

# Prediction-based Resource Allocation

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# Agenda

- Introduction
- Motivation
- Proposed Method
  - Next activity and time prediction
  - Resource allocation
- Experiments
- Results
- Future Work & Limitations



# Introduction & Motivation

# Introduction

- Predictive Business Process Monitoring and Management
  - Efficient scheduling of activities
  - Efficient allocation of resources
- Use Machine Learning to improve Business Processes
- Assessment of the paper Prediction-based resource allocation [1]



# Motivation

- Resource allocation
  - Improved productivity
  - Reduced execution costs
  - Balanced resource usage
- Non-clairvoyant online-over time problem [2]
  - Effectively build prediction models
  - Dispatch resources efficiently

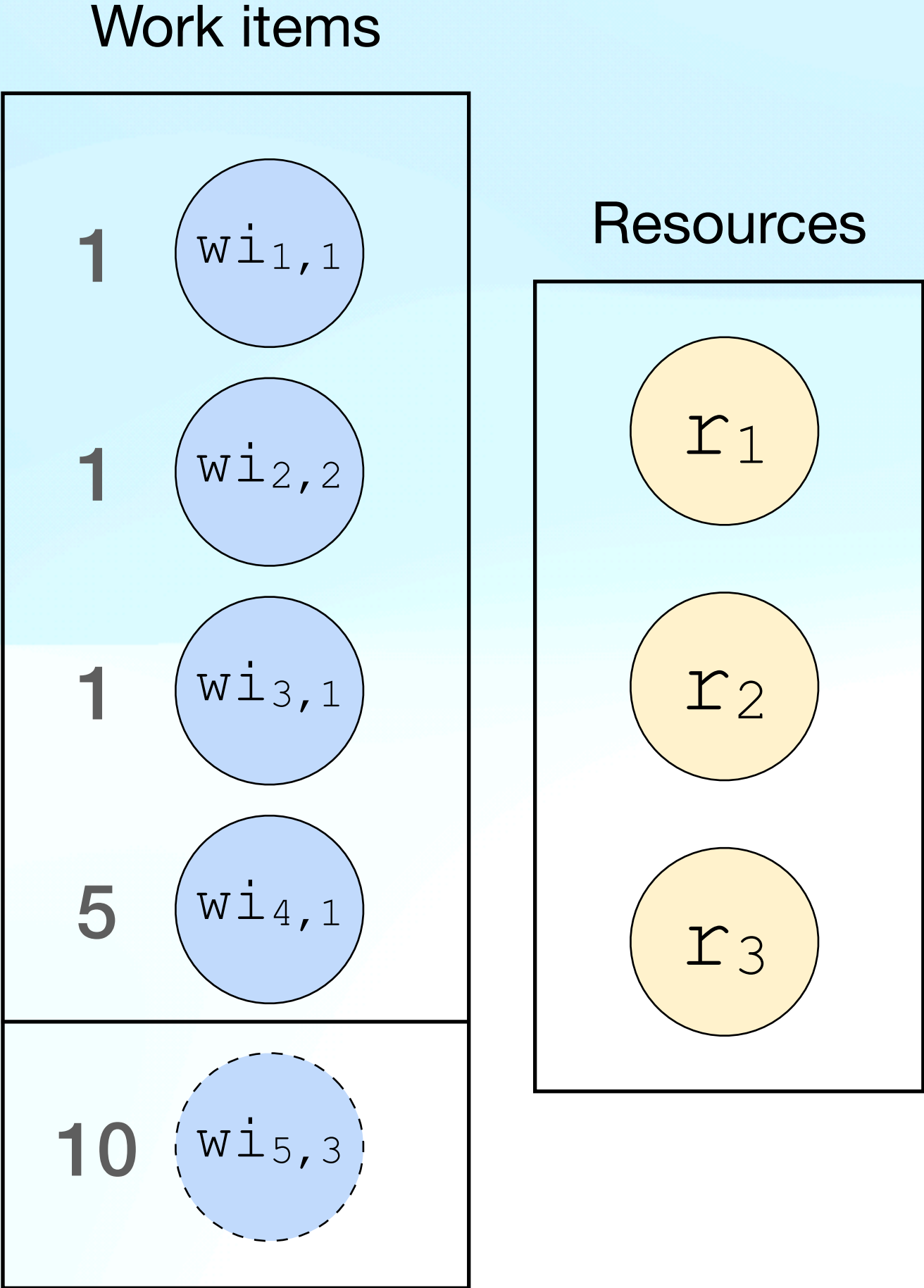
# Example



# Example

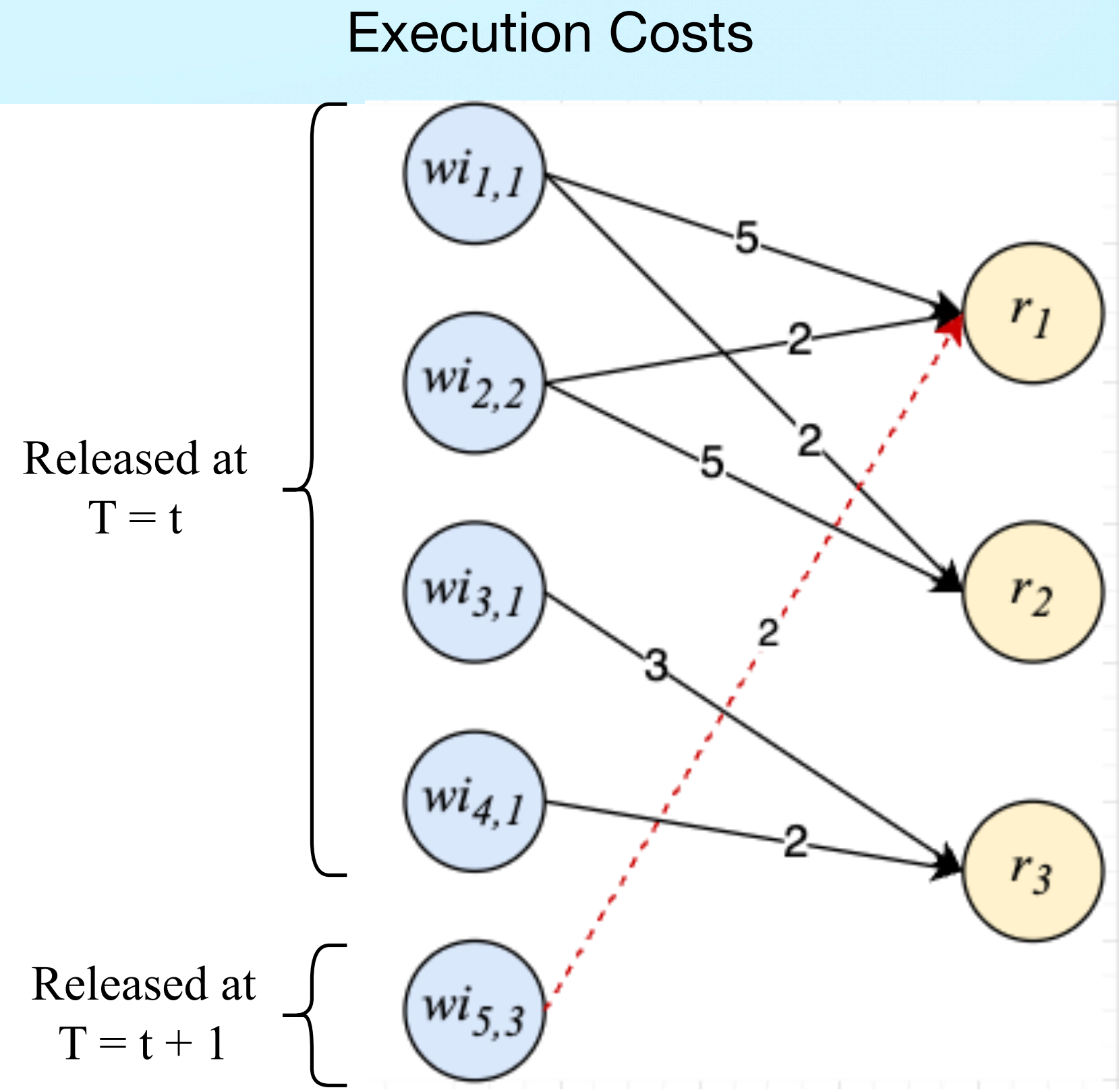
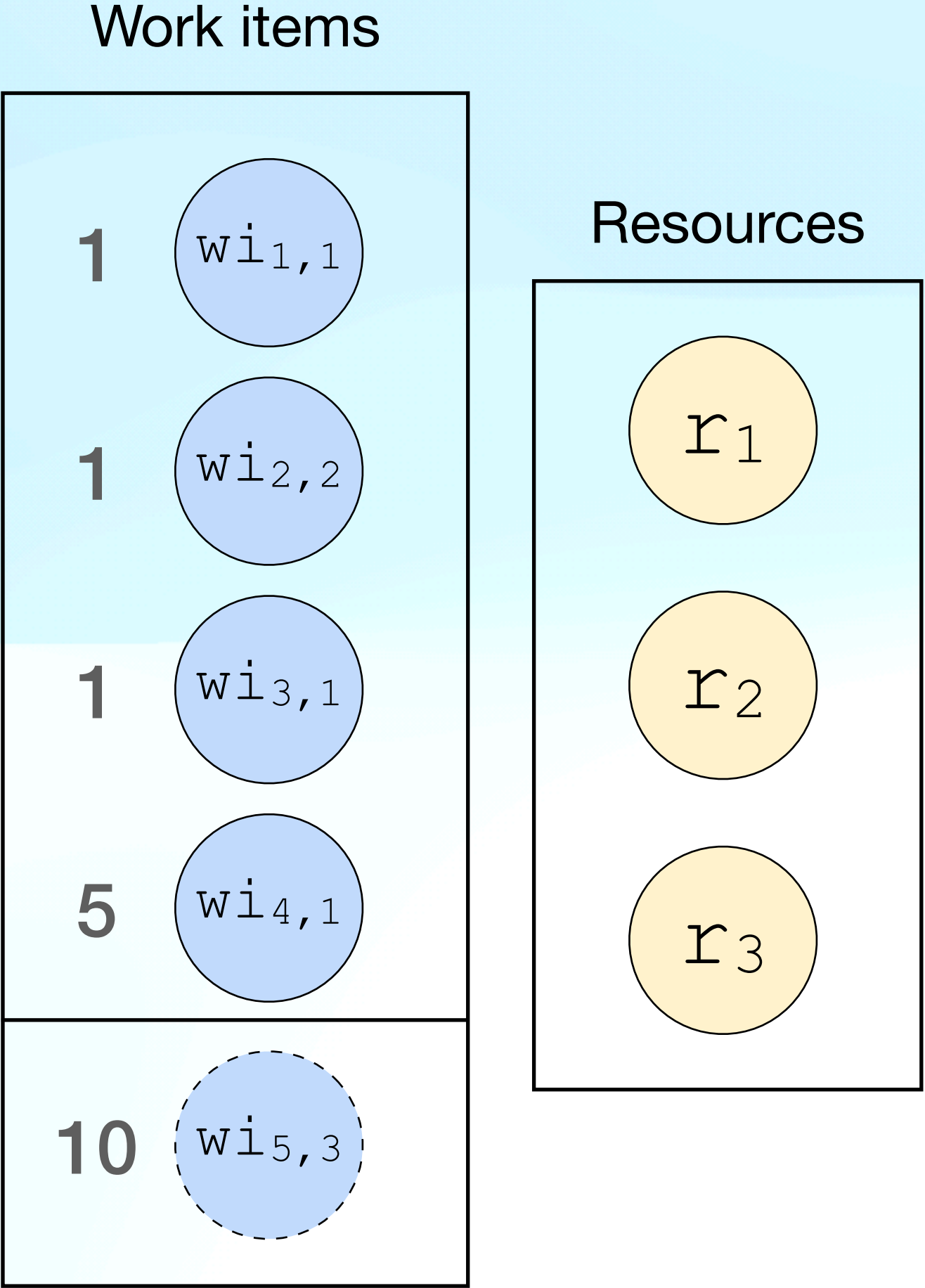
Work items	
1	$w_{1,1}$
1	$w_{2,2}$
1	$w_{3,1}$
5	$w_{4,1}$
10	$w_{5,3}$

# Example

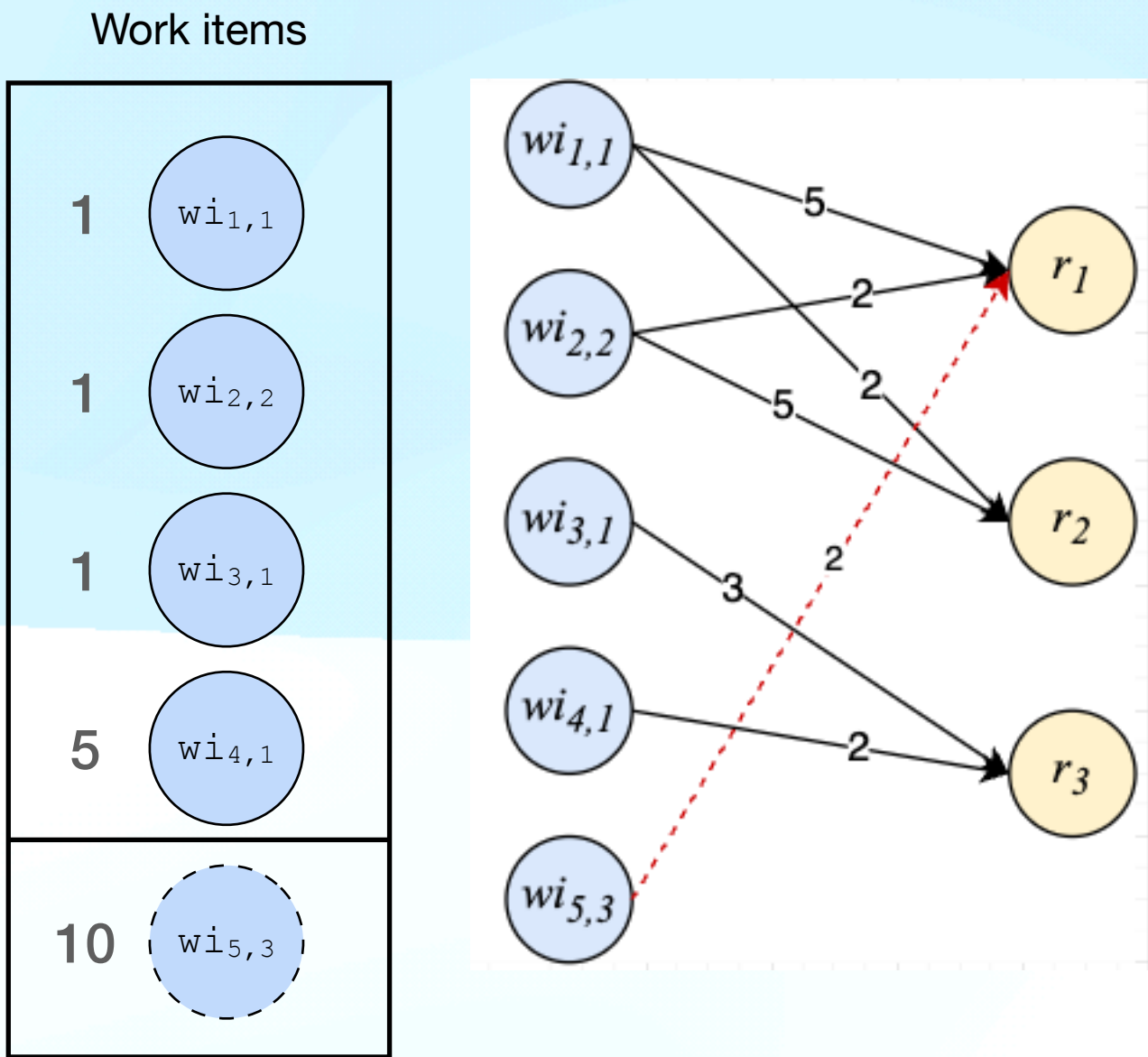




# Example



# Baseline

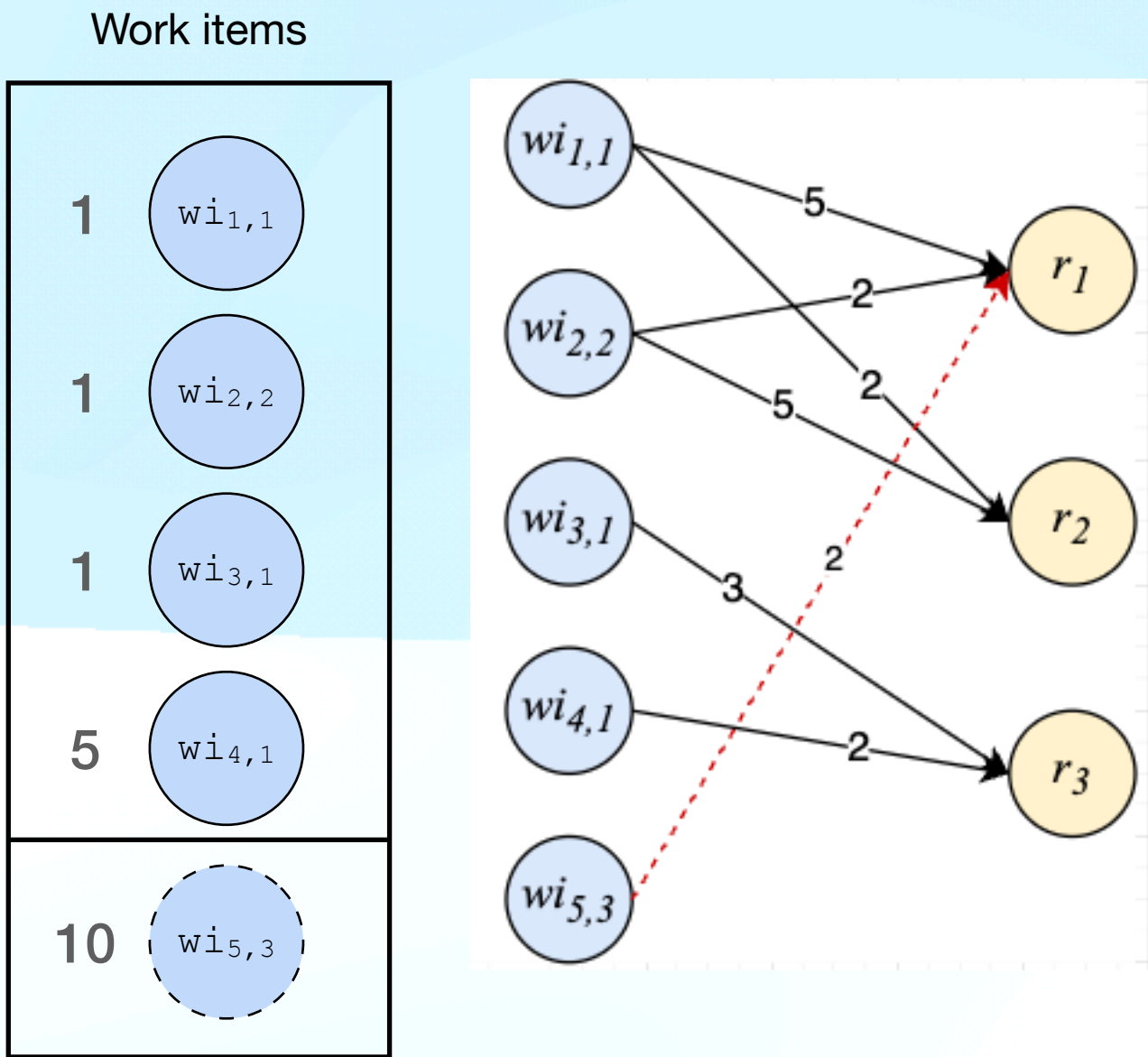


resource	t	t+1	t+2	t+3	t+4	t+5	t+6	$\sum c_i w_i$
r <sub>1</sub>								
r <sub>2</sub>								
r <sub>3</sub>								

Table. Baseline Resource allocation



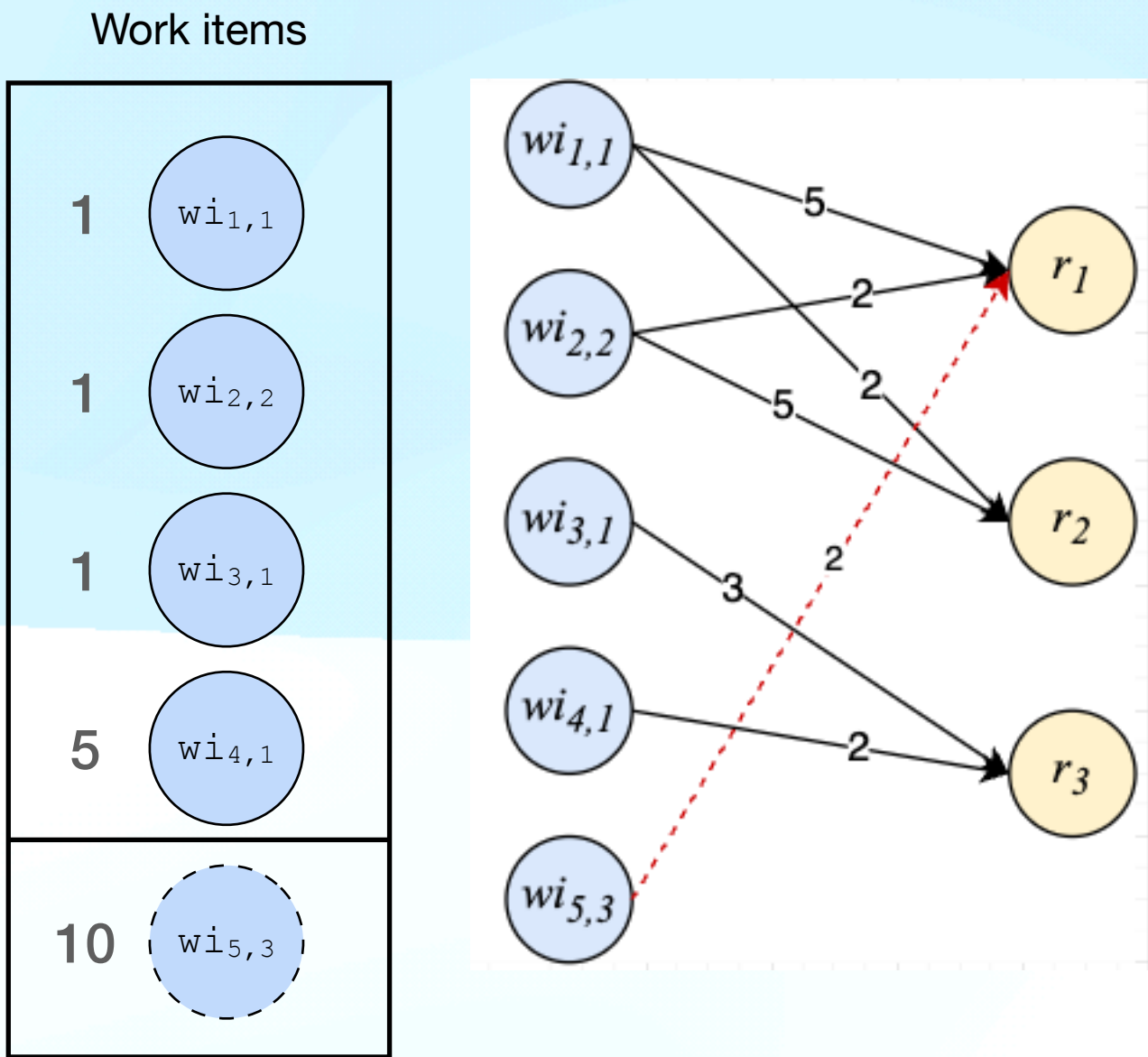
# Baseline



resource	t	t+1	t+2	t+3	t+4	t+5	t+6	$\sum c_i w_i$
r <sub>1</sub>	w <sub>i<sub>1,1</sub></sub>							
r <sub>2</sub>	w <sub>i<sub>2,2</sub></sub>							
r <sub>3</sub>	w <sub>i<sub>4,1</sub></sub>							

Table. Baseline Resource allocation

# Baseline

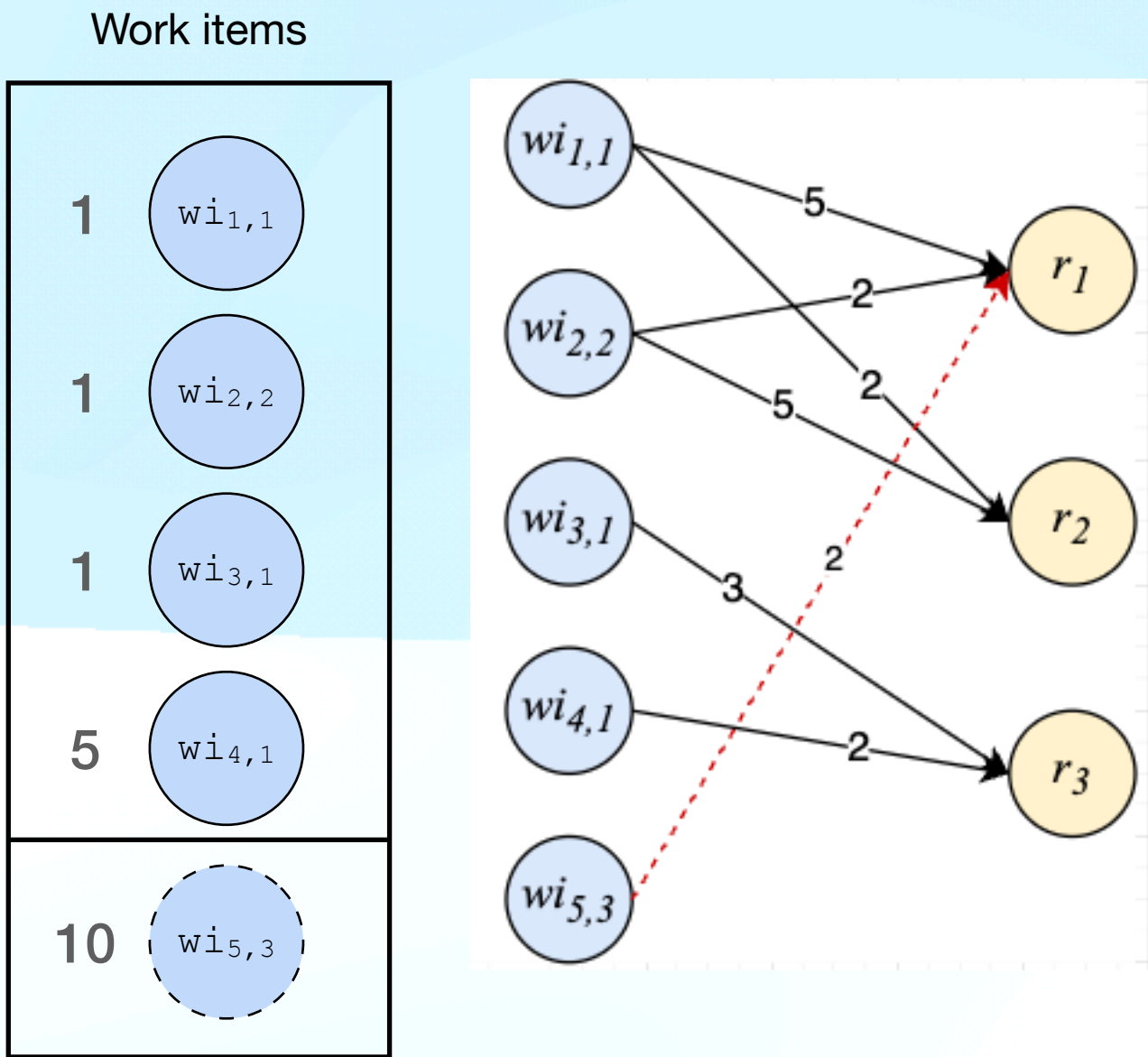


resource	t	t+1	t+2	t+3	t+4	t+5	t+6	$\sum c_i w_i$
r1	wi1,1							
r2	wi2,2							
r3	wi4,1		wi3,1					

Table. Baseline Resource allocation



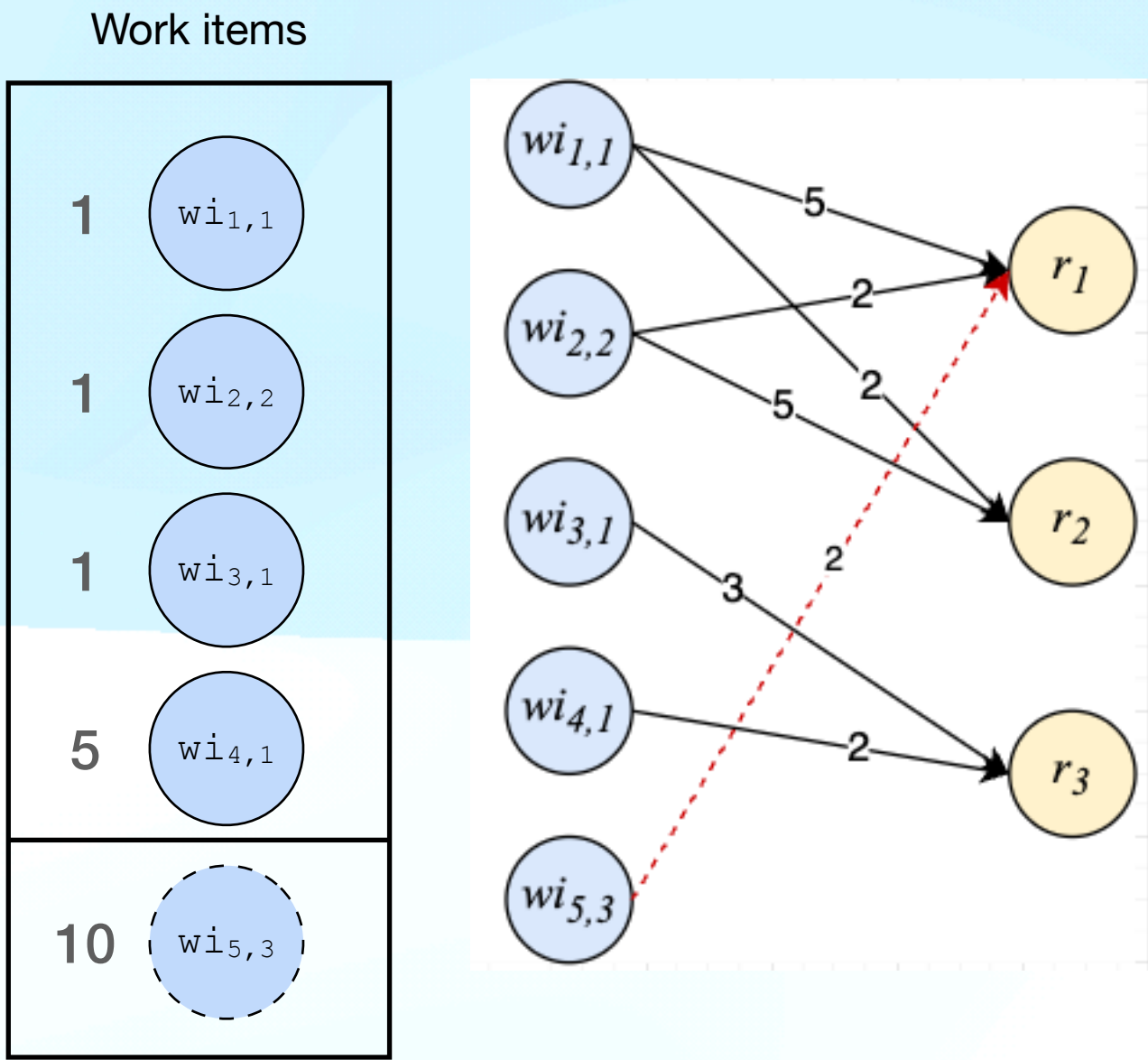
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resource	t	t+1	t+2	t+3	t+4	t+5	t+6	$\sum c_i w_i$
r <sub>1</sub>	w <sub>i<sub>1,1</sub></sub>					w <sub>i<sub>5,1</sub></sub>		
r <sub>2</sub>	w <sub>i<sub>2,2</sub></sub>							
r <sub>3</sub>	w <sub>i<sub>4,1</sub></sub>		w <sub>i<sub>3,1</sub></sub>					

Table. Baseline Resource allocation

# Baseline

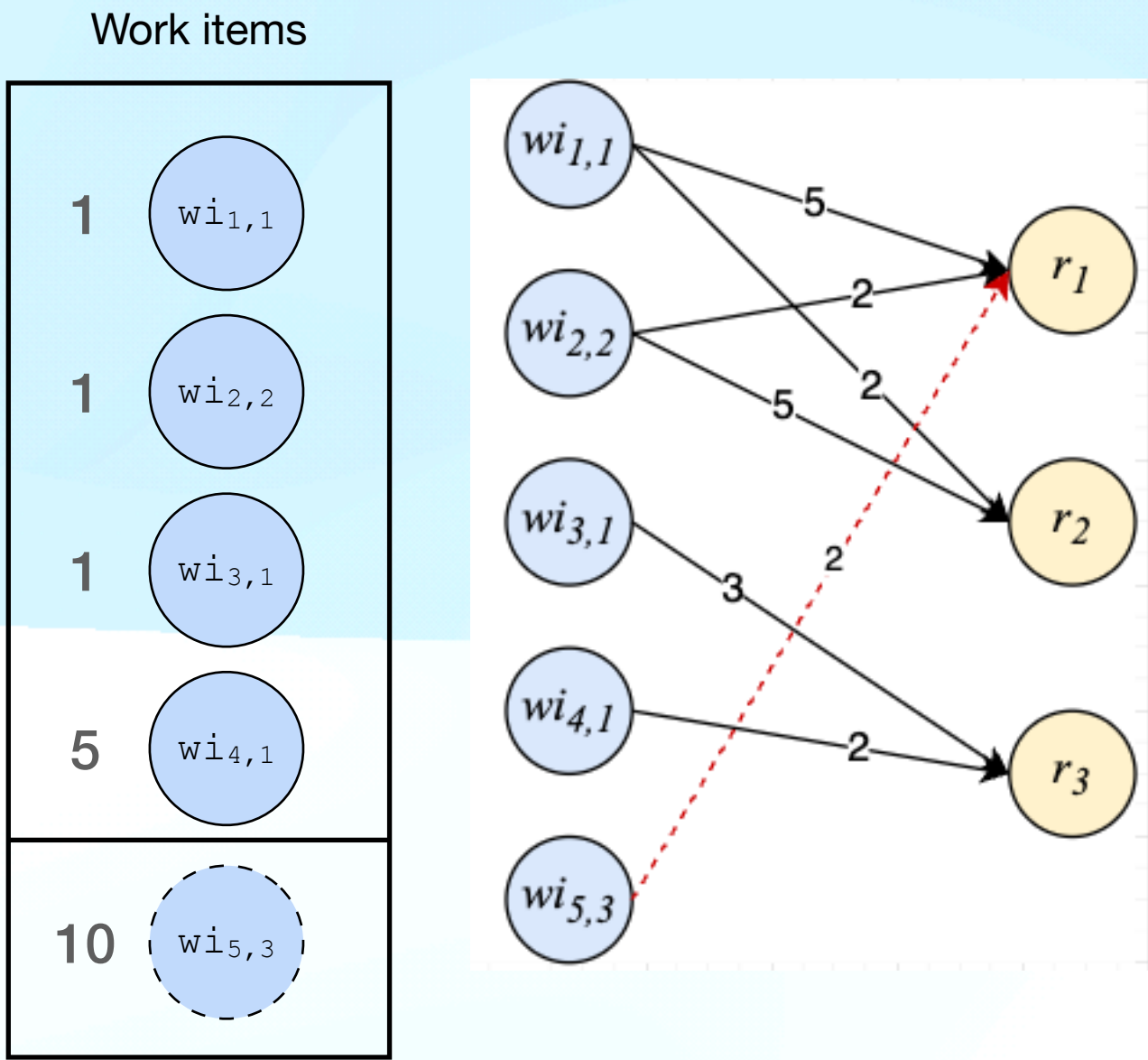


resource	t	t+1	t+2	t+3	t+4	t+5	t+6	$\sum c_i w_i$
r <sub>1</sub>	w <sub>i<sub>1,1</sub></sub>					w <sub>i<sub>5,1</sub></sub>		65
r <sub>2</sub>	w <sub>i<sub>2,2</sub></sub>							
r <sub>3</sub>	w <sub>i<sub>4,1</sub></sub>		w <sub>i<sub>3,1</sub></sub>					

Table. Baseline Resource allocation



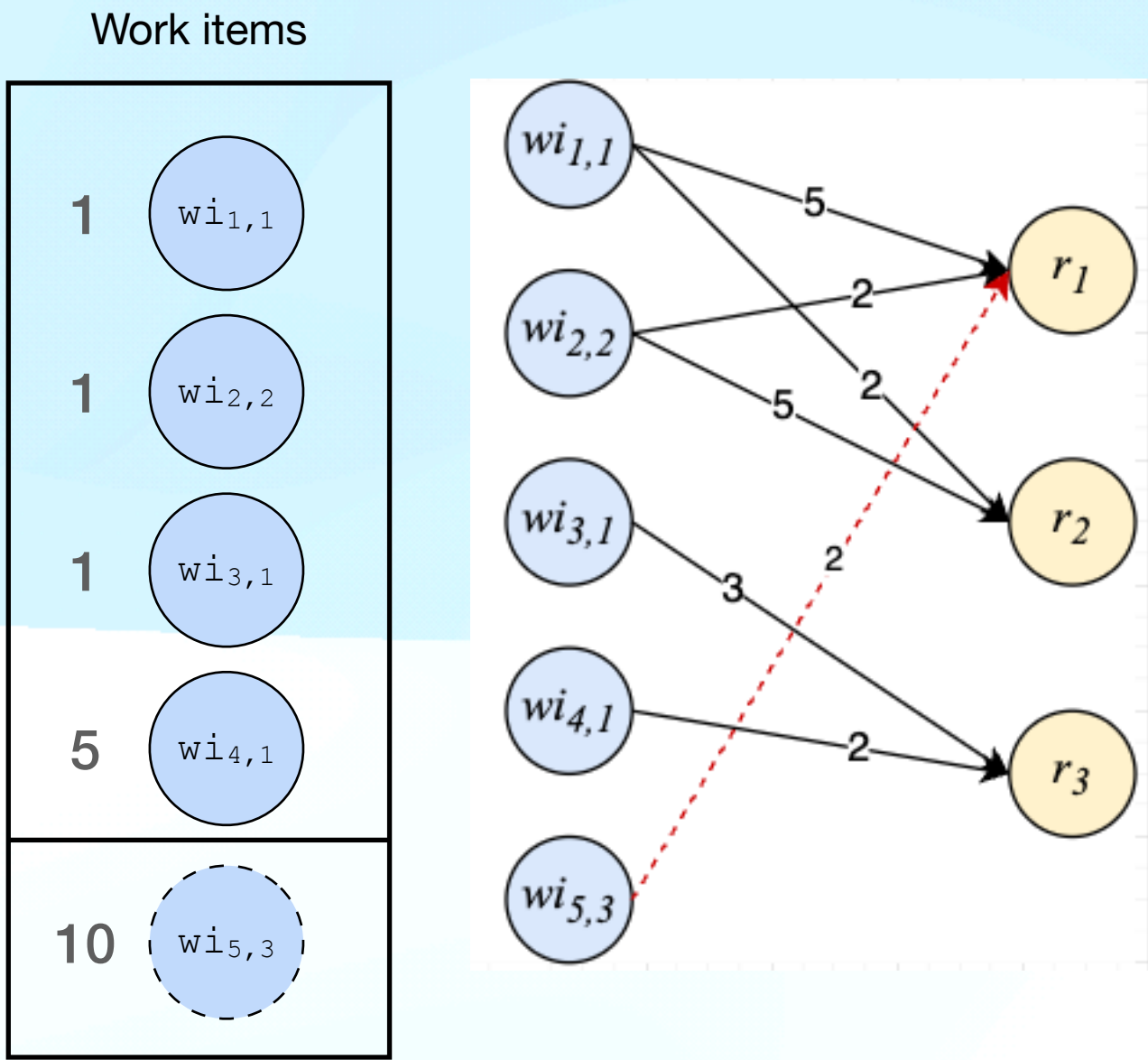
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resource	t	t+1	t+2	t+3	t+4	t+5	t+6	$\sum c_i w_i$
r <sub>1</sub>	w <sub>i<sub>1,1</sub></sub>					w <sub>i<sub>5,1</sub></sub>		65
r <sub>2</sub>	w <sub>i<sub>2,2</sub></sub>							5
r <sub>3</sub>	w <sub>i<sub>4,1</sub></sub>		w <sub>i<sub>3,1</sub></sub>					

Table. Baseline Resource allocation

# Baseline



resource	t	t+1	t+2	t+3	t+4	t+5	t+6	$\sum c_i w_i$
r <sub>1</sub>	w <sub>i<sub>1,1</sub></sub>					w <sub>i<sub>5,1</sub></sub>		65
r <sub>2</sub>	w <sub>i<sub>2,2</sub></sub>							5
r <sub>3</sub>	w <sub>i<sub>4,1</sub></sub>		w <sub>i<sub>3,1</sub></sub>					15

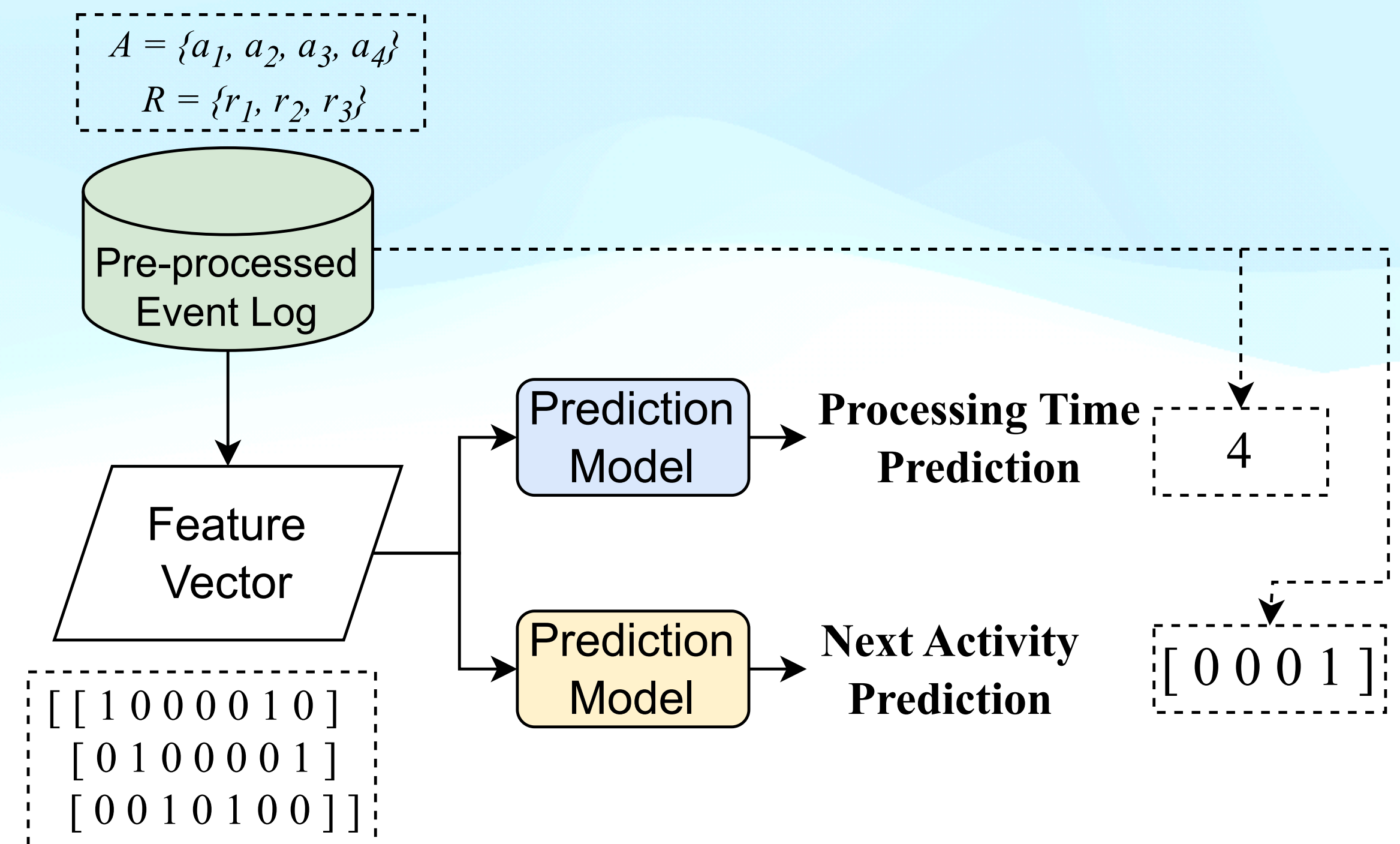
Table. Baseline Resource allocation



# Proposed method

# Next activity & Time prediction

- Use one-hot encoded resource and activities as input
- Processing time prediction: numerical value
- Next activity prediction: one-hot-encoded activity values





# Resource allocation

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**Algorithm 1** Resource Scheduling algorithm

---

**Input:**  $\hat{W}I, \hat{R}$

**Output:** Psuedo-Assignment  $\hat{M}$

Produce source node  $s$ , sink node  $t$

**for** node  $wi_{i,k} \in \hat{W}I$  **do**

    add edge  $(s, wi_{i,k}, (0, 1))$

**end for**

**for** node  $r_j \in \hat{R}$  **do**

    add edge  $(r_j, t, (0, 1))$

**end for**

**for** node  $wi_{i,k} \in \hat{W}I$  **do**

**for** node  $r_j \in \hat{R}$  **do**

$c \leftarrow (p_{i,k,j} + \max(r_{i,i}, r_{r_j}, 0))/w_i$

        add edge  $(wi_{i,k}, r_j, (c, 1))$

**end for**

**end for**

$M \leftarrow \text{MinCostMaxFlow}(s, t)$

**return**  $M$

---

# Resource allocation

## Algorithm 1 Resource Scheduling algorithm

**Input:**  $\hat{W}I, \hat{R}$

**Output:** Psuedo-Assignment  $\hat{M}$

Produce source node  $s$ , sink node  $t$

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        add edge  $(wi_{i,k}, r_j, (c, 1))$

**end for**

**end for**

$M \leftarrow \text{MinCostMaxFlow}(s, t)$

**return**  $M$

1



# Resource allocation

---

**Algorithm 1** Resource Scheduling algorithm

---

**Input:**  $\hat{W}I, \hat{R}$

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Produce source node  $s$ , sink node  $t$

**for** node  $wi_{i,k} \in \hat{W}I$  **do**

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        add edge  $(wi_{i,k}, r_j, (c, 1))$

**end for**

**end for**

$M \leftarrow \text{MinCostMaxFlow}(s, t)$

**return**  $M$

---

2

# Resource allocation

## Algorithm 1 Resource Scheduling algorithm

**Input:**  $\hat{W}I, \hat{R}$

**Output:** Psuedo-Assignment  $\hat{M}$

Produce source node  $s$ , sink node  $t$

**for** node  $wi_{i,k} \in \hat{W}I$  **do**

    add edge  $(s, wi_{i,k}, (0, 1))$

**end for**

**for** node  $r_j \in \hat{R}$  **do**

    add edge  $(r_j, t, (0, 1))$

**end for**

**for** node  $wi_{i,k} \in \hat{W}I$  **do**

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$c \leftarrow (p_{i,k,j} + \max(r_{i,i}, r_{r_j}, 0))/w_i$

        add edge  $(wi_{i,k}, r_j, (c, 1))$

**end for**

**end for**

$M \leftarrow \text{MinCostMaxFlow}(s, t)$

**return**  $M$

3



# Resource allocation

## Algorithm 1 Resource Scheduling algorithm

**Input:**  $\hat{W}I, \hat{R}$

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**for** node  $wi_{i,k} \in \hat{W}I$  **do**

    add edge  $(s, wi_{i,k}, (0, 1))$

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**end for**

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$c \leftarrow (p_{i,k,j} + \max(r_{i,i}, r_{r_j}, 0))/w_i$

        add edge  $(wi_{i,k}, r_j, (c, 1))$

**end for**

**end for**

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Cost

3

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$c \leftarrow (p_{i,k,j} + \max(r_i, rr_j, 0))/w_i$

        add edge  $(wi_{i,k}, r_j, (c, 1))$

**end for**

**end for**

$M \leftarrow \text{MinCostMaxFlow}(s, t)$

**return**  $M$

## Cost

- $p_{i,k,j}$ : processing time for work item  $wi_{i,k}$  by resource  $r_j$

3



# Resource allocation

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**Input:**  $\hat{W}I, \hat{R}$

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    add edge  $(r_j, t, (0, 1))$

**end for**

**for** node  $wi_{i,k} \in \hat{W}I$  **do**

**for** node  $r_j \in \hat{R}$  **do**

$c \leftarrow (p_{i,k,j} + \max(r_i, rr_j, 0))/w_i$

        add edge  $(wi_{i,k}, r_j, (c, 1))$

**end for**

**end for**

$M \leftarrow \text{MinCostMaxFlow}(s, t)$

**return**  $M$

## Cost

- $p_{i,k,j}$ : processing time for work item  $wi_{i,k}$  by resource  $r_j$
- $ri_i$ : remaining time for item  $i$

3

# Resource allocation

## Algorithm 1 Resource Scheduling algorithm

**Input:**  $\hat{W}I, \hat{R}$

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    add edge  $(r_j, t, (0, 1))$

**end for**

**for** node  $wi_{i,k} \in \hat{W}I$  **do**

**for** node  $r_j \in \hat{R}$  **do**

$c \leftarrow (p_{i,k,j} + \max(r_{i_i}, rr_j, 0))/w_i$

        add edge  $(wi_{i,k}, r_j, (c, 1))$

**end for**

**end for**

$M \leftarrow \text{MinCostMaxFlow}(s, t)$

**return**  $M$

3

## Cost

- $p_{i,k,j}$ : processing time for work item  $wi_{i,k}$  by resource  $r_j$
- $r_{i_i}$ : remaining time for item  $i$
- $rr_j$ : remaining time for resource  $r_j$  to be ready



# Resource allocation

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**Output:** Psuedo-Assignment  $\hat{M}$

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**for** node  $wi_{i,k} \in \hat{W}I$  **do**

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**end for**

**for** node  $r_j \in \hat{R}$  **do**

    add edge  $(r_j, t, (0, 1))$

**end for**

**for** node  $wi_{i,k} \in \hat{W}I$  **do**

**for** node  $r_j \in \hat{R}$  **do**

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        add edge  $(wi_{i,k}, r_j, (c, 1))$

**end for**

**end for**

$M \leftarrow \text{MinCostMaxFlow}(s, t)$

**return**  $M$

3

## Cost

- $p_{i,k,j}$ : processing time for work item  $wi_{i,k}$  by resource  $r_j$
- $r_{i_i}$ : remaining time for item  $i$
- $rr_j$ : remaining time for resource  $r_j$  to be ready
- $w_i$ : weight of item  $i$

# Resource allocation

---

**Algorithm 1** Resource Scheduling algorithm

---

**Input:**  $\hat{W}I, \hat{R}$

**Output:** Psuedo-Assignment  $\hat{M}$

Produce source node  $s$ , sink node  $t$

**for** node  $wi_{i,k} \in \hat{W}I$  **do**

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**end for**

**end for**

$M \leftarrow \text{MinCostMaxFlow}(s, t)$

**return**  $M$

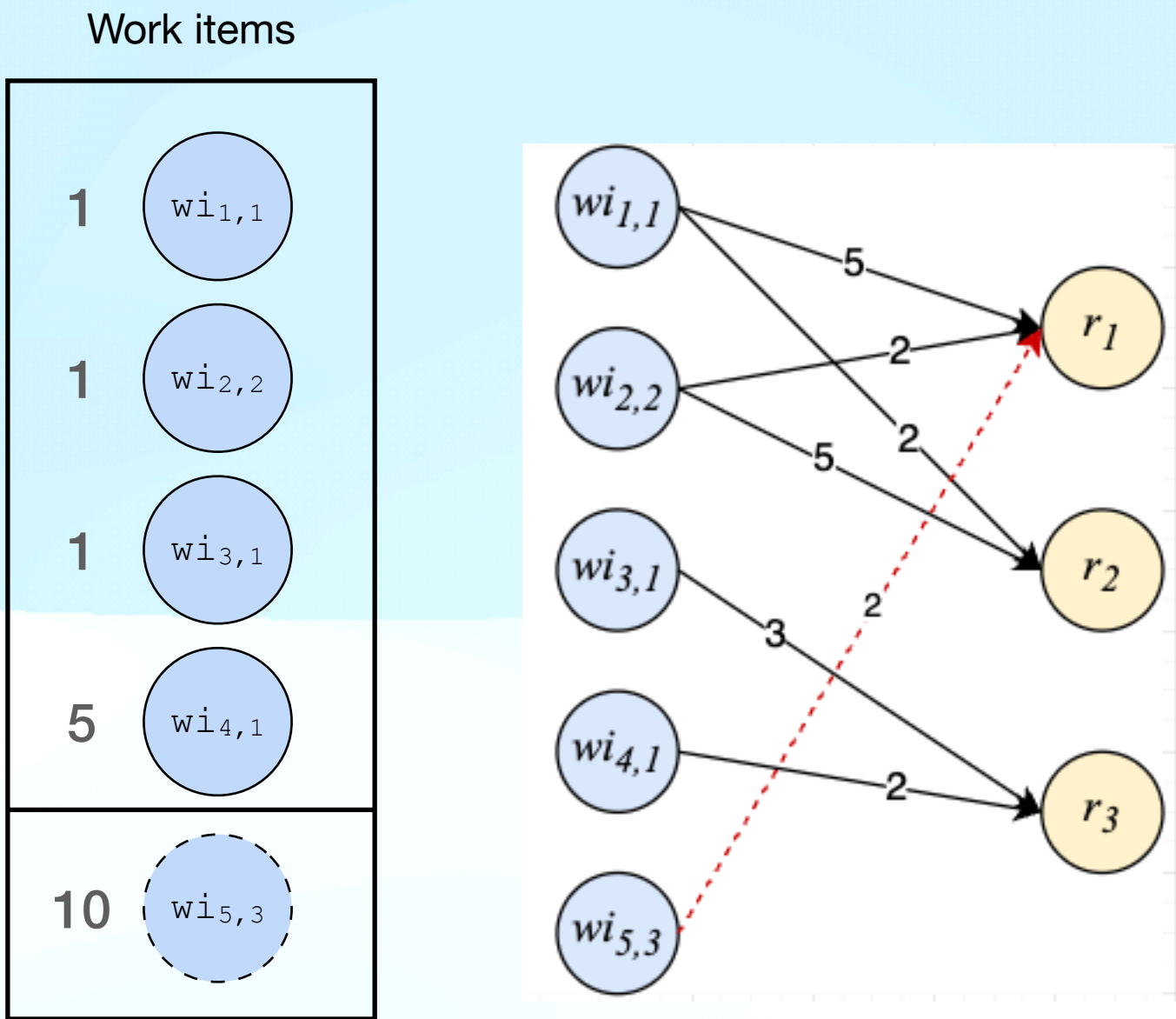
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## Cost

- $p_{i,k,j}$ : processing time for work item  $wi_{i,k}$  by resource  $r_j$
- $r_{i_i}$ : remaining time for item  $i$
- $rr_j$ : remaining time for resource  $r_j$  to be ready
- $w_i$ : weight of item  $i$

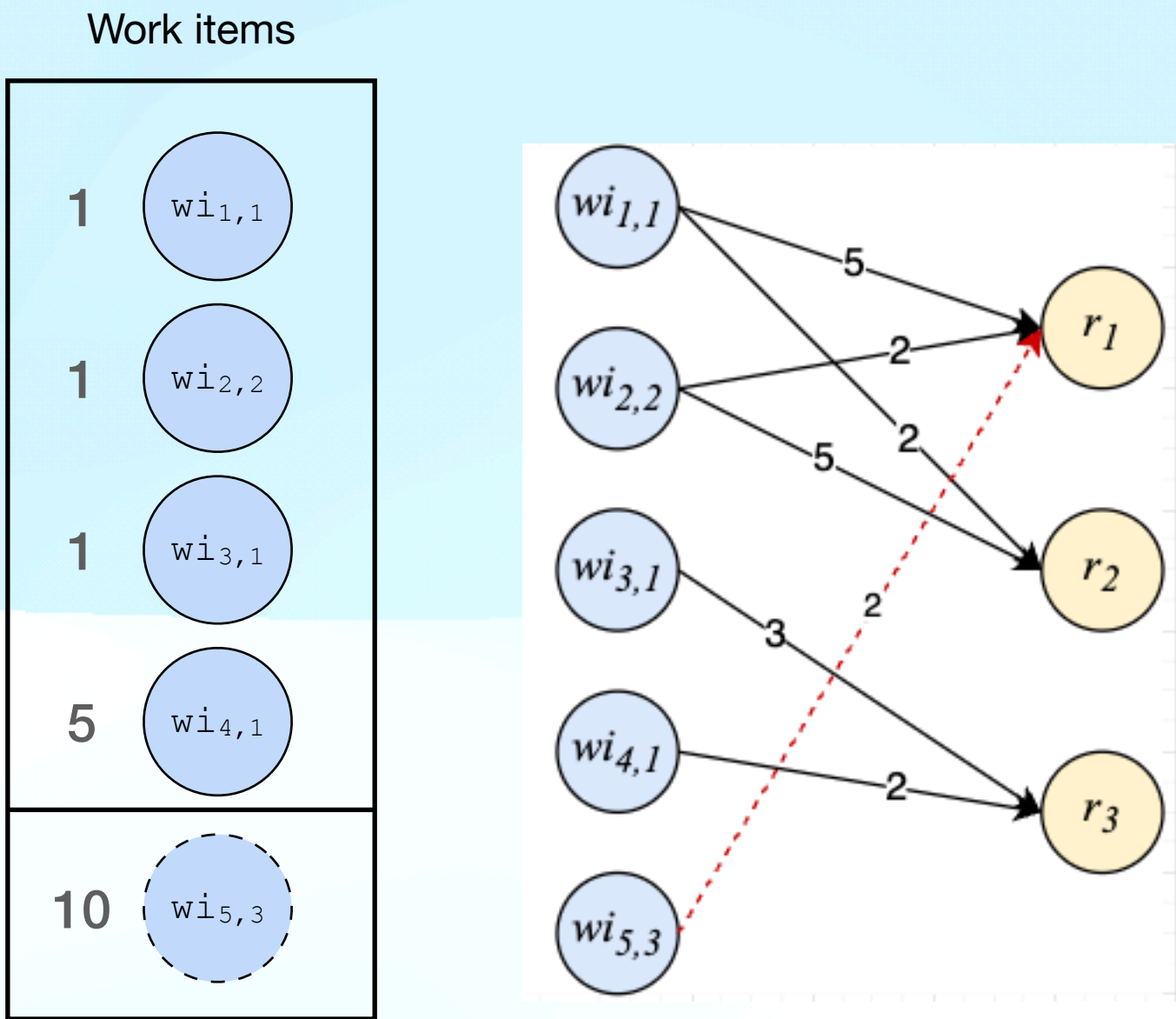


# Resource allocation



resource	t	t+1	t+2	t+3	t+4	$\sum c_i w_i$
r1						
r2						
r3						

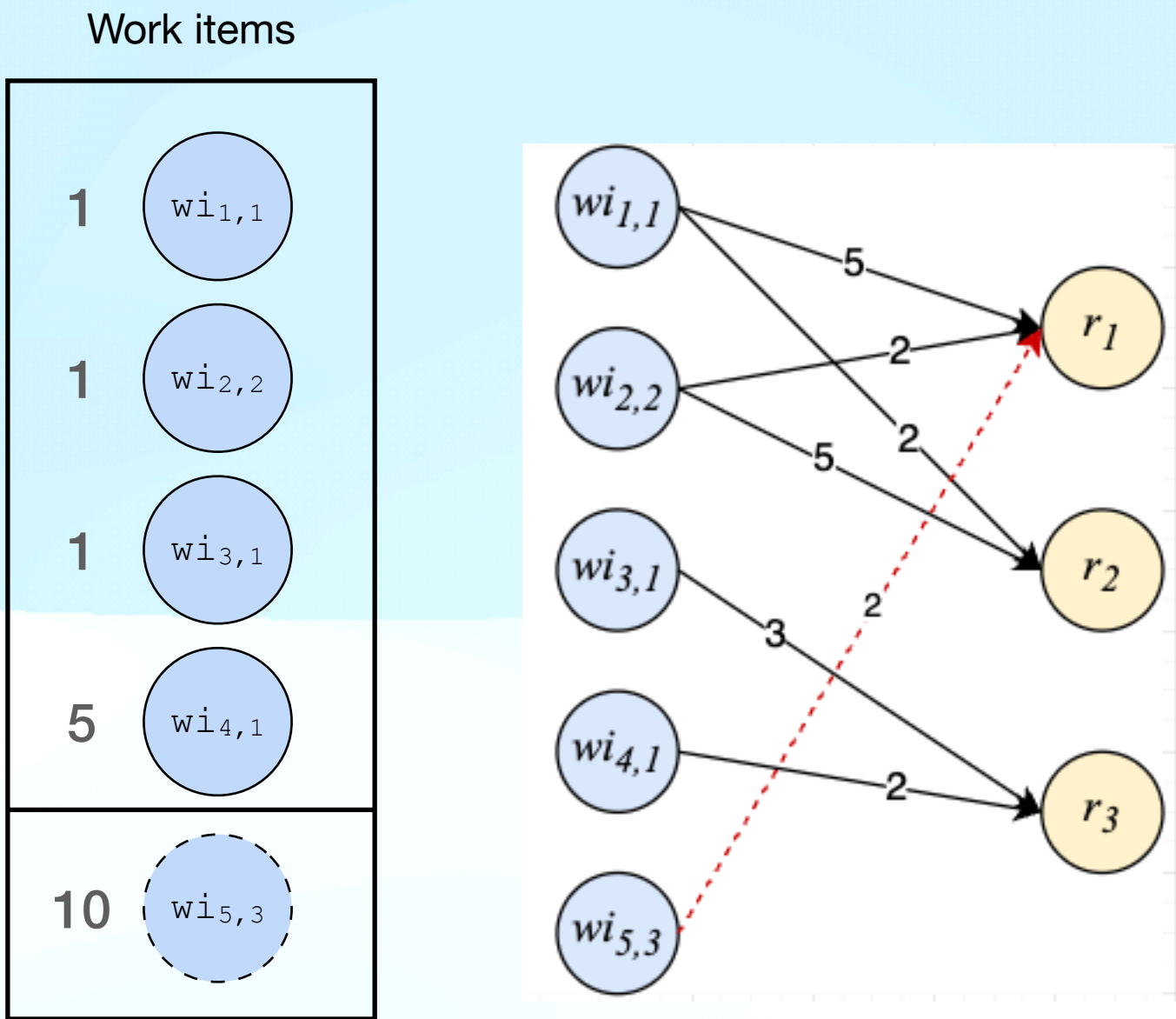
# Resource allocation



resource	t	t+1	t+2	t+3	t+4	$\sum c_i w_i$
r1						
r2	wi1,1					
r3	wi4,1					

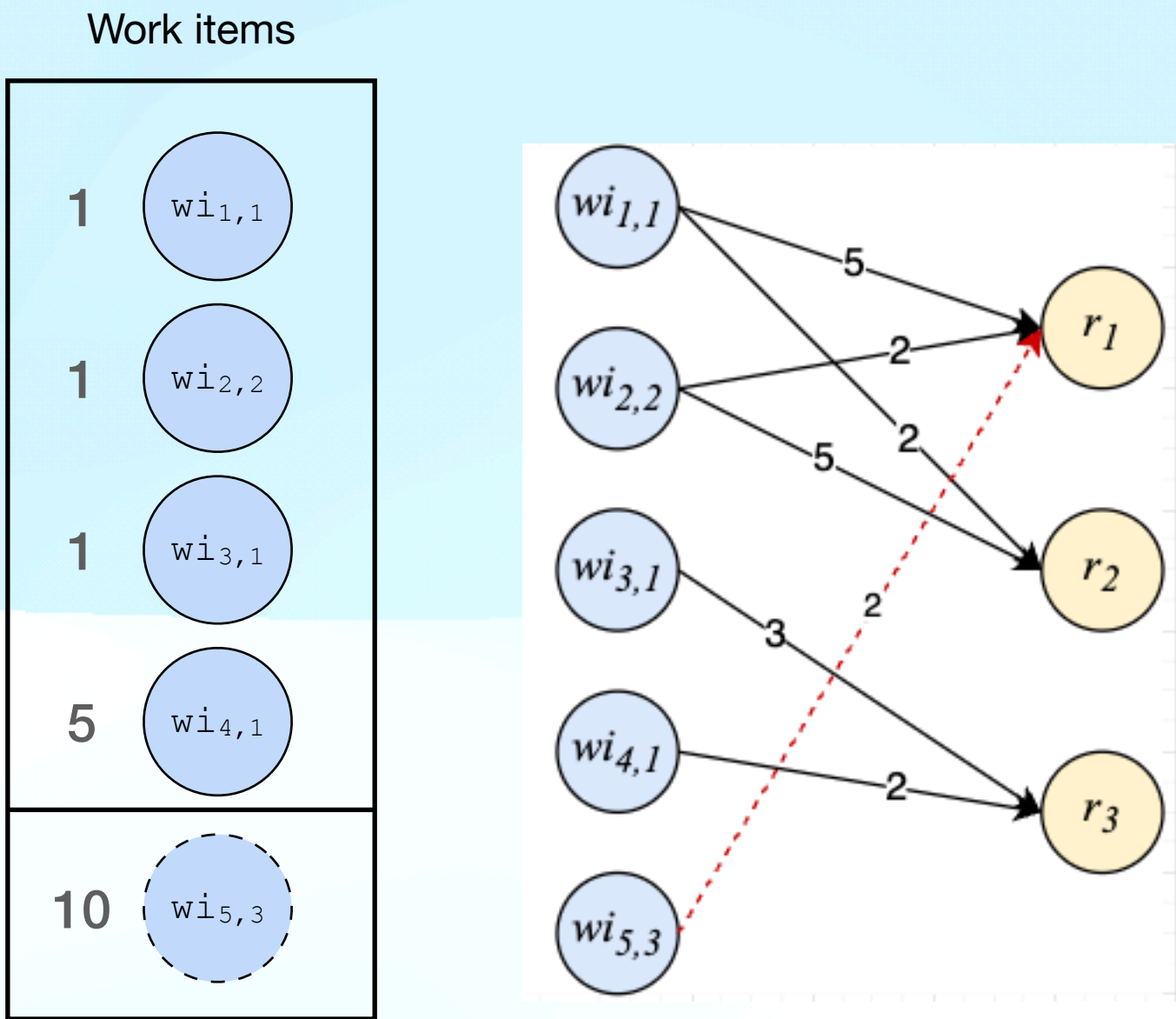


# Resource allocation



resource	t	t+1	t+2	t+3	t+4	$\sum c_i w_i$
r1		$w_{i5,1}$				
r2	$w_{i1,1}$					
r3	$w_{i4,1}$					

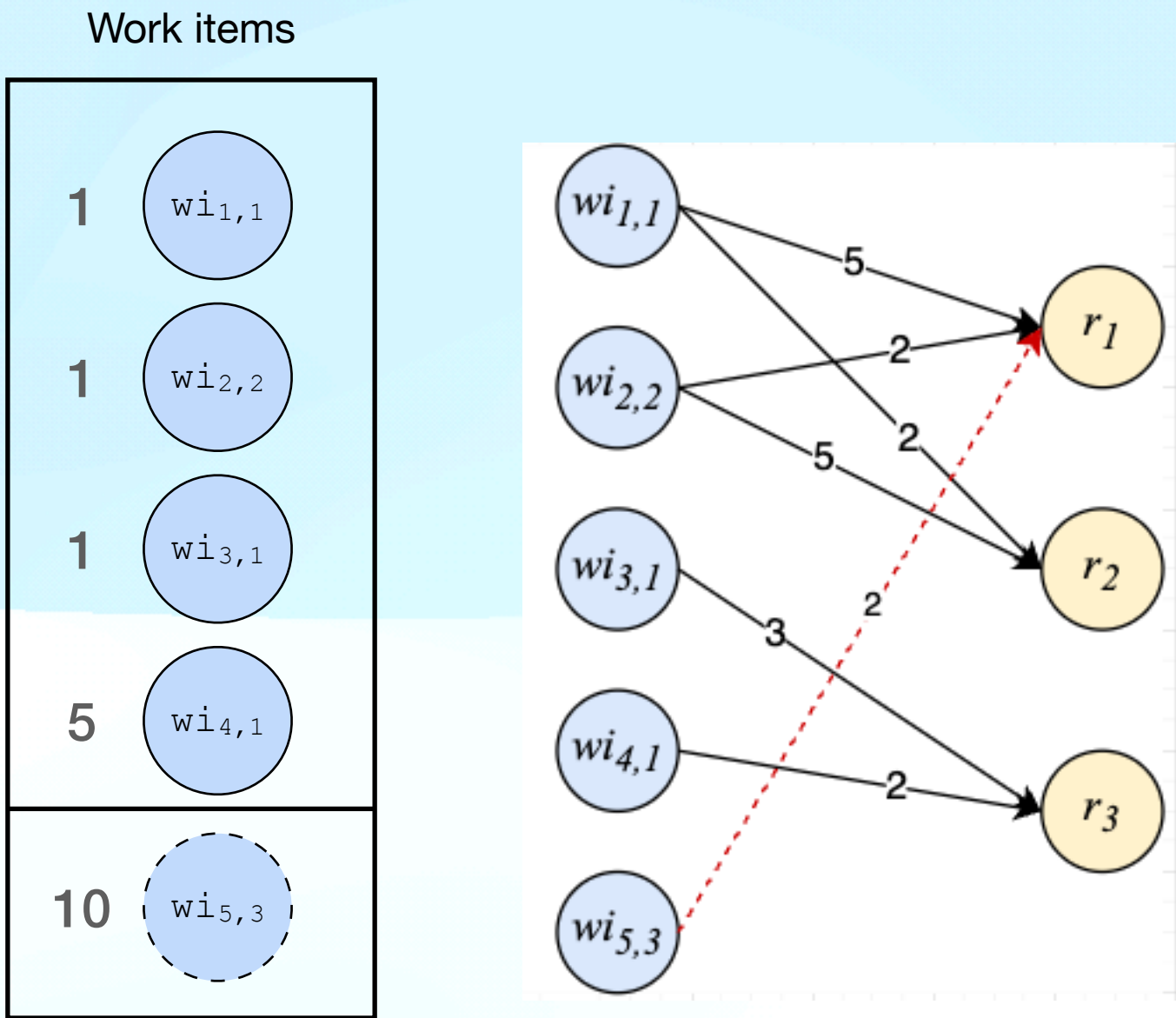
# Resource allocation



resource	t	t+1	t+2	t+3	t+4	$\sum c_i w_i$
r1		wi5,1				
r2	wi1,1					
r3	wi4,1		wi3,1			

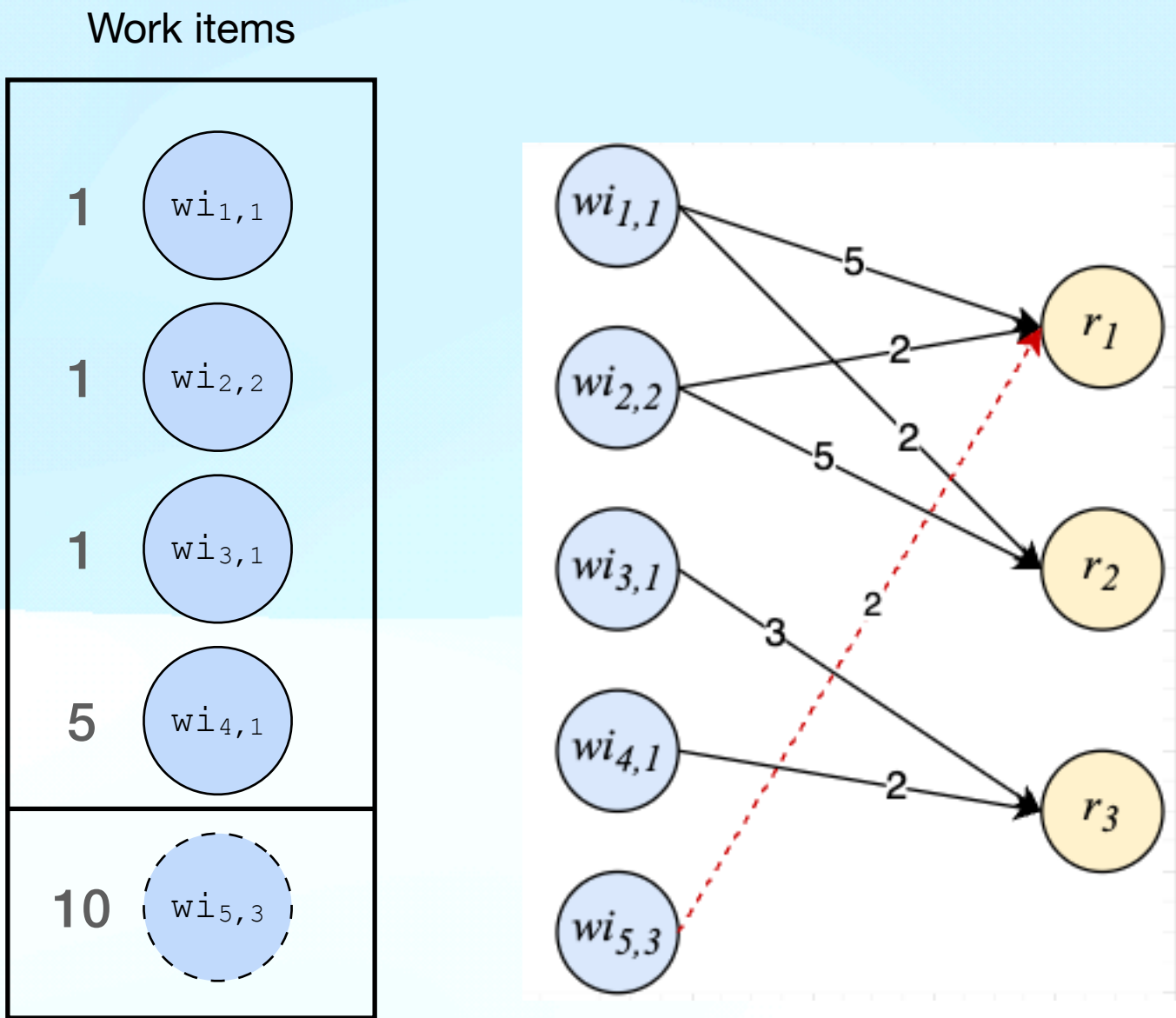


# Resource allocation



resource	t	t+1	t+2	t+3	t+4	$\sum c_i w_i$
r1		w <sub>i5,1</sub>		w <sub>i2,2</sub>		
r2	w <sub>i1,1</sub>					
r3	w <sub>i4,1</sub>		w <sub>i3,1</sub>			

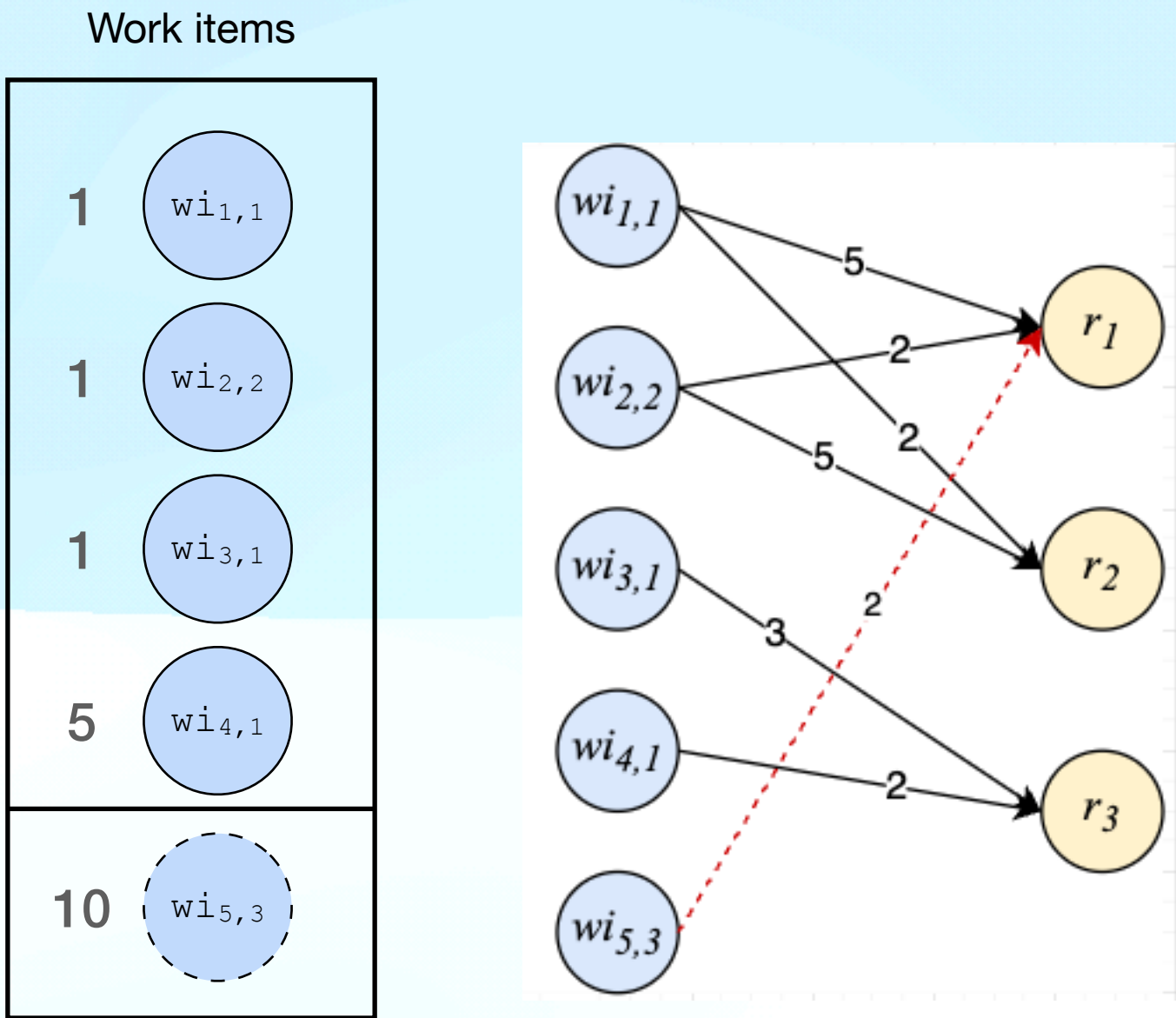
# Resource allocation



resource	t	t+1	t+2	t+3	t+4	$\sum c_i w_i$
r1		$w_{i5,1}$		$w_{i2,2}$		25
r2	$w_{i1,1}$					
r3	$w_{i4,1}$		$w_{i3,1}$			

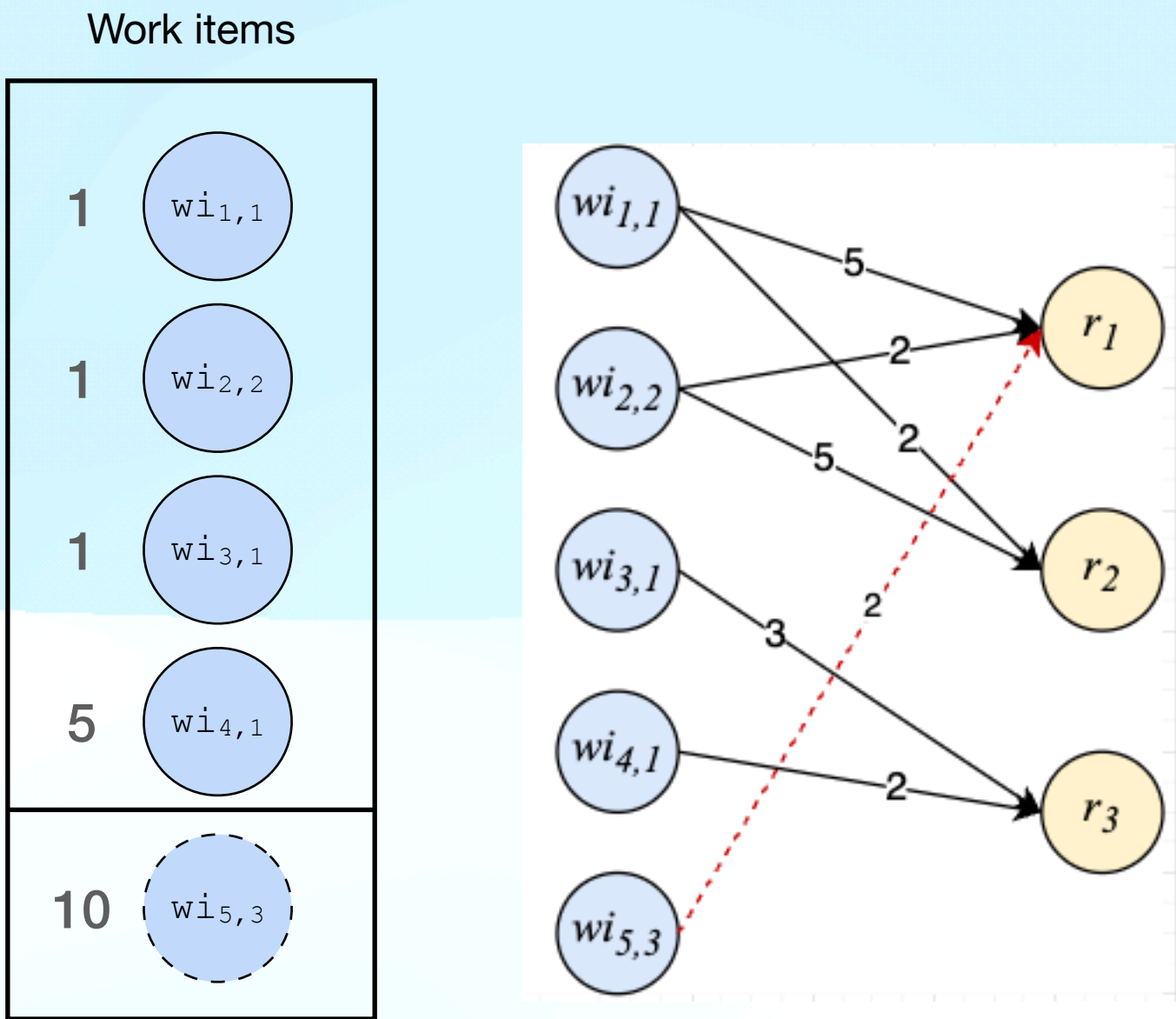


# Resource allocation



resource	t	t+1	t+2	t+3	t+4	$\sum c_i w_i$
r1		$w_{i5,1}$		$w_{i2,2}$		25
r2	$w_{i1,1}$					5
r3	$w_{i4,1}$		$w_{i3,1}$			

# Resource allocation



resource	t	t+1	t+2	t+3	t+4	$\sum c_i w_i$
r1		$w_{i5,1}$		$w_{i2,2}$		25
r2	$w_{i1,1}$					5
r3	$w_{i4,1}$		$w_{i3,1}$			15



# Experiments

# Data



# Data

- BPIC'2012 Shared Task: Consumer Loan approvals process

# Data

- BPIC'2012 Shared Task: Consumer Loan approvals process

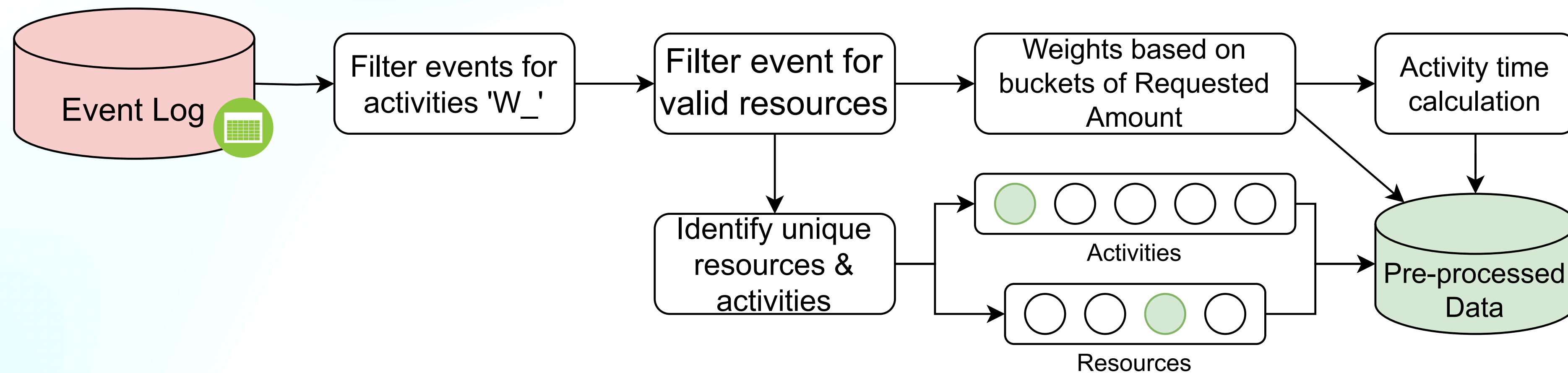


Figure. Data Filtering and preprocessing



# Data

- BPIC'2012 Shared Task: Consumer Loan approvals process
- Filtering: events with valid resource and are carried out manually

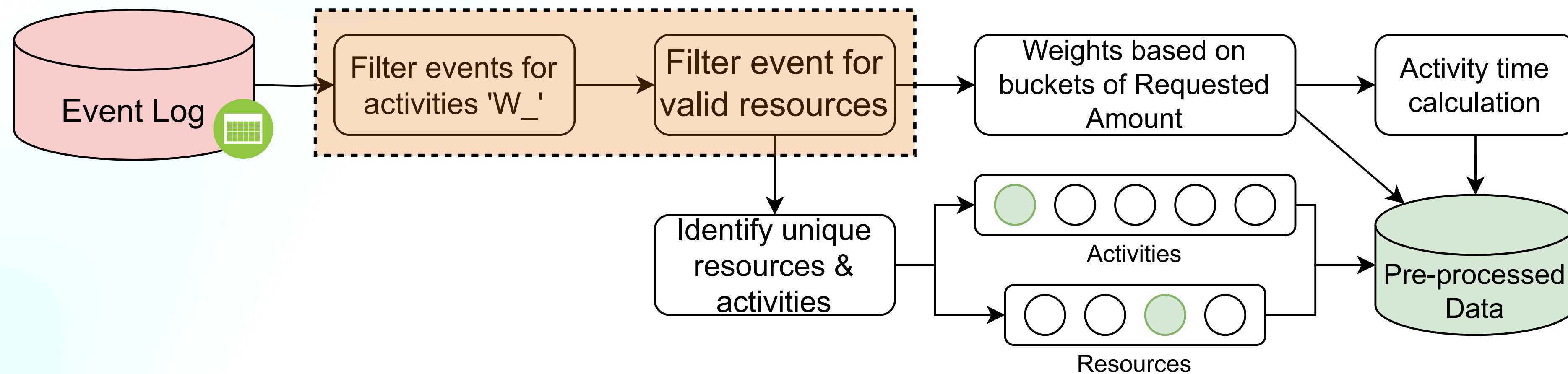


Figure. Data Filtering and preprocessing

# Data

- BPIC'2012 Shared Task: Consumer Loan approvals process
- Filtering: events with valid resource and are carried out manually
- Preprocessing: One-hot encoding of Activities and Resources

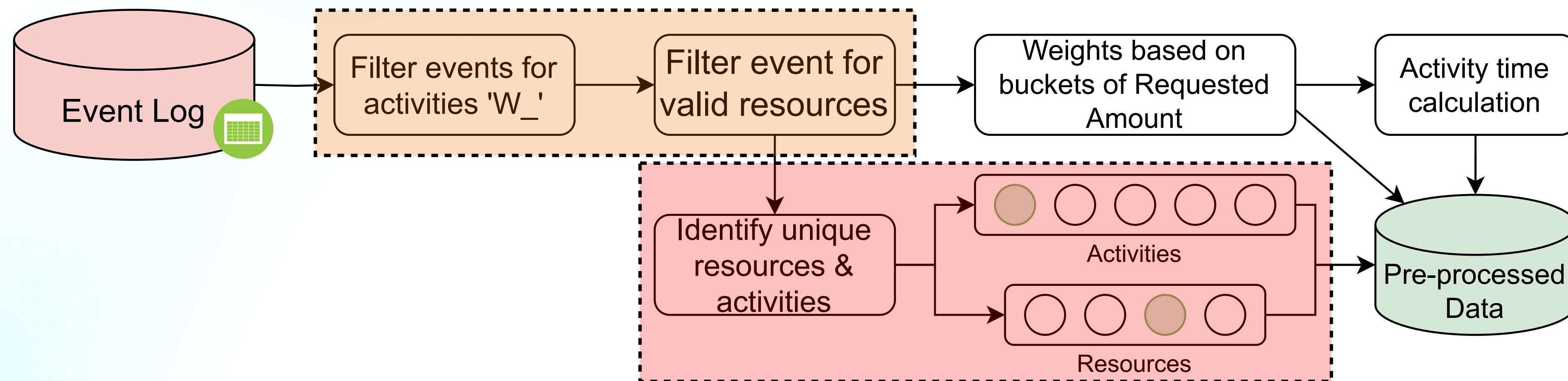


Figure. Data Filtering and preprocessing



# Data

- BPIC'2012 Shared Task: Consumer Loan approvals process
- Filtering: events with valid resource and are carried out manually
- Preprocessing: One-hot encoding of Activities and Resources
- Weights and activity time calculation

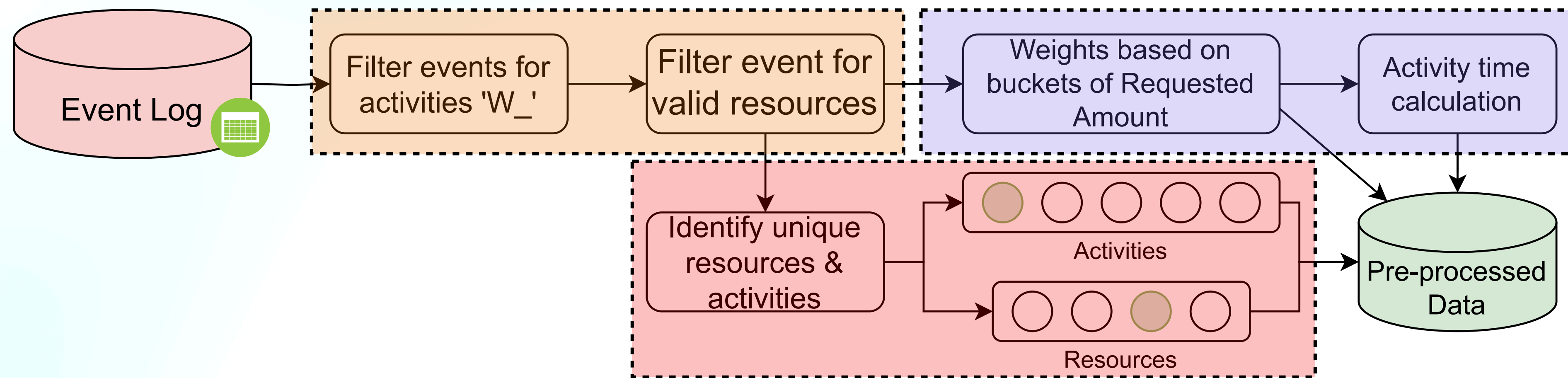


Figure. Data Filtering and preprocessing

# Experiments

- Replicate original implementation
  1. LSTM + Minimum cost maximum flow (MCMF)
- Major concern: performance of prediction model
- Train 3 additional models:
  1. BiLSTM + MCMF
  2. GRU + MCMF
  3. CNN + MCMF



# Experiments

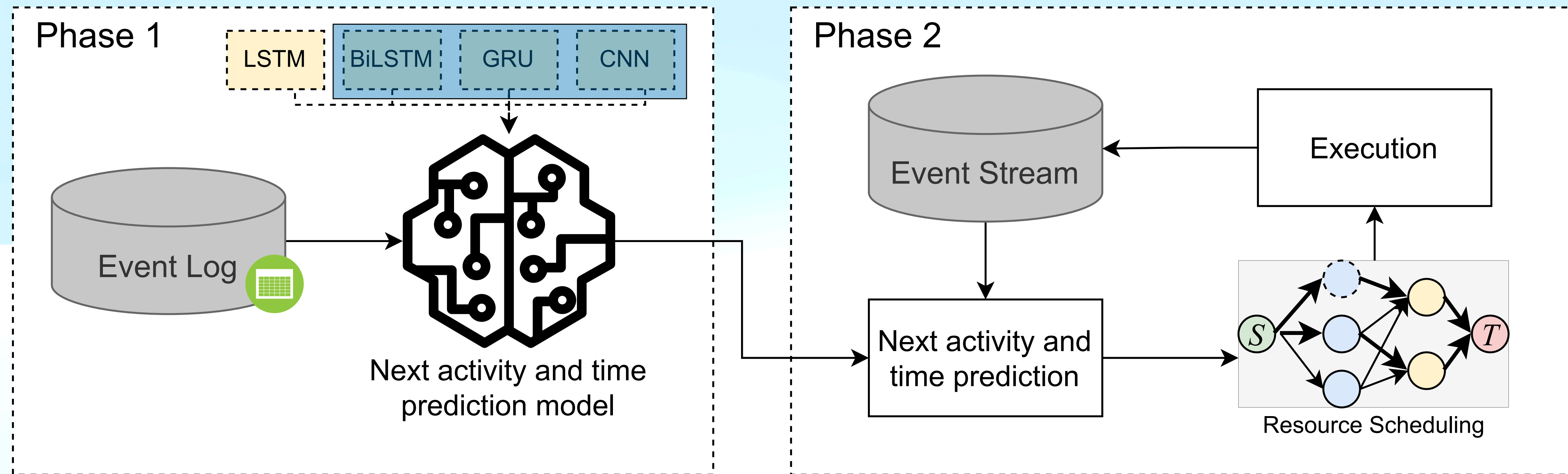


Figure. Experimental Setup

# Results

	Method	Weighted Completion	Computation Time	Prediction Time
Suggested in Original paper	Baseline	2695	60	56
	LSTM + MCMF	1823	3151	3145
Additional Prediction Models	BiLSTM + MCMF	1928	3194	3189
	GRU + MCMF	1658	3266	3261
	CNN + MCMF	807	3645	3639

Table. Results of our experiments



# Results

	Method	Weighted Completion	Computation Time	Prediction Time
Suggested in Original paper	Baseline	2695	60	56
	LSTM + MCMF	1823	3151	3145
Additional Prediction Models	BiLSTM + MCMF	1928	3194	3189
	GRU + MCMF	1658	3266	3261
	CNN + MCMF	807	3645	3639

Table. Results of our experiments

# Results

- CNN capturing spatial patterns from matrix-like data
- challenge conventional assumptions [3]
- suitable approaches for different tasks
- Complex architectures outperformed by simpler architectures like GRU and CNN
- Keeping prediction models simple

	Method	Weighted Completion	% change from baseline
Suggested in Original paper	Baseline	2695	0
	LSTM + MCMF	1823	47%
Additional Prediction Models	BiLSTM + MCMF	1928	39%↓
	GRU + MCMF	1658	62%↑
	CNN + MCMF	807	233%↑

Table. Results of our experiments



# Future Work & Limitations

- Different resource allocation method:
  - Eg. Ant Colony Optimisation
- Using different real-life datasets
- Limitations:
  - CNN performs best, contrary to studies [3]
  - Prediction time

# References

1. G. Park and M. Song, Prediction-based Resource Allocation using LSTM and Minimum Cost and Maximum Flow Algorithm, 2019 International Conference on Process Mining (ICPM), Aachen, Germany, 2019, pp. 121-128, doi: 10.1109/ICPM.2019.00027.
2. M. L. Pinedo, Scheduling: Theory, Algorithms, and Systems, 3rd ed. Springer Publishing Company, Incorporated, 2008.
3. Efrèn Rama-Maneiro, Juan C. Vidal, and Manuel Lama. Deep learning for predictive business process monitoring: Review and benchmark. IEEE Transactions on Services Computing, 16(1):739–756, 2023.



The background features a series of overlapping, wavy, organic shapes in shades of light blue, teal, and pale green. These shapes create a sense of depth and movement, resembling a stylized landscape or a fluid, abstract composition. The colors are soft and pastel, contributing to a clean and modern aesthetic.

# Open to Questions!

**Thank you!**