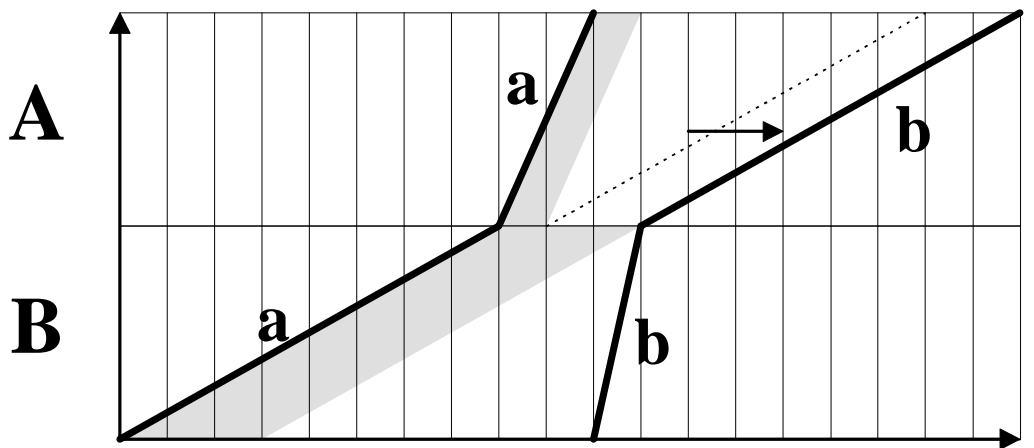
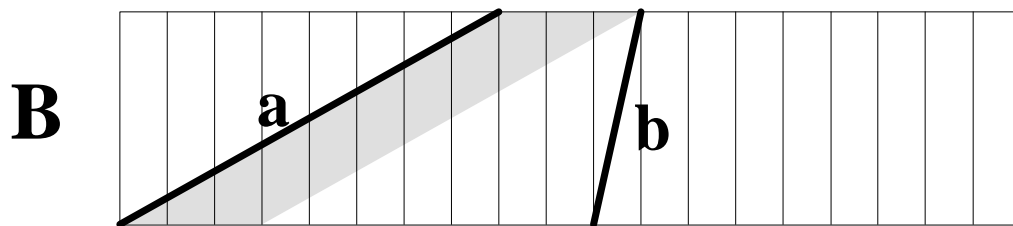
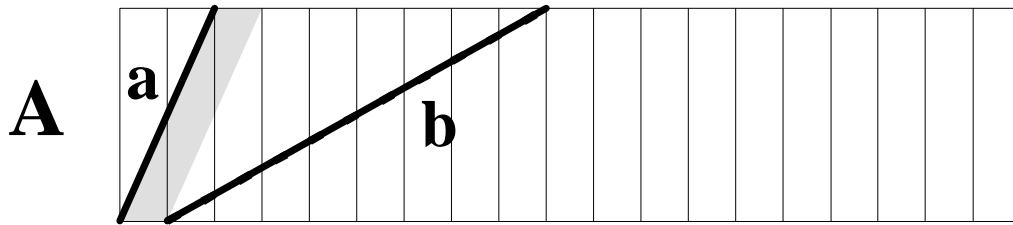
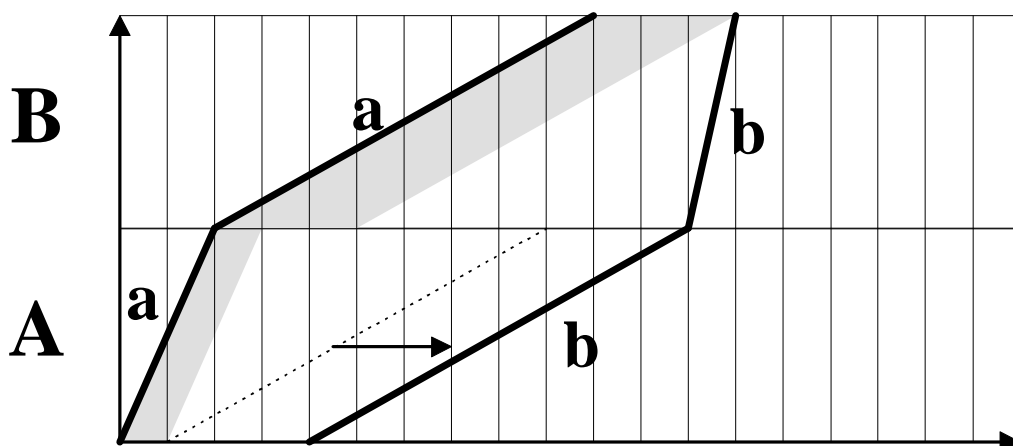


SCHEDULING

Sequencing Projects (Multi-Project Management)



DT



The $F_{1/2} \text{overlap}_{1/2} C^{\max}$ Problem

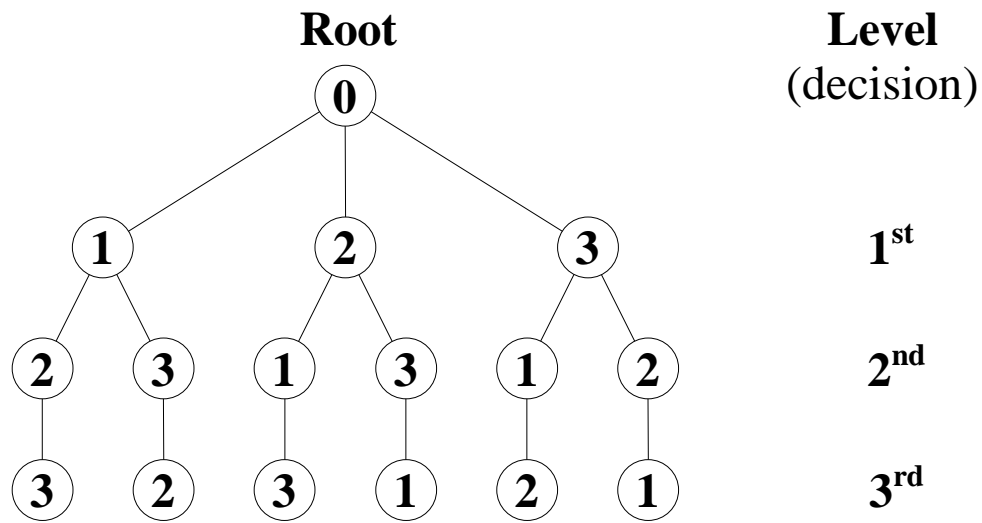
Sequencing on parallel machines „Flow-Shop Problem”

ID: Graham, Lenstra, Rinnooy Kan, 1979

Assumptions:

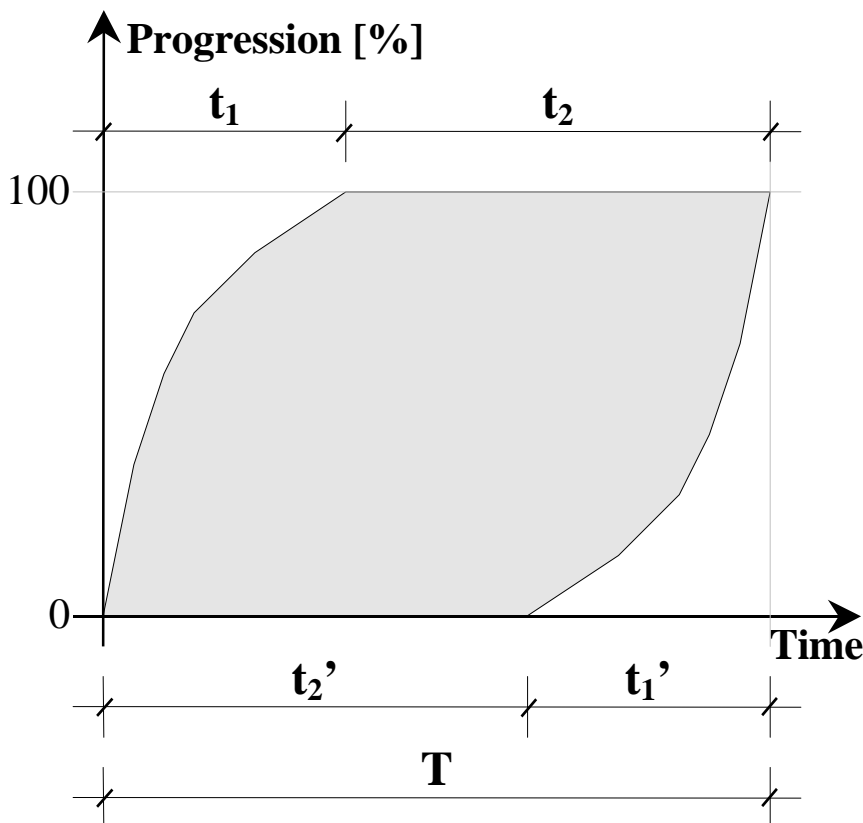
- **Each work (activity) should be performed on each piece (project) in a preset technological order – „flow-shop”**
- **Each machine (group) performs its only single (specialized) work (activity) on each building**
- **Each work (activity) is performed by its only (specialized) machine (group)**
- **Sequence of pieces (projects) must be the same for each machine (group) – „no passing allowed”**
- **Each machine (group) should work with no break – „pre-emption not allowed”**
- **Overlapping performance in time on a piece (project) allowed – „overlapping allowed”**
- **The aim is to minimize the overall completion time – „completion time to be minimized”**

A Decision Tree for Sequencing



123 < 132 < 213 < 231 < 312 < 321

Constant and varying segments of the OVERALL EXECUTION TIME



$$T = t_1 + t_2$$

$$T = t_1' + t_2'$$

$$t_1 = \text{const}$$

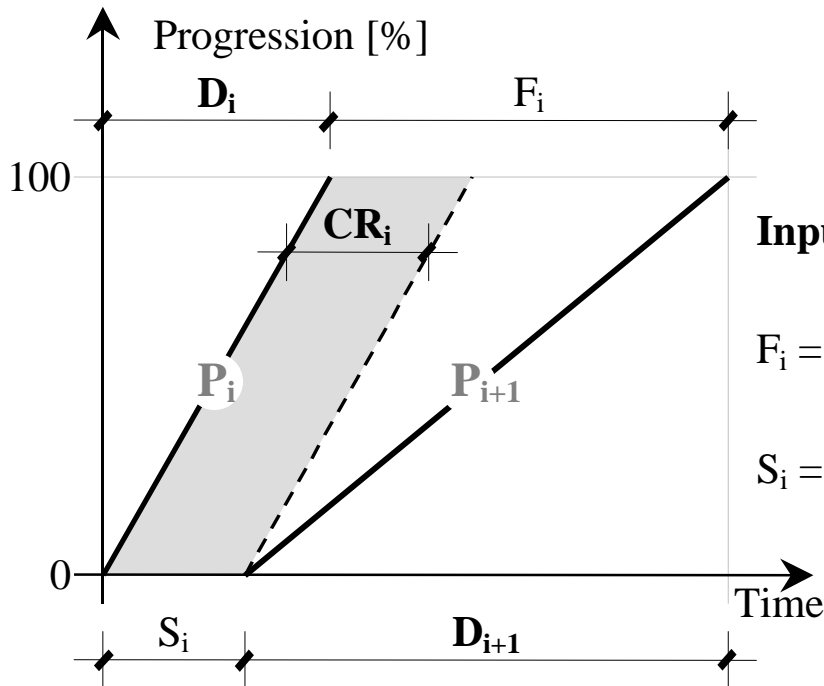
$$t_1' = \text{const}$$

$$T_{\min} \geq t_2_{\min}$$

$$T_{\min} \geq t_2'_{\min}$$

Calculating succession times

Overlapping allowed technological break preset

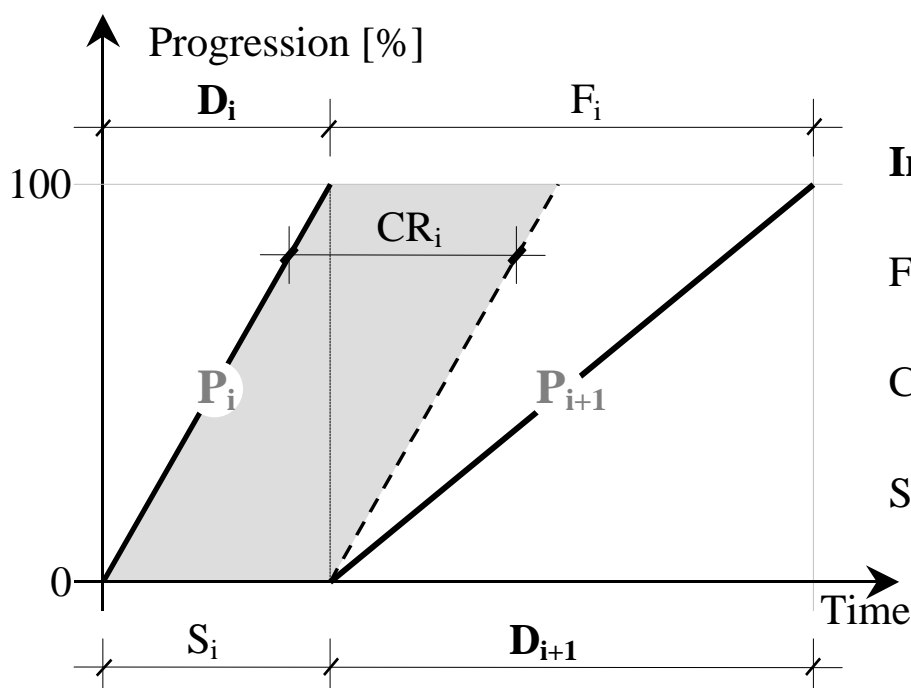


Input data : D_i, D_{i+1}, CR_i

$$F_i = \max \{ CR_i ; CR_i + D_{i+1} - D_i \}$$

$$S_i = \max \{ CR_i ; CR_i + D_i - D_{i+1} \}$$

With no overlapping



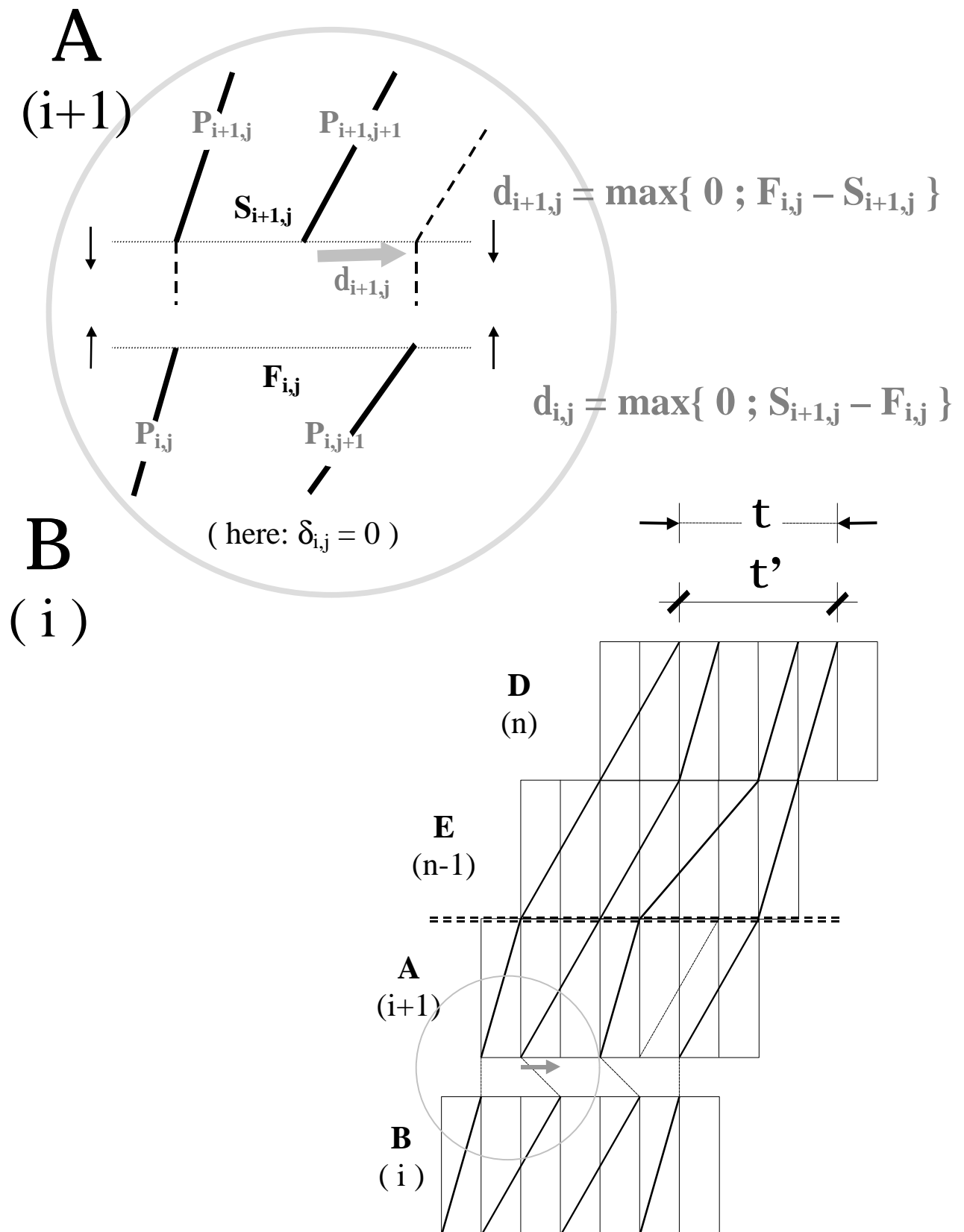
Input data : D_i, D_{i+1}

$$F_i = D_{i+1}$$

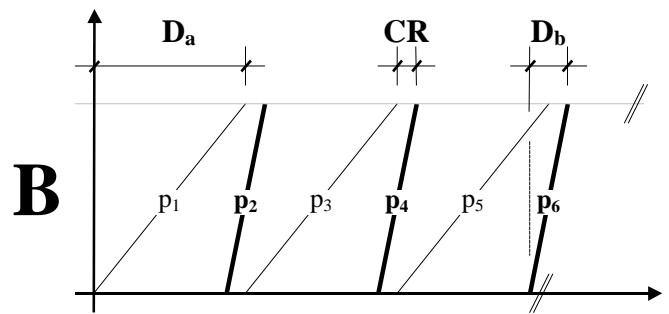
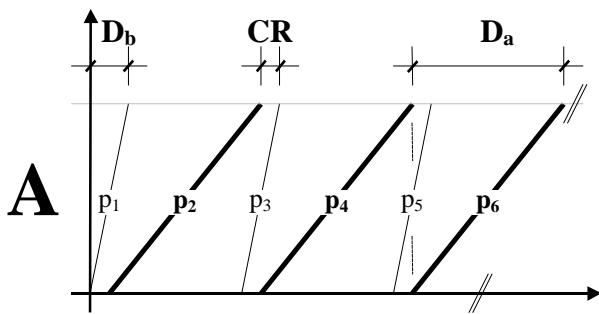
$$CR_i = \min \{ D_i ; D_{i+1} \}$$

$$S_i = D_i$$

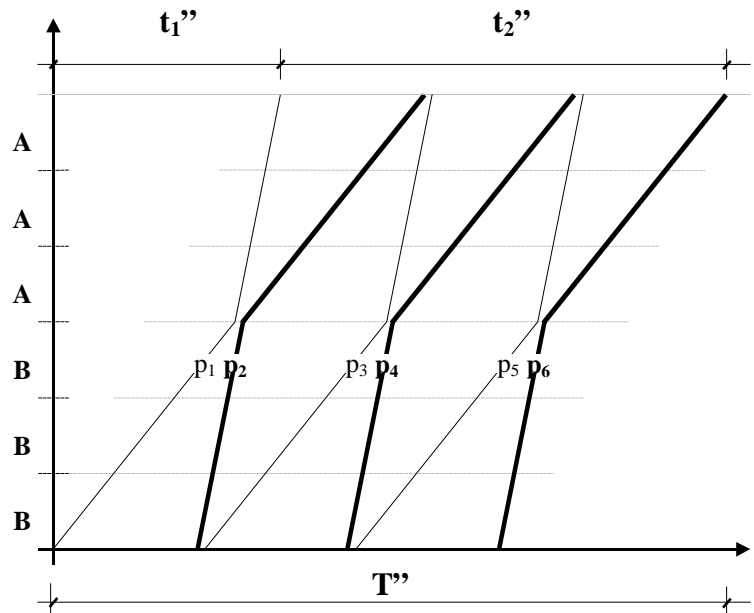
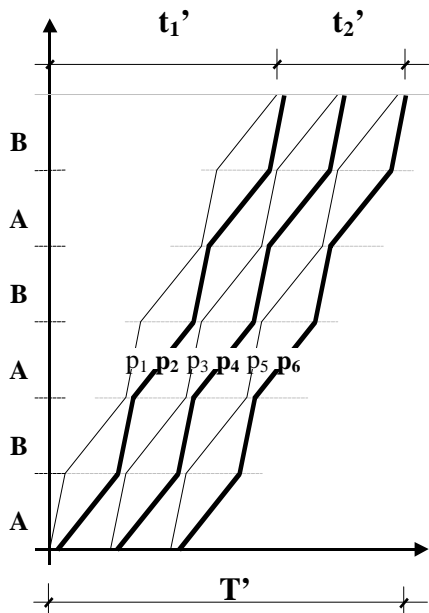
Forming a Master Schedule



Theoretical effect of Sequence



$D_a \gg D_b, CR$



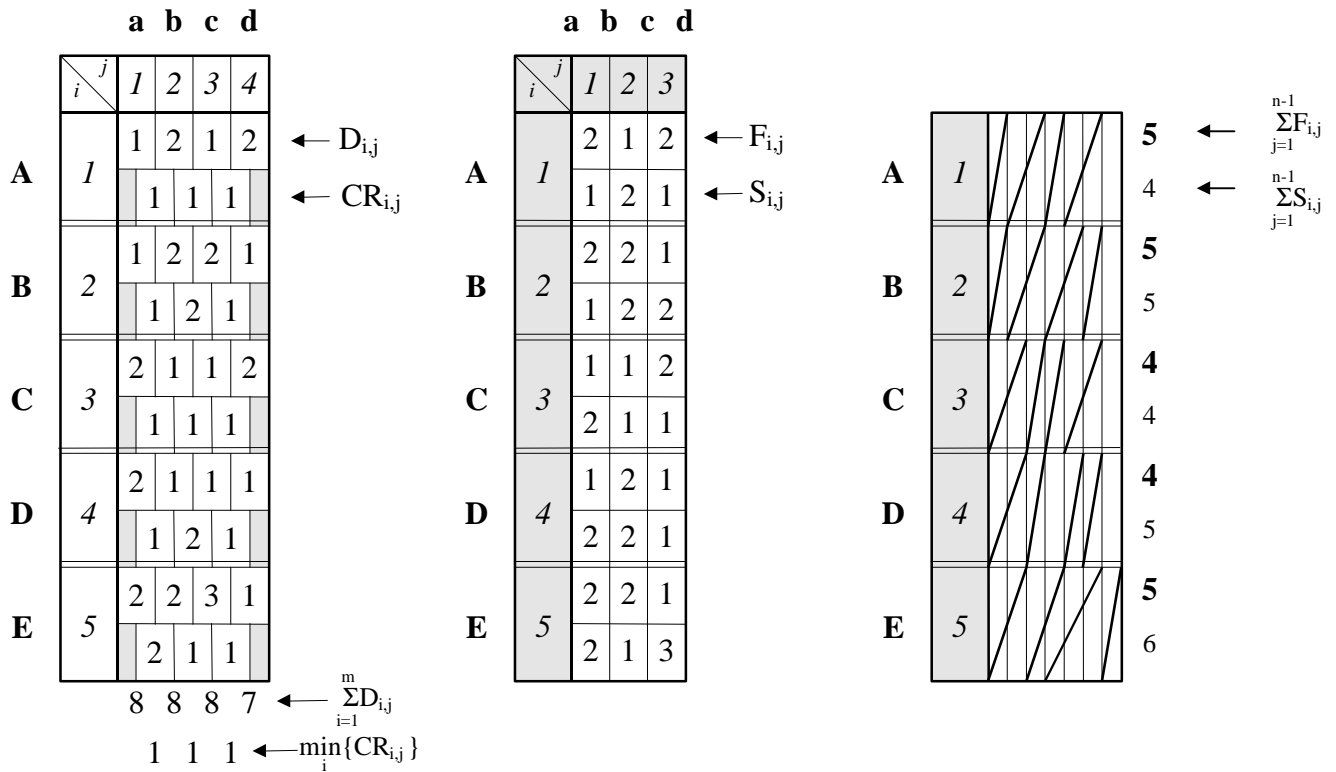
$$\frac{T'}{T''} = \frac{t_1' + t_2'}{t_1'' + t_2''} \approx \frac{m \cdot D_a + (n-1) \cdot D_a}{m \cdot D_a + m \cdot n \cdot D_a} = \frac{(m+n-1) \cdot D_a}{m \cdot (n+1) \cdot D_a} = \frac{m+n-1}{m \cdot (n+1)}$$

$$\lim_{m \rightarrow \infty} \frac{T'}{T''} \approx \lim_{m \rightarrow \infty} \frac{m+n-1}{m \cdot (n+1)} = \lim_{m \rightarrow \infty} \frac{m}{m \cdot (n+1)} + \lim_{m \rightarrow \infty} \frac{n}{m \cdot (n+1)} - \lim_{m \rightarrow \infty} \frac{1}{m \cdot (n+1)} = \frac{1}{n+1} + 0 - 0$$

$$\lim_{n \rightarrow \infty} \frac{T'}{T''} \approx \lim_{n \rightarrow \infty} \frac{m+n-1}{m \cdot (n+1)} = \lim_{n \rightarrow \infty} \frac{m}{m \cdot (n+1)} + \lim_{n \rightarrow \infty} \frac{n}{m \cdot (n+1)} - \lim_{n \rightarrow \infty} \frac{1}{m \cdot (n+1)} = 0 + \frac{1}{m} - 0$$

$$\lim_{\substack{m \rightarrow \infty \\ n \rightarrow \infty}} \frac{T'}{T''} \approx \lim_{\substack{m \rightarrow \infty \\ n \rightarrow \infty}} \frac{m+n-1}{m \cdot (n+1)} = \lim_{\substack{m \rightarrow \infty \\ n \rightarrow \infty}} \frac{m}{m \cdot (n+1)} + \lim_{\substack{m \rightarrow \infty \\ n \rightarrow \infty}} \frac{n}{m \cdot (n+1)} - \lim_{\substack{m \rightarrow \infty \\ n \rightarrow \infty}} \frac{1}{m \cdot (n+1)} = 0 + 0 - 0$$

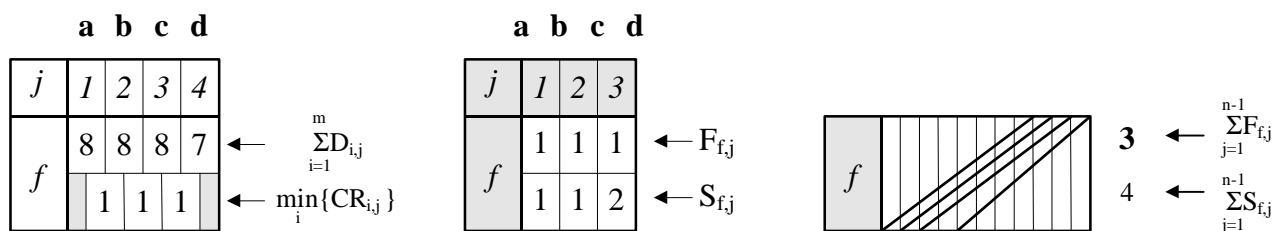
SETTING THE FILTER VALUE (Estimating the optimum)



Assuming the last/first project unreleased :

$$E_1 = \sum_{i=1}^m D_{i,1} + \min_i \{ \sum_{j=1}^{n-1} F_{i,j} \}$$

$$E_2 = \sum_{i=1}^m D_{i,n} + \min_i \{ \sum_{j=1}^{n-1} S_{i,j} \}$$



Assuming no inner coincidences :

$$E_3 = \sum_{i=1}^m D_{i,1} + \sum_{j=1}^{n-1} F_{f,j}$$

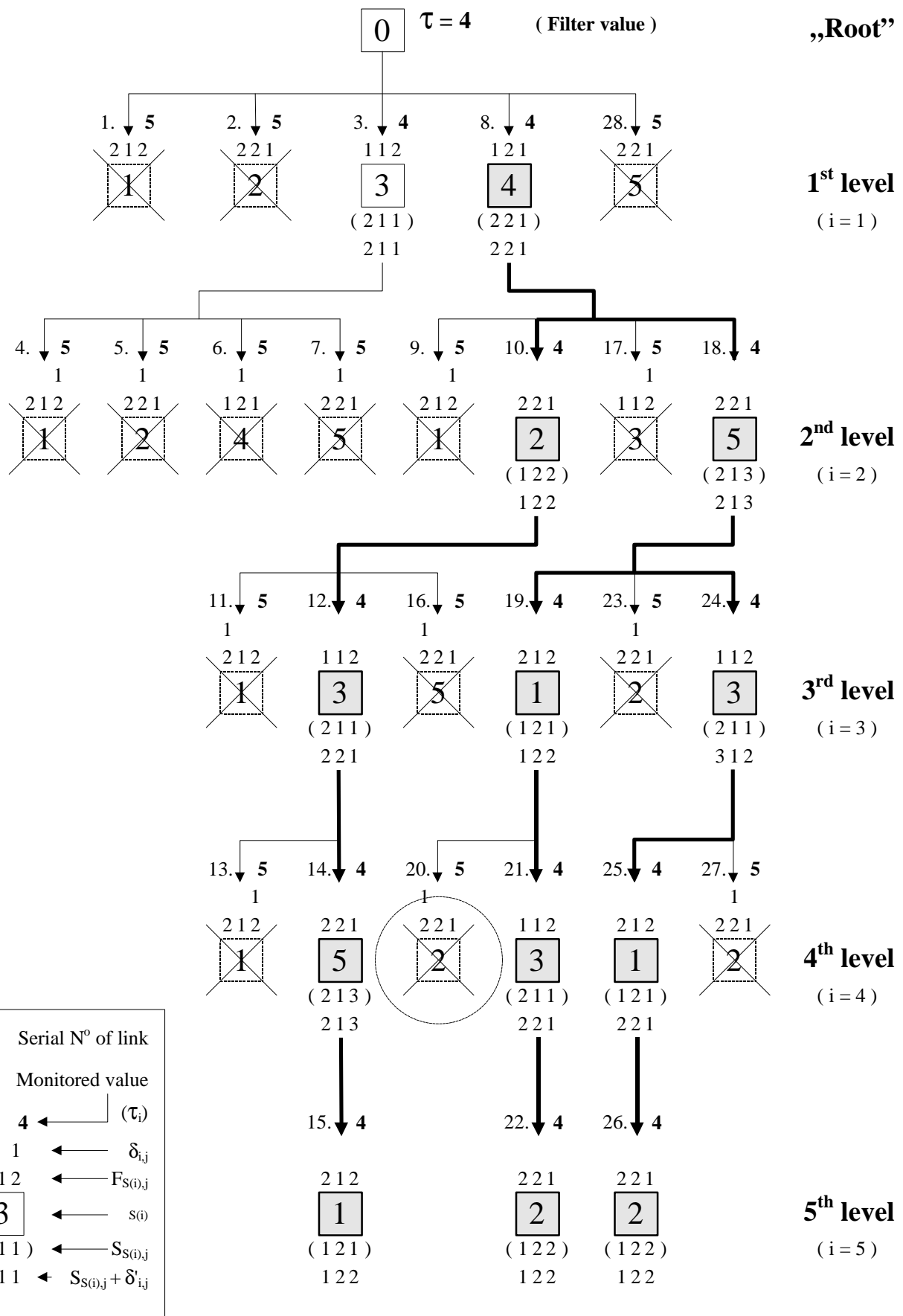
$$E_4 = \sum_{i=1}^m D_{i,n} + \sum_{j=1}^{n-1} S_{f,j}$$

Estimated OPTIMUM:

$$E = \max \{ E_1, E_2, E_3, E_4 \}$$

FILTER: $\tau = E - \sum_{i=1}^m D_{i,1}$

THE SEARCH (implicite enumeration)



Evaluating solution

„Enumeration”

$$\pi(m) = m! + \sum_{i=1}^{m-1} \frac{m!}{i!}$$

„Effectivity”

$$V = 100 \cdot \frac{\pi(m) - \pi_S}{\pi(m)}$$

„Exposition”

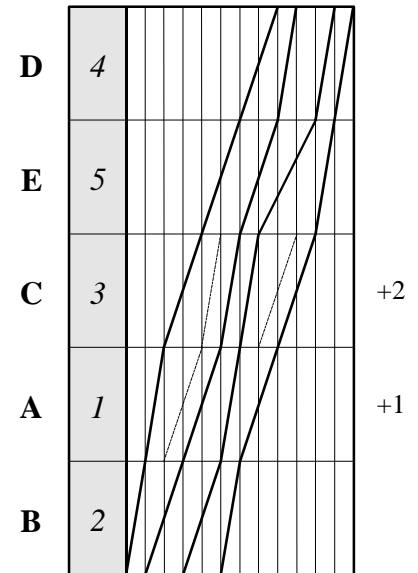
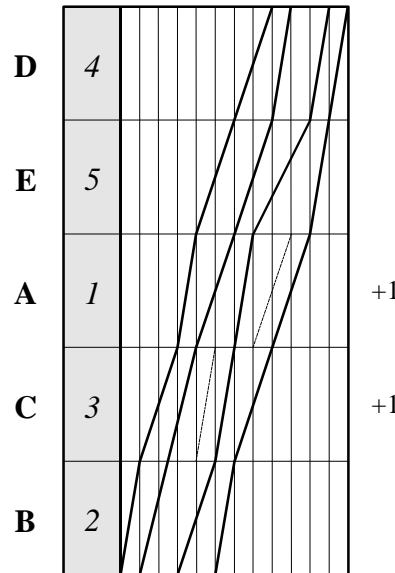
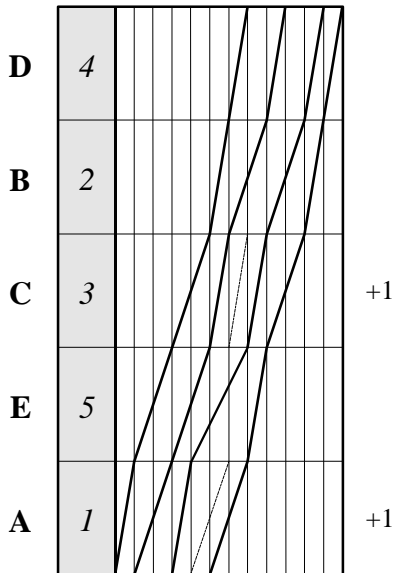
$$\mu = 100 \cdot \frac{\tau^{\text{avr}} - \tau^{\text{min}}}{\tau^{\text{avr}}}$$

„Gap”

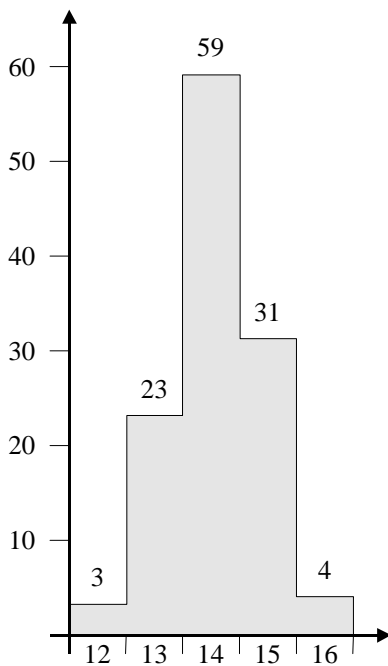
$$\varepsilon = 100 \cdot \frac{\tau^{\text{max}} - \tau^{\text{min}}}{\tau^{\text{min}}}$$

Evaluating results

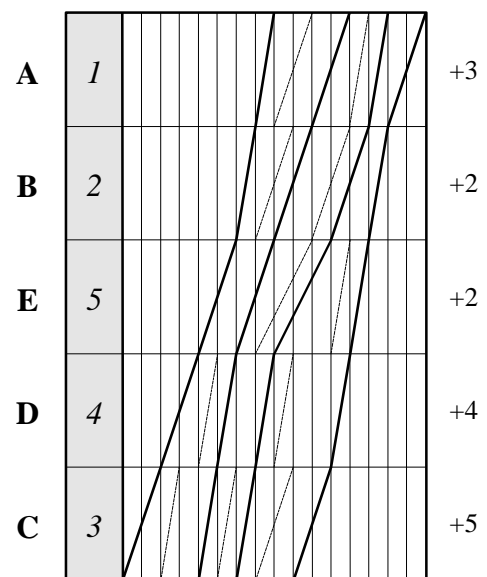
Optimal sequences and schedules ...



Distribution of results

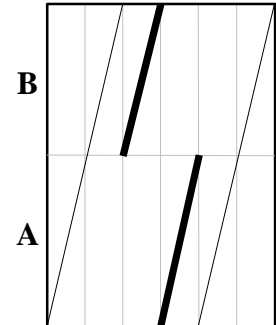
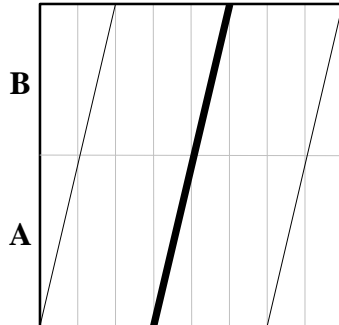
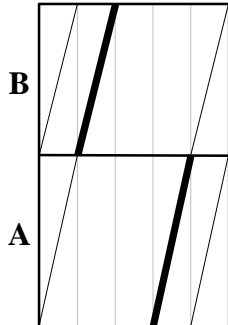


One of the most unfavourables

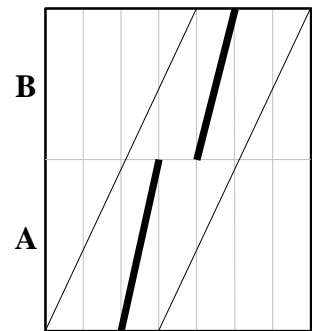
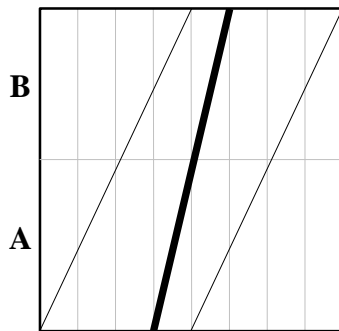
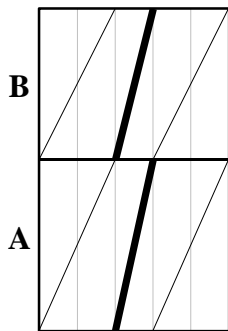


Analysing some restrictions

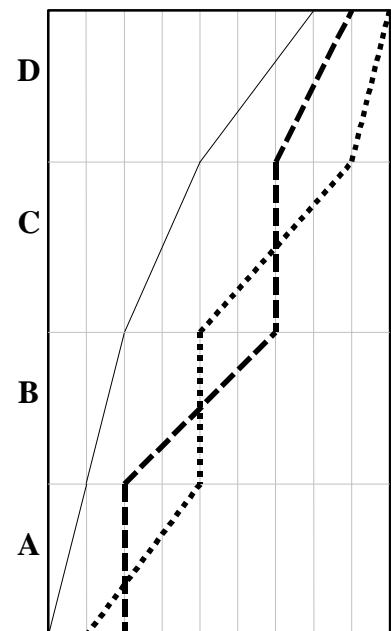
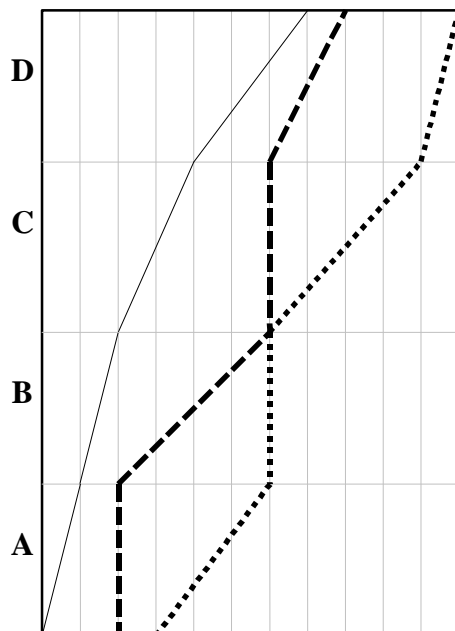
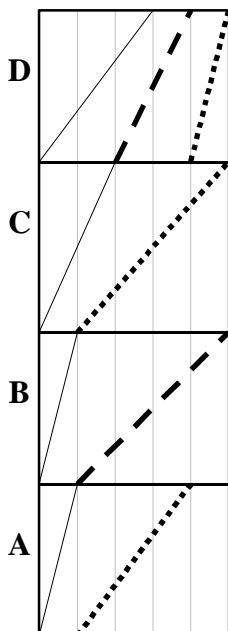
No passing ...



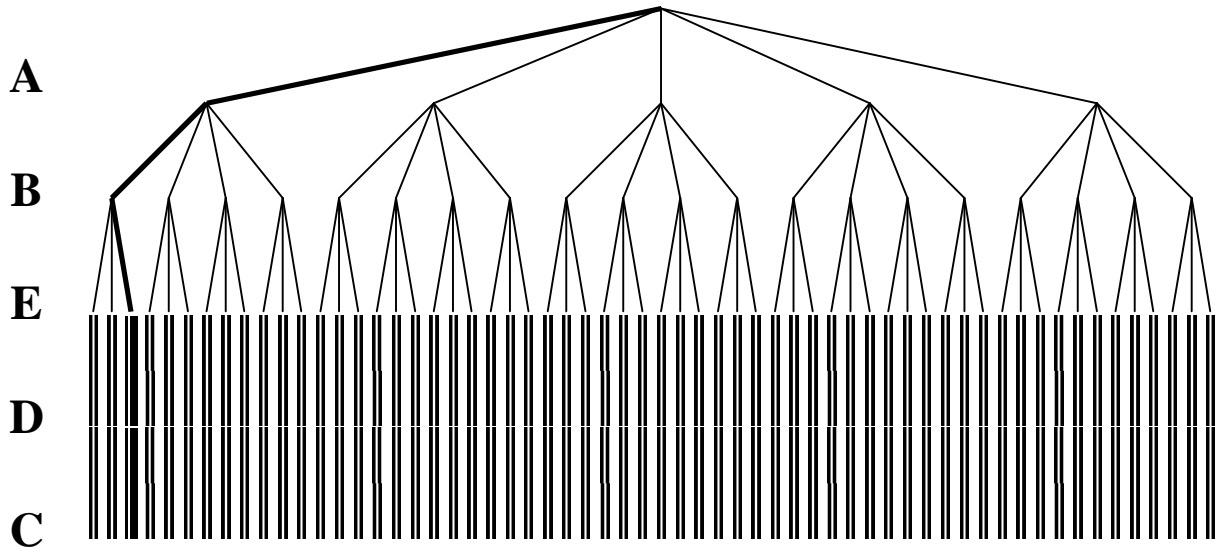
No idle-times ...



No missing processes ...

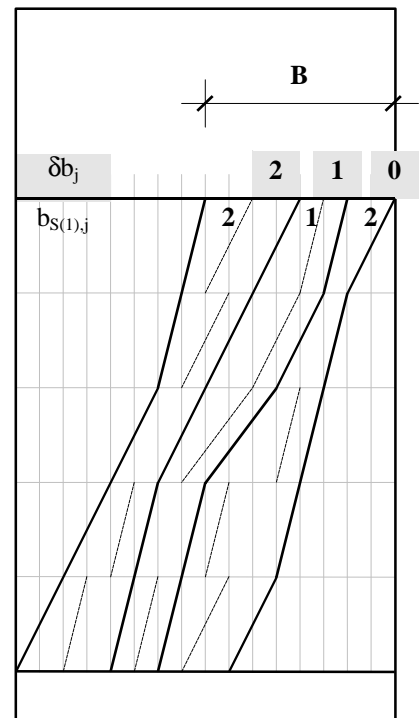


Calculating a single permutation



$$a_{1j} = 0 \quad a_{i,j} = (b_{S(i),j} - k_{S(i-1),j}) \quad c_{i,j} = \sum_{p=1}^i a_{p,j} \quad db_j = \max_i c_{i,j} \quad B = \sum_{j=1}^{n-1} (b_{S(1),j} + db_j)$$

<i>i</i>	S(i)	<i>j</i>									
		1			2			3			
		$b_{S(i),j}$	$a_{i,j}$	$c_{i,j}$	$b_{S(i),j}$	$a_{i,j}$	$c_{i,j}$	$b_{S(i),j}$	$a_{i,j}$	$c_{i,j}$	
		$k_{S(i),j}$			$k_{S(i),j}$			$k_{S(i),j}$			
A	1	1	2	0	0	1	0	0	2	0	0
			1			2			1		
B	2	2	2	1	1	2	0	0	1	0	0
			1			2			2		
E	3	5	2	1	2	2	0	0	1	-1	-1
			2			1			3		
D	4	4	1	-1	1	2	1	1	1	-2	-3
			2			2			1		
C	5	3	1	-1	0	1	-1	0	2	1	-2
			2			1			1		
		δb_j			2			1			0



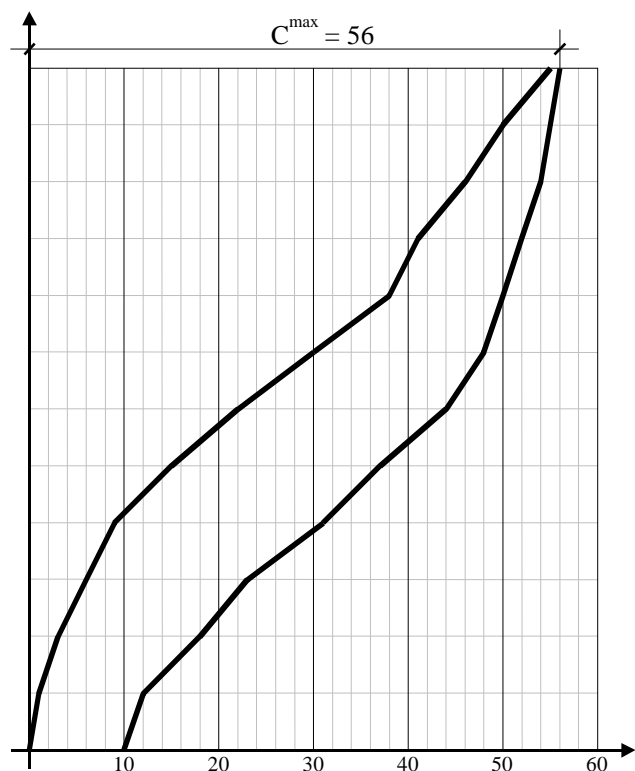
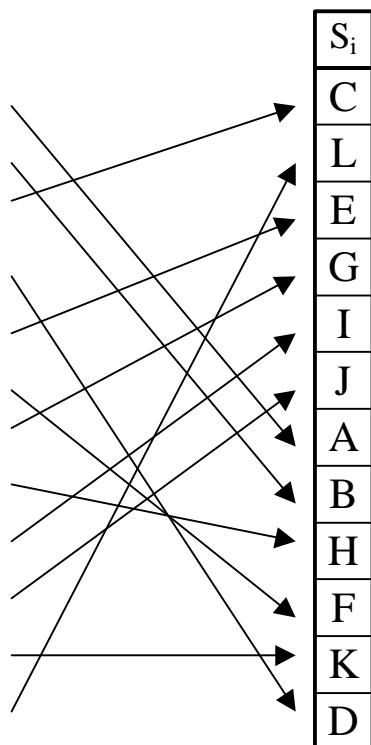
The $F2//C^{\max}$ Problem

Algorithm (Johnson 1954)

Constructing the schedule from both ends, considering production time values (t_i) in ascending sequence, do order the pieces as listed below :

1. If „ t_i ” value considered appeared on the first machine ($t_i=t_1$) do order the piece to the beginning of the schedule (after the already scheduled ones) !
2. If „ t_i ” value considered appeared on the second machine ($t_i=t_2$) do order the piece to the end of the schedule (before the already scheduled ones) !
3. If „ t_i ” value considered appeared both on the first and on the second machine ($t_i=t_1=t_2$) you are free to chose either { 1. } or { 2. } !

	t_1	t_2
A	8	7
B	6	6
C	5	1
D	1	2
E	5	2
F	3	5
G	3	2
H	3	8
I	8	2
J	7	4
K	2	6
L	4	1

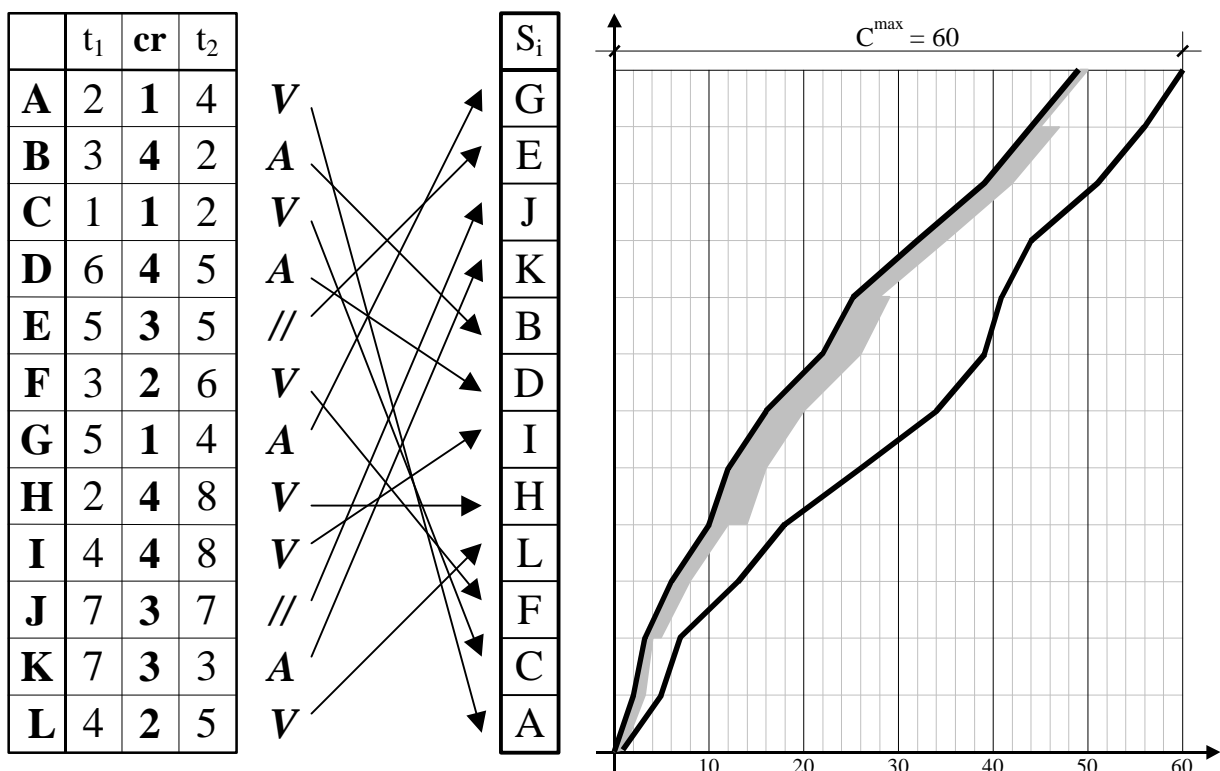


The F2/overlap/ C^{\max} Problem

Algorithm (modified Johnson-algorithm / Vattai 1993)

Constructing the schedule from both ends, considering minimum succession time values (cr) in ascending sequence, do order the pieces as listed below :

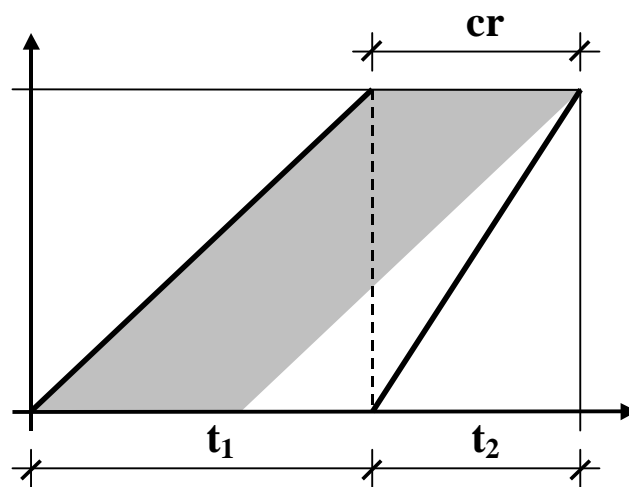
1. If „cr” value considered appeared at start of the piece („V” shaped progression) do order the piece to the beginning of the schedule (after the already scheduled ones) !
2. If „cr” value considered appeared at finish of the piece („A” shaped progression) do order the piece to the end of the schedule (before the already scheduled ones) !
3. If „cr” value considered appeared both at start and at finish of the piece („parallel” progression) you are free to chose either {1.} or {2.} !



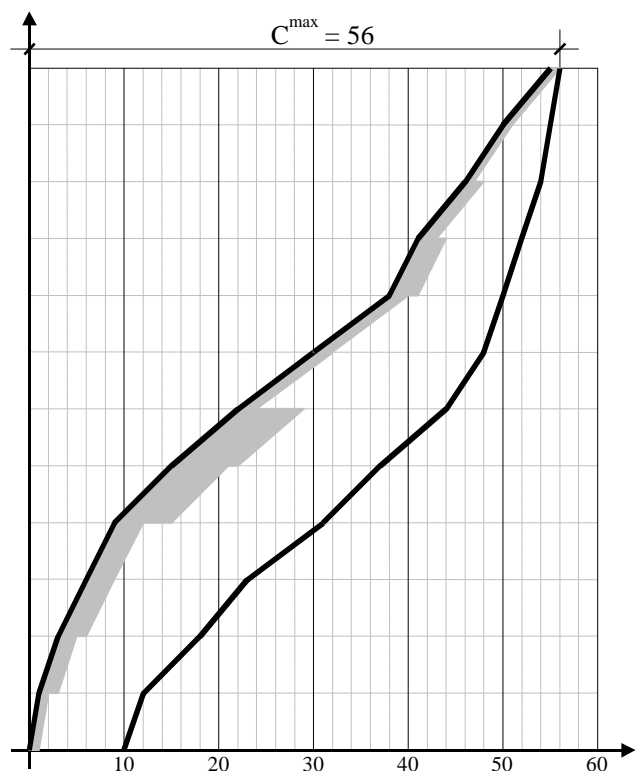
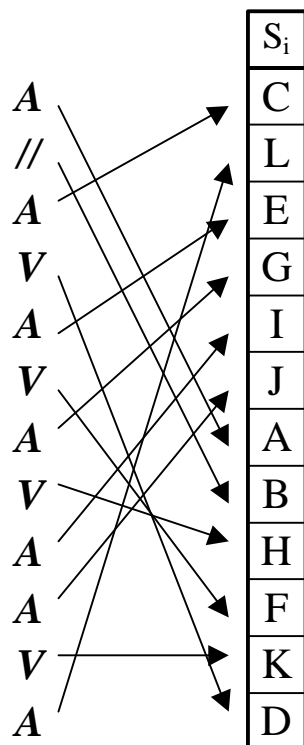
F2//C^{max} P F2/overlap/C^{max}

Conclusion :

Defining „cr” values for each piece as [$cr = \min\{t_1, t_2\}$] („consecutive-” to „overlapped processing”) any problem that can be solved by Johnson’s algorithm can be solved by modified Johnson-algorithm too.



	t ₁	cr	t ₂
A	8	7	7
B	6	6	6
C	5	1	1
D	1	1	2
E	5	2	2
F	3	3	5
G	3	2	2
H	3	3	8
I	8	2	2
J	7	4	4
K	2	2	6
L	4	1	1



Proofing optimality of schedules constructed by modified Johnson-algorithm

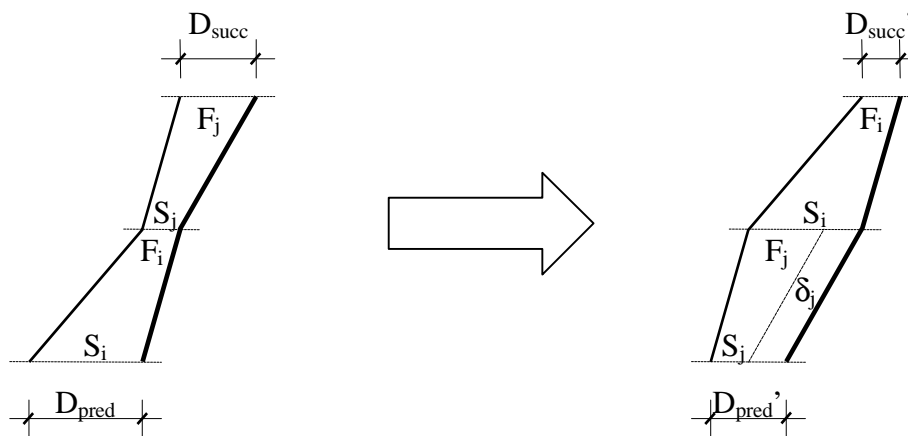
Definition : A schedule is called „quasi o-shaped” if

$$F_i \leq S_i \quad \text{and} \quad F_j \geq S_j \quad | \quad i < j$$

(„V-shaped” progression at start, „A-shaped” progression at end)

Theorem : There exists at least one optimal schedule that is quasi o-shaped

Proof : Let assume we found an optimal schedule that is not quasi o-shaped. Make it quasi o-shaped ! ...



We find:

$$D_{succ}' = F_i = S_j < F_j = D_{succ}$$

$$D_{pred}' = S_j + \delta_j = S_j + S_i - F_j < S_i = D_{pred}$$

After transforming an optimal schedule that had not been quasi o-shaped into a quasi o-shaped one completion time (C^{max}) did not increase.

Conclusion : Originating from any (optimal) schedule that is not quasi o-shaped we can construct an other (optimal) schedule that is quasi o-shaped.

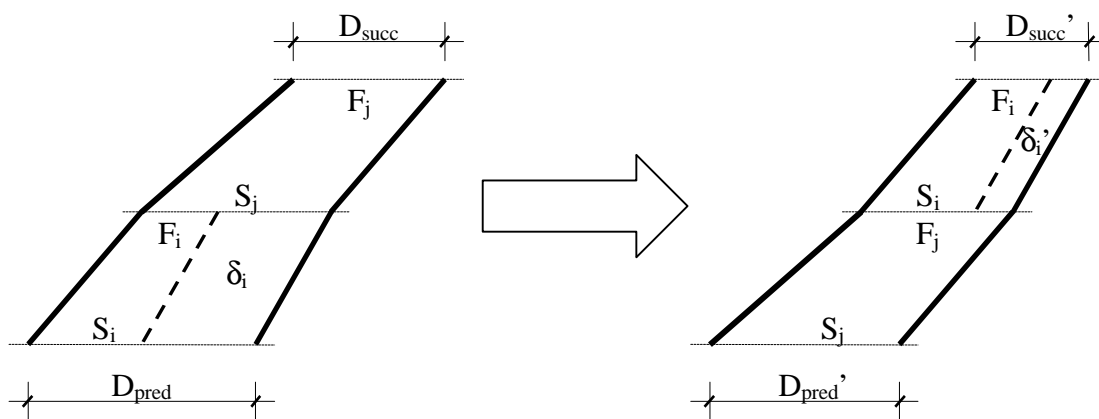
Proofing optimality of schedules constructed by modified Johnson-algorithm

Definition : Let g indicate the last piece with V-shaped progression ($S_g < F_g$) in a quasi o-shaped schedule. Also let h indicate the first piece with A-shaped progression ($S_h > F_h$) in the same quasi o-shaped schedule. (*By definition of quasi o-shaped schedule* $g < h$.) A schedule is „strictly o-shaped” if

$$S_i > S_j \quad | \quad i < j \notin g \quad \text{and} \quad F_k < F_l \quad | \quad h \notin k < l$$

Theorem : There exists at least one optimal schedule that is strictly o-shaped

Proof : Let assume we found a quasi o-shaped optimal schedule that is not strictly o-shaped. Make it strictly o-shaped ! ...



We find (e.g.): $D_{succ}' = F_i + \delta_i' = F_i + F_j - S_i < F_j = D_{succ}$
 $D_{pred}' = S_j = F_i + \delta_i = F_i + S_j - F_i \leq S_i + S_j - F_i = D_{pred}$

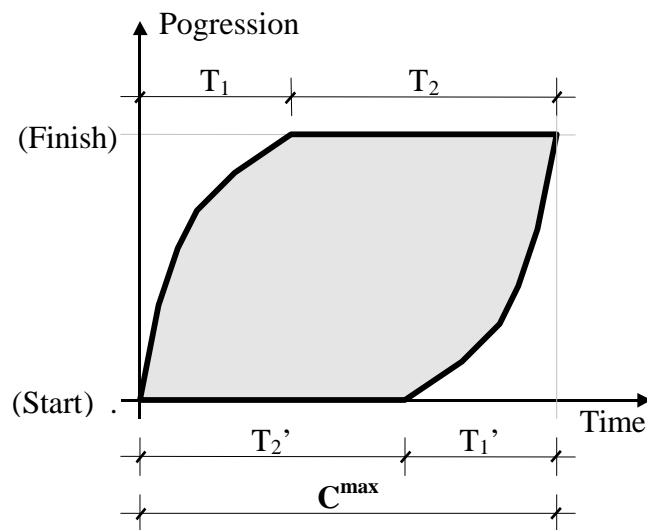
After transforming a quasi o-shaped optimal schedule that had not been strictly o-shaped into a strictly o-shaped one completion time (C^{max}) did not increase. (Use the same logic for any other cases)

Conclusion : Originating from any quasi o-shaped (optimal) schedule that is not strictly o-shaped we can construct an other (optimal) schedule that is strictly o-shaped.

Proofing optimality of schedules constructed by modified Johnson-algorithm

Theorem : If a schedule is strictly o-shaped than it is surely optimal too.

Proof :



$$C^{\max} = T_1 + T_2 = T_1' + T_2'$$

$$T_1 = \sum t_{i,1} = \text{const} \quad \text{and} \quad T_1' = \sum t_{i,2} = \text{const}$$

$$C^{\max} = \min \left| \begin{array}{l} T_2 = \min \\ T_2' = \min \end{array} \right.$$

See definition of strictly o-shaped schedule ...

Recognition : Using Johnson's algorithm or modified Johnson-algorithm we make a strictly o-shaped schedule.

Remark : The condition if any of „pre-emption allowed” (*machines need not work with no break*) is irrelevant at F2// C^{\max} and F2/overlap/ C^{\max} problems.