

# Cumulative Scheduling

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# Resources

- ▶ Unary resources are unique
- ▶ Often we have multiple identical copies of a resource
  - bulldozers
  - workers (of equal capability)
  - operating theaters
  - airplane gates
- ▶ How do we model multiple identical resources?
  - assume task  $t$  uses  $res[t]$
  - assume a limit  $\mathbb{L}$  of resource at all times

# Modeling Resources: Time Decomposition

- The use of the resource at each time  $i$  is less than the limit  $L$

```
forall(i in TIME)
    (sum(t in TASK)
        (bool2int(s[t] <= i /\ s[t] + d[t] > i)
            * res[t])
        <= L) ;
```

- Note the expression
  - $s[t] \leq i \wedge s[t] + d[t] > i$
  - represents whether task  $t$  runs at time  $i$
- **Problem**: size is  $\text{card}(\text{TASK}) * \text{card}(\text{TIME})$ 
  - many time periods  $\text{TIME}$

# Modeling Resources: Task Decomposition

- ▶ Note we can only overload a resource when a task starts (otherwise no increase)
- ▶ Alternate model: only check start times

```
forall(t2 in TASK)
    (sum(t in TASK)
        (bool2int(s[t] <= s[t2]
            /\ s[t] + d[t] > s[t2])
            * res[t])
        <= L) ;
```

- ▶ Can we do improve this?



# Modeling Resources: Task Decomposition

- ▶ Better model: we know  $t_2$  runs at time  $s[t_2]$

```
forall(t2 in TASK)
    (sum(t in TASK where t != t2)
        (bool2int(s[t] <= s[t2]
            /\ s[t] + d[t] > s[t2])
            * res[t])
        + res[t2] <= L);
```

- ▶ **Advantage**: much smaller than time decomposition  $\text{card}(\text{TASK})^2$
- ▶ **Problem**: not as much information to the solver

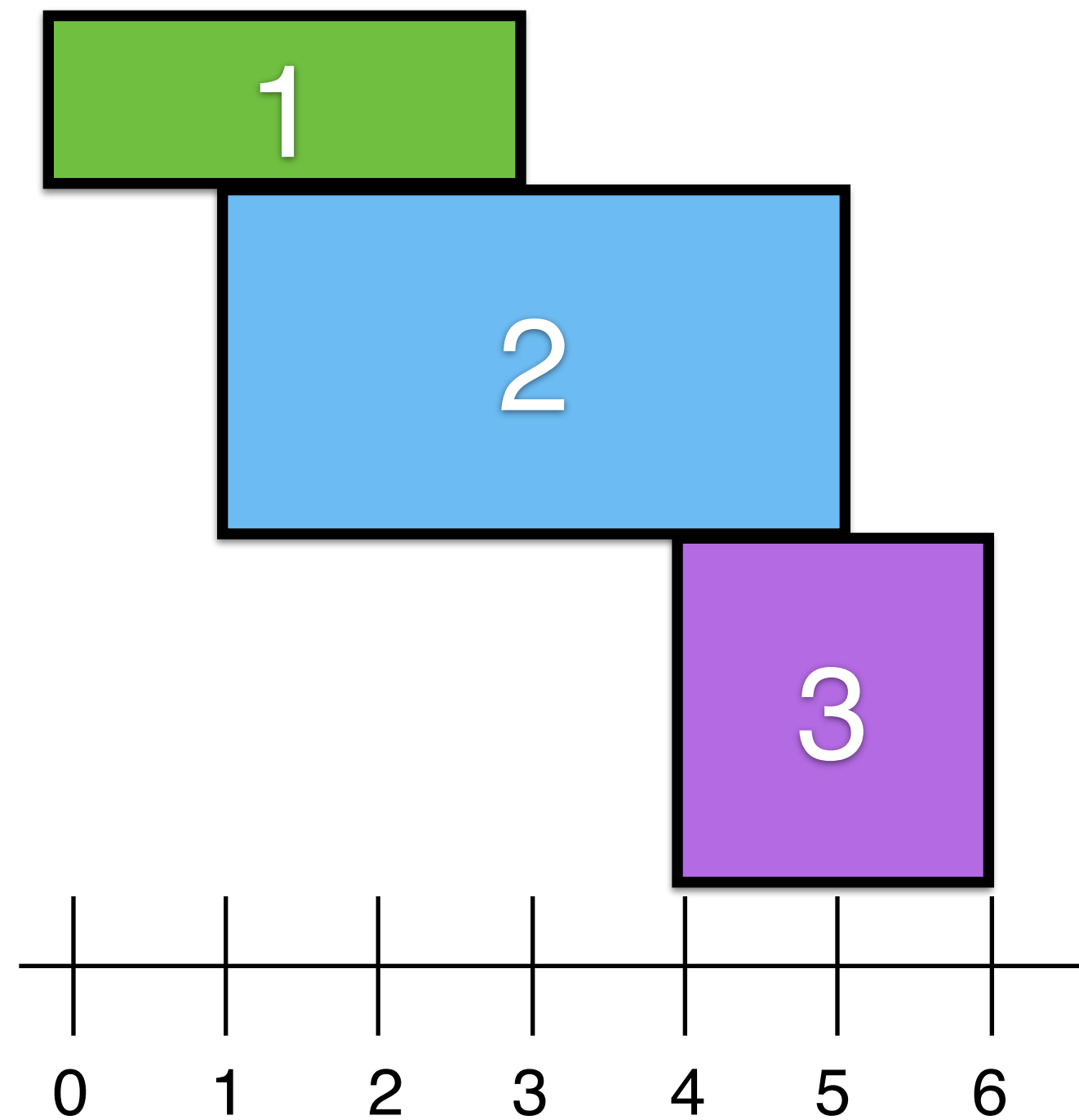
# Cumulative

- ▶ The cumulative global constraint captures exactly a resource constraint
  - `cumulative(<start time array>, <duration array>, <resource usage array>, <limit>)`
  - ensure no more than the limit of the resource is used at any time during the execution of tasks

```
predicate cumulative(array[int] of var int:s,  
                    array[int] of var int:d,  
                    array[int] of var int:r,  
                    var int: L);
```

# Visualizing Cumulative

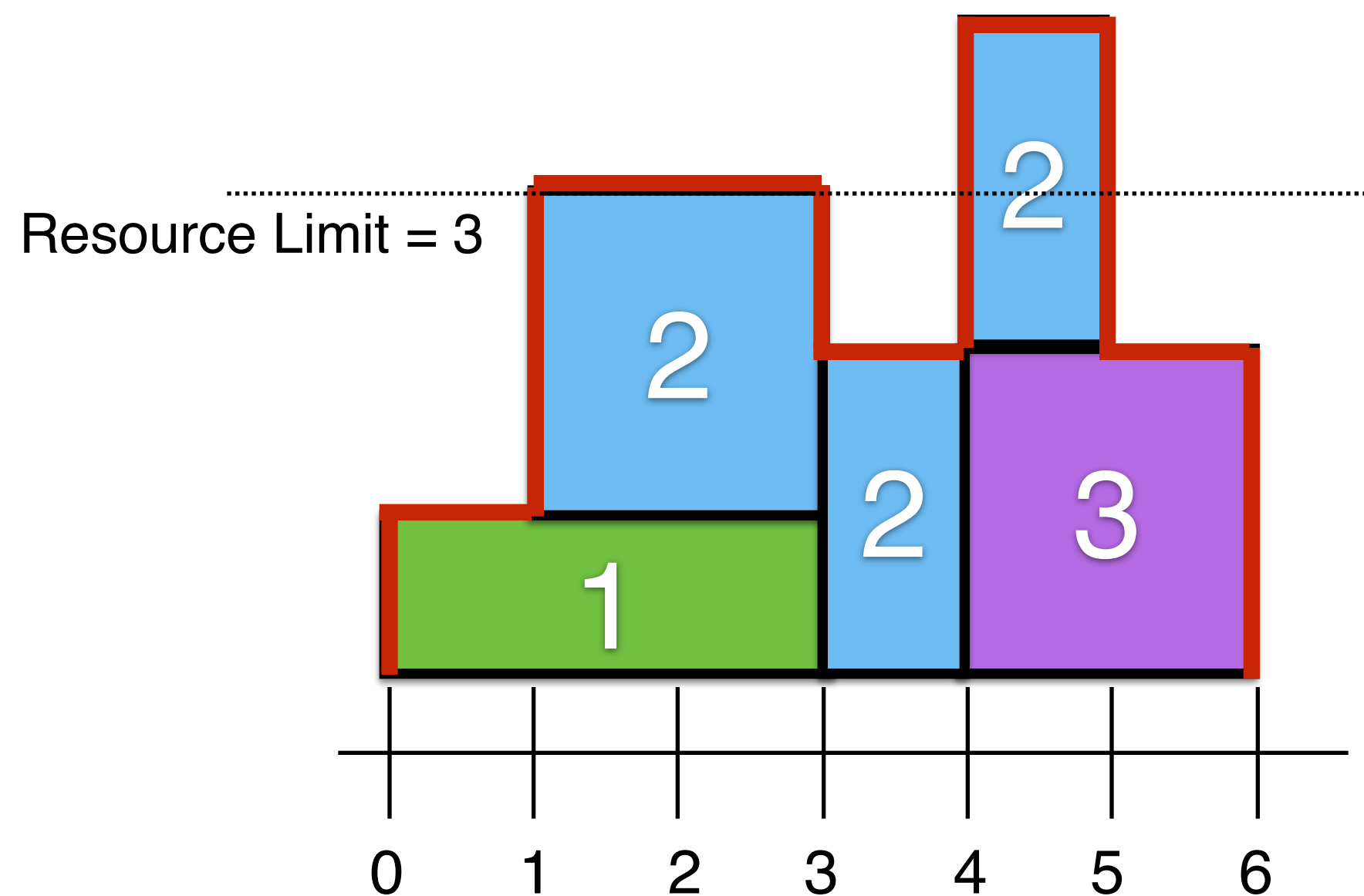
- ▶ A task  $t$  is a box of length  $d[t]$  and height  $r[t]$  starting at time  $s[t]$ 
  - e.g. `cumulative([0,1,4],[3,4,2],[1,2,2],3)`





# Visualizing Cumulative

- ▶ A task  $t$  is a box of length  $d[t]$  and height  $r[t]$  starting at time  $s[t]$ 
  - e.g. `cumulative([0,1,4],[3,4,2],[1,2,2],3)`
- ▶ They are not really boxes
- ▶ Timetable (red skyline) shows the usage



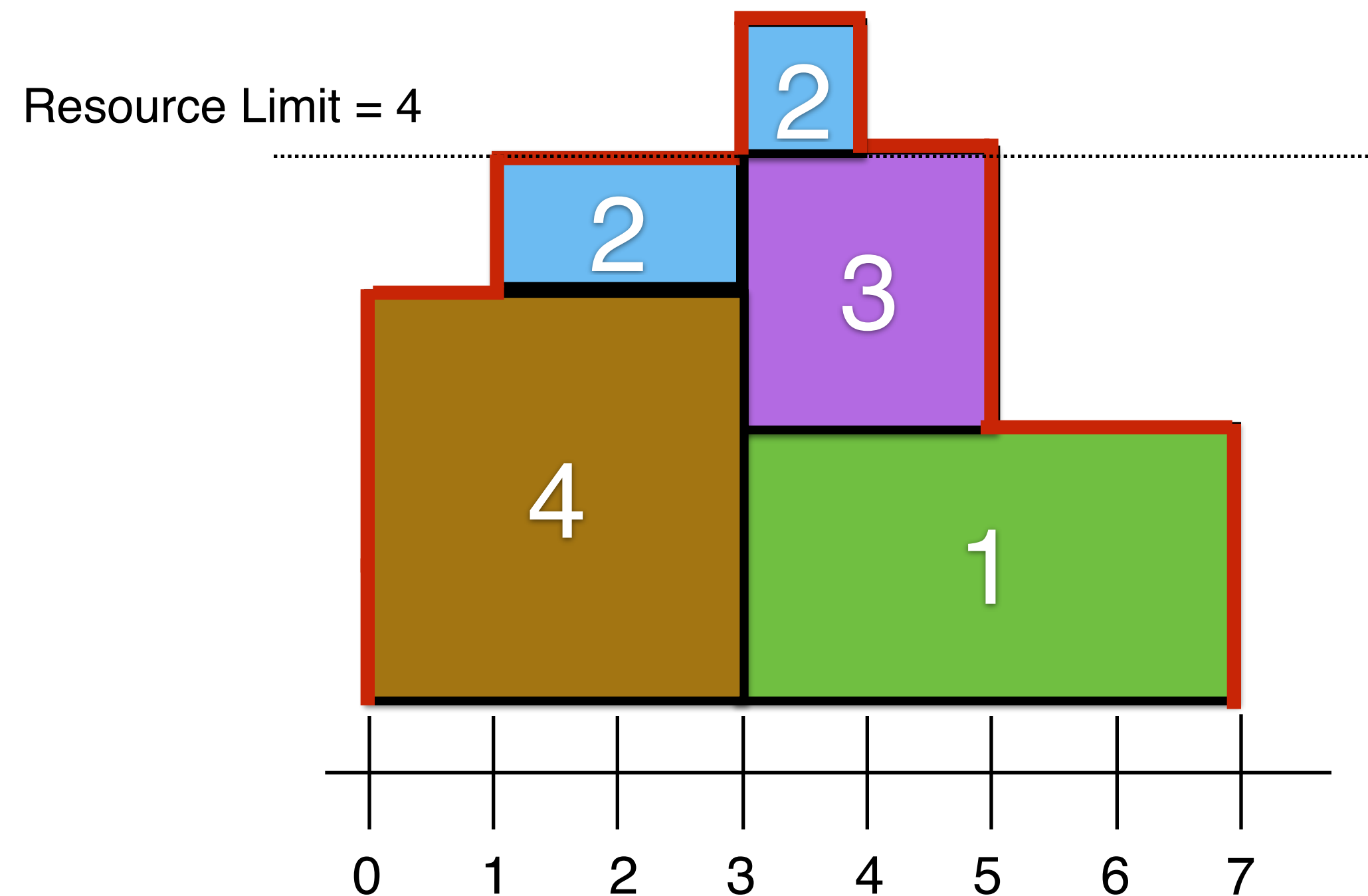


# Cumulative Example

- ▶ Does the constraint below hold
  - `cumulative([3,1,3,0],[4,3,2,3],[2,1,2,3],4)`
- ▶ Given the cumulative constraint below does it have a solution
  - start time possibilities are given as ranges
  - `cumulative([0..3,0..3,2..3,0..4],[4,3,2,3],[2,1,2,3],4)`

# Visualizing Cumulative

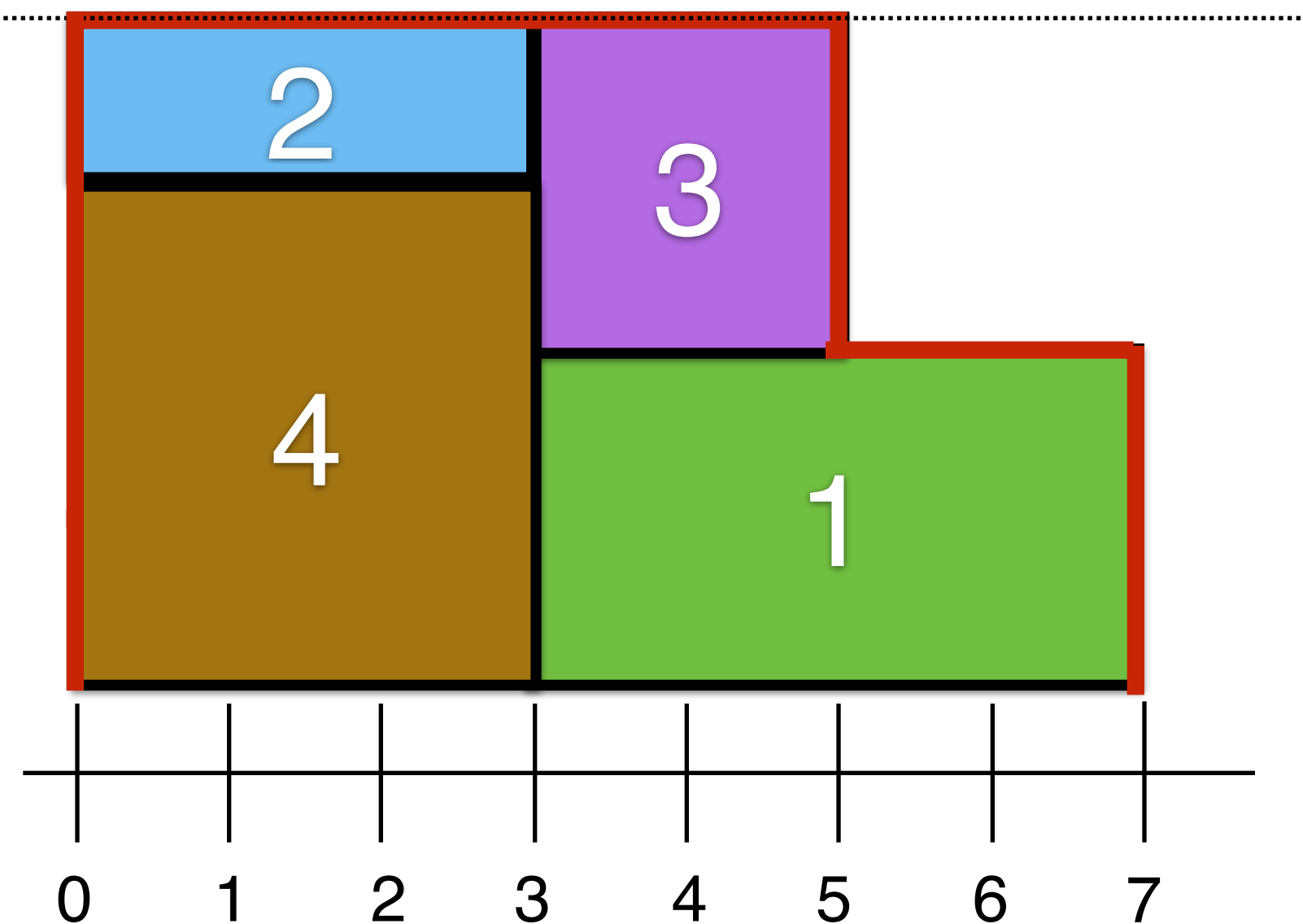
- Does the constraint below hold
  - `cumulative([3,1,3,0],[4,3,2,3],[2,1,2,3],4)`



# Visualizing Cumulative

- ▶ Given the cumulative constraint below does it have a solution
  - start time possibilities are given as ranges
  - `cumulative([0..3,0..3,2..3,0..4],[4,3,2,3],[2,1,2,3],4)`

Resource Limit = 4





# Cumulative Propagators

- ▶ There is a lot of research in how to propagate cumulative constraints
  - timetable propagation
    - equivalent to the time decomposition
    - but faster than the task decomposition
  - edge finding
    - reasoning about time intervals rather than single times
  - energy based reasoning
    - more inference than edge finding, but slower
  - TTEF time table edge finding
    - a combination of timetable with some energy based reasoning
    - state of the art



# Resource Constrained Project Scheduling (RCPSP)

- ▶ Given tasks  $t \in TASK$
- ▶ Given precedences  $p \in PREC$ 
  - $pred[p]$  precedes  $succ[p]$
- ▶ Assume resources  $r \in RESOURCES$
- ▶ Each task  $t$  needs  $req[r, t]$  resources during its execution
- ▶ We have a limit  $L[r]$  for each resource
- ▶ Find the shortest schedule to run every task!
  
- ▶ Possibly the most studied scheduling problem

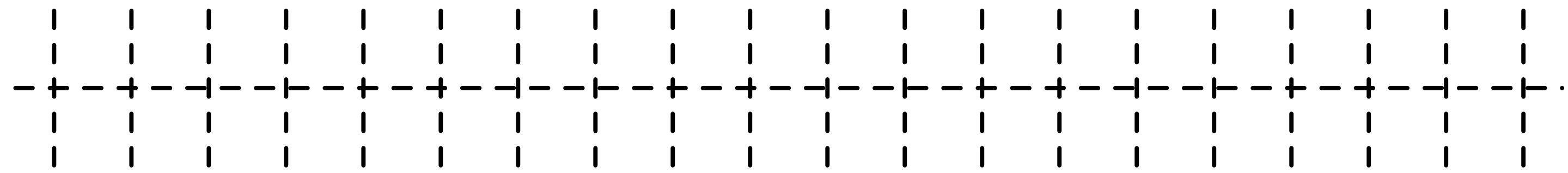
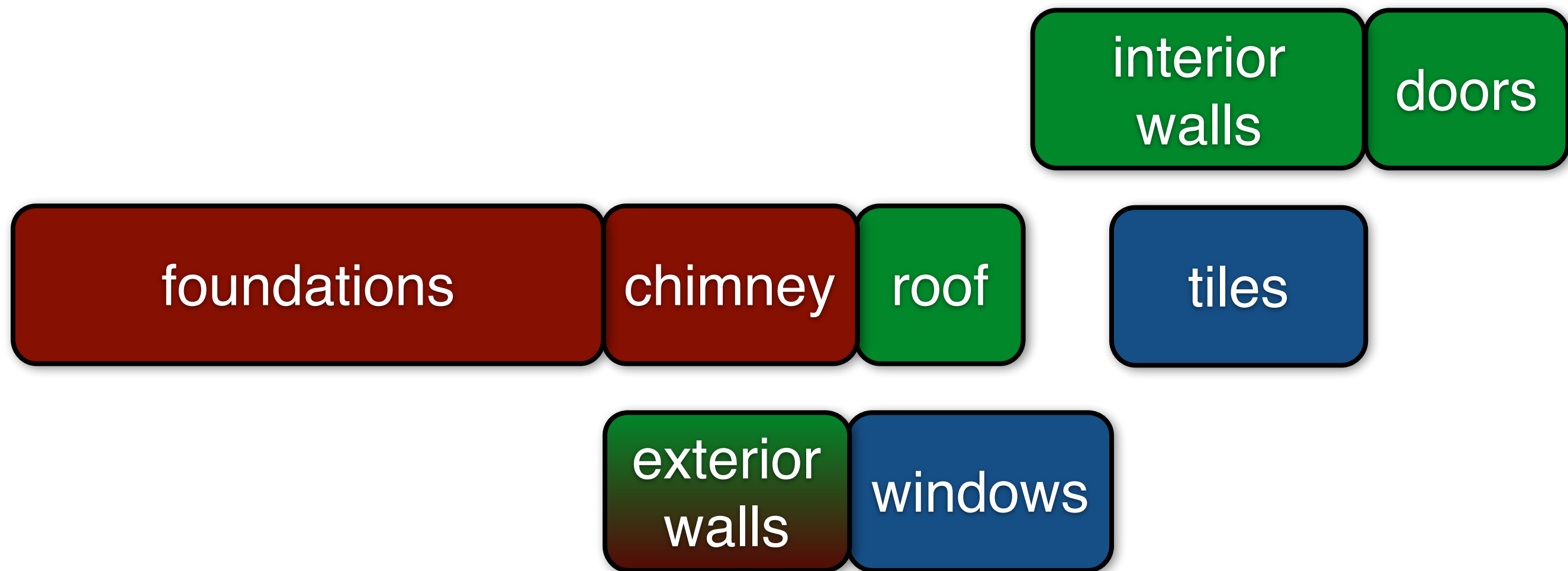
# RCPSP House Building

- ▶ A more detailed version of the house building scheduling problem
- ▶ Three resources
  - carpentry
  - masonry
  - inspection

resource	f	iw	ew	c	r	d	t	w	limit
carpentry	0	3	1	0	2	1	0	0	3
masonry	3	0	2	1	0	0	0	0	3
inspection	1	1	1	1	1	1	1	1	2

# RCPSP House Building Solution

0	1	2	3	3	1	carpentry
3	3	0	0	0	0	masonry
1	2	2	2	2	1	inspection



0 5 10 15

makespan = f iw ew c r d t w  
18 = [0, 12, 7, 7, 10, 16, 13, 10]



# RCPSD Data

## ► Data

```
int: n;                                % number of tasks
set of int: TASK = 1..n;
array[TASK] of int: d;                 % duration
int: m;                                % no. of resources
set of int: RESOURCE = 1..m;
array[RESOURCE] of int: L; % resource limit
array[RESOURCE, TASK] of int: res; % usage
int: l;                                % no. of precedences
set of int: PREC = 1..l;
array[PREC, 1..2] of TASK: pre; i
    % predecessor/successor pairs
int: maxt; % maximum time
set of int: TIME = 0..maxt;
```



# RCPSP House Data

## ► Example Data

```
n = 8;  
d = [7, 4, 3, 3, 2, 2, 3, 3];  
m = 3;  
L = [3, 3, 2];  
res = [ | 0, 3, 1, 0, 2, 1, 0, 0  
        | 3, 0, 2, 1, 0, 0, 0, 0  
        | 1, 1, 1, 1, 1, 1, 1, 1 | ];  
  
l = 8;  
pre = [ | 1, 2  
        | 1, 3  
        | 1, 4  
        | 3, 5  
        | 3, 8  
        | 2, 6  
        | 4, 7  
        | 5, 7 | ];
```

# RCPSP Model

## ► Decisions

```
array[TASK] of var TIME: s; % start time
```

## ► Constraints

```
forall(p in PREC)
    (s[pre[p,1]]+d[pre[p,1]] <= s[pre[p,2]]);
```

```
forall(r in RESOURCE)
    (cumulative(s,d,[res[r,t]|t in TASK],L[r]));
```

## ► Objective

```
solve minimize max(t in TASK) (s[t] + d[t]);
```

# Overview

- ▶ Renewable capacitated resources
  - a resource capacity available over the schedule
- ▶ Time decomposition:
  - check resource usage at each time
- ▶ Task decomposition
  - check resource usage as each task starts
- ▶ `cumulative` global constraint
- ▶ RCPSP: a core scheduling problem

# EOF