

The Work Task Variation Problem

Implementing a solver for a single problem

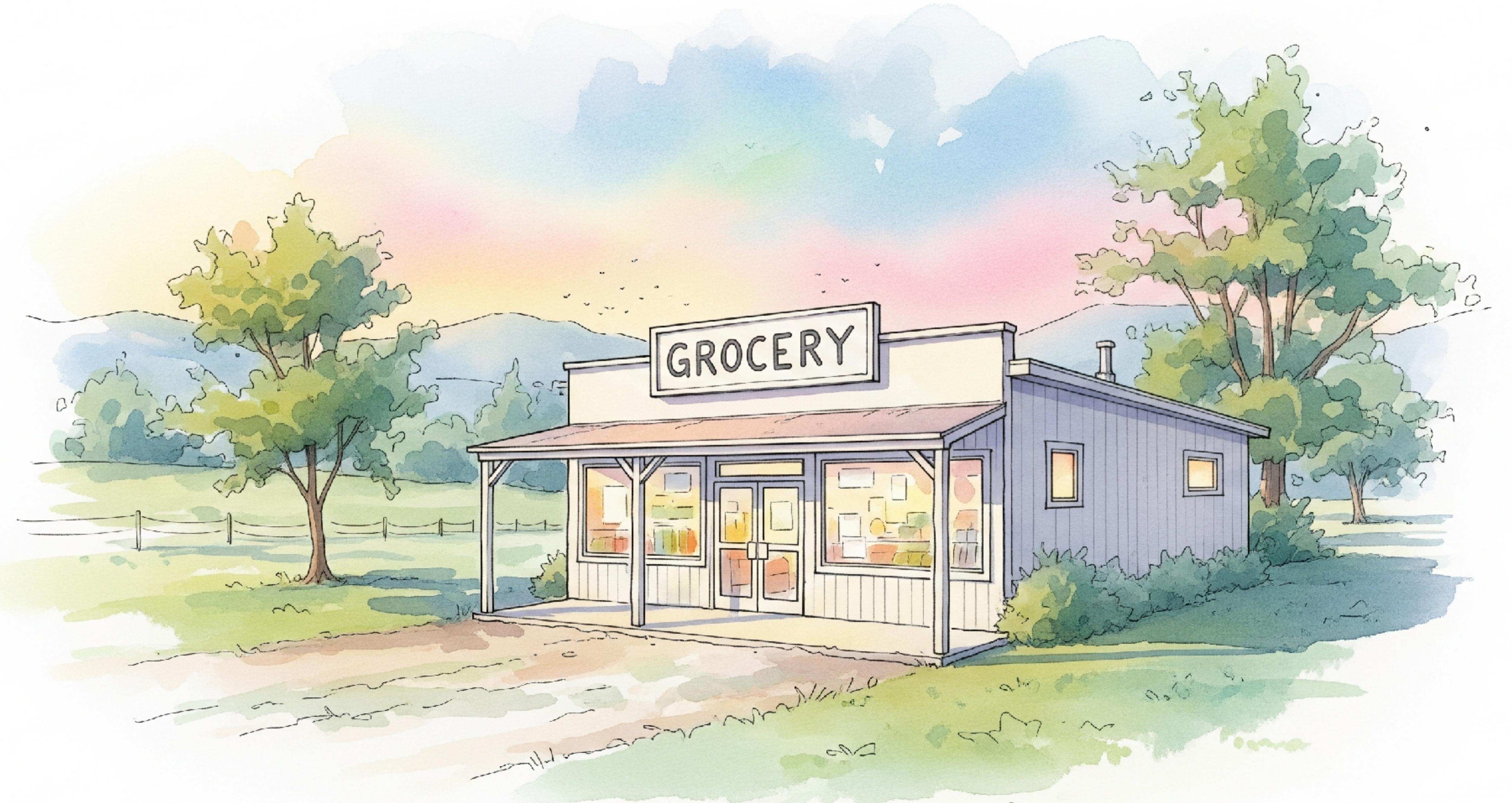
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Optischedule

NordConsNet 2025 Uppsala





Shift plan for one person

W T S W T S W T S W T S W T S W

S S S S S T T T T T W W W W W W

S S T T W W W W W S S S T T



Shift plan for store

S S	T T T	W W W W W	S S S	
T T	S S S	T T	W W W W W	T T T
W W W W W	S S S	T T T	S S S	...
W W W W W	S S S	T T T T	S S S	...
T T T	W W W W	S S S S	T T	...
S S S	T T T	S S S S	T T T	...
W W W W W	S S S S	S S S S	T T T	...

Shift plan for store

S S	T T T T	W W W W W W	S S S		...
T T	S S S	T T	W W W W W W	T T T	...
W W W W W W	S S S	T T T	S S S		...
W W W W W	S S S	T T T T	S S S		...
T T T	W W W W	S S S	T T T	T T	...
S S S	T T T	S S S S	T T T		...
W W W W W	S S S S	S S S S	T T T		...

Shift plan for store

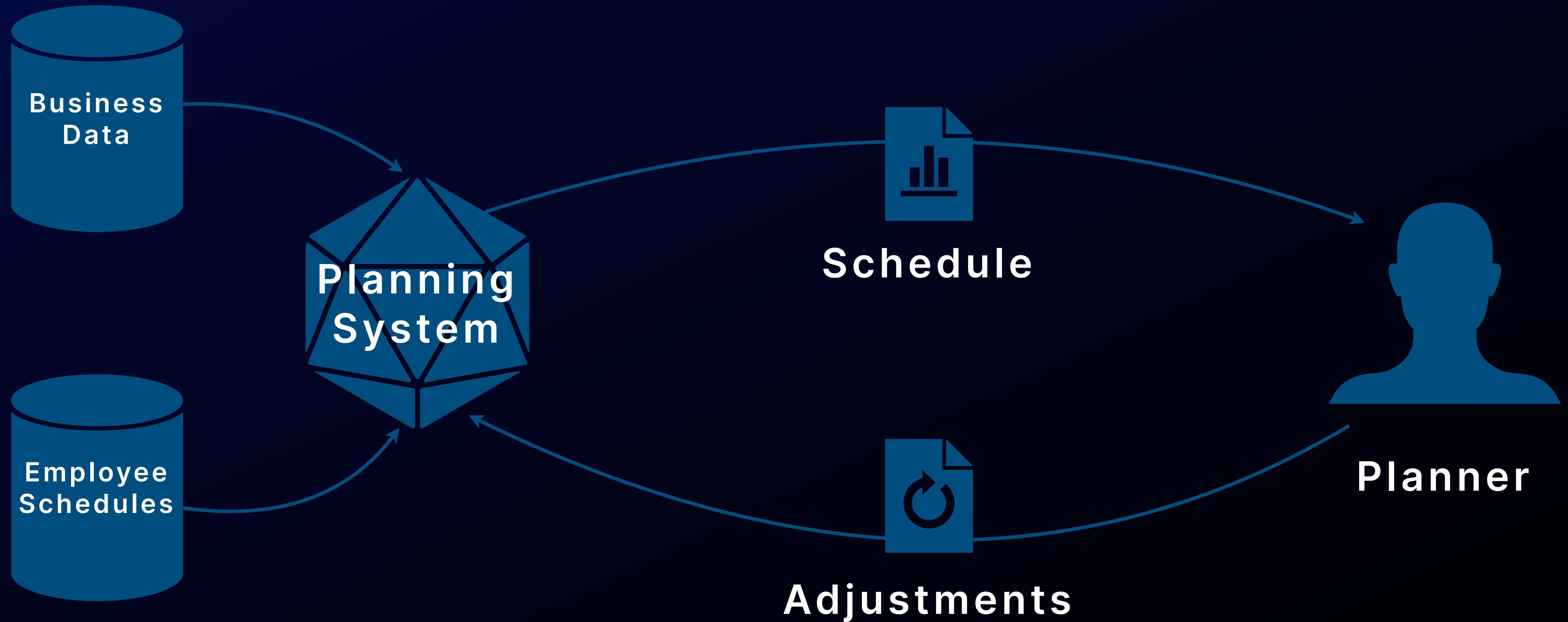
Requirements for time slot

- 3 people on Warehouse tasks
- 2 people at Tills
- 2 people in Store

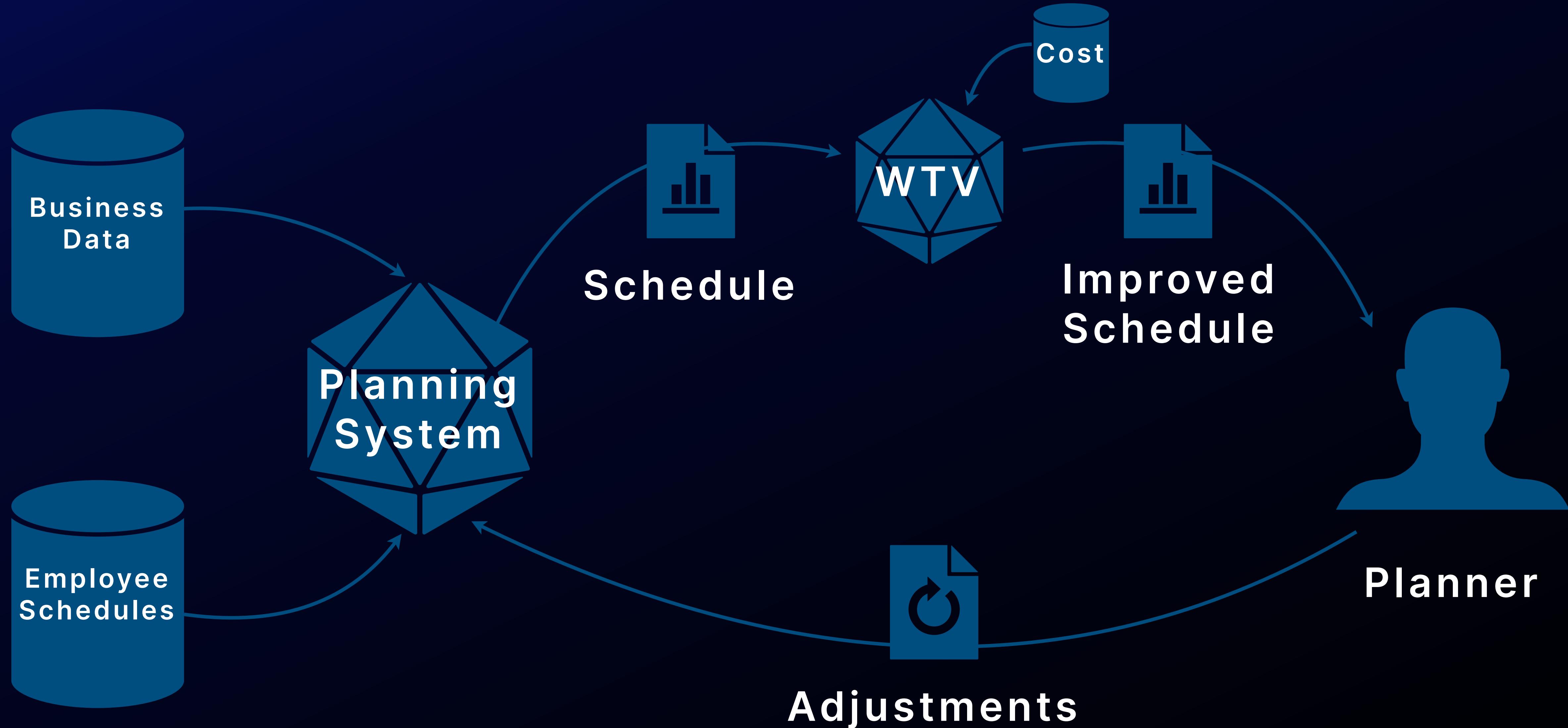
W	S	W	T
W	T	T	T
T	W	W	W
S	W	S	S
S	T	T	T
W	S	S	S



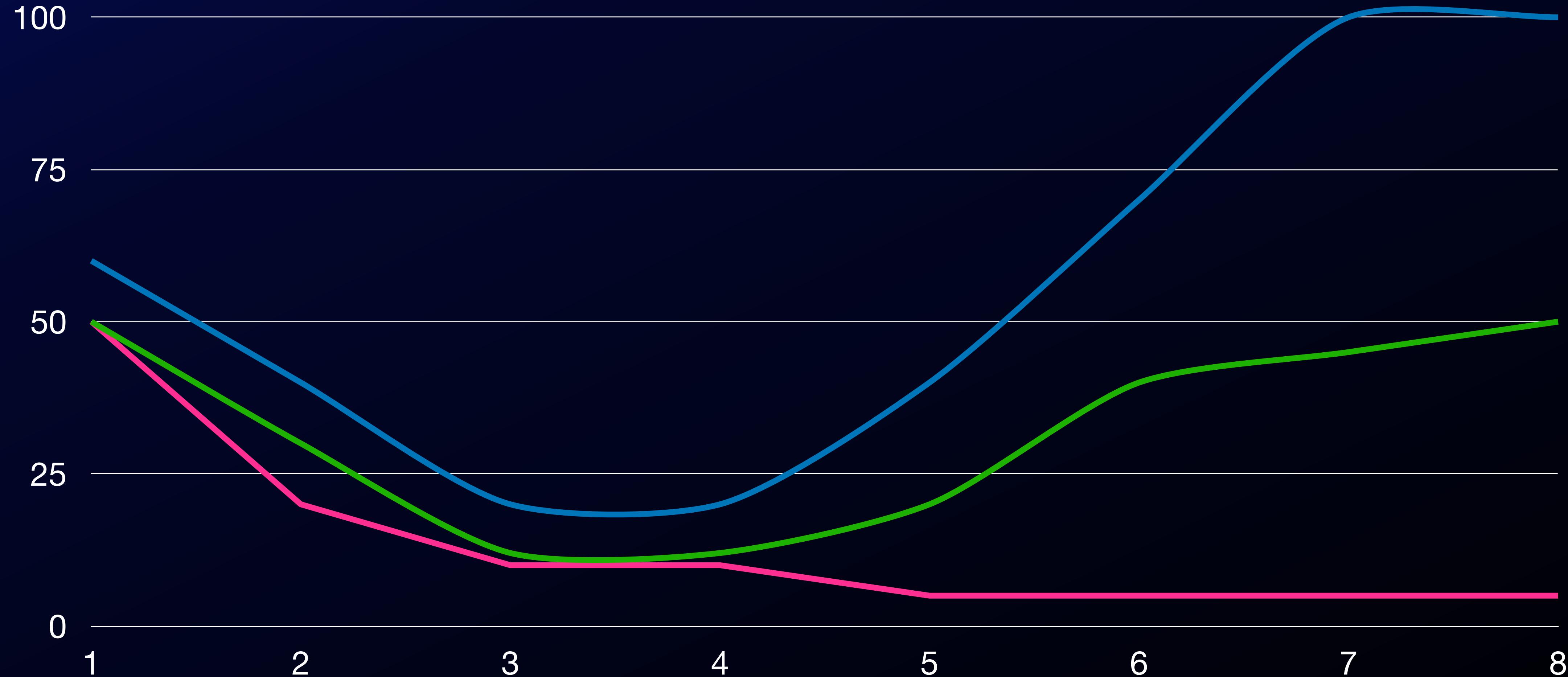
Planning context



Planning context



Cost curve example



Real world infrastructure

What to do first

- Reading input
- Data model
- Plotting
- Logging
- Producing output
- ...



*It's a dangerous business, Frodo, going out your door.
You step onto the road, and if you don't keep your
feet, there's no knowing where you'll be swept off to.*

RosterLogic Variation

A CBLSS inspired solver

- Small and compact data-structures
- Runs are invariants, moves evaluated using simulation
 - Moves preserve hard constraints - no need for violations
- Simple moves of blocks and groups of blocks
- Pattern moves for structure
- All the standard searches

RosterLogic Variation

Pattern swaps

Search for potential patterns in row, swapping in from other rows.

Here, pattern is SSSTT

Slot	1	2	3	4	5	6	7	8
Shift 0	S	T	S	T	S	O	O	O
Shift 1	S	S	T	S	T	T	T	T
Shift 2	T	S	S	S	S	O	O	O
Shift 3	T	T	T	S	T	S	S	S

(a) Initial Schedule.

Slot	1	2	3	4	5	6	7	8
Shift 0	S	S	S	T	T	O	O	O
Shift 1	S	S	T	S	T	T	T	T
Shift 2	T	T	S	S	S	O	O	O
Shift 3	T	T	T	S	S	S	S	S

(b) Schedule After Pattern Swaps.

RosterLogic Variation

Local search algorithm configuration

Base algorithm

- Parallel restarts
- Parallel portfolio
 - Steepest ascent
 - Simulated annealing
 - Tabu search (x3)
 - Scrambled steepest ascent

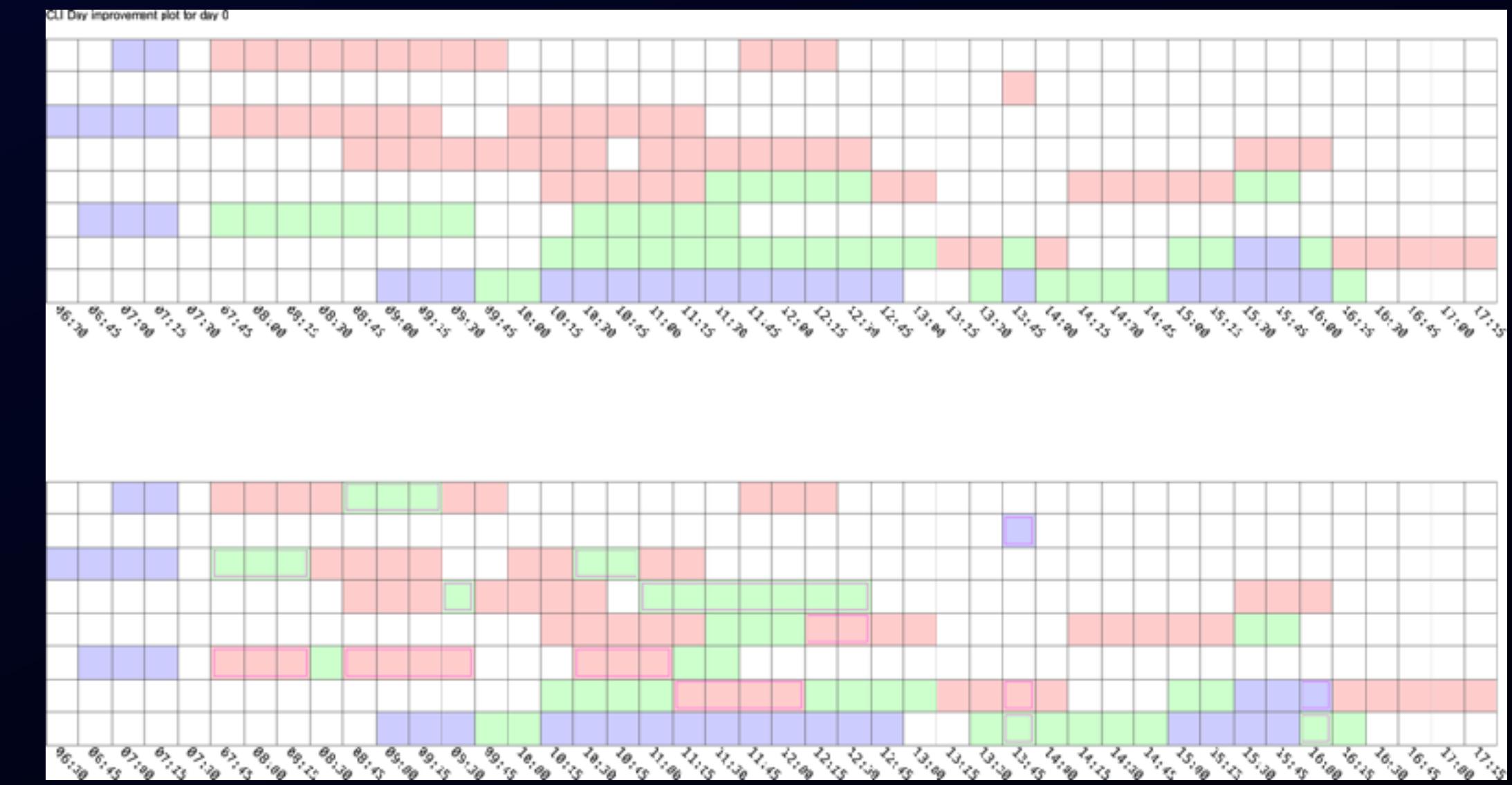
Usage

- Base algorithm
 - Swap Till \leftrightarrow Store
 - Base algorithm
 - Swap Warehouse \leftrightarrow Till/Store
 - Repeat twice
 - Steepest ascent, Till \leftrightarrow Store
 - Steepest ascent, Patterns swaps

RosterLogic Variation

Pragmatics

- Mostly developed during 2019
- Java and Kotlin
- Development on Mac and Linux,
 - Deployment as Windows CLI binary
 - Deployment for demo as AWS Lambda
- CSV (schedule) and Json (cost) as input formats
- Plotting invaluable



Building a Custom Solver for one problem?

Experience guides design

- We know what we are doing (hopefully)
- Customization critically important
 - Example: Filtering moves for custom rules
- Feedback using progress logging
- Fast iteration, full control
- Full IP rights, few dependencies

Is RosterLogic Variation good?

Comparing with MiniZinc model

- Full MiniZinc model in paper
 - MiniZinc Challenge 2025 model
- RosterLogic Variation used in practice
 - Speed usable
 - Results usable
- RosterLogic Variation from 2019, comparison to 2025 solvers

WTV Instances

Customer data is secret 😢

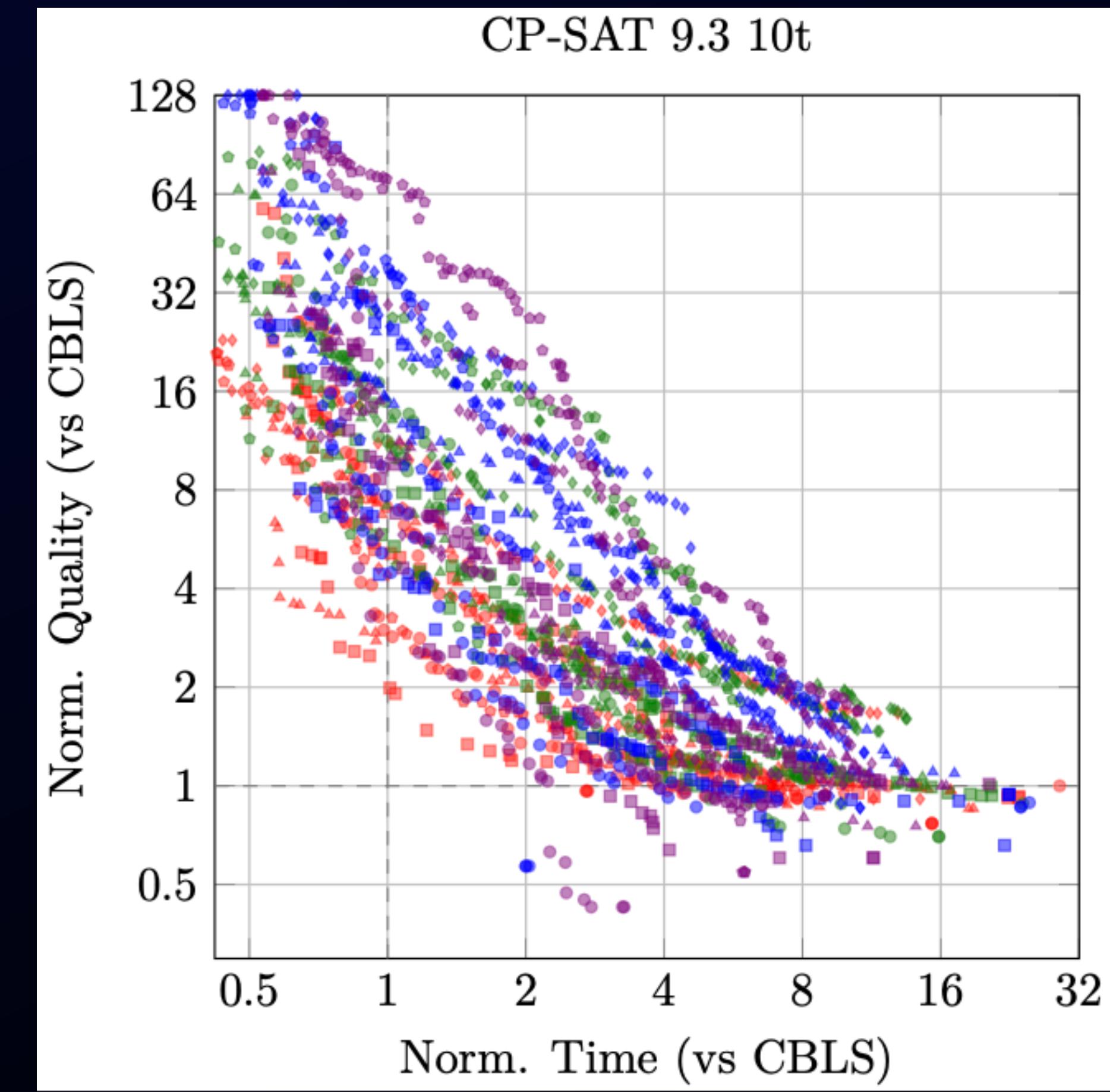
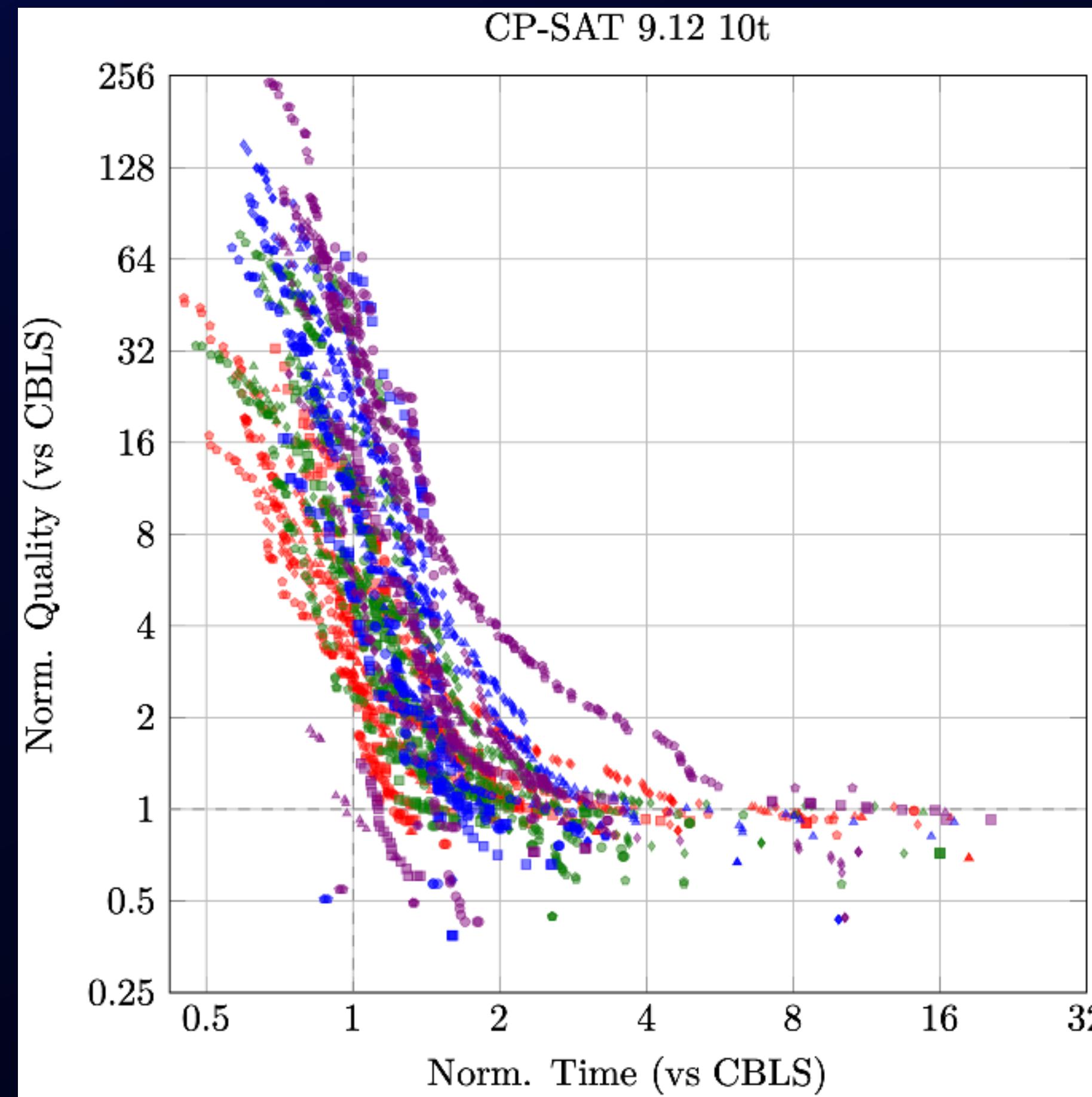
Generated WTV Instances to the rescue 😊
Looks similar to real data

- 8 to 16 workers
- 10 to 16 hours store opening hours
- 5 or 15 minutes block length
- Three tasks to optimise
- One task is most constrained
- Includes lunch, breaks, ...

<https://github.com/optischedule/work-task-variation-instances>

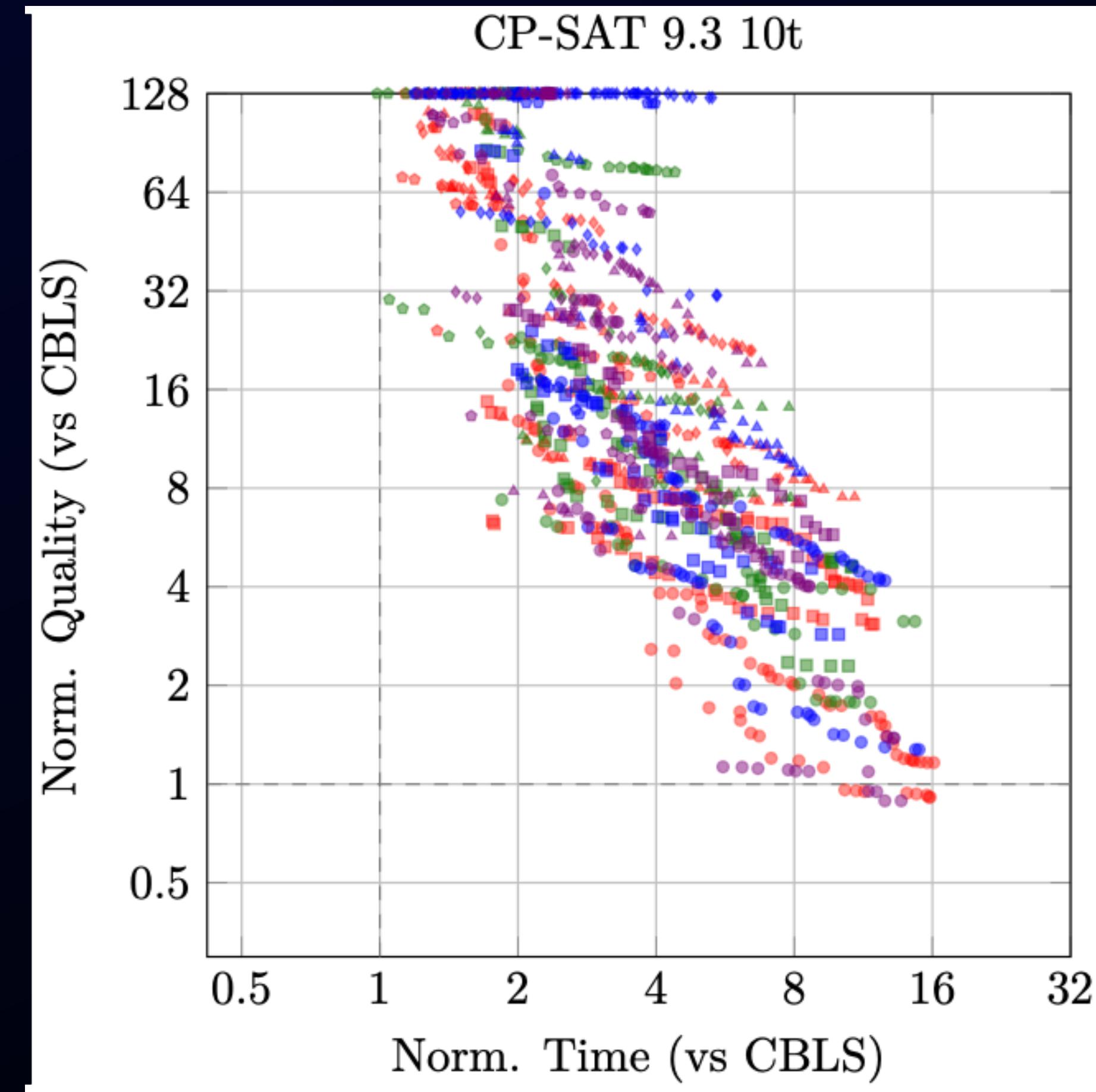
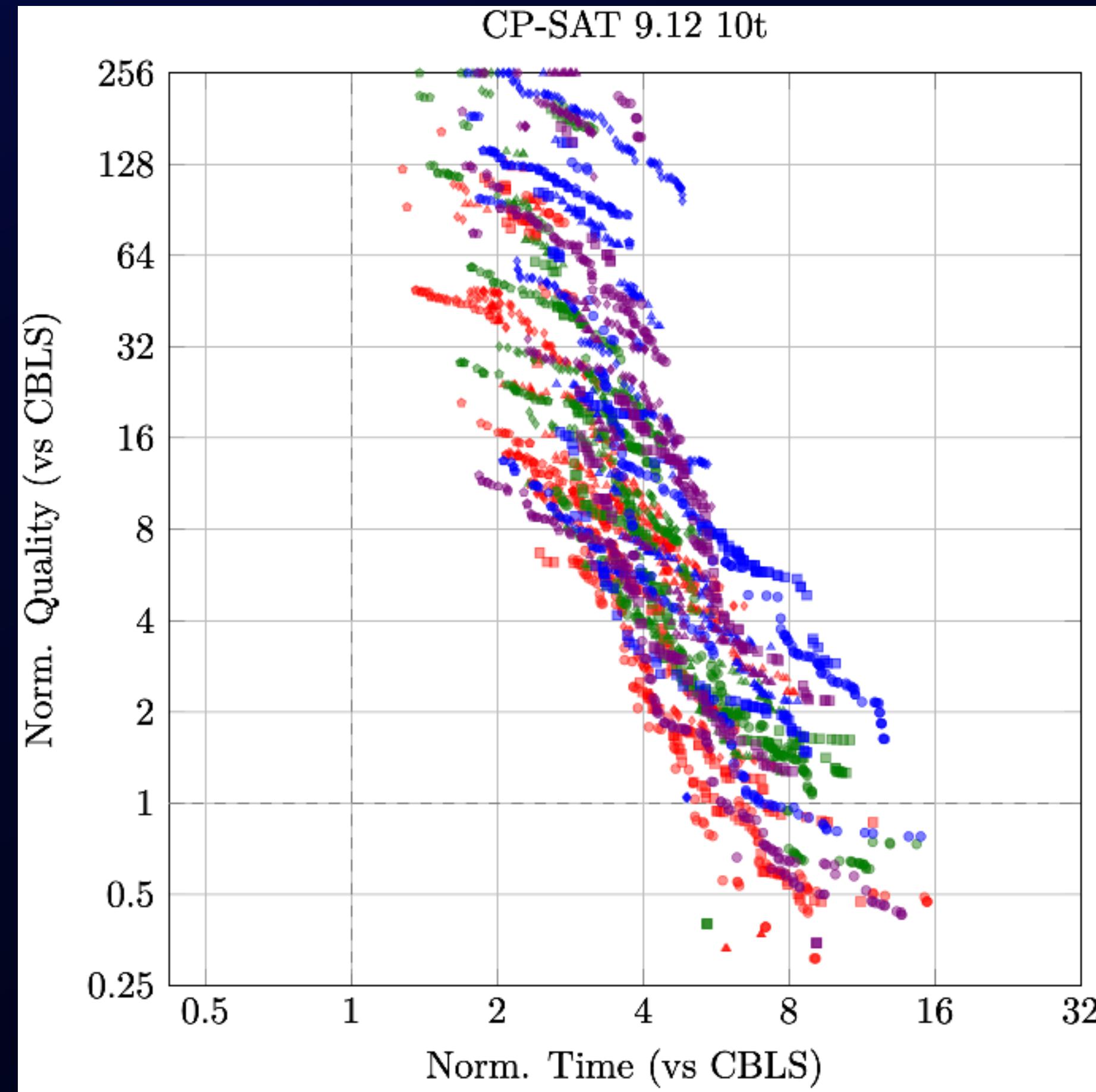
CP-SAT

15 minute block size



CP-SAT

5 minute block size



The Work Task Variation Problem

What have we learned?

- CP technology has improved rapidly
 - Still, lots to do for plug-and-play usability
- Writing your own solver is fun, and sometimes useful
 - Full control and customisation key features
- WTV useful problem for better work-days
- Should be more common in planning systems
- Fun new benchmark to play with

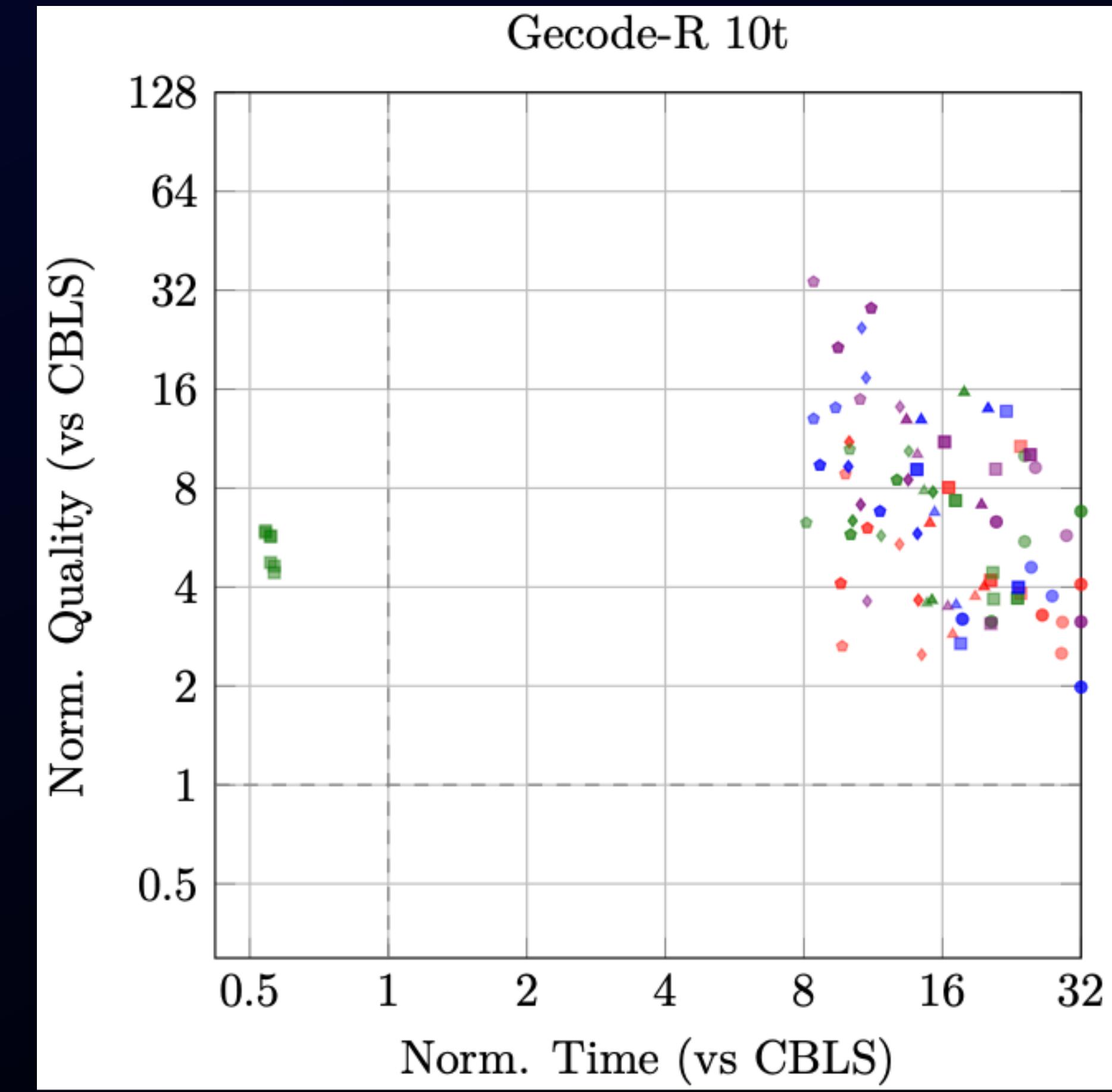
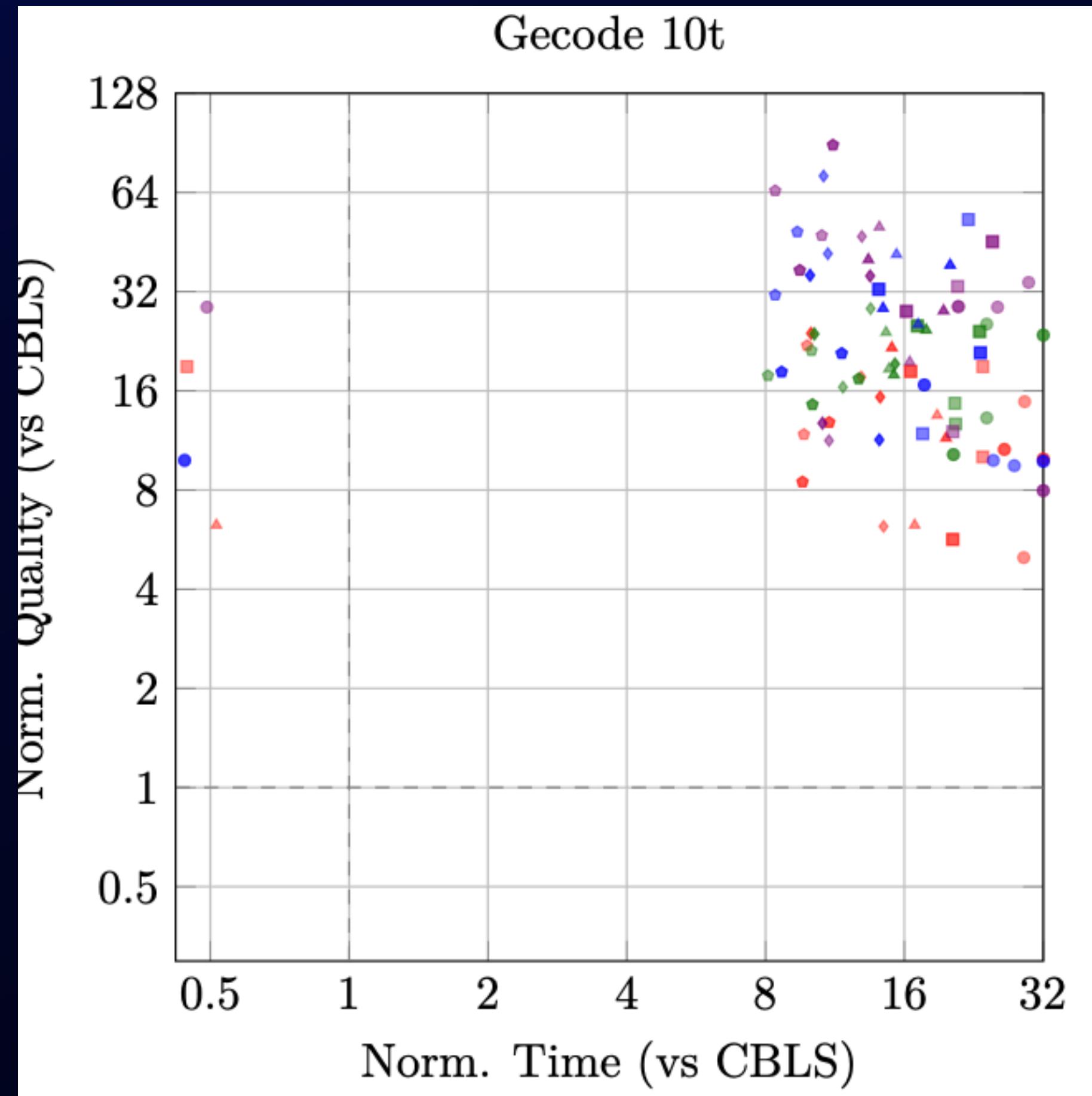
MiniZinc Model

Specifying and Solving using Constraint Programming

- Full model in paper
- Planning block structure gives nice matrix schedule
- Requirements are global cardinality constraints
- Cost based on runs of is kind of messy
- Testing different systems over time

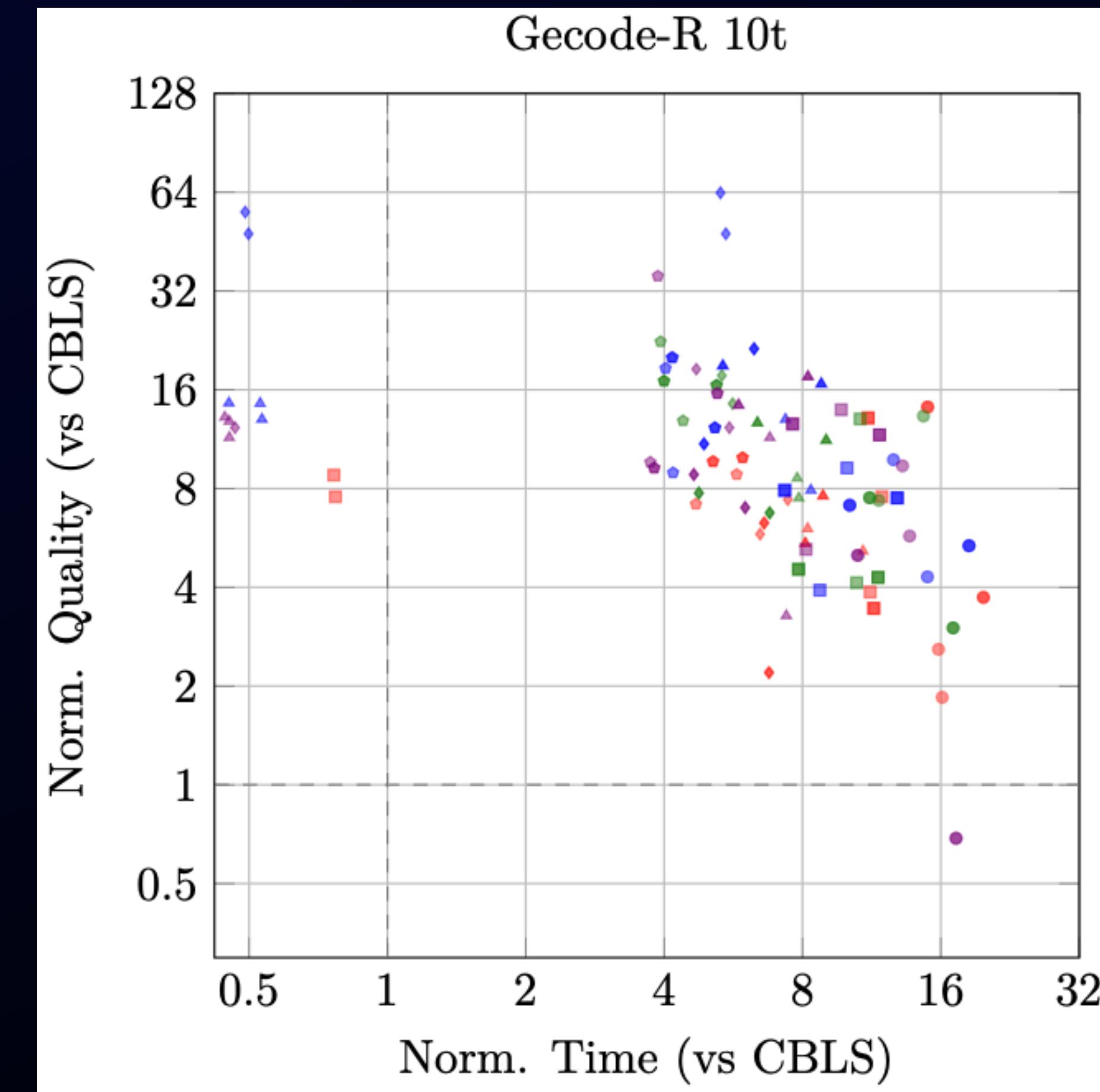
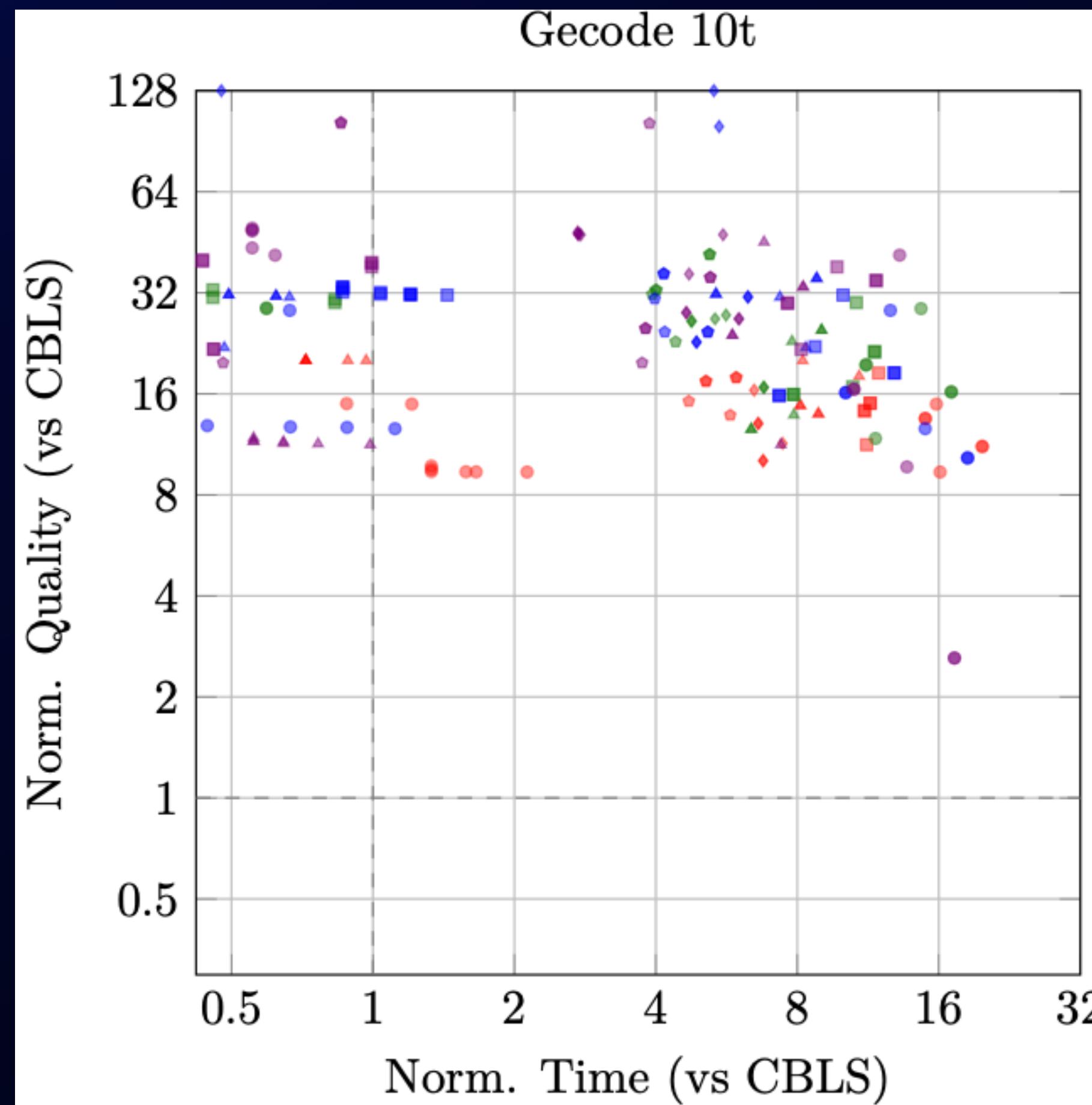
Gecode

15 minute block size



Gecode

5 minute block size



Constraint Programming News

14 Aug 2025

Breaking: MiniZinc Challenge Results!

The results of the MiniZinc Challenge 2025 were released! New breaking results on the famous Work Task Variation problem, in, will this change everything? OR Tools CP SAT dominates, but Chuffed is close by and Gecode does well.

MiniZinc Challenge Results

Score area ranking

- OR Tools wins
 - Both LCG and LS!
- Chuffed does well
- Gecode ok
- Many solvers crashed 😞
 - Atlantis, CBC, CP Optimizer, CPLEX, Gurobi, HiGHS, Huub, iZPlus, Pumpkin, Scip, yuck

Solver	Score	Score Incomplete	Score Area
TOTAL	285	313	27773483.299
or-tools_cp-sat-par	44.64	43.50	395191.68
or-tools_cp-sat_ls-par	35.00	39.00	1985256.15
chuffed-free	32.60	35.50	2299944.69
or-tools_cp-sat_ls-free	30.50	34.50	2344757.53
gecode-par	29.50	33.50	2646583.75
jacop-free	25.50	29.50	3019617.32
fzn_picat_sat-free	31.76	34.00	3037304.39
choco-solver_cp-sat-par	19.00	22.00	3433271.94
choco-solver_cp-par	15.00	16.00	4287235.58
sicstus_prolog-free	21.00	25.00	4324320.27

MiniZinc Model

Data model

```
enum Resources;  
enum Activities;
```

```
enum ActivitiesOrNone = A(Activities) ++ { None };
```

```
int: slots;  
set of int: Slots = 1..slots;  
set of int: SlotsAndZero = 0..slots;
```

```
array[Activities, Slots] of 0..card(Resources): requirements;
```

```
array[Resources, Slots] of opt ActivitiesOrNone: fixed;
```

```
array[Activities, SlotsAndZero] of int: activity_run_cost;  
array[Activities, SlotsAndZero] of int: activity_frequency_cost;
```

MiniZinc Model

Variables

```
% The actual schedule, what activities are done when for each resource  
array[Resources, Slots] of var ActivitiesOrNone: schedule;
```

```
% Markers for when runs end  
array[Resources, Slots] of var bool: run_end;
```

```
% Length for each run at the current slot from the currents runs start  
array[Resources, Slots] of var SlotsAndZero: run_length;
```

```
% Cost for each run at the end of a run with zero cost in the middle of runs  
array[Resources, Slots] of var int: run_cost;
```

```
% Cost for number of runs of each activity per resource  
array[Resources, Activities] of var int: frequency_cost;
```

```
% The total cost of runs  
var int: cost = sum(run_cost) + sum(frequency_cost);
```

MiniZinc Model

Requirement constraints

```
% All shifts are only Activities (that is, not None) and surrounded with None  
constraint forall (r in Resources) (  
    regular(schedule[r, ..], "None* [^None]* None*")  
);
```

```
% Always respect the requirements for each slot (column in the schedule)  
constraint forall (s in Slots) (  
    global_cardinality(schedule[.., s], ActivitiesOrNone, extended_requirements[.., s])  
);
```

```
% Always respect the fixed requirements  
constraint forall (r in Resources, s in Slots where occurs(fixed[r, s])) (  
    schedule[r, s] = deopt(fixed[r, s])  
);
```

MiniZinc Model

Cost constraints

```
% Mark when runs end  
constraint forall (r in Resources, s in Slots) (  
    if s = slots then  
        run_end[r, s] = true  
    else  
        run_end[r, s] = (schedule[r, s] != schedule[r, s+1])  
    endif  
);
```

```
% Count length of runs  
constraint forall (r in Resources, s in Slots) (  
    if s = 1  $\vee$  run_end[r, s-1] then  
        run_length[r, s] = 1  
    else  
        run_length[r, s] = run_length[r, s-1] + 1  
    endif  
);
```

MiniZinc Model

Run length constraints

```
% Mark when runs end  
constraint forall (r in Resources, s in Slots) (  
    if s = slots then  
        run_end[r, s] = true  
    else  
        run_end[r, s] = (schedule[r, s] != schedule[r, s+1])  
    endif  
);
```

```
% Count length of runs  
constraint forall (r in Resources, s in Slots) (  
    if s = 1  $\vee$  run_end[r, s-1] then  
        run_length[r, s] = 1  
    else  
        run_length[r, s] = run_length[r, s-1] + 1  
    endif  
);
```

MiniZinc Model

Cost computation

```
% Count run costs
constraint forall (r in Resources, s in Slots) (
    if run_end[r, s] then
        run_cost[r, s] = extended_activity_run_cost[schedule[r, s], run_length[r, s]]
    else
        run_cost[r, s] = 0
    endif
);

%Count frequency costs
constraint forall (r in Resources, a in Activities) (
    let {
        var int: activity_run_count = count(s in Slots) (
            run_end[r, s]  $\wedge$  schedule[r, s] = A(a)
        )
    } in
        frequency_cost[r, a] = activity_frequency_cost[a, activity_run_count]
);
```

RosterLogic Variation Plot

