

Back to school: create a timetable with OptaPlanner and Quarkus

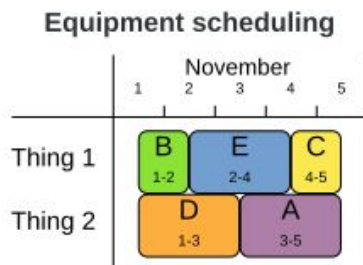
Radovan Synek

Equipment scheduling

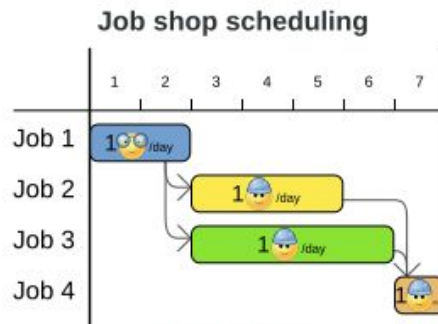
| | November | | | | |
|---------|----------|----------|----------|----------|---|
| | 1 | 2 | 3 | 4 | 5 |
| Thing 1 | B 1-2 | E 2-4 | | C 4-5 | |
| Thing 2 | D 1-3 | | A 3-5 | | |

Higher utilization

OptaPlanner 
*Optimize planning
with Artificial Intelligence*



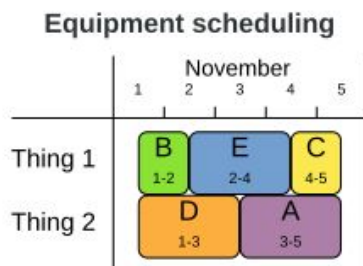
Higher utilization



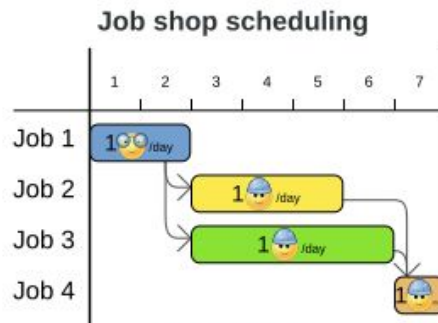
Less makespan

OptaPlanner

*Optimize planning
with Artificial Intelligence*



Higher utilization



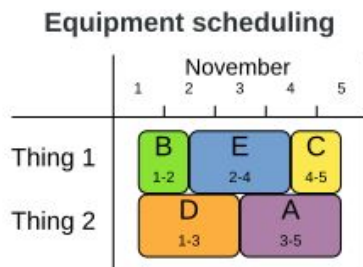
Less makespan



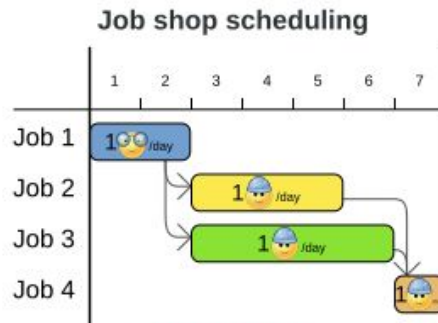
Less driving time

OptaPlanner

Optimize planning
with Artificial Intelligence



Higher utilization



Less makespan

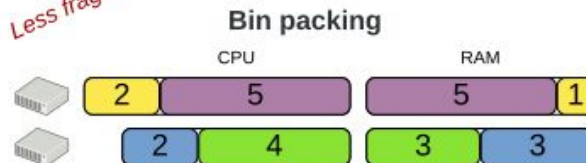


Less driving time

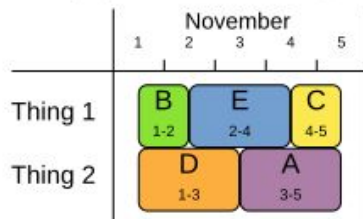
OptaPlanner

Optimize planning
with Artificial Intelligence

Less fragmentation

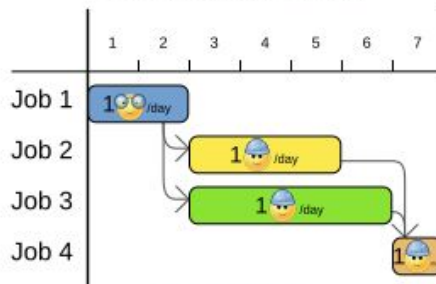


Equipment scheduling



Higher utilization

Job shop scheduling



Less makespan

Vehicle routing



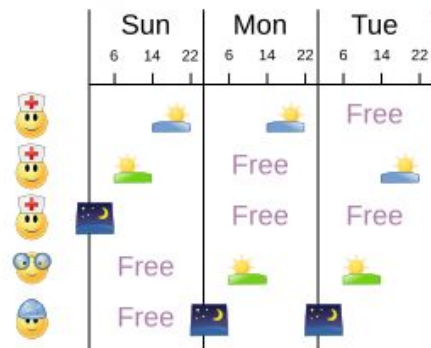
Less driving time

OptaPlanner

Optimize planning
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Happier employees

Employee rostering



Less fragmentation

Bin packing

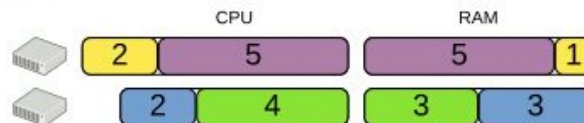
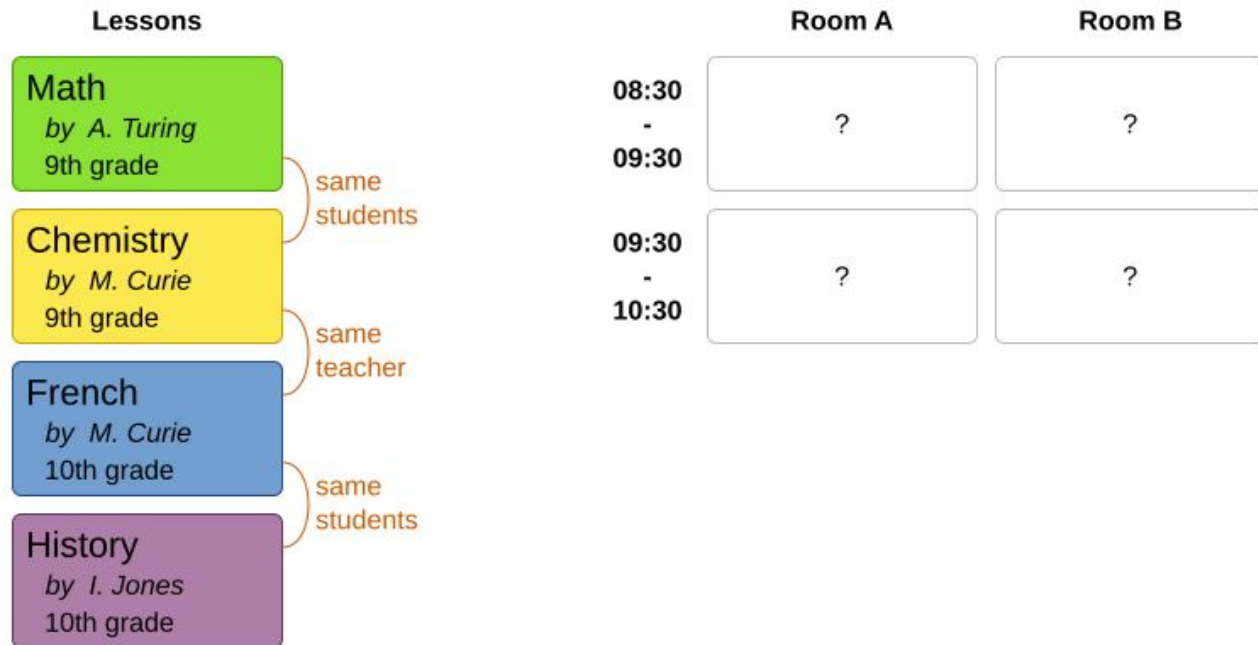




Image by [Wokandapix](#) from [Pixabay](#).

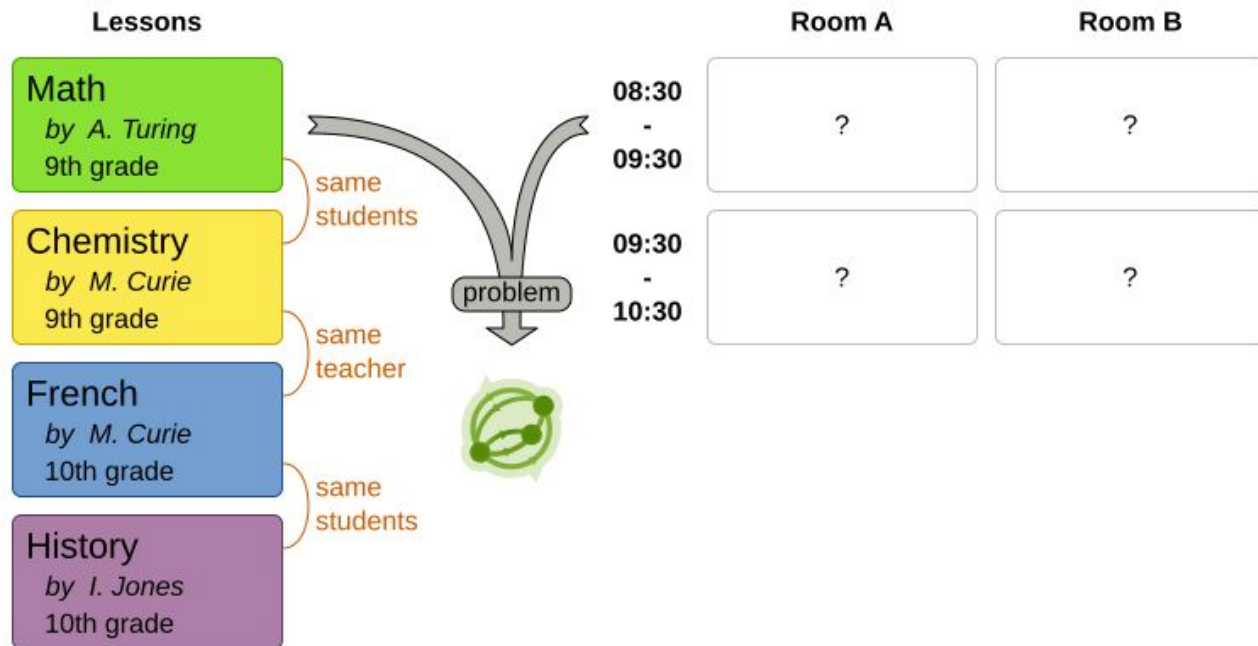
School timetabling input/output

Assign each lesson to a time slot and a room.



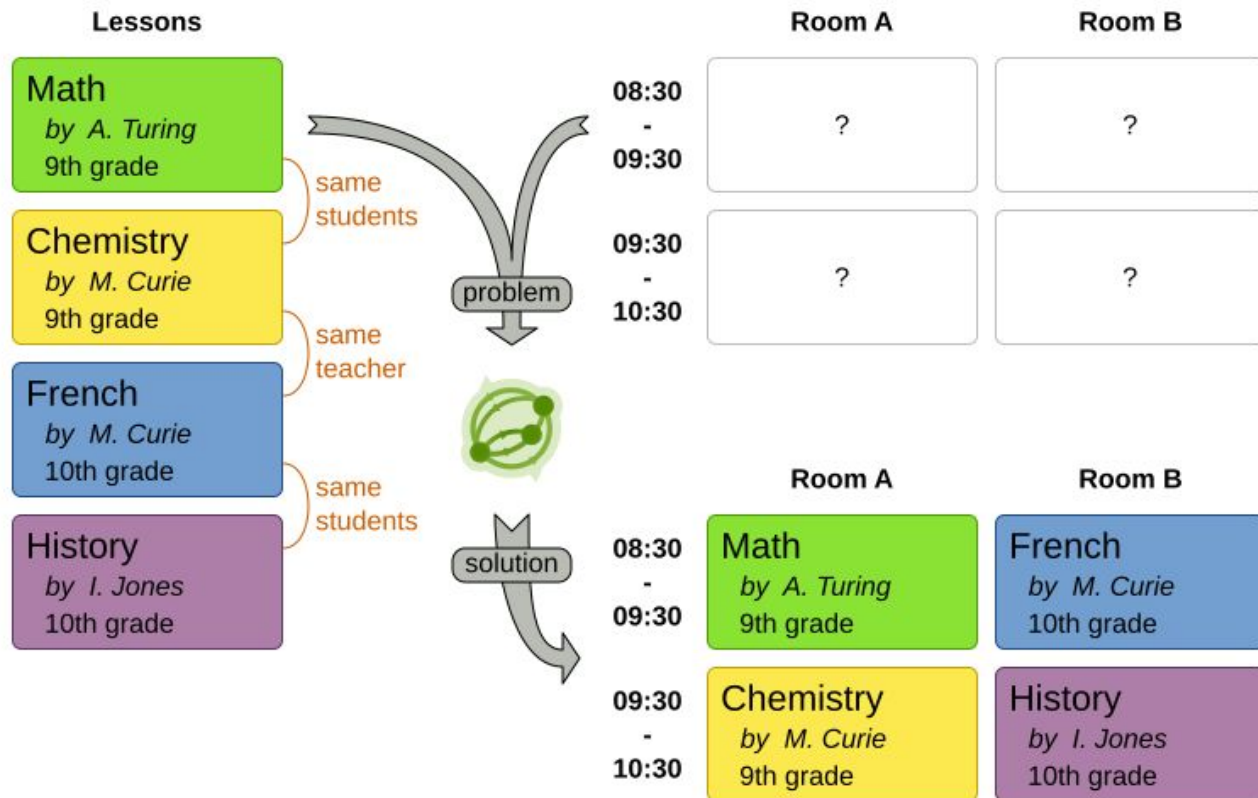
School timetabling input/output

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School timetabling input/output

Assign each lesson to a time slot and a room.




Spend less time in
a spreadsheet?

[Refresh](#)[▶ Solve](#)

Score: 0hard/16soft

[By room](#)[By teacher](#)[By student group](#)

Timeslot

Room A Room B Room C Monday 08:30 - 09:30 

English

by I. Jones
9th grade

21

Chemistry

by M. Curie
10th grade

28

Monday 09:30 - 10:30 

Math


by A. Turing
10th grade

24

Biology

by C. Darwin
9th grade

18

Monday 10:30 - 11:30 

Physics

by M. Curie
9th grade

10

Geography

by C. Darwin
10th grade

30

Monday 13:30 - 14:30 

Math


by A. Turing
9th grade

14

English

by P. Cruz
10th grade

32

Monday 14:30 - 15:30 

Math

by A. Turing
10th grade

26

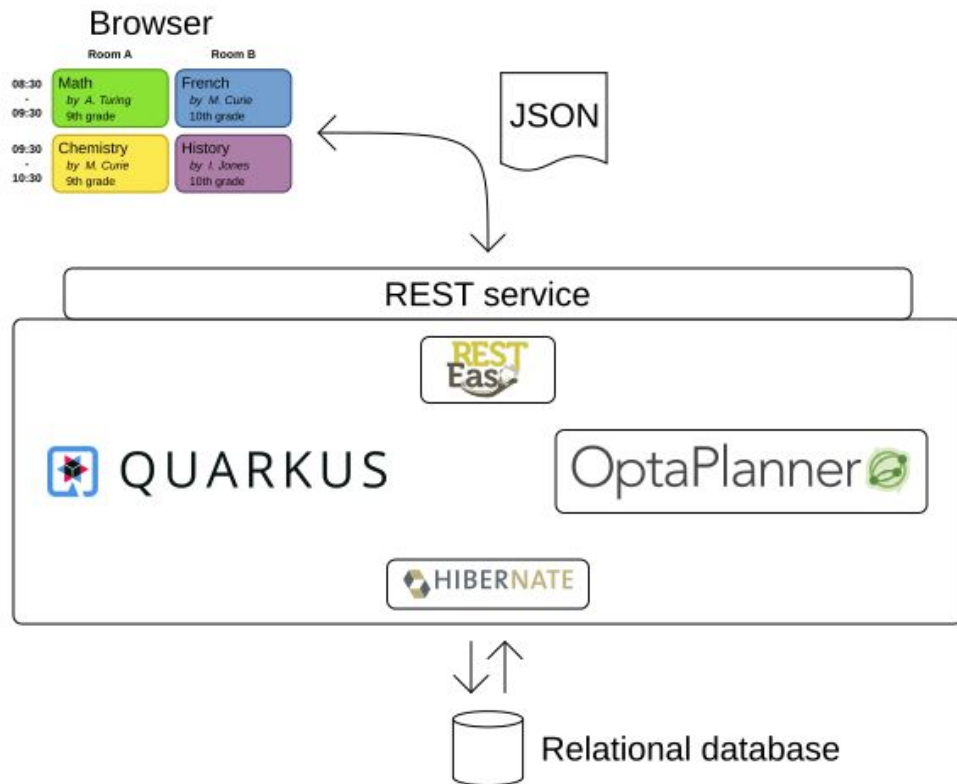
Spanish

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9th grade

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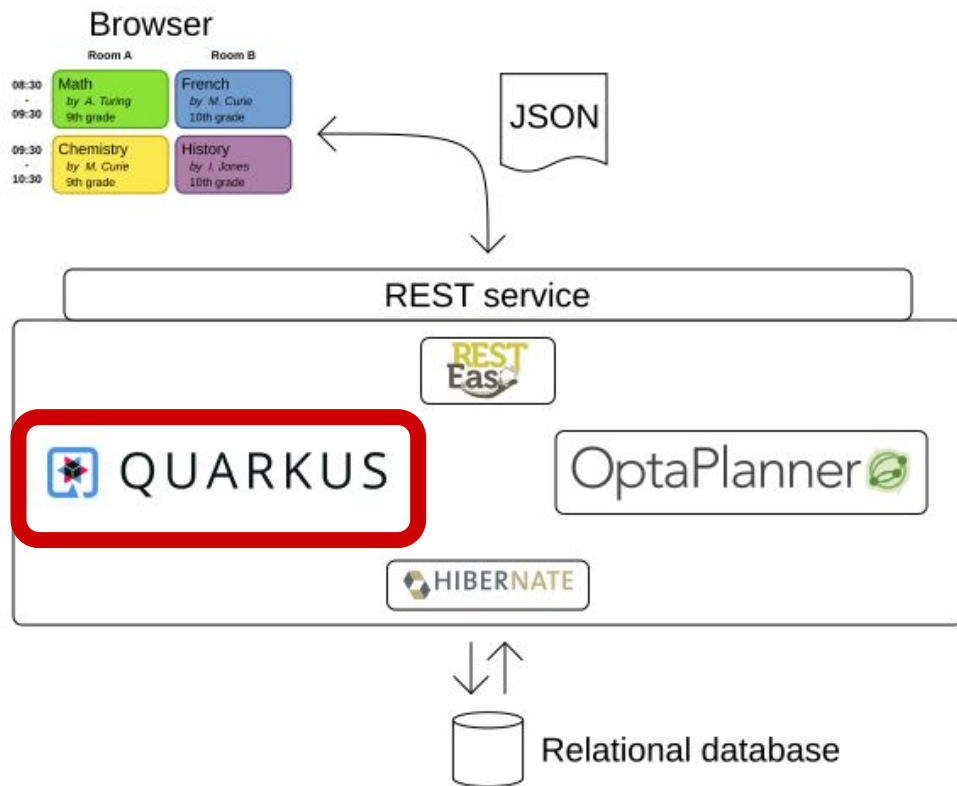
School timetabling architecture

It's a Quarkus REST service using OptaPlanner on top of a database.



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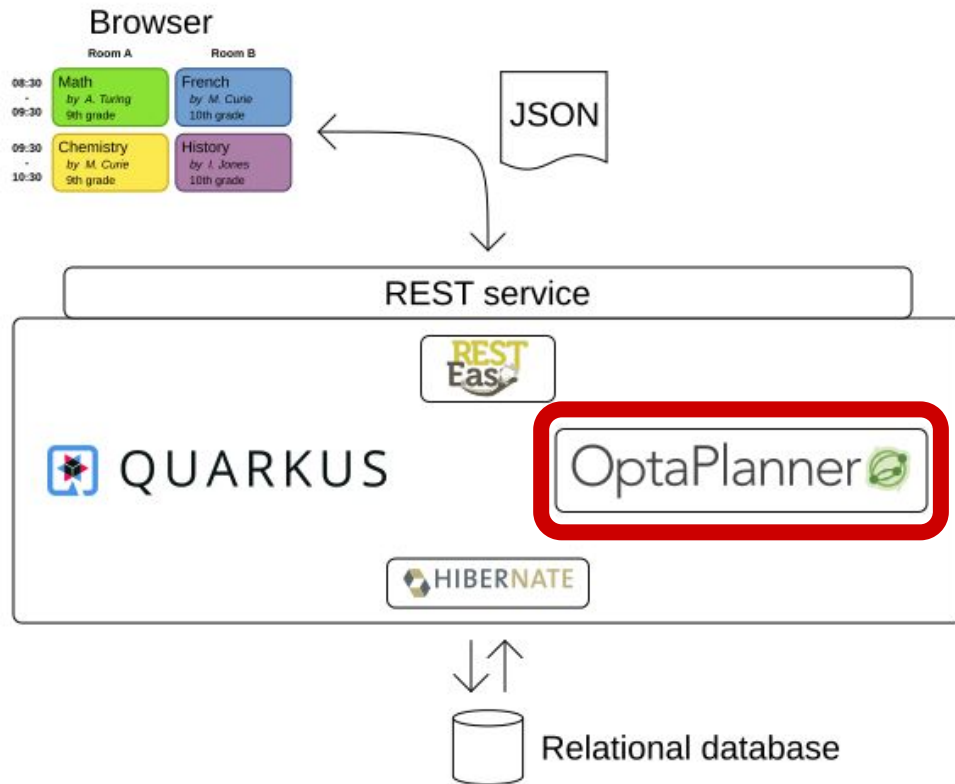
Quick redeploy

Minimal memory footprint

Native image

School timetabling architecture

It's a Quarkus REST service using OptaPlanner on top of a database.



OptaPlanner

[OptaPlanner - Constraint satisfaction solver \(Java™, Open Source\)](#)

“Lightweight, embeddable constraint satisfaction engine
which optimizes planning problems.”

Planning problem

Goals

Minimize fuel
consumption &
ecological footprint

Resources

Vehicles

Constraints

Vehicle capacity

Distance



Planning problem

Bad news

No guarantee of finding the optimal solution in reasonable time

Planning problem

Good news

“Near-optimal” solution can be found

Quickly verifiable if the solution is satisfying

Is school timetabling a planning problem?

Is school timetabling a planning problem?

Goals

Make both students and
teachers happy

Resources

Rooms
Time slots

Constraints

All lessons must be allocated

No teacher has multiple
lessons at the same time

There can be up to a single
lesson in a room at any
moment

Minimize gaps between
lessons

Is school timetabling a planning problem?

Goals

Make both students and teachers happy

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All lessons must be allocated

No teacher has multiple lessons at the same time

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Minimize gaps between lessons



What OptaPlanner needs to know to optimize your planning problem?

The planning problem

The constraints

What OptaPlanner needs to know to optimize your planning problem?

The planning problem

What is the entity that changes during solving?

What references should the OptaPlanner change there?

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What references should the OptaPlanner change there?



`@PlanningEntity`

`@PlanningVariable`

What OptaPlanner needs to know to optimize your planning problem?

The constraints

What is the score of the solution?

Which conditions must never be broken?

What OptaPlanner needs to know to optimize your planning problem?

Constraint Streams API

Hard vs. soft constraints



The constraints

What is the score of the solution?

Which conditions must never be broken?

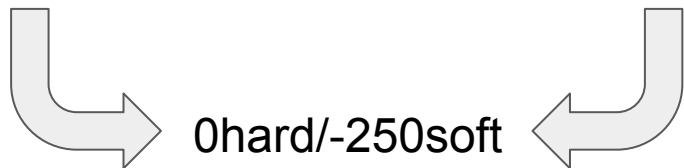
What OptaPlanner needs to know to optimize your planning problem?

Hard constraints

- Must not be broken
- in(feasible) solution

Soft constraints

- Cost
- Can be broken




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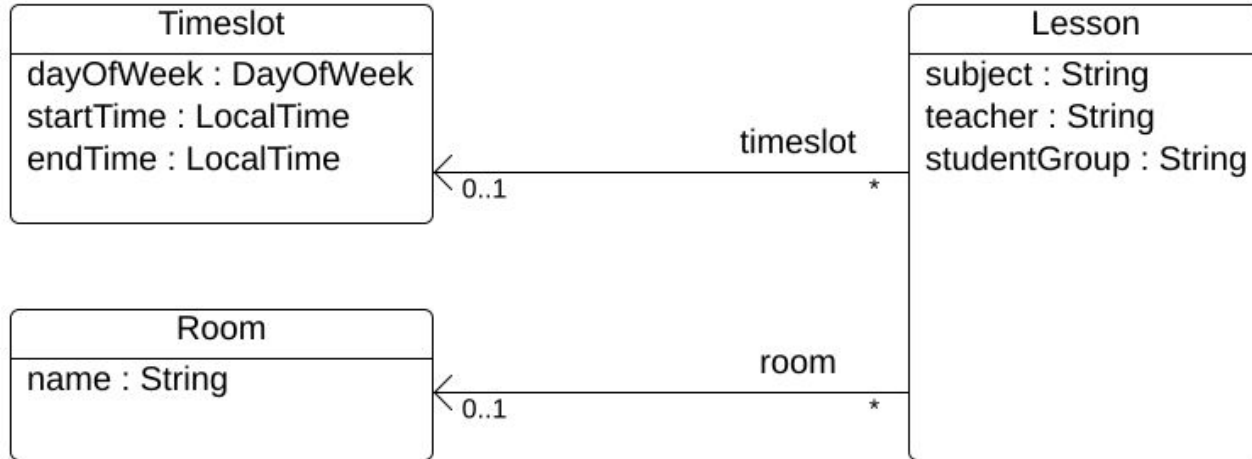
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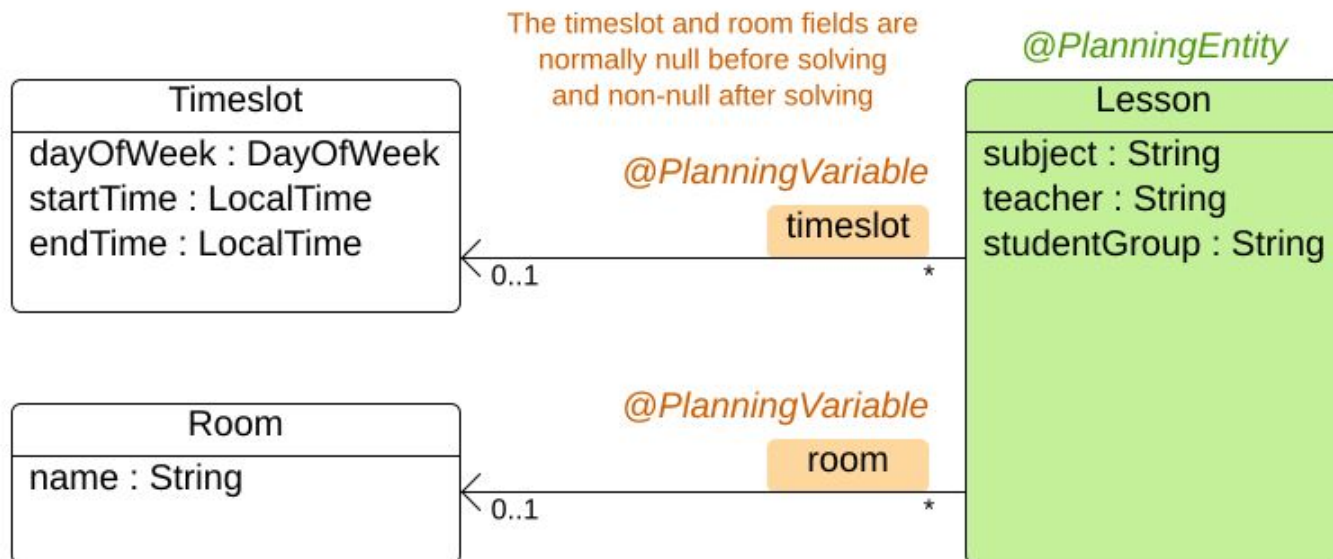
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Time table class diagram



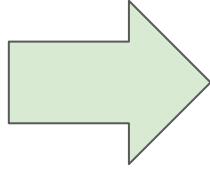
Time table class diagram



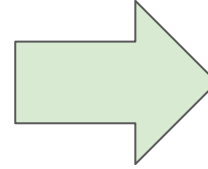
Demo

Summary

Model the
problem domain



Define and
implement
constraints



Run via the
SolverManager

```
@PlanningEntity
@PlanningVariable
@PlanningSolution

return constraintFactory
    .fromUniquePair(Lesson.class,
        ...
    .penalize("Teacher conflict",
        HardSoftScore.ONE_HARD);

solverManager
    .solveAndListen(...);
```

Q&A

Homepage: www.optaplanner.org

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