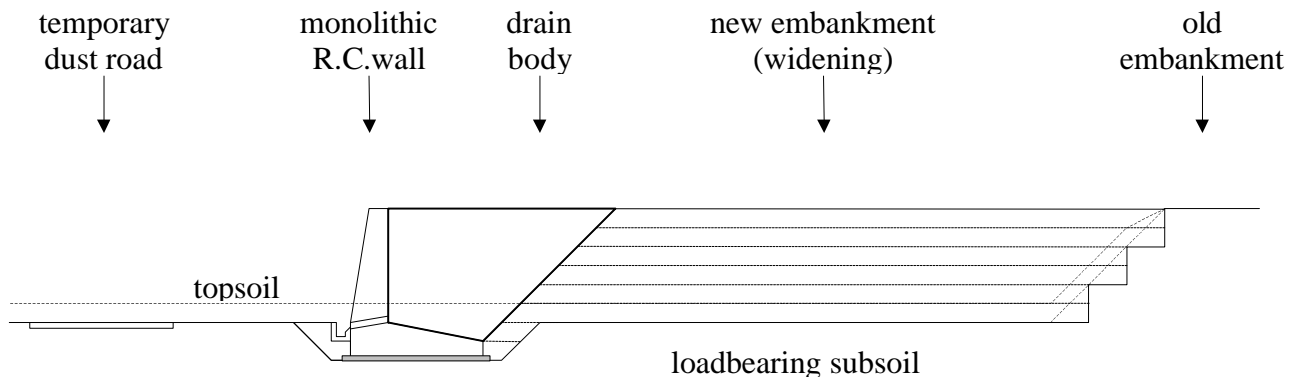


# CONTRACTING

( planning – executing – change-management )



Activity				Work day																					
ID	Name	Time	Resource	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
1	Topsoil removal	2 d	1 bulldr	█																					
2	Step embankment	4 d	10 labr		█	█	█	█																	
3	Levelling	1 d	1 grader				█																		
4	Ditch excavation	2 d	1 excr					█	█																
5	Blinding	3 d	5 labr						█	█	█														
6	Formwork	3 d	2 carpr							█	█	█													
7	Reinforcement	5 d	4 rodm								█	█	█	█	█										

$$T = f ( \S, \$, l, m, p, \dots )$$

**§ : law & regulation**

**\$ : financing**

**l : location**

**m : technology**

**p : time period**

# GRAPH

( Basic Terms of Graph Techniques )

## As a "model" :

Strictly identified elements and well defined „bilateral” (pairly) relations among them ...

### Elements :

- particles
- phases / states
- processes

:

### Relations :

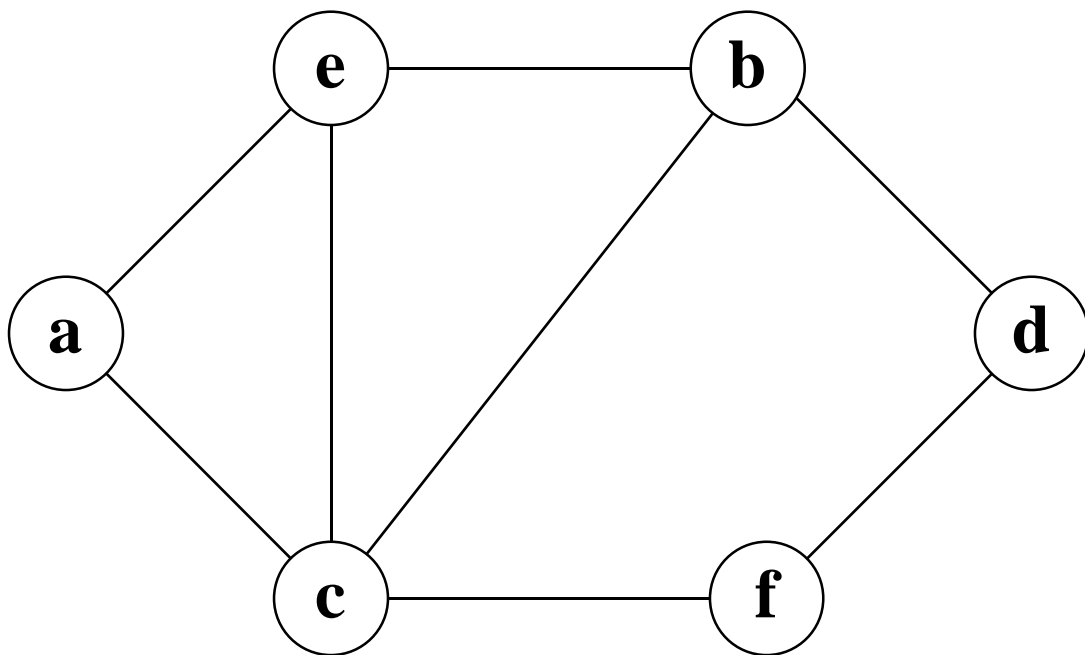
- links, joints
- cause-result interactions
- precedences, sequences

:

## Mathematically :

Structured set of nodes and edges.

Edge : related **pair of nodes** ...



**Set of nodes** (  $N = \text{"node"}$  )

$$N = \{ a, b, c, d, e, f \}$$

**Set of edges** (  $E = \text{"edge"}$  )

$$E = [ \{a,c\}, \{a,e\}, \{b,c\}, \{b,d\}, \\ \{b,e\}, \{c,e\}, \{c,f\}, \{d,f\} ]$$

**Graph** (  $G = \text{"graph" @ graphics}$  )

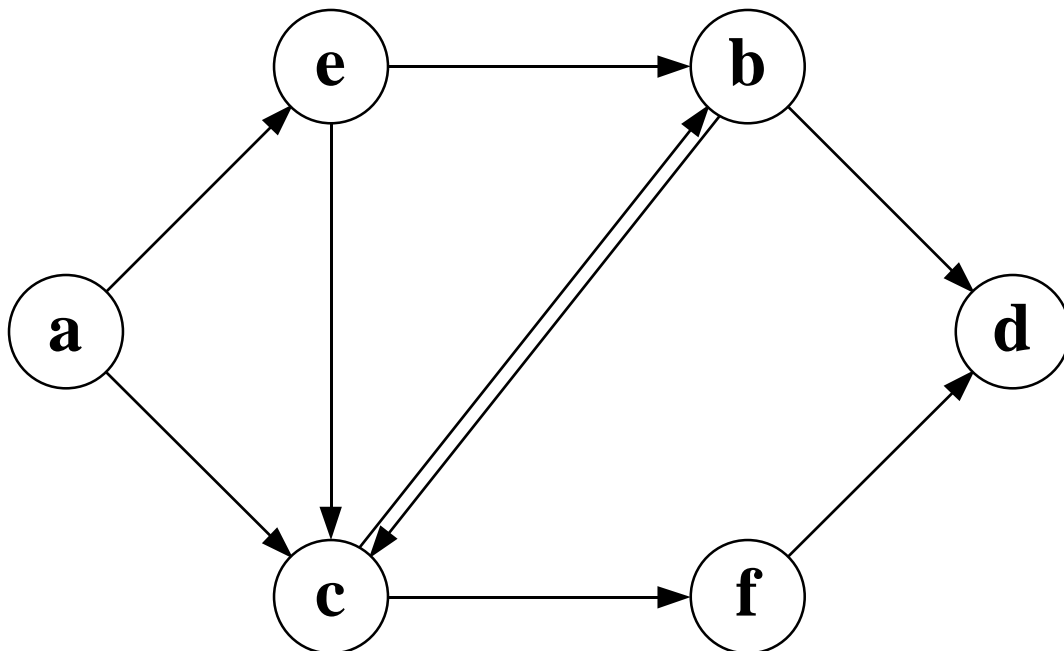
$$G = [ N, E ]$$

## Directed Edge ( $A = \text{"arc", "arrow"}$ )

Relation between paired nodes  $\{ i, j \}$  interpreted in one direction ( e.g. from "i" to "j" ) only.

( Order of nodes also indicates direction.

E.g.:  $( i, j ), \dots ( a, e ), \dots$  )



$$N = \{ a, b, c, d, e, f \}$$

$$A = \{ (a,c), (a,e), (b,c), (b,d), \\ (c,b), (c,f), (e,b), (e,c), (f,d) \}$$

$$G = [ N, A ]$$

# Directed Graph

( frequently referred as "DiGraph" )

"A graph with all the edges directed "

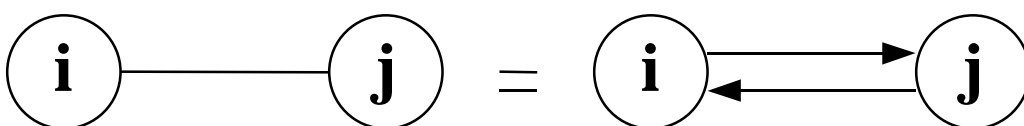
( *Implicitly: Between two nodes at most one directed edge should be allowed ? ...* )

## Remark :

*Any "non-directed" edge can be handled as "directed", since any non-directed edge can be substituted with an opposed pair of directed edges between the same two related nodes*

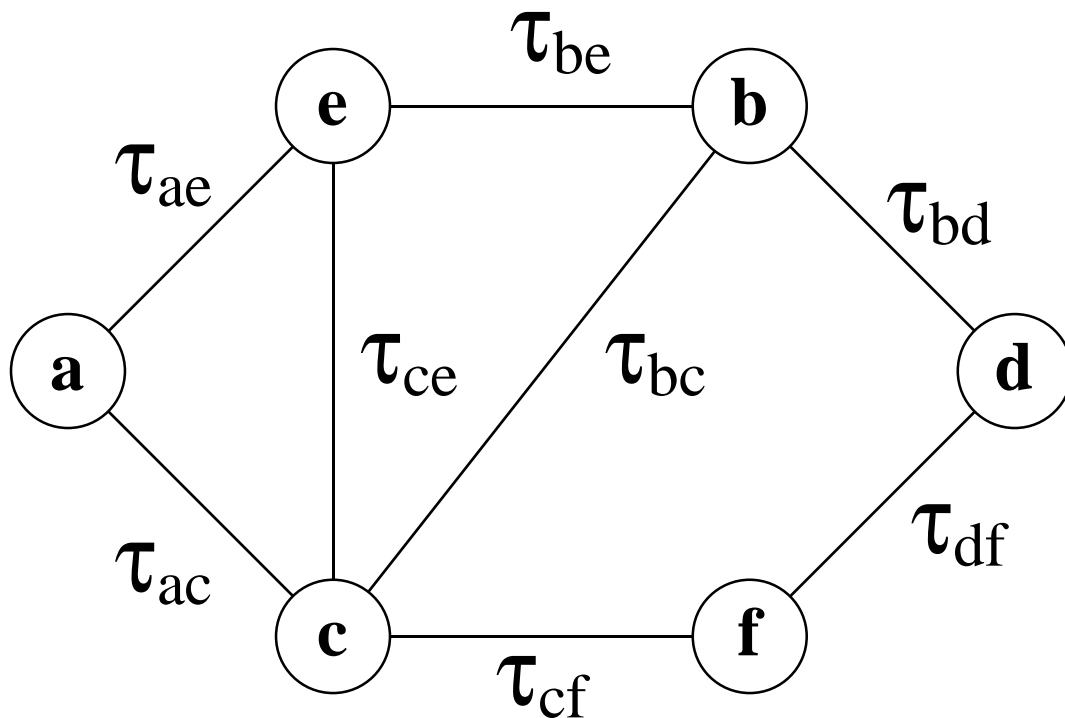
$$\{ i, j \} = \{ ( i, j ), ( j, i ) \}$$

( *... Anyway, why not to allow existence of more directed edges between any related pair of nodes ? ...* )



# Weighted Graph

Quantitative characteristics so called „weights” are interpreted/assigned by nodes and edges.



$$N = \{ a, b, c, d, e, f \}$$

$$E = [\{a,c,\tau_{ac}\}, \{a,e,\tau_{ae}\}, \{b,c,\tau_{bc}\}, \{b,d,\tau_{bd}\}, \\ \{b,e,\tau_{be}\}, \{c,e,\tau_{ce}\}, \{c,f,\tau_{cf}\}, \{d,f,\tau_{df}\}]$$

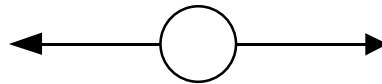
$$G = [ N, E, \tau ]$$

( *Analogy to Directed Graphs :  $G = [ N, A, \mathbf{t}$  ]* )

# Basic Terms of Directed Graphs

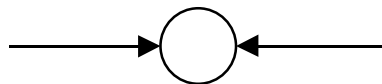
## Source :

A node being origin of at least one directed edge, but not terminal point of any directed edges.



## Sink :

A node being terminal point of at least one directed edge, but not origin of any directed edges.

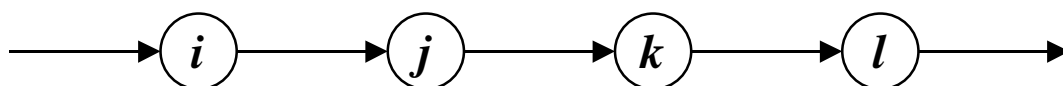


## Path : ( P )

Continuous repeatless directed chain (string) of directed edges.

*Identifying them by the sequence of linked nodes.*

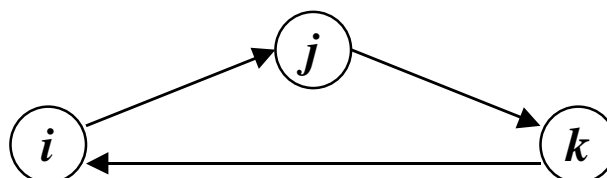
*e.g.:  $P[i,l] = \{ i, j, k, l \}$*



## Loop :

A path with origin and terminal point the same.

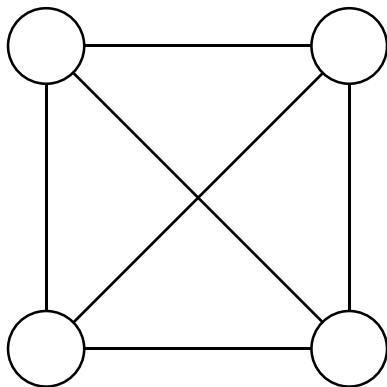
„Self-closing path”. e.g.:  $P[i,i] = \{ i, j, k, (i) \}$



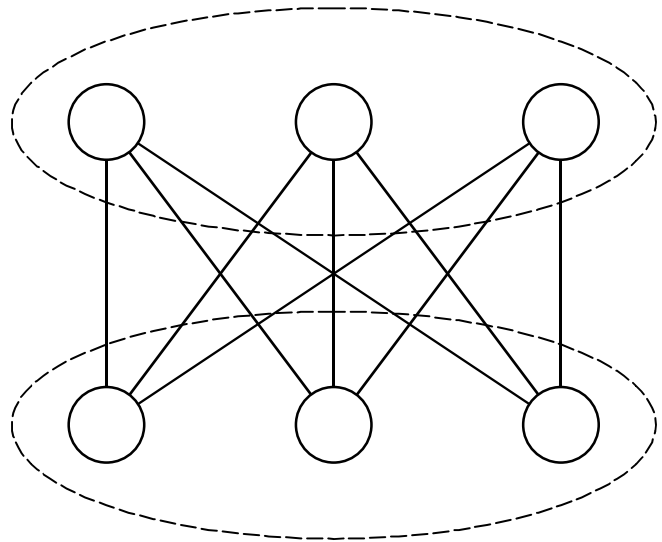
# Graph - Topologies

( In relation of nodes and edges, etc. ... )

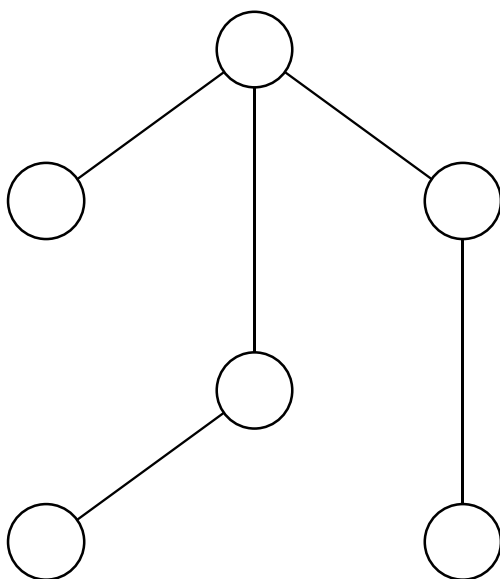
*"complete"*



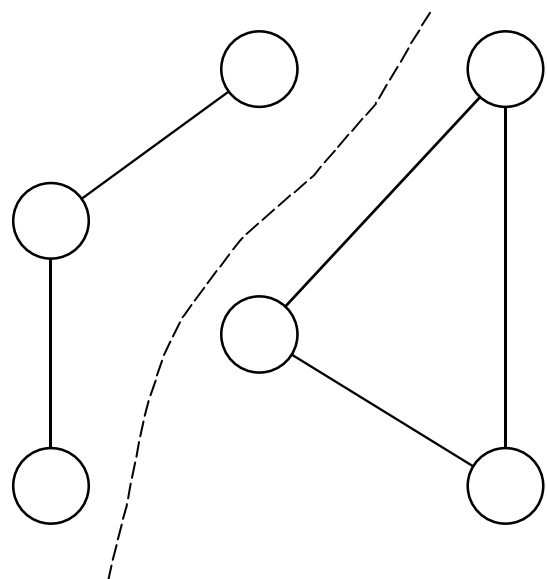
*"bipartite"*



*"tree"*

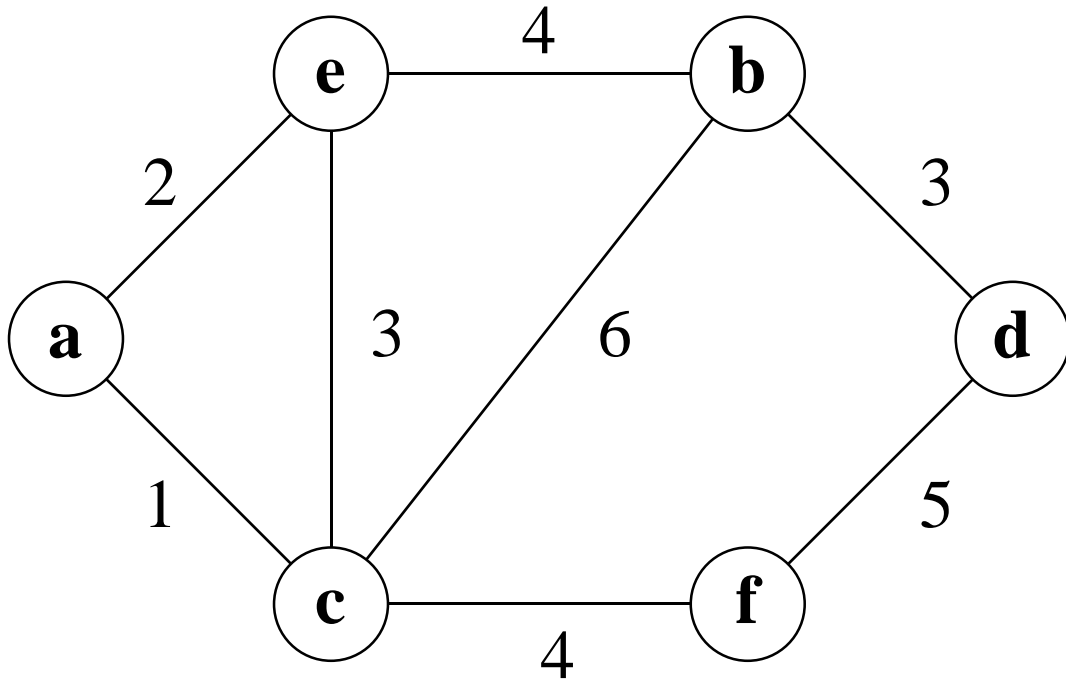


*"connected"*  
*"non-connected"*



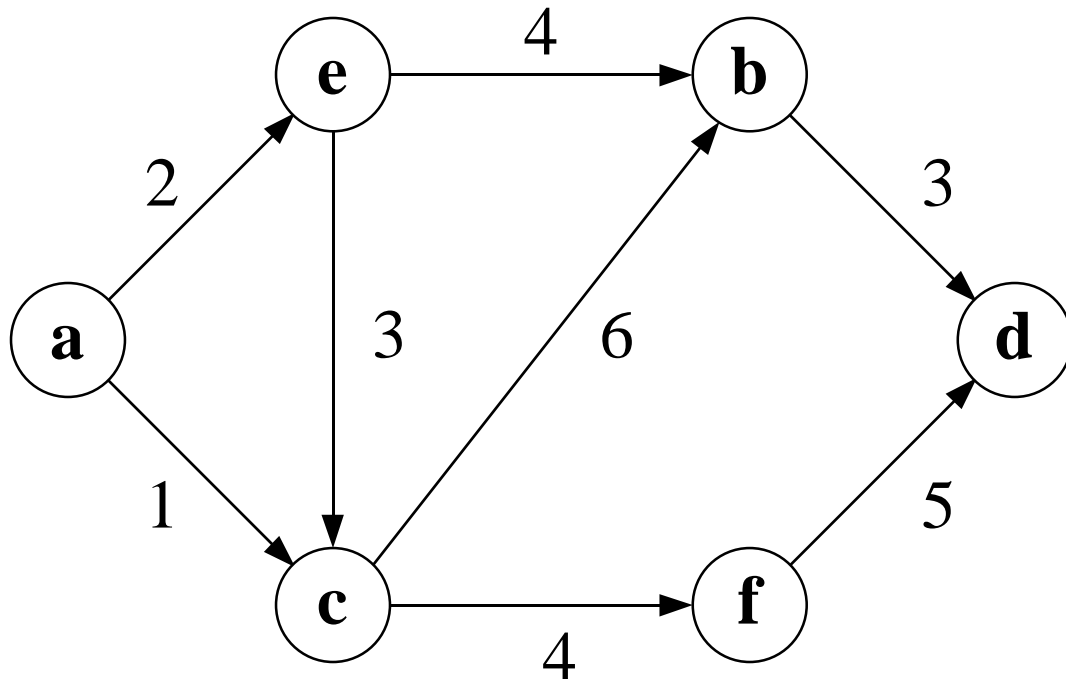


# Structure ("adjacency") matrix



	<b>a</b>	<b>b</b>	<b>c</b>	<b>d</b>	<b>e</b>	<b>f</b>				
<b>a</b>			1		2		<b>c</b>	<b>d</b>	<b>e</b>	<b>f</b>
<b>b</b>			6	3	4		+		+	
<b>c</b>	1	6			3	4	+	+	+	
<b>d</b>		3				5			+	+
<b>e</b>	2	4	3							+
<b>f</b>			4	5			+			
				<b>f</b>			+	+		

# The "Network"



## **Network** ( *as terminus technicus* ) :

Connected weighted directed graph with a single source and a single sink but with no loops and no negative weights.

## **Network** ( *as a popular reference* ) :

A graph ... with no any specification or generalization.

# Network "Problems"

( *the most popular questions* )

- Path finding \*
- Integrity (connectivity) analysis
- Loop discovery
- Dominance analysis
- Path-variants
- Longest path / Shortest path \*
- Gravity-point / Center-point
- Maximal flow / Minimal cut \*
- Potentials' problems
- :

\* *so called "directed problems"*

# Scheduling by Networks

## Network Problem Analogies:

- The longest path
- The minimum potentials'

*( All the elements are relevant, but we are looking for de dominant ones and are trying to predict generated effects of any changes. )*

## Scheduling Techniques using Networks

*( complementary algorithms, interpretations )*

- PERT<sup>time</sup>
- CPM<sup>time</sup>
- CPM<sup>cost</sup>
- CPM<sup>time+</sup>
- MPM<sup>time</sup>/PDM<sup>time</sup>
- MPM<sup>cost</sup>
- GTM ( *General Time Model* )