

### 2.1 Scheduling - Getting Started

The problem of scheduling is fairly universal. Contractors need to schedule workers and subcontractors to build a house as quickly as possible. A magazine needs to schedule writers, editors, photographers, typesetters, and others so that an issue can be completed on time.

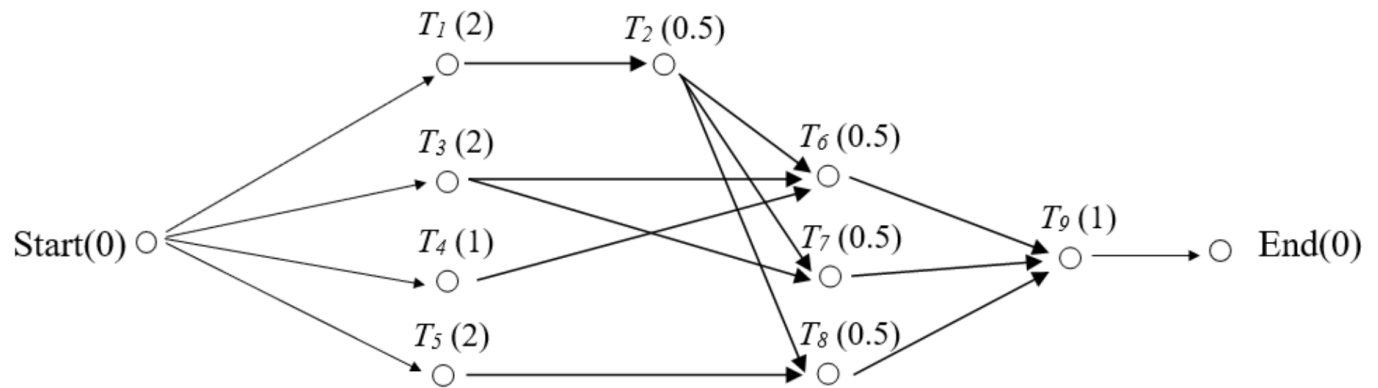
**Example 1.** An auto shop is converting a car from gas to electric.

- Task 1: Remove engine and gas parts (2 days)
- Task 2: Steam clean the inside of the car (0.5 day)
- Task 3: Buy an electric motor and speed controller (2 days for travel)
- Task 4: Construct the part that connects the motor to the car's transmission (1 day)
- Task 5: Construct battery racks (2 days)
- Task 6: Install the motor (0.5 day)
- Task 7: Install the speed controller (0.5 day)
- Task 8: Install the battery racks (0.5 day)
- Task 9: Wire the electricity (1 day)

We can model this problem with a digraph.

Digraph

A complete digraph for our car conversion would look like this:



## Processors

Assumptions:

- Every processor can do every task
- Only one processor can work at a task at a time

**One processor Solution:**

Finishing time

For our auto example:

Optimal schedule

Critical Time

## 2.2 List Processing Algorithm - LPA

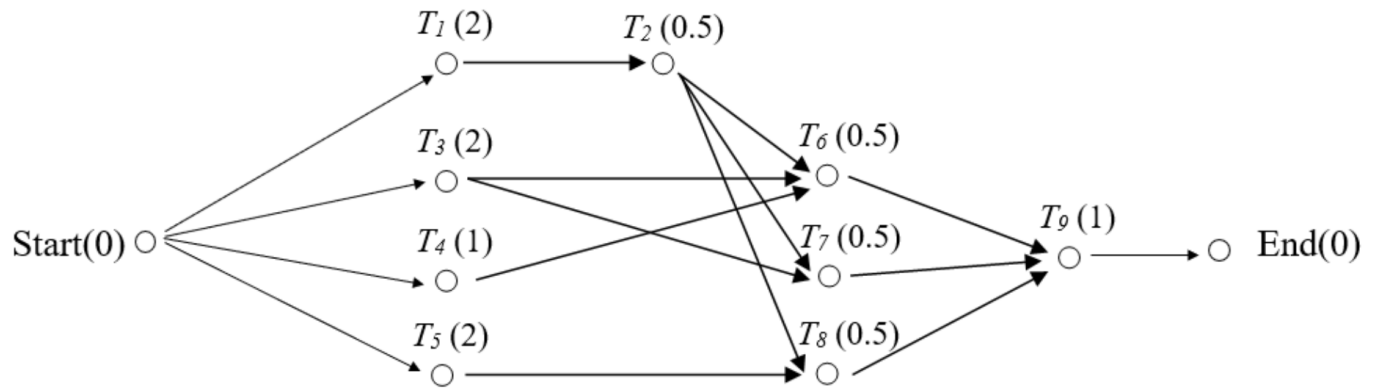
To create a more procedural approach, we might begin by somehow creating a priority list.

**Priority List** A priority list is a list of tasks given in the order in which we desire them to be completed.

Priority lists can be given to you or you have to create them.

**Example 2.** Schedule the project with two processors, using the priority list:

$$T_1, T_3, T_4, T_5, T_6, T_7, T_8, T_2, T_9$$



Solution for our example when we are given the priority list.

$$T_1, T_3, T_4, T_5, T_6, T_7, T_8, T_2, T_9$$

First rewrite the priority list with the amount of time each task takes:

Next, draw a rectangle and use as many rows as you have processors. Mark completion times above first row.

| Time:          | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|----------------|---|---|---|---|---|---|---|---|---|---|----|
| P <sub>1</sub> |   |   |   |   |   |   |   |   |   |   |    |
| P <sub>2</sub> |   |   |   |   |   |   |   |   |   |   |    |

**Algorithm:**

**Time 0:**

- Mark ready tasks by circling them.
- Assign tasks to processor and mark those tasks as in progress by slashing them.
- Mark the schedule up to here.

$$T_1, T_3, T_4, T_5, T_6, T_7, T_8, T_2, T_9$$

We jump to the next time when the next task completes, which is at time 2.

**Next Time:**

Update priority list.

- We mark those tasks as complete (by crossing them).
- Circle new available tasks
- Assign tasks to processor and mark those tasks as in progress by slashing them.
- We assign the next ready tasks on the list.
- Mark the schedule up to here.

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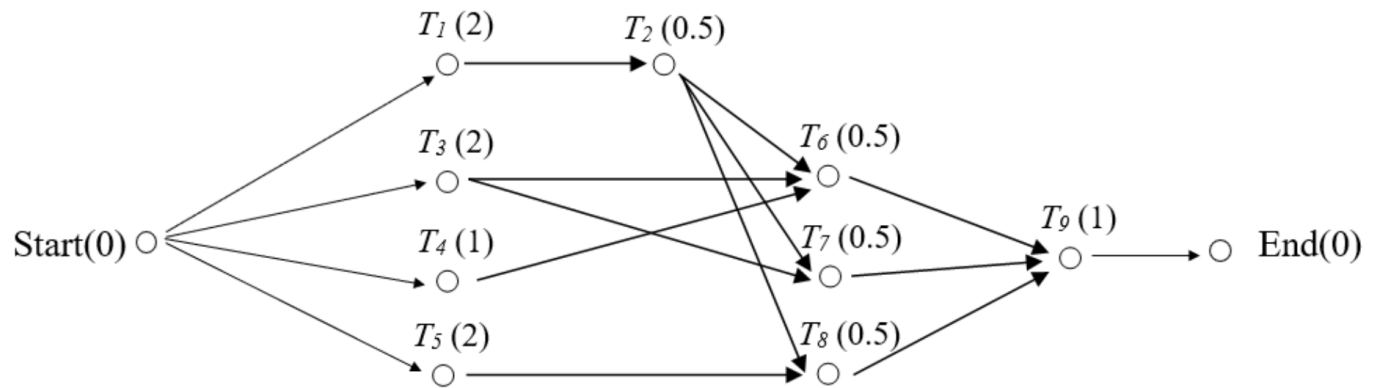
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**Example 3.** How long does it take with 3 processors?



Use same priority list.

$T_1, T_3, T_4, T_5, T_6, T_7, T_8, T_2, T_9$