

A close-up, low-angle shot of a person with long, dark, wavy hair lying down, possibly on a couch or bed. Their head is resting on a dark, textured surface. A thick, old book with many pages is balanced on top of their head. The person's face is partially visible on the left, showing their ear and cheek. The lighting is warm and soft, creating a sense of relaxation and exhaustion. The background is dark and out of focus.

# Operation Research Applied to Work-Life Balance



# Group Members



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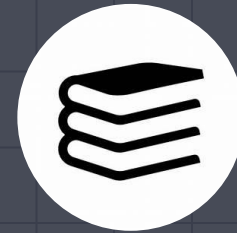
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# Agenda

1. Defining problems
2. Constraints and Utilities
3. Solving the first model
4. Improving Further
5. Refine the model

# What's the problem with sleeping?

- Everybody gets 24 hours a day. We want to efficiently utilize our time to plan the best schedule.
- How to evaluate a schedule?



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## The Problem

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Impactful Influence Close to Our Life

**Physical strength = Battery (%)**

**Balance**

Test Utility  
+  
long-term physical strength

## We Assume...

1. Events are taken as given.
2. Exams of a day are taken right after you wake up.
3. Events are done instantaneously.
4. A day begins when you go to bed.

# Variable Meanings

$Days$  = number of days

$S$  = number of subjects

$Tired_i$  = tiredness of subject  $i \quad \forall i \in S$

$Credit_i$  = credit of subject  $i \quad \forall i \in S$

$\bar{L}$  = upper bound of  $L$

$$C_{studyit} = \begin{cases} 1, & \text{if } t \text{ is before Test date of subject } i \\ 0, & \text{o/w} \end{cases} \quad \forall i \in S, t \in Days$$

$$C_{testit} = \begin{cases} 1, & \text{if } t \text{ is the Test date of subject } i \\ 0, & \text{o/w} \end{cases} \quad \forall i \in S, t \in Days$$

# Variable Meanings

$C_\alpha$  = sensitivity of study efficiency

$C_{weight}$  = to balance the influence of TU and Long-term strength

$C_{spirit}$  = lower bound of  $L$  to take test without penalty

$C_r$  = slope of  $f(X)$

$L_t$  = one's power before sleeping at day  $t$

$TU$  = Test utility

$\mathcal{L}$  = Long-term strength



$\beta_{sleep}$  = how important one person evaluate sleeping

$\beta_{study}$  = how important one person evaluate studying

$\beta_{demand}$  = how important one person evaluate taking course

$x_t$  = the power waking up at day  $t \quad \forall t \in Days$

$w_{TU_i}$  = the penalty we get from the test  $\forall i \in S$

$w_{L_t}$  = the difference bewtween  $L_t$  and  $\bar{L} \quad \forall t \in Days$

$D_t$  = the demand at day  $t \quad \forall t \in Days$

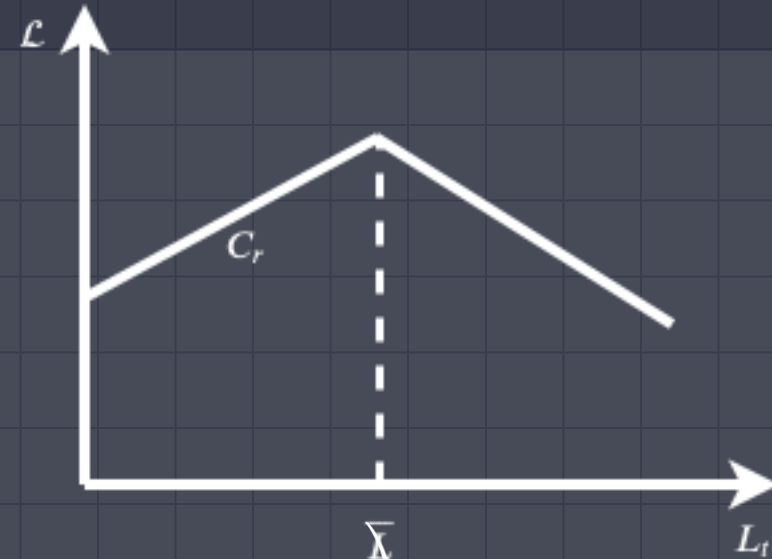
$Study_i$  = the total study time for subject  $i \quad \forall i \in S$

$$subjcet_{it} = \begin{cases} 1 & \text{if subject } i \text{ is at day } t \\ 0 & \text{o/w} \end{cases} \quad \forall t \in Days \quad \forall i \in S$$

# Objective Function

$$\max \quad \mathcal{L} + C_{weight} \cdot TU$$

$$\begin{aligned} \mathcal{L} &= \sum_{t=1}^{Days} f(L_t) \\ &= \sum_{t=1}^{Days} \bar{L} \cdot C_r - |L_t - \bar{L}| \cdot C_r \\ &= \sum_{t=1}^{Days} \bar{L} \cdot C_r - w_{L_t} \cdot C_r \end{aligned}$$



$$TU = \sum_{i=0}^S \left( \frac{C_\alpha \cdot Study_i}{Tired_i \cdot Credit_i} + \min(x_i - C_{spirit}, 0) \cdot \sum_{t \in Days} C_{testit} \right)$$

$$= \sum_{i=0}^S \left( \frac{C_\alpha \cdot Study_i}{Tired_i \cdot Credit_i} + w_{TU_i} \cdot \sum_{t \in Days} C_{testit} \right)$$

# Constraints

$$L_t = L_{t-1} + sleep_t \beta_{sleep} - D_t \beta_{demand} - \sum_{i \in S} study_{it} \beta_{study}, \quad \forall t \in Days$$

$$L_t \geq 0 \quad \forall t \in Days$$

$$L_0 = 0$$

$$\begin{cases} w_{L_t} \geq L_t - \bar{L} \\ w_{L_t} \geq \bar{L} - L_t \end{cases} \quad \forall t \in Days \quad \begin{cases} w_{TU_i} \leq x - C_{spirit} \\ w_{TU_i} \leq 0 \end{cases} \quad \forall i \in S$$

$$D_t = \sum_{i \in S} Subject_{it} \cdot (0.5 + 0.5 \cdot \frac{Tired_i}{5}), \quad \forall t \in Days$$

$$24 \geq sleep_t \geq 0, \quad \forall t \in Days$$

$$24 \geq study_{it} \geq 0, \quad \forall i \in S, t \in Days$$

$$24 = sleep_t + \sum_{i \in S} Subject_{it} + \sum_{i \in S} study_{it}, \quad \forall t \in Days$$

$$sleep_t \beta_{sleep} \geq D_t \beta_{demand} \quad \forall t \in Days$$

# Constraints

$$x_t = L_{t-1} + \text{sleep}_t \cdot \beta_{\text{sleep}} \quad \forall t \in \text{Days}$$

$$\text{Study}_i = \sum_{t=1}^{\text{Days}} \text{study}_{it} \cdot C_{\text{study}_{it}} \quad \forall i \in S$$

# Decision Variable

$sleep_t$  = the sleep time at day  $t$   $\forall t \in Days$

$study_{it}$  = the study time for subject  $i$  at day  $t$   $\forall t \in Days \quad \forall i \in S$



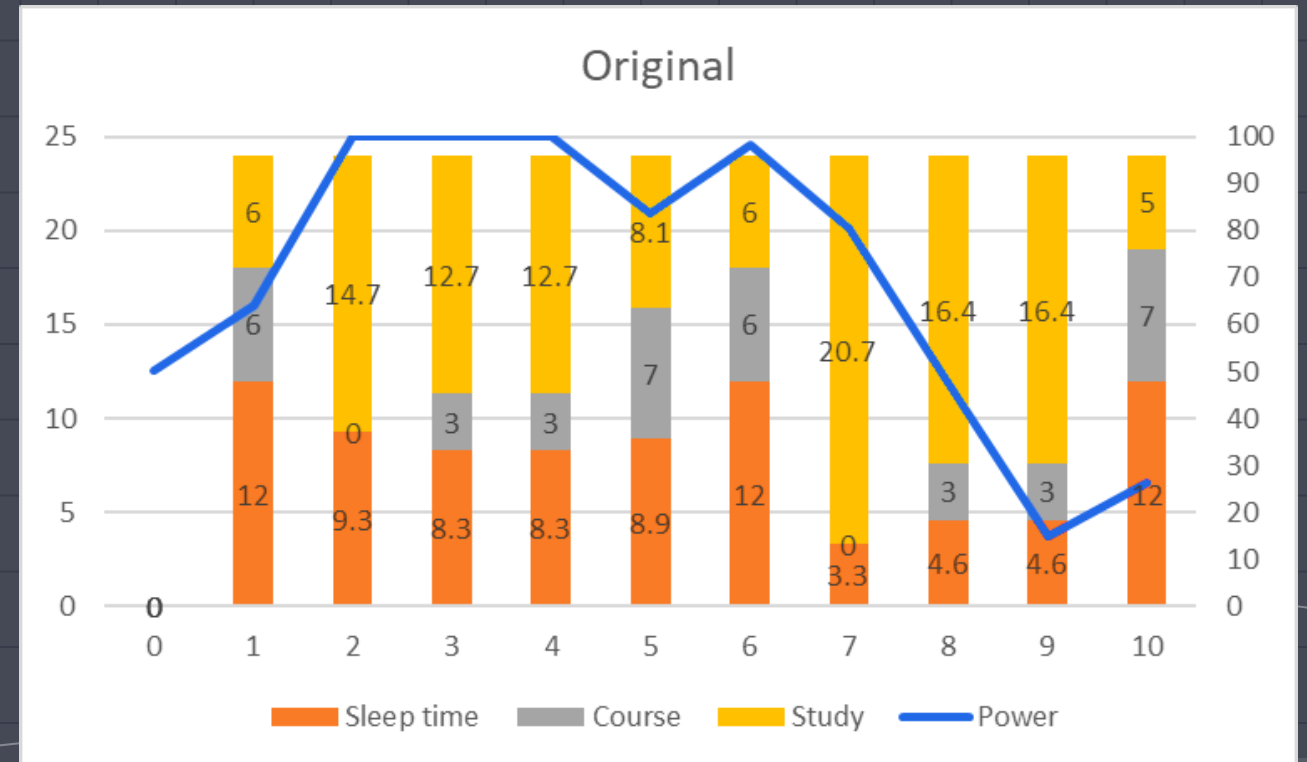
# Time Table

Course Number  
*(Credit, Tiredness, Hardness)*

	Monday	Tuesday	Wednesday	Thursday	Friday
08:10-09:00					Course D (1,2,0)
09:10-10:00	Course A (3,3,3)		Course B (3,4,3)		Course C (3,1,1)
10:20-11:10					
11:20-12:10					
12:20-13:10					
13:20-14:10					
14:20-15:10	Course E (3,3,3)			Course F (3,4,4)	
15:30-16:20					Course G (3,4,2)
16:30-17:20					
17:30-18:20					
18:30-19:20					
19:30-20:20					
20:30-21:20					

# The Base Solution

- Study time increases...
- Test Utility is linear.
- *LT* is summed in every season
- Study (Test) v.s. Sleep (*LT*)



# Refining the model

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Improving Further

## Study Related

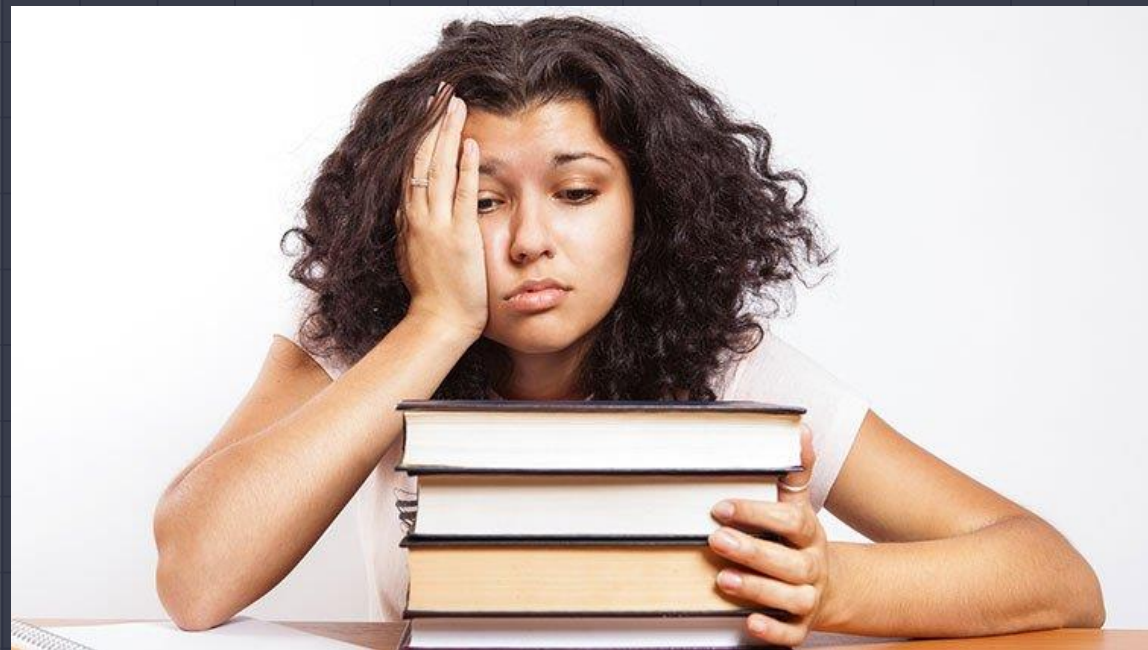
- Switching Cost
- Setup Cost
- Marginal Utility

## Activity Based

- Garbage Time
- Caffeine Boost

# Diminishing Marginal Utility

The longer we study, the less we get...



# Diminishing Marginal Utility

$$\sum_{i=0}^S \frac{C_{\alpha} \cdot Study_i}{Tired_i \cdot Credit_i} + w_{TU} \cdot \sum_{t \in Days} C_{testit}$$

Now Becomes  $\rightarrow \sum_{i=0}^S \left( \left( \frac{C_{\alpha} \cdot g(Study_i)}{Tired_i \cdot Credit_i} \right) + w_{TU_i} \cdot \sum_{t \in Days} C_{testit} \right)$

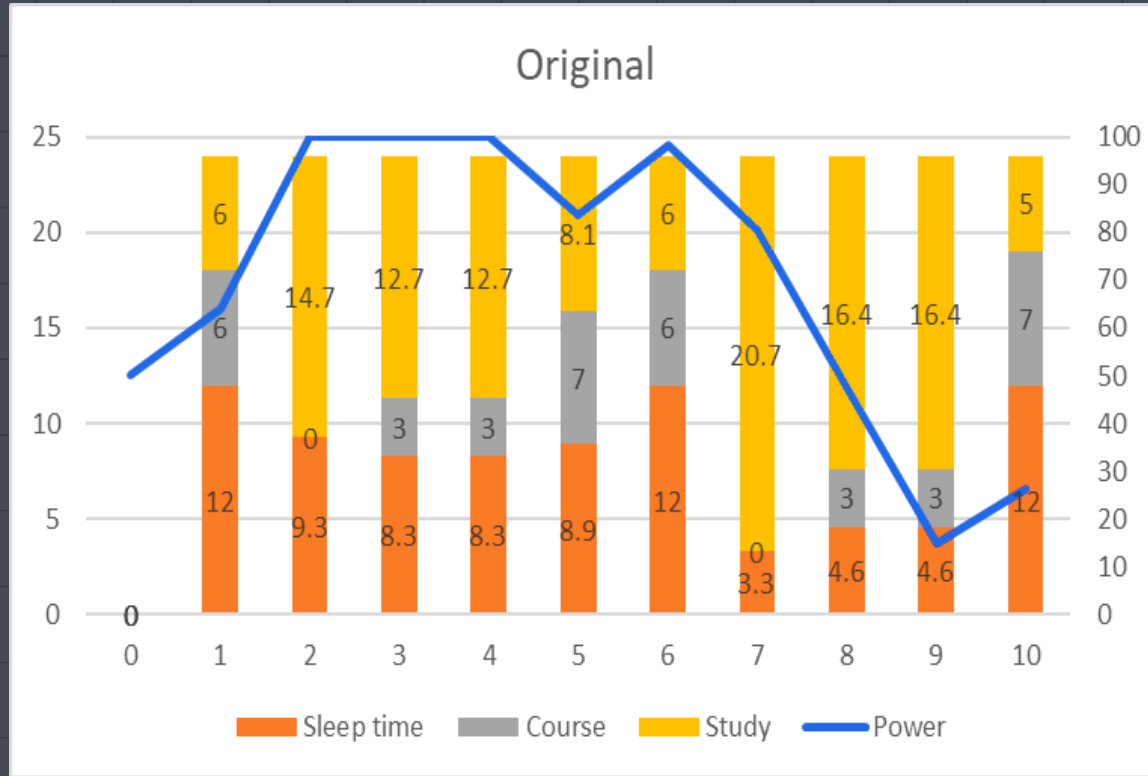
Where  $g(x) = C_k \cdot \ln(x + 1)$

It is an increasing Convex Function:

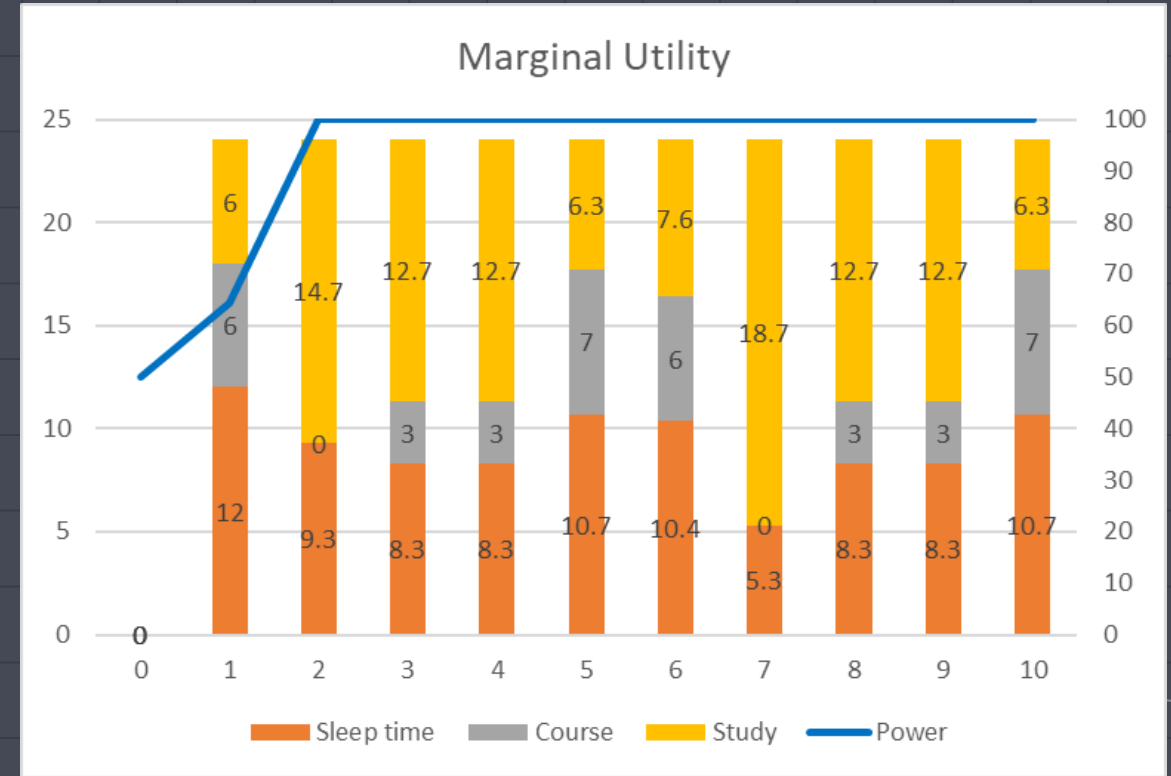
$$\frac{\partial g}{\partial x} = \frac{C_k}{x + 1} \quad x \geq 0$$



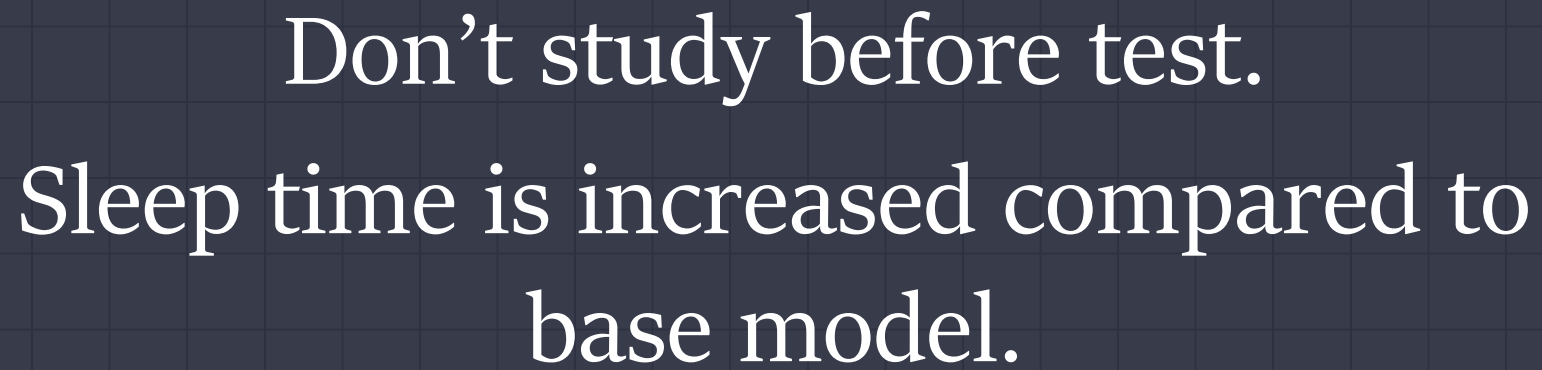
# Results



Objective 895.0  
L = 71.6  
TU = 823.4



Objective 192.7  
L = 96.4  
TU = 96.2



# Garbage time

It is impossible for a normal person to keep alive when his/her life consists of studying, sleeping, having classes and tests.



All work and no play  
makes Jack a dull boy

# Garbage time

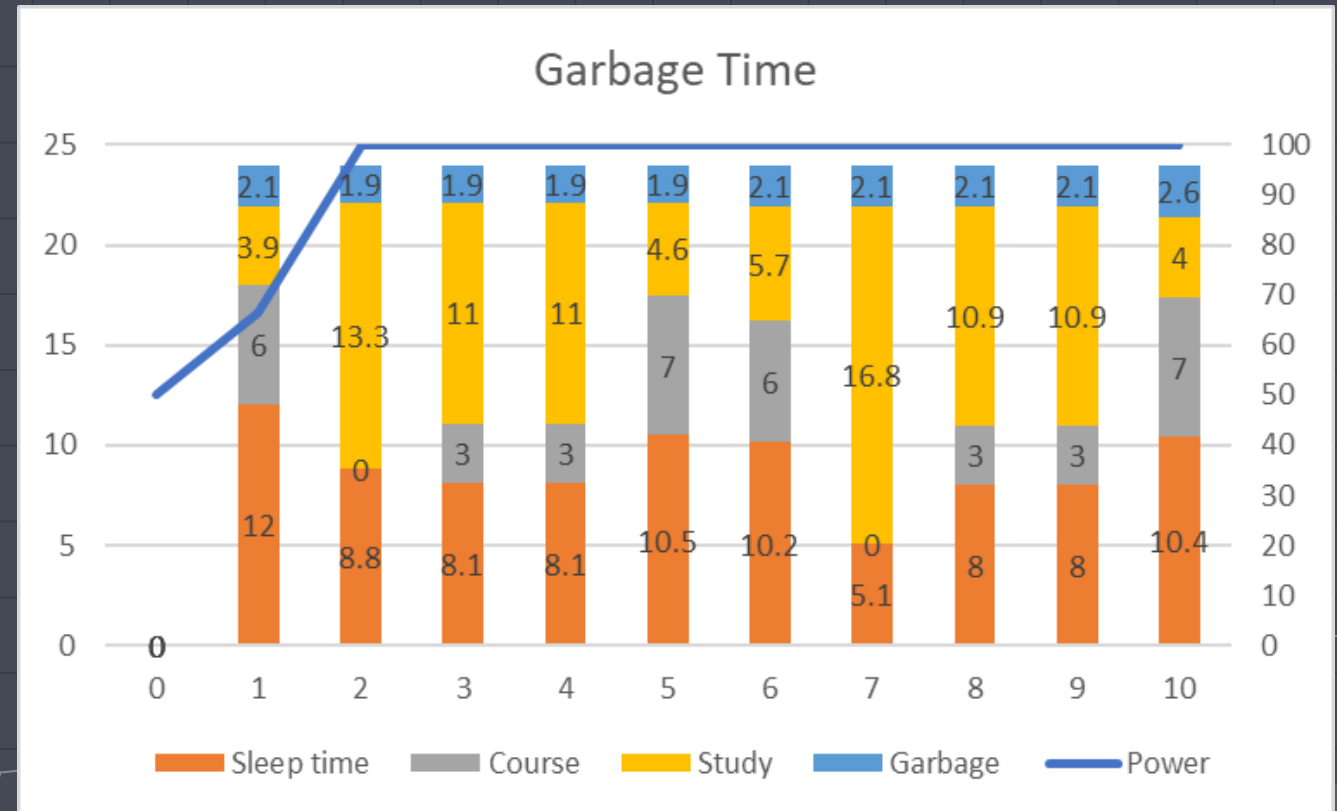
Objective function should include  $+\sum_t^{Days} f(garbage_t)$  Where  $f(x) = (-x^3 + 20x) \cdot 0.07$

Modified function  $L_t = L_{t-1} + sleep_t \beta_{sleep} - D_t \beta_{demand} - \sum_{i \in S} study_{it} \beta_{study}$

$$- \beta_{garbage} \cdot garbage_t$$

# Results

- Garbage Time comes from study time.
- Test Utility drops, but increases Garbage Time.
- Objective Value is increased.
- Previous result:  
Obj Val: 192.7 L= 96.4 TU= 96.2
- New result:  
Obj Val: 199.4 L= 96.7 TU= 91.5  
G= 11.3





# Caffeine Boost

When the final is coming.....

When the project is coming...

You need to stay **AWAKE !**



# Caffeine Boost

Additional constraints  $cafe\_record_t = cafe\_record_{t-1} + cup_t \cdot \beta_{cafe} - cafe\_ret_t \geq 0 \quad \forall t \in Days$

Modified function  $L_t = L_{t-1} + sleep_t \beta_{sleep} - D_t \beta_{demand} - \sum_{i \in S} study_{it} \beta_{study} - \beta_{garbage} \cdot garbage_t$   
 $+ cup_t \cdot \beta_{cafe} - \beta_{cafe\_ret} \cdot cafe\_ret_t$

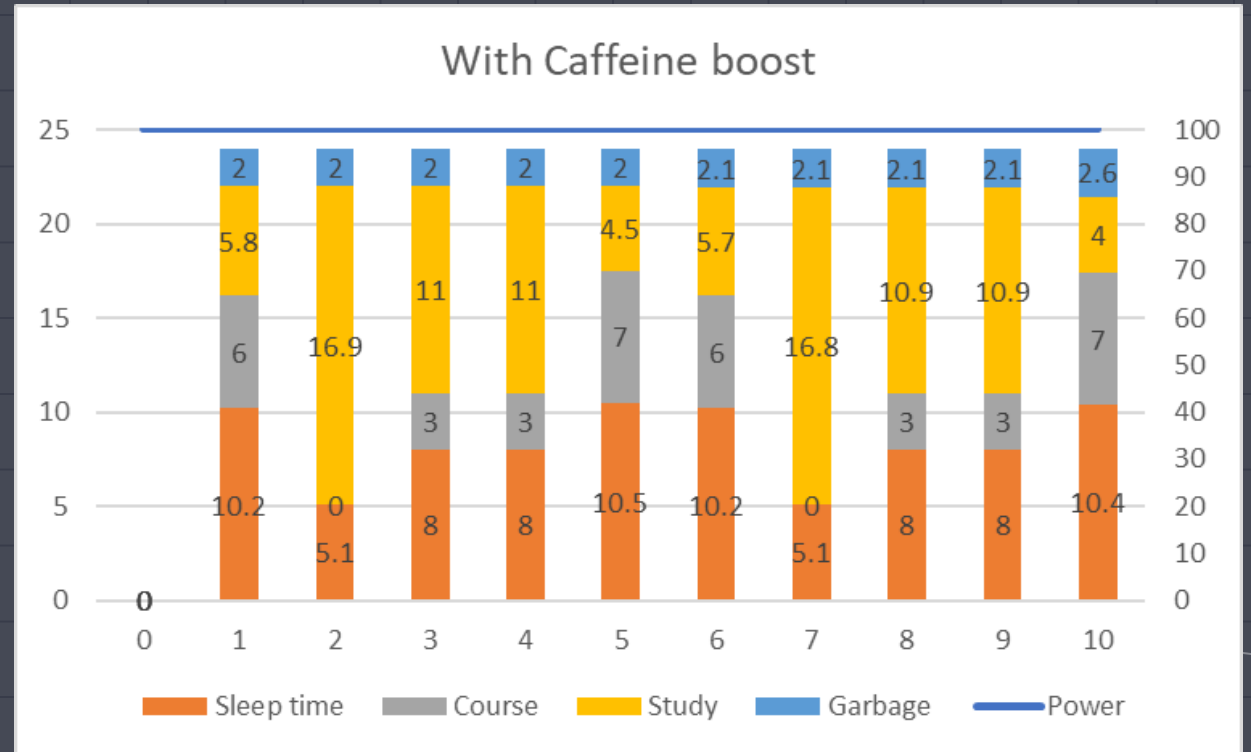
Additional variables  $cup_t = \text{cups of coffee taken at day } t \quad cup_t \in \mathbb{Z}_0^+, \forall t \in Days.$

$cafe\_ret_t = \text{Coffee Debt returned at day } t$

$cafe\_record_t = \text{Accumulated coffee debt at day } t$

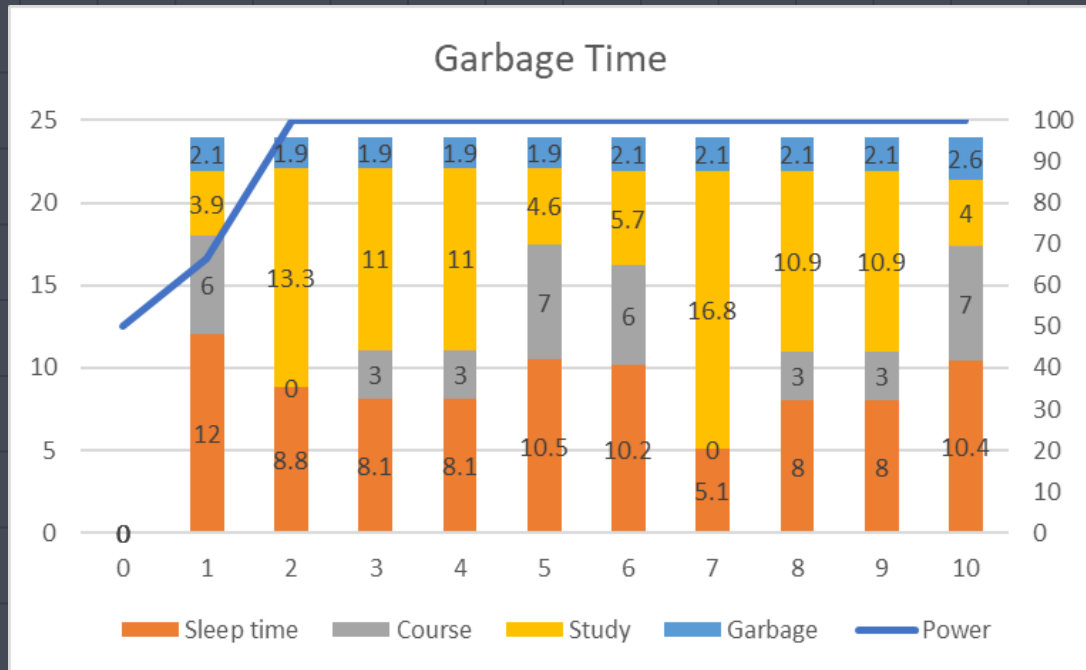
# Results

- Drinking at day 1?

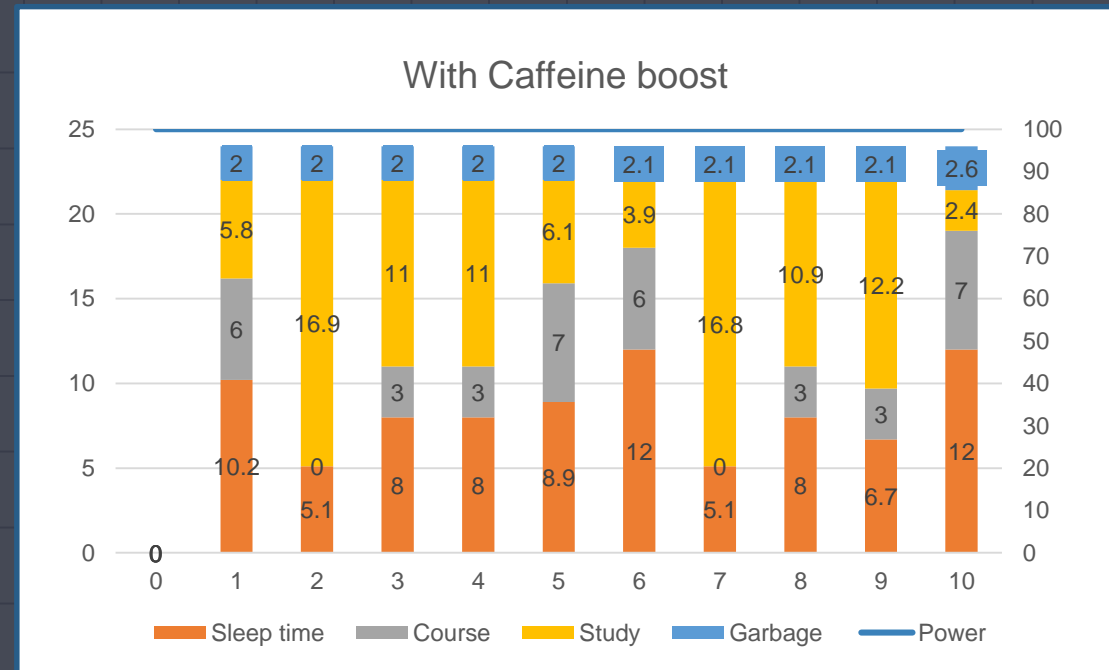


Drinks 2.0 cups of coffee at day 1  
Drinks 1.1 cups of coffee at day 5  
Drinks 1.1 cups of coffee at day 9

# Comparison

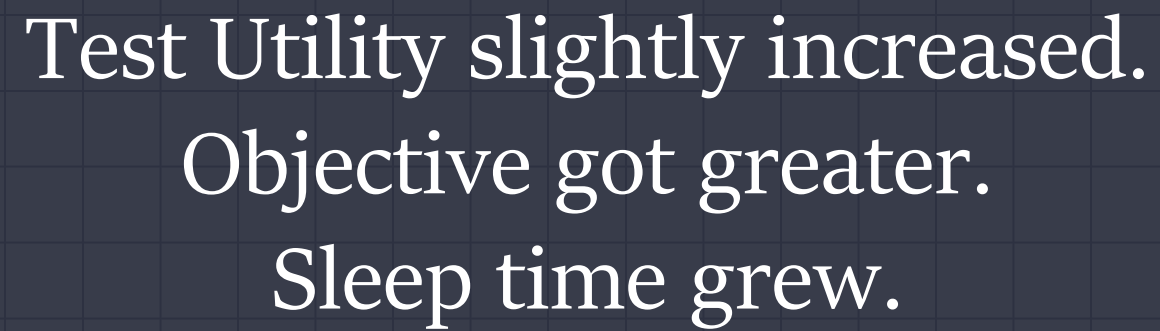


Obj Val: 199.412, L = 96.7, TU1 = 91.5, G = 11.3



Drinks 2.0 cups of coffee at day 1  
Drinks 1.1 cups of coffee at day 5  
Drinks 1.1 cups of coffee at day 9

Obj Val: 205.0587125, L = 100.0, TU1 = 93.7, G = 11.4





# Switching / Setup Cost

- **Switching Cost :**  
When we change the subject we study,  
we need to reallocate our brain CPU, we  
need to open up new textbook.....  
It is energy consuming!
- **Setup Cost :**  
When we decide to study, the pain will  
weary us in a flash.  
Mental destruction -> energy consuming



# Setup Cost

Objective function should include  $-\sum_{t \in Days} w_{setup_t} \cdot C_{setup}$

Constraint should include  $study\_count_t \leq S \cdot w_{setup_t}, \forall t \in Days$

Variable(s) should include  $w_{setup_t} = \begin{cases} 1, & \text{if } study\_count_t > 0 \\ 0, & \text{o/w} \end{cases} \quad \forall t \in Days$

# Result (setup cost)

- same as previous?

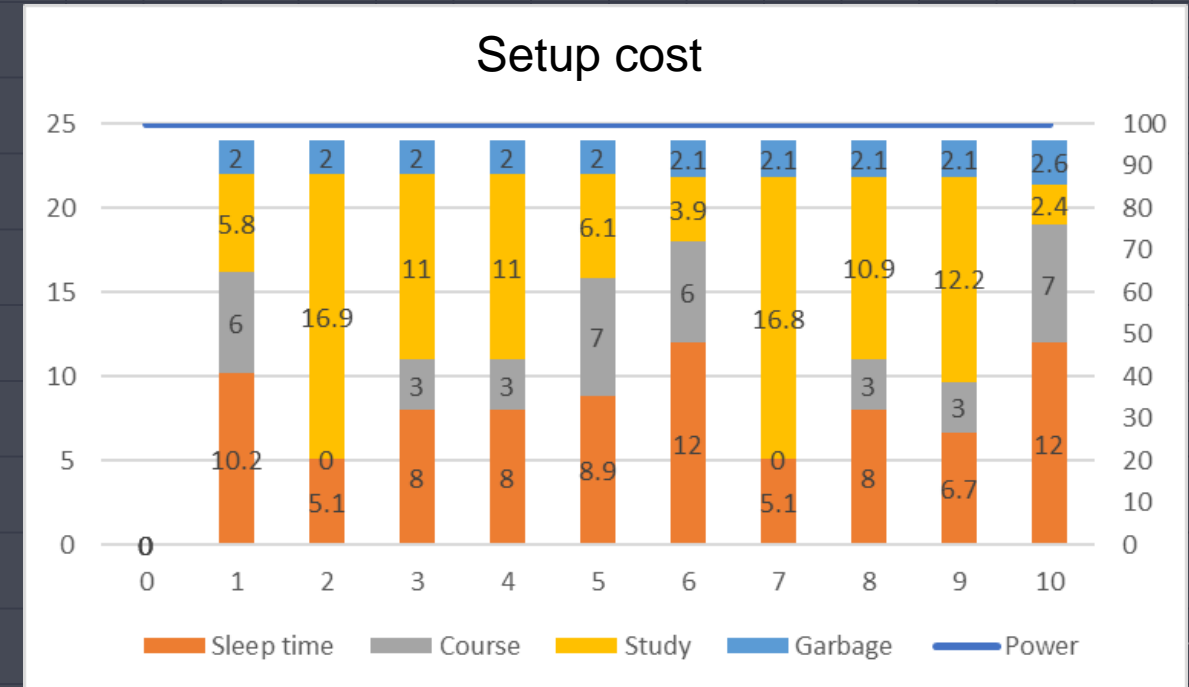
objective 185.1

L = 100.0

TU1 = 93.7

G = 11.4

Setup = 20.0



Drinks 1.4 cups of coffee at day 5  
Drinks 1.2 cups of coffee at day 9

# Switching cost

Objective function should include  $-\sum_{t \in Days} (\max\{study\_count_t - 1, 0\}) \cdot C_{switching}$

Constraint should include  $study_{it} \leq M \cdot w_{study_{it}}, M = 24$

Variable(s) should include  $w_{study_{it}} = \begin{cases} 1, & \text{if } study_{it} > 0 \\ 0, & \text{o/w} \end{cases} \quad \forall i \in S, t \in Days$

# Result (switching cost)

- Switching cost vs Setup cost
- Reduced Test Utility?

objective 183.2

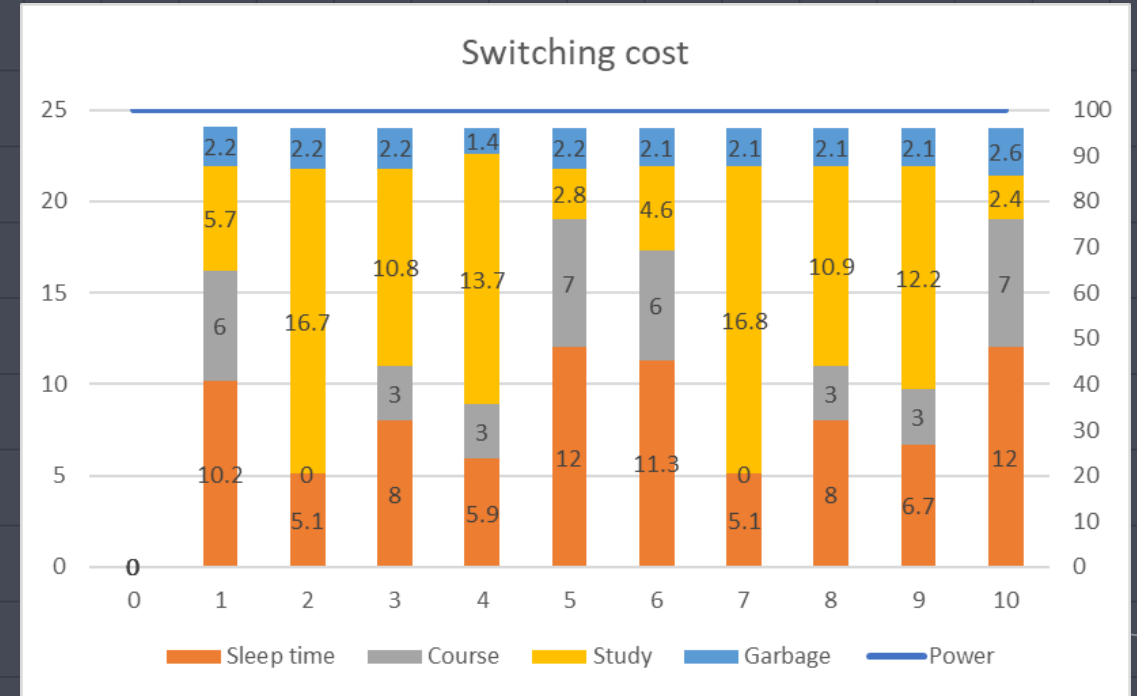
$L = 100.0$

$TU1 = 91.8$

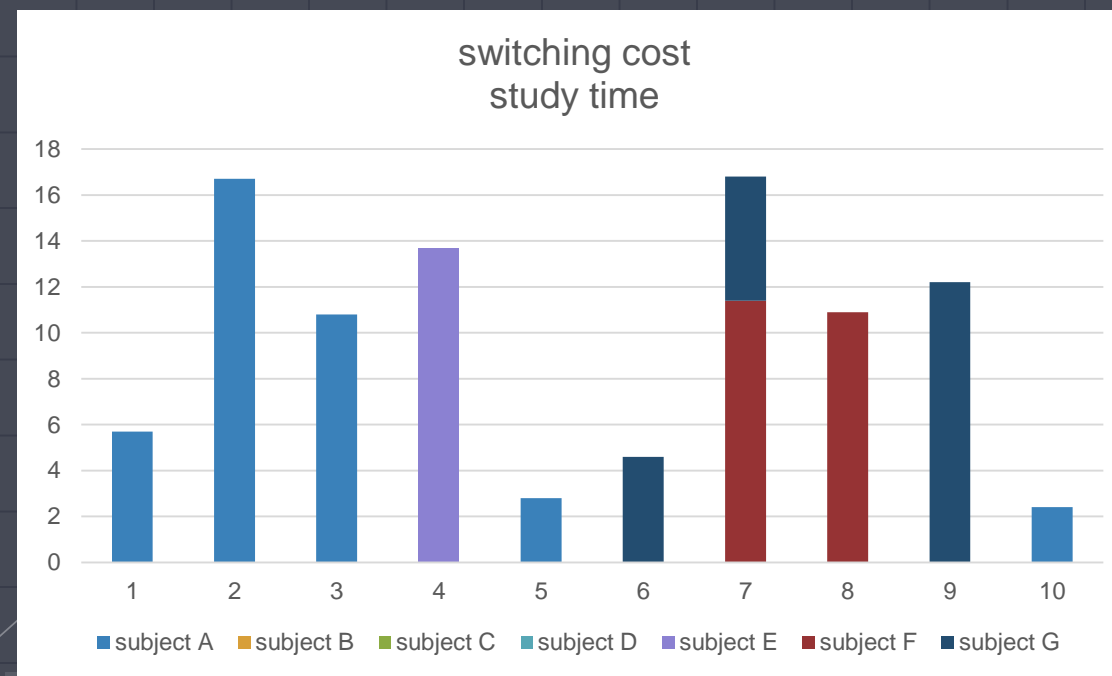
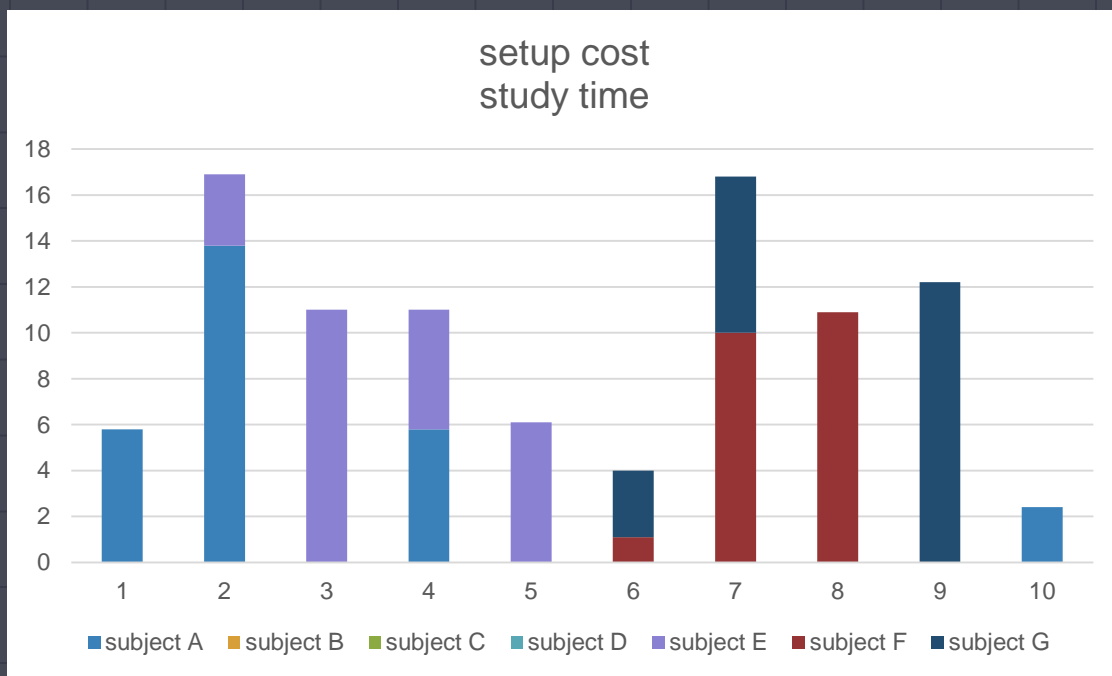
$G = 11.3$

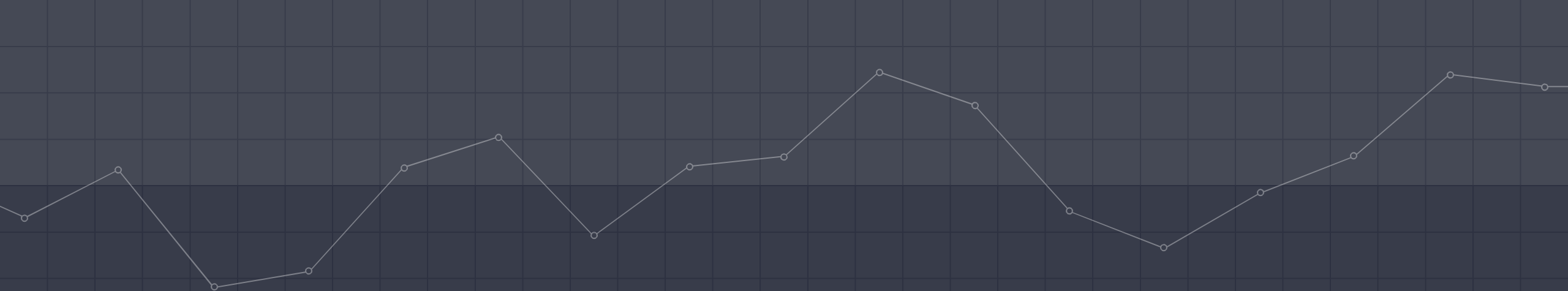
Switching = 0.0

Setup = 20.0



Drinks 2 cups of coffee at day 4,  
Drinks 1.2 cup of coffee at day 9





Thanks for watching