

Introduction

Formally, the exam scheduling problem can be described as follows:

- there are N students
- there are M exams to schedule into separate time-slots
- there are S time-slots
- every student takes “L(k)” exams (“k” denotes a specific student from among all students and “L(k)” denotes a student-specific list of exams)

The problem is to schedule M exams into S time-slots so as to enable all students to take their exams. The problem is to schedule M exams into S time-slots so as to enable all students to take their exams.

With a number of time-slots that is greater than the minimum required for the solution of the exam-scheduling problem one can strive to refine the allocation of exams to time-slots in a way that creates greatest gaps between exams for individual students.

For students sitting two exams s time-slots apart, the approximate costs are w_s i.e. $w_0=16$, $w_1=8$, $w_2=4$, $w_3=2$ and $w_4=1$. The overall quality of the exam schedule can be measured as a sum of the costs w_s averaged for all students.

For example if a student had exams scheduled in time-slots: 1, 2, 4, 8, the cost evaluated for this student’s exam schedule would be $16+8+2=26$.

THIS PROBLEM IS NP-COMPLETE!

TimetablerEASY Results

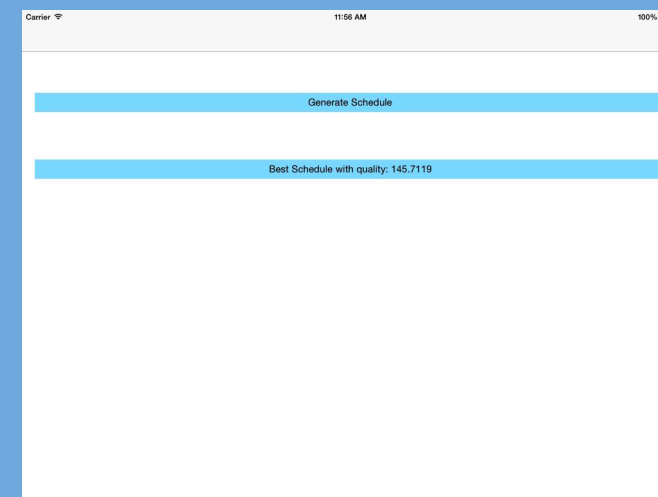
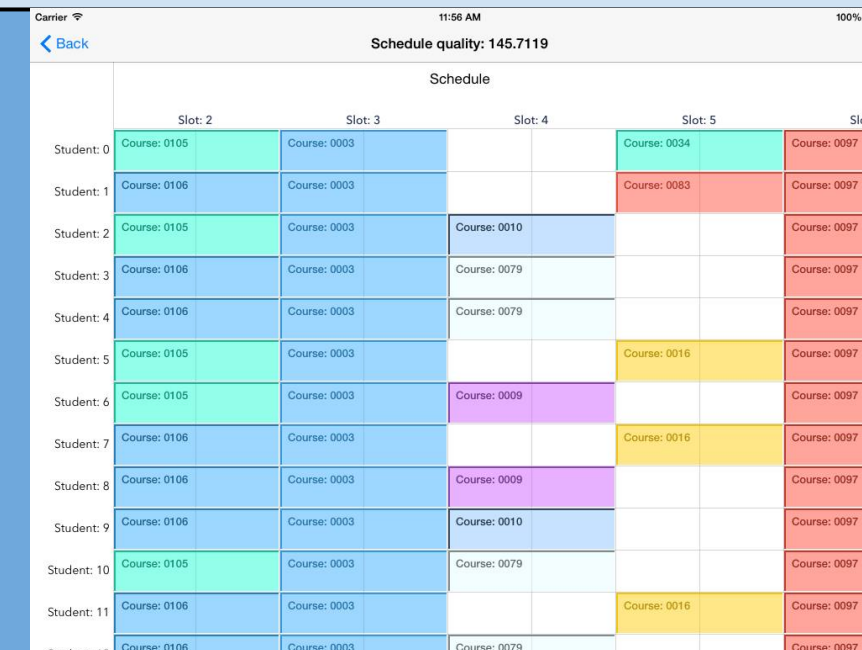
- Our application have best result of 150 penalty points for 14 time-slots.
- Other applications have their best results with around 160 penalty points for 13 time-slots.

TimetablerEASY features

- Uses Simulated Annealing algorithm
- Works on many devices thanks for using iOS platform.
- This platform is very popular and offers much flexibility.
- Simple interface that is easy to use and read.
- Works well with mouse-keyboard interface and also with touch screen.
- Supports providing schedule data from URL.

Can be used in:

- Schools
- Universities
- Anywhere where you need a roster.

| | Slot: 2 | Slot: 3 | Slot: 4 | Slot: 5 | Slot: 6 |
|-------------|--------------|--------------|--------------|--------------|--------------|
| Student: 0 | Course: 0105 | Course: 0003 | | Course: 0034 | Course: 0097 |
| Student: 1 | Course: 0106 | Course: 0003 | | Course: 0083 | Course: 0097 |
| Student: 2 | Course: 0105 | Course: 0003 | Course: 0010 | | Course: 0097 |
| Student: 3 | Course: 0106 | Course: 0003 | Course: 0079 | | Course: 0097 |
| Student: 4 | Course: 0106 | Course: 0003 | Course: 0079 | | Course: 0097 |
| Student: 5 | Course: 0105 | Course: 0003 | | Course: 0016 | Course: 0097 |
| Student: 6 | Course: 0105 | Course: 0003 | Course: 0009 | | Course: 0097 |
| Student: 7 | Course: 0106 | Course: 0003 | | Course: 0016 | Course: 0097 |
| Student: 8 | Course: 0106 | Course: 0003 | Course: 0009 | | Course: 0097 |
| Student: 9 | Course: 0106 | Course: 0003 | Course: 0010 | | Course: 0097 |
| Student: 10 | Course: 0105 | Course: 0003 | Course: 0079 | | Course: 0097 |
| Student: 11 | Course: 0106 | Course: 0003 | | Course: 0016 | Course: 0097 |
| Student: 12 | Course: 0106 | Course: 0003 | Course: 0079 | | Course: 0097 |

Application Performance

Application can be run on various platforms and its performance differs because of hardware setup.

For tests input data was set with following variables:

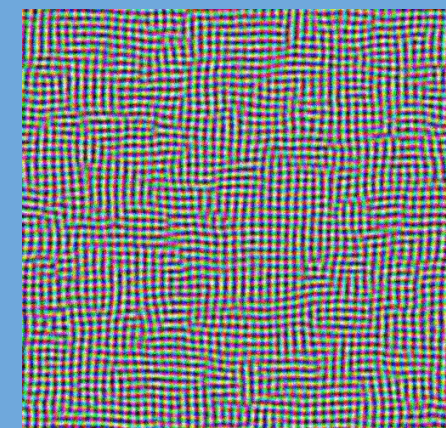
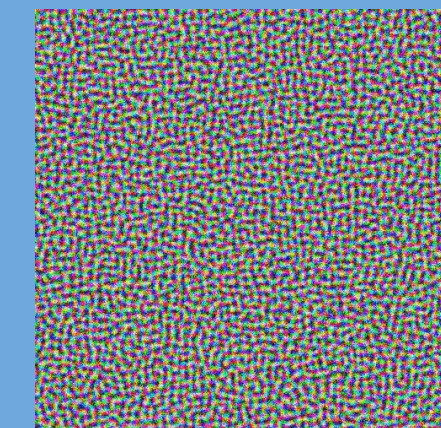
Starting temperature: 1200.95
 “Frozen” temperature: 2^{-6}
 Temperature decreases by value: 0.95
 Number of students: 611
 Number of exams: 113

| Device | Time(s) | Best result |
|------------------|---------|-------------|
| Macbook 2010 Mid | 1570 | 145,711 |
| iPhone 5 | 3620 | 148,947 |
| iPad Mini 2 | 670 | 152,189 |
| Mac Mini 2012 | 420 | 147,685 |

Simulated Annealing

- A generic probabilistic metaheuristic algorithm
- Resolving the global optimization problem of locating a good approximation to the global optimum.
- Finds good solution in a fixed amount of time, rather than the best possible solution.

Let $s = s_0$
 For $k = 0$ through k_{max} (exclusive):
 $T \leftarrow \text{temperature}(k/k_{max})$
 Pick a random neighbour, $s_{new} \leftarrow \text{neighbour}(s)$
 If $P(E(s), E(s_{new}), T) > \text{random}(0, 1)$, move to the new state:
 $s \leftarrow s_{new}$
 Output: the final state s



Example illustrating the effect of cooling schedule on the performance of simulated annealing. The problem is to rearrange the pixels of an image so as to minimize a certain potential energy function, which causes similar colours to attract at short range and repel at a slightly larger distance. The elementary moves swap two adjacent pixels. These images were obtained with a fast cooling schedule (left) and a slow cooling schedule (right), producing results similar to amorphous and crystalline solids, respectively.