



## **Project Management for Managers**

Lec – 45 Slacks & Floats- I

#### Dr. M.K. Barua

Department of Management
Indian Institute of Technology Roorkee



Slack is the <u>maximum</u> delay possible for an <u>event</u> without affecting its overall <u>duration</u>.

Floats for activities are the same as slacks are for events.

So, we can define float as maximum <u>delays</u> possible for an <u>activity</u> without changing the project <u>duration</u>.



#### There are four types of floats:

- 1. Total float: It is the maximum delay possible for an activity without considering any delay in its precedence or succeeding activity.
- 2. Free float: It is the maximum delay possible for activities which will **not a**ffect the <u>float of the successor</u> activity.
- 3. Independent float: It is the maximum delay possible for an activity with <u>used floats</u> of <u>preceding</u> activities and will <u>not affect the floats of succeeding</u> activities.
- 4. Safety float: Let the preceding job finish at its latest possible time and the succeeding job finish as late as possible time.



The characteristics of float are:

Independent float <=Free float <=Total float</pre>

Only independent float can be negative, the rest two floats are always positive or zero.

Activities with all floats = 0 are critical activities.



The applications of floats are as follows:

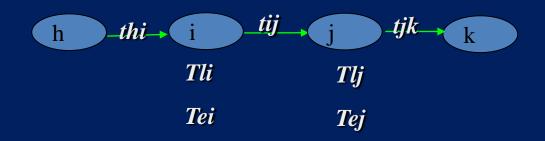
1.It <u>identifies</u> the critical activities as well as <u>quantify</u> maximum delays possible for <u>all not critical</u> activities.

2.It is very important in <u>crashing</u> of a network (reducing the time and/or cost of overall project).

3.It helps in resource allocation and smoothing.



Float: We can define following for a given activity i-j.



**Earliest start time** (Tei): This is the earliest occurrence time for the event from which the activity arrow originates.

**Earliest finish time**: Tei + tij

<u>Latest finish time:</u> The latest occurrence time for the node at which the activity arrow terminates, Tlj

<u>Latest start time</u>: Tlj - t Ij





Maximum time available = Tlj - Tei

Total float:= Total float for job i-j is the difference between maximum time available and the actual time it takes.

$$TF = Tlj - Tei - tij$$

Free float: This is based on the possibility that all events occur at their earliest times, i.e. all activities start as early as possible. It is the difference between earliest finish time and earliest start time.

FF= Tej-Tei – tij

# Successor

Duccessor				
	Early	Late		
Early	Free	Total		
Late	Independent	Safety		



Predecessor

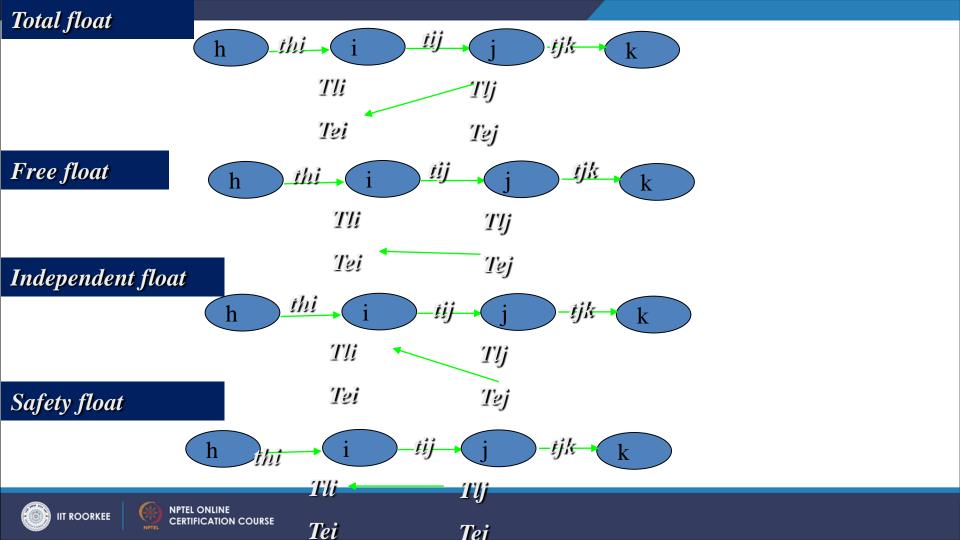
<u>Independent float:</u> Let the preceding job h-i <u>finish at its latest possible</u> time Tli and the <u>succeeding job j-k start at its earliest possible</u> time, which is Tej.

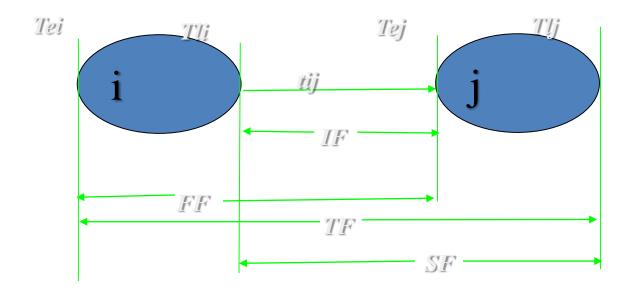
IF= Tej-Tli-tij.

h_thi_i		-tjkk	
Tli	Tlj		
Tei	Tej		
	Successor		
		Early	Late
Predecessor	Early	Free	Total
	Late	Independent	Safety

<u>Safety float:</u> Let the preceding job <u>finish at its latest possible</u> time and the <u>succeeding job finish as late as possible</u> time.







**Predecessor** 

TF=Tlj - Tei - tij
FF= Tei-Tei - tii
IF= Tej-Tli-tij
SF=Tlj-Tli-tij

### Successor

	Early	Late
Early	Free	Total
Late	Independent	Safety





Ex: Work out couple of examples