

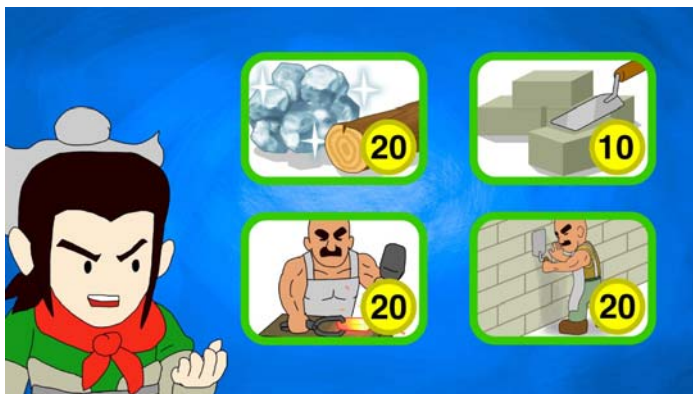


Disjunctive Scheduling

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Quality Assurance





Resources

- ⌘ Critical to most scheduling problems are limited resources
 - unary resource (at most one task at a time)
 - cumulative resource (a limit on the amount of resource used at any time)
- ⌘ Liu Bei is a resource

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Unary Resources

- ⌘ The Project Scheduling problem with non-overlap involved a unary resource
 - number of tasks executing at one time
- ⌘ Unary resources are common
 - machine
 - nurse, doctor, worker in a roster
 - track segment (one train at a time)
 - ...
- ⌘ Liu Bei is a unary resource!

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Scheduling Concepts (so far)

Tasks

- start time, duration (and end time)
- other attributes

```
array[TASK] of var int: start;
```

```
array[TASK] of (var) int: duration;
```

Precedences

- one task can only start after another finishes
- task t1 precedes t2

```
start[t1] + duration[t1] <= start[t2]
```

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Nonoverlap (disj_sched_1.mzn)

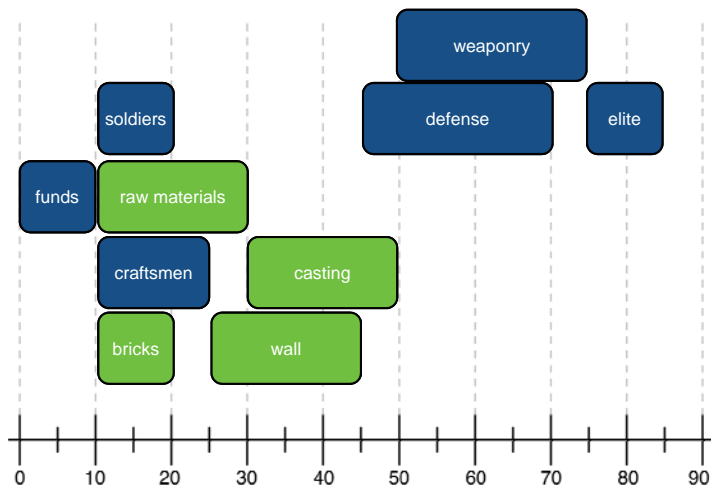
- Liu Bei wants to be in charge of quality assurance of the production materials to buy and the finished products

```
predicate nonoverlap(var int:s1, var int:d1,  
                     var int:s2, var int:d2) =  
    s1 + d1 <= s2 \/ s2 + d2 <= s1;
```

```
set of TASK: LIU =  
    {CASTING, RAW_MATERIALS, BRICKS, WALL};  
forall(t1, t2 in LIU where t1 < t2)  
    (nonoverlap(start[t1],duration[t1],  
                start[t2],duration[t2]));
```

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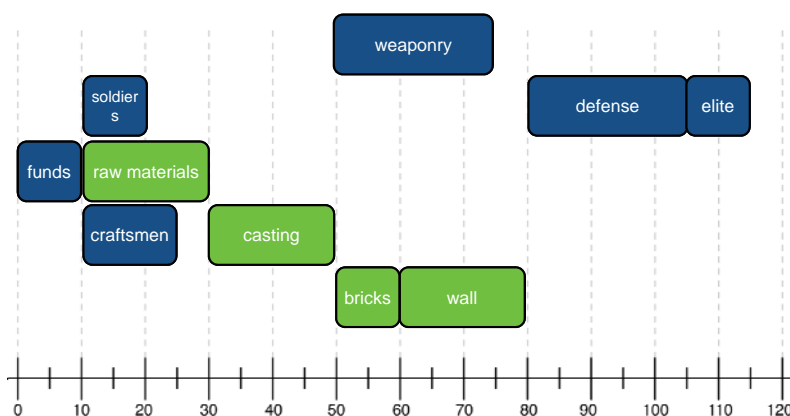
The Basic Scheduling Solution



makespan = 85
 = [0, 10, 45, 50, 75, 10, 10, 30, 10, 25]

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Scheduling With Quality Control



makespan = 115
 = [0, 10, 80, 50, 105, 10, 10, 30, 50, 60]

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Combat Expert: Guan Yu



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Warfare Expert: Zhang Fei



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More Resources (disj_sched_2.dzn)

⌘ Quality Assurance: Liu Bei

- Raw materials, bricks, casting, wall

```
LIU = {CASTING, RAW_MATERIALS, BRICKS, WALL};
```

⌘ Warfare Expertise: Zhang Fei

- Soldiers, craftsmen, raw materials, bricks

```
ZHANG = {SOLDIERS, RAW_MATERIALS, BRICKS,  
          CRAFTSMEN};
```

⌘ Combat Expertise: Guan Yu

- Weaponry training, defense training, elite army, wall

```
GUAN = {WEAPONRY, DEFENSE, ELITEARMY,  
        WALL};
```

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More Nonoverlaps (disj_sched_2.mzn)

```
predicate nonoverlap(var int:s1, var int:d1,  
                     var int:s2, var int:d2) =  
    s1 + d1 <= s2 \/  
    s2 + d2 <= s1;  
predicate exclusive(set of TASK: tasks) =  
    forall(t1, t2 in tasks where t1 < t2)  
        (nonoverlap(start[t1],duration[t1],  
                     start[t2],duration[t2]));
```

```
set of TASK: LIU;  
constraint exclusive(LIU);  
set of TASK: ZHANG;  
constraint exclusive(ZHANG);  
set of TASK: GUAN;  
constraint exclusive(GUAN);
```

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The “disjunctive” Global Constraint

- Nonoverlap only considers two tasks at a time
 - a unary resource requires non overlap for all pairs of tasks that use it
- Disjunctive constraint
 - disjunctive(<start time array>, <duration array>)
 - ensure no two tasks in the array overlap in execution

```
predicate disjunctive(array[int] of var int:s,  
                      array[int] of var int:d) =  
  forall(i1,i2 in index_set(s) where i1 < i2)  
    (nonoverlap(s[i1],d[i1],s[i2],d[i2]));
```

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Unary Resource Problem Revisited (disj_sched_glo.mzn)

- Replace nonoverlap with disjunctive
- We need to build the start times and durations for all tasks using a resource
 - perfect for a local variable

```
include "disjunctive.mzn";  
predicate exclusive(set of TASK: tasks) =  
  let {array[int] of var int:  
      ss = [start[t] | t in tasks];  
      array[int] of int:  
      dd = [duration[t] | t in tasks];}  
  in disjunctive(ss,dd);
```

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Solving the Model

makespan F S D We E R Cr Ca B Wa
130 = [0, 35, 55, 95, 120, 55, 10, 75, 25, 35]

⌘ That is taking too long!!!

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Job Shop Scheduling

- ⌘ The story problem is an adaptation of the well-known Job Shop Scheduling Problem
 - remarkably hard
- ⌘ For some 10x10 instances from 1963
 - we did not know the optimal solution until 1989!
- ⌘ There are a lot of approximation algorithms
- ⌘ The online version is also heavily studied
 - where we have to schedule a job, given an existing schedule, then schedule the next job

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Summary

- ⌘ Disjunctive scheduling
 - allows us to express that two tasks do not overlap in execution
 - without specifying the relative order
- ⌘ disjunctive global constraint
 - capture a set of tasks on a unary resource
- ⌘ Many classic scheduling problems
 - job shop scheduling
 - open shop scheduling

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