



DATA  
61

# Constraint Programming applied to the Multi-Skill Project Scheduling Problem

**Kenneth D. Young**, Thibaut Feydy and Andreas Schutt  
CP2017, 31st of August 2017

[www.data61.csiro.au](http://www.data61.csiro.au)



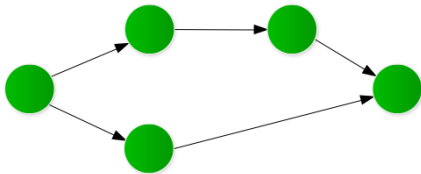
# Intro: The Problem

The Multi-Skill Project Scheduling Problem (MSPSP) is a variant of the Resource Constrained Project Scheduling Problem (RCPSP)



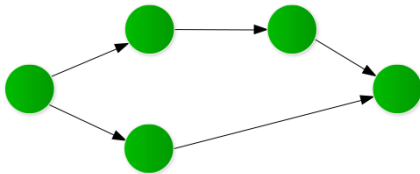
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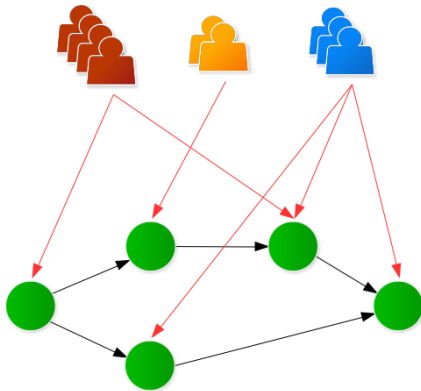
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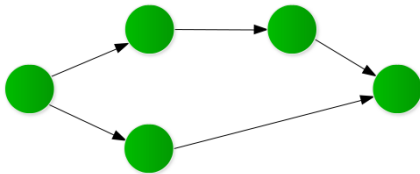
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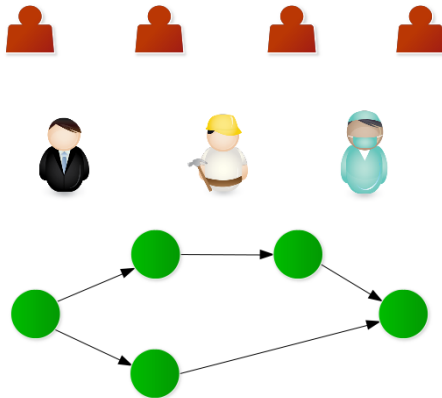
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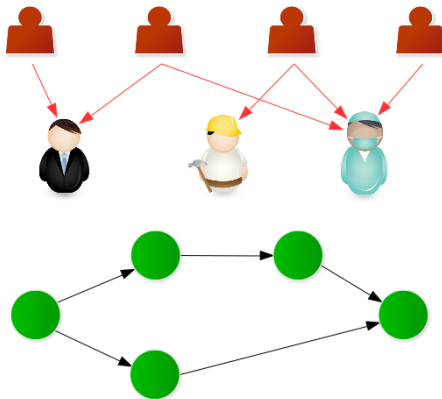
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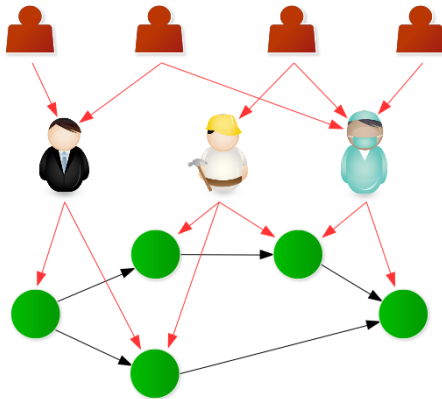
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# Intro: Example



Table: Workers' Skills

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

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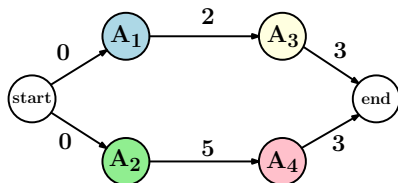


Figure: Precedence Graph

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Table: Skill Requirement

	$A_1$	$A_2$	$A_3$	$A_4$
Programmer	-	1	2	1
DB Designer	1	-	-	1
Webmaster	1	1	-	-

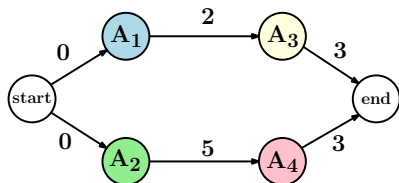


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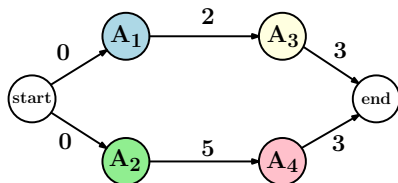


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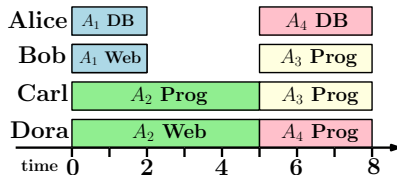


Figure: Schedule

# 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
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- Polish research group
  - ▶ Principal researchers: Paweł Myszkowski, Marek Skowronski
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# Model



- Objective
  - ▶ Minimise the total project duration

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    - Activity start times
  2. Assignment decisions
    - Workers to activities
    - Skill contribution of workers

# Model: Constraints Outline



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- Workers perform only one activity at a time
  - ▶ Also, workers cannot multi-task
- Workers only use skills they have mastered



# Model: Decision Variables



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## Decision Variables

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Primary	$s_i$	Start time of activity $i \in V$
	$y_{ir}^s$	1 iff resource $r \in R$ contributes with skill $s \in S$ to activity $i \in V$

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Auxiliary	$o_{ij}$	1 iff activities $i$ and $j$ overlap for $(i, j) \in U$
	$x_{ir}$	1 iff resource $r \in R$ is assigned activity $i \in V$

---

# Model: Basic Constraints



$$s_i + p_i \leq s_j \quad \forall (i, j) \in E$$

$$\sum_{r \in R} y_{ir}^s = sr_i^s \quad \forall i \in V, \forall s \in S$$

$$\sum_{s \in S} \sum_{i \in V: s_i \leq t < s_i + p_i} y_{ir}^s \leq 1 \quad \forall r \in R, \forall t \in \left\{0, 1, \dots, \sum_{i \in V} p_i\right\}$$

$$y_{ir}^s \leq mast_{rs} \quad \forall i \in V, \forall r \in R, \forall s \in S$$

# Model: Choice of Formulation



## Unary Resource Constraint

- Each worker only performs one activity at a time

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## Unary Resource Constraint

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## Possible ways of modelling

1. Time-indexed decomposition
2. Global constraints (either disjunctive or cumulative)
3. Order constraints

# Model: Unary Resource Constr.



- Time-indexed decomposition

$$\sum_{s \in S} \sum_{i \in V: s_i \leq t < s_i + p_i} y_{ir}^s \leq 1 \quad \forall r \in R, \forall t \in \left\{0, 1, \dots, \sum_{i \in V} p_i\right\}$$

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- Cumulative global constraint

$$\text{cumulative}((s_i)_{i \in V}, (p_i)_{i \in V}, (x_{ir})_{i \in V}, 1) \quad \forall r \in R$$

# Model: Unary Resource Constr.



- $U$  = set of *unrelated* activity pairs w.r.t. the precedence graph
- First order constraint formulation

$$\neg o_{ij} \Leftrightarrow (s_i + p_i \leq s_j) \vee (s_j + p_j \leq s_i) \quad \forall (i, j) \in U$$
$$(x_{ir} \wedge x_{jr}) \Rightarrow \neg o_{ij} \quad \forall (i, j) \in U, r \in R$$



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- Second order constraint formulation

$$(o_{ij} \Rightarrow s_i + p_i \leq s_j) \wedge (\neg o_{ij} \Rightarrow s_j + p_j \leq s_i)$$
$$\forall (i, j) \in U, \exists s \in S : sr_{is} + sr_{js} > \sum_{r \in R} mast_{rs}$$

# Data: Overview



- Tested on data from the literature and generated our own data

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set	#instances	#act.	#skill	#res.	Best known results		
					source	%optimal	#unsolved
1a	216	22	4	10-30	Correia et al. 2012	93.98	13
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2a	110	20-51	2-8	5-14	Montoya et al. 2014	43.64	62
2b	77	32-62	9-15	5-19	Montoya et al. 2014	66.20	24
2c	91	22-32	3-12	4-15	Montoya et al. 2014	51.11	44

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# Data: Complexity Measures



## 1. Skill Factor

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## 2. Network Complexity

- ▶  $NC \in \{1.5, 1.8, 2.1\}$

## 3. Modified Resource Strength

- ▶ varied over 3 values
- ▶

$$MRS = \frac{m}{\sum_{i \in V} \sum_{s \in S} sr_{is}}$$



# Experiments: Search Strategies



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  - ▶ Start times ( $s_i$ ), then contribution of each worker ( $y_{ir}^s$ )
    - leads to bad branching decisions early in the search tree
- More involved sequential search  $\Rightarrow$  mostly avoids previous problem
  - ▶ Start time and worker contribution of activity 1 ( $s_1, y_{1r}^s$ )
  - ▶ Start time and worker contribution of activity 2 ( $s_2, y_{2r}^s$ )
  - ▶  $\vdots$
  - ▶ Start time and worker contribution of activity n ( $s_n, y_{nr}^s$ )

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- For more details see: Feydy et al. 2017, *Priority Search with MiniZinc*, ModRef2017

# Experiments: Set 1'a



- Tested on 216 generated instances with 22 activities
- Time limit of 600 seconds
- Solver used is Chuffed

unary cons.	search	#nodes	%optimal	runtime
cumulative	default	370,174	100.00	10.23s
order-1	default	97,085	100.00	2.73s
order-2	default	54,282	100.00	1.30s



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order-1	default	97,085	100.00	2.73s
order-2	default	54,282	100.00	1.30s
order-2	priority-ff	41,762	100.00	1.25s
order-2	priority-sml	20,786	100.00	0.68s
order-2	priority-sm	13,241	100.00	<b>0.51s</b>

# Experiments: Set 2 and Set 1'b



- Tested on remaining benchmark instances

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set	#nodes	%gap	#opt	%opt	mean runtime	#prev. open	#closed
2a	2,223k	185.2	81/110	73.6	195.2s	62	$\geq 33$

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set	#nodes	%gap	#opt	%opt	mean runtime	#prev. open	#closed
2a	2,223k	185.2	81/110	73.6	195.2s	62	$\geq 33$
2b	816k	22.4	63/77	81.8	122.9s	24	$\geq 10$

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2c	14k	0.0	91/91	100.0	1.2s	44	44
1'b	7,584k	49.3	27/216	12.5	534.6s	"211"	—

# Experiments: Complexity Measures



- Results of set  $1'b$

# Experiments: Complexity Measures



- Results of set 1'b

measure	value	#nodes	#props	%gap	#opt	%opt	runtime(s)
SF	1	5.9m	706k	48.1	6/54	11.1	535.5
	0.75	8.9m	765k	51.8	4/54	7.4	559.9
	0.5	6.7m	914k	44.1	12/54	22.2	489.7
	variable	8.6m	754k	52.4	5/54	9.26	553.5
NC	1.5	7.7m	872k	58.3	6/72	8.3	559.9
	1.8	7.9m	812k	47.7	8/72	11.1	541.3
	2.1	7.0m	671k	41.03	13/72	18.1	502.8
MRS	#1	7.4m	1,106k	79.2	11/72	15.3	525.4
	#2	7.9m	734k	45.6	6/72	8.3	558.4
	#3	7.3m	515k	24.0	10/72	13.9	520.1
Overall		7.5m	785k	49.3	27/216	12.5	534.6



# MSPSP Instance Library



- All instances have been made available at <https://github.com/youngkd/MSPSP-InstLib>

The screenshot shows the GitHub repository page for 'youngkd / MSPSP-InstLib'. The repository is described as 'Library of instances of the Multi-Skill Project Scheduling Problem'. It has 28 commits, 1 branch, 0 releases, and 1 contributor. The file list includes 'gen-inst', 'instances', 'models', 'results', 'README.md', 'format-description.pdf', and 'format-description.tex'. The 'README.md' file is selected, showing its content: 'MSPSP Instance Library', 'Library of instances of the Multi-Skill Project Scheduling Problem (MSPSP).', and 'The MSPSP is a relatively new variant on the classical Resource Constrained Project Scheduling Problem (RCPSP) with the'.

Library of instances of the Multi-Skill Project Scheduling Problem

28 commits 1 branch 0 releases 1 contributor

Branch: master New pull request Create new file Upload files Find file Clone or download

File	Commit	Time
youngkd README update	Latest commit f776441	16 days ago
gen-inst	1. Added all set 1 instances	2 months ago
instances	README update	2 months ago
models	1. Added model file	19 days ago
results	1. Added model file	19 days ago
README.md	README update	16 days ago
format-description.pdf	1. README update	2 months ago
format-description.tex	1. README update	2 months ago

## MSPSP Instance Library

Library of instances of the Multi-Skill Project Scheduling Problem (MSPSP).

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# Summary



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- Generated a set of benchmark instances

# Summary



- Applied the constraint programming solver Chuffed to the MSPSP
- Generated a set of benchmark instances
- Created an effective constraint programming model
  - ▶ Together with an application tailored search strategy

# Acknowledgements



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

Thanks for listening!

Questions?