

An Efficient Relax-and-Solve Algorithm for the Resource-Constrained Project Scheduling Problem

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Abstract: The resource-constrained project scheduling problem (RCPSP) has a broad range of practical applications, e.g., in manufacturing, mining, and supply chain, among others (Kreter et al., 2015). Over the last 50 years, many researchers have tried to solve this challenging NP-hard problem. This paper presents an efficient and easy-to-implement relax-and-solve matheuristic to solve RCPSP. The proposed method employs constraint programming in a heuristic framework and uses CPLEX as an optimization solver. This algorithm is tested on more than 1500 instances from the standard library PSPLIB. Our experimental results show that the proposed heuristic framework outperforms the CPLEX and provides competitive results compared with the state-of-the-art techniques.

1 INTRODUCTION

Scheduling a large-scale project characterized by various activities, complicated precedence constraints and enormous resource demands is critical and challenging for managers. One of the primary sources of delays in projects is the lack of proper project scheduling (Herroelen and Leus, 2005). Since the late 1950s, the critical path method (CPM) has been one of the widely used planning methods that consider precedence constraints and time parameters of the activities. However, CPM assumes that unlimited resource is always available, which is not practical in most of the industrial projects (Liu et al., 2020).

In 1969, Pritsker et al. introduced the Resource-Constrained Project Scheduling Problem (RCPSP) (Pritsker et al., 1969), which considers both precedence constraints among the activities and resource demands of the scheduled activities over time. The RCPSP and its variants have since been applied to numerous realistic applications in almost all industries, including job-shop scheduling problems (Demeulemeester and Herroelen, 1992), mining (Alford et al., 2007), and supply chain (Liu and Lu, 2017). The wide applications of the RCPSP and also its computational

complexity as an NP-Hard problem has attracted the attention of many researchers (Blazewicz et al., 1983; Rahman et al., 2020) to solve these problems.

Generally, solution methods for the RCPSP can be categorized as exact algorithms and heuristics-based approaches (Herroelen et al., 1998). Exact algorithms can obtain and guarantee optimal solutions, but the solution time becomes unacceptable as the problem scale increases (Chen et al., 2021). Heuristic-based methods are widely used to overcome the computational limitations of the exact algorithms but have no guarantee for solution optimality (Kolisch and Hartmann, 2006).

Constraint programming (CP) is an exact method and has been very successful over the last two decades for solving scheduling problems (Laborie, 2018), and especially the RCPSP (Liess and Michelon, 2008; Schutt et al., 2011; Schutt et al., 2015; Kreter et al., 2017). General CP solvers are also available in both open-source (Perron and Furnon, 7 19) and commercial (CPLEX, 2017) software.

The performance of CP deteriorates when the problem size increases (e.g., projects with more than 100 tasks). This motivates us to design a matheuristic within the recently proposed relax-and-solve (R&S) framework to exploit the efficient search capability of CP for small and medium size RCPSP.

The R&S is a matheuristic algorithm that recently developed for scheduling problems (Sale-

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hipour, 2017; Salehipour et al., 2018; Ahmadian et al., 2020; Ahmadian et al., 2021). This method improves an existing feasible solution by iteratively relaxing the order constraints (the execution order of tasks) in the current solution and rescheduling the relaxed problem with an MIP solver. Although the size of the relaxed problem is still large since all jobs are included, the solution time is significantly reduced in practice. Compared with scheduling problems, the big challenge to the application of the R&S on RCPSP is that there is no clear definition for task orders or task sequences in a feasible solution. In this paper, we use time windows, instead of the sequence window, to select the tasks that will be fully rescheduled, while for the tasks outside of the window, CP constraints such as start-at-end are used to maintain the relative sequence of tasks.

Because the CP outperforms MIP in solving large-scale problems and can quickly obtain high quality solutions (Maleck et al., 2018; Kelareva et al., 2012), we expect the hybridization of CP and R&S, i.e., using CP in R&S framework be helpful for solving RCPSP.

Related approaches in the literature for solving mixed-integer programming models include relax-and-fix and fix-and-optimize. In the relax-and-fix method, the binary variables in the rolling time window are divided into two groups, i.e., fixed variables, and optimized variables. The integrality constraint for variables out of the rolling window is relaxed (Absi and van den Heuvel, 2019). The fix-and-optimize method operates on two groups of variables, namely fixed variables and optimized variables. A great asset of fix-and-optimize is that the obtained solutions are always feasible because it does not relax integrality constraints (Helber and Sahling, 2010; Escudero and Romero, 2017).

The main contribution of this study is to propose a novel matheuristic for decomposing and solving the RCPSP using a constraint programming solver. In particular, we

- propose an R&S approach for the RCPSP,
- propose a novel technique to create the relaxed problems,
- develop a hybrid algorithm combining heuristics and CP, and
- produce superior results to the state-of-the-art by solving 1560 problem instances from PSPLIB (project scheduling problem library) for 30, 60, and 120 activities (Kolisch and Sprecher, 1997).

The remainder of this paper is organized as follows. We define the RCPSP in Section 2, and provide our R&S method in Section 3. In Section 4, we report the

results of our computational experiments, and Section 5 provides some conclusions and future research directions.

2 PROBLEM DEFINITION AND FORMULATION

The RCPSP consists of a set of n tasks. Each task i has a known non-negative duration represented by d_i . There are also precedence relationships between tasks, which are commonly modeled as an activity-on-node network $G = (V, A)$. Each task corresponds to a node in the vertex set $V = \{0, 1, \dots, n + 1\}$, and the precedence relationship that task i must complete before task j can start is represented as an arc (i, j) in the arc set A . Two dummy nodes (tasks) 0 and $n + 1$ are added to represent the start and finish of the project, respectively. The duration of dummy tasks i.e., d_0 and d_{n+1} are 0. Graph G is acyclic since only precedence constraints are modeled.

A fixed set RR of renewable resources is available. Each resource $k \in RR$ has a constant non-negative capacity R_k at any time during planning horizon T . Each task requires a non-negative amount of r_{ik} of each resource $k \in RR$. The tasks are non-preemptive, which means tasks cannot be interrupted once started.

Let S_i represent the starting time of the task i , $S_0 = 0$. We aim at minimizing the makespan (the completion time of the last activity) of the project which is S_{n+1} . The mathematical model of the RCPSP can be expressed as follows:

$$\min S_{n+1} \tag{1}$$

subject to

$$S_j \geq S_i + d_i, \quad \forall (i, j) \in A, \tag{2}$$

$$\sum_{i \in \tau(t)} r_{ik} \leq R_k, \quad \forall k \in RR, \forall t \in \{0, \dots, T - 1\}, \tag{3}$$

$$\tau(t) = \{i \in V | S_i \leq t < S_i + d_i\}, \tag{4}$$

$$S_i \in \{0, 1, \dots, T - d_i\}, \quad \forall i \in V, \tag{5}$$

where T is the available upper bound to the project duration.

3 THE PROPOSED RELAX-AND-SOLVE METHOD

In this section, an efficient R&S matheuristic algorithm is proposed for the RCPSP. In this method, a rolling time window is defined, and during the “re-

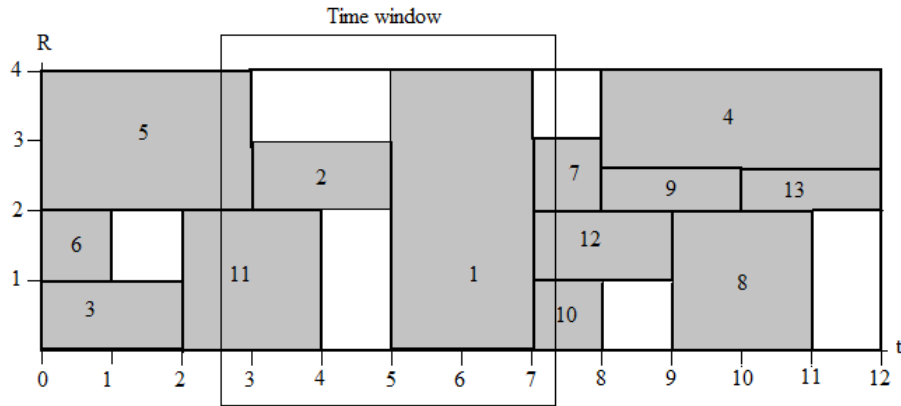


Figure 1: An RCPSP example.

lax” phase, all tasks outside the window are fixed with each other with respect to the order in the original solution, and only tasks inside the time window can be reordered. In the “solve” phase, a feasible solution is obtained by solving the relaxed problem. As we do not remove the precedence and resource constraints, the obtained solution is always feasible for the original problem. The general R&S algorithm is summarized in Algorithm 1.

Algorithm 1: The R&S algorithm.

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Input: A feasible solution for the problem.
while the stopping condition is not met do
    Generate a relaxed problem;
    Solve the relaxed problem by using an
    optimization solver;
end
return the best obtained schedule (the
    solution);
    
```

In what follows, we discuss the generation of an initial solution for the problem, the generation of relaxed problem in each iteration, and also the stopping criterion for this algorithm.

3.1 Initial Solution

The CP is an effective method for generating feasible solutions even for highly constrained problems (Bockmayr and Hooker, 2005). The successful use of CP to generate an initial solution is presented in (M. Pour et al., 2018). We used CPLEX CP solver and set a short time limit to solve the original problem and generate a feasible initial solution.

3.2 Generating the Relaxed Problem

We use an example to illustrate the generation of relaxed problems. Figure 1 shows a general picture of a feasible solution while solving a problem by R&S. The time window in the figure is used to divide the tasks into two groups which are treated differently. In the following, the generation of relaxed problems are explained.

3.2.1 The Rolling Time Window

A rolling time window is utilized to generate a relaxed problem. The larger the time window, the more tasks are relaxed in each iteration. In the first iteration the time window starts at $t = 0$ (second). After solving each relaxed problem, the time window should be gradually moved forward, and when the whole time horizon is covered, the time window restarts from $t = 0$. For moving forward the time window, a certain overlap with the current time window should be considered to let the tasks move in the time horizon. Otherwise, eliminating the overlap results in restricting tasks in separate time windows, losing the algorithm’s global searchability, and consequently trapping to a local optimum area. The length of each time window and the overlap (parameter *overlap*) of time windows should be a function of the makespan. This means both of those parameters should be reduced in proportion to the makespan’s reduction after each iteration. We defined the length of the time window as follows: $(\frac{makespan}{N}) \times (1 + overlap)$. The positive real value of N to decompose the planning time, and the value of *overlap* which is between 0 and 1, should be set for each problem as explained in section 4.

3.2.2 Tasks Group 1 (G_1)

The tasks of the group 1 are those that are completely outside the time window, which means their finish time is less than the minimum of the time window, or their start time is greater than the maximum of the time window. In Figure 1, the tasks of group 1 are $G_1 = \{3, 6, 4, 9, 8, 13\}$.

To generate a relaxed problem, when the finish time (start time) of a task in group 1 is equal to the start time (finish time) of another task, then two tasks are fixed with each other by adding the “start-at-end” constraints from (CPLEX, 2017). In Figure 1, the following set of start-at-end constraints is added to the problem and generate three super tasks: $\{(3, 11), (7, 4), (7, 9), (9, 13), (12, 8)\}$. In this paper, we refer to the generated tasks by sticking some available tasks to each other as a super task. The advantage of developing super tasks is reducing the computations of the problem by forcing some tasks to move in the time horizon simultaneously. The first super task is generated by tasks 3 – 11, the second one by tasks 7 – 4 – 9 – 13 and the third one by tasks 12 – 8. As is clear in Figure 1, task 6 in group 1 is not fixed, this just may happen for the tasks that start at $t = 0$ because otherwise tasks start as soon as the resource constraint and precedence constraints satisfy, which means it happens right after finish of a task. We let task 6 be relaxed, thus the algorithm can efficiently optimize the schedule and fill the gap (between $t = 1$ and $t = 2$ if the precedence and resource constraints are not violated).

3.2.3 Tasks Group 2 (G_2)

The tasks in group 2 include the remaining tasks, i.e., the tasks that all or some of them are inside the time window. In the proposed example in Figure 1, the tasks of group are $G_2 = \{5, 11, 2, 1, 7, 12, 10\}$.

Tasks group 2 are relaxed to be reordered. It should be noted that the original precedence and resource constraints are always maintained.

3.3 Solving the Relaxed Problem

The solve operation uses the CPLEX CP optimization solver to solve the relaxed problem. Since the relaxed problem becomes smaller, it includes just a few tasks to schedule and can be solved much easier than the original problem. Moreover, the solution of the relaxed problem is always feasible. It should be noted that the tasks of group 1 can not be reordered, and because their starting times are not fixed after each iteration the starting time of all tasks (including tasks

of group 1) is updated, and the makespan of the original problem is updated to the makespan of the relaxed problem.

3.4 Stopping Criterion

The stopping criterion for this R&S is the total number of relaxed problem that generated. Also, the optimization solver has a time limit in each iteration, and as soon as the solver finds the optimum solution of the relaxed problem (local optimum for the original problem) or the computation time exceeds the time limit, the algorithm goes to the next iteration.

4 COMPUTATIONAL EXPERIMENTS

In order to evaluate the performance of the proposed R&S algorithm for solving the RCPSP, we present the computational results obtained by R&S on 1560 instances from the PSPLIB benchmark (Kolisch and Sprecher, 1997) with J30, J60 and J120 datasets. The datasets J30 and J60 each contains 480 instances, and J120 contains 600 instances. The R&S algorithm is implemented in Python version 3.6.5 and solved by the CPLEX CP version 12.10.0.0 (CPLEX, 2017). Except for the stopping criterion (time limit) for solving each relaxed problem, all other solver parameters are set to their default values. The numerical experiments were conducted on an Intel(R) Core™ i7, 2 GHz CPU, and 6GB of RAM under the Windows 10 operating system.

4.1 Parameter Settings

The time limit for CPLEX CP to solve for the initial solution is set to one second. The computational time for all experiments is 600 seconds. We set the stopping time of each iteration to 25 seconds. In this way, we set the maximum computational time of J30, J60 and J120 to 150, 300 and 600 seconds, respectively.

We set $overlap = 0.4$. To calculate the length of each time window, we set $N = 0.1 \times n$, i.e., 3, 6 and 12 for J30, J60, J120, respectively. The total number of relaxed problems generated, i.e., the maximum number of iterations is set to $2 \times N$.

4.2 Tests on PSPLIB

In this section, we first compare the results from our R&S method with the results from CPLEX CP and three other exact methods including, failure directed

Table 1: Comparison of LCG, FDS, SMT, CPLEX, and R&S on Ct and Δ_{LB} .

Method	J30		J60		J120	
	Δ_{LB}	Ct	Δ_{LB}	Ct	Δ_{LB}	Ct
LCG	0	-	2.17	-	9.76	-
FDS	0	0.93s	1.91	67.44s	7.02	322.52s
SMT	0	0.22s	1.88	61.90s	9.55	320.50s
CPLEX	0	4.71s	1.11	52.83s	4.69	350.40s
R&S	0	5.12s	1.06	46.75s	4.63	235.65s

Table 2: Comparison of the state-of-the-art metaheuristics and R&S on Δ_{CPM} .

Algorithm	J30	J60	J120
R&S (our proposed method)	0	10.54	31.09
DBGA (Debels and Vanhoucke, 2007)	0.02	10.68	30.69
MA (Rahman et al., 2020)	0	10.55	31.12
GA-FBI (Liu et al., 2020)	0.0	10.56	32.76
COA (Elsayed et al., 2017)	0.0	10.58	31.22
PSO-SS(Koulinas et al., 2014)	0.01	10.68	31.23

search (FDS), lazy clause generation (LCG), and satisfiability modulo theories (SMT) by (Bofill et al., 2020). In Table 1, for each set of instances, we provide the average of computational time (Ct).

The lower bound (LB) provides the minimum of the makespan for each problem. We use the earliest start time of the last dummy task as the $C_{max, LB, p}$. In Table 1, we report the average deviations from the best-known lower bound (Δ_{LB}) as follows:

$$\Delta_{LB} = \frac{\sum_{p=1}^{P} \frac{C_{max, R\&S, p} - C_{max, LB, p}}{C_{max, LB, p}}}{P} \times 100\% \quad (6)$$

where P is the total number instances in an instance set, and $C_{max, R\&S, p}$ and $C_{max, LB, p}$ are the makespan obtained by R&S method and the best known lower bound for each instance, respectively. According to Table 1, the performance of R&S is superior to solve J60 and J120 instances because the average deviation from the best known lower bound is better than other methods. For J30, all methods can find the optimum solution. Comparing the result of CPLEX as an independent method with R&S for J60 and J120 illustrates the efficiency of our proposed algorithm. For J30, R&S is slower than CPLEX but still finds optimal solutions for all instances. We also compare our results and the decomposition based genetic algorithm (Debels and Vanhoucke, 2007), and state-of-the-art metaheuristic methods from (Rahman et al., 2020) including, memetic algorithm (MA), consolidated optimization algorithm (COA) (Elsayed et al., 2017), PSO based hyper-heuristic algorithm (PSO-HH) (Koulinas et al., 2014), and genetic algorithm using forward-backward improvement (GAFBI) (Liu et al., 2020). Because in the literature the number of schedule generated is used as a stopping criterion

which is not applicable to our method, we use the best results of those methods for 50,000 schedule generated. The average deviation from the CPM (Δ_{CPM}) can be calculated by using Equation (6), where the lower bound of the makespan, $C_{max, LB, p}$ is produced by CPM. The results summarized in Table 2 illustrates that our R&S method in comparison with the state-of-the-art methods can provide competitive results in a reasonable time. Robust solving methods provide good solutions for all runs. However, the random parameters in metaheuristics for solving RCPSPs can result in different outputs in solving the same problem. Researchers thus are recommended to report the average results of several independent runs.

5 CONCLUSION

In this paper, we presented a relax-and-solve (R&S) matheuristic, which is an efficient and very easy to implement algorithm to solve the resource-constrained project scheduling problem (RCPSP). In this method, the CPLEX CP solver is utilized to solve the relaxed problems. The results of the tests on 1560 instances from the standard library PSPLIB with 30, 60, and 120 tasks show the capability of this method to obtain good quality solutions. Future work includes automating tuning the time window length in each iteration and employing local searches to improve the results. It is also interesting to extend this method to multi-mode and scheduling problems under uncertainty.

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