

# ISS team scheduling problem

Alexander Lazarev<sup>1,2,3,4</sup>, Varvara Gushchina<sup>2,4</sup>

<sup>1</sup> National Research University Higher School of Economics, Moscow;

<sup>2</sup> Lomonosov Moscow State University, Moscow;

<sup>3</sup> Institute of Physics and Technology State University, Moscow;

<sup>4</sup> Institute of control sciences, Moscow;

jobmath@mail.ru; vg@kvartasoft.ru

We consider the International Space Station (ISS) scheduling problem. Cosmonauts and dispatchers have to perform given set of tasks  $N = \{1, 2, \dots, n\}$  during the flight time. Every task is characterized by such parameters like duration  $l_i$ , priority  $p_i$ , possible time of commencement  $T_i = \{t_{i_1}, t_{i_2}, \dots, t_{i_{k_i}}\}$  and complexity  $d_i$ . The problem is to distribute the tasks to the time planning horizon  $H = \{t_1, t_2, \dots, t_T\}$  in the most optimal way: it means performing all set of tasks and achieving the uniform load of all team members. The unit of the time planning horizon equals to 5 minutes.

## Mathematical problem.

We have:

1.  $M$  cosmonauts and dispatcher;
2. set of tasks  $N = \{1, 2, \dots, n\}$ ;
3. time planning horizon  $H = \{t_1, t_2, \dots, t_T\}$  ( $k$  days,  $h$  hours per day).

Every task is characterized by:

1. priority  $p_i = p_{ij}(t_j)$ ,  $i = 1, \dots, n, j = 1, \dots, T$ ;
2. duration  $l_i$ ;
3. complexity  $d_i$ .

If  $t_j \in T_i$  then  $p_i \neq 0$ , else  $p_i = 0$ .

The problem is to maximize the objective function:

$$\max \sum_{i=1}^n \sum_{j=1}^P x_{ij} p_{ij}(t_j), \quad (1)$$

subject to

$$\sum_{i=1}^n \sum_{j=1+ah}^{(a+1)h} x_{ij} d_j \leq C, a = 0, \dots, k-1. \quad (2)$$

Binary variables  $x_{ij}$  have the following meaning:  $x_{ij} = 1$  if the task  $i$  is performed at the time  $t_j$ , and  $x_{ij} = 0$  otherwise.

The exact algorithm was proposed to solve this problem. The algorithm is a superposition of Greedy algorithm and Branch-and-bound [1]. Both algorithms are often used to solve Knapsack Problem which variation, Multiply Knapsack Problem with Initial Capacity, is similar to assigned problem [2].

The proposed algorithm consists of 3 stages:

1. sorting tasks (greedy);
2. finding Upper Bound;
3. brunching.

This algorithm was programmed on C++ and it's work with different initial data was analyzed using received program.

**Conclusion:**

1. algorithm is exact;
2. algorithm is suitable for parallelize;
3. algorithm is able to develop in the event of a complication of the problem;
4. the number of possible solutions depends on the severity of restrictions.

REFERENCES

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