

Bumblebee  
Midterm Presentation  
10.Oct.2012 | 2pm

**SATS**

Staff Deployment Simulation Software

# The Bees



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Manager**  
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**Business  
Analyst**  
Statistics  
SME

# Contents

- 1 Problem Statement
- 2 Project Scope & Demo
- 3 User Testing
- 4 Project Management

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- 1 Problem Statement**
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# Staff Deployment Simulation Software

What is this?

Why the need?

# Our Client



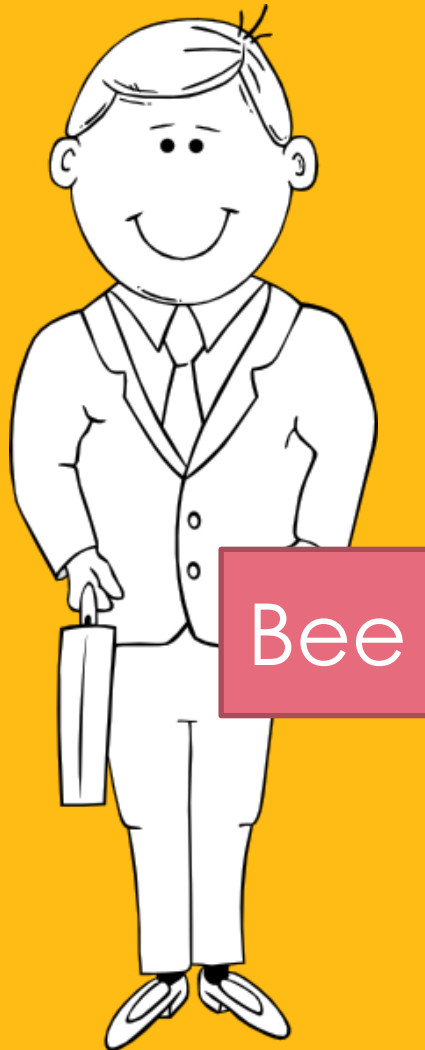
- Singapore Airport Terminal Services (SATS)
- The leading provider of the gateway services and food solutions in Singapore



# SATS Passenger Services

- Over 800 staffs
- More than 35 airlines
- Partner with airlines
- Goal : to meet all its airlines' requirements

# Scenario...



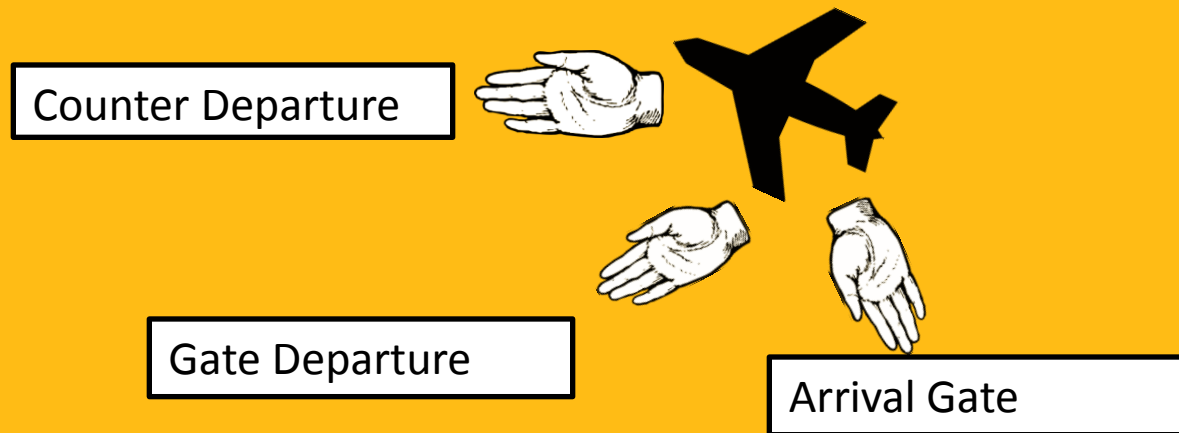
Meet Bee.

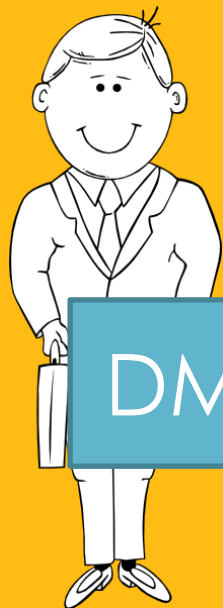




# SATS Passenger Services

- Airline requirements: Number of required CSA and CSO to serve passengers





At Counter:  
1 CSO + 3 CSA



At Departure Gate:  
1 CSO + 1 CSA



At Arrival Gate:  
2 CSA



CSO

CSA

CSA

CSA

CSO

CSA

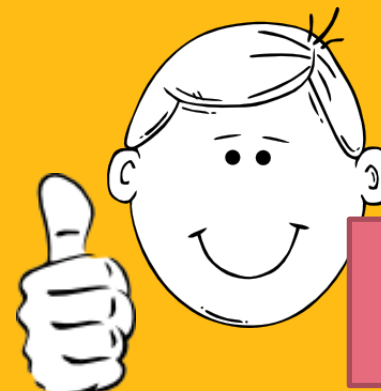
At  
Departure  
Counter

At  
Departure  
Gate



CSA

CSA



Bee  
10

One 'fine' day...

# Current Approach



## Manual scheduling

- When there is a flight
- Look through the staff list
- Based on experience
- Assign task to a staff
- If there is no staff available
- OT or recall staff

# Problem 1



## Unexpected events / uncertainties

- Flights delayed
- Medical Certificated (MC)
- Ad Hoc Leave
- Resignation

# Problem 2



## High cost incurred

- Overtime Cost
  - OT hours : 8,000/month
  - OT Cost : S\$96,000

# Observation

Possible reasons for high cost:

1. Uncertainties
2. Roster

# Problem with Roster

Can there be a better roster design?





# Team's Observation

Possible reasons for high cost:

1. Uncertainties
2. Roster
3. Scheduling Approach

# Problem with manual scheduling



**Ann**

SQ, MH



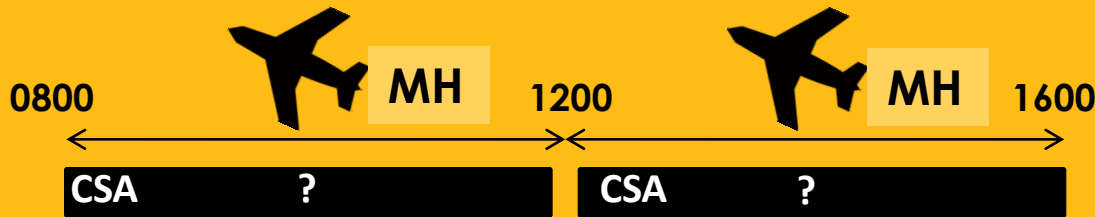
**Benny**

MH

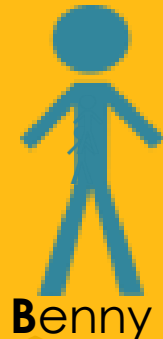
Recall Staff  
= 2x Cost

Manual Scheduling

# Problem with manual scheduling



SQ, MH



MH

When a better schedule is..

# Main Functionalities

- Optimised schedule
- Simulation
  - Uncertainties
  - Roster

# Key Usage

- Management Tool
- Airline Relations Manager

# Benefits

- Optimised schedule

Description	Actual Data	Scheduling Result*	Potential Cost Savings*
OT hours	8,000	2,500	5,500
OT cost	S\$96,000	S\$30,000	S\$66,000

\* only scheduling, has not include cost incurred after simulation which includes applying uncertainties.

Assumption: OT Cost = S\$12 / hr

# Benefits

- Simulation
  - Cost breakdown
  - Find out where the problem lies
    - Scheduling problem
    - Roster problem

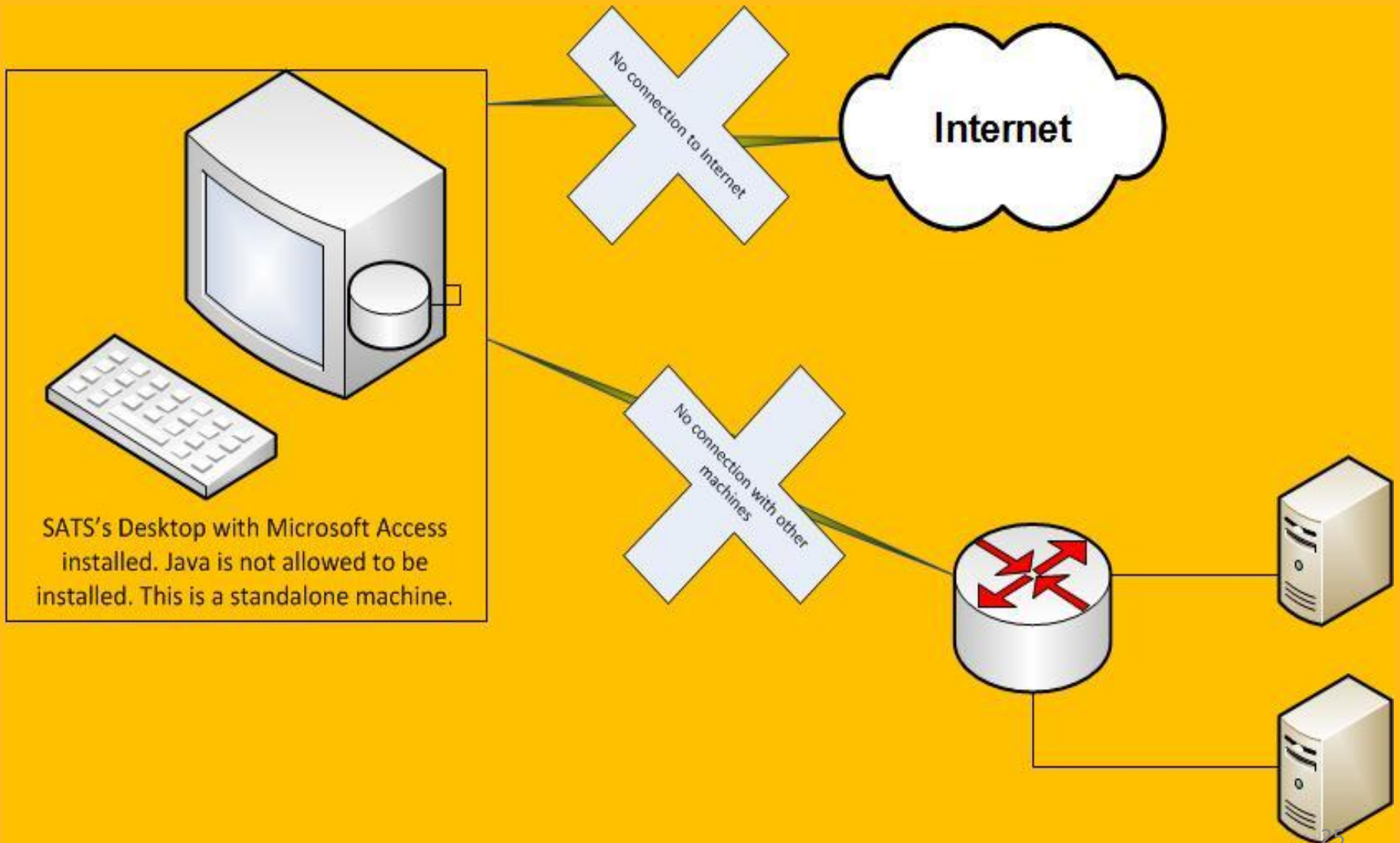
# Software Requirement

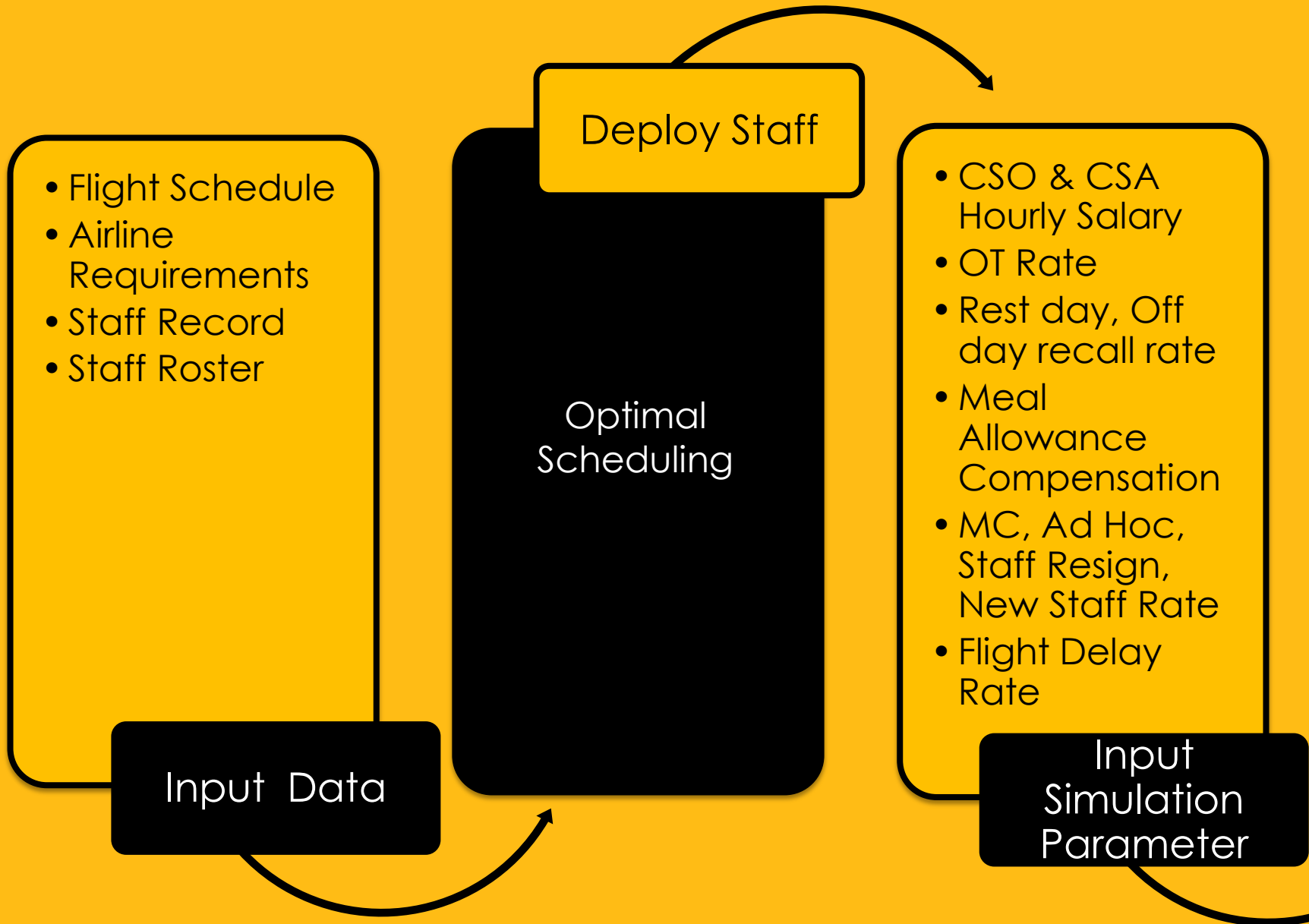
- Staff Deployment Simulation Software
  - Java Desktop Application
  - Microsoft Access
- Based on client's requirements



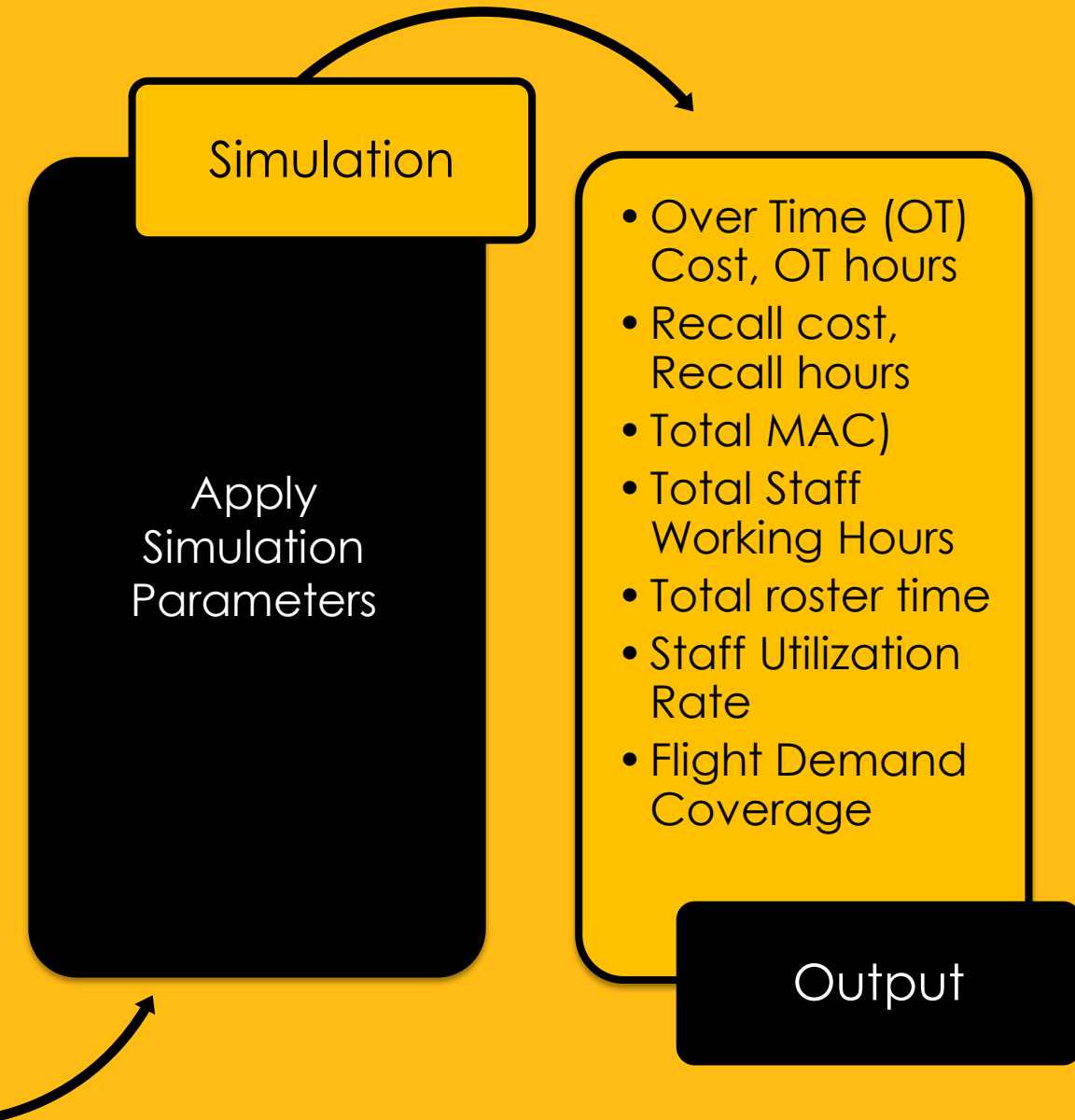


# Architecture





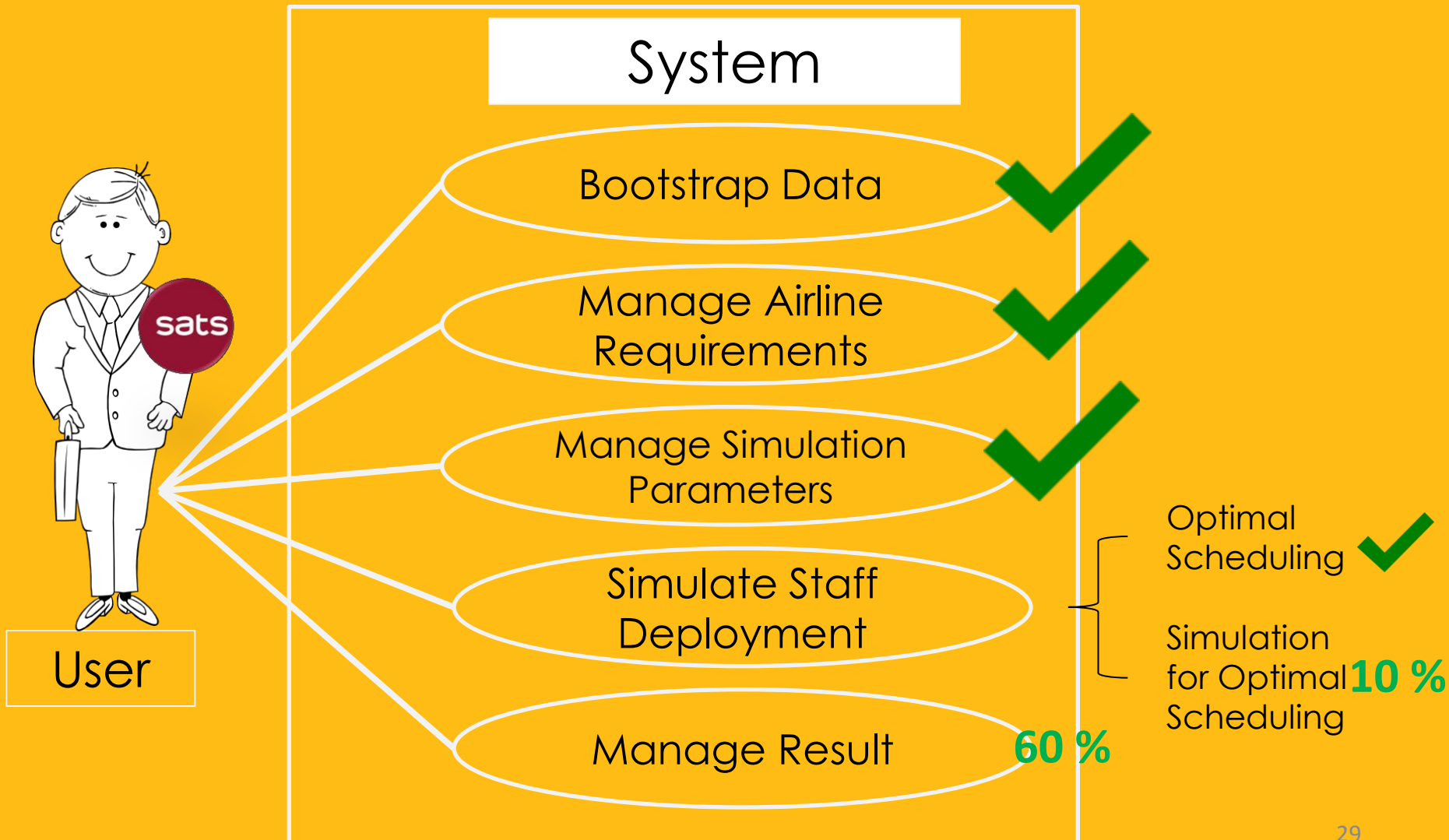
# Input Process Output Diagram



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# What have we achieved so far?



# Bootstrap Data

- Import data:

- ✓  Flight schedule (Arrival + Departure )

- ✓  Staff records

- ✓  Staff roster

- ✓  Airline requirements

# Bootstrap Data

- Data processing and transformation:
  - ✓ Data structure is not “machine-friendly”
  - ✓ Multiple data formats
  - ✓ Complex business logic

# Bootstrap Data

- Data processing and transformation:
  - Staff Roster

StaffNo	RosterID	RosterCycle	Mon	Tue
233292	CSA KE	1A	OFF	2100
233296			OFF	700
233287				
233286	CSA KE	2B	2100	2100
			630	630
118347	CSA SPLIT SHIFT ROSTER	1A	OFF	530-0830
			OFF	1500-2100
127362	CSA SPLIT SHIFT ROSTER	2B	530-0830	OFF
			1500-2100	OFF



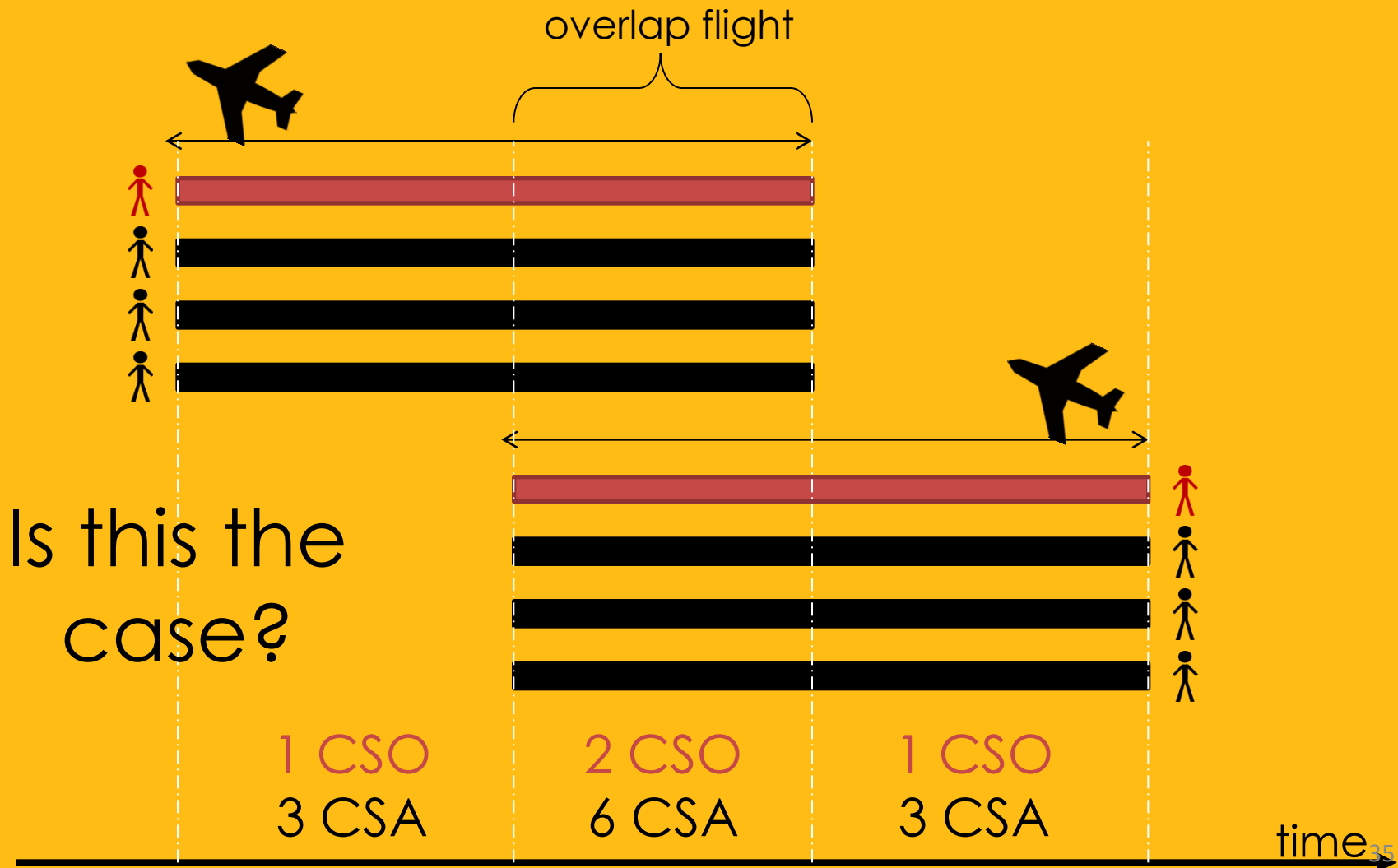
# Bootstrap Data

- Speed of importing:
  - ✓ 6,000+ rows of data
  - ✓ Total number of queries: 21,000+ (not including data processing and transformation)
  - ✓ Total time taken: less than 1 minute

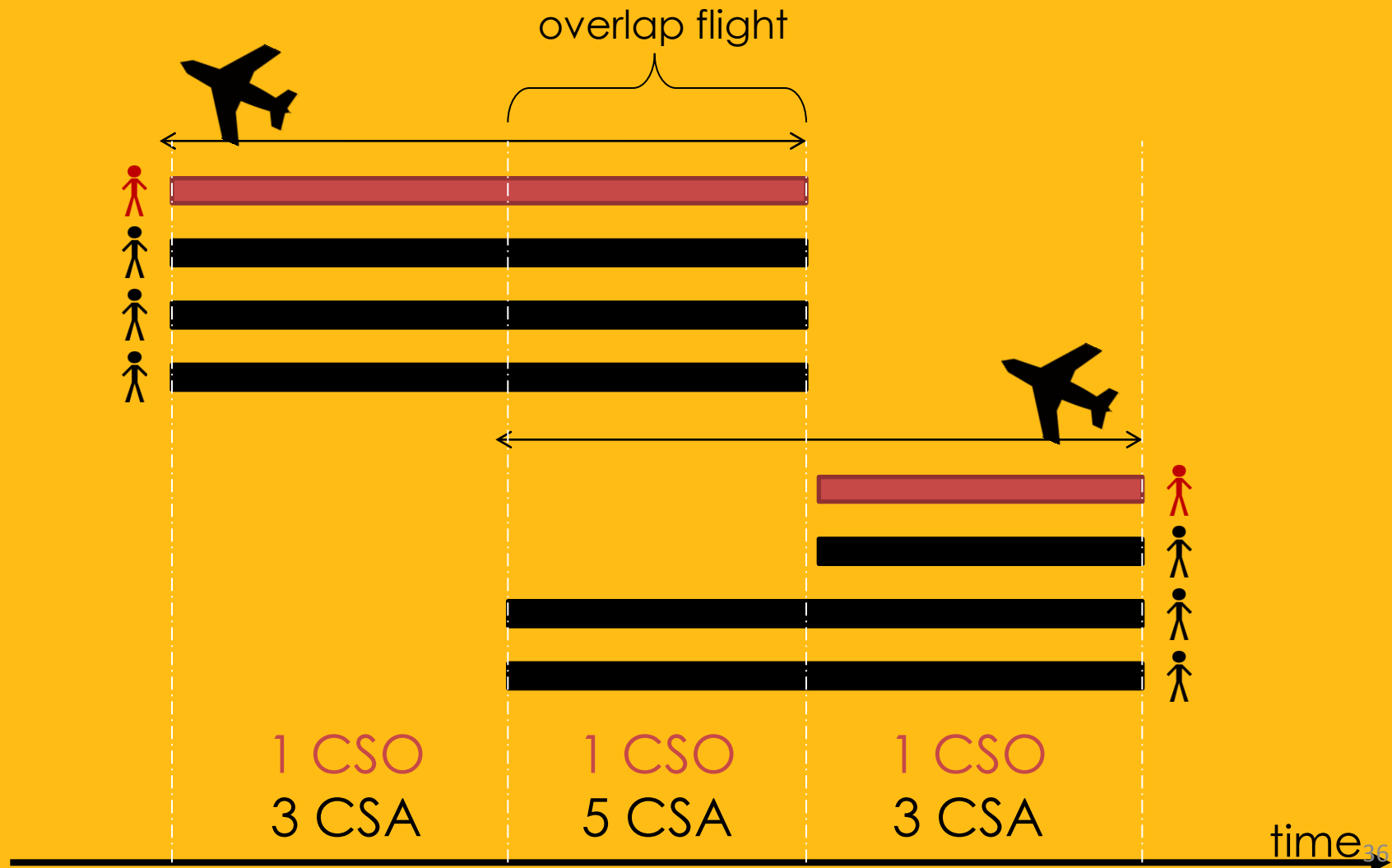
# Manage Airline Requirements

- Set special requirement of airlines
  - Counter Departure
    - Counter opens all day
    - Early check in
      - Different counter opening hours
    - Different number of CSA and CSO needed depending on the aircraft size

# Manage Airline Requirements



# Manage Airline Requirements



# Manage Simulation Parameters

- Input cost parameter
- Input uncertainties
- Generate normal distribution for each uncertainties

# Simulate Staff Deployment

- **Optimal scheduling** based on staffs' working hours, system qualifications and other factors.
- **Rescheduling.** With simulation parameters, mimicking Duty Manager's activities such as calling back staff and extending over-time hours.

# Constraints

- System
- Job Function
- Roster rules
  - Different minimum hours of rest
- Different airline requirements
  - Airline specific
  - Flight size specific
  - Aircraft type specific

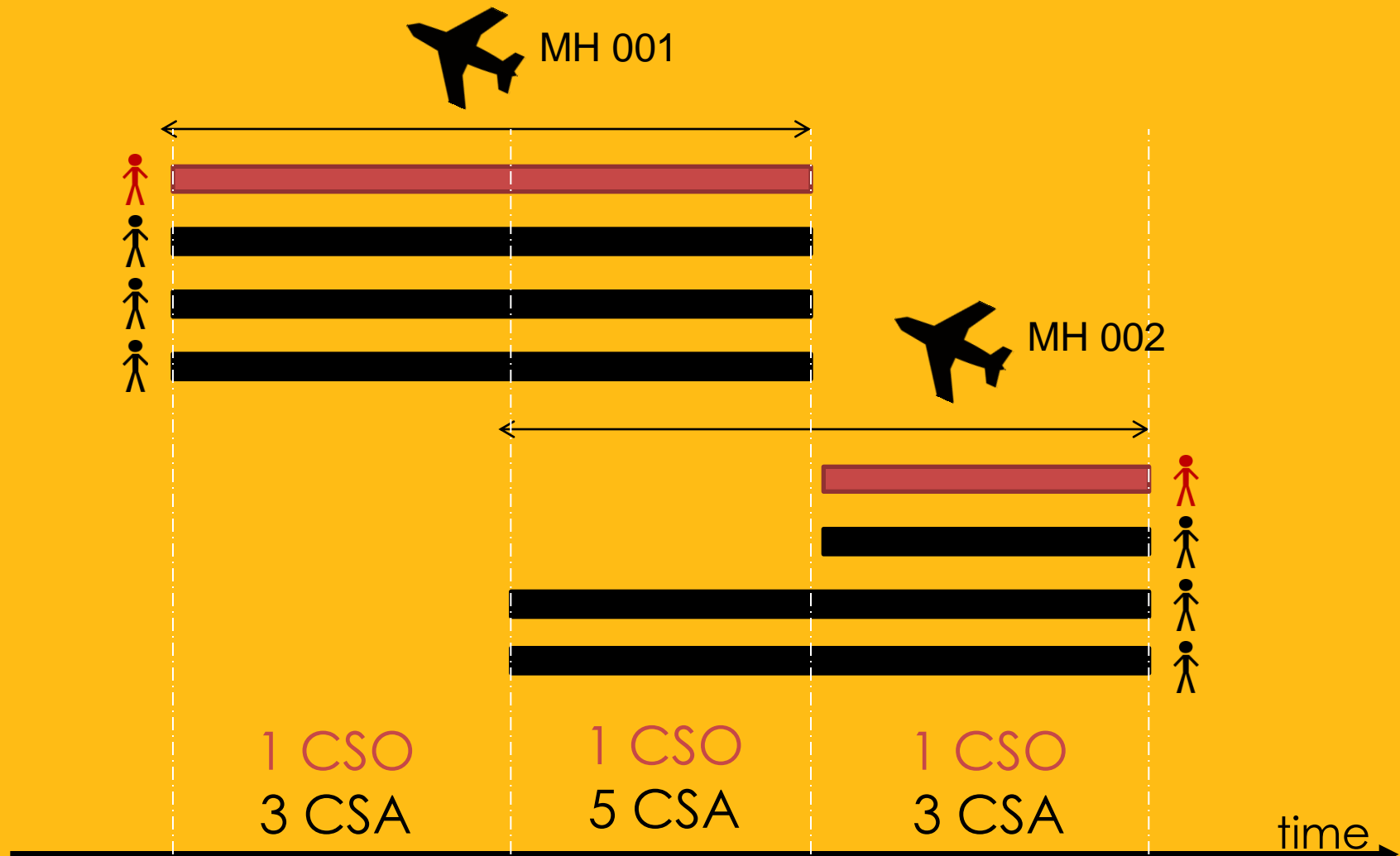
# Roster Rules

Staff	0000 - 0400	0400 - 0800	0800 - 1200	1200 - 1600	1600 - 2000	2000 - 2400	0000 - 0400	0400 - 0800	0800 - 1200	1200 - 1600	1600 - 2000	2000 - 2400
A			Roster Time	OT					Roster Time	OT	OT	
B				Roster Time	OT					Roster Time	OT	
C	OT				Roster Time	OT					Roster Time	
D	RT	OT	4	RT	OT	OT			RT	OT		RT
E		RT	4	RT	OT	OT			RT	OT		RT

Day 1 | Day 2



# Different Airline Requirements

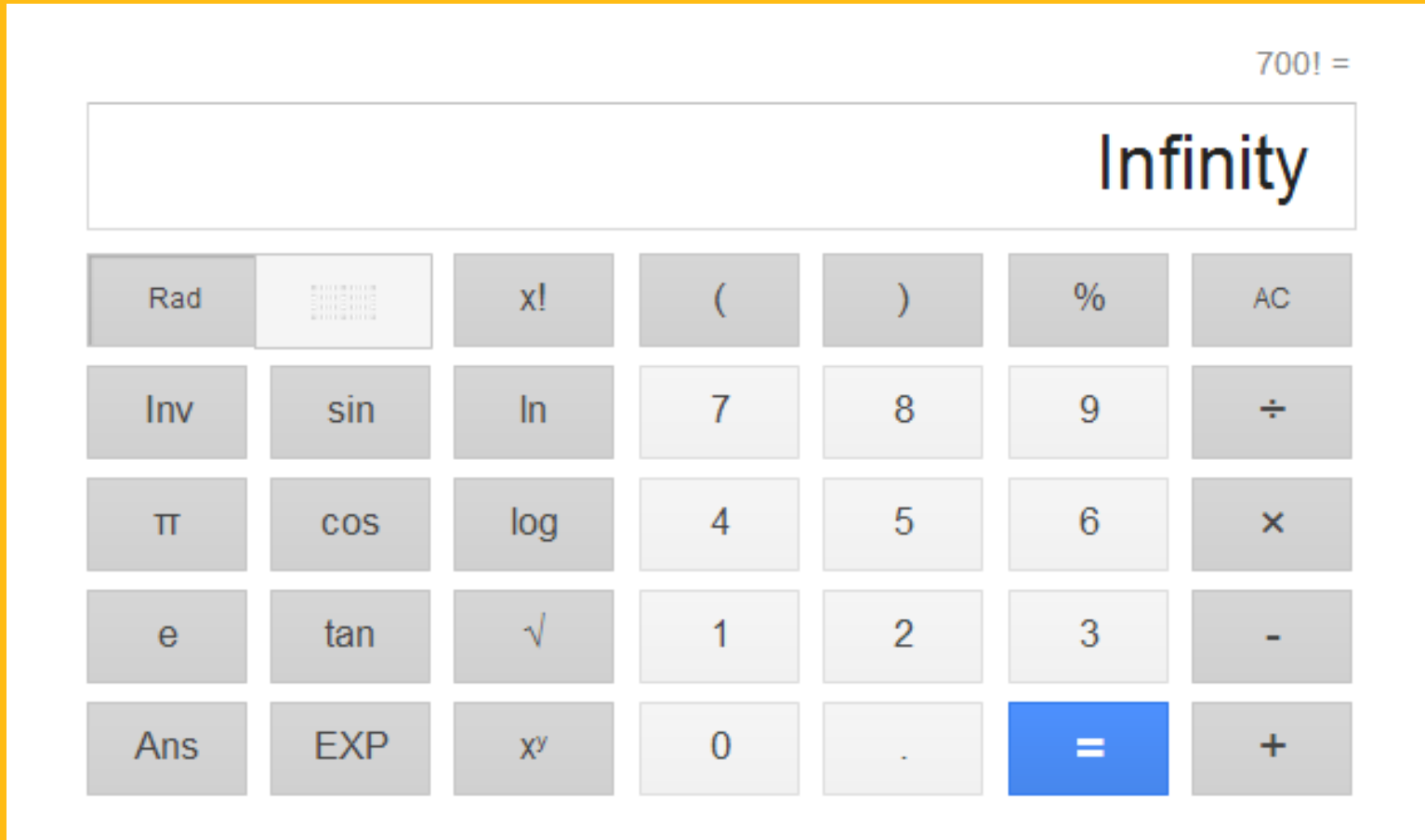


# Problem Size

- 200 flights per day
- A flight : approximately 3.5 staff
- 700 tasks a day
- A day : 500 staff (max. 700 staff)
- A staff : 4 slots a day (max. 5 slots if OT)
- Assigning 700 tasks to 2000 staff slots

$${}^{2000}C_{700} * 700! = ???$$

# Problem Size



# Greedy Algorithm

- Compute problem efficiently and minimise the cost
- Finding locally optimal solution at each stage with the hope of finding a global optimum
- Find “cheapest” available and eligible staff for a task and do it repetitively

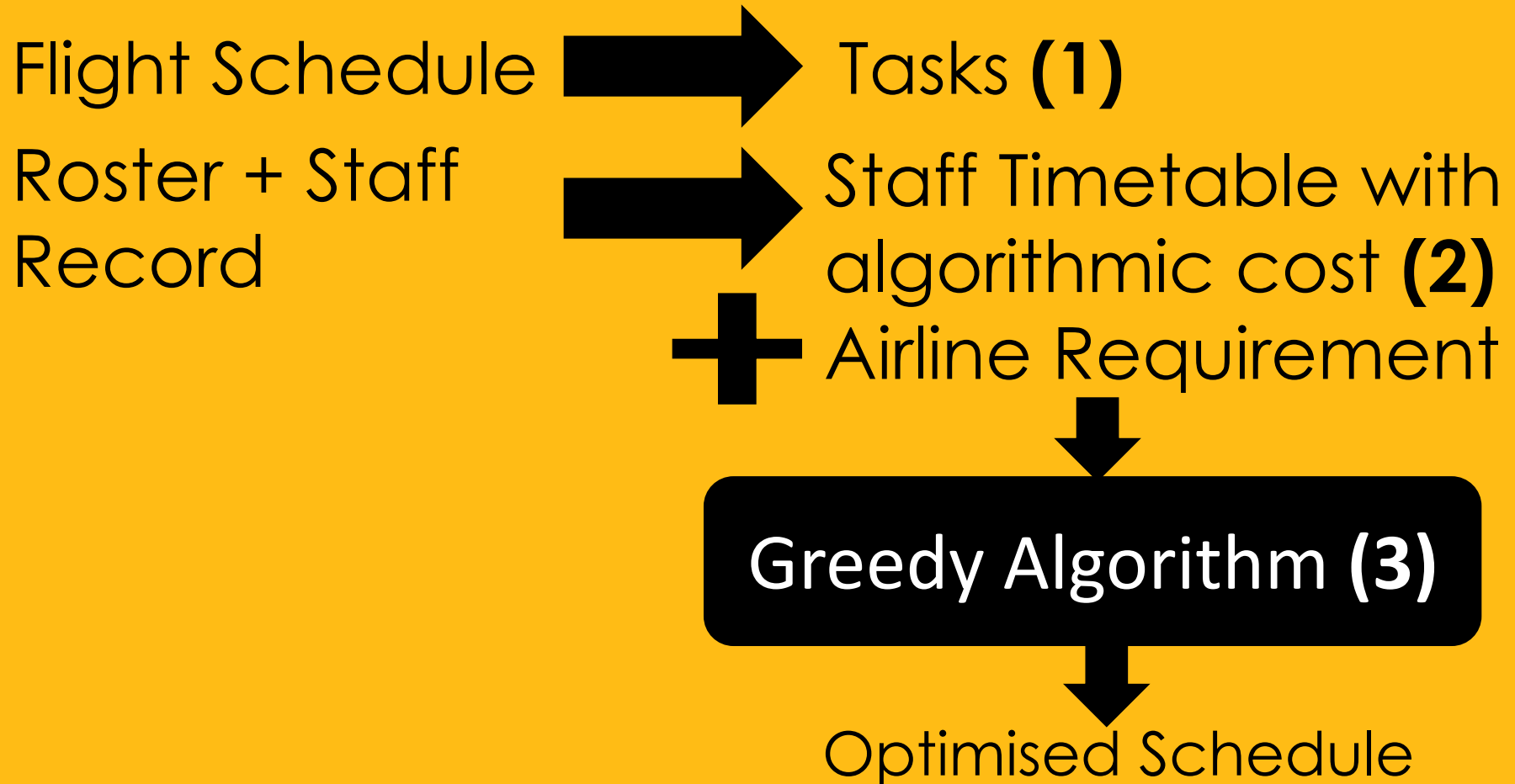
# Cost Function

Scenario	Algorithmic Cost	Cost Calculation
Working	0	No of 0 * salary rate
OT	1	No of 1 * OT rate
Rest Day	2	No of 2 * rest day rate
Off Day	3	No of 3 * off day rate
Rest time/ Task assigned	1000	-
System worth	Sum(1/ total no of people trained in the system)	

# Cost Function

- Cost function can be **reconfigured** if necessary without affecting the greedy algorithm
- Huge problem scale
  - Caching

# Pseudo Code



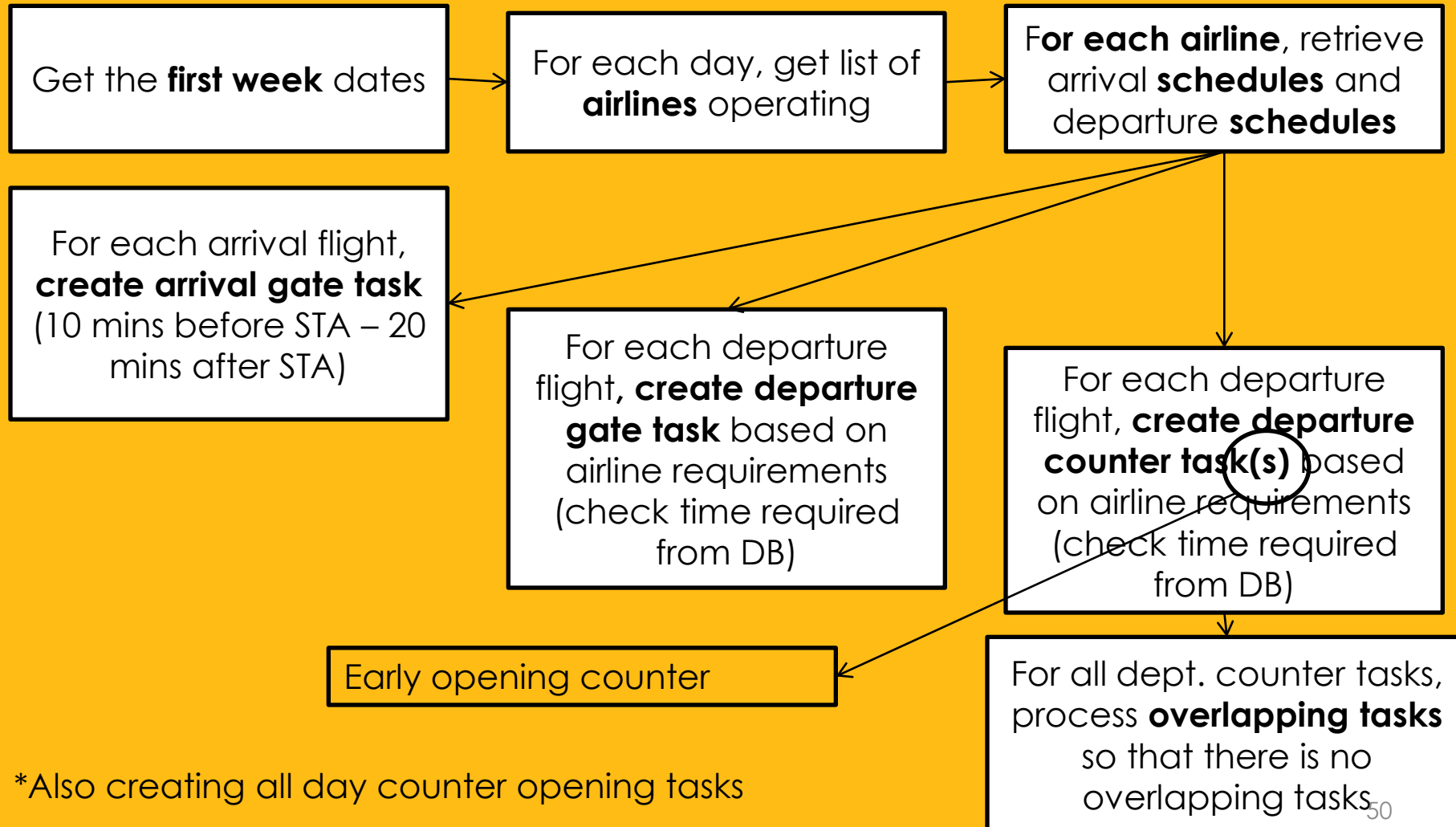
Demo Time...





# Pseudo Code

## (1) Create Task



\*Also creating all day counter opening tasks

# Pseudo Code

## (1) Create Task

For each task created,  
check no of CSA and  
CSO required (DB)

- Be aware of all day counter opening airlines
- For these airlines, reduce no of staff deployed by all day requirement

# Pseudo Code

## (2) Timetable with Algorithmic Cost

Staff	0000 - 0400	0400 - 0800	0800 - 1200	1200 - 1600	1600 - 2000	2000 - 2400	0000 - 0400	0400 - 0800	0800 - 1200	1200 - 1600	1600 - 2000	2000 - 2400
A			Roster Time	OT					Roster Time	OT	OT	
B				Roster Time	OT					Roster Time	OT	
C	OT				Roster Time		OT				Roster Time	
D	RT	OT		RT	OT	OT			RT	OT		RT
E		RT		RT	OT	OT			RT	OT		RT

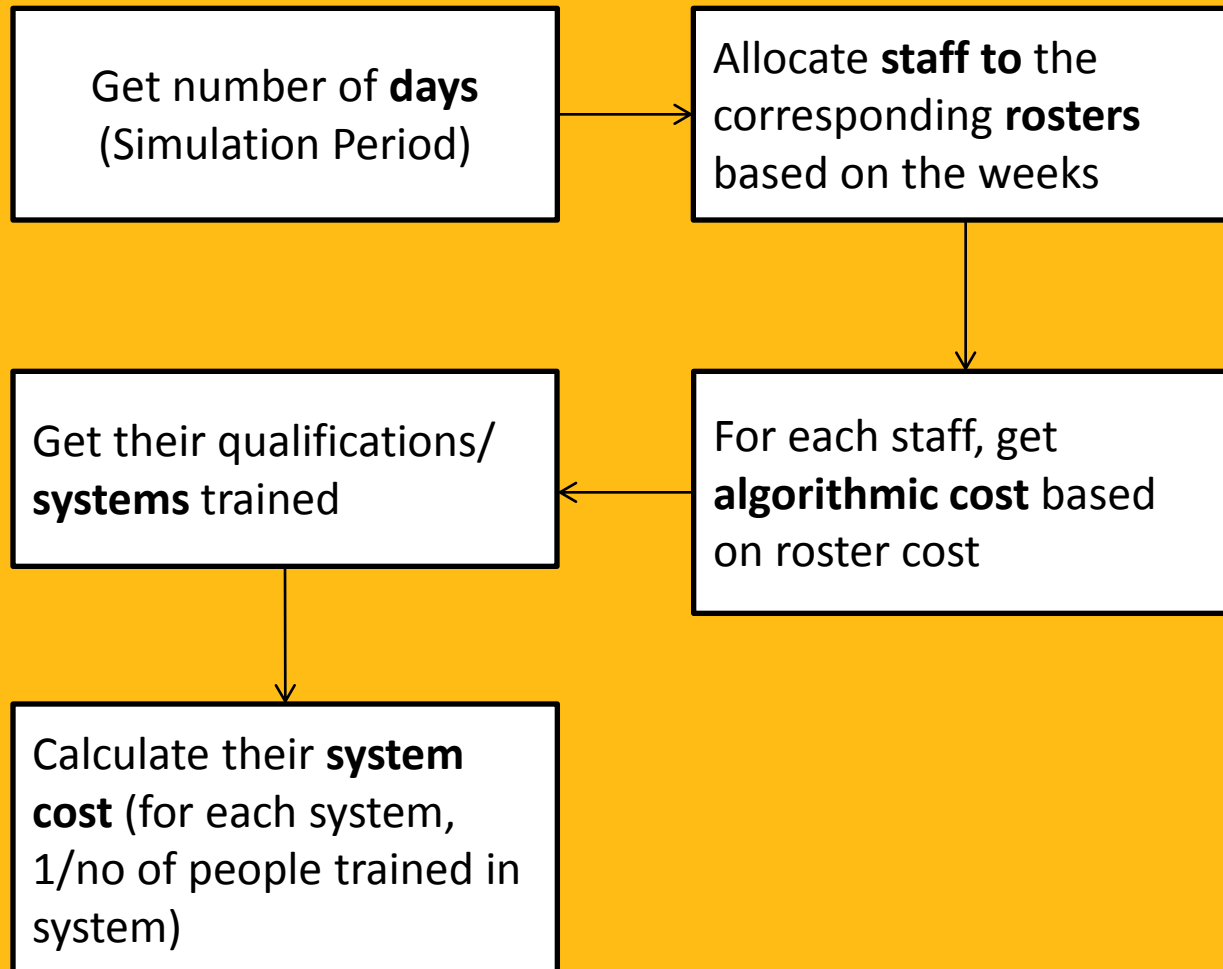
Day 1 | Day 2

Algorithmic Cost Summary:

- Staff A: 12
- Staff B: 12
- Staff C: 12
- Staff D: 8
- Staff E: 8

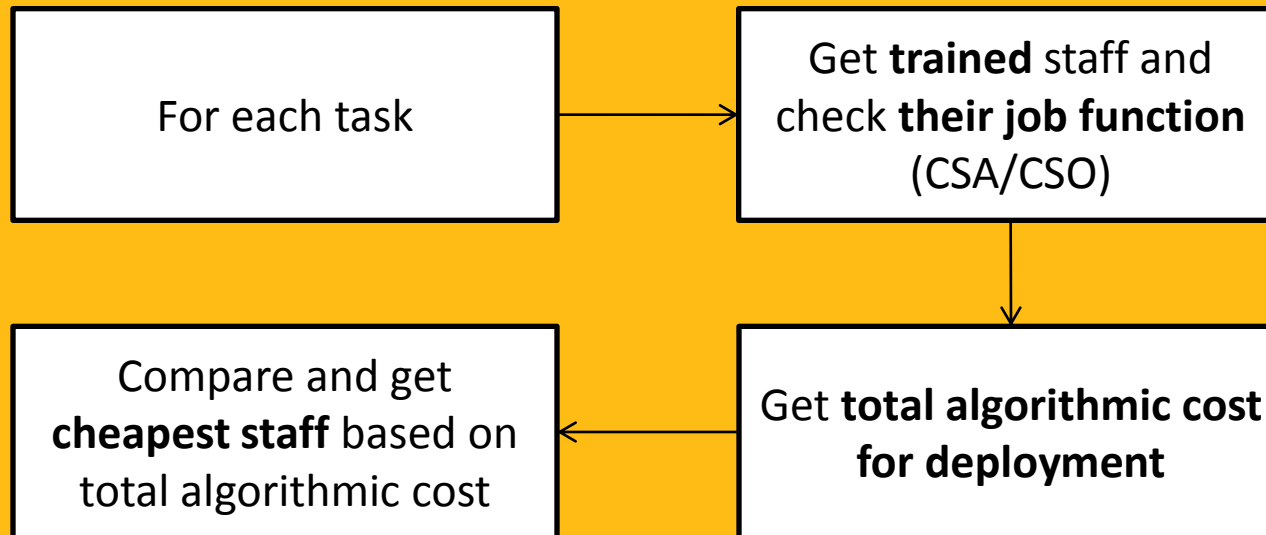
# Pseudo Code

## (3) Greedy Algorithm



# Pseudo Code

## (3) Greedy Algorithm



# Simulation

- Simulation:
  - Apply simulation parameters (uncertainties)
  - Rescheduling to come out with optimal schedule
- Input: Optimal schedule, simulation parameters
- Output: New optimal schedule, cost breakdown (results)

# Manage Results

The main functions are:

- view detailed report (.pdf)
- view optimised staff schedule
- view staff location
- filter results
- delete results

# What is the result of simulation?



- Overtime Hours
- Recall Hours
- MAC Hours
- Working Hours
- Roster Hours



- Overtime Cost
- Recall Cost
- MAC Cost



- Utilisation Rate
- Flight Demand Coverage



# X-Factor

- ✓ Algorithmic complexity
  - Optimal scheduling
  - Probabilistic simulation

- ✓ Comply with aviation specific business rules

## ✓ Efficiency

`(total time: 554 minutes 16 seconds)`

- [28/08/2012] : 554 minutes to create tasks(only 1 airline, 2 days schedules)
- [08/09/2012]: 21 secs to create tasks (3 airlines, 7 days schedules)

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# User Testing 1 (17-Sept)

## Objectives:

- Identify any potential concerns to address regarding application usability, presentation, and navigation
- Get feedback on the usefulness and accuracy of the functions developed
- To match client expectations on the system developed

# User Profiles

## **Mr Kevin Choy**

*SATS Airline Relations Manager*

- PIC for this project
- Testing Venue: SATS Office

## **Mr Goh Wei Xuan**

*SATS Airline Relations Manager*

- First time user of the software

# User Testing Method

- One Facilitator : One Tester
- Facilitators will record their observations and results



- verbalize their actions
- complete 7 scenarios or “real-life” tasks
- give subjective evaluations

- User Testing 1 Report produced

# User Testing Scenarios

1. Bootstrap/import file(s)
2. Add staff costs
3. Add uncertainties
- 4. Run simulation**
- 5. View staff schedule**
6. Add airline requirements
7. Generate result

# UT1 Simulation Results

UT1 Simulation Result	1 day	7 days	30 days	30 days (client data)
Completion Time	2 mins 49 secs	3 mins 10 secs	13 mins	NA
Total Staff Working Hours	1,266.08 hrs	2,478.0 hrs	20,864.0 hrs	NA (729 staff)
Staff Utilization Rate	26.02%	26.12%	5%	NA
Overtime Hours	110.0 hrs	208.33 hrs	2623 hrs	8164.48 hrs
Recall Hours	318.92 hrs	589.08 hrs	NA	TBC
Flight Demand Coverage	83.31%	81.52%	45.76%	Try to meet as far as possible (no data)

# UT1 Results: 4. Run Simulation

Run Simulation	Concerns	Recommendation
<b>Critical Errors</b>	- Low Staff Utilization Rate	- Will liaise with client on possible reasons and changes that can be made
<b>Non-Critical Errors</b>	NA	- The “optimize schedule” button run from the homepage does not contain BACK button. (completed)
<b>Scenario Completion Time</b>	13 minutes (run simulation for 30 days) 3 minutes 10 seconds (run simulation for 7 days) 2 minutes 49 seconds (run simulation for 1 day)	



# UT1 Results:

## 5. View Staff Schedule

View Staff Schedule	Concerns	Recommendation
<b>Critical Errors</b>	- More than 1 week scheduling result can be improved	- Will work on improving the result correctness. (completed)
<b>Non-Critical Errors</b>	- Cannot change the week	- Try adding week selection option (completed)
<b>Scenario Completion Time</b>	2 minutes	

# UT1

## Feedback

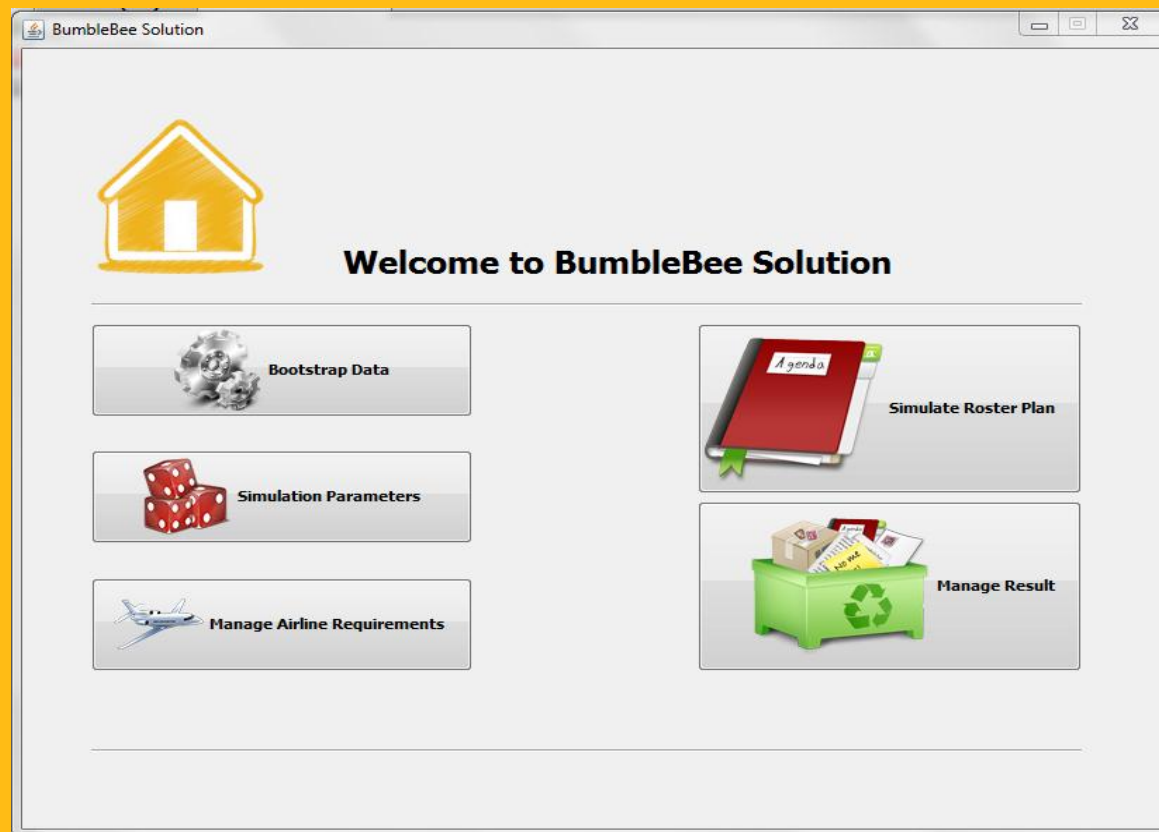
- Satisfied with the system
- “Beneficial cost calculation”
- “It could be a good tool”

# Main changes after UT1

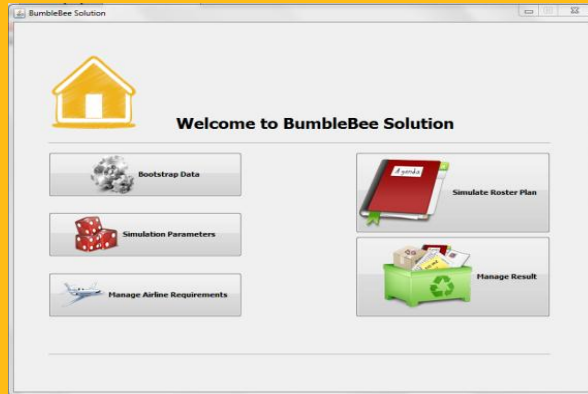
- User Interface
- Scheduling Algorithm

# Main changes after UT1

- User Interface

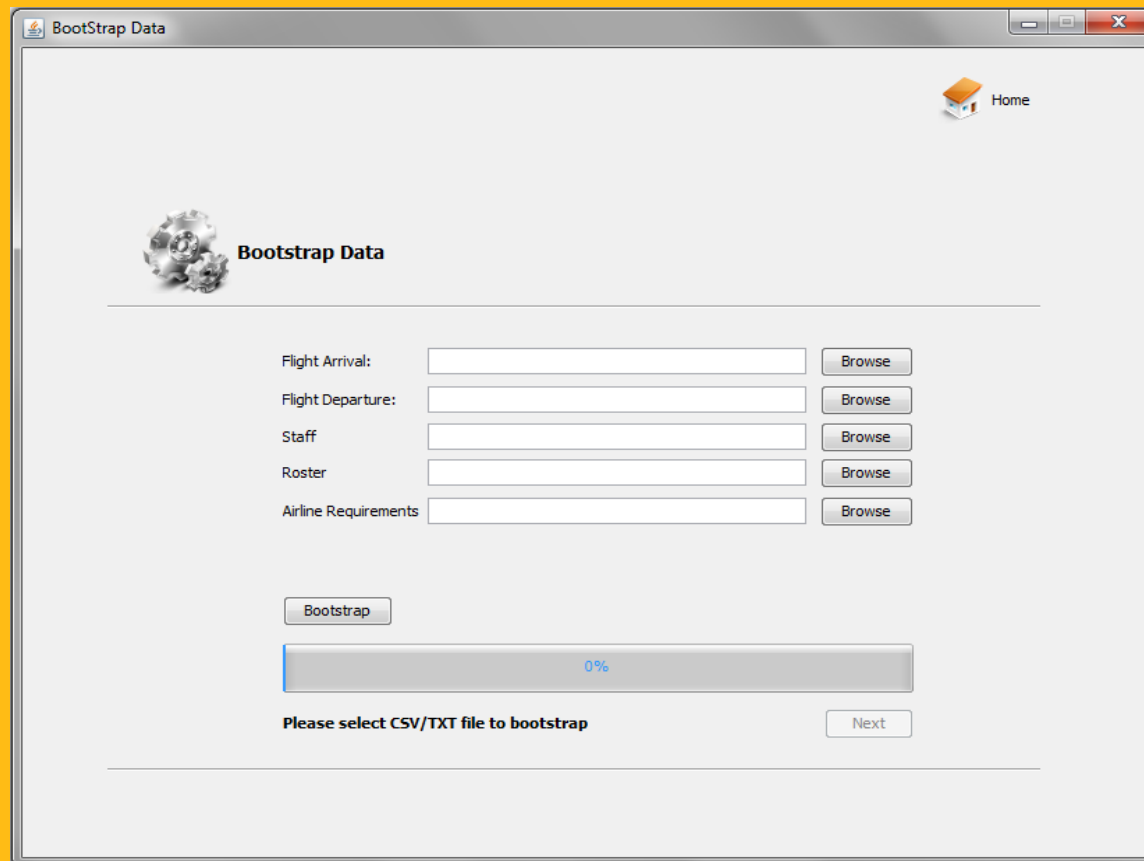


# Main changes after UT1



# Main changes after UT1

- User Interface

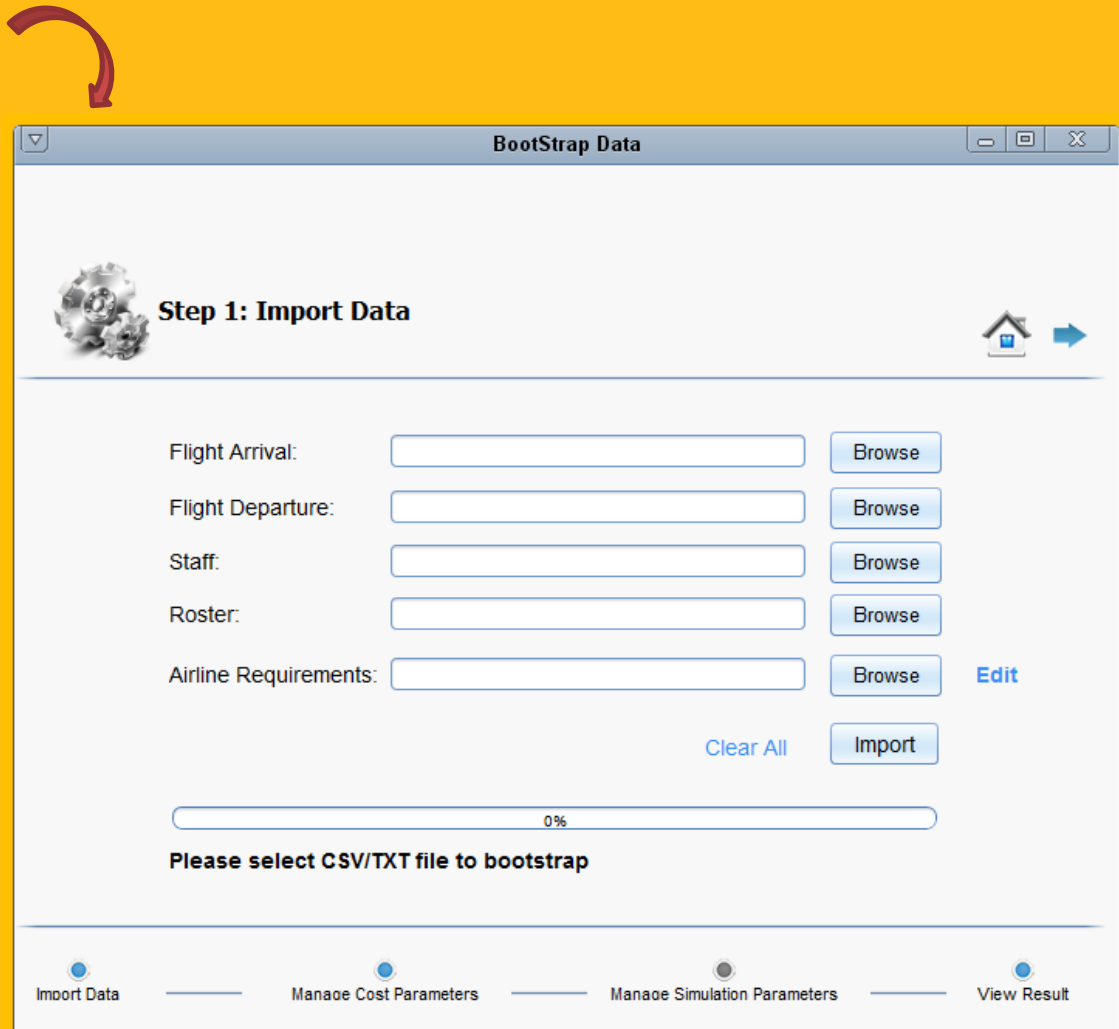
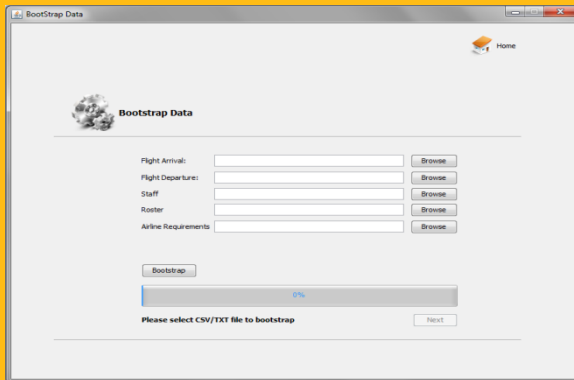


The screenshot shows a window titled "BootStrap Data" with a standard Windows-style title bar. In the top right corner, there is a "Home" button with a house icon. On the left side, there is a gear icon and the text "Bootstrap Data". The main area contains five rows of input fields with "Browse" buttons next to them:

- Flight Arrival:  Browse
- Flight Departure:  Browse
- Staff:  Browse
- Roster:  Browse
- Airline Requirements:  Browse

Below these fields is a "Bootstrap" button. Underneath the button is a progress bar showing "0%". At the bottom, there is a message "Please select CSV/TXT file to bootstrap" and a "Next" button.

# Main changes after UT1



# Main changes after UT1

- Scheduling algorithm

UT1 Simulation Result	1 day	7 days	30 days	30 days (client data)
Completion Time	2 mins 49 secs	3 mins 10 secs	13 mins	NA
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Recall Hours	318.92 hrs	589.08 hrs	NA	TBC
Flight Demand Coverage	83.31%	81.52%	45.76%	Try to meet as far as possible (no data)



# Main changes after UT1

<b>Current Simulation Result</b>	<b>1 day</b>	<b>7 days</b>	<b>30 days</b>
<b>Completion Time</b>	2 mins 48 secs	3 mins 10 secs	4 mins 55 secs
<b>Total Staff Working Hours</b>	1,129 hrs	7,954 hrs	30,742 hrs
<b>Staff Utilization Rate</b>	38.48%	38.71%	38.98%
<b>Overtime Hours</b>	87 hrs	565 hrs	2467 hrs
<b>Recall Hours</b>	136 hrs	810 hrs	3751 hrs
<b>Flight Demand Coverage</b>	93.56%	92.17%	85.20%

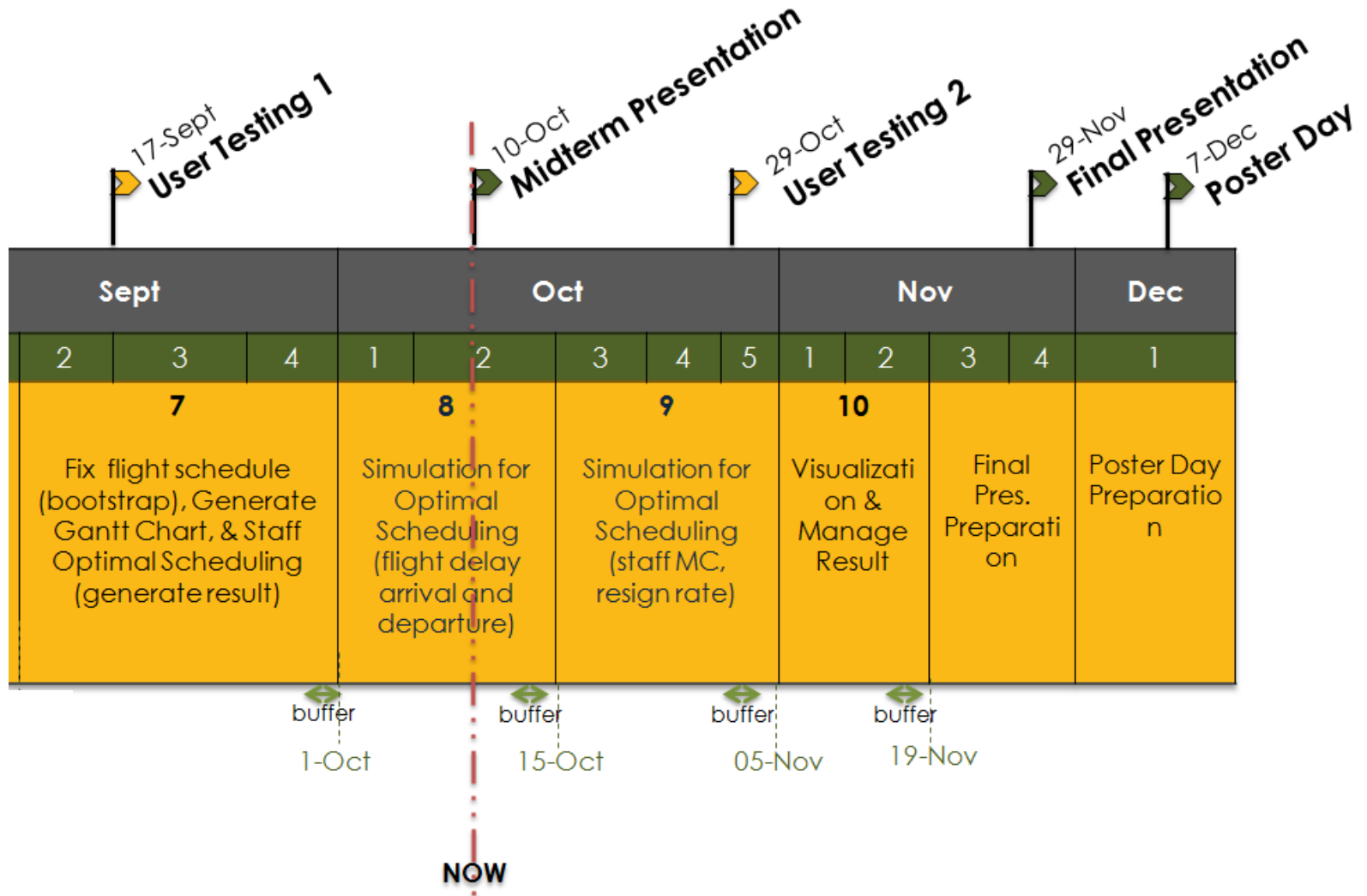
# UT1 Reporting Conclusion

- Successful deployment of software
- Satisfied client
- Working system for self trial
- Testers gained more understanding on the system functions
- Improvement needed for navigation and logic

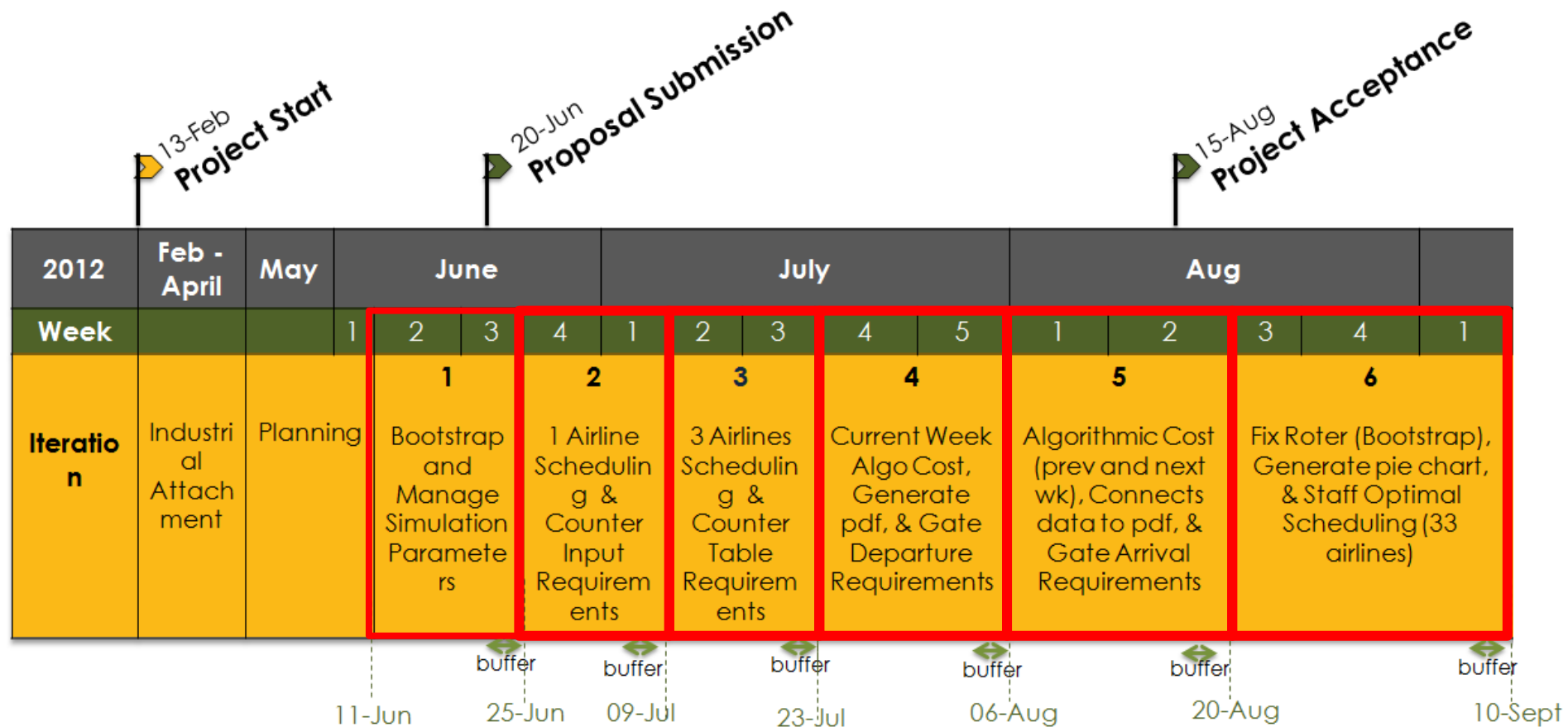
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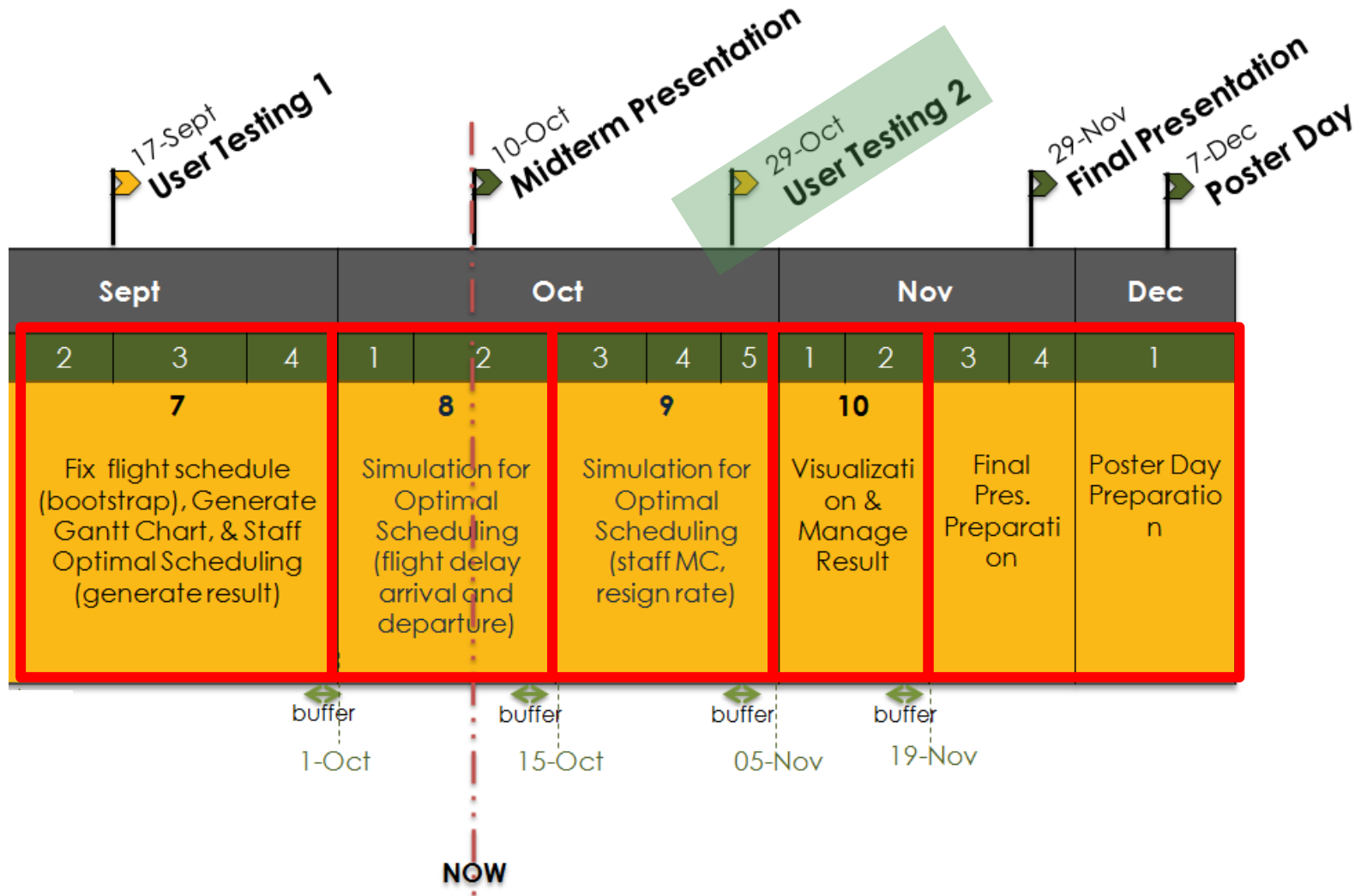
# Timeline



# Timeline



# Timeline



*	Acceptance Presentation	
6	Optimal Scheduling	
7	Simulation for Optimal Scheduling, Visualisation, Manage Result	
8	Simulation for Optimal Scheduling, Visualisation, Manage Result	
*	Midterm Presentation, UT Final Presentation, Poster Day	UT

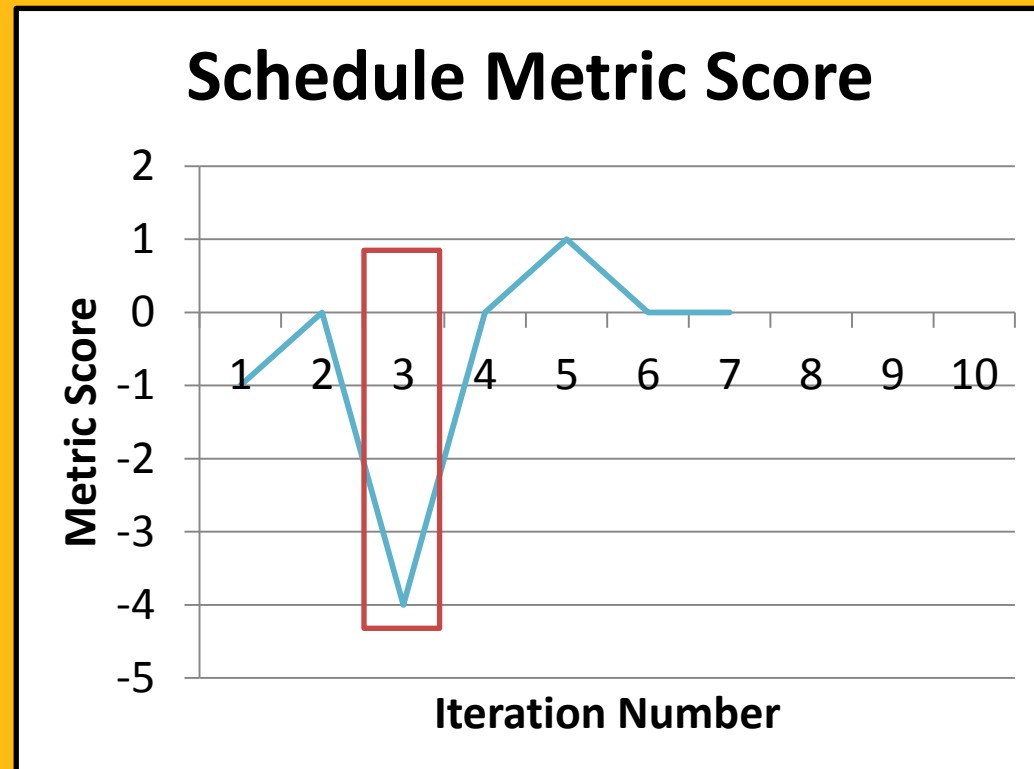
### Before Acceptance

### After Acceptance

*	Acceptance Presentation	
6	Bootstrap, Visualisation, Optimal Scheduling	
7	Bootstrap, Visualisation, Optimal Scheduling	UT1
8	Simulation for Optimal Scheduling	
*	Midterm Presentation	
8	Simulation for Optimal Scheduling	
9	Simulation for Optimal Scheduling	UT2
10	Visualisation, Manage Result	
*	Final Presentation, Poster Day	

# Schedule Metric

$X > 2$	• Re-plan schedule to bring forward tasks
$0 < X \leq 2$	• Do nothing. Take a short break
$-2 < X \leq 0$	• Use buffer time to catch up
$-4 < X \leq -2$	• Utilize administrative time
$X \leq -4$	• PM to re-schedule the project





# Risk Metric

S/N	Risk Statement	Likelihood (H/M/L)	Impact (H/M/L)	Lvl	Mitigation Strategy &/or Contingency Plan
1	Managing expectation of new person in charge	H	H	A	-Prepare software introduction to client and other potential users. -Earlier UT2 with client
2	Limited real data to work with	H	H	A	Consistent and thorough demonstration of system to client
3	Long simulation duration taken	H	H	A	Explore ways to increase the efficiency of code (e.g. caching)

# Bug Metric

pts < 5

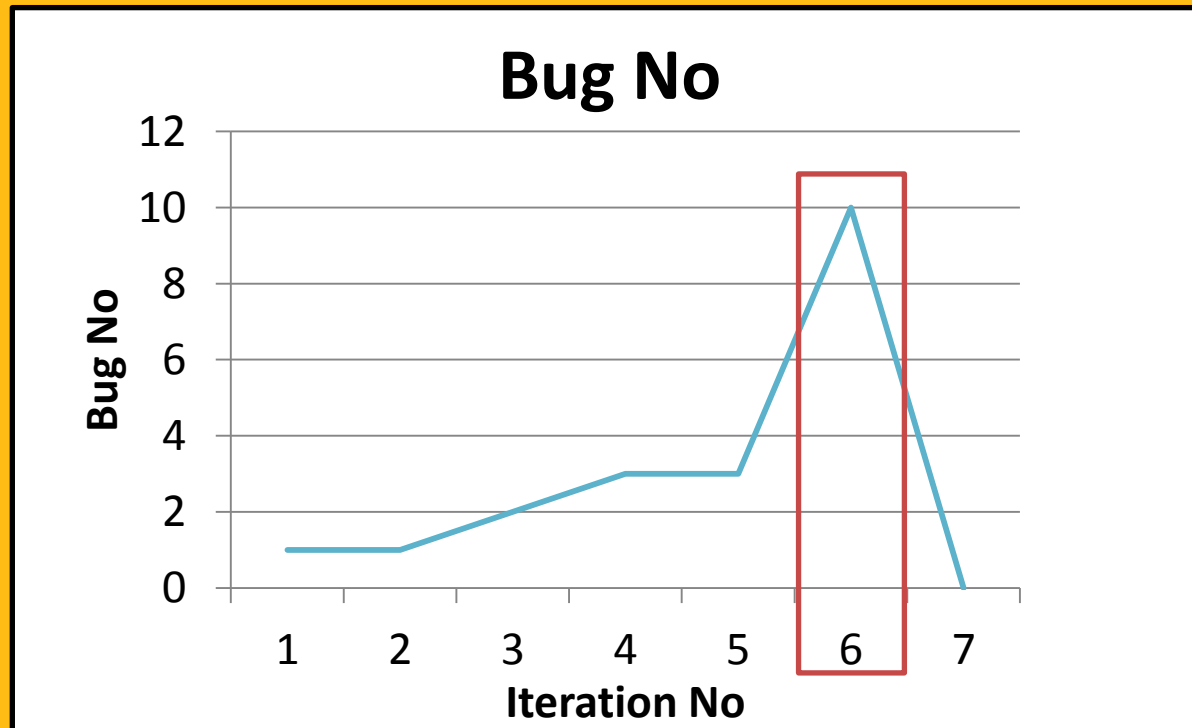
- Task programmer(s) to privately solve the bug. Fix during buffer time

$5 \leq \text{pts} < 10$

- Raise the issue during a meeting to discuss cause and corresponding solution. Programmer(s) to solve the bug privately. Fix during iteration

pts  $\geq 10$

- Halt development. Call for a meeting to address the high-bug point level. Team solves the bug before proceeding. Project Manager to re-schedule the project



# Reflection

- Proactive communication with stakeholders
  - To clarify doubts as soon as possible
  - To actively update all stakeholders on any changes and progress
- Conflict mitigation skills
  - Logical reasoning

# Learning Outcome

- Familiarity with aviation industry
- Knowledge in :
  - Greedy algorithm
  - Algorithmic cost
  - Algorithm efficiency
  - Statistic and probability
  - Scheduling
  - Data visualisation
- Proficiency in Java Desktop application

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