

PESW 2014, 12. 06. 2014

Time Patterns Relation in Assisted Automated Scheduling

Program

1. Introduction
2. Timetable
3. Time patterns
4. Patterns relation
5. Summary
6. Further research

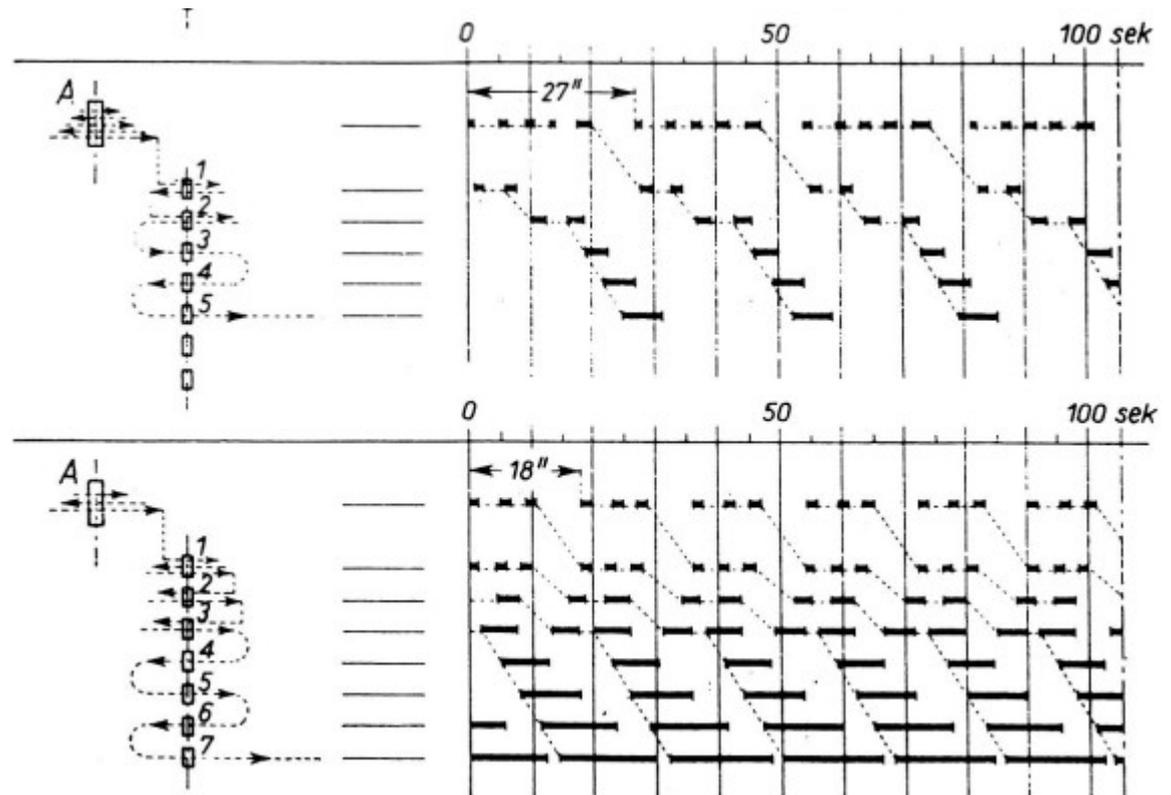


1. Introduction (1)

First timetables:

1903 – Karol Adamecki

Graphical method of
analysis and planning



1. Introduction (2)

First timetables:

1917 – L. H. Gantt

Graphical method of
planning and control

MILL, *Textile* ----- June,

SYMBOL	DEPARTMENT OR MACH. CLASS	% OF CAPACITY USED ON <i>Day</i> TURN	TOTAL EXPENSE OF IDLENESS	DETAILS OF IDLENESS EXPENSE DUE TO				
				LACK OF WORK	LACK OF HELP	LACK OF AND POOR MATERIAL	REPAIRS	POOR PLANNING
	<i>Spinning</i>		18 70	18 70				
	<i>Winding</i>		118 74		103 74		15 00	
	<i>Doubling</i>		10 61	10 61				
	<i>Twisting</i>		17 95	17 95				
	<i>Quilling</i>		70 67	10 67	10 00			
	<i>Warping</i>		390 75			390 75		Lack o
	<i>Weaving</i>		915 25	75 00		840 25		Lack o
	<i>Finishing</i>		210 72			210 72		Lack o
	<i>Inspecting</i>		49 70		10 70	39 00		Lack o
	<i>Shipping</i>		216 17	66 00		150 17		Lack c
	<i>Total</i>		1969 26	198 93	124 44	1630 89	15 00	

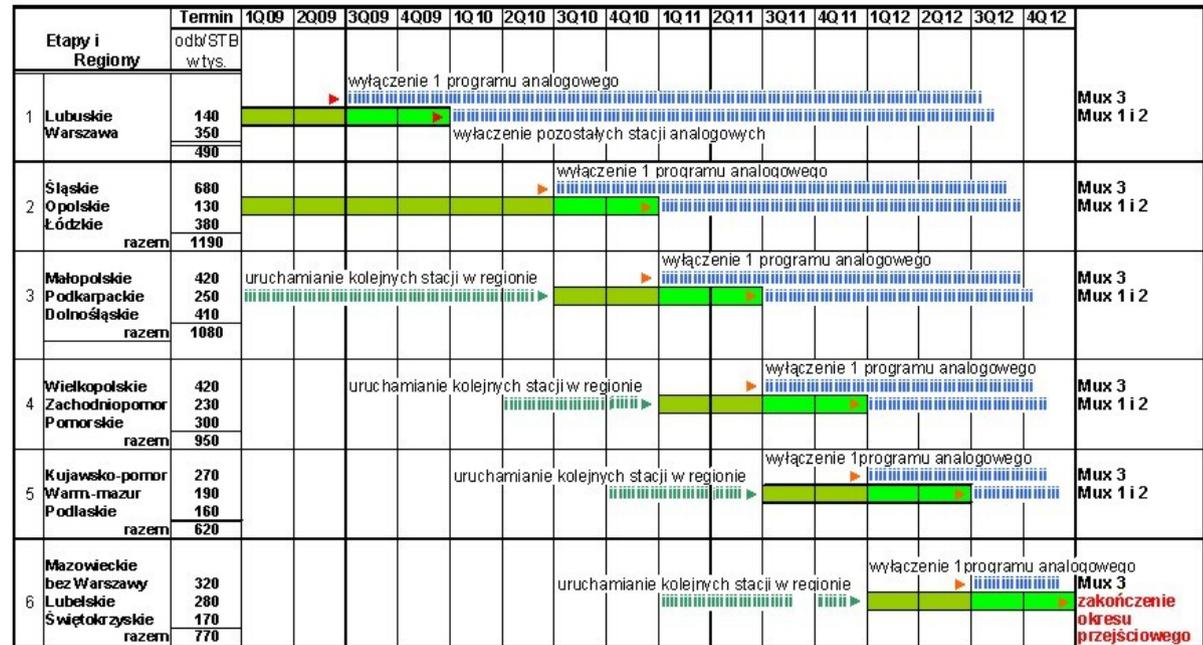
APPROVED

1. Introduction (3)

Examples of timetables:

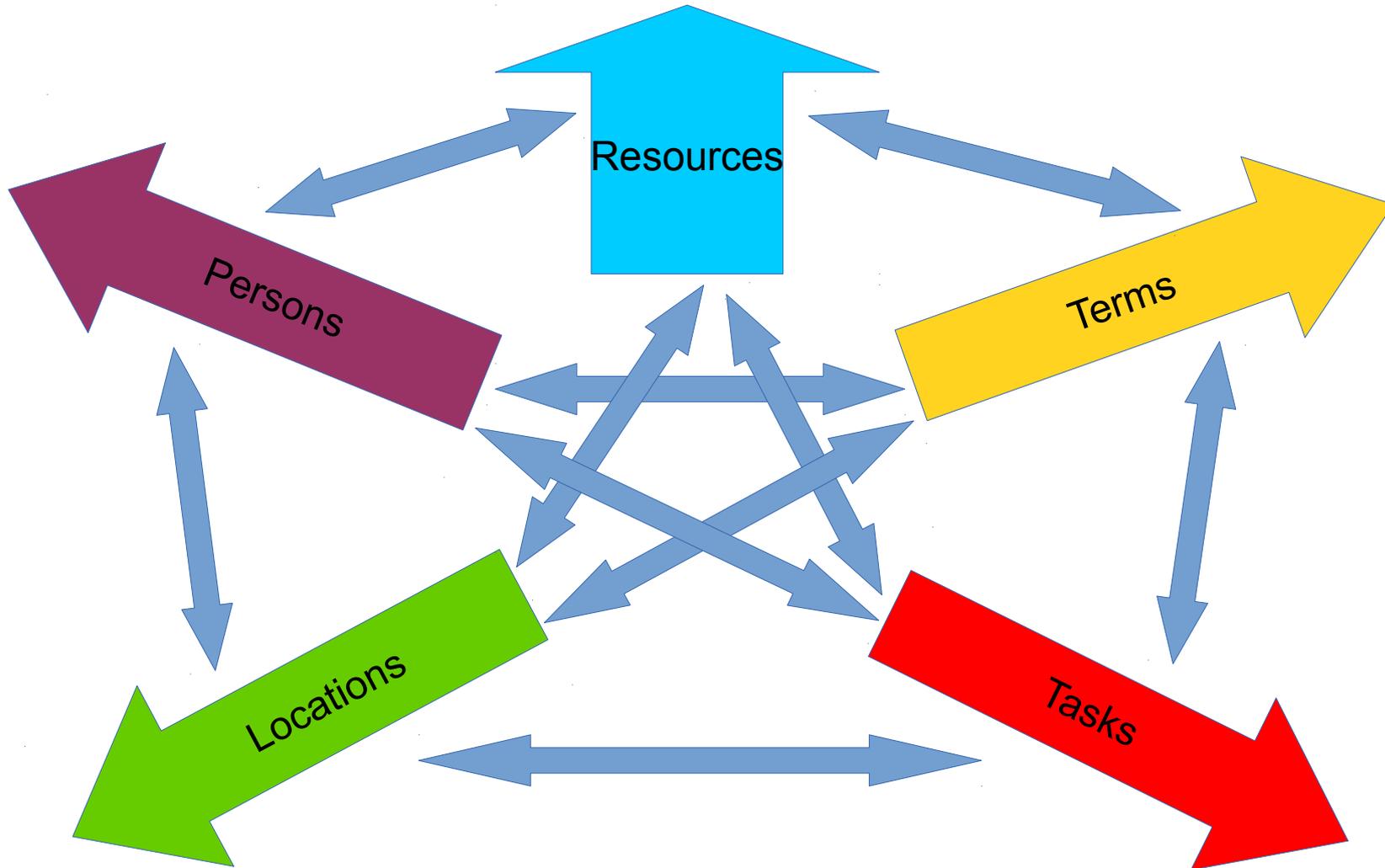
- School timetable
- Delivery schedule
- Railway guide
- Project schedule
- Production schedule

— Harmonogram wyłączeń stacji analogowych w okresie przejściowym

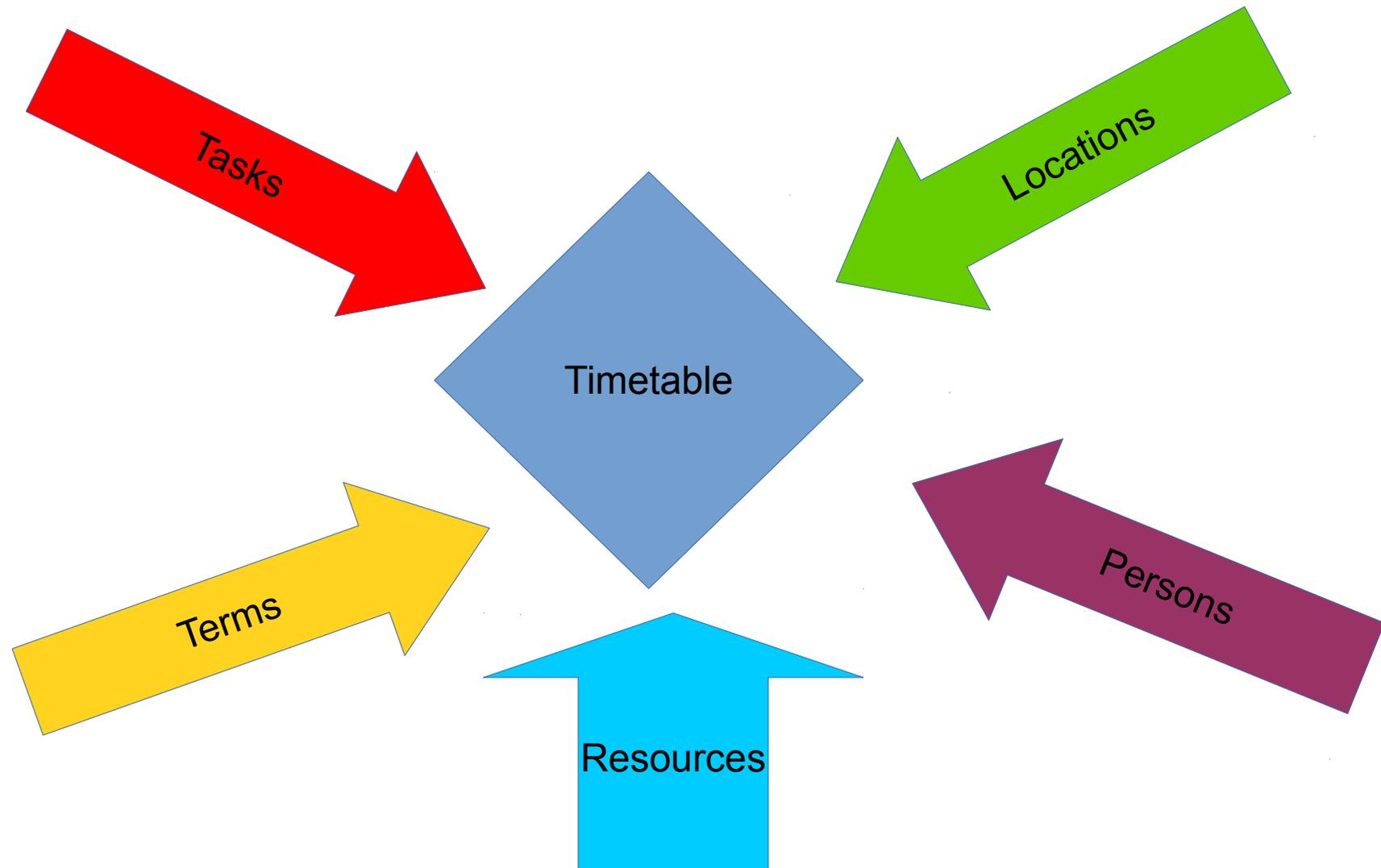


— emisja równoległa wszystkich kanałów analogowych Mux1
 — emisja równoległa kanałów n - 1
 — wyłączenie stacji analogowych

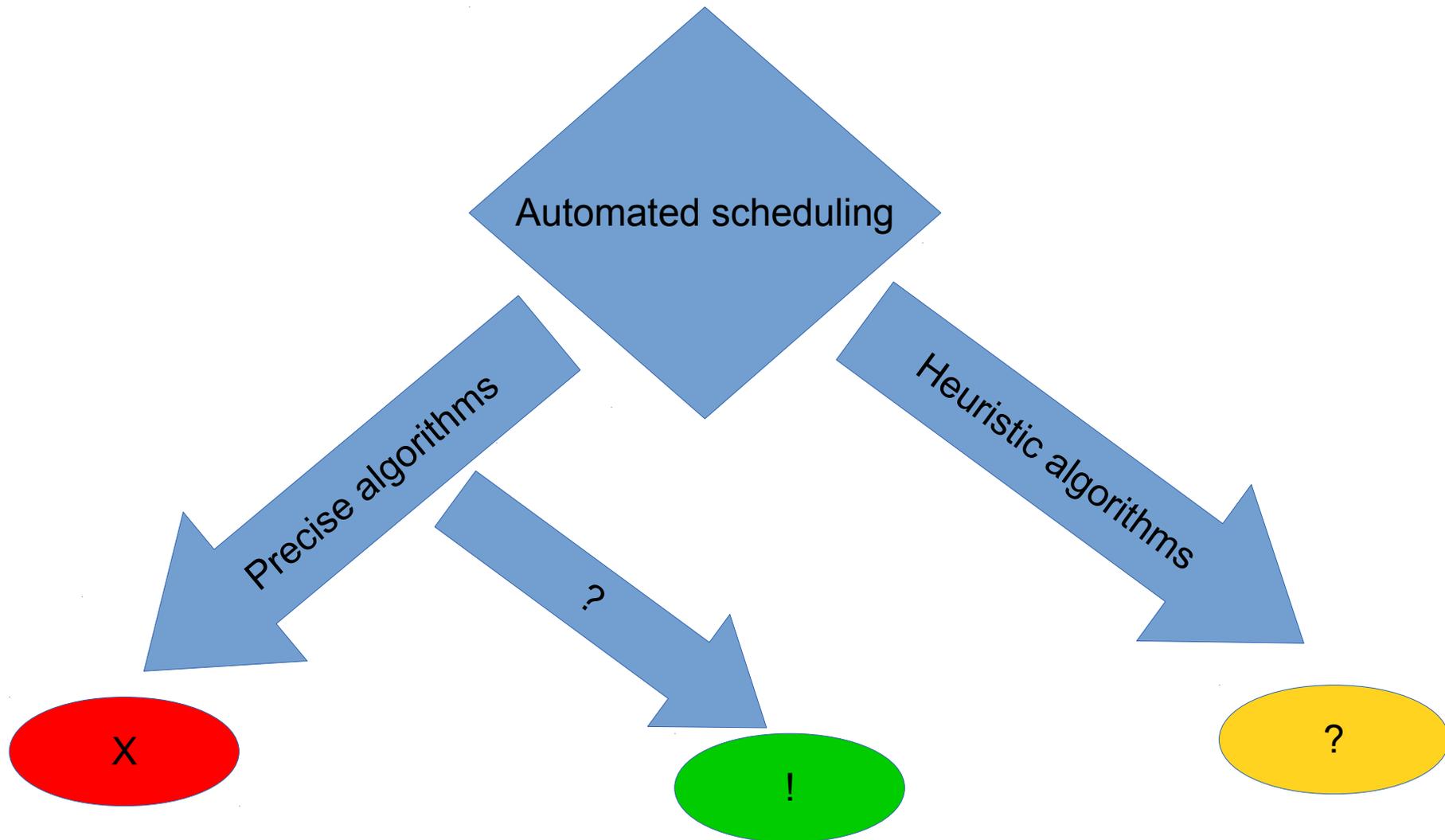
2. Timetable (1)



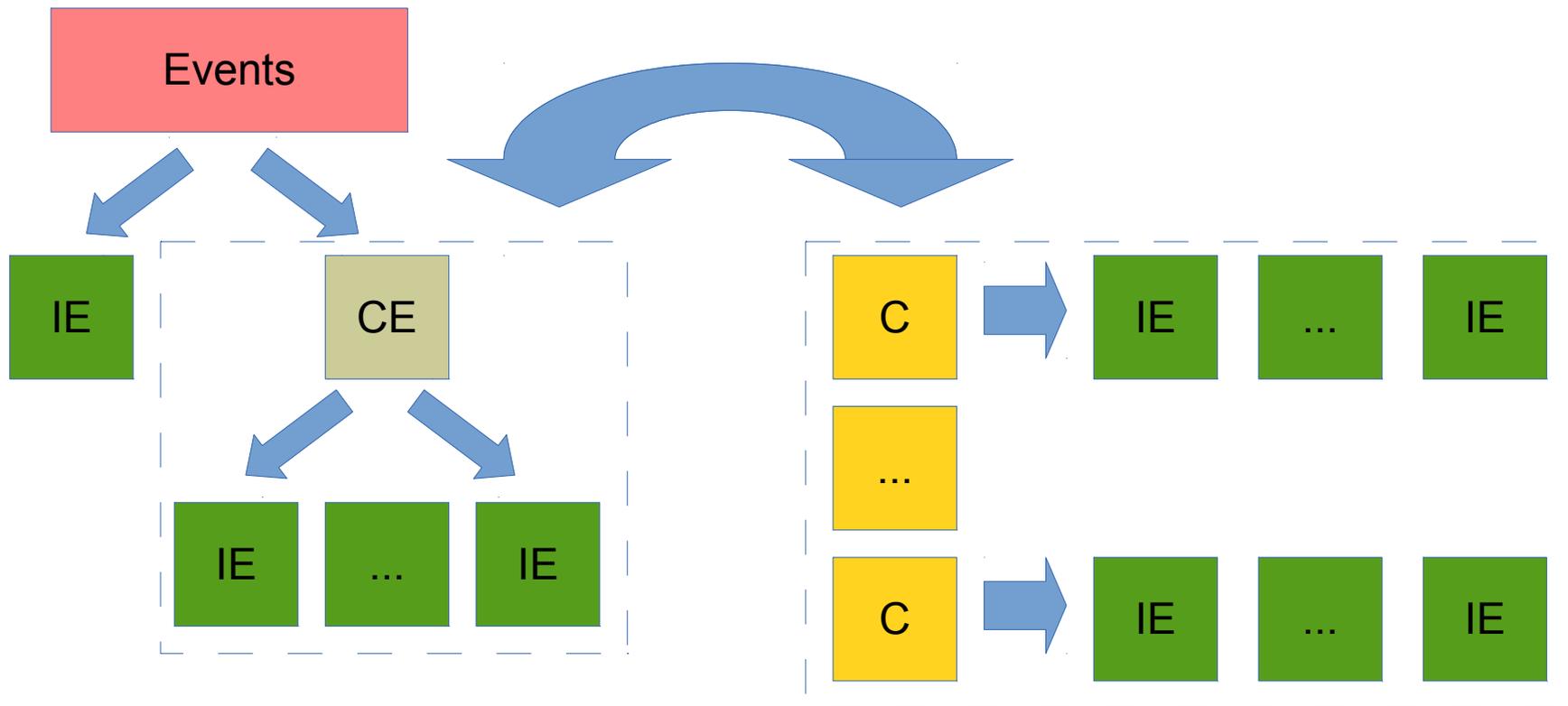
2. Timetable (2)



2. Timetable (3)



3. Time patterns (1)



3. Time patterns (2)

Sum of all events in modeled system with cyclic events:

$$SE = \sum_i^I \sum_j^{J_i} \sum_k^{K_j} (IE_{x,k} + EI_{x,k})$$

where:

SE – sum of all events in modeled system,

I – number of different Individual Events IE ,

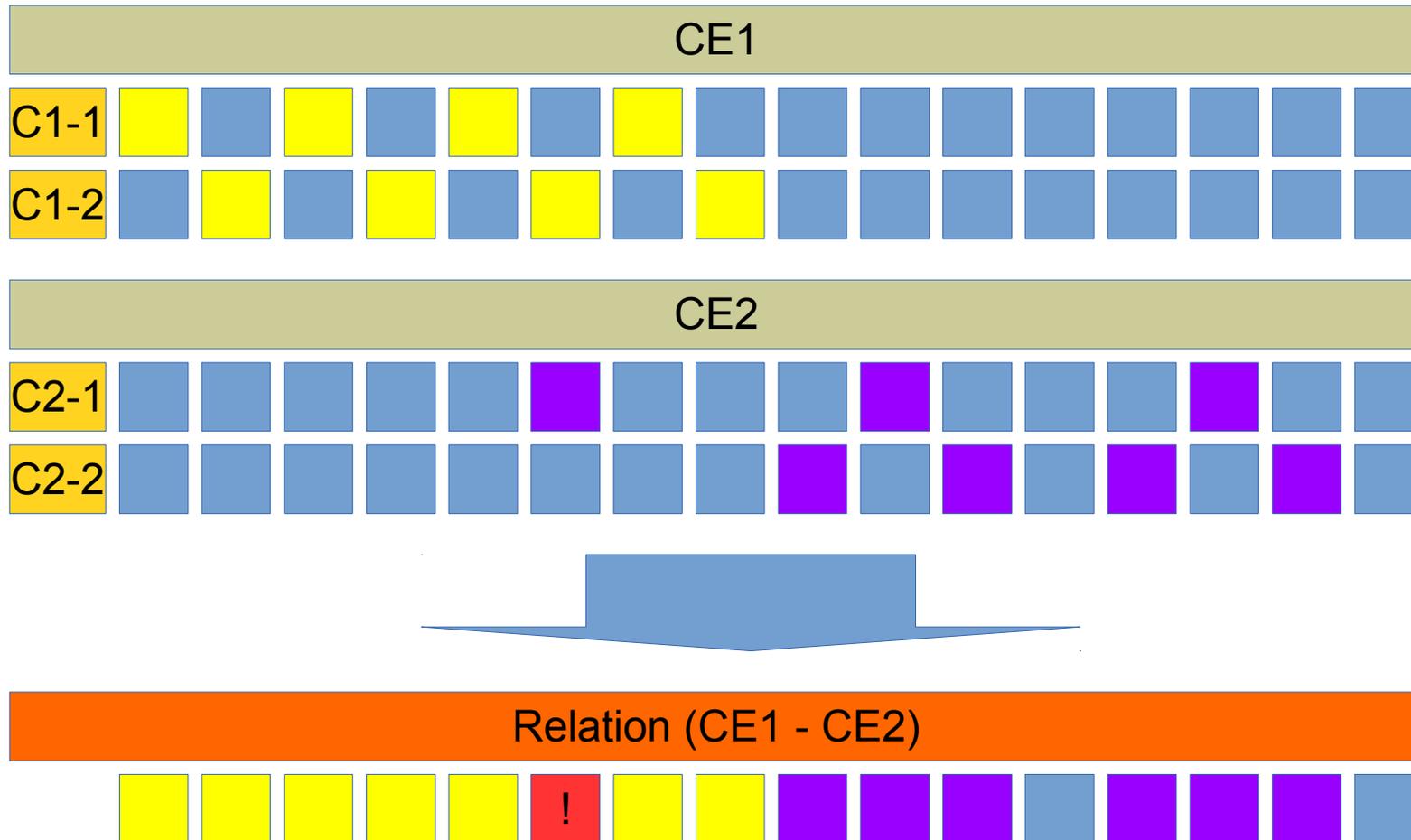
J_i – number of cycles in a cyclic event i ,

K_j – number of Individual Events IE in a cycle j ,

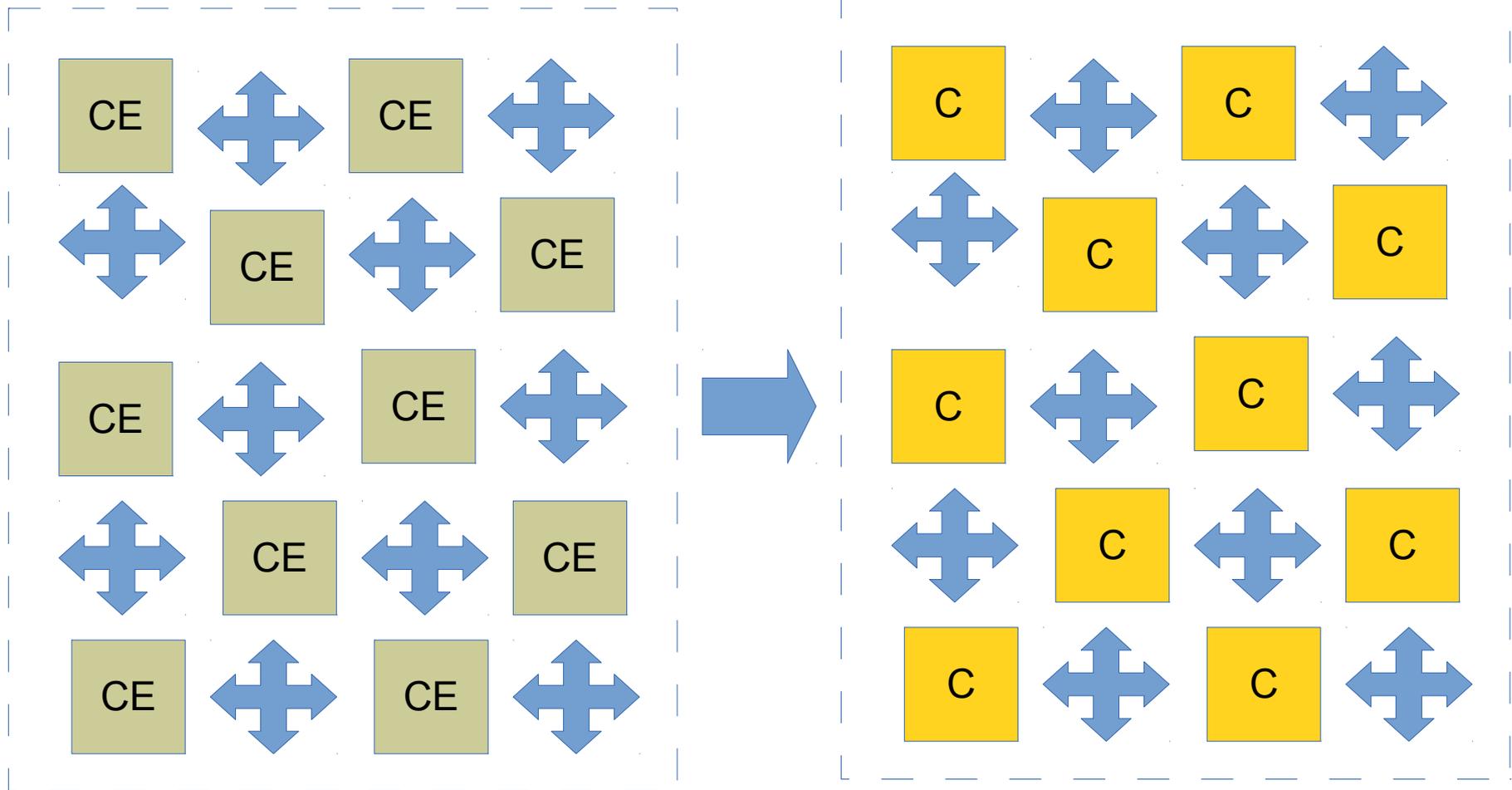
$IE_{x,k}$ – Individual Event of type x in a cycle j ,

$EI_{x,k}$ – Event Interval for Individual Event of type x in a cycle j .

4. Patterns relation (1)



4. Patterns relation (2)



5. Summary (1)

- Real life timetable depends on cyclic events
- Cyclic events are based on time patterns
- Time patterns relations determine the correctness of the timetable



5. Summary (2)

- Computational cost of timetable creation depends on complexity of system model
- Current methods supports only simplified models
- Full time patterns processing based on current models is unprofitable



6. Further research

- Usage of existing methods of time patterns description for creation of efficient time dimension of system model



- Transformation of formal described models into flexible structure adaptable for the variety of heuristic algorithms



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Thank you for your attention