



DATA
61

Constraint Programming applied to the Multi-Skill Project Scheduling Problem

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Intro: The Problem



What is the Multi-Skill Project Scheduling Problem (MSPSP)?

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- Activities
- Workers
- Skills

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Aim: Find the fastest way to complete all the activities

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Aim: Find the fastest way to complete all the activities

Constraints

- Activity constraint: Precedence relations between activities
- Skill constraint: Activities require skills
- Worker constraint: Workers each have a variety of skills

Intro: Example



Table: Workers' Skills

	Alice	Bob	Carl	Dora
Programmer	-	✓	✓	✓
DB Designer	✓	-	-	-
Webmaster	✓	✓	-	✓

Intro: Example

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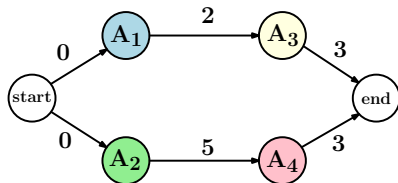


Figure: Precedence Graph

Intro: Example

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Table: Skill Requirement

	A ₁	A ₂	A ₃	A ₄
Programmer	-	1	2	1
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Webmaster	1	1	-	-

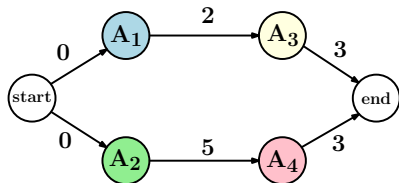


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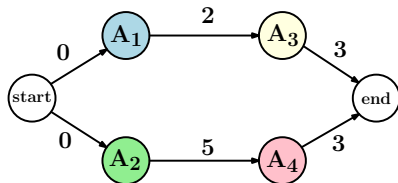


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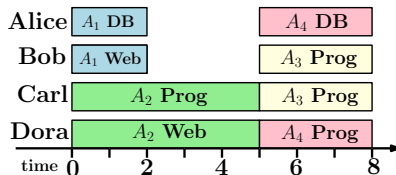


Figure: Schedule

Intro: Constraint Programming



Domain propagation

- Variables have domains of possible values
- Constraints reduce the size of these domains

Intro: Constraint Programming



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Nogood learning

- Learn from failures
- Record these failures as constraints
- Use these constraints to make inferences

Intro: The Literature



- French research group
 - ▶ Principal researchers: Odile Belleguez-Morineau, Emmanuel Néron, Carlos Montoya
 - ▶ Exact branch and bound methods
 - ▶ Lower bounds
 - ▶ Adapted data from PSPLib

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 - ▶ Randomised search heuristics
 - ▶ Generated their own data

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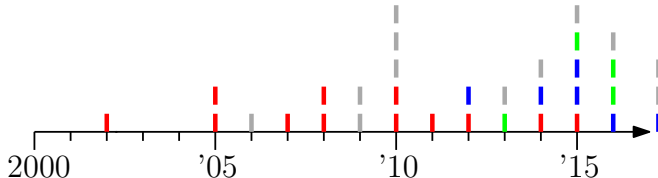


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- Polish research group
 - ▶ Principal researchers: Myszkowski, Skowronski
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Intro: Timeline of the Literature



- French
- Portuguese
- Polish
- Other



Model: Overview



Model: Overview



- Objective

Model: Overview



- Objective
 - ▶ Minimise the total project duration

Model: Overview



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Model: Overview



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- Two main decisions
 1. Scheduling decisions
 - Activity start times
 2. Assignment decisions
 - Workers to activities
 - Skill contribution of workers

Model: Constraints



Model: Constraints



- Precedence relations are respected

Model: Constraints



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- Workers perform only one activity at a time

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- Redundant constraints

Model: Choice of Constraints



Unary Resource Constraint

- Each worker only performs one activity at a time

Model: Choice of Constraints



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Three equivalent ways of modelling

Model: Choice of Constraints



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2. Disjunctive global constraint

Model: Choice of Constraints



Unary Resource Constraint

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Three equivalent ways of modelling

1. Boolean satisfiability constraint using extra decision variable
2. Disjunctive global constraint
3. Cumulative global constraint

Model: Decision Variables



Decision Variables

s_i	Start time of activity $i \in V$
o_{ij}	1 iff activities i and j overlap for $(i, j) \in U$
x_{ir}	1 iff resource $r \in \mathcal{R}$ is assigned activity $i \in V$
y_{irk}	1 iff resource $r \in \mathcal{R}$ contributes with skill $k \in \mathcal{L}$ to activity $i \in V$

Model



$$\text{Min } s_{n+1} \quad (1)$$

$$\text{s.t. } s_i + p_i \leq s_j \quad \forall (i, j) \in E \quad (2)$$

$$\neg o_{ij} \Leftrightarrow (s_i + p_i \leq s_j) \vee (s_j + p_j \leq s_i) \quad \forall (i, j) \in U \quad (3)$$

$$(x_{ir} \wedge x_{jr}) \Rightarrow \neg o_{ij} \quad \forall (i, j) \in U, r \in \mathcal{R}V_i \cap \mathcal{R}V_j \quad (4)$$

$$\sum_{r \in \mathcal{R}V_i} y_{irk} = \text{Req}_{ik} \quad \forall i \in V, k \in \mathcal{L}_i \quad (5)$$

$$\sum_{k \in \mathcal{L}_i | \text{Mast}_{rk}=1} y_{irk} \leq 1 \quad \forall i \in V, r \in \mathcal{R}V_i \quad (6)$$

$$y_{irk} \leq \text{Mast}_{rk} \quad \forall i \in V, r \in \mathcal{R}V_i, k \in \mathcal{L} \quad (7)$$

$$y_{irk} \leq x_{ir} \quad \forall i \in V, r \in \mathcal{R}V_i, k \in \mathcal{L}_i \quad (8)$$

$$s_i \geq 0 \quad \forall i \in V \quad (9)$$

Model: Redundant Constraints



$$\text{cumulative}(s, p, [Req_{ik} : i \in V], |\mathcal{R}_k|) \quad \forall k \in \mathcal{L} \quad (10)$$

$$\text{cumulative}\left(s, p, \left[\sum_{k \in \mathcal{L}} Req_{ik} : i \in V\right], m\right) \quad (11)$$

$$x_{ir} = 0 \quad \forall i \in V, r \in \mathcal{R} \setminus \mathcal{R}V_i \quad (12)$$

$$y_{irk} = 0 \quad \forall i \in V, r \in \mathcal{R} \setminus \mathcal{R}V_i, k \in \mathcal{L} \quad (13)$$

$$y_{irk} = 0 \quad \forall i \in V, r \in \mathcal{R}, k \in \mathcal{L} \setminus \mathcal{L}_i \quad (14)$$

$$y_{irk} = 0 \quad \forall r \in \mathcal{R}, k \in \mathcal{L} \setminus \mathcal{L}_r, i \in V \quad (15)$$

Data: Overview



Data: Overview



- Generated our own data
 - ▶ equivalent to the Portuguese group's data

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- Small data set: 216 unique instances
 - ▶ 20 activities
 - ▶ 4 skills
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 - ▶ 20 activities
 - ▶ 4 skills
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 - ▶ 13 unsolved
- Large data set: 216 unique instances
 - ▶ 40 activities
 - ▶ 4 skills
 - ▶ 20-60 workers

Data: Overview



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- Large data set: 216 unique instances
 - ▶ 40 activities
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 - ▶ 20-60 workers
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Data: Complexity Measures



1. Skill Factor

- ▶ $SF \in \{1, 0.75, 0.5, \text{variable}\}$

Data: Complexity Measures



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Data: Complexity Measures



1. Skill Factor

- ▶ $SF \in \{1, 0.75, 0.5, \text{variable}\}$

2. Network Complexity

- ▶ $NC \in \{1.5, 1.8, 2.1\}$

3. Modified Resource Strength

- ▶ varied over 3 values
- ▶

$$MRS = \frac{m}{\sum_{i \in V} \sum_{k \in \mathcal{L}} Req_{ik}}$$

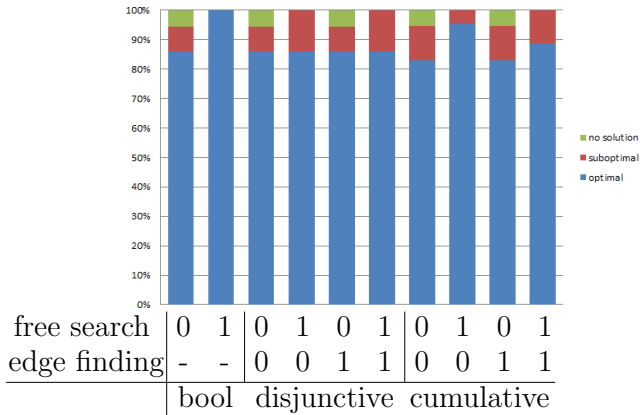
Experiments: Constraint Choice

Sample of 72 small instances



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Sample of 72 small instances



Experiments: Search Strategies



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- Start times (s_i)

Experiments: Search Strategies



- Start times (s_i)
- Start times (s_i), then worker assignment (x_{ir})

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Experiments: Search Strategies



- Start times (s_i)
- Start times (s_i), then worker assignment (x_{ir})
- Start times (s_i), then contribution of each worker (y_{irk})
- Naïve activity-based

Experiments: Small Data Set



- Tested on all 216 small instances
- Time limit of 300 seconds

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search strategy	#no soln	%gap	#optimal	%optimal	avg. runtime
default	0	0.00	216	100.00	3.25s
start	0	2.50	215	99.54	1.26s
start then worker	0	0.00	216	100.00	2.89s
start then skill	0	0.00	216	100.00	1.63s
naïve activity-based	0	2.50	215	99.54	0.82s

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naïve activity-based	0	2.50	215	99.54	0.82s
activity smallest	0	0.00	216	100.00	0.45s

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variable selection	#nodes	#props	#no soln	%gap	#opt	%opt	opt rt.	total rt.
naive	6,568k	375m	0	60.36	13	6.02	98.15	287.85
smallest	734k	71m	0	53.29	15	6.94	103.51	286.35
smallest_largest	814k	73m	0	55.50	7	3.24	70.71	292.57
first_fail	1,037k	80m	0	67.48	8	3.70	113.33	293.09

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smallest wth UB	715k	69m	5	54.18	16	7.41	78.88	283.62

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smallest wth UB	715k	69m	5	54.18	16	7.41	78.88	283.62
smallest (fixed)	3,962k	409m	0	50.18	24	11.11	55.45	272.83

Experiments: Large Data Set



- Time limit of 3600 seconds

Experiments: Large Data Set



- Time limit of 3600 seconds

measure	value	#nodes	#props	%gap	#opt	%opt	opt rt.	total rt.
SF	1	36m	4,254m	48.35	7	12.96	257.55	3166.72
	0.75	47m	4,296m	49.63	4	7.41	545.44	3373.74
	0.5	32m	4,468m	42.06	20	37.04	782.20	2556.37
	var	45m	4,302m	49.82	5	9.26	130.97	3278.79
NC	1.5	41m	5,007m	57.33	8	11.11	819.48	3291.05
	1.8	42m	4,381m	46.09	11	15.28	558.06	3135.26
	2.1	36m	3,602m	38.99	17	23.61	446.41	2855.40
MRS	#1	37m	6,083m	76.93	14	19.44	327.52	2963.68
	#2	42m	4,154m	43.36	8	11.11	913.89	3301.54
	#3	39m	2,753m	23.94	14	19.44	599.07	3016.49
Overall		40m	4,330m	47.92	36	16.67	563.43	3093.90

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- Applied the constraint programming solver chuffed to the MSPSP

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- Generated a set of benchmark instances

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- Solved all small instances

Future Work



- Apply activity-based search to the large dataset

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- Create a more structured search procedure in chuffed

Acknowledgements



- Dr. Andreas Schutt
- Dr. Thibaut Feydy
- Adrian Goldwaser

Thanks for listening!

Questions?