

**Queueing Delay in Bin-Packing  
and other  
Stochastic Combinatorial Problems**

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# Outline

- Probabilistic bin-packing, TSP, and TRP
- Queueing variants
- Batching heuristic
- Tightness of batching in TSP and TRP
- A bin-packing policy
- Lower bounds in bin-packing

# Static Probabilistic Bin-Packing (Rhee et al.)

- $n$  items
- Sizes  $X_1, \dots, X_n$ ; i.i.d.  $X_i \sim U[0, 1]$
- $N_n$ : min # of unit bins needed

$$\mathbb{E}[N_n] = \frac{n}{2} + \Theta(\sqrt{n})$$

$N_n$  is “concentrated” around its mean

# On-Line Probabilistic Bin-Packing (Shor)

- Place each item as soon as it arrives

$$N_n \geq \frac{n}{2} + \Omega(\sqrt{n} \log^{1/2} n), \quad \text{w.h.p.}$$

- Best-Fit: (place item so that resulting bin is as full as possible)

$$N_n \leq \frac{n}{2} + O(\sqrt{n} \log^{3/4} n), \quad \text{w.h.p.}$$

# Probabilistic TSP

- $n$  points/cities, i.i.d. locations  $X_i \in [0, 1]^2$
- $L_n$ : length of shortest TSP tour

$$\frac{L_n}{\sqrt{n}} \rightarrow c, \text{ a.s.} \quad \frac{\mathbb{E}[L_n]}{\sqrt{n}} \rightarrow c; \quad \text{Var}(L_n) = O(1)$$

- Proof of  $\mathbb{E}[L_n] \sim \sqrt{n}$ :

$$L_n \leq 2\sqrt{n} \quad (\text{space-filling curve})$$

$$\mathbb{E}\left[\min_j \|X_i - X_j\|\right] = \Omega(1/\sqrt{n})$$

# Probabilistic TRP

- Each city  $i$  has a service time  $S_i$
- $S_i$ : i.i.d.;  $\mathbb{E}[S_i] = 1$   $\mathbb{E}[S_i^2] < \infty$
- Time to serve all cities:  $T_n \sim n + \Theta(\sqrt{n})$

# Online Problems with Queueing

## Demand:

**TSP/TRP:** Cities arrive as **Poisson( $\lambda$ )**

**Bin-Packing:** Items arrive as **Poisson( $2\lambda$ )**

## Service:

**TSP/TRP:** Move at unit speed, and serve at unit rate

**Bin-Packing:** Each time unit: 1 available bin (use it or lose it)

## Performance Measures:

**Throughput:** maximum  $\lambda$  for which system is “stable”

**Queue Size:** # of unserved items/cities

**Delay:** Time from arrival until service completion

# Batching Heuristic

Collect items/cities over  $t$  time steps, and “process” as one job  
(G/D/1 queue)

Problem	Arriving work	Variance
TSP	$\sqrt{\lambda t}$	1
TRP	$\lambda t + \sqrt{\lambda t}$	$\lambda t$
Bin-packing	$\lambda t + \sqrt{\lambda t}$	$\lambda t$

## Stability

Problem	Condition	Throughput	Batching time
TSP	$\sqrt{\lambda t} < t$	$\lambda < \infty$	$\lambda$
TRP	$\lambda t + \sqrt{\lambda t} < t$	$\lambda < 1$	$(1 - \lambda)^{-2}$
Bin-packing	$\lambda t + \sqrt{\lambda t} < t$	$\lambda < 1$	$(1 - \lambda)^{-2}$

**Delay** (use Kingman’s bound for G/D/1 queues)

**TSP:**  $\lambda$       **TRP, BP:**  $(1 - \lambda)^{-2}$

## $\Omega(\lambda)$ Delay for TSP

- Start “empty”
- Expected “work” arrived by time  $t = \lambda/4$  is:  $\geq 0.7\sqrt{\lambda t} = 0.35\lambda$
- Expected remaining work  $\geq 0.1\lambda$
- Work with  $n$  items  $\leq 2\sqrt{n}$
- Expected # of items =  $\Omega(\lambda^2)$
- Little’s law: Expected delay =  $\Omega(\lambda)$

## $\Omega((1 - \lambda)^{-2})$ Delay for TRP (Bertsimas & Van Ryzin)

- “Typical” item  $i^*$  arrives
- Finds  $K$  items in queue
- Delay  $D$  until it’s service starts
- $M$  items arrive during the delay

$$\begin{aligned} 1 - \lambda &> \text{expected travel time from item served just before } i^* \\ &\geq \text{expected nearest distance to } 1 + K + M \text{ points} \\ &\geq c \mathbb{E} \left[ \frac{1}{\sqrt{1 + K + M}} \right] \\ &\geq c \frac{1}{\sqrt{\mathbb{E}[1 + K + M]}} \\ &\sim c' \frac{1}{\sqrt{\mathbb{E}[D]}} \end{aligned}$$

$$\mathbb{E}[\text{Delay}] = \Omega \left( \frac{1}{(1 - \lambda)^2} \right)$$

# Tightness of Batching?

$$\Theta(\sqrt{n}) \text{ “waste”} \iff \Omega\left(\frac{1}{(1-\lambda)^2}\right) \text{ delay ?}$$

- **TRP**: lower bound rested on expected number of items needed to find a good match
- **Bin-Packing**: enough items need to arrive to find a match within  $1 - \lambda$
- Only need to wait for  $O\left(\frac{1}{1-\lambda}\right)$  items (and also time)

## Naive policy: Just look for a “good match”

- Break  $[0, 1]$  into  $2m + 1$  equal intervals
- One queue for items in intervals **1** and  **$2m$** ;  
same for **2** and  **$2m - 1$** , etc.
- Allocate  $1/(m + 1)$  of the incoming bins to each queue
- Waste =  $\Omega(1/m)$ ;      Stability  $\implies m = \Omega((1 - \lambda)^{-1})$
- Each queue has utilization factor  $\rho \approx 1 - \lambda$
- Total queue size:  $m \cdot \frac{1}{1 - \lambda} = \Omega\left(\frac{1}{(1 - \lambda)^2}\right)$

## More general fixed-pair policies?

- $2m + 1$  queues as before;  $m \approx \frac{1}{1 - \lambda}$
- $Q(t) \geq \sum_{i=1}^m \max \{ N_i(t), N_{2m+1-i}(t) \} - t$
- $\max\{M, N\} = \frac{M+N}{2} + \frac{|M-N|}{2}$
- $\mathbb{E}[Q(t)] \geq \lambda t + \frac{1}{1 - \lambda} \sqrt{t(1 - \lambda)} - t$
- Consider time  $t = (1 - \lambda)^{-3}$
- $\mathbb{E}[Q(t)] \geq c \frac{1}{(1 - \lambda)^2}$

# A Better Policy

- Divide bins into types:  $0, 1, \dots, D, U$
- Type  $i$  bins can serve simultaneously:
  - one item in interval  $1, \dots, i$
  - one item in interval  $m + 1, \dots, 2m - i$
  - priority to larger items

Interval 9							+
Interval 8	+					+	
7	+	+				+	
6	+	+	+			+	
5	+	+	+	+		+	
4				+	+		
3			+	+	+		
2		+	+	+	+		
1	+	+	+	+	+		
Bin type:	1	2	3	4	D	U	0
Bin Rate:	= arrival rate				$c(1 - \lambda)$		

# A Better Policy

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Interval 9							+
Interval 8	+					+	
7	+	+				+	
6	+	+	+			+	
5	+	+	+	+		+	
4				+	+		
3			+	+	+		
2		+	+	+	+		
1	+	+	+	+	+		
Bin type:	1	2	3	4	D	U	0
Bin Rate:	= arrival rate				$c(1 - \lambda)$		

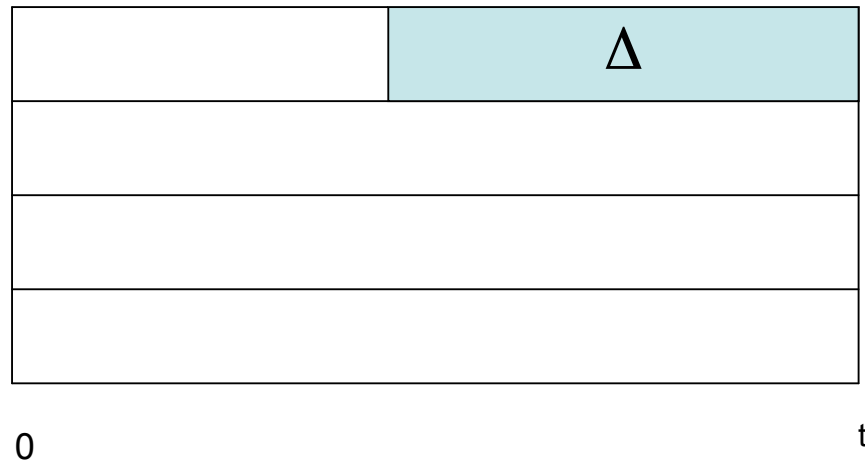
Two halves decouple!

# Some Details

- Can assume bins of each type are arriving regularly, according to prescribed rate
- Can assume bins of each type arrive as Poisson process, at slightly modified rate
- Can assume bin-type is uniform in  $[0, m/(2m + 1)]$

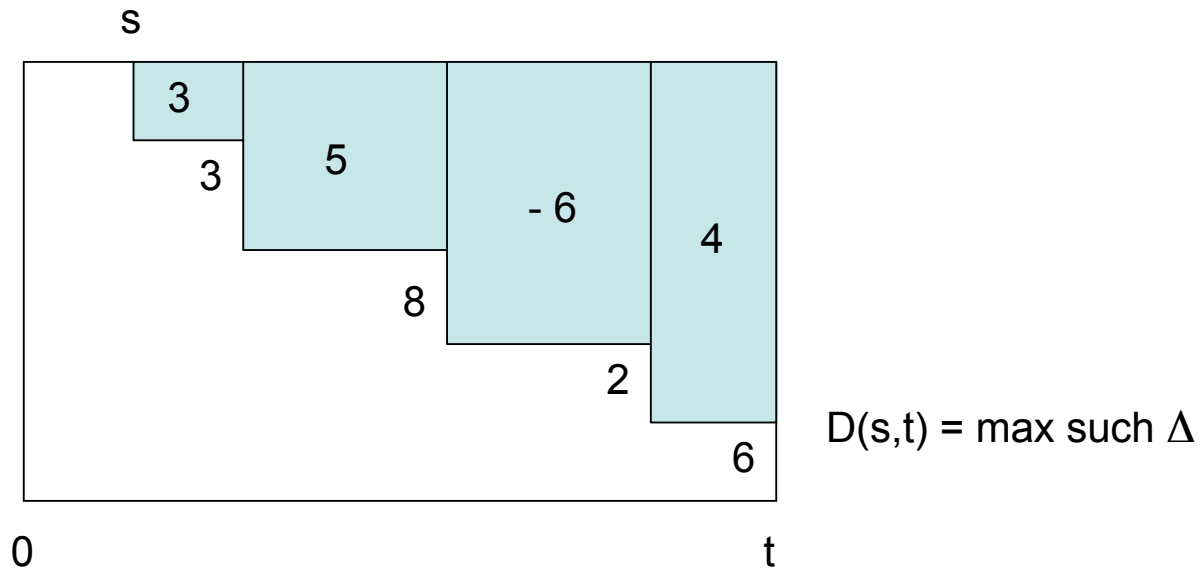
4				+	+
3			+	+	+
2		+	+	+	+
1	+	+	+	+	+
Bin type:	1	2	3	4	D
Bin Rate:	= arrival rate				$c(1 - \lambda)$

## Preliminaries: Queue for items of type $m$



- $\Delta = (\# \text{ arrivals}) - (\text{available bins})$
- $\mathbb{E}[\Delta] = -c \cdot (1 - \lambda) \times (\text{time interval})$
- $Q_m(t) = \max_{s \in [0, t]} \Delta_m(s, t)$

# Queue Dynamics



$$Q(t) \geq \max_{s \in [0,t]} D(s,t)$$

Argument can be reversed:

If  $Q(0) = 0$ , then  $Q(t) = \max_{s \in [0,t]} D(s,t)$

# Upper Bound

$$Q(t) \leq \max \left\{ \max_{0 \leq s \leq t} D(s, t), Q(0) + D(0, t) \right\}$$

- Take squares of both sides (in steady-state)

$$\mathbb{E}[Q] \leq \frac{\mathbb{E} \left[ \left( \max_{s \in [0, t]} D(s, t) \right)^2 \right]}{|\mathbb{E}[D(0, t)]|}$$

**Lemma:** (based on Leighton & Shor)

$$\mathbb{E}[D(0, t)] \leq -c_1(1 - \lambda)t + c_2\sqrt{t} \log^{3/4} t$$

$$\mathbb{E} \left[ \left( \max_{s \in [0, t]} D(s, t) \right)^2 \right] \leq c_3 t \log^{3/2} t$$

## Upper Bound (cont.)

$$\mathbb{E}[Q(t)] \leq \frac{\mathbb{E} \left[ \left( \max_{s \in [0, t]} D(s, t) \right)^2 \right]}{|\mathbb{E}[D(0, t)]|}$$

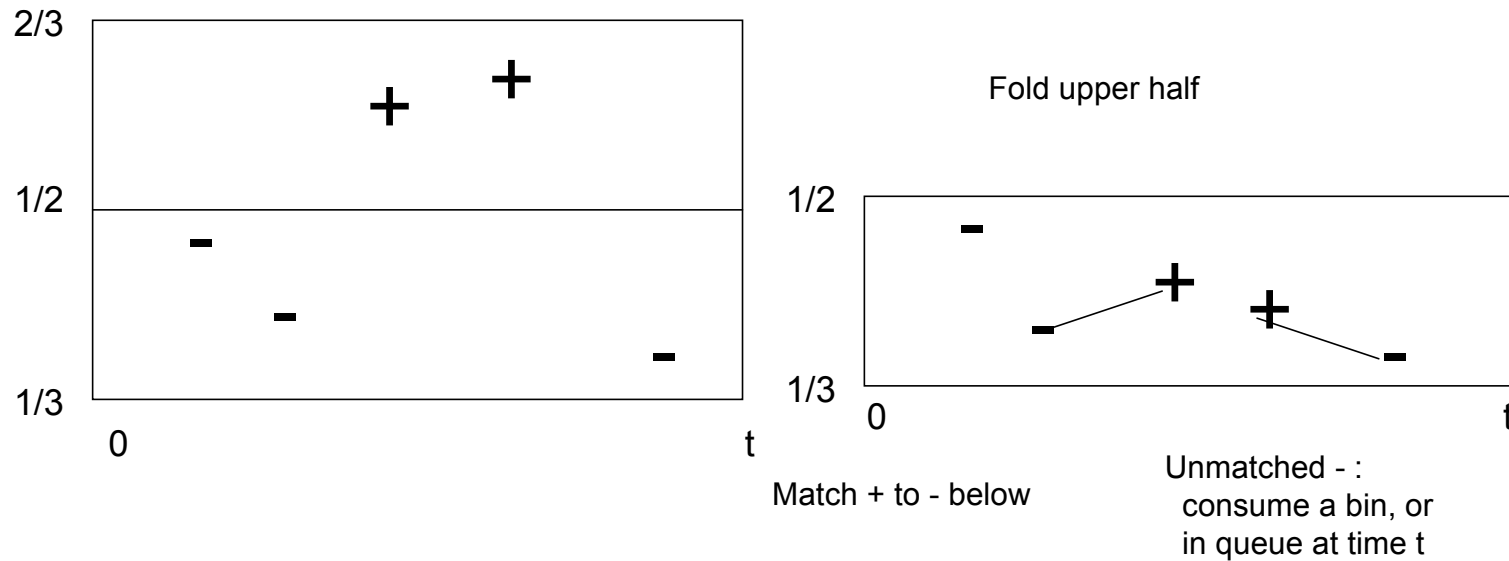
$$\mathbb{E}[D(0, t)] \leq -c_1(1 - \lambda)t + c_2\sqrt{t} \log^{3/4} t$$

$$\mathbb{E} \left[ \left( \max_{s \in [0, t]} D(s, t) \right)^2 \right] \leq c_3 t \log^{3/2} t$$

$$\text{Choose } t \approx \frac{1}{(1 - \lambda)^2} \log^{3/2} \frac{1}{1 - \lambda}$$

**Theorem:**  $\mathbb{E}[Q] \leq c \cdot \frac{1}{1 - \lambda} \log^{3/2} \frac{1}{1 - \lambda}$

# Lower Bound



- $\int_0^t Q(s) ds \geq \sum (\text{horizontal distances of matched})$
- $Q(t) \geq \frac{1}{2}(\text{unmatched } -) + \text{items in } [1/2, 1] - t$
- $\mathbb{E}[Q] \geq \mathbb{E} \left[ \frac{1}{2t} \sum (\text{horizontal distances of matched}) + \frac{1}{2}(\text{unmatched } -) \right] - (1 - \lambda)t$

# Lower Bound

- $\mathbb{E}[Q] \geq \mathbb{E} \left[ \frac{1}{2t} \sum (\text{horizontal distances of matched}) + \frac{1}{2}(\text{unmatched } -) \right] - (1 - \lambda)t$

- Shor, building on Ajtai, Komlos & Tusnady: **w.h.p.**

$$\frac{1}{t} \sum (\text{horizontal distances of matched}) + (\text{unmatched } -) = \Omega(\sqrt{t \log t})$$

$$\mathbb{E}[Q] \geq c\sqrt{t \log t} - (1 - \lambda)t$$

$$\text{Choose } t \approx \frac{1}{(1 - \lambda)^2} \log \frac{1}{1 - \lambda}$$

$$\mathbb{E}[Q] = \Omega \left( \frac{1}{1 - \lambda} \log \frac{1}{1 - \lambda} \right)$$

# Conclusions

- Average  $\longrightarrow$  Online  $\longrightarrow$  Queueing
- Queueing variants have been little studied
- “Waste” of the static version is informative, but not the full story
- Other combinatorial problems with queueing counterparts?
- Applications?