_j) \) be the first basic chain generated by our on-line algorithm. Let \( (P_1^*, P_2^*, \ldots, P_m^*) \) be the first pages broadcast by an optimal scheduling such that the starting point of broadcasting page \( P_i^* \) is in the time interval for broadcasting page \( P_j \), shown as Fig. 1 (if \( P_i^* \) does not exist, only we set \( P_i^* \) as a dummy page). Let time \( t_i \) \((t_i^*)\) denote the starting point of broadcasting page \( P_i \) \((P_i^*)\) for \( 1 \leq i \leq \max(j, m) \). Without loss of generality, assume that \((t_i - t_{i+1}) \geq 1 \) for \( 1 \leq i \leq m \) otherwise we can get another optimal schedule by broadcasting \( P_i^* \) at time \( t_i^* \) except for page \( P_j^* \) and doing nothing during \([t_j, t_{j+1}]\).

Now, for \( 1 \leq i \leq j \), we define a set of intervals, \( [l_i, t_{i+1}] \), where \( t_{i+1} = t_j + 1 \). For an input list \( L \), let \( A(L) \) and \( OPT(L) \) be the number of requests satisfied by our algorithm and an optimal schedule respectively. For \( 1 \leq i \leq m \), let \( x_i^* \) be the number of requests which are satisfied by broadcasting page \( P_i^* \) in the optimal schedule.

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By inequalities (3)–(5), we have

\[ \text{OPT}(L) = \sum_{i=1}^{m} x_i^* \leq \sum_{i=1}^{m} 2^{i+1-m} W = 4W \sum_{i=0}^{m-1} 2^i = 4W = 4A(L). \]

**Step 2.** Assume that this theorem holds when there are \( h \) basic chains in the whole broadcast generated by our algorithm, where \( h \geq 1 \). Next we consider the case in which there are \( h+1 \) basic chains in our broadcast. First, we define four sublists of requests. We define \( L_2 \) as the sublist of requests that will be considered by our algorithm after time \( t_j + 1 \), i.e., the sublist of requests with release time at least \( t_j + 1 \) and not satisfied by our algorithm before \( t_j + 1 \). In the same way, we define \( L_2^* \) as the sublist of requests that will be considered by the optimal algorithm after time \( t_j + 1 \). Since \( t_j + 1 \) and not satisfied by the optimal algorithm before \( t_j + 1 \), observe that for any request \( R \in L_1 \), if request \( R \) is not satisfied by algorithm \( WP \), then request \( R \) is not alive at time \( t_j + 1 \). Therefore, \( R \) is not alive at time \( t_j + 1 \) too, where \( t_j + 1 \geq t_j \). Then \( R \notin L_2^* \). If request \( R \) is satisfied by algorithm \( WP \) before \( t_j + 1 \), then it is not alive at time \( t_j + 1 \) since every request has laxity less than 2. So, in both cases, we have \( R \notin L_2^* \), where \( R \in L_1 \).

Next we are going to bound \( \text{OPT}(L) \), i.e., the throughput by the optimal schedule. Without loss of generality, broadcasts generated by our algorithm and the optimal algorithm looks like Fig. 1.

We prove this theorem by mathematical induction over the number of basic chains produced by our algorithm.
t_j + 1 then just copies it into $L^1_2 (L^*_{2,1})$ else modifies its release time to $t_j + 1$ then copies it into $L^1_2 (L^*_{2,2})$. For every request in $L^*_2$, if its release time is at least $t^*_m + 1$ then just copies it into $L^*_2$ else modifies its release time to $t^*_m + 1$ then copies it into $L^*_2$. By the above definitions and (9), we have

$$OPT(L^1_2) \geq OPT(L^*_{2,1}) \geq OPT(L^*_{2,2}).$$

$$A(L) = A(L_1) + A(L^1_2).$$

$$OPT(L) = OPT(L^*_1) + OPT(L^*_2).$$

And by the assumption for $h$ basic chains and Claim 1, we have

$$4A(L^1_2) \geq OPT(L^*_2) \quad \text{and} \quad 4A(L_1) \geq OPT(L^*_1).$$

So,

$$4A(L) = 4(A(L_1) + A(L^1_2)) \quad \text{by (11)}$$

$$\geq OPT(L^*_1) + OPT(L^*_2) \quad \text{by (13)}$$

$$\geq OPT(L^*_1) + OPT(L^*_2) \quad \text{by (10)}$$

$$= OPT(L) \quad \text{by (12)}$$

Hence, this theorem holds. □

References


