

10/1/12

Critical Path Analysis

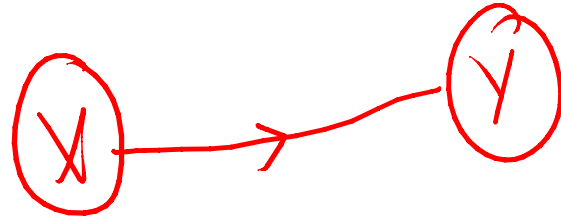
Using a network model to control
progress of a project

Project = { activities }
 vertices

Relationships
between activities:

Must complete X
before starting Y

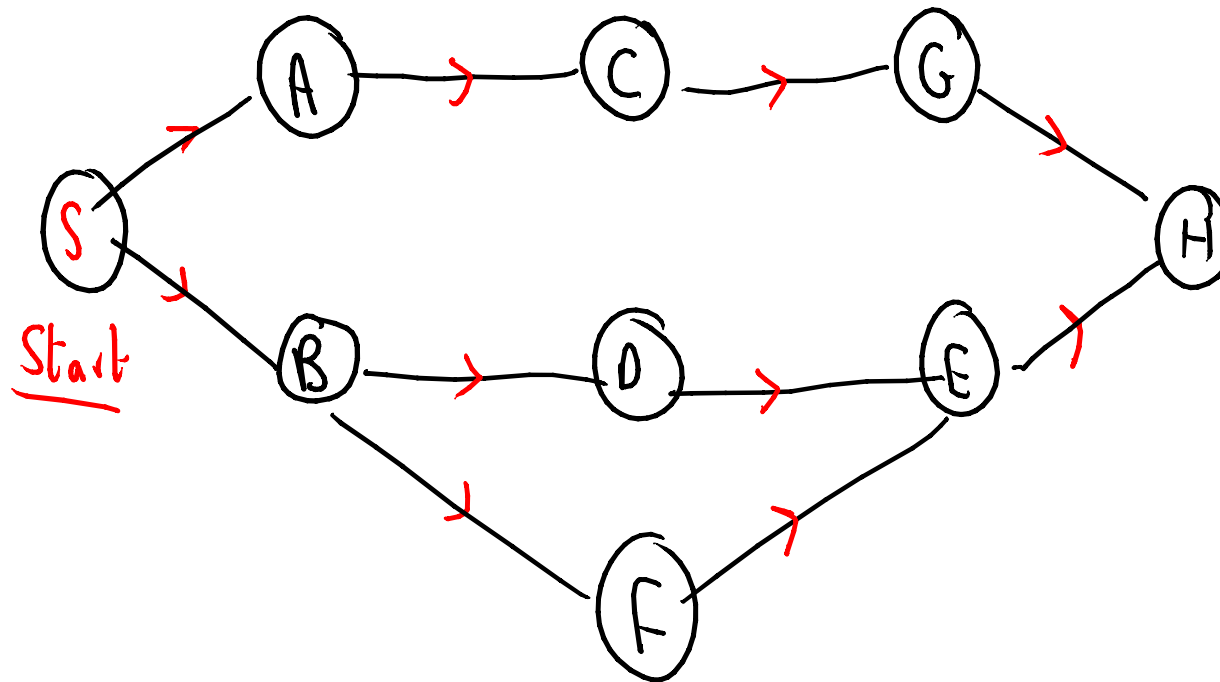
Digraph:



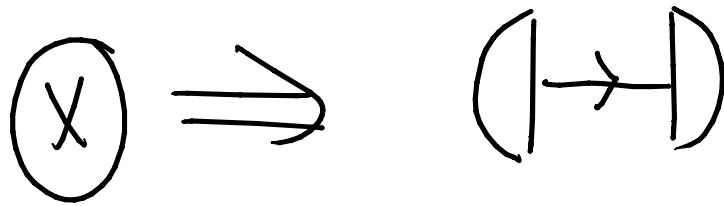
Each activity has a duration.

Question: what is minimum time
needed to complete project

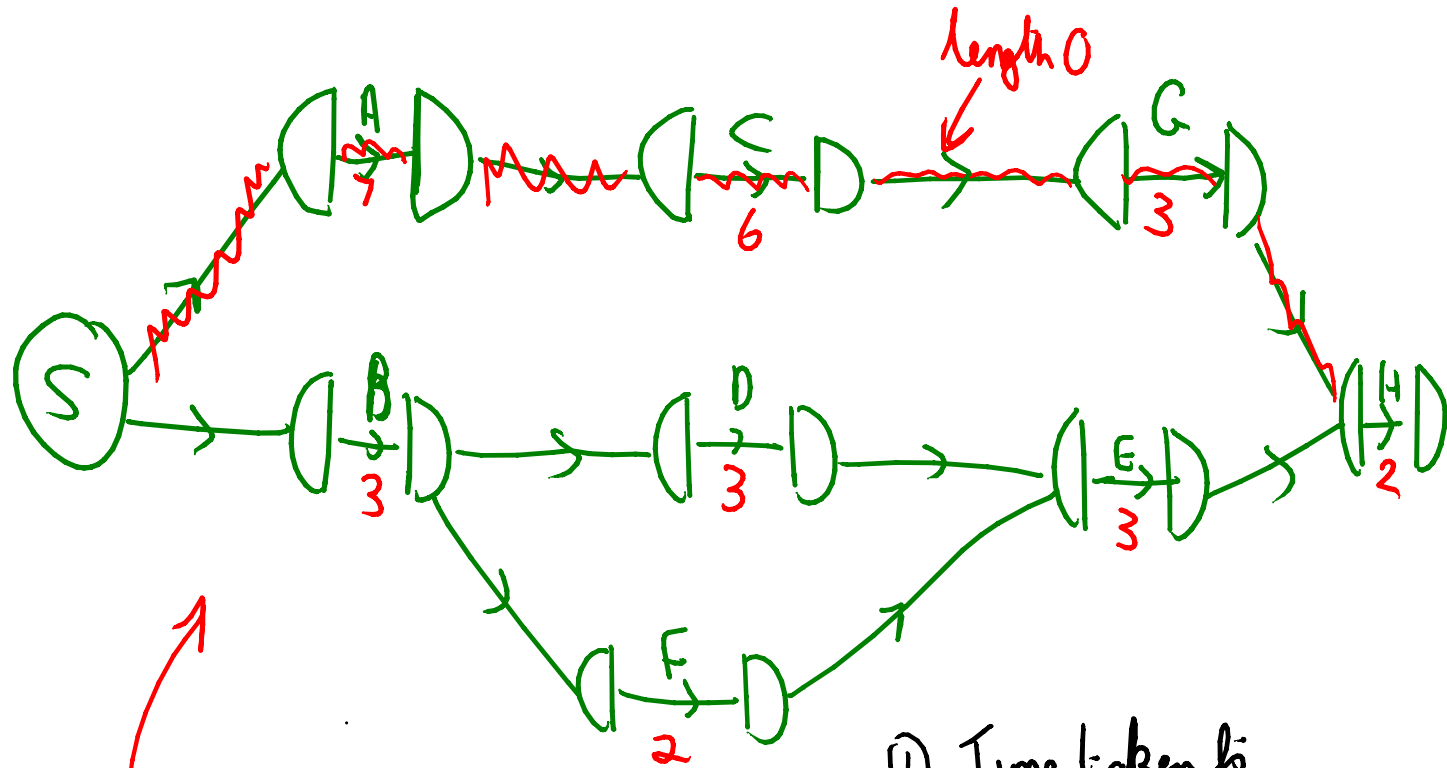
Example 8 activities



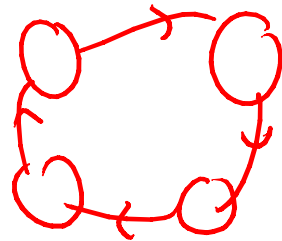
Activity	A	B	C	D	E	F	G	H
Duration	7	3	6	3	3	2	3	2



longest path $\equiv$ critical path



DAC



① Time taken to complete project = maximum length of a path from **S** ... **H**

Float = Latest start time -
of an
activity Earliest start time

(assuming we Finish a.s.a.p.)

= 0 for critical activities

Suppose T .
= finish
time.

= $T - (\text{max. distance to Finish
from } i)$ —

max. distance from start to j

Assignment Problem

m people

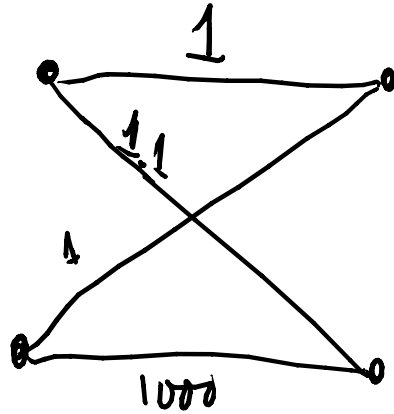
m tasks

Each person
is assigned
a different task

solutions = $m!$

C_{ij} = cost if person i does task j

Problem: assign tasks to minimise total cost



Being "myopic" is not
always a good idea.

Idea

For $k = 1$ to m do

{ given min. cost assignment of
[k] $\rightarrow$ [k],
Find min. cost assignment of
[k+1] $\rightarrow$ [k+1] }

SHORTEST
PATH
PROBLEM