

Priority List Schemes

Unit States during 24 Hours

	G1	G2	G3	G4	G5	G6	G7	G8
Hour 1	0	1	1	0	0	1	1	0
Hour 2	0	1	1	0	0	1	1	0
Hour 3	0	1	1	0	0	1	1	0
Hour 4	0	1	1	0	0	1	1	0
Hour 5	0	1	1	0	0	0	1	0
Hour 6	0	1	1	0	0	0	1	0
Hour 7	0	1	1	0	0	0	1	0
Hour 8	0	1	1	0	0	1	1	0
Hour 9	0	1	1	0	0	1	1	0
Hour 10	0	1	1	0	0	1	1	0
Hour 11	0	1	1	0	0	1	1	0
Hour 12	0	1	1	0	0	1	1	0
Hour 13	0	0	1	0	0	0	1	0
Hour 14	0	0	1	0	0	0	1	0
Hour 15	0	0	1	0	0	0	1	0
Hour 16	0	1	1	0	0	0	1	0
Hour 17	0	1	1	0	0	0	1	0
Hour 18	0	1	1	0	0	1	1	0
Hour 19	1	1	1	0	0	1	1	0
Hour 20	1	1	1	0	0	1	1	0
Hour 21	1	1	1	0	0	1	1	0
Hour 22	1	1	1	0	0	1	1	0
Hour 23	0	1	1	0	0	1	1	0
Hour 24	0	1	1	0	0	1	1	0

Dynamic Programming

Unit States during 24 Hours

	G1	G2	G3	G4	G5	G6	G7	G8
Hour 1	0	1	1	0	0	1	1	0
Hour 2	0	1	1	0	0	1	1	0
Hour 3	0	1	1	0	0	1	1	0
Hour 4	0	1	1	0	0	1	1	0
Hour 5	0	0	1	0	0	1	1	0
Hour 6	0	0	1	0	0	0	1	0
Hour 7	0	0	1	0	0	0	1	0
Hour 8	0	1	1	0	0	0	1	1
Hour 9	0	1	1	0	0	0	1	0
Hour 10	0	1	1	1	0	0	1	1
Hour 11	0	1	1	1	0	0	1	1
Hour 12	0	1	1	0	0	0	1	1
Hour 13	0	0	1	0	0	0	1	0
Hour 14	0	0	1	0	0	0	1	0
Hour 15	0	0	1	0	0	0	1	0
Hour 16	0	0	1	0	0	1	1	0
Hour 17	0	0	1	0	0	1	1	0
Hour 18	0	1	1	0	0	1	1	0
Hour 19	0	1	1	0	0	1	1	1
Hour 20	0	1	1	0	0	1	1	0
Hour 21	0	1	1	0	0	0	1	0
Hour 22	0	1	0	0	0	0	1	0
Hour 23	0	1	0	0	0	0	1	0
Hour 24	0	1	0	0	1	1	1	0