

The Work Task Variation Problem

Implementing a solver for a single problem

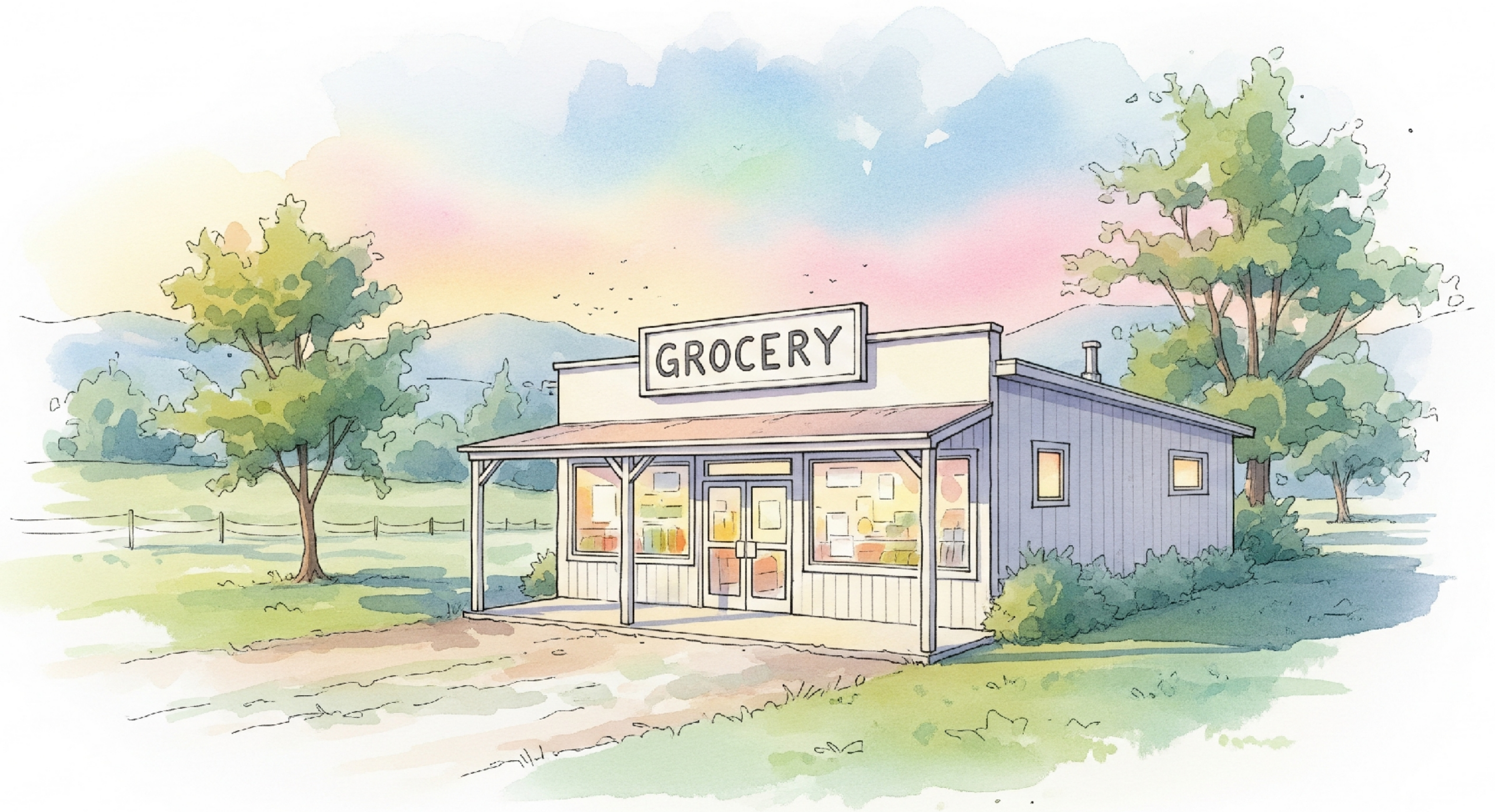
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Optischedule

NordConsNet 2025 Uppsala





Shift plan for one person

W T S W T S W T S W T S W T S W

S S S S S T T T T T W W W W W W

S S T T T W W W W W W S S S T T



Shift plan for store

S	S	T	T	T	W	W	W	W	W	W	S	S	S			
T	T	S	S	S	T	T	W	W	W	W	W	W	T	T	T	...
	W	W	W	W	W	W	S	S	S	T	T	T	S	S	S	...
	W	W	W	W	W	S	S	S	T	T	T	T	S	S	S	...
		T	T	T	W	W	W	W	S	S	S	S	T	T		...
		S	S	S	T	T	T	S	S	S	S	T	T	T		...
					W	W	W	W	W	S	S	S	S	S		...

Shift plan for store

S	S	T	T	T	W	W	W	W	W	W	S	S	S			
T	T	S	S	S	T	T	W	W	W	W	W	W	T	T	T	...
	W	W	W	W	W	W	S	S	S	T	T	T	S	S	S	...
	W	W	W	W	W	S	S	S	T	T	T	T	S	S	S	...
		T	T	T	W	W	W	W	S	S	S	S	T	T		...
		S	S	S	T	T	T	S	S	S	S	T	T	T		...
					W	W	W	W	W	S	S	S	S	S		...

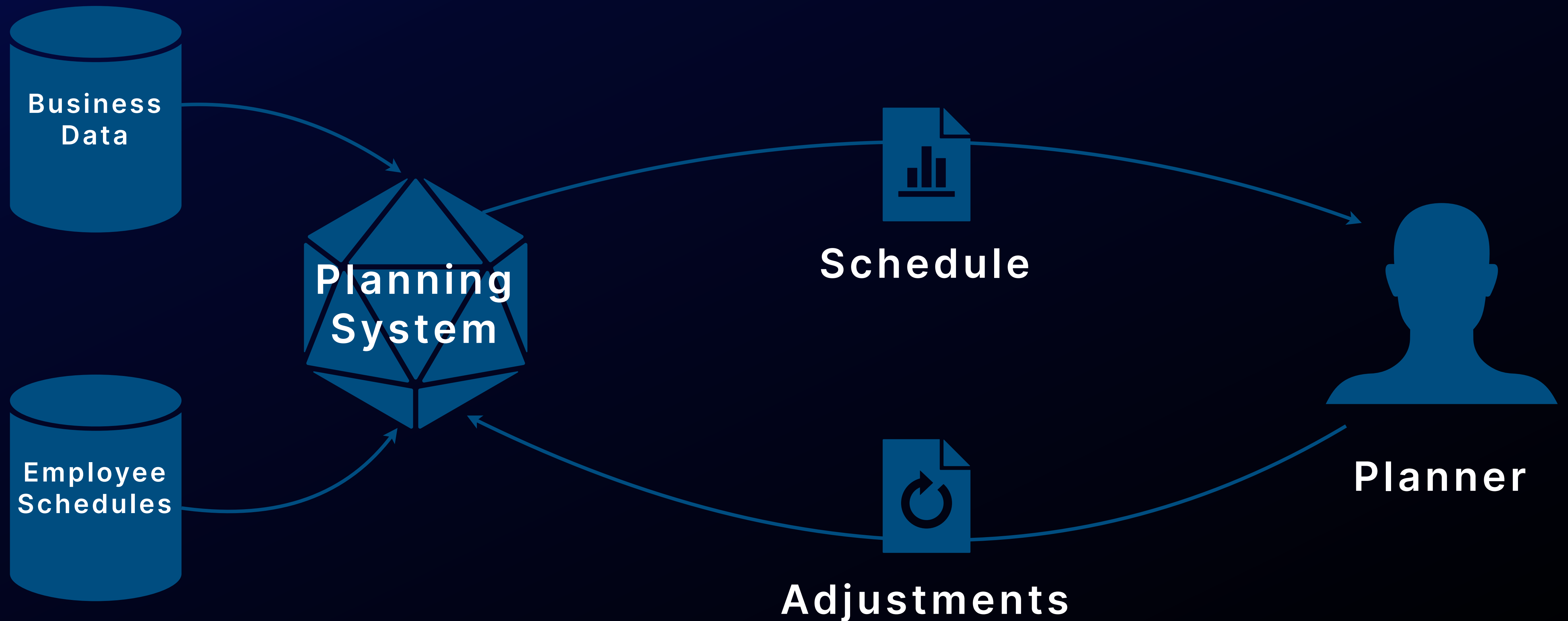
Shift plan for store

Requirements for time slot

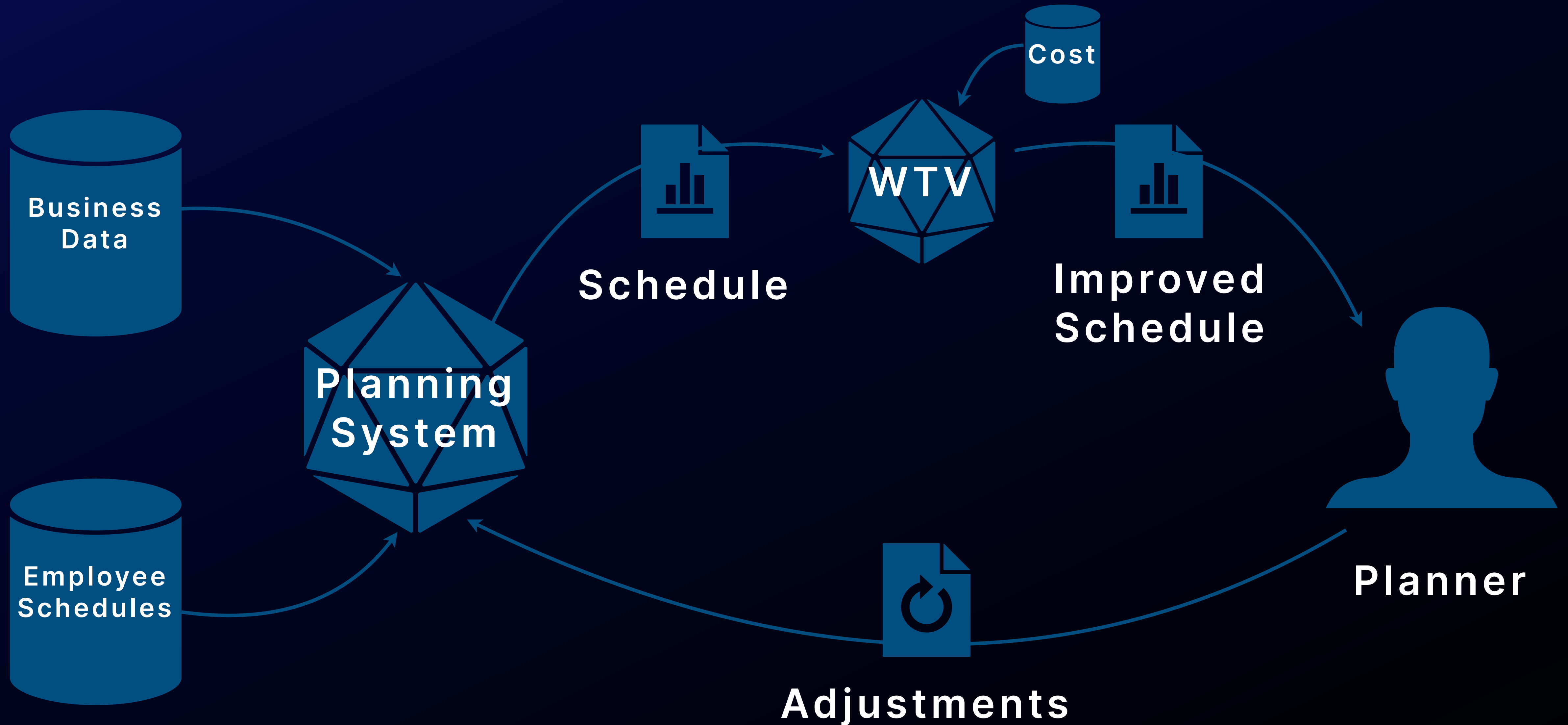
- 3 people on Warehouse tasks
- 2 people at Tills
- 2 people in Store

W	S	W	T
W	T	T	T
T	W	W	W
T	W	S	S
S	W	W	W
S	T	T	T
W	S	S	S
	✓	✓	✗

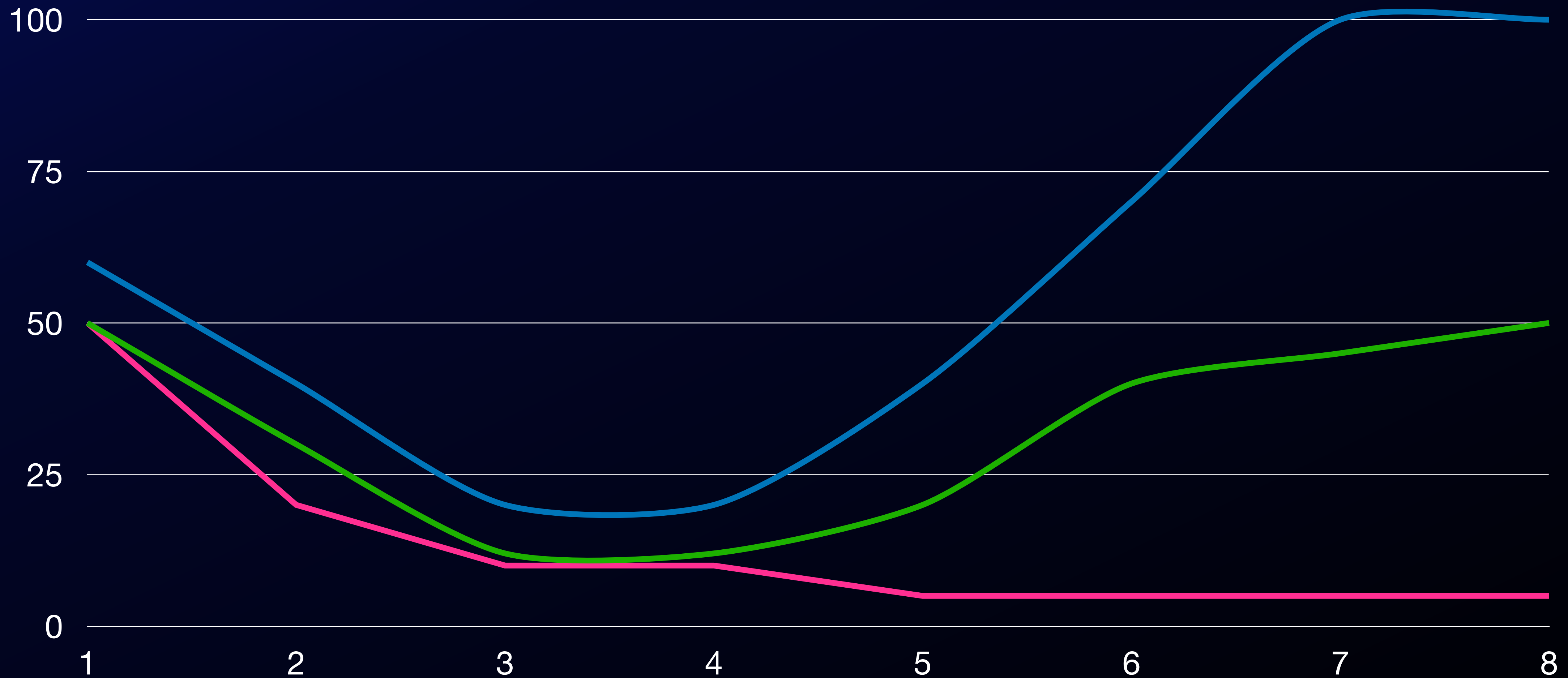
Planning context



Planning context



Cost curve example



Real world infrastructure

What to do first

- Reading input
- Data model
- Plotting
- Logging
- Producing output
- ...



*It's a dangerous business, Frodo, going out your door.
You step onto the road, and if you don't keep your
feet, there's no knowing where you'll be swept off to.*

RosterLogic Variation

A CBLS inspired solver

- Small and compact data-structures
- Runs are invariants, moves evaluated using simulation
 - Moves preserve hard constraints - no need for violations
- Simple moves of blocks and groups of blocks
- Pattern moves for structure
- All the standard searches

RosterLogic Variation

Pattern swaps

Search for potential patterns in row, swapping in from other rows.
Here, pattern is SSSTT

Slot	1	2	3	4	5	6	7	8
Shift 0	S	T	S	T	S	O	O	O
Shift 1	S	S	T	S	T	T	T	T
Shift 2	T	S	S	S	S	O	O	O
Shift 3	T	T	T	S	T	S	S	S

(a) Initial Schedule.

Slot	1	2	3	4	5	6	7	8
Shift 0	S	S	S	T	T	O	O	O
Shift 1	S	S	T	S	T	T	T	T
Shift 2	T	T	S	S	S	O	O	O
Shift 3	T	T	T	S	S	S	S	S

(b) Schedule After Pattern Swaps.

RosterLogic Variation

Local search algorithm configuration

Base algorithm

- Parallel restarts
- Parallel portfolio
 - Steepest ascent
 - Simulated annealing
 - Tabu search (x3)
 - Scrambled steepest ascent

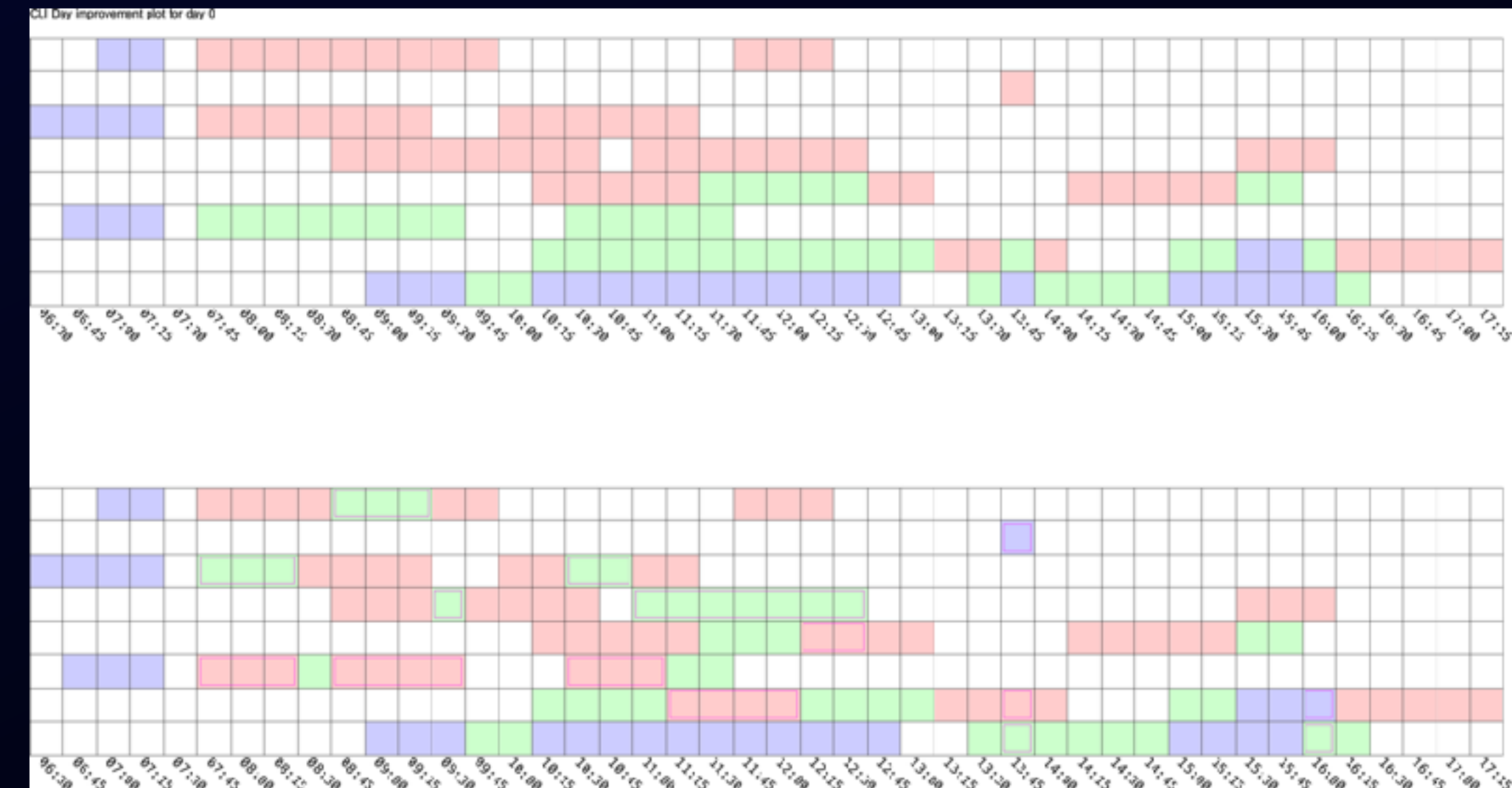
Usage

- Base algorithm
 - Swap Till \leftrightarrow Store
- Base algorithm
 - Swap Warehouse \leftrightarrow Till/Store
- Repeat twice
 - Steepest ascent, Till \leftrightarrow Store
 - Steepest ascent, Patterns swaps

RosterLogic Variation

Pragmatics

- Mostly developed during 2019
- Java and Kotlin
- Development on Mac and Linux,
 - Deployment as Windows CLI binary
 - Deployment for demo as AWS Lambda
- CSV (schedule) and Json (cost) as input formats
- Plotting invaluable



Building a Custom Solver for one problem?

Experience guides design

- We know what we are doing (hopefully)
- Customization critically important
 - Example: Filtering moves for custom rules
- Feedback using progress logging
- Fast iteration, full control
- Full IP rights, few dependencies

Is RosterLogic Variation good?

Comparing with MiniZinc model

- Full MiniZinc model in paper
 - MiniZinc Challenge 2025 model
- RosterLogic Variation used in practice
 - Speed usable
 - Results usable
- RosterLogic Variation from 2019, comparison to 2025 solvers

WTV Instances

Customer data is secret 🥹

Generated WTV Instances to the rescue 😊

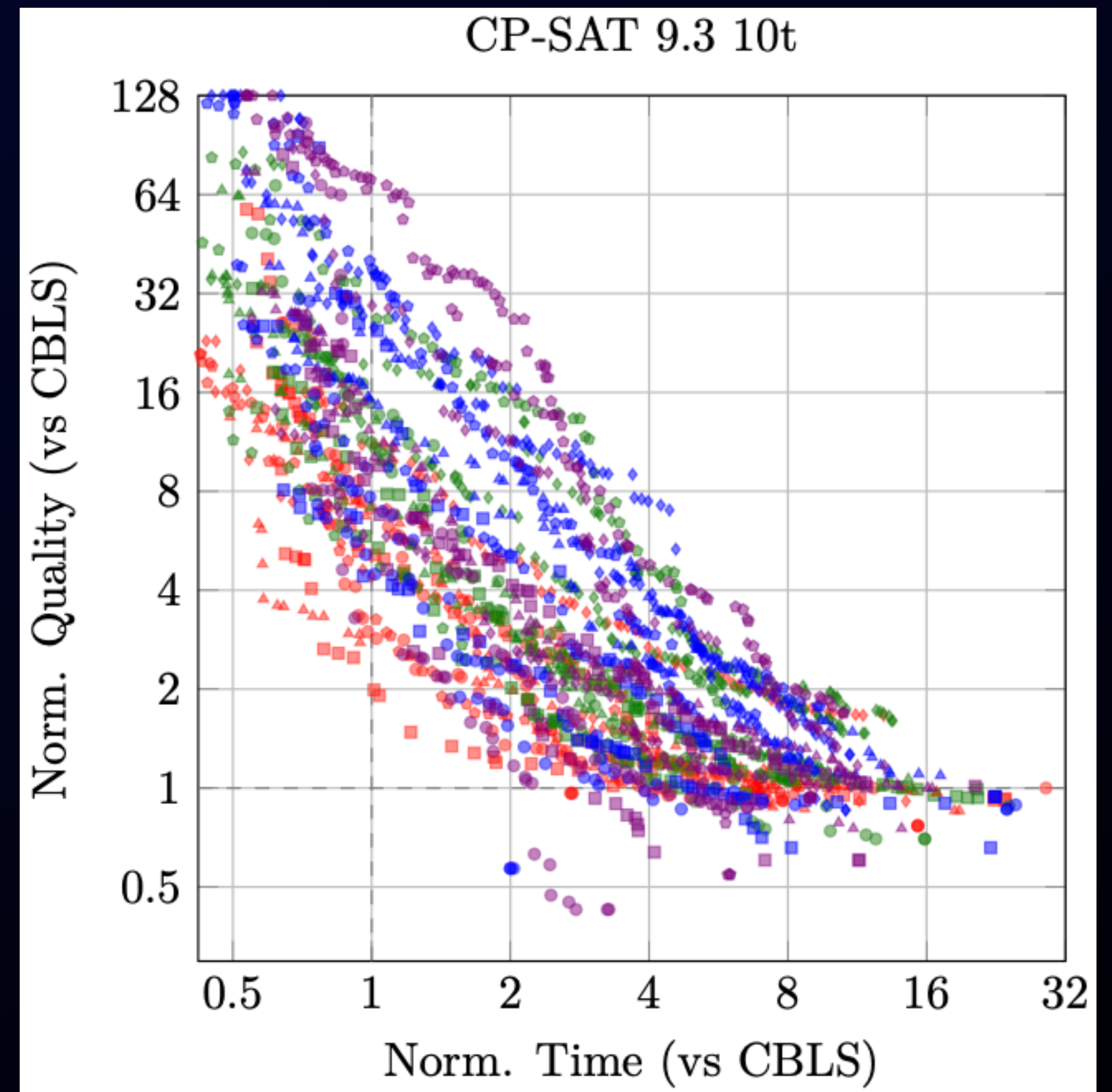
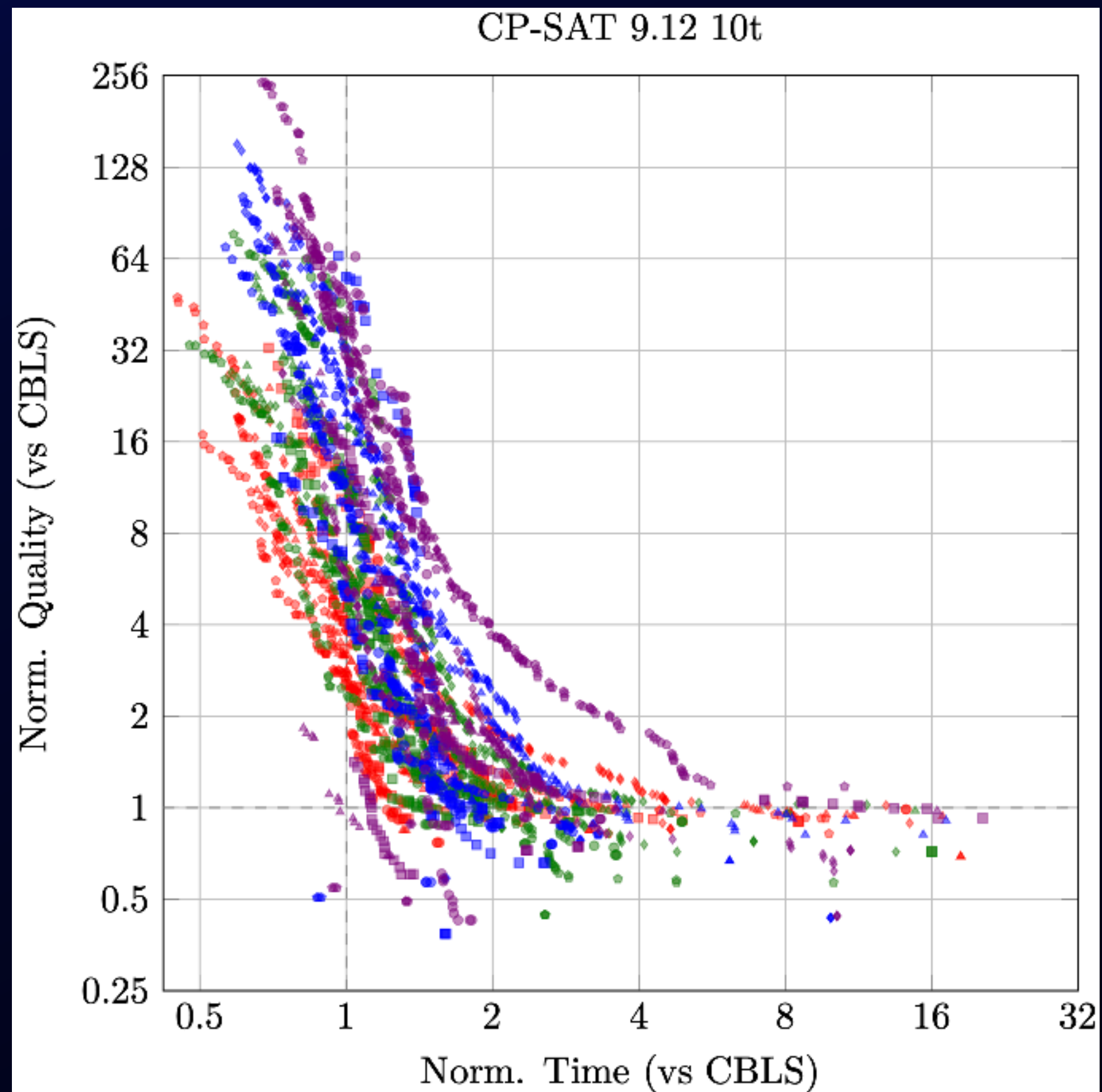
Looks similar to real data

- 8 to 16 workers
- 10 to 16 hours store opening hours
- 5 or 15 minutes block length
- Three tasks to optimise
- One task is most constrained
- Includes lunch, breaks, ...

<https://github.com/optischedule/work-task-variation-instances>

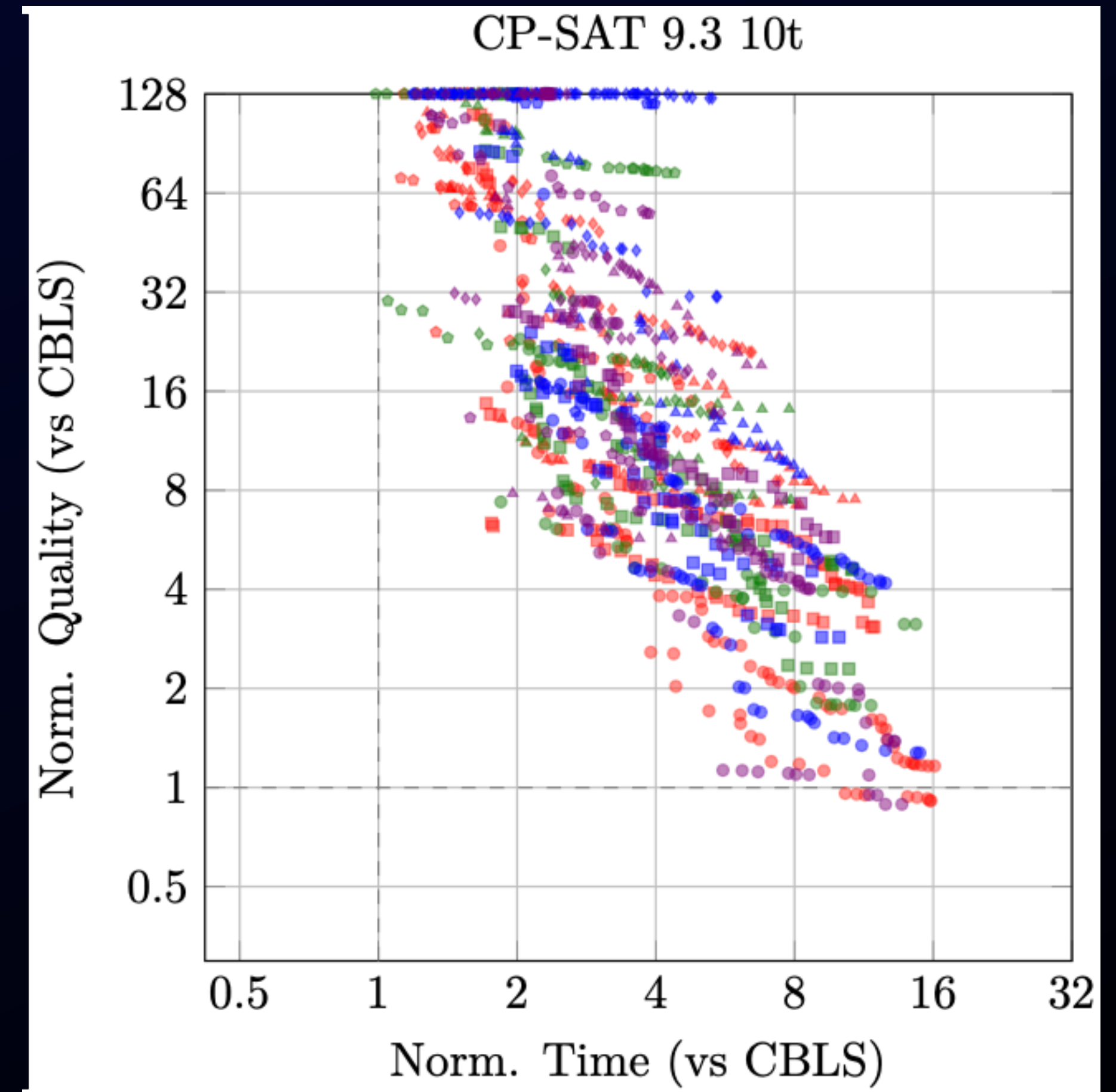
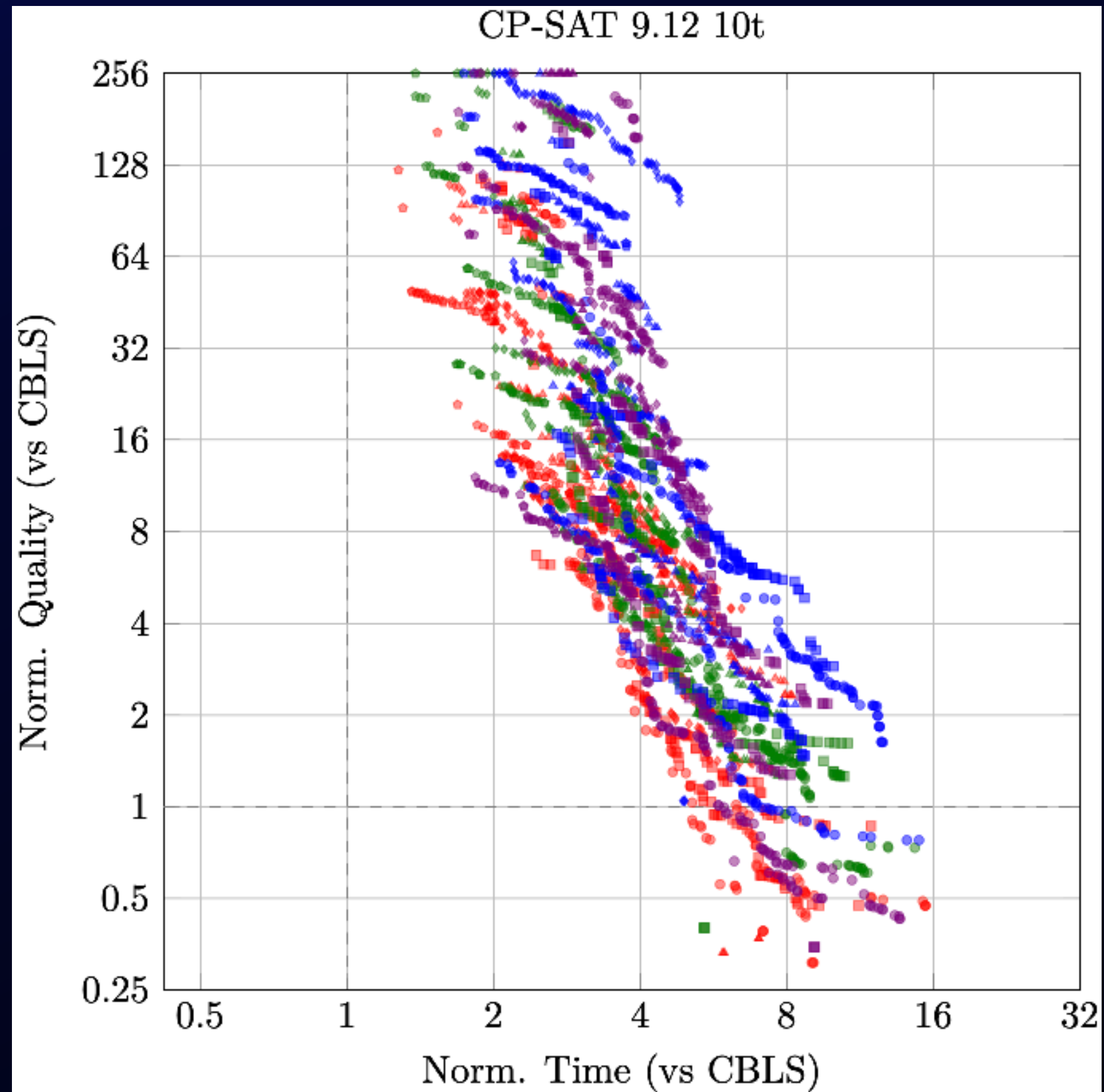
CP-SAT

15 minute block size



CP-SAT

5 minute block size



The Work Task Variation Problem

What have we learned?

- CP technology has improved rapidly
 - Still, lots to do for plug-and-play usability
- Writing you own solver is fun, and sometimes useful
 - Full control and customisation key features
- WTV useful problem for better work-days
- Should be more common in planning systems
- Fun new benchmark to play with

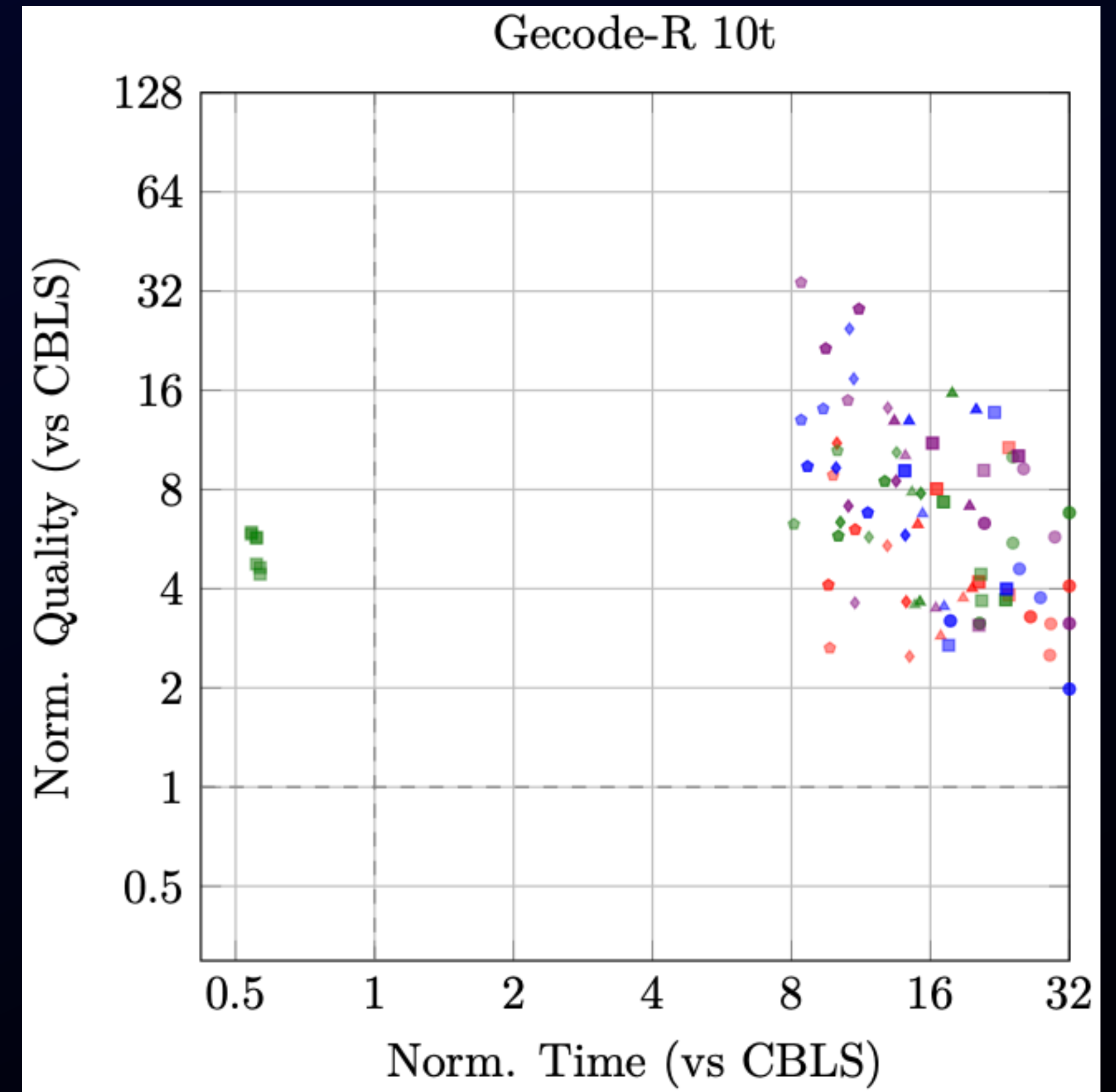
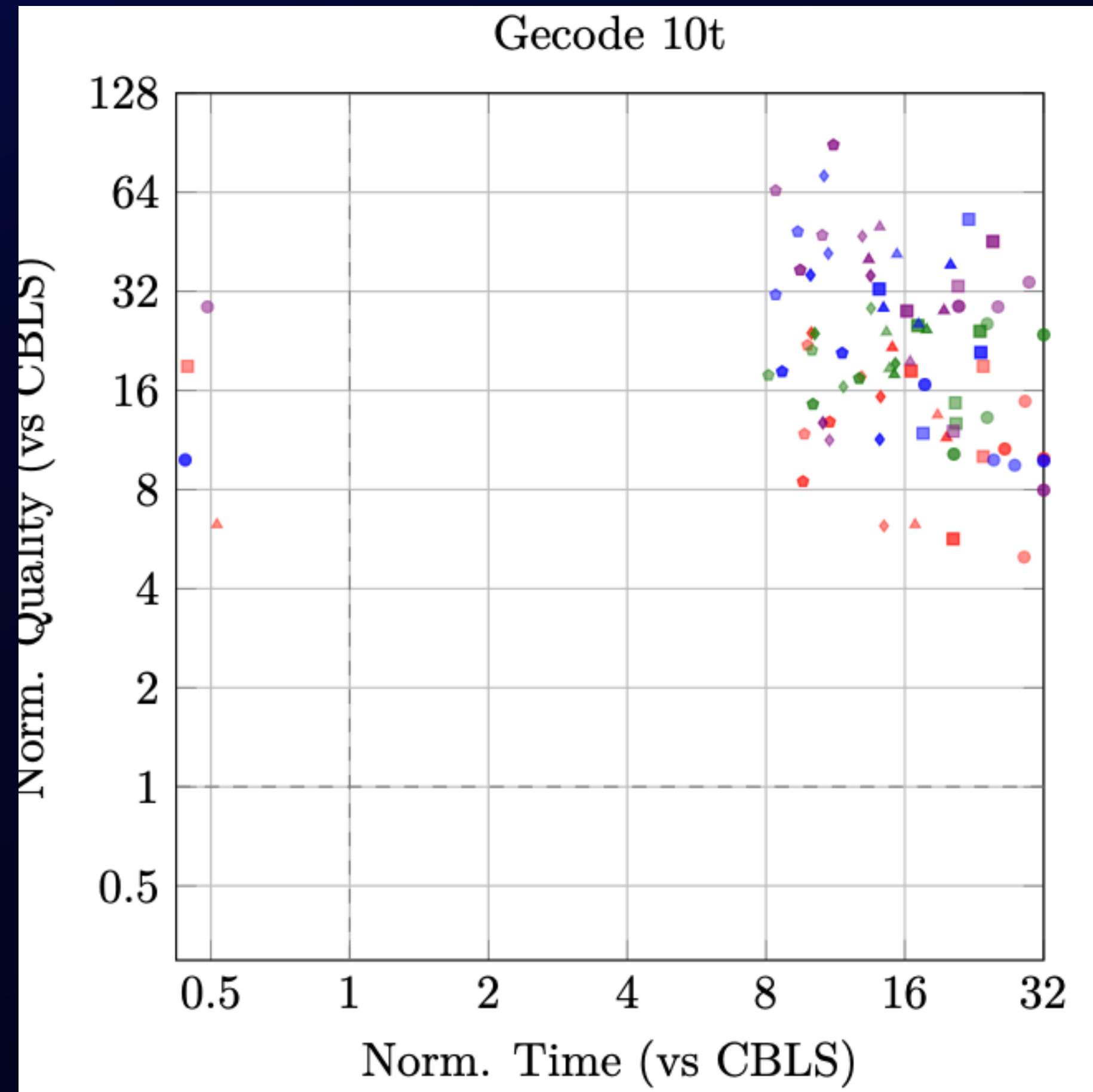
MiniZinc Model

Specifying and Solving using Constraint Programming

- Full model in paper
- Planning block structure gives nice matrix schedule
- Requirements are global cardinality constraints
- Cost based on runs of is kind of messy
- Testing different systems over time

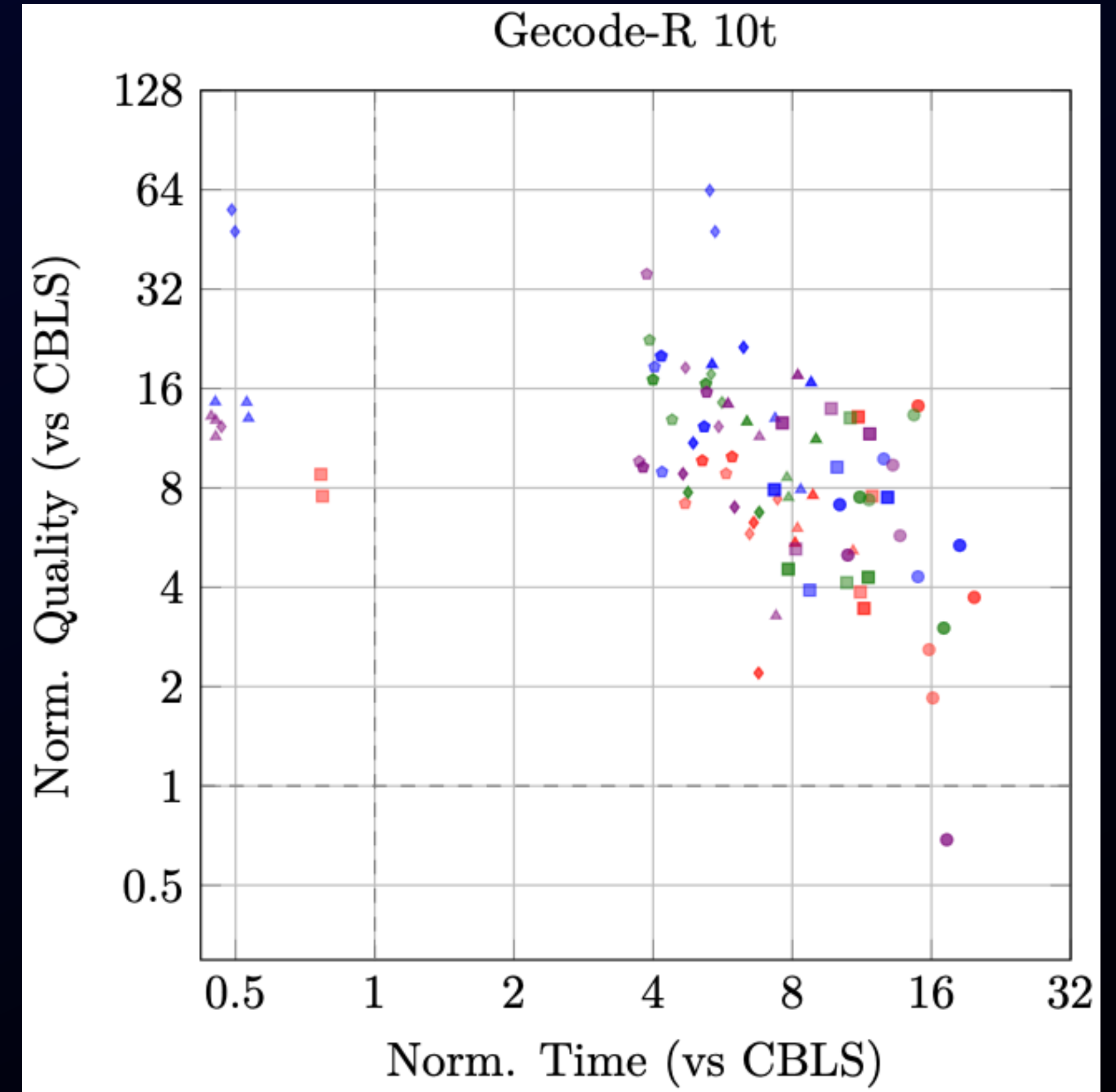
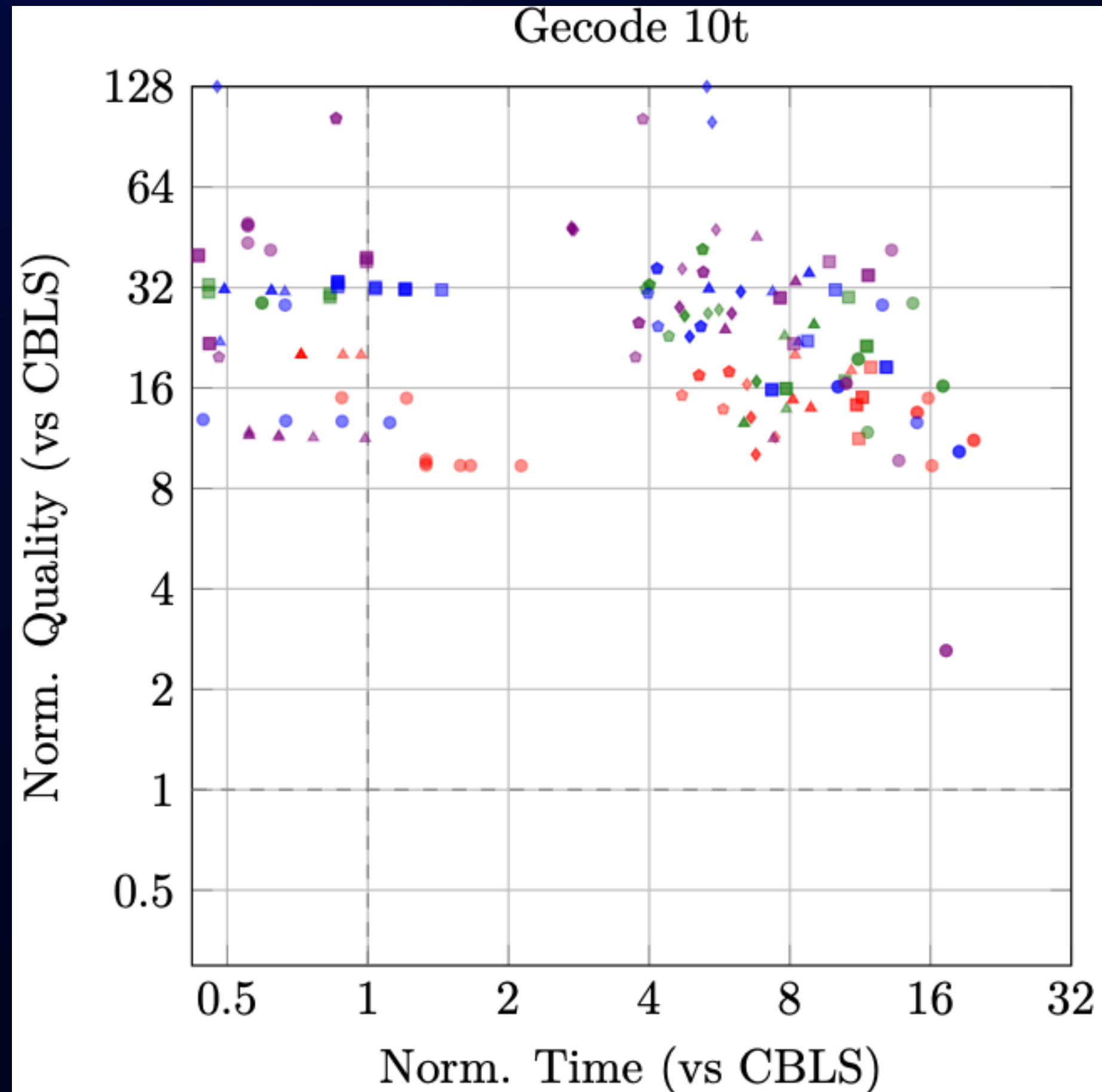
Gecode

15 minute block size



Gecode

5 minute block size



Constraint Programming News

14 Aug 2025

Breaking: MiniZinc Challenge Results!

The results of the MiniZinc Challenge 2025 were released! New breaking results on the famous Work Task Variation problem , in, will this change everything? OR Tools CP SAT dominates, but Chuffed is close by and Gecode does well.

MiniZinc Challenge Results

Score area ranking

- OR Tools wins
 - Both LCG and LS!
- Chuffed does well
- Gecode ok
- Many solvers crashed 🤔
 - Atlantis, CBC, CP Optimizer, CPLEX, Gurobi, HiGHS, Huub, iZPlus, Pumpkin, Scip, yuck

Solver	Score	Score Incomplete	Score Area
TOTAL	285	313	27773483.299
or-tools_cp-sat-par	44.64	43.50	395191.68
or-tools_cp-sat_ls-par	35.00	39.00	1985256.15
chuffed-free	32.60	35.50	2299944.69
or-tools_cp-sat_ls-free	30.50	34.50	2344757.53
gecode-par	29.50	33.50	2646583.75
jacop-free	25.50	29.50	3019617.32
fzn_picat_sat-free	31.76	34.00	3037304.39
choco-solver_cp-sat_-par	19.00	22.00	3433271.94
choco-solver_cp_-par	15.00	16.00	4287235.58
sicstus_prolog-free	21.00	25.00	4324320.27

MiniZinc Model

Data model

```
enum Resources;  
enum Activities;
```

```
enum ActivitiesOrNone = A(Activities) ++ { None };
```

```
int: slots;  
set of int: Slots = 1..slots;  
set of int: SlotsAndZero = 0..slots;
```

```
array[Activities, Slots] of 0..card(Resources): requirements;
```

```
array[Resources, Slots] of opt ActivitiesOrNone: fixed;
```

```
array[Activities, SlotsAndZero] of int: activity_run_cost;  
array[Activities, SlotsAndZero] of int: activity_frequency_cost;
```


MiniZinc Model

Variables

```
% The actual schedule, what activities are done when for each resource  
array[Resources, Slots] of var ActivitiesOrNone: schedule;
```

```
% Markers for when runs end  
array[Resources, Slots] of var bool: run_end;
```

```
% Length for each run at the current slot from the current runs start  
array[Resources, Slots] of var SlotsAndZero: run_length;
```

```
% Cost for each run at the end of a run with zero cost in the middle of runs  
array[Resources, Slots] of var int: run_cost;
```

```
% Cost for number of runs of each activity per resource  
array[Resources, Activities] of var int: frequency_cost;
```

```
% The total cost of runs  
var int: cost = sum(run_cost) + sum(frequency_cost);
```


MiniZinc Model

Requirement constraints

```
% All shifts are only Activities (that is, not None) and surrounded with None
constraint forall (r in Resources) (
    regular(schedule[r, ..], "None* [^None]* None*")
);
```

```
% Always respect the requirements for each slot (column in the schedule)
constraint forall (s in Slots) (
    global_cardinality(schedule[.., s], ActivitiesOrNone, extended_requirements[.., s])
);
```

```
% Always respect the fixed requirements
constraint forall (r in Resources, s in Slots where occurs(fixed[r, s])) (
    schedule[r, s] = deopt(fixed[r, s])
);
```


MiniZinc Model

Cost constraints

```
% Mark when runs end
constraint forall (r in Resources, s in Slots) (
  if s = slots then
    run_end[r, s] = true
  else
    run_end[r, s] = (schedule[r, s] != schedule[r, s+1])
  endif
);
```

```
% Count length of runs
constraint forall (r in Resources, s in Slots) (
  if s = 1  $\vee$  run_end[r, s-1] then
    run_length[r, s] = 1
  else
    run_length[r, s] = run_length[r, s-1] + 1
  endif
);
```

MiniZinc Model

Run length constraints

```
% Mark when runs end
constraint forall (r in Resources, s in Slots) (
  if s = slots then
    run_end[r, s] = true
  else
    run_end[r, s] = (schedule[r, s] != schedule[r, s+1])
  endif
);
```

```
% Count length of runs
constraint forall (r in Resources, s in Slots) (
  if s = 1  $\vee$  run_end[r, s-1] then
    run_length[r, s] = 1
  else
    run_length[r, s] = run_length[r, s-1] + 1
  endif
);
```


MiniZinc Model

Cost computation

```
% Count run costs
constraint forall (r in Resources, s in Slots) (
  if run_end[r, s] then
    run_cost[r, s] = extended_activity_run_cost[schedule[r, s], run_length[r, s]]
  else
    run_cost[r, s] = 0
  endif
);
```

```
% Count frequency costs
constraint forall (r in Resources, a in Activities) (
  let {
    var int: activity_run_count = count(s in Slots) (
      run_end[r, s]  $\wedge$  schedule[r, s] = A(a)
    )
  } in
  frequency_cost[r, a] = activity_frequency_cost[a, activity_run_count]
);
```

RosterLogic Variation Plot

