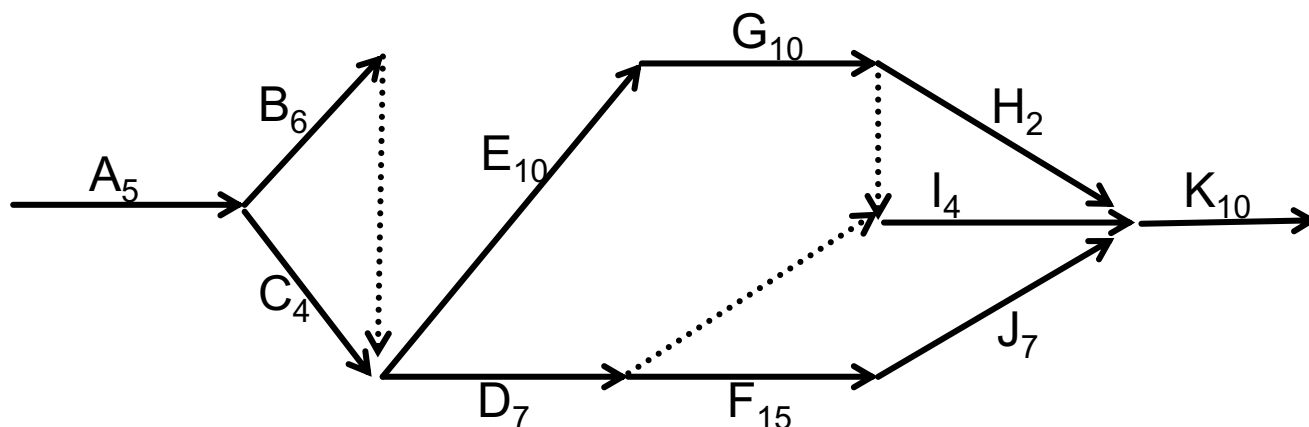


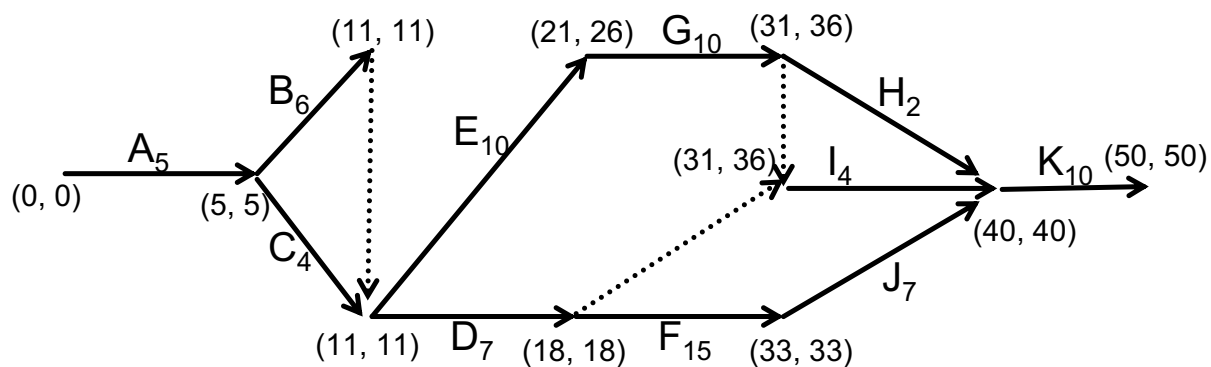
Solutions to Problem Sheet 8

1. Consider the Activities on Arrows diagram below:



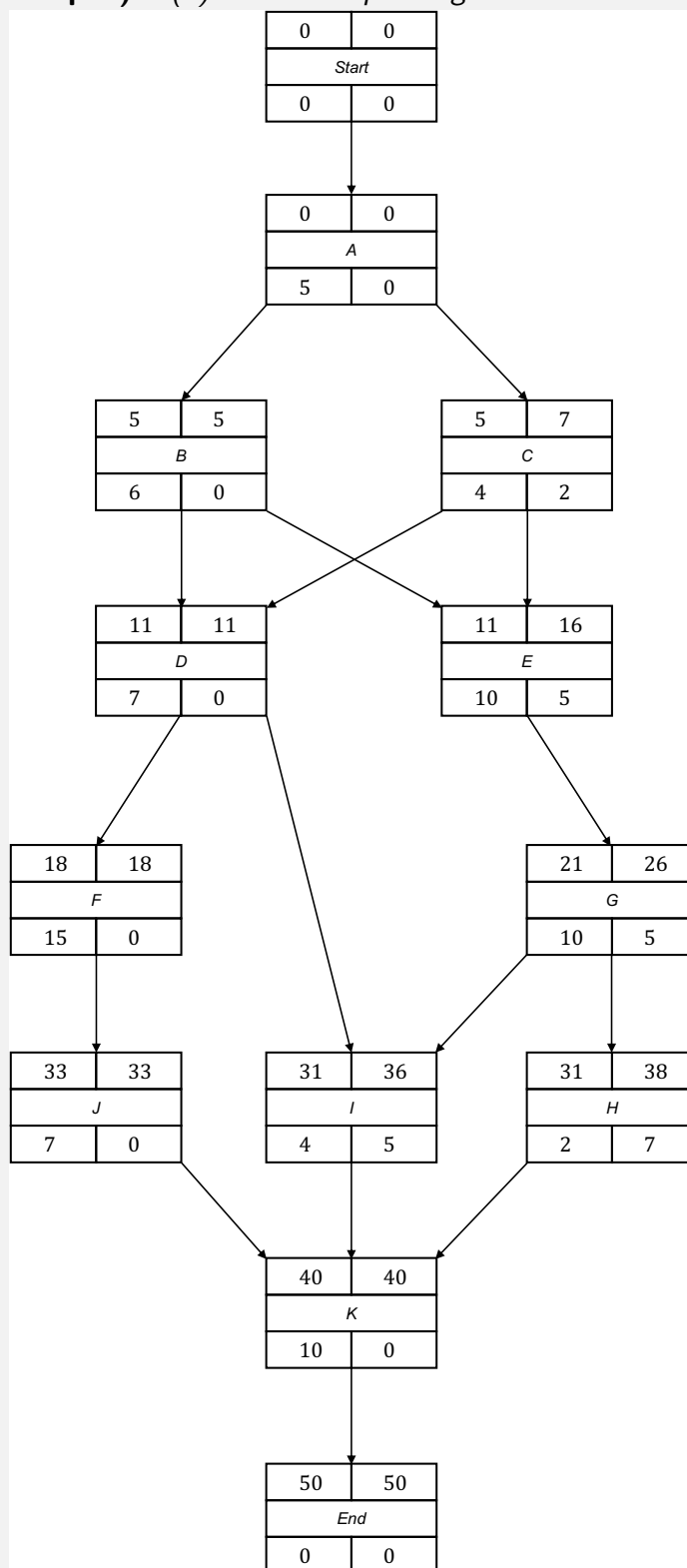
- Do a forward and backward pass to find the critical path.
- Draw the corresponding Activities on Nodes diagram.
- Give the float for each activity.

Solution 1 (a) After a forward and backward pass we get:



And so the critical path is A-B-D-F-J-K.

Solution 1 (continuing from p. 1) (b) The corresponding Activities on Nodes diagram is:



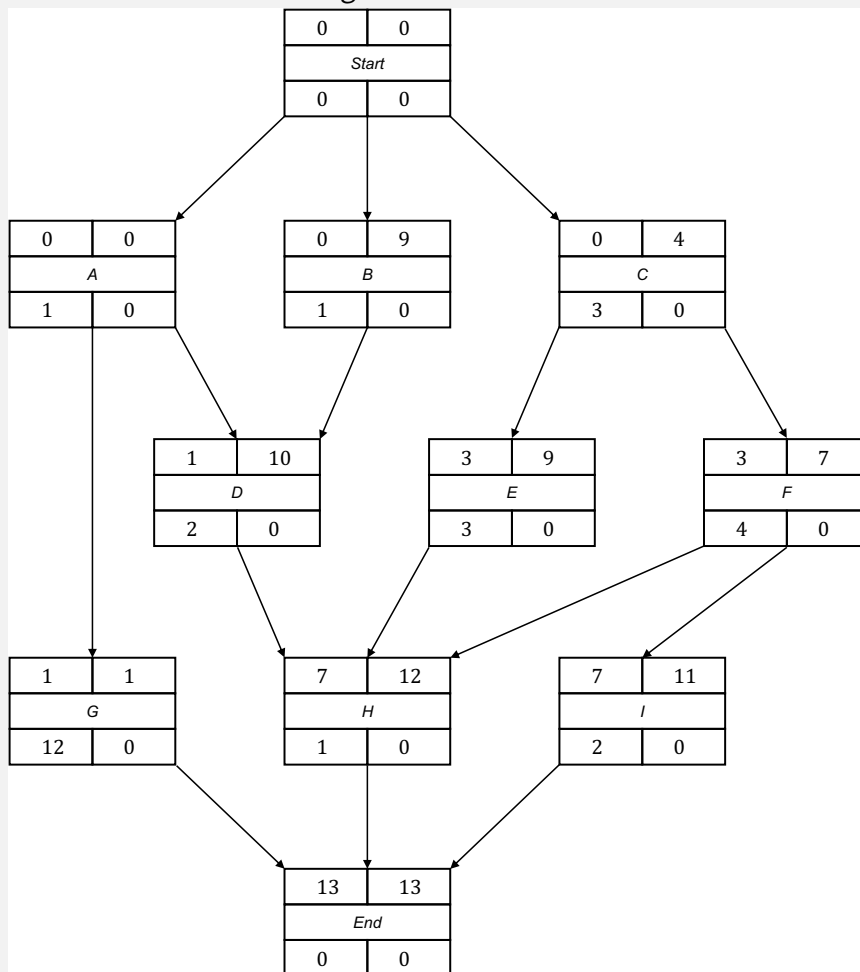
(c) Activities on the critical path, A, B, D, F, J, and K, have float of 0. Activity C has float of 2, activities E, G and I have floats of 5, and activity H has float of 7.

2. Consider the following project:

| Activity | Duration | Prerequisites |
|----------|----------|---------------|
| A | 1 | - |
| B | 1 | - |
| C | 3 | - |
| D | 2 | A, B |
| E | 3 | C |
| F | 4 | C |
| G | 12 | A |
| H | 1 | D, E, F |
| I | 2 | F |

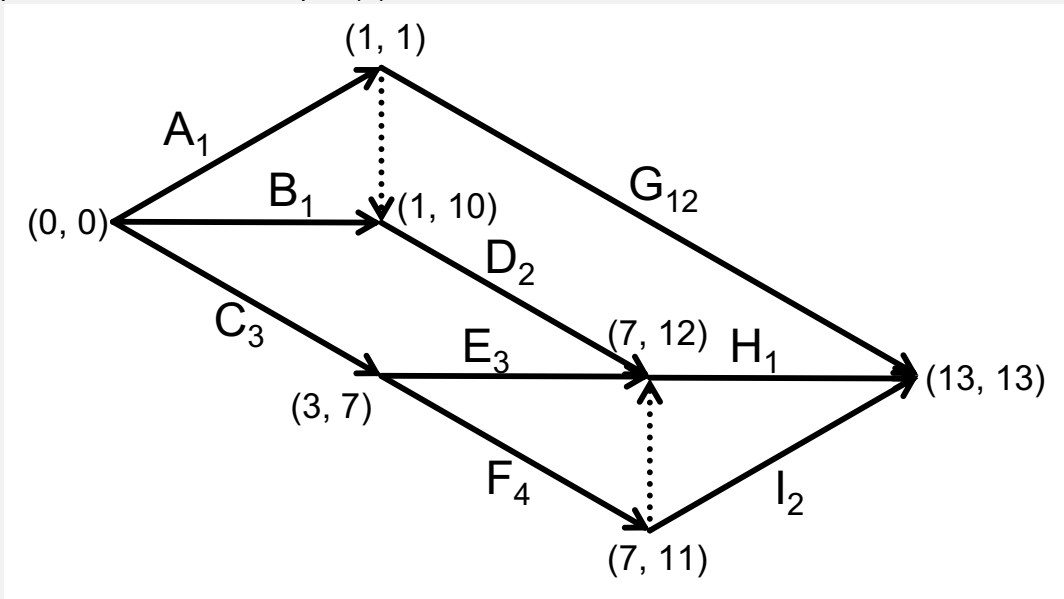
- Draw the Activities on Nodes diagram and find the critical path.
- Draw the Activities on Arrows diagram and find the critical path.
- Draw a Gantt chart for the project.

Solution 2 (a) The Activities on Nodes diagram is:



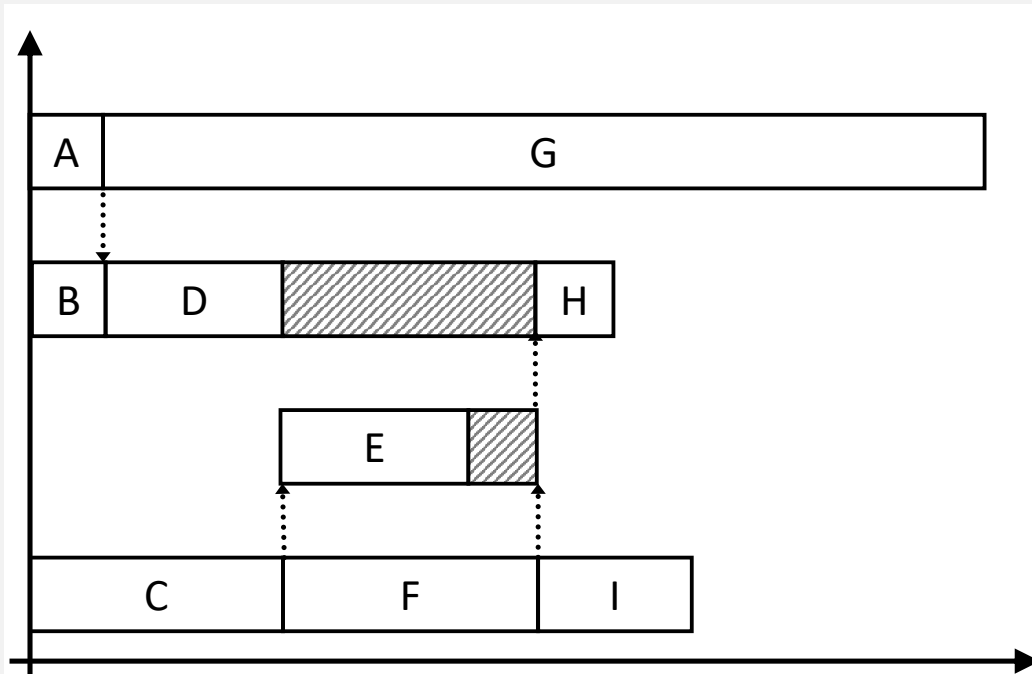
And so the critical path is A-G.

Solution 2 (continuing from p. 3) (b) The Activities on Arrow diagram is:



And so the critical path is A-G.

(c) The Gantt chart is:



(take care to ensure that prerequisite relationships are indicated.)

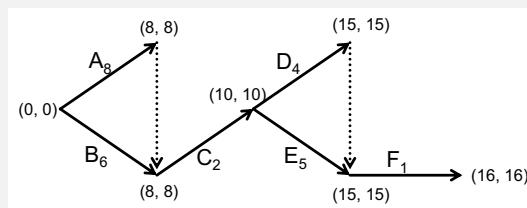
3. Consider the project below:

| Task | Prerequisites | Duration | Crash Time | Crash Cost |
|------|---------------|----------|------------|------------|
| A | - | 8 | 5 | £30 |
| B | - | 6 | 2 | £200 |
| C | A, B | 2 | 1 | £15 |
| D | C | 4 | 2 | £60 |
| E | C | 5 | 1 | £100 |
| F | D, E | 1 | - | - |

By drawing activities on arrows diagrams, find the least cost method of reducing the overall project duration to 11 time units.

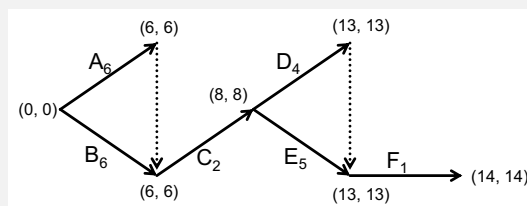
Solution 3 First note that the unit cost reduction for A is £10, for B is £50, for C is £15, for D is £30, and for E is £25. Activity F cannot be crashed.

Step 1: Draw the initial activity on arrows diagram and find the critical path:



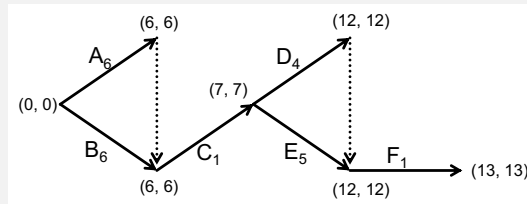
which gives a critical path of A-C-E-F, and so can reduce any of these. The cheapest activity that is possible to crash out of these is A. We can reduce A by 2 before the critical path changes, at a cost of £20.

Step 2: Redraw the activity on arrows diagram:



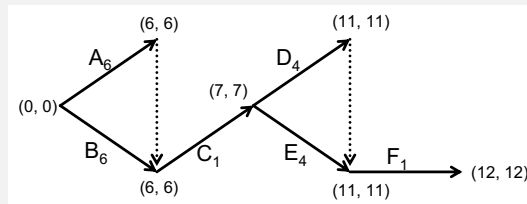
which gives a two critical paths A-C-E-F and B-C-E-F. We have a choice between reducing both A and B together (costing a total of £60), reducing C or E. Reducing C is the cheapest. We can reduce C by a maximum of 1, at a cost of £15.

Solution 3 (continuing from p. 5) Step 3: Redraw the activity on arrows diagram:

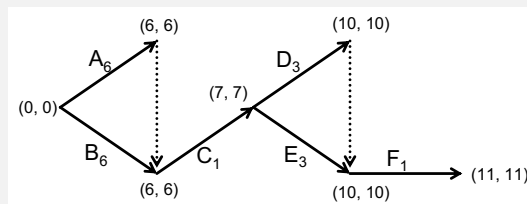


which gives a two critical paths A-C-E-F and B-C-E-F. We have a choice between reducing both A and B together (costing a total of £60), or reducing E. Reducing E is the cheapest. We can reduce E by 1 before the critical path changes, at a cost of £25.

Step 4: Redraw the activity on arrows diagram:



which gives a four critical paths A-C-E-F, A-C-D-F, B-C-D-F and B-C-E-F. We have a choice between reducing both A and B together (costing a total of £60), or reducing D and E together (costing a total of £55). So reduce both D and E together by 1 each, to reach the target time:



Therefore the least cost reductions to achieve an overall target time of 11 is to reduce A by 2, C by 1, D by 1, and E by 2. This costs a total of £115.