COMP108 Data Structures and Algorithms

Dynamic Programming (Part II Assembly Line Scheduling)

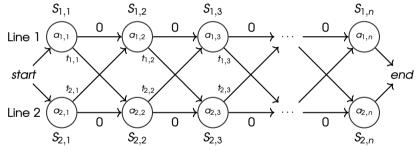
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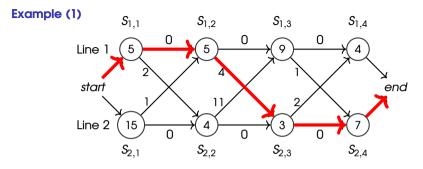
2020-21

Assembly Line Scheduling

- ightharpoonup 2 assembly lines, each with n stations ($S_{i,j}$: line i station j)
- $ightharpoonup S_{1,j}$ and $S_{2,j}$ perform same task but time taken is different
- $ightharpoonup a_{i,j}$: assembly time at $S_{i,j}$
- $ightharpoonup t_{i,j}$: transfer time from $S_{i,j}$

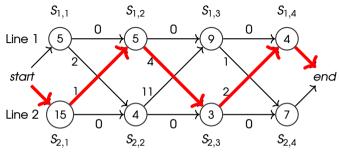


Problem: To determine which stations to go in order to minimize the total time through the n stations



| station chosen | $S_{1,1}$ | $\mathcal{S}_{1,2}$ | | $S_{2,3}$ | $S_{2,4}$ | |
|----------------|-----------|---------------------|---|-----------|-----------|------|
| time required | 5 | 5 | 4 | 3 | 7 | = 24 |

Example (2)

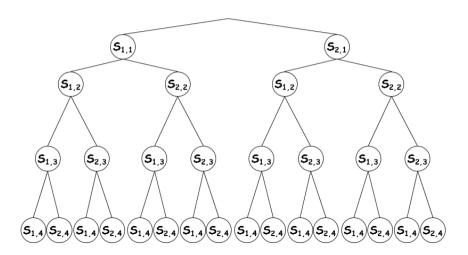


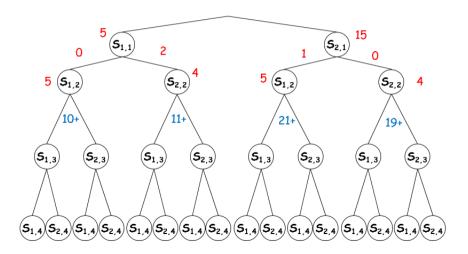
| station chosen | $S_{2,1}$ | | $S_{1,2}$ | | $S_{2,3}$ | | $S_{1,4}$ | |
|----------------|-----------|---|-----------|---|-----------|---|-----------|------|
| time required | 15 | 1 | 5 | 4 | 3 | 2 | 4 | = 34 |

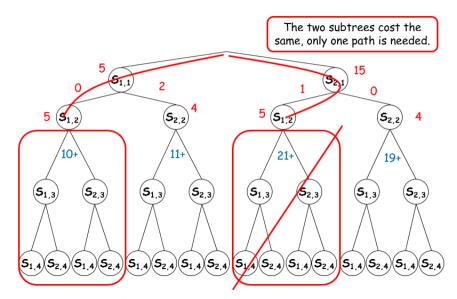
How to determine the best stations to go?

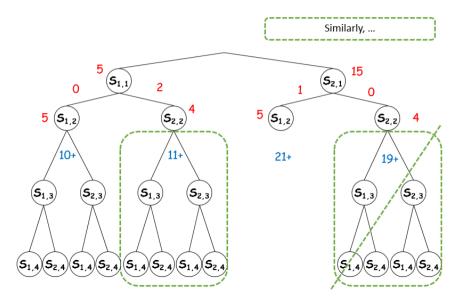
There are altogether 2^n choices of stations.

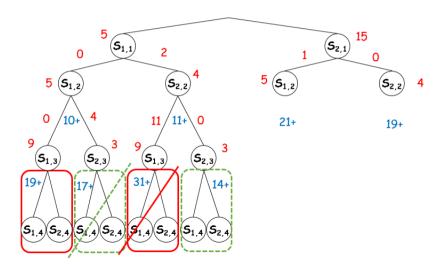
Should we try them all?

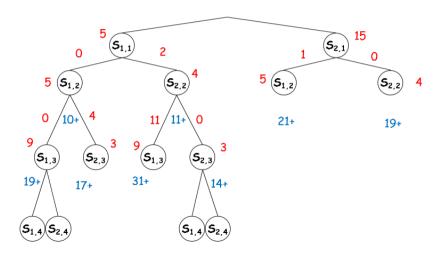












Good news: Dynamic Programming

- We don't need to try all possible choices.
- We can make use of dynamic programming:
 - 1. If we know the fastest ways to get thro' station $S_{1,n}$ and $S_{2,n}$ \implies the faster of these two is overall fastest
 - 2. Fastest ways to get thro' $S_{1,n}$? need to know fastest way to get thro' $S_{1,n-1}$ and $S_{2,n-1}$
 - 3. Similarly for $S_{2,n}$
 - **4.** Generalsing, we want fastest way to get thro' $S_{1,j}$ and $S_{2,j}$, for all j.

A dynamic programming solution - formalisation

What are the sub-problems?

- ightharpoonup given j, what is the fastest way to get thro' $\mathcal{S}_{1,j}$
- ightharpoonup given j, what is the fastest way to get thro' $\mathcal{S}_{2,j}$

Definitions:

- $ightharpoonup f_1[j]$: the fastest time to get thro' $S_{1,j}$
- **b** $f_2[j]$: the fastest time to get thro' $S_{2,j}$

The final solution equals to $\min\{f_1[n], f_2[n]\}$

Task:

- ▶ Starting from $f_1[1]$ and $f_2[1]$, compute $f_1[j]$ and $f_2[j]$ incrementally
- ▶ i.e., $f_1[2]\&f_2[2]$, $f_1[3]\&f_2[3]$, · · · , $f_1[n]\&f_2[n]$

Solving the sub-problems (1)

Q1: What is the fastest time to get thro' $S_{1,j}$

A: either

- ▶ the fastest way thro' $S_{1,j-1}$, then directly to $S_{1,j}$, or
- lacktriangle the fastest way thro' $S_{2,j-1}$, a transfer from line 2 to line 1, and then thro' $S_{1,j}$

(i)
$$f_1[j-1] + a_{1,j}$$
 (ii) $f_2[j-1] + t_{2,j-1} + a_{1,j}$
 $\therefore f_1[j] = \min\{f_1[j-1] + a_{1,j}, \quad f_2[j-1] + t_{2,j-1} + a_{1,j}\}$
Boundary case: $f_1[1] = a_{1,1}$

Solving the sub-problems (2)

Q1: What is the fastest time to get thro' $S_{2,j}$

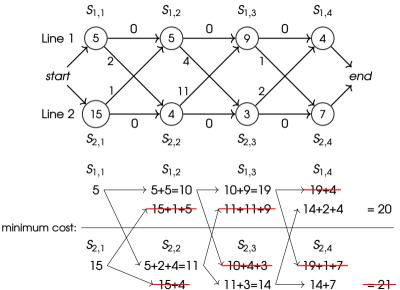
A: either

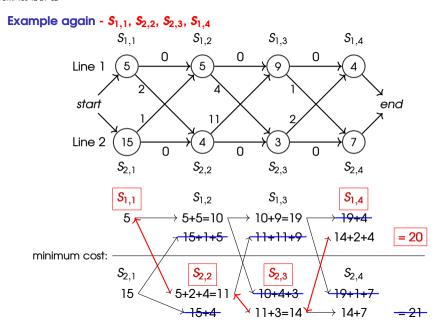
- \blacktriangleright the fastest way thro' $S_{1,j-1}$, a transfer from line 2 to line 1, and then thro' $S_{2,j}$, or
- lacktriangle the fastest way thro' $S_{2,j-1}$, then directly to $S_{2,j}$

(i)
$$f_1[j-1] + t_{1,j-1} + a_{2,j}$$
 (ii) $f_2[j-1] + a_{2,j}$

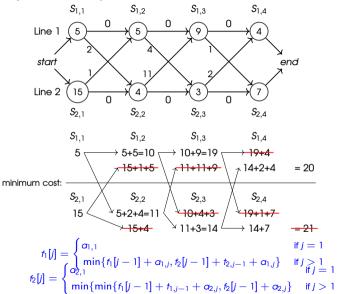
$$\therefore f_2[j] = \min\{f_1[j-1] + t_{1,j-1} + a_{2,j}, \quad f_2[j-1] + a_{2,j}\}$$
Boundary case: $f_2[1] = a_{2,1}$

Example again





Summary on the Example



| j | $f_1[j]$ | $f_2[j]$ |
|---|----------|----------|
| 1 | 5 | 15 |
| 2 | 10 | 11 |
| 3 | 19 | 14 |
| 4 | 20 | 21 |
| | | |

 $f^* = \min\{f_1[n], f_2[n]\}$

Pseudo code

$$\begin{split} f_1[1] &\leftarrow \alpha_{1,1} \\ f_2[1] &\leftarrow \alpha_{2,1} \\ \text{for } j \leftarrow 2 \text{ to } n \text{ do} \\ \text{begin} \\ f_1[j] &\leftarrow \min\{f_1[j-1] + \alpha_{1,j}, f_2[j-1] + t_{2,j-1} + \alpha_{1,j}\} \\ f_2[j] &\leftarrow \min\{f_2[j-1] + \alpha_{2,j}, f_1[j-1] + t_{1,j-1} + \alpha_{2,j}\} \\ \text{end} \\ f^* &\leftarrow \min\{f_1[n], f_2[n]\} \end{split}$$

What about 3 assembly lines?

Summary

Summary: Dynamic Programming for Assembly Line Scheduling

Next: Revision Lecture

For note taking