

# APPROXIMATION ALGORITHMS FOR ENERGY EFFICIENT SCHEDULING<sup>1</sup>

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One of the main mechanisms used for minimizing the energy consumption in computing systems and portable devices is the so called *speed-scaling mechanism* [1], where the speed of a processor may change dynamically. If the speed of the processor is  $S(t)$  at a time  $t$  then its power is  $S(t)^\alpha$ , where  $\alpha > 1$ , and the energy consumption is the power integrated over time,

$$E = \int_{t_0}^{t_1} (S(t))^\alpha dt.$$

In this setting, we consider the speed scaling scheduling problem: we are given a set  $\mathcal{J} = \{J_1, \dots, J_n\}$  of  $n$  jobs, where each job  $J_j \in \mathcal{J}$  is characterized by its processing volume (work)  $W_j$ , its release date  $r_j$  and its deadline  $d_j$ , and a single (or a set of identical) speed-scalable processor(s). The processing time of a job depends on the speed. If  $J_j$  is executed at constant speed  $S$ , it takes  $\frac{W_j}{S}$  time units to complete the job.

We call a schedule for the jobs in  $\mathcal{J}$  *feasible* if every job is executed between its release date and its deadline. We seek for a feasible schedule of the jobs minimizing the overall energy consumption.

Most of the energy optimization scheduling problems are NP-hard. We review some of the recent methods used to derive approximation algorithms for these scheduling problems [2–4].

## REFERENCES

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<sup>1</sup>The author is supported by the Russian Fond of Humanity (project 13-02-10002)