

# A Column-Generation Approach to Lower Bounds for Resource Leveling Problems

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## Resource leveling problems in project management

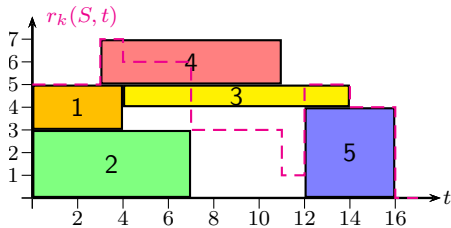
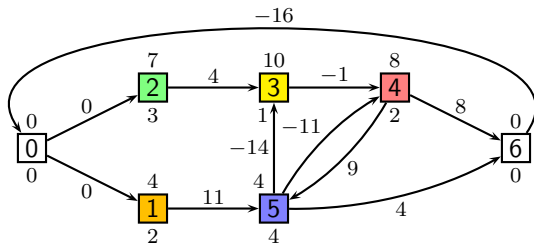
- Project consists of **activities**  $i \in V$  with durations  $p_i$
- **Minimum time lags**  $\delta_{ij}$  between start times  $S_i, S_j$  of activities  $i, j$
- Project must be completed within **deadline**  $\bar{d}$
- Activities  $i$  require  $r_{ik}$  units of **renewable resources**  $k \in \mathcal{R}$
- **Sought**: feasible schedule  $S = (S_i)_{i \in V}$  minimizing leveling function

$$f(S) = \sum_{k \in \mathcal{R}} c_k \int_0^{\bar{d}} \varphi(r_k(S, t)) dt$$

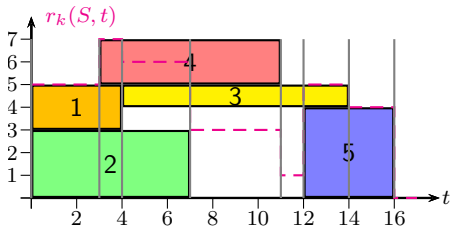
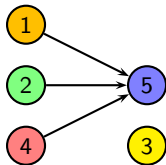
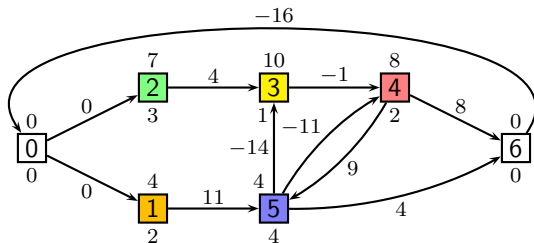
with  $r_k(S, t) = \sum_{i \in V: S_i \leq t < S_i + p_i} r_{ik}$  and **convex** function  $\varphi$

$$(RLP) \left\{ \begin{array}{ll} \text{Min.} & f(S) \\ \text{s. t.} & S_j \geq S_i + \delta_{ij} \quad ((i, j) \in E) \\ & S_i + p_i \leq \bar{d} \quad (i \in V) \\ & S_i \geq 0 \quad (i \in V) \end{array} \right.$$

## Example



## Example



## Reformulation of the problem

- Associate each antichain  $A \in \mathcal{A}$  of precedence order  $\Theta(D) = \{(i, j) \mid p_i \cdot p_j > 0, d_{ij} \geq p_i\}$  with duration variable  $x_A$
- Encode schedule as a sequence of antichains  $A$  with positive durations  $x_A > 0$  and resource requirements  $r_{Ak} = \sum_{i \in A} r_{ik}$

$$(RLP') \left\{ \begin{array}{ll} \text{Min.} & g(x) \\ \text{s. t.} & \sum_{A \in \mathcal{A}: i \in A} x_A = p_i \quad (i \in V) \\ & \sum_{A \in \mathcal{A}} x_A = \bar{d} \\ & x_A \geq 0 \quad (A \in \mathcal{A}) \\ & \text{side constraints} \end{array} \right.$$

- Side constraints:** feasibility of single-machine problem  $1|temp|-$  with set of jobs  $J = \{A \in \mathcal{A} \mid x_A > 0\}$

## Resource leveling objective functions

### General leveling function

$$f(S) = \sum_{k \in \mathcal{R}} c_k \int_0^{\bar{d}} \varphi(r_k(S, t)) dt \rightarrow g(x) = \sum_{A \in \mathcal{A}} \underbrace{\left( \sum_{k \in \mathcal{R}} c_k \varphi(r_{Ak}) \right)}_{=: c_A} x_A$$

is **linear function** in duration variables  $x_A$

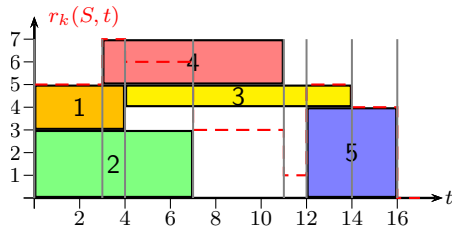
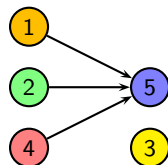
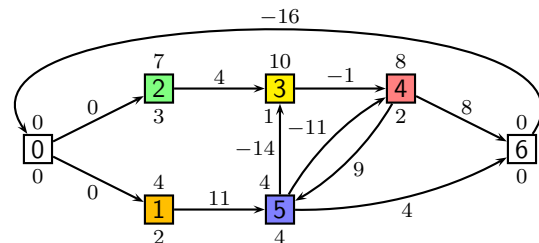
- Total overload cost

$$\varphi(r_k(S, t)) = [r_k(S, t) - \bar{r}_k]^+ \rightarrow c_A = \sum_{k \in \mathcal{R}} c_k [r_{Ak} - \bar{r}_k]^+$$

- Total squared utilization cost

$$\varphi(r_k(S, t)) = r_k^2(S, t) \rightarrow c_A = \sum_{k \in \mathcal{R}} c_k r_{Ak}^2$$

## Example revisited for total squared utilization cost



Antichain $A$	$x_A$	$r_{Ak}^2 \cdot x_A$
$\{1, 2\}$	3	$5^2 \cdot 3 = 75$
$\{1, 2, 4\}$	1	$7^2 \cdot 1 = 49$
$\{2, 3, 4\}$	3	$6^2 \cdot 3 = 108$
$\{3, 4\}$	4	$3^2 \cdot 4 = 36$
$\{3\}$	1	$1^2 \cdot 1 = 1$
$\{3, 5\}$	2	$5^2 \cdot 2 = 50$
$\{5\}$	2	$4^2 \cdot 2 = 32$
$\Sigma$	$d = 16$	$g(x) = 351$



## Linear relaxation and column generation principle

- Relaxation of side constraints in  $(RLP')$  yields **linear program** with huge number of decision variables  $x_A$  ( $A \in \mathcal{A}$ )

$$(LP) \left\{ \begin{array}{ll} \text{Min.} & \sum_{A \in \mathcal{A}} c_A \cdot x_A \\ \text{s. t.} & \sum_{A \in \mathcal{A}: i \in A} x_A = p_i \quad (i \in V) \quad u_i \\ & \sum_{A \in \mathcal{A}} x_A = \bar{d} \quad v \\ & x_A \geq 0 \quad (A \in \mathcal{A}) \end{array} \right.$$

- Solve  $(LP)$  by **column generation**
  - Compute some initial basic solution
  - In each iteration determine nonbasic variable with negative reduced cost by solving an appropriate pricing problem and perform a pivot
  - Terminate procedure when all reduced costs are nonnegative

## Reduced costs and optimality condition

- Dual of  $(LP)$

$$(D) \begin{cases} \text{Max.} & \sum_{i \in V} p_i \cdot u_i + \bar{d} \cdot v \\ \text{s. t.} & \sum_{i \in A} u_i + v \leq c_A \quad (A \in \mathcal{A}) \end{cases}$$

- Hence **reduced costs** are

$$\zeta_A = c_A - \sum_{i \in A} u_i - v \quad (A \in \mathcal{A})$$

- Let  $B$  be basic matrix to current basic solution  $x$ ; then **simplex multipliers**  $u, v$  computed as

$$\begin{pmatrix} u \\ v \end{pmatrix} = (B^\top)^{-1} \begin{pmatrix} c^B \\ 0 \end{pmatrix}$$

- Sufficient **optimality condition**:  $\min_{A \in \mathcal{A}} \zeta_A \geq 0$

## Pricing problem

- Determine (nonbasic) index  $A^*$  with  $\zeta_{A^*} = \min_{A \in \mathcal{A}} \zeta_A$
- Introduce binary variable  $y_i$  with  $y_i = \mathbb{1}_{A^*}(i)$  and define  $r_k(y) := \sum_{i \in V} r_{ik} y_i$

### Pricing problem: ICP

$$(PP(u, v)) \begin{cases} \text{Min.} & \zeta_A = \underbrace{\sum_{k \in \mathcal{R}} c_k \cdot \varphi(r_k(y))}_{=c_A} - \sum_{i \in V} u_i y_i - v \\ \text{s. t.} & y_i + y_j \leq 1 \quad ((i, j) \in \Theta(D)) \\ & y_i \in \{0, 1\} \quad (i \in V) \end{cases}$$

- $(PP(u, v))$  represents **concave stable set problem on perfect graph** (comparability graph of  $\Theta(D)$ )

## Preprocessing

- 1 Replace **positive completion-to-start-time lags**  $\delta_{ij} - p_i > 0$  by dummy activities with durations  $\delta_{ij} - p_i > 0$
- 2 Identify **unavoidable antichains**  $A$ , which must be in execution in any feasible schedule, i. e.,  $x_A > 0$  for all feasible  $x$

### Proposition

*Let  $\emptyset \neq A \subseteq V$ . Then all activities  $i \in A$  are processed in parallel during at least  $p(A) = \max\{0, \min_{i,j \in A}(d_{ij} + p_j)\}$  time units. The bound is tight, i. e., there always exists a feasible schedule with  $x_A = p(A)$ .*

- Due to  $p(A) = \min_{i \in A} p(A \setminus \{i\})$  the antichains  $A$  with  $p(A) > 0$  can be computed recursively as **cliques of the graph**  $G = (V, E')$  with edge set  $E' = \{\{i, j\} \mid p(\{i, j\}) > 0\}$

## Experimental performance analysis

- Testsets j10, j20, j30 with 270 instances each (Kolisch et al. 1999)
- Variation of **deadline factor**:  $DF \in \{1.0, 1.1, 1.5\}$
- **Lower bounds compared to optimum values** published by Rieck et al. (2012) and Kreter et al. (2014)
- **Tested versions of column generation**
  - CG1: without preprocessing
  - CG2: completion-to-start dummy activities
  - CG3: identification of unavoidable antichains
  - CG4: combination of CG2 and CG3
- Preprocessing implemented in C#, column generation implemented under **GAMS 24.0** invoking **Gurobi 5.0** as MIQP-Solver

Numbers of activities after preprocessing	10–126
Mean numbers of pivots during column generation	11–1221
Mean CPU times in seconds	4–715

## Experimental performance analysis

Mean relative deviations from optimum objective function values

### Total squared utilization cost

	j10			j20			j30	
<i>DF</i>	1.0	1.1	1.5	1.0	1.1	1.5	1.0	1.1
CG1	7.78 %	6.06 %	1.86 %	8.85 %	5.43 %	1.85 %	9.64 %	5.79 %
CG2	4.43 %	5.23 %	1.83 %	5.51 %	4.73 %	1.83 %	6.16 %	4.91 %
CG3	2.66 %	4.42 %	1.01 %	3.38 %	4.20 %	0.79 %	4.75 %	5.15 %
CG4	1.93 %	3.96 %	0.99 %	2.49 %	3.67 %	0.78 %	3.27 %	4.30 %

### Total overload cost

	j10			j20			j30	
<i>DF</i>	1.0	1.1	1.5	1.0	1.1	1.5	1.0	1.1
CG4	2.06 %	4.12 %	0.66 %	2.95 %	3.47 %	0.43 %	3.58 %	4.66 %

## Summary

- Reformulation of resource leveling problems based on antichain durations
- Relaxing sequencing side constraints yields large-scale linear program
- Linear program solvable via column generation
- Pricing problem represents concave stable set problem on perfect graph
- Relaxation strengthened by preprocessing techniques
- Mean relative deviations  $< 5\%$  for all scenarios

## Future research

- Investigation of the complexity status of the pricing problem
- Branch-and-bound algorithm for resource leveling problems based on antichain formulation

## References



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