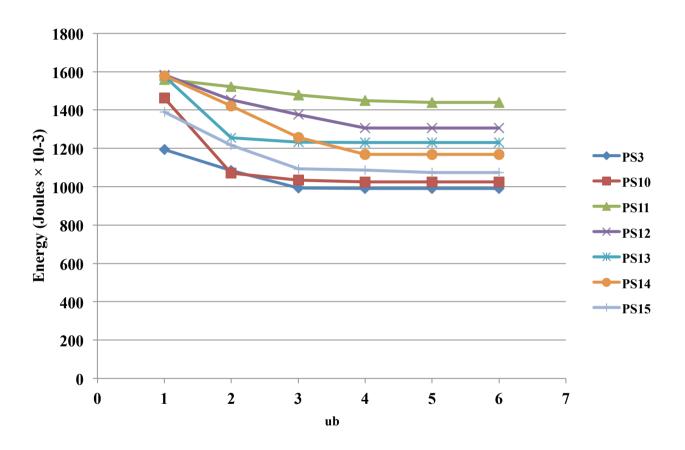
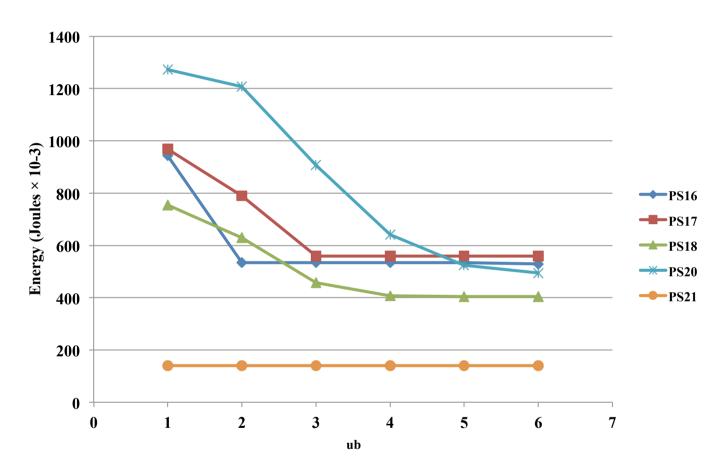


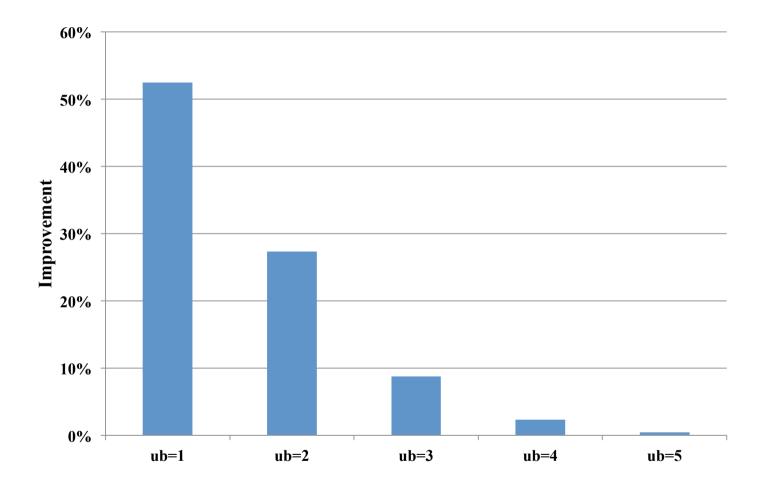
Impact of *ub* on problem sets PS1 to PS6



Impact of *ub* on problem sets PS10 to PS15. PS7 to PS9 were infeasible (unschedulable).



Impact of *ub* on problem sets PS16 to PS21. PS19 was infeasible (unschedulable).

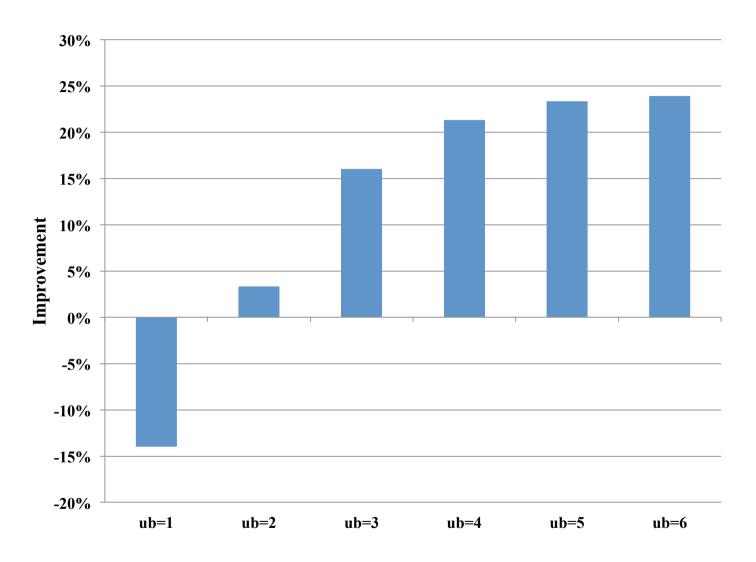


Improvement obtained by ub = 6 over ub = 1, 2, 3, 4, and 5.

	ub = 1	ub = 2	<b>ub</b> = 3	ub = 4	ub = 5	ub = 6
PS1	0,45	1,33	4,42	21	803	16454
PS2	0,81	1,91	13	122	628	2928
PS3	1,91	3,1	10	75	568	1607
PS4	1,18	2,35	19	137	595	1569
PS5	0,3	0,5	2,12	14	56	184
PS6	0,15	0,17	0,26	0,38	1,3	7
PS10	1	3,5	31	149	638	2261
PS11	0,13	0,44	1,46	4,20	9	9
PS12	0,12	0,64	2,3	7,45	14	24
PS13	0,19	2	10	34	175	2426
PS14	0,29	0,62	5,8	45	941	4305
<b>PS15</b>	0,69	1,32	3,34	16	182	2781
<b>PS16</b>	4.9	8.5	19	45	147	1037
<b>PS17</b>	5	6	13	39	154	523
PS18	3,3	4,39	8,2	19,5	77	470
<b>PS19</b>	19,5	30,9	188	801	2296	5921
PS20	3,5	3,7	6.45	17,2	60,5	220
PS21	0,93	1,1	2,5	8,8	28	70

Execution Times (sec)

Running time increases with larger *ub* 



Average improvement obtained by our heuristic over the base heuristic.