Algorithm

1. Search through tree using dfs and schedule nodes on consecutively processors until leaf found
2. If leaf found and processors are free, go back x many nodes until a new branch is found. If new branch found and a processor is free, schedule all nodes from that branch on that processor.
3. Store the max value of the timing for this specific graph and compare to the global max value cost
4. If max value < global max, reassign.

Note, way to decide on which nodes to use in each iteration, instead of holding in memory each individual graph possibility, use rules such as always start with nodes which have longest time etc. and update rules each iteration such that new graph can be found each iteration.

