

**A LECTURE NOTE
ON
TH.1 INDUSTRIAL
ENGINEERING &
MANAGEMENT
SEMESTER -6**



**Prepared by – Miss. Sharmila Sabar
Sr. Lecture Mechanical Engineering
Mechanical Engineering**

**GOVT. POLYTECHNIC,
MALKANGIRI**

4) Actual techniques → It is a method to determine the network, method to minimise the bottlenecks, delays and interruptions by determining the critical factors and coordinating various activities.

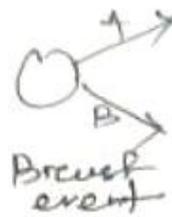
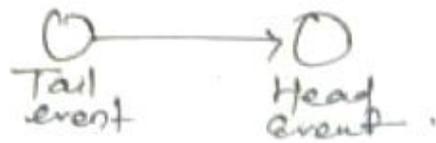
Objectives

- A powerful coordinating tool for planning, scheduling and controlling of projects.
- Minimisation of total project cost and time.
- Effective utilization of resources and minimisation of obsolete resources.
- Minimisation of delay and interruption during implementation of the project.

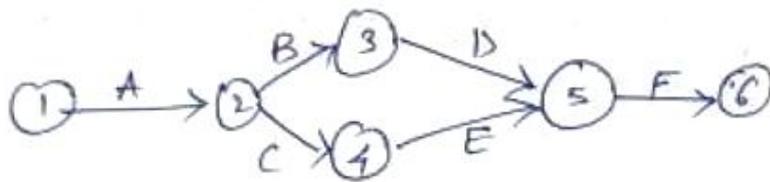
Network: It is a graphical representation of the project and it consists of series of activities in a logical sequence.

Activities: It is a physical identifiable part of the project, which consumes time and resources.

Event: An event represents start and completion of the activities. The beginning and end points of an activity are events.



Predecessor: All those activities which must be completed before starting the activity under consideration are called predecessor.



Successor: All those activities which have to follow the activity under consideration are called successor.

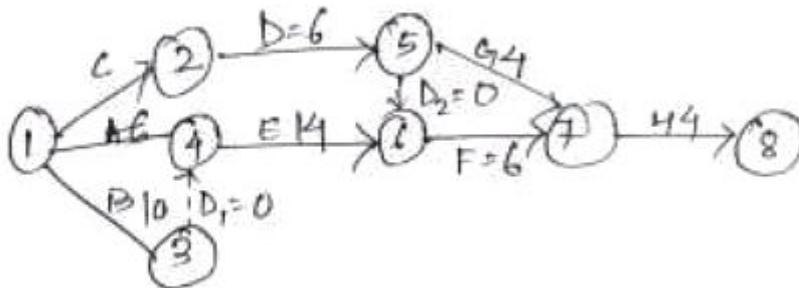
Model Questions

- 1) what is CPM?
- 2) what is network, activity?
- 3) Define predecessor and successor.

4) Actual lecture →

1. Construct the network from information given below.

<u>Activity</u>	<u>Immediate Predecessors</u>	<u>Activity time (w)</u>
A	—	6
B	—	10
C	—	4
D	C	6
E	A, B	4
F	E, D	6
G	D	4
H	F, G	4



Critical path method: In CPM the activity times are known with certainty. The path with longest time sequence is called critical path. The length of the critical path determines the minimum time in which the entire project can be completed.

The activities of the critical path are called 'critical activities'.

Earliest event time

- 1) Earliest start time (EST)/(ES)
- 2) Earliest finish time (EFT)/(EF), $EF_{ij} = ES_{ij} + t_{ij}$
- 3) Earliest event time (E_i) = Max of ($ES_{ij} + t_{ij}$) = Max ($E_i + t_{ij}$)

$\therefore ES_{ij}$ = Earliest start for an activity (i, j)

E_i = Earliest event occurrence time of event (i)

Latest event time

Allowable

- 1) Latest finish time (LF) for an activity (i, j) equals to the latest event j - $LF_{ij} = L_j$
- 2) Latest starting time activity (i, j) is the latest completion time (j, j) minus the activity time.

$$LS_{ij} = LF_{ij} - t_{ij}$$

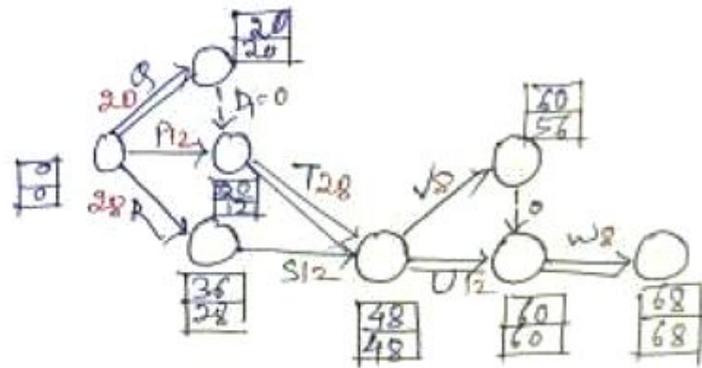
- 3) Latest event time $L_i = \max_j (LS_{ij})$
Minimum ($LF_{ij} - t_{ij}$) = Minimum $j (L_j - t_{ij})$.

Model Questions

- 1) Draw the network.
- 2) What is critical path method.

Actual teacher →

A	I.P	A.T
P	-	12
Q	-	20
R	-	28
S	R	12
T	P, Q	28
U	T, S	12
V	S	8
W	U, V	8



A	A.T	ES	EF	LS	LF	F
P	12	0	12	8	20	8
Q	20	0	20	0	20	0
R	28	0	28	8	36	8
S	12	28	48	36	48	8
T	28	20	48	20	48	0
U	12	48	60	48	60	0
V	8	48	56	58	60	10
W	8	60	68	60	68	0

Critical path - Q-T-U-W
 duration - $20 + 28 + 12 + 8 = 68$

Model Questions:

1) Draw a network and find critical path & duration.