

# CSC 7003 : Basics of Software Engineering

**J Paul Gibson, D311**

`paul.gibson@telecom-sudparis.eu`

<http://www-public.telecom-sudparis.eu/~gibson/Teaching/CSC7003/>

## **Planning Tasks**

</~gibson/Teaching/CSC7003/L9-PlanningTasks.pdf>



"Just work till midnight, you need to relax too"

# Task Graphs: a simple yet powerful tool

Problem *Structure* <--.....--> Solution *Structure*

Large gap => try an intermediate step

**Problem ---> Task Graph ---> Solution**

*How to:*

**Problem -> Task Graph**

split problem into tasks

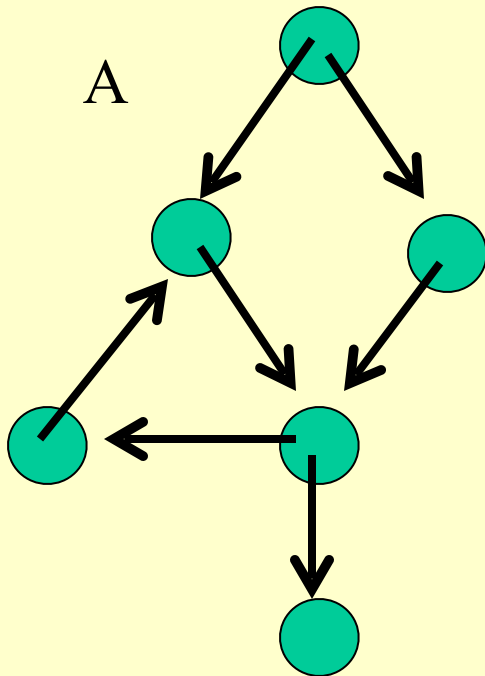
**Task Graph -> Solution**

map tasks to **parallel resources**

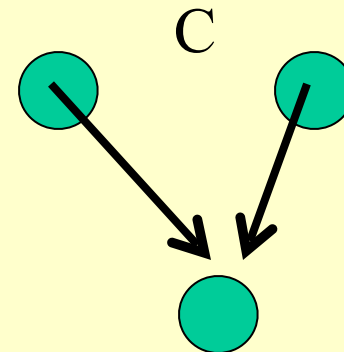
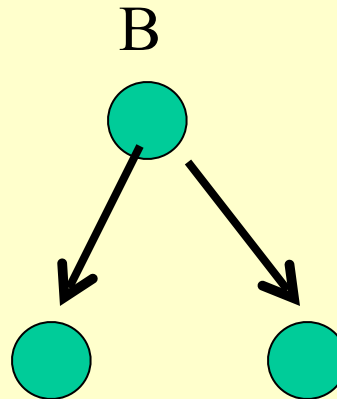
# What Is A Task Graph?

A *task graph* is a graph which has:

1 *root*, 1 *leaf*, no *cycles* and all *nodes connected*



A, B and C are graphs but they are not *task graphs*



## Why are task graphs useful?

They help to identify an important property of the problem:

*task dependency*

They provide a formal model for scheduling which is amenable to:

*rigorous mathematical analysis*

They are simple, yet very powerful because they can be communicated to clients, managers and engineers:

*non-ambiguous common language*

There are standard extensions to the model which guard the simplicity and intuitiveness, but also enrich the semantics

# HOW: Problem ---> Task Graph

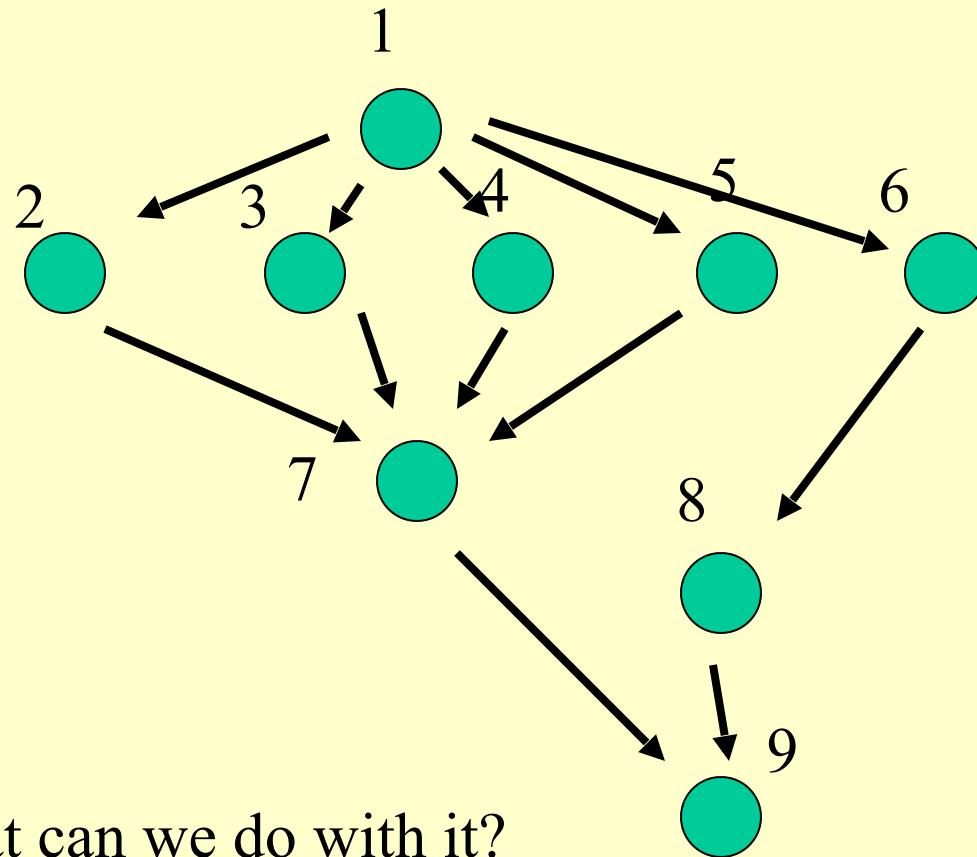
Task graphs are useful, but how do we create them?

*There is a standard, informal, algorithm:*

- Divide problem into set of  $n$  tasks
- Every task becomes a node in the task graph
- If task( $x$ ) cannot start before task( $y$ ) has finished then draw a line from node( $y$ ) to node( $x$ )
- Identify (or create) starting and finishing tasks

The process (execution) flows through the task graph almost like *pipelining* in a single processor system

# A Typical Task Graph



**Question** --- what can we do with it?

**Answer** --- we can construct *task sequences*

# Task Sequences

A *task sequence* for a task graph, TG say, shows all *valid schedules* of the problem

$ts = t_1, \dots, t_n$  is a valid task sequence for TG iff

- $t_1$  is a root node
- $t_n$  is a final (leaf) node
- there is a *1-1 and onto* mapping (isomorphism) between the tasks and the nodes in TG
- for all pairs of tasks  $t_i, t_{i+1}$  in the sequence, there is no path from  $t_{i+1}$  to  $t_i$  in TG

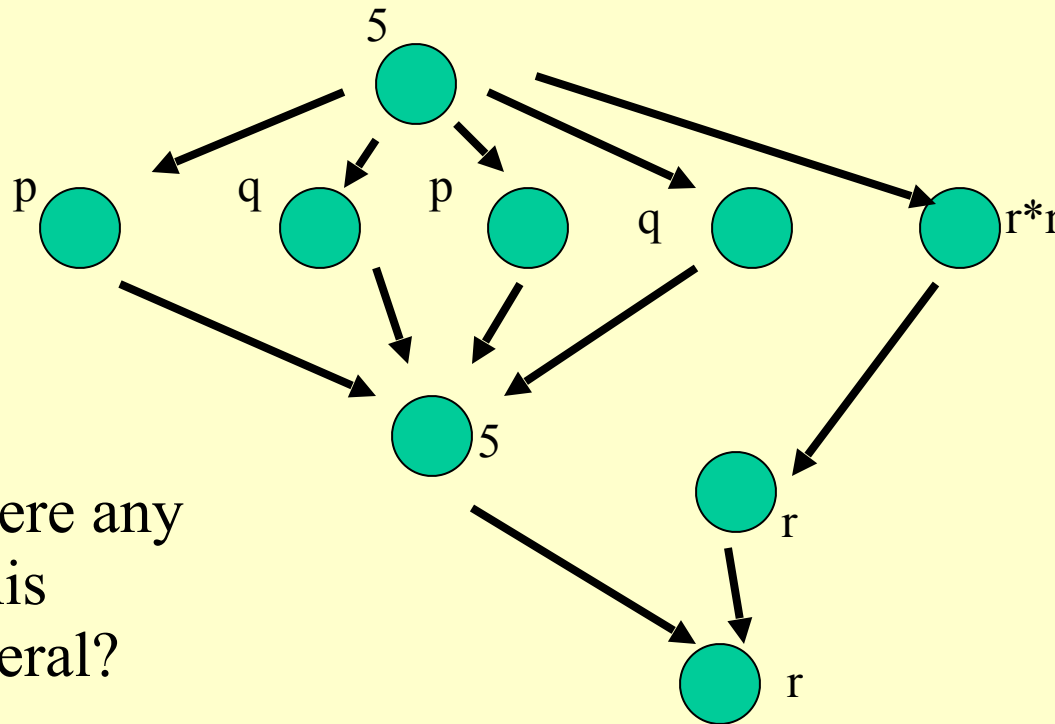


# Annotated Task Graphs

In an annotated task graph:

For each task we annotate the TG with a value corresponding to *'task time'*

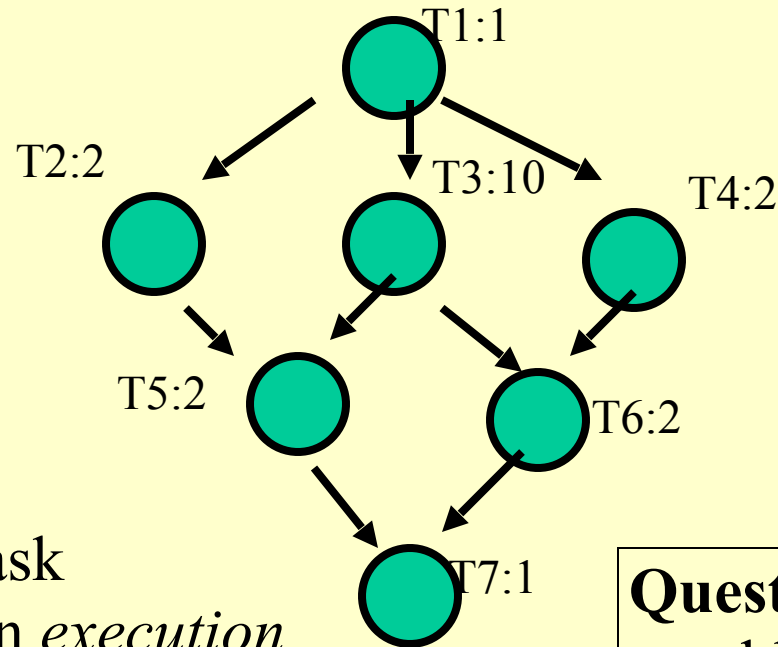
For example, consider a possible annotation for our previous graph ---



**Question:** are there any problems with this approach, in general?

# Mapping task graphs to parallel resources

Example:



With 1 person, any task sequence will have an *execution time* =  $1+2+10+2+2+2+1 = 20$

Goal: using people in parallel, reduce execution time

**Question:** what would our best execution time be in a system with an *unbounded* number of people?

# Gantt Charts: A useful planning/scheduling tool



European Journal of Operational Research

Volume 149, Issue 2, 1 September 2003, Pages 430–437

Sequencing and Scheduling



## Gantt charts: A centenary appreciation

James M. Wilson  

Department of Business and Management, Glasgow University, University Avenue, Glasgow G12 8QQ, Scotland, UK

[http://dx.doi.org/10.1016/S0377-2217\(02\)00769-5](http://dx.doi.org/10.1016/S0377-2217(02)00769-5), How to Cite or Link Using DOI

 Permissions & Reprints

### Abstract

With the proliferation of microcomputer based project management packages Gantt charts have enjoyed a revival in their use. Although Henry L. Gantt is recognized as their developer their origins and provenance are less well known. Gantt was a close associate of Frederick W. Taylor and an advocate of Scientific Management. His paper describing the use of 'graphics' for general production planning appeared alongside Taylor's *Gantt Management* in 1903 and was an integral and critical component of Taylor's system. Without Gantt's charts to plan the workloads for men and machines both in departments and throughout the factory Taylor's system would have been unworkable. The focus of this paper is to describe more fully their development and early history; and review their contemporary uses and future prospects.

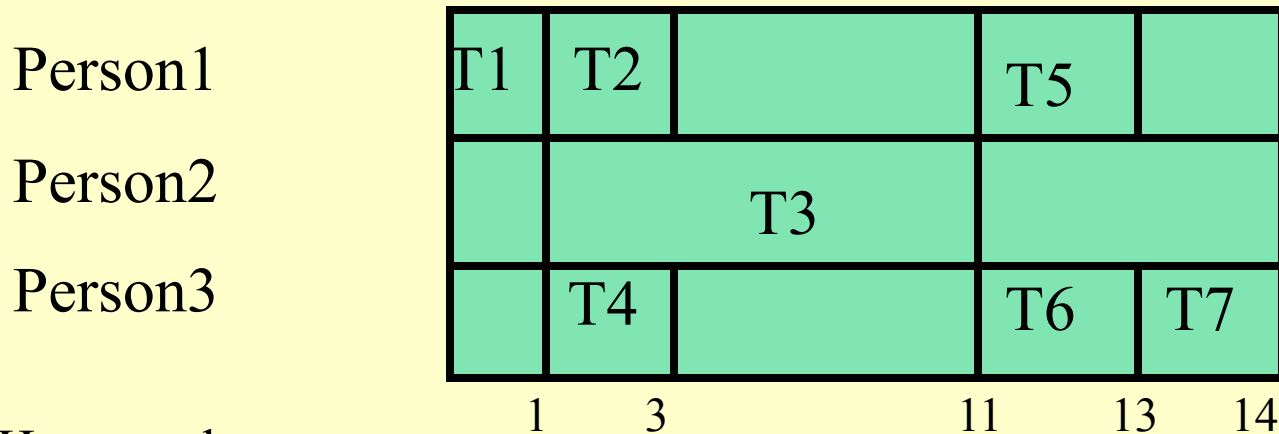
### Keywords

Project management; Machine loading; Production planning; Gantt charts

# Gantt Charts

To map a TG onto a parallel schedule, we use a *Gantt Chart*

Example: our previous example with 3 people



Here, we have:

- *execution time* = 14,
- *speed up* = time for single person / new *execution time* = 20/14 = 1.4
- *efficiency* = speed up / number of people = 1.4/3 = 0.5

# A First Analysis

In the previous problem, we did our analysis on a bounded number of people ... why? ... and why did we chose 3?

**Question:** how well could we do with more than 3 people?

**Question:** how well could we do with only 2 people?

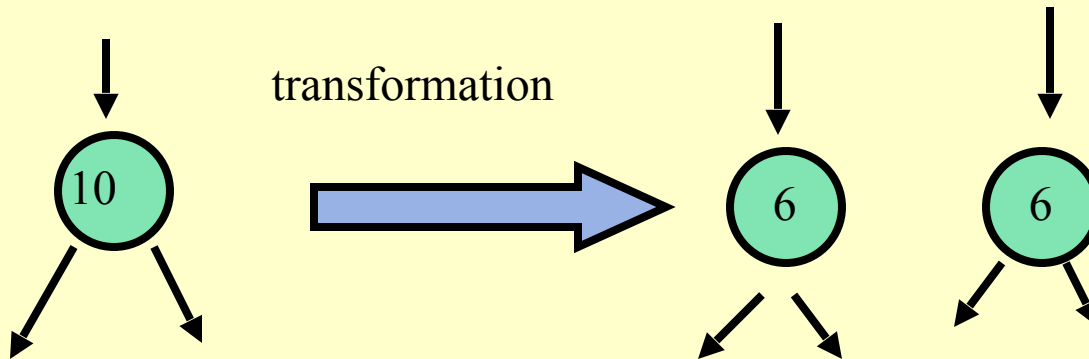
**Question:** why should we target our analysis on Task **T3**?

**Potential improvement:** split **T3** into subtasks and try again ... this is known as a *task graph transformation*

# Graph Transformation

Task Graph *Transformation* ---

T3 appears to be the *problem task* ... what can we achieve if we divide it into 2 tasks. For example, two tasks taking *6 units* execution time each ---



**Note:** the transformation has cost us in terms of total work required --- it often costs more to split something up --- but the added structure means we can reduce execution time using parallel resources.

**Question:** after this transformation, can we do better with 3 people?

# Extending the Task Graph Model

Annotated task graphs are good but they, like all models, abstract away from details. Sometimes these details are irrelevant to our analysis but other times they can have a large impact.

In such a situation, our only choice is to extend the model.

For example:

- different people may work at different speeds
- some people may be unreliable
- there may be communication delays between people/tasks
- there may be *fairness concerns*
- tasks may be people specific; people may be task specific
- there may be variable task times ...