



SMART
INDUSTRY
LABORATORY

Scheduling Algorithms (9)

- Production Scheduling Algorithm (3) -

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Scheduling Methods for Production Scheduling Problems

□ Method to derive a near optimum solution

- Meta Heuristic Methods

- Dispatching Rule Method

a method which derives a good solution empirically.

□ Method to derive an Optimum Solution

- Jackson Algorithm

- **Branch and Bound Method**

**a search method for excluding solution space which is
no need to search**

Branch and Bound Method

- Disassemble the given whole problem to several partial problems
- Solve the given whole problem by solving several partial problems.

branching operation: Disassemble to partial problems

bounding operation: Set the best value at current stage as *upper bound*. This operation is a procedure that bounds the node that has bigger *lower bound* than *upper bound*, that is, it becomes clear that there is no possibility to get better results

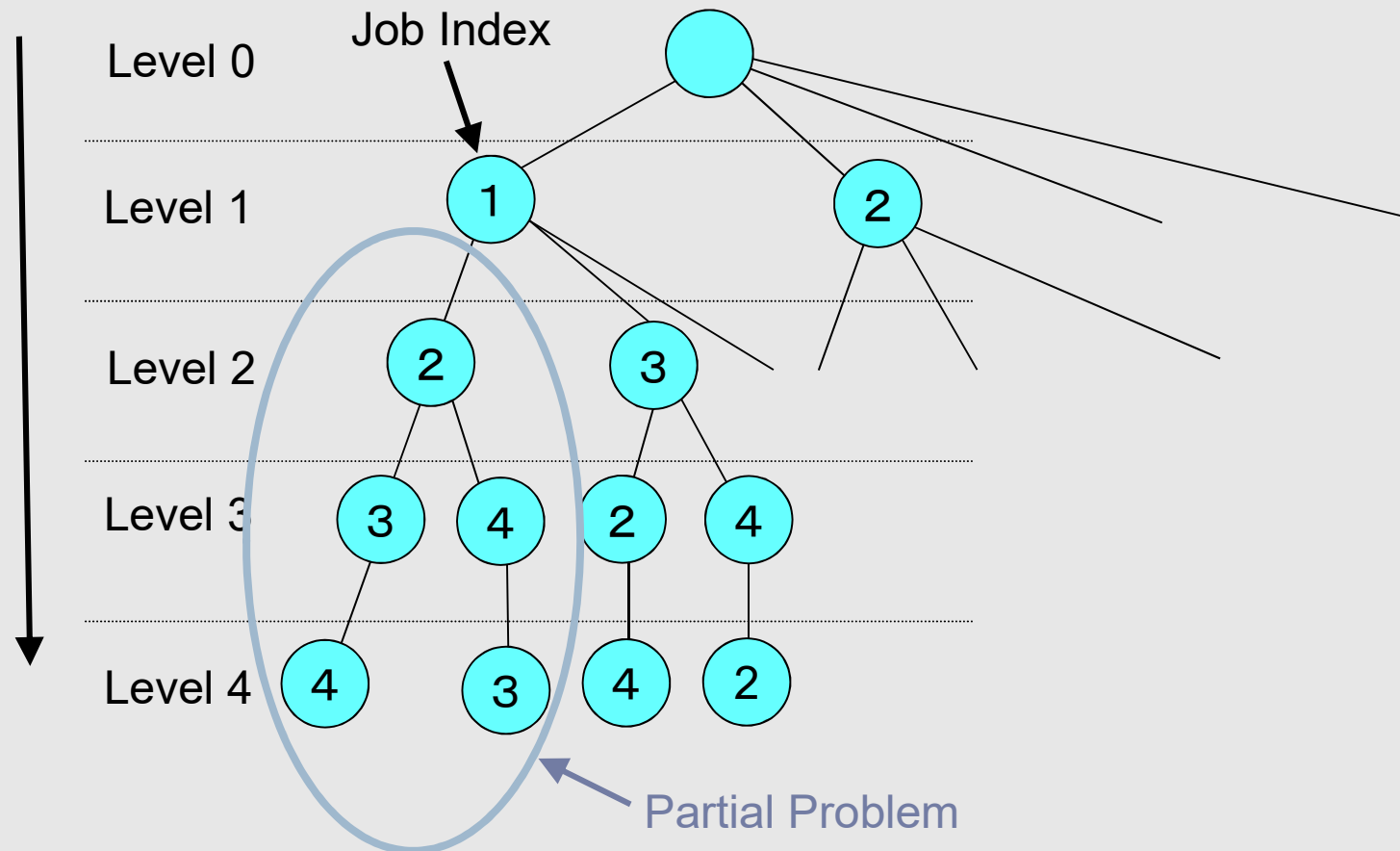
Scheduling Example for Branch and Bound Method

Find a job sequence which makespan is shortest.

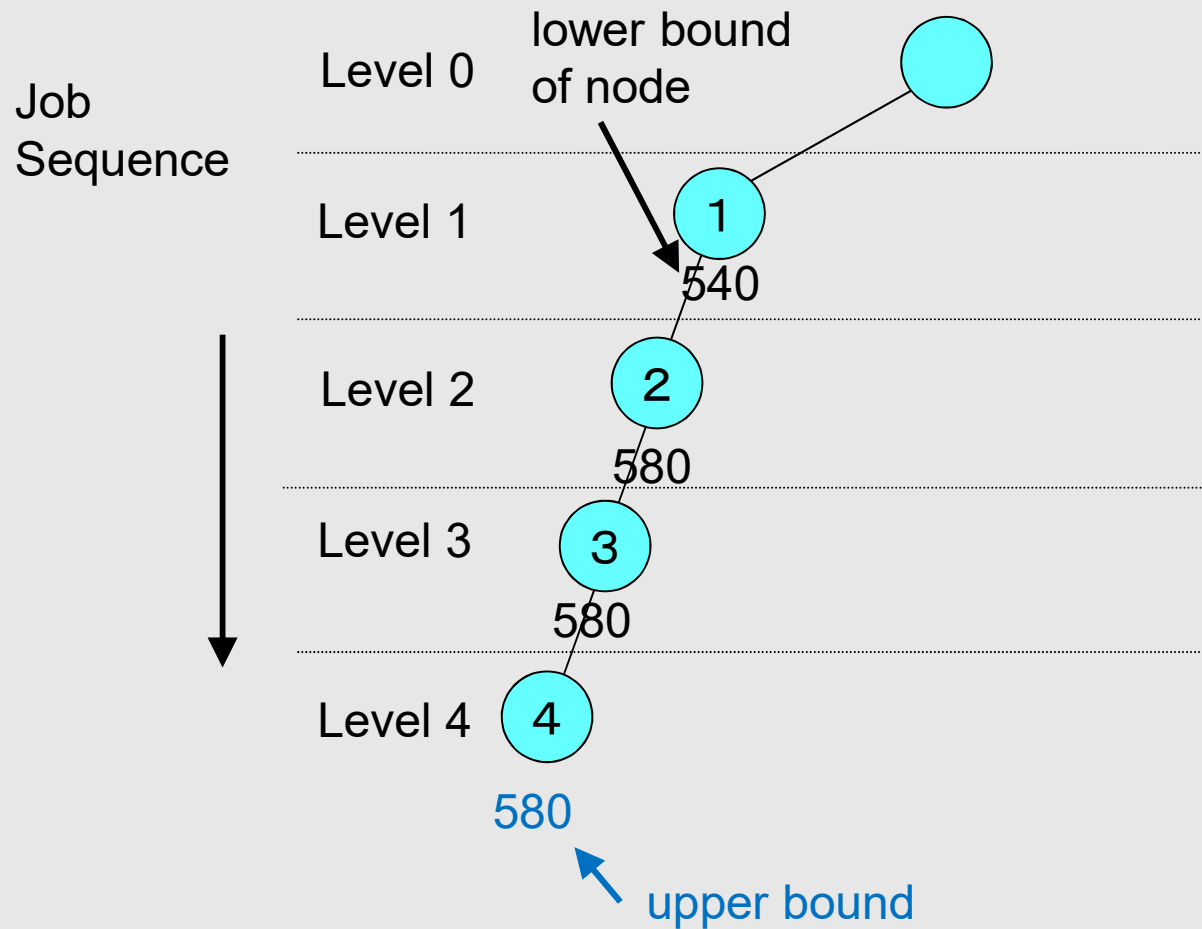
Job	Processing Time		
	Ope1 using M1	Ope2 using M2	Ope3 using M3
1	20	180	80
2	140	120	40
3	40	40	160
4	100	20	60

Search Tree for Branch and Bound Method

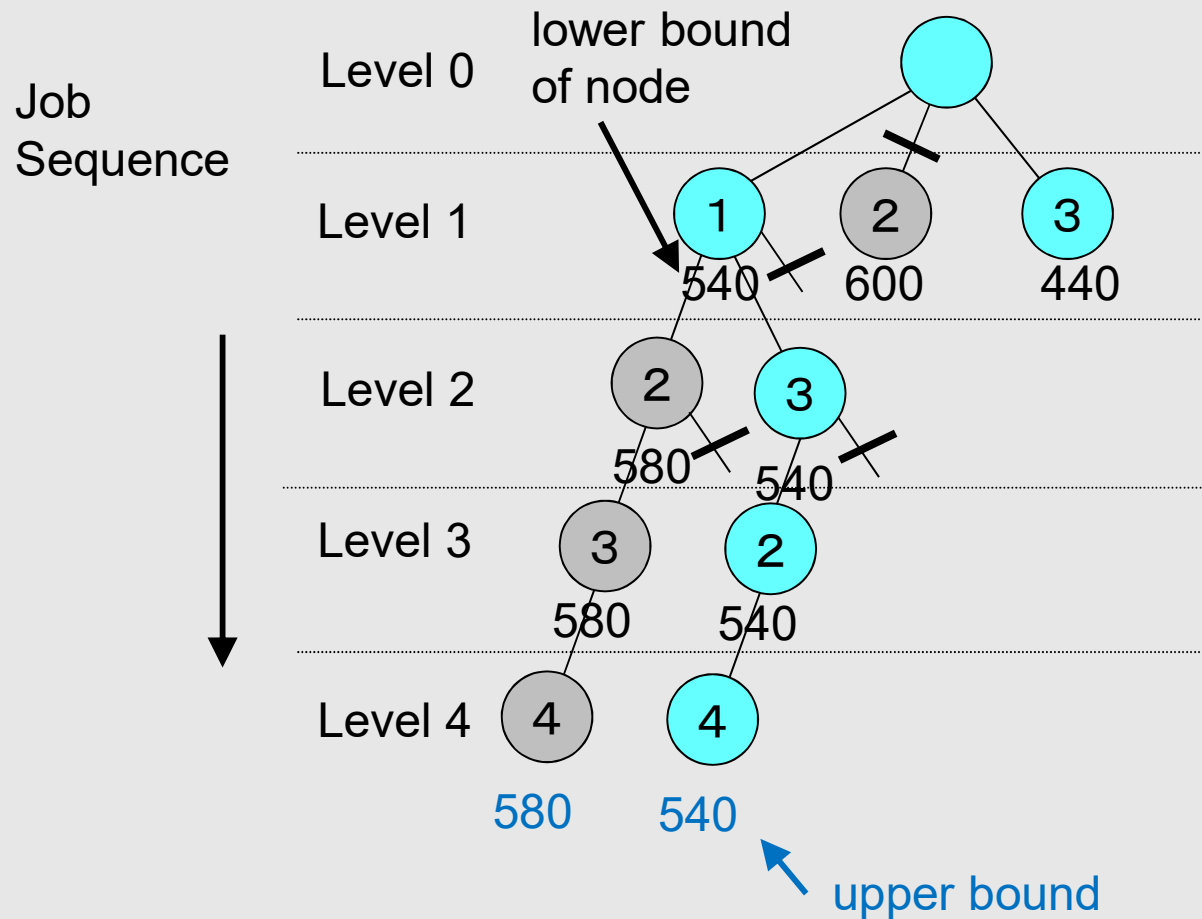
Job
Sequence



Search Tree for Branch and Bound Method



Search Tree for Branch and Bound Method



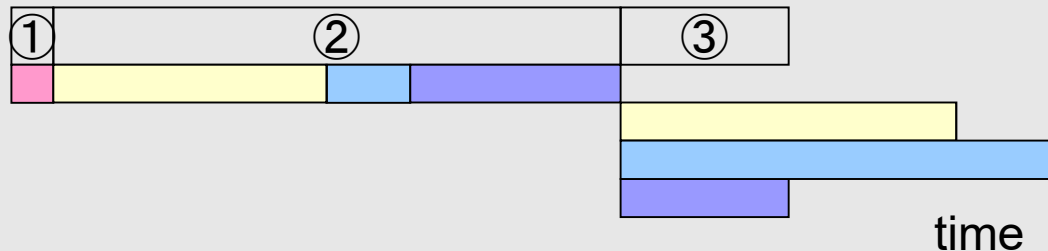
Lower Bound Calculation

lower bound = maximum value for all operation stages

- (① Latest Ending time of the operations on the operation stage of the scheduled jobs
- + ② Total processing time of the operations on the operation stage of the unscheduled jobs
- + ③ Minimum value of the total processing time of the operations remaining after the operation stage for each job)

lower bound of job 1 in Level 1 =

$$\begin{aligned} \max (& \text{1st stage: } 20 + (140+40+100) + \min(160, 200, 80) = 380 \\ & \text{2nd stage: } 200 + (120+40+20) + \min(40, 160, 60) = 420 \\ & \text{3rd stage: } 280 + (40+160+60) + 0 = 540) = 540 \end{aligned}$$

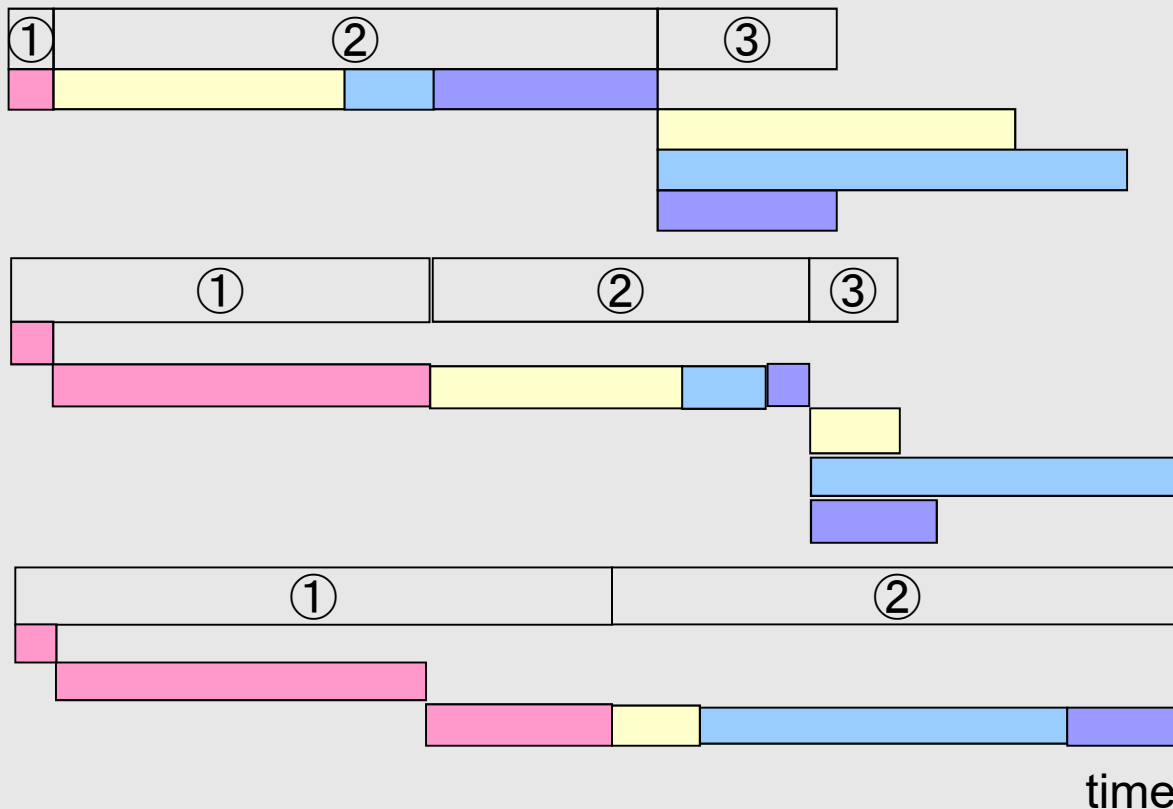


Job	Processing Time		
	Ope1	Ope2	Ope3
1	20	180	80
2	140	120	40
3	40	40	160
4	100	20	60

Lower Bound Calculation

lower bound of job 1 in Level 1 =

$$\begin{aligned} \max (& 1^{\text{st}} \text{ stage: } 20 + (140+40+100)+\min(160,200,80) = 380 \\ & 2^{\text{nd}} \text{ stage: } 200+(120+40+20)+\min(40,160,60) = 420 \\ & 3^{\text{rd}} \text{ stage: } 280+(40+160+60)+0 = 540) = 540 \end{aligned}$$

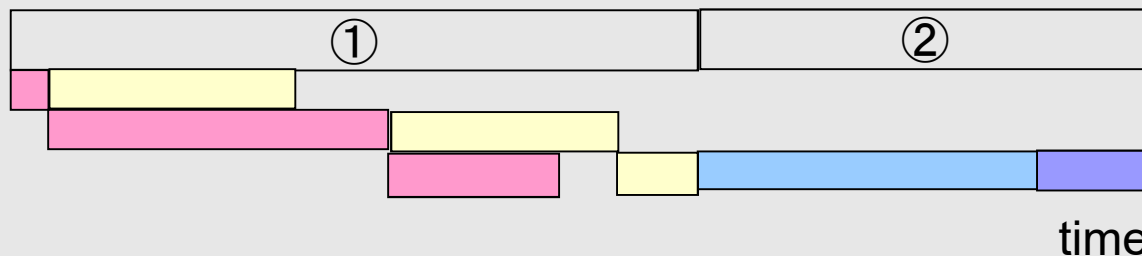
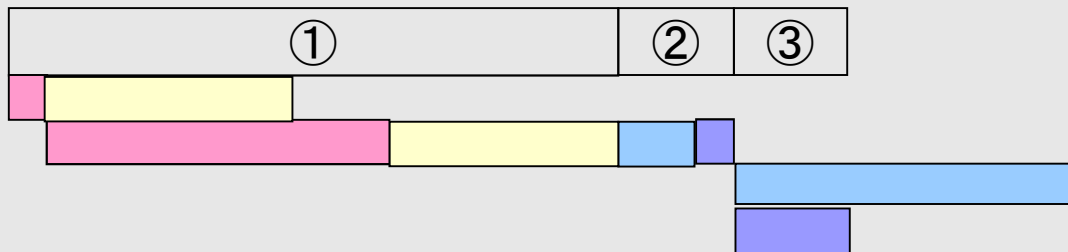
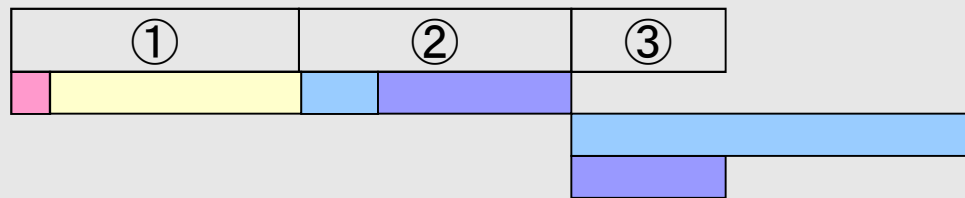


Job	Processing Time		
	Ope1	Ope2	Ope3
1	20	180	80
2	140	120	40
3	40	40	160
4	100	20	60

Lower Bound Calculation

lower bound of job 2 in Level 2 =

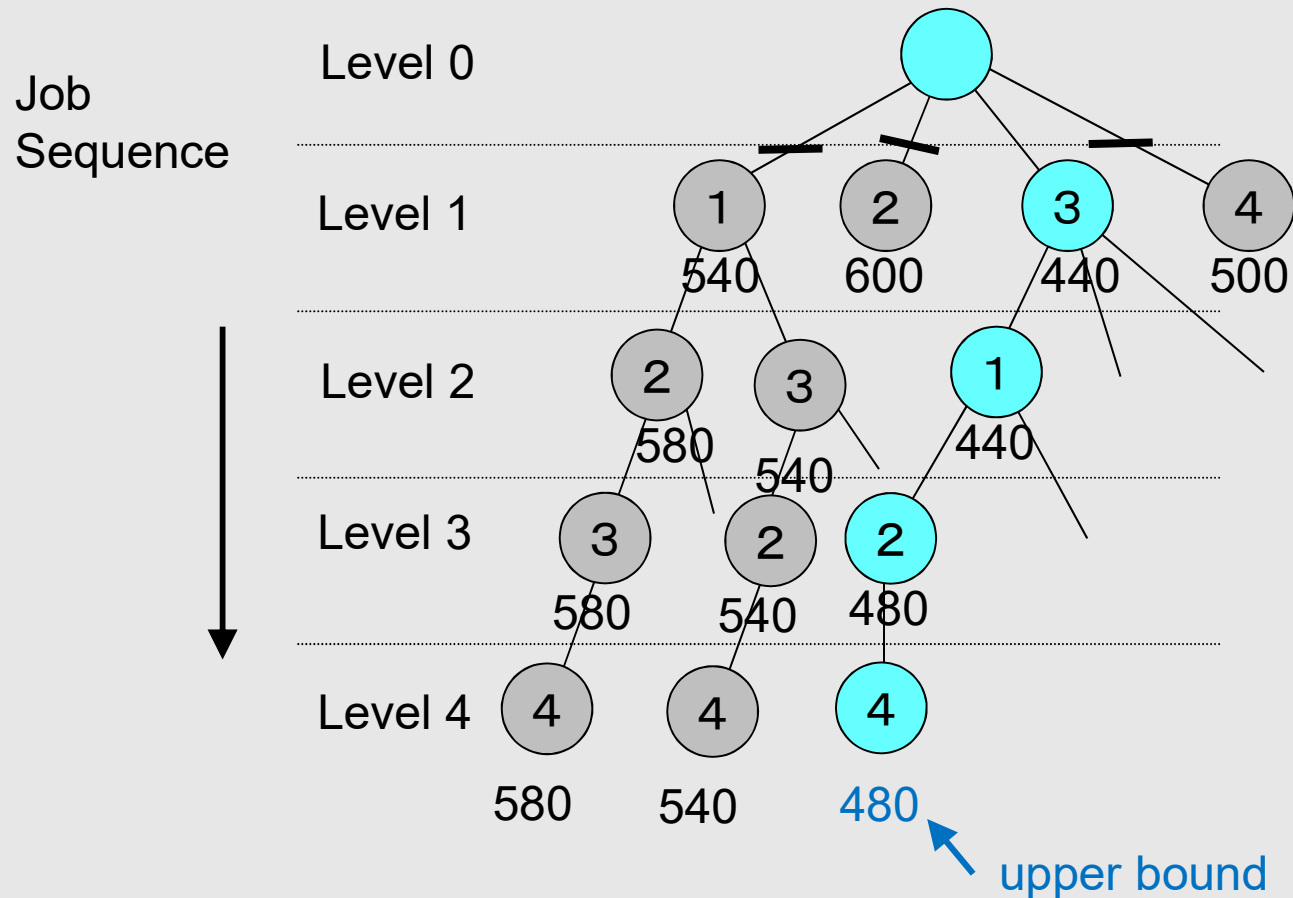
$$\begin{aligned} \max (& 1^{\text{st}} \text{ stage: } 160 + (40+100) + \min(200,80) & = 380 \\ & 2^{\text{nd}} \text{ stage: } 320 + (40+20) + \min(160,60) & = 440 \\ & 3^{\text{rd}} \text{ stage: } 360 + (160+60) + 0 & = 580) = 580 \end{aligned}$$



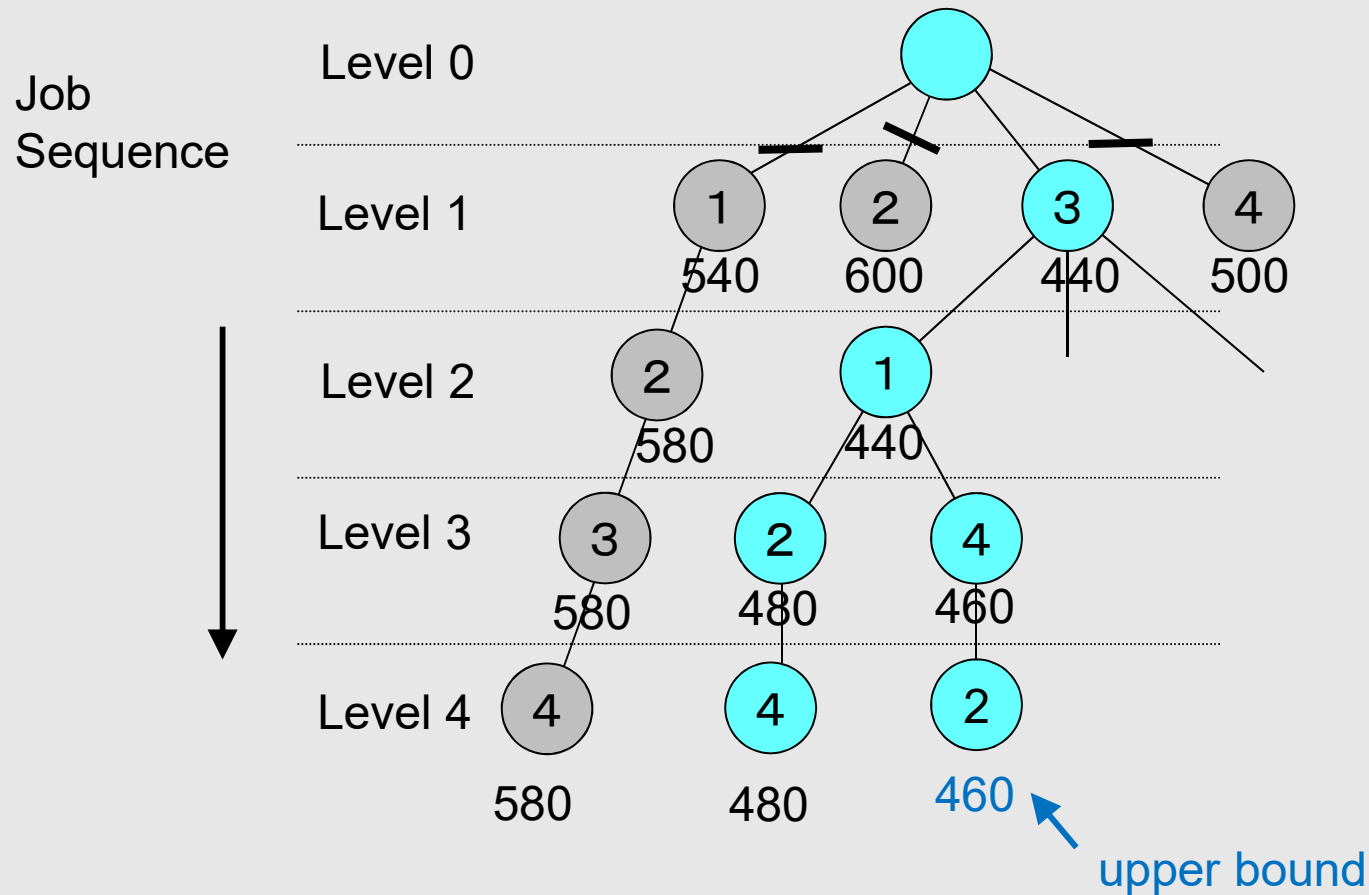
time

Job	Processing Time		
	Ope1	Ope2	Ope3
1	20	180	80
2	140	120	40
3	40	40	160
4	100	20	60

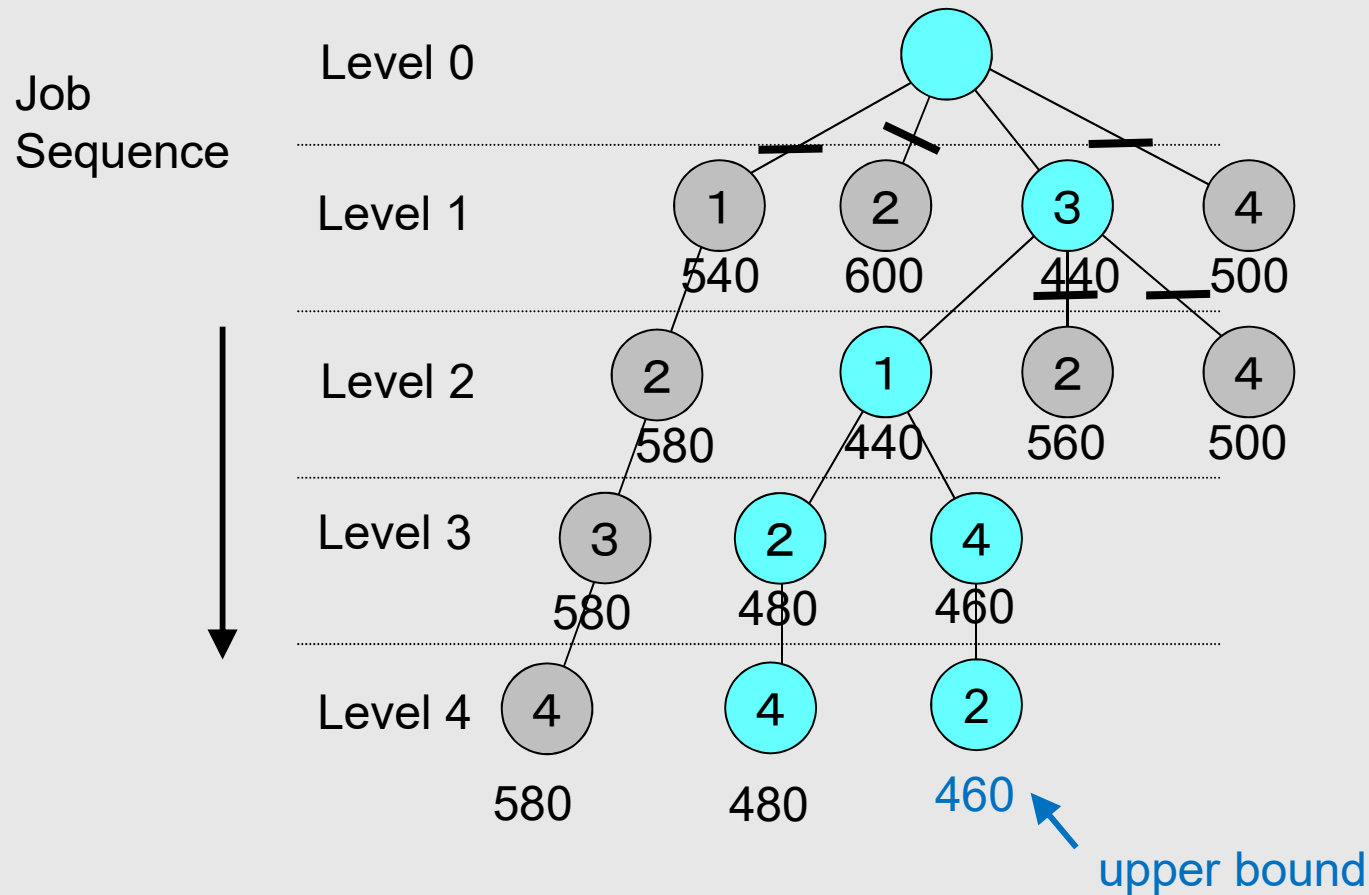
Search Tree for Branch and Bound Method



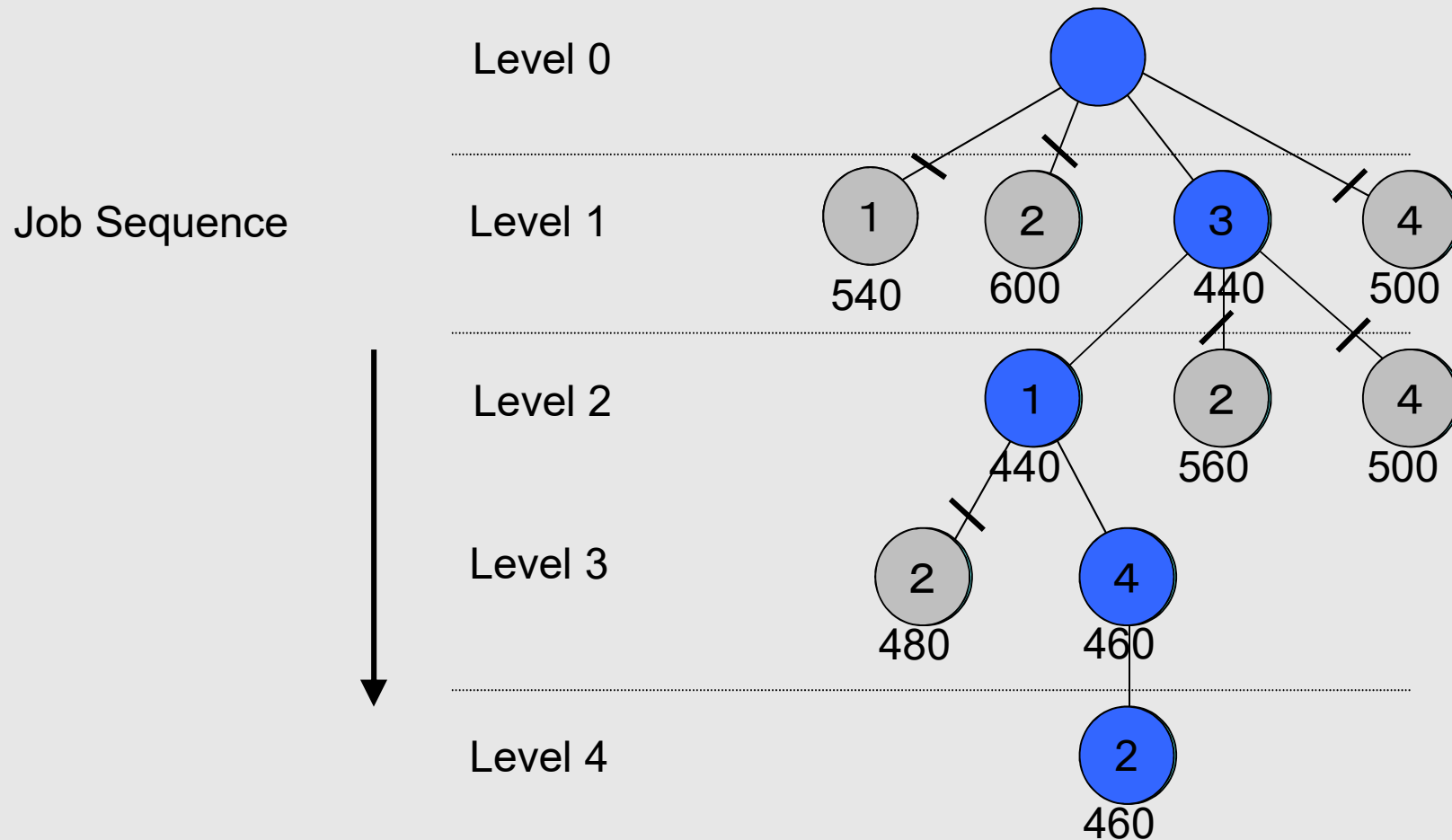
Search Tree for Branch and Bound Method



Search Tree for Branch and Bound Method



Searched by Best First Search



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Thank
you