# Cumulative Scheduling with Calendars and Overtime

Samuel Cloutier Claude-Guy Quimper September 4th, 2024



# Resource Constrained Project Scheduling Problem

Schedule tasks subject to :

- Precedence constraints
- Resource usage constraints

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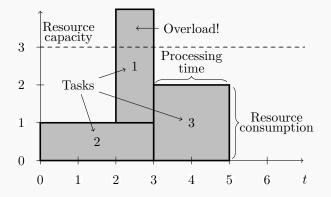
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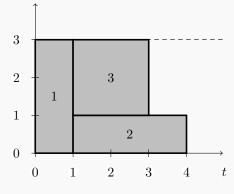
#### Definition of task $i \in \mathcal{I}$

- $S_i$  : Starting time variable
- p<sub>i</sub> : Processing time
- $h_i$  : Resource usage

## Resource usage constraints



## Resource usage constraints



The CUMULATIVE constraint models this.

#### Motivation

- In practice, not all time points are worked the same (such as weekends)
- Some time points may represent work hours that are out of the regular work schedule.

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## Inspiration

A Constraint Programming Approach to Ship Refit Project Scheduling, Boudreault et. al. (CP22) :

- · Overtime is available to finish tasks earlier
- Every task follows some calendar periodic on weeks

# In our generalization, calendars are arbitrary.

#### Symbol definitions

- 😴 : Closed time point
- 🔨 : Regular time point
- $\cdot$  3 : Overtime time point

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#### Example of a calendar

A 8-16 work day with a 4 overtime hour time slot :

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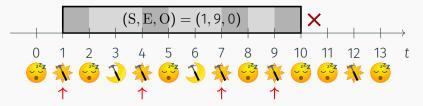
## New variables

- $E_i$  : Elapsed time (actual duration)
- O<sub>i</sub> : Amount of overtime used

## Rules

- A task may not start nor end with an unworked hour
- Time worked in an execution window is exactly the processing time of the task
- We cannot work more overtime than available in the execution window

## Task of processing time 4



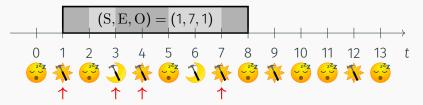
#### Domain variation

```
Initial domains :
```

 $dom(S) = \{0..8\}, dom(E) = \{0..8\}, and dom(O) = \{0..8\}$ 

Filtered domain :

## Task of processing time 4



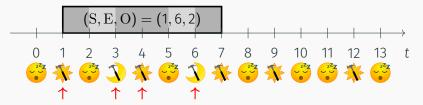
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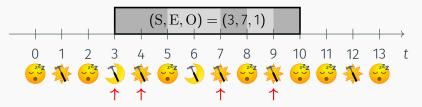
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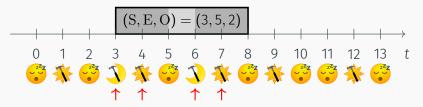
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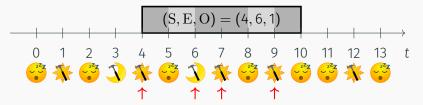
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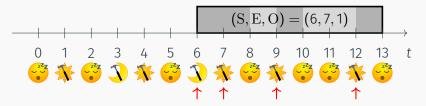
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# First Contribution - The CALENDAROVERTIME constraint

#### Definition

 $\begin{aligned} \mathsf{CALENDAROVERTIME}(S, E, O, p, \mathrm{Cal}) & \stackrel{def}{\Longrightarrow} & \mathrm{Cal}[S] \neq \textcircled{o} \\ & \wedge \mathrm{Cal}[S + \mathrm{E} - 1] \neq \textcircled{o} \\ & \wedge \mathrm{O} = \mathrm{p} - |\{t \in [S, S + \mathrm{E}) \mid \mathrm{Cal}[t] = \clubsuit\}| \\ & \wedge \mathrm{O} \leq |\{t \in [S, S + \mathrm{E}) \mid \mathrm{Cal}[t] = \clubsuit\}| \\ & \wedge \mathrm{I}\{t \in \{S, S + \mathrm{E} - 1\} \mid \mathrm{Cal}[t] = \clubsuit\}| \\ & \wedge |\{t \in \{S, S + \mathrm{E} - 1\} \mid \mathrm{Cal}[t] = \clubsuit\}| \leq \mathrm{O} \end{aligned}$ 

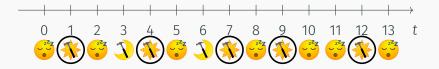
#### Context

- One constraint per task
- Does not deal with resource usages
- Its propagator applies bounds consistency

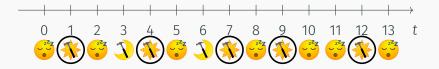
- We want to perform fast propagation
- We precompute four arrays that permit performing various computations in constant time



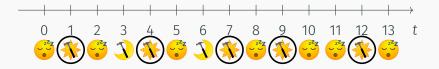
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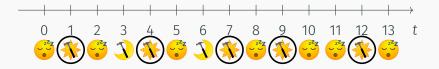
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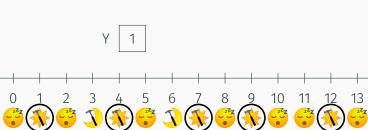
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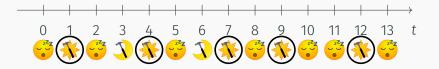


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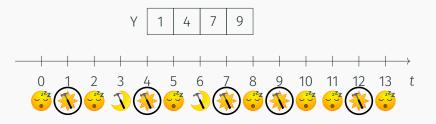
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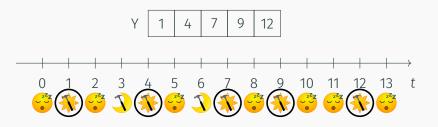
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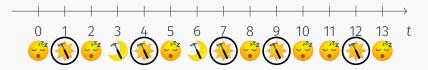
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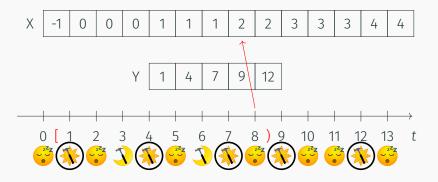


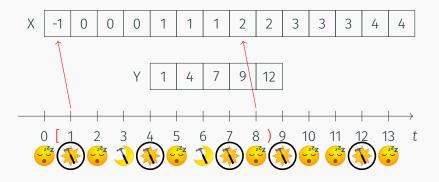


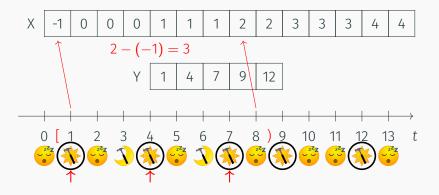


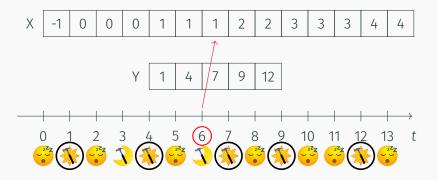


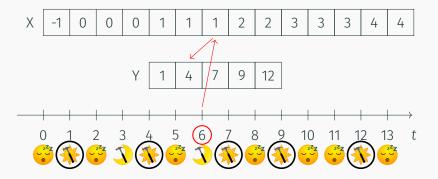


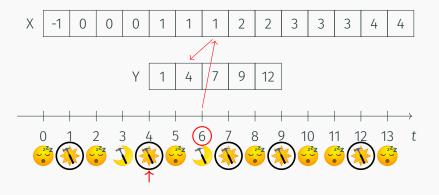








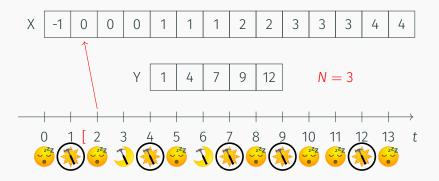


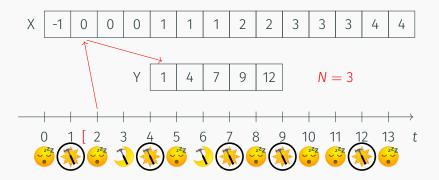


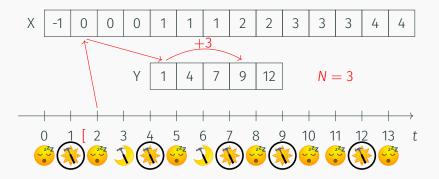
$$X -1 0 0 0 1 1 1 1 2 2 3 3 3 4 4$$

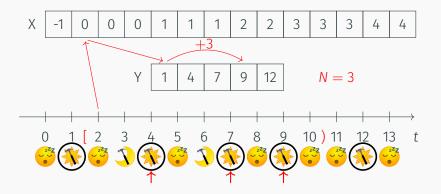
$$Y 1 4 7 9 12 N = 3$$

$$0 1 2 3 4 5 6 7 8 9 10 11 12 13 t$$



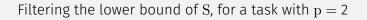




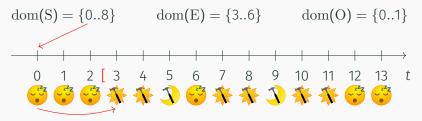


### Steps to create a minimal execution window for a given ${\bf S}$

- 1. Add  ${\rm p}$  non-closed time points
- 2. Adjust to reach the minimal duration (verify  $\underline{\mathrm{E}})$
- 3. Add any missing regular time (verify  $\overline{O}$ )
- 4. Correct any potential unworked overtime tail
- 5. Verify  $\overline{\mathrm{E}},\,\underline{\mathrm{O}},\,\text{and the unworked overtime head/tail}$



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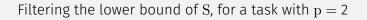


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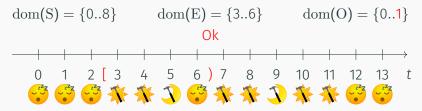


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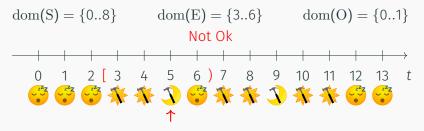




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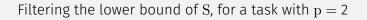


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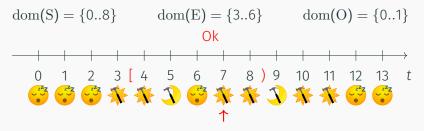




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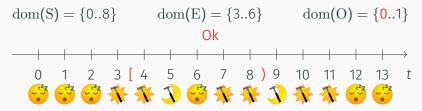
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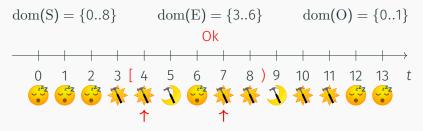
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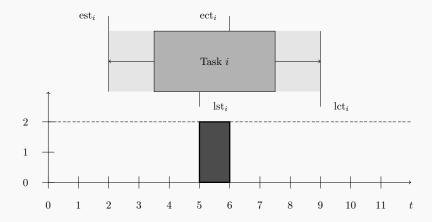
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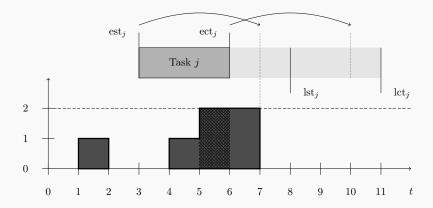
### Notation

- $\cdot$  est : earliest starting time
- lst : latest starting time
- $\cdot \text{ ect} = \text{est} + \text{p}$  : earliest completion time
- $\cdot \ \mathrm{lct} = \mathrm{lst} + \mathrm{p}$  : latest completion time

# The compulsory part is the interval [lst, ect), if non-empty



The profile (the aggregation of compulsory parts) helps deduce invalid values



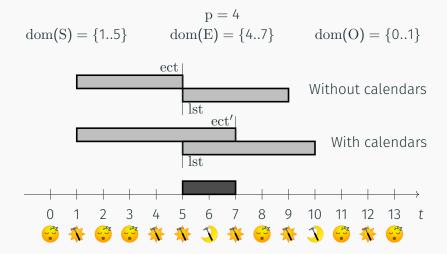
$$p = 4$$

$$dom(S) = \{1..5\} \quad dom(E) = \{4..7\} \quad dom(O) = \{0..1\}$$

$$ect$$
Without calendars
$$0 \quad 1 \quad 2 \quad 3 \quad 4 \quad 5 \quad 6 \quad 7 \quad 8 \quad 9 \quad 10 \quad 11 \quad 12 \quad 13 \quad t$$

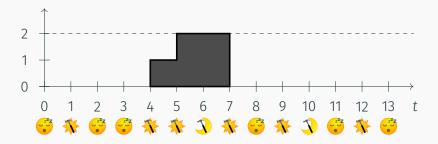
$$(2) \quad (3) \quad (3)$$

18



$$p = 3$$
  
dom(S) = {1..9} dom(E) = {4..5} dom(O) = {0..1}





$$p = 3$$
  
dom(S) = {1..9} dom(E) = {4..5} dom(O) = {0..1}



$$p = 3$$
  
dom(S) = {7..9} dom(E) = {4..5} dom(O) = {0..1}



#### Problem

We solve the RCPSP augmented with calendars and overtime.

There are resource, release and deadline, precedence, and calendar constraints.

We minimize overtime costs with a restrained horizon.

#### Instances

We use instances from PSPLIB, BL, and PACK They are augmented with pseudo-realistic calendars.

# Experimentation

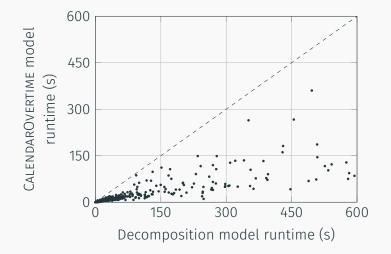
### The 3 MiniZinc models

- Decomposition model : Decomposes the calendar constraints into ELEMENT constraints.
- CALENDAROVERTIME model : Uses our CALENDAROVERTIME constraints.
- CUMULATIVEOVERTIME model : Uses both our new constraints.

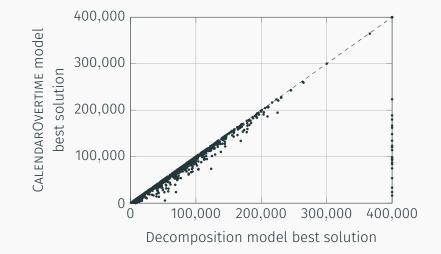
### Implementation

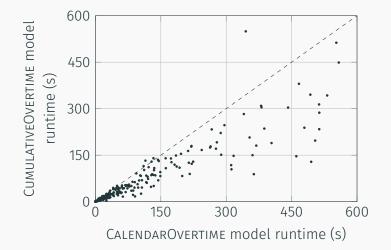
Our constraints are implemented in the Chuffed solver (which does lazy clause generation).

# **Results - Decomposition vs. CALENDAROVERTIME**

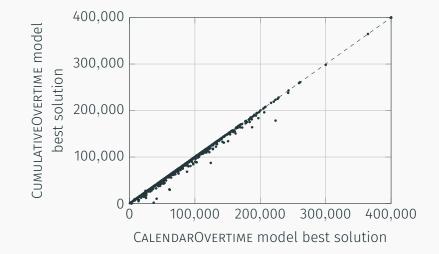


# **Results - Decomposition vs. CALENDAROVERTIME**





# Results - CALENDAROVERTIME vs. CUMULATIVEOVERTIME



# Conclusion

#### Contributions

- The CALENDAROVERTIME constraint (with a propagator that applies bounds consistency of the S, E and O variables in  $\mathcal{O}(|\mathrm{dom}(S)|)$ ).
- The CUMULATIVEOVERTIME constraint (with a propagator that incorporate calendars in the Time-Tabling rule).

#### Advantages of the new constraints

- Make modeling with calendars simpler
- Lead to better resolutions

The new constraints could be used in other problems than the RCPSP augmented with calendars.

Link to the code, instances, and models :

