

Guest Lecture  
EECE 200  
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**Project Management --- An Introduction**  
(Project Planning and Scheduling)

**Ali Yassine**

Engineering Management Program

American University of Beirut  
*ali.yassine@aub.edu.lb*

# Outline

- Definitions: project, activity, project plan, schedule, etc.
- Project planning using Work Break-down Structure (WBS) method
- Project scheduling tools: Gantt chart & Critical Path Method (CPM)
- Design structure matrix (DSM) method
- Conclusion

# Project

- A project is a “**temporary**” endeavor undertaken to create a “**unique**” product or service
  - If project output is not unique but **repetitive**, then this becomes a **process**
- A project is composed of a **number of related activities** that are directed to the accomplishment of a **single desired objective**
- A project starts when at least one of its activities is ready to start
- A project is completed when all of its activities have been completed

# Activity

- An *activity* (also called a *task*):
  - Must have a clear **start** and a clear stop
  - Must have a **duration** that can be forecasted
  - May require the completion of other activities before it begins – **prerequisite activities**
  - should have some '**deliverables**' for ease of monitoring

# Project Plan

- A **project plan** is a **description** of the project that divides it into sub-projects and activities, indicating:
  - The **start** and **completion** of each activity
  - When (and how much) a **resource** is required
  - The **cost** of each activity

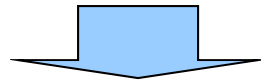
# Reasons for Project Planning

- **Establish directions** for project team
- **Motivate** normally disorganized people
- Make allowance for **risk** – Assess amount of damage from possible delays & propose response
- Well planned projects are executed on time and budget

# Project Planning

## **1) Start with: The Scope**

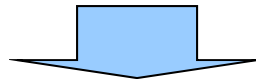
Defines at the highest level what has to be done—what must be created and delivered to the project's customers.



## **2) Create: The Work Breakdown Structure (WBS)**

A top-down hierarchical description of the work required to *produce* what is called for in the Project Scope and *achieve the mission*,

- Provides approach for 'decomposing' the work into measurable units, which allows easier and more accurate estimates of duration and needed resources,
- Allows breakdown of work to deliverables, activities, tasks that can be assigned to an owner.



## **3) Based on the WBS, develop: The Project Schedule**

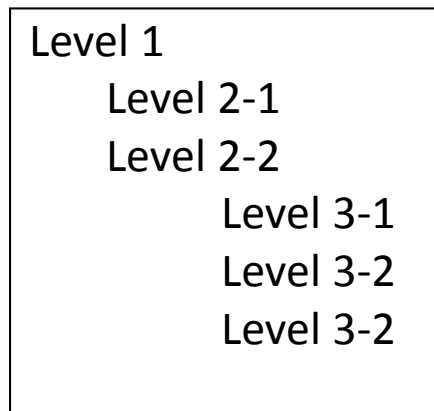
Created by adding resource assignments, task work effort and duration estimates, and dependencies to all tasks in the WBS.

# Work Breakdown Structure (WBS)

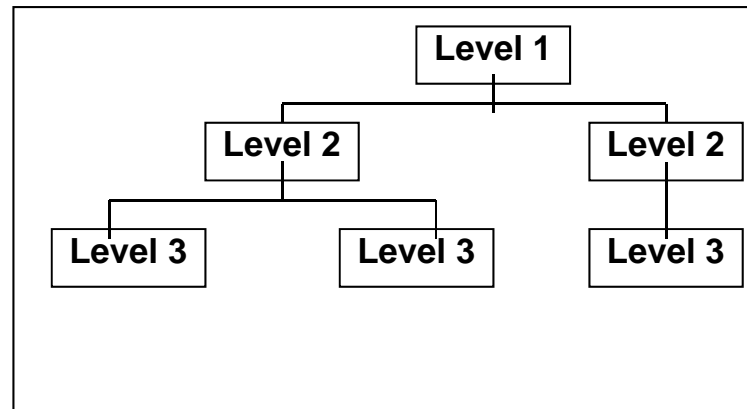
- Contains a list of activities for a project derived from:
  - Previous experience
  - Expert brainstorming
- WBS helps in:
  - identifying the main activities
  - break each main activity down into sub-activities which can further be broken down into lower level sub-activities
- WBS problems:
  - Too many levels
  - Too few levels



# Creating WBS Formats

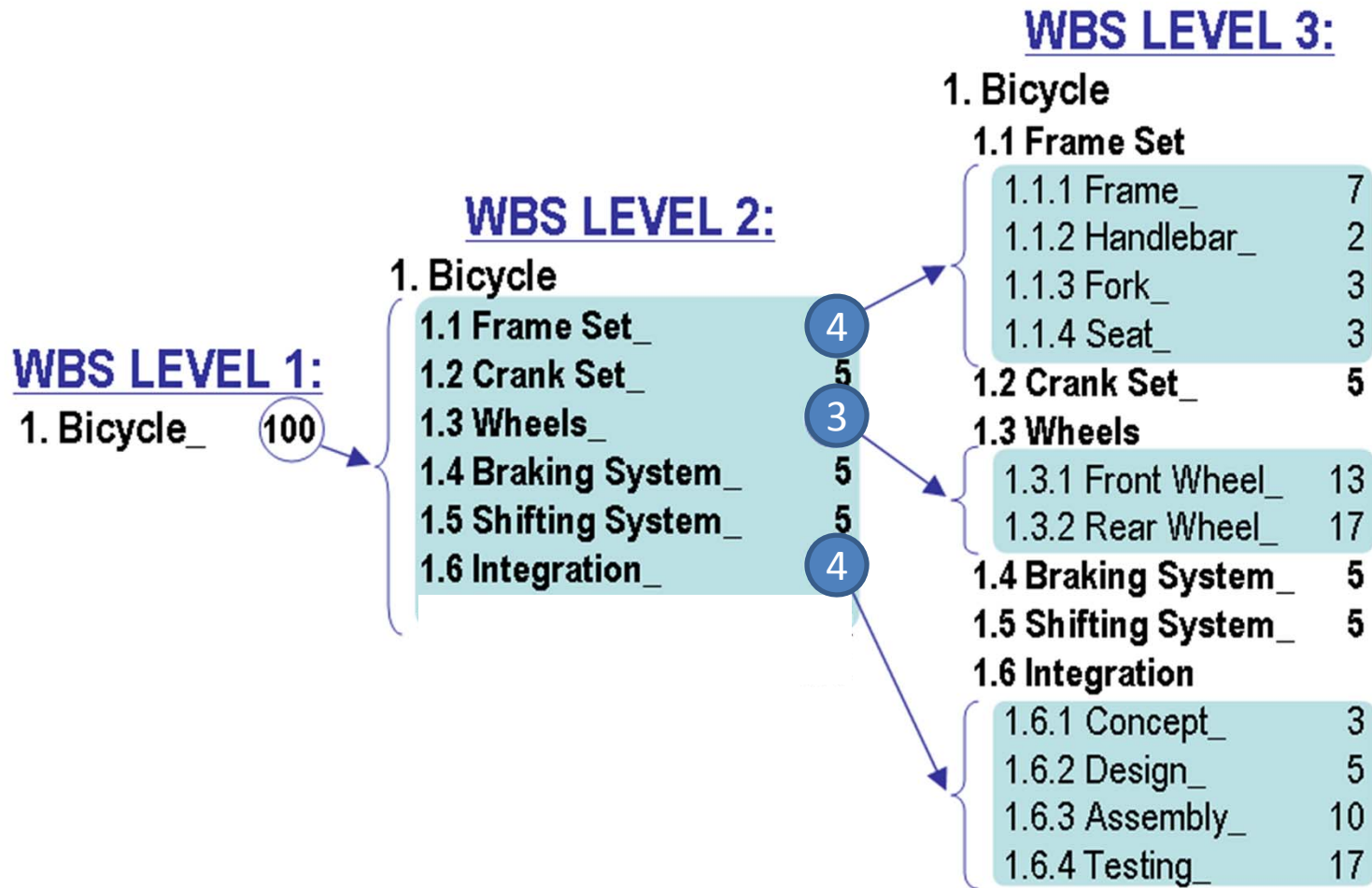


Indented List



Hierarchical Tree

# Creating WBS for a Bicycle

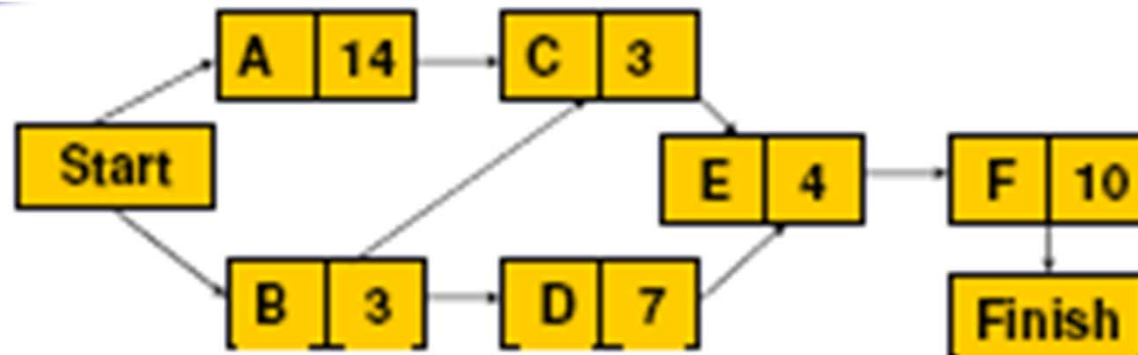


# Activity Duration & Predecessors

- *Realistic* estimate of the time for each task
  - Based on prior experience on similar projects
  - Extrapolation
  - Depend on availability of resources
  - Any reasonable “guesstimate” is better than no estimate at all
- Capture and document dependencies

# Network Representation - AON

Activity Name	Duration (days)	Predecessors
A	14	None
B	3	None
C	3	A,B
D	7	B
E	4	C,D
F	10	E



# Critical Path & Activities

- Critical Path = longest chain of activities
  - Determines the minimum project duration
  - Delaying any task on this path results in an overall project delay by the same amount
  - Resource constraints may also change logic
- Critical activity = an activity on the critical path

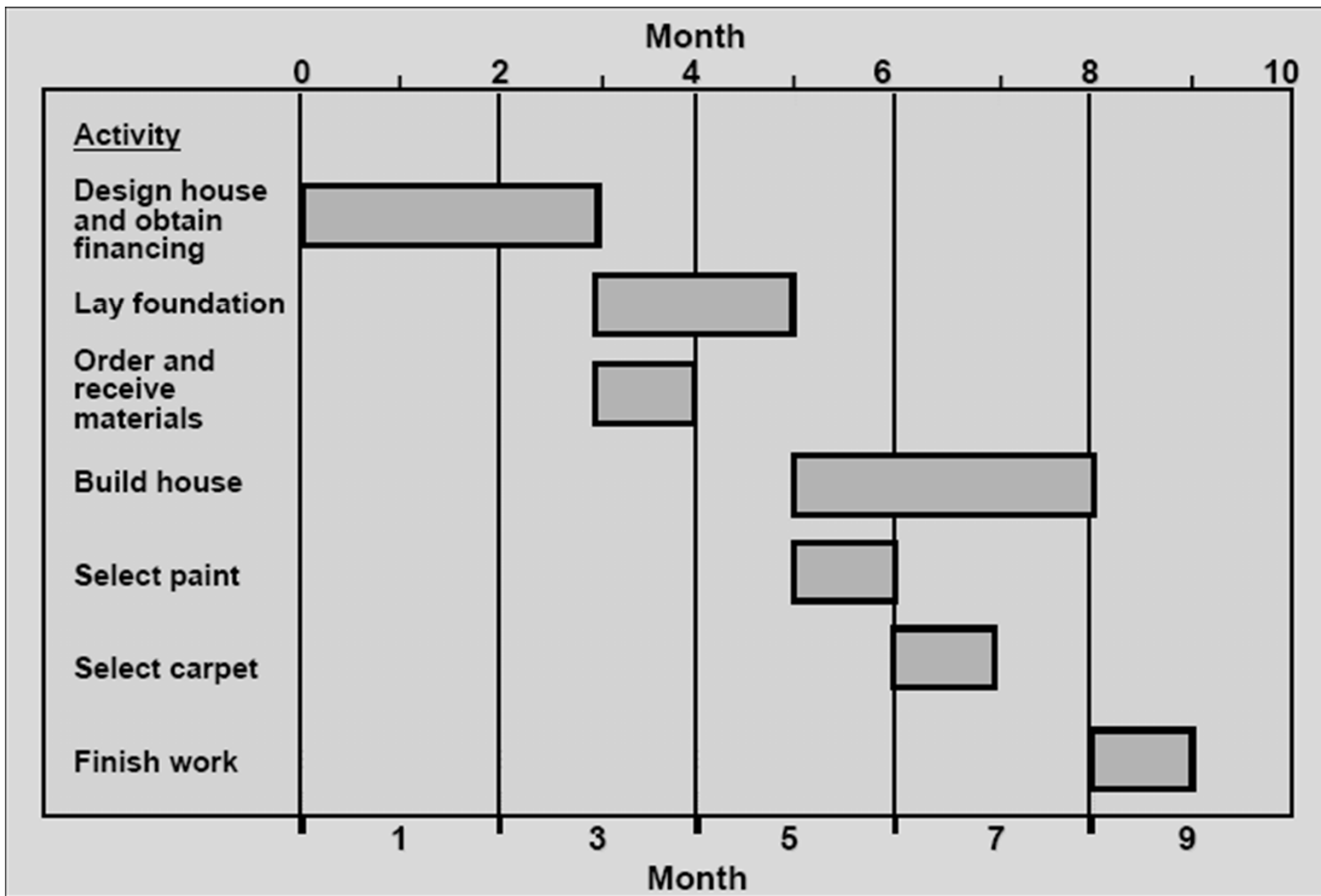
# Project Scheduling Tools

- Gantt chart
- CPM = Critical Path Method
- PERT = Project Evaluation & Review Technique
- LOB = Line of Balance

# Gantt Chart

- Developed in 1918 by H.L. Gantt
- Graph or bar chart with a bar for each activity that shows passage of time
- Provides visual display of project schedule
- Limitations
  - Does not give a clear indication of interrelation between the activities

# Example of Gantt Chart





# Critical Path Method (CPM)

- Developed by Du Pont Chemical Company and published in 1958
- Primary objectives:
  - Plan for the fastest completion of the project
  - Identify activities whose delays is likely to affect the completion date for the whole project
  - Very useful for activities with known completion time

# Benefits of CPM Analysis

## ■ During planning stage

- Shortening the critical path will reduce the overall project duration
- Can we decrease the completion time by spending more money

## ■ During management stage

- Pay more attention to those activities which fall on the critical path

# CPM Calculations

- The forward pass

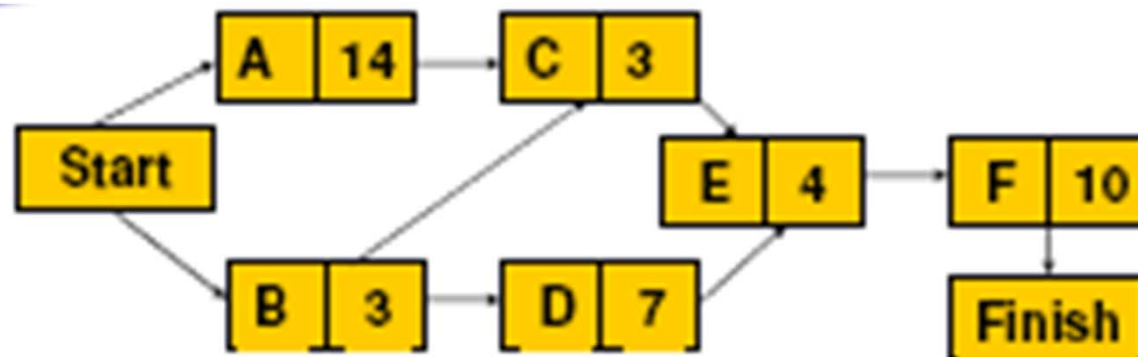
- calculate the **earliest start dates of the** activities to calculate the project completion date

- The backward pass

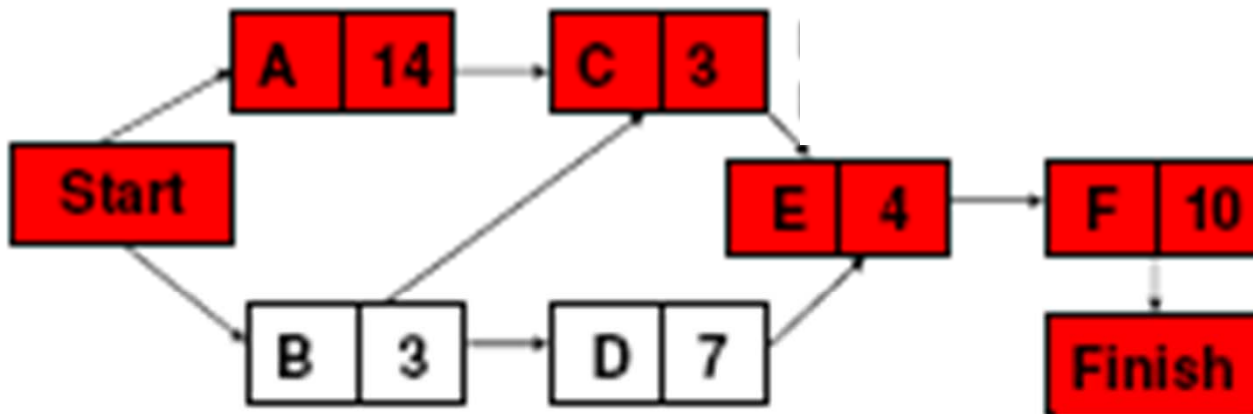
- calculate the **latest start dates for activities** to identify the critical path

# A Simple Example

Activity Name	Duration (days)	Predecessors
A	14	None
B	3	None
C	3	A,B
D	7	B
E	4	C,D
F	10	E



# Critical Path by Enumeration

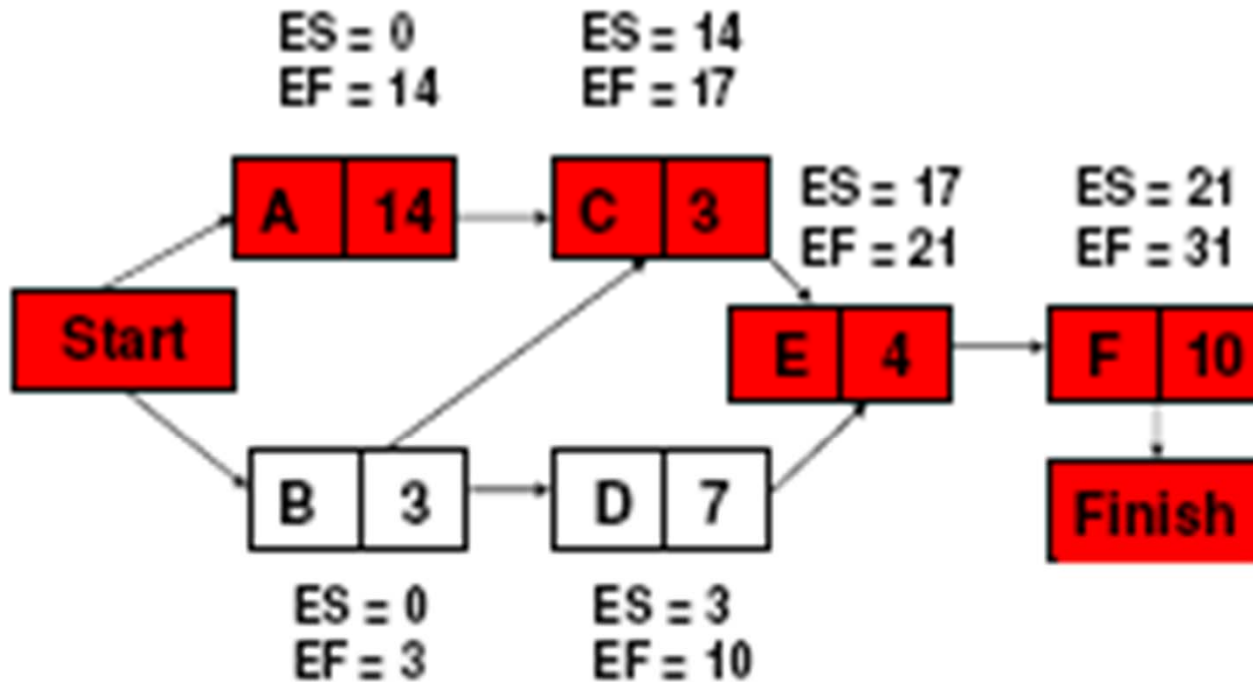


A-C-E-F  
 $14+3+4+10=31$  weeks

B-D-E-F  
 $3+7+4+10=24$  weeks

B-C-E-F  
 $3+3+4+10=20$  weeks

# Forward Pass



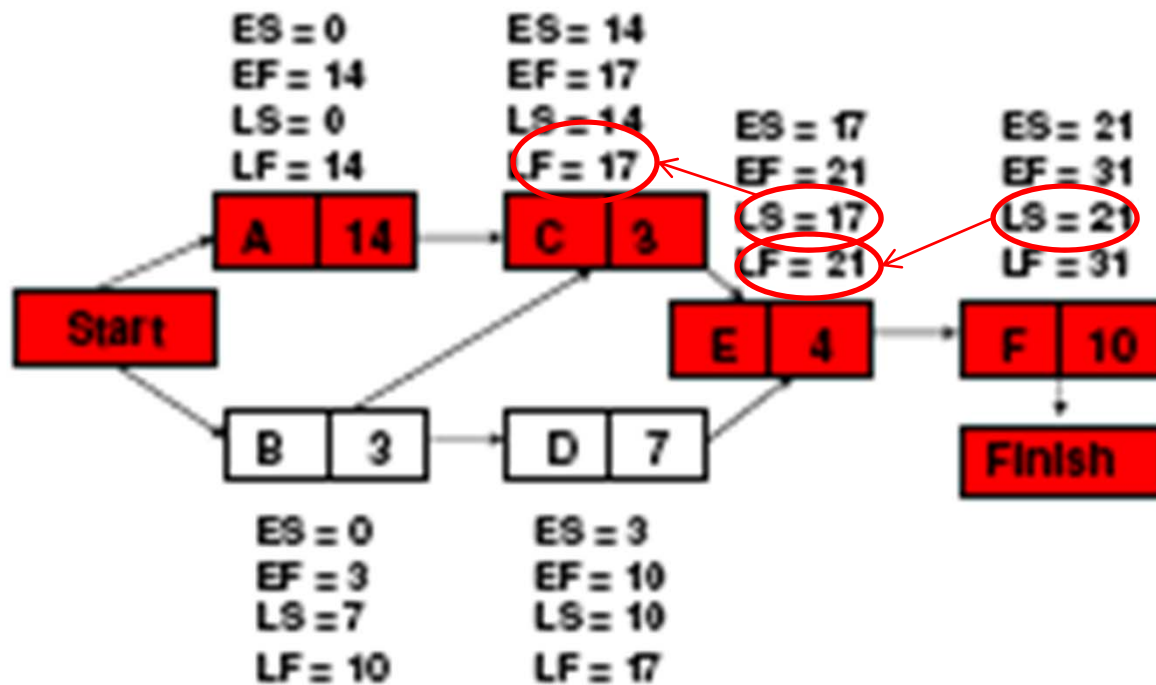
A-C-E-F  
 $14+3+4+10=31$  weeks

B-D-E-F  
 $3+7+4+10=24$  weeks

B-C-E-F  
 $3+3+4+10=20$  weeks

 = Critical Path

# ... and backward pass

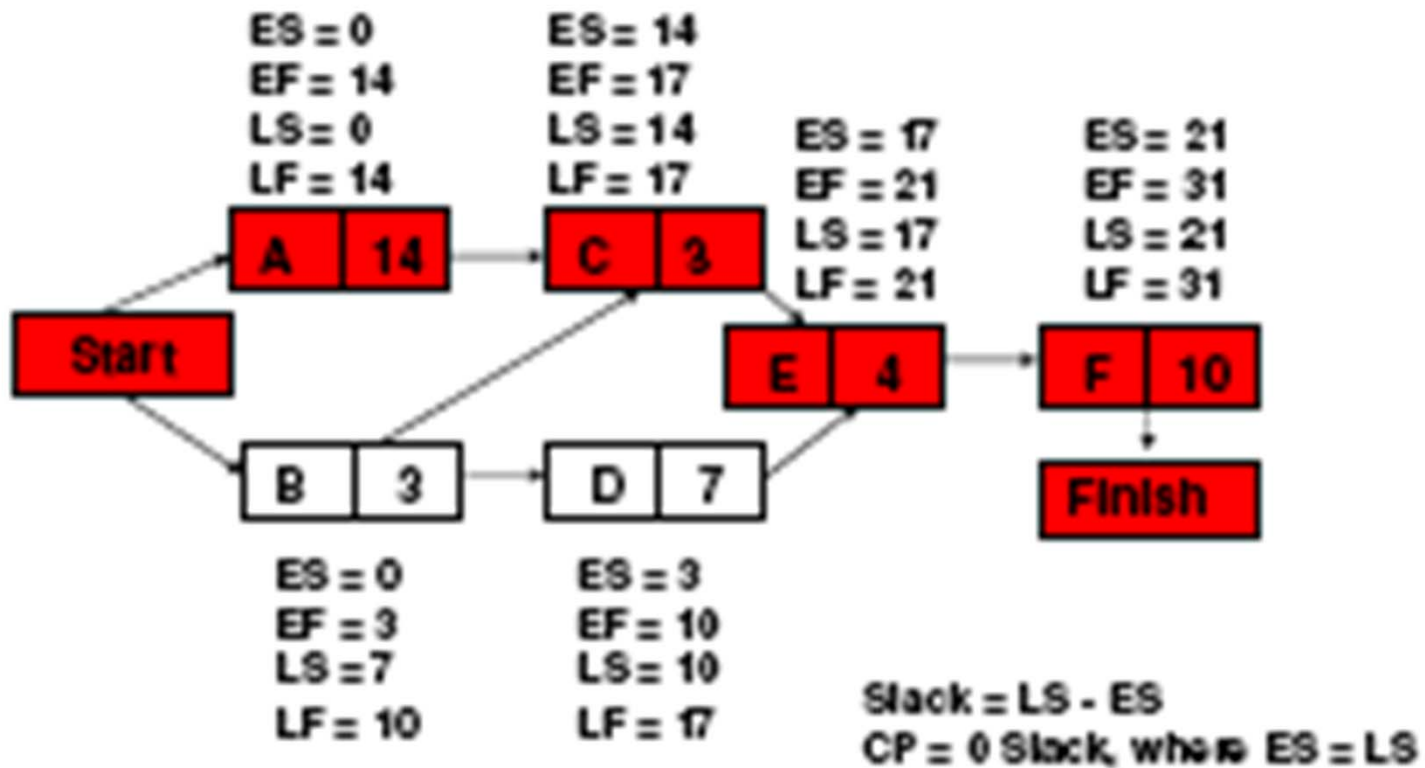


# Activity Slack or Float

- Time allowed for an activity to delay
- 2 different types:
  - **Total float (without affecting project completion)**  
= latest start – earliest start
  - **Free float (without affecting the next activity)**  
= earliest start of *next activity* – *latest finish of previous activity*



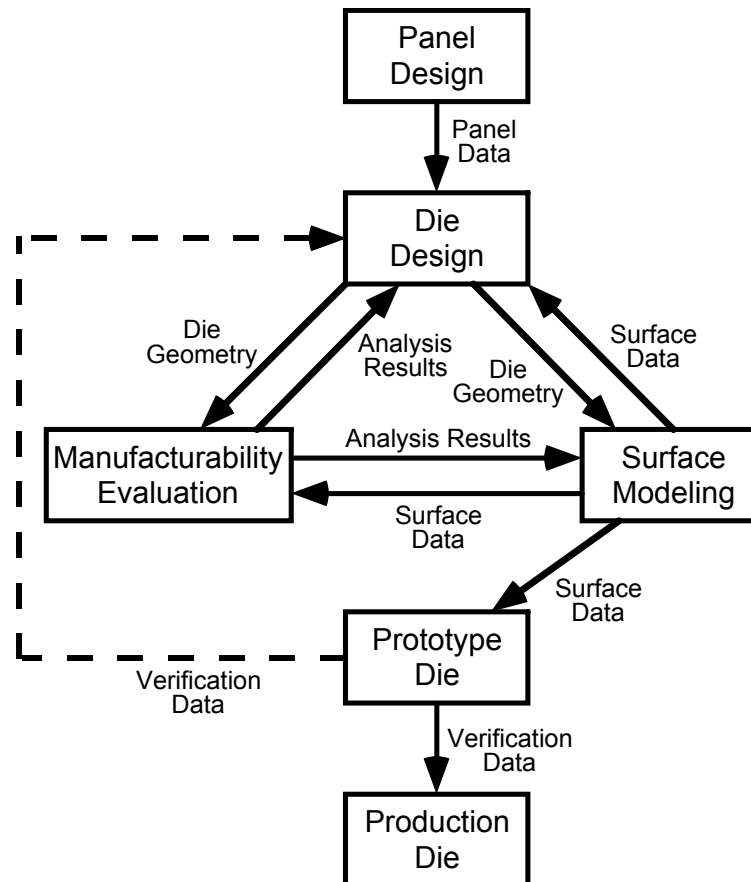
# ... and Slack Calculations



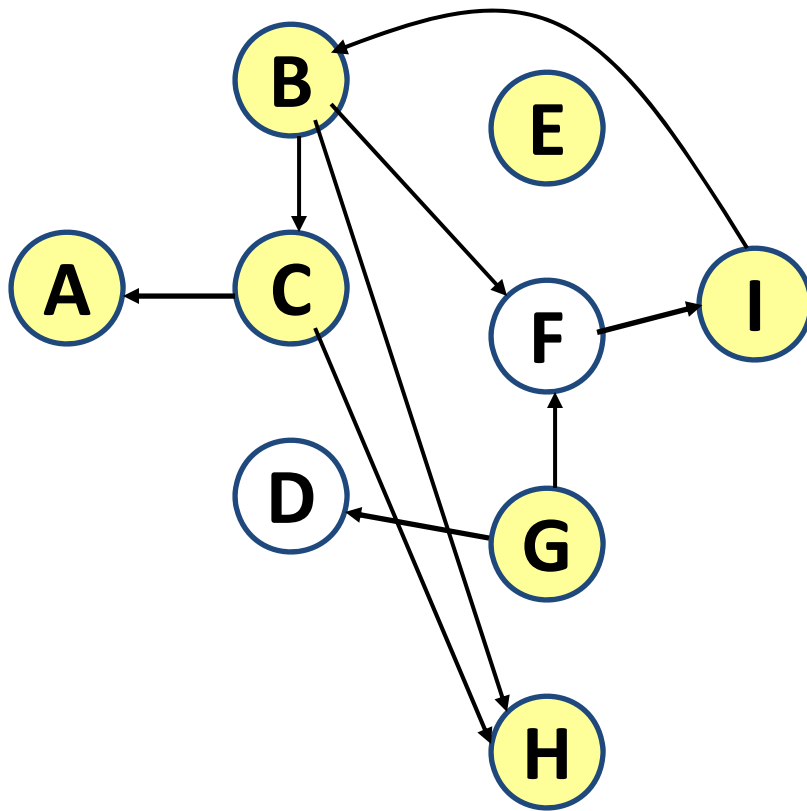
# Traditional Project Management Tools Fail to Manage Design Iteration?

- Rework & Iteration
  - Test results, Planned design reviews, Design mistakes, Coupled nature of the design

# Automotive Stamping Die Design



# A Graph and its Corresponding Matrix Representation



	A	B	C	D	E	F	G	H	I
A	A		X						
B		B							X
C		X	C						
D				D			X		
E					E				
F		X				F	X		
G							G		
H		X	X					H	
I						X			I

# The Design Structure Matrix: An Information Exchange Model

	A	B	C	D	E	F	G	H	I	J	K	L
A	•		X									
B		•										
C		X	•									
D				•	X	X						X
E					•	X		X			X	
F		X				•						X
G		X					•				X	
H	X			X			X	•			X	
I			X			X			•	X		
J		X	X							•	X	X
K		X	X				X				•	
L	X								X	X	X	•

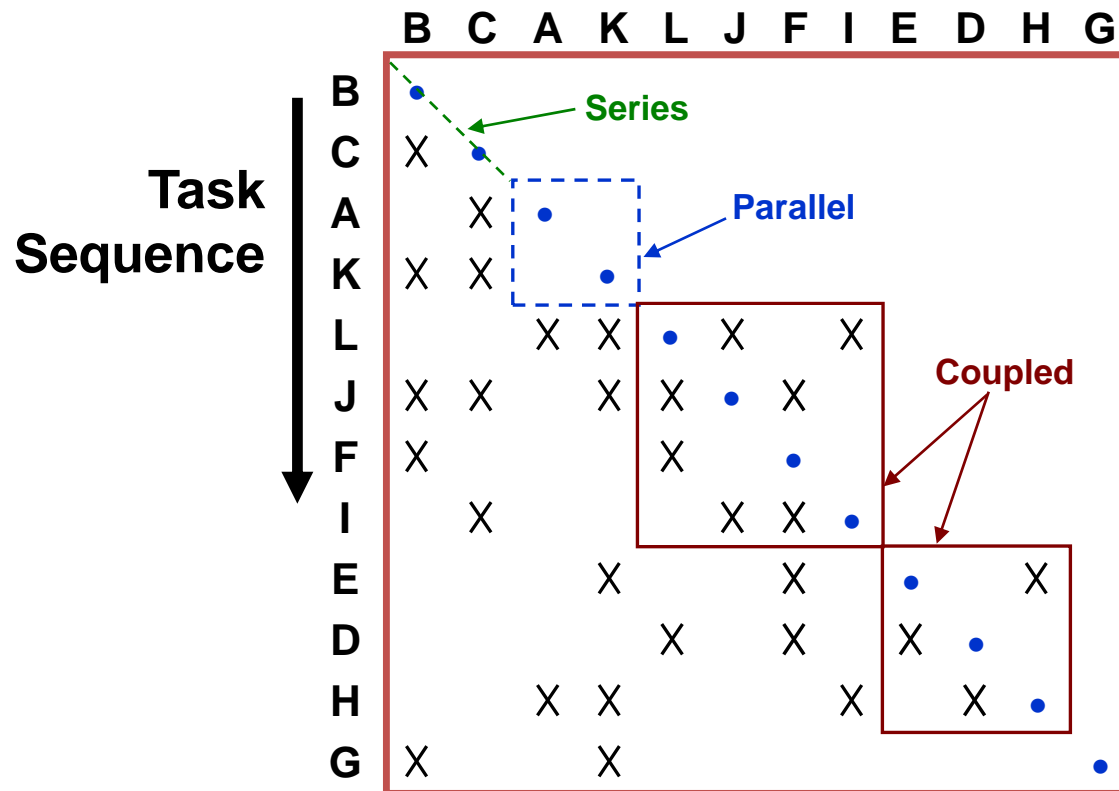
## Interpretation:

- Task D requires information from tasks E, F, and L.
- Task B transfers information to tasks C, F, G, J, and K.

## Note:

- Information flows are easier to capture than work flows.
- Inputs are easier to capture than outputs.

# The Design Structure Matrix (Partitioned or Sequenced)



Note:

Coupled tasks can be identified uniquely.

The display of the matrix can be manipulated to emphasize certain features of the process flow.

# Sequencing Algorithm

- **Step 1:** Schedule tasks with empty rows first
- **Step 2:** Once scheduled, delete the row and column for that task
- **Step 3:** Repeat (Go to step 1)
  
- **Step 4:** Schedule tasks with empty columns last
- **Step 5:** Once scheduled, delete the row and column for that task
- **Step 6:** Repeat (Go to step 3)
  
- **Step 7:** All the tasks that are left unscheduled are coupled. Group them into blocks around the diagonal

# Example: Brake System Design

		1	2	3	4	5	6	7	8	9	10	11	12	13
Customer_Requirements	1	1												
Wheel Torque	2		2		X									
Pedal Mech. Advantage	3	X		3	X	X			X		X			X
System_Level_Parameters	4	X			4									
Rotor Diameter	5	X	X	X	X	5		X	X		X	X		X
ABS Modular Display	6		X				6			X				
Front_Lining_Coef._of_Friction	7			X	X	X		7	X		X			X
Piston-Rear Size	8		X		X				8		X			
Caliper Compliance	9			X	X					9	X			X
Piston- Front Size	10		X		X				X		10			
Rear Lining Coef of Friction	11			X	X	X			X		X	11		X
Booster - Max. Stroke	12												12	X
Booster Reaction Ratio	13		X	X	X	X		X	X	X	X	X	X	13



# Partitioned DSM: Brake Design

		1	4	2	10	8	3	11	7	13	5	12	9	6
Customer_Requirements	1	1												
System_Level_Parameters	4	X	4											
Wheel Torque	2		X	2										
Piston- Front Size	10		X	X	10	X								
Piston-Rear Size	8		X	X	X	8								
Pedal Mech. Advantage	3	X	X		X	X	3			X	X			
Rear Lining Coef of Friction	11		X		X	X	X	11		X	X			
Front_Lining_Coef._of_Friction	7		X		X	X	X		7	X	X			
Booster Reaction Ratio	13		X	X	X	X	X	X	X	13	X			
Rotor Diameter	5	X	X	X	X	X	X	X	X	X	5			
Booster - Max. Stroke	12									X		12		
Caliper Compliance	9		X		X		X			X			9	
ABS Modular Display	6												X	6

END

# Questions

- What is a project?
- What is work breakdown structure (WBS)?
- What does the term CPM stand for?
- What is a critical path?
- What is a critical activity?