

**10**

# **Project Management**

**PowerPoint presentation to accompany  
Heizer and Render  
Operations Management, Eleventh Edition  
Principles of Operations Management, Ninth Edition**

**PowerPoint slides by Jeff Heyl**

# Bechtel Projects

- Constructing 30 high-security data centers worldwide for Equinix, Inc. (\$1.2 billion)
- Building and running a rail line between London and the Channel Tunnel (\$4.6 billion)
- Developing an oil pipeline from the Caspian Sea region to Russia (\$850 million)
- Expanding the Dubai Airport in the UAE (\$600 million), and the Miami Airport in Florida (\$2 billion)

# Bechtel Projects

- Building liquid natural gas plants in Yemen (\$2 billion) and in Trinidad, West Indies (\$1 billion)
- Building a new subway for Athens, Greece (\$2.6 billion)
- Constructing a natural gas pipeline in Thailand (\$700 million)
- Building 30 plants for iMotors.com, a company that sells refurbished autos online (\$300 million)
- Building a highway to link the north and south of Croatia (\$303 million)

# Project Characteristics

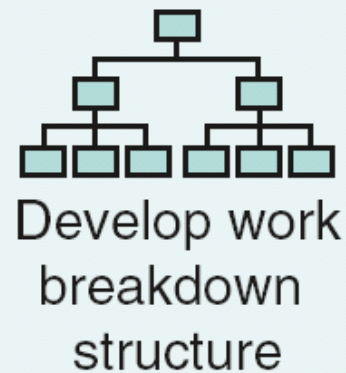
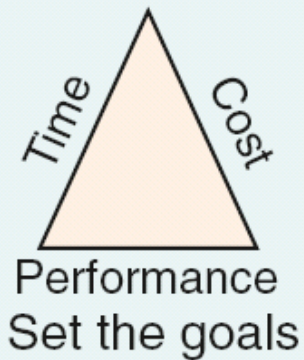
- Single unit
- Many related activities
- Difficult production planning and inventory control
- General purpose equipment
- High labor skills

# Management of Projects

1. *Planning* - goal setting, defining the project, team organization
2. *Scheduling* - relate people, money, and supplies to specific activities and activities to each other
3. *Controlling* - monitor resources, costs, quality, and budgets; revise plans and shift resources to meet time and cost demands

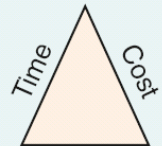
# Project Planning, Scheduling, and Controlling

## Planning the Project



# Project Planning, Scheduling, and Controlling

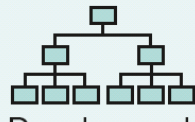
## Planning the Project



Performance  
Set the goals



Define the project

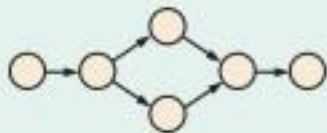


Develop work  
breakdown  
structure



Identify team/  
resources

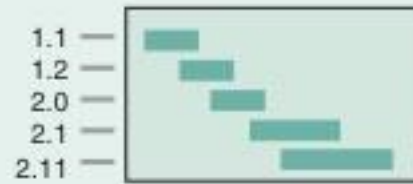
## Scheduling the Project



Sequence activities

Adams	✓		
Smith			✓
Jones		✓	

Assign people



Schedule deliverables

June						
S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	9	10	11	12	13

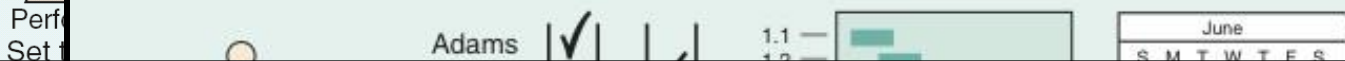
Schedule resources

# Project Planning, Scheduling, and Controlling

## Planning the Project



## Scheduling the Project

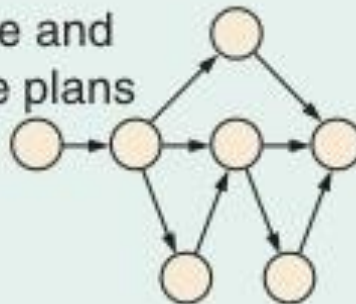


## Controlling the Project (During project)



Monitor resources,  
costs, quality

Revise and  
change plans



Adams		✓	
Smith	✓		
Jones			✓

Shift resources



# Project Planning, Scheduling, and Controlling

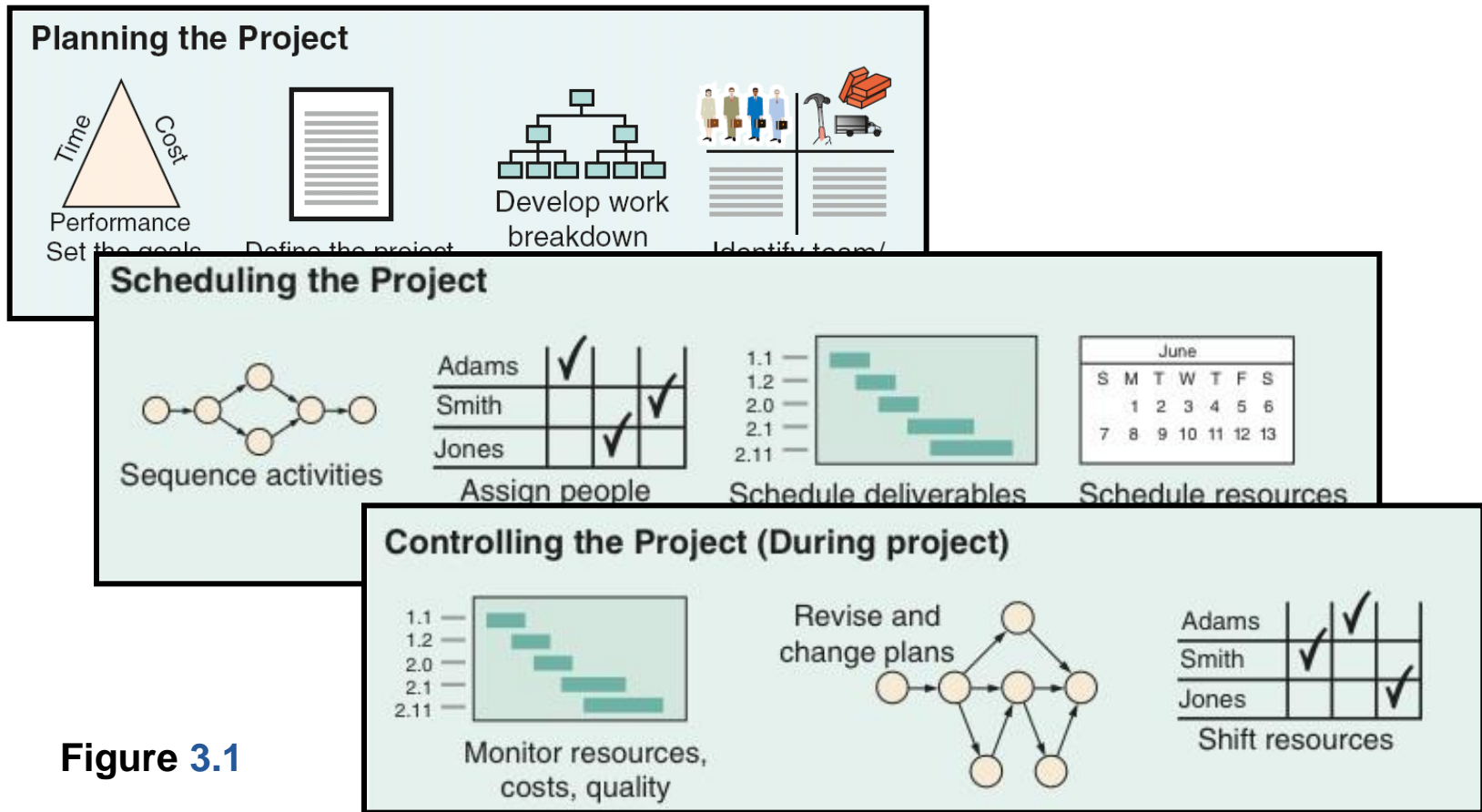
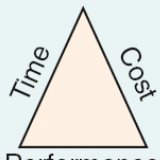


Figure 3.1

# Project Planning, Scheduling, and Control

Time/cost estimates  
 Budgets  
 Engineering diagrams  
 Cash flow charts  
 Material availability details

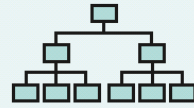
## Planning the Project



Set the goals



Define the project

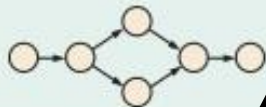


Develop work breakdown



Identify team/

## Scheduling the Project



Sequence activities

Adams	✓		
Smith			✓
Jones		✓	

Assign people



Schedule deliverables

Budgets

Delayed activities report

Slack activities report

CPM/PERT

Gantt charts

Milestone charts

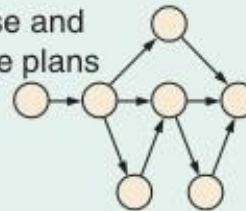
Cash flow schedules

## Controlling the Project (During project)



Monitor resources, costs, quality

Revise and change plans

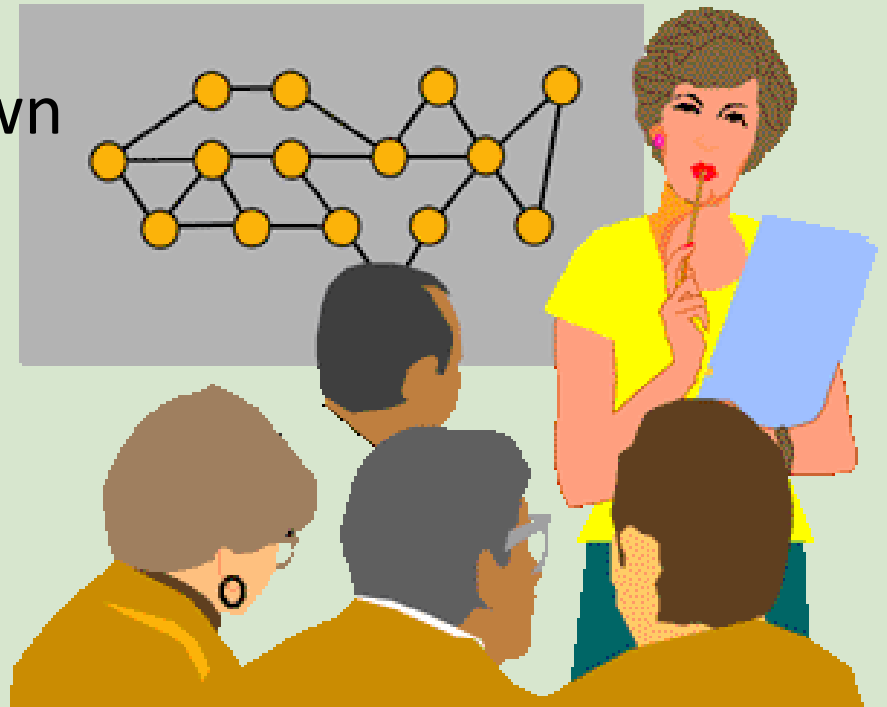


Adams		✓	✓
Smith	✓		
Jones			✓

Shift resources

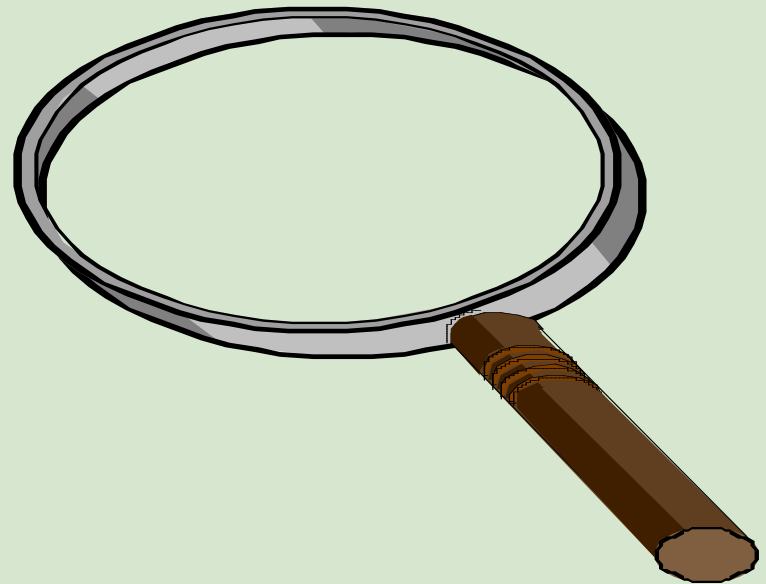
# Project Planning

- Establishing objectives
- Defining project
- Creating work breakdown structure
- Determining resources
- Forming organization



# Project Organization

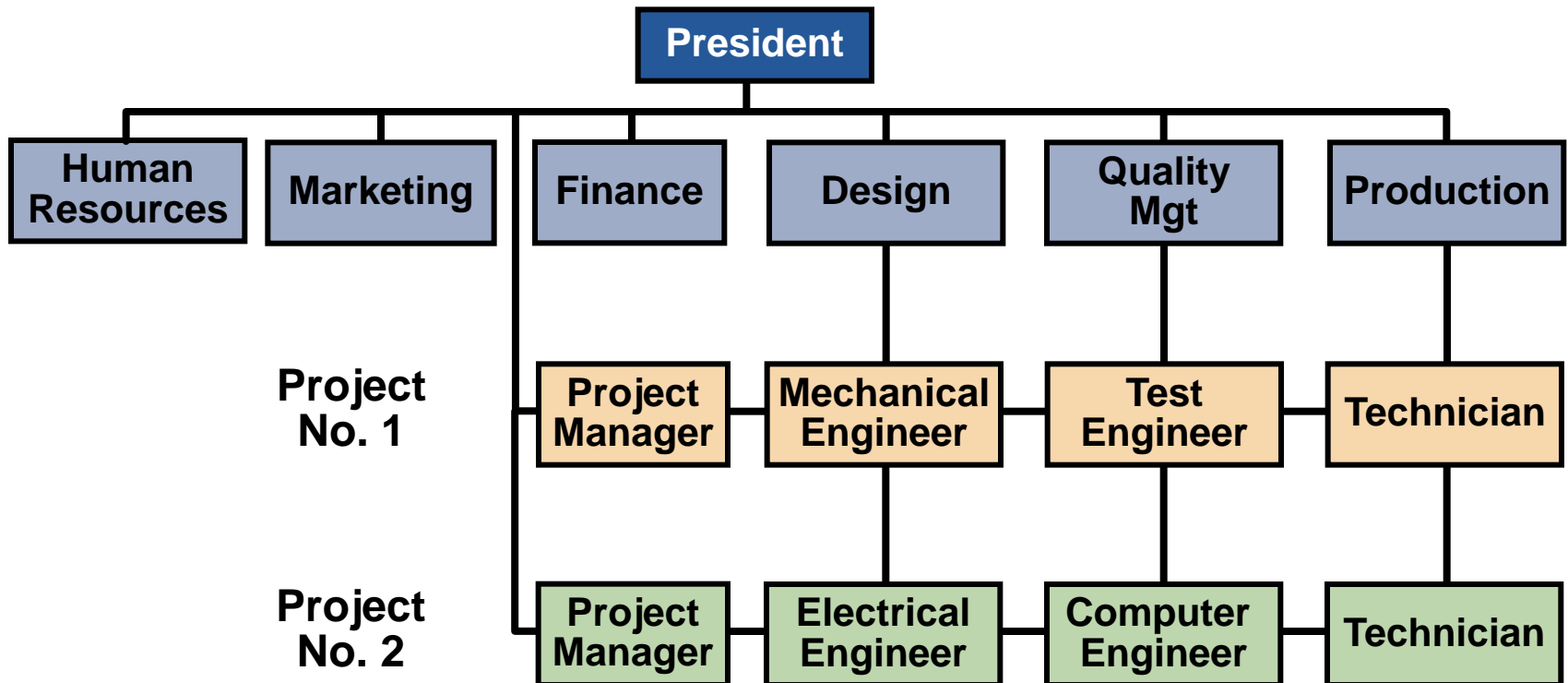
- Often temporary structure
- Uses specialists from entire company
- Headed by project manager
  - Coordinates activities
  - Monitors schedule and costs
- Permanent structure called 'matrix organization'



# Project Organization Works Best When

1. Work can be defined with a specific goal and deadline
2. The job is unique or somewhat unfamiliar to the existing organization
3. The work contains complex interrelated tasks requiring specialized skills
4. The project is temporary but critical to the organization
5. The project cuts across organizational lines

# A Sample Project Organization



# The Role of the Project Manager

**Highly visible**

**Responsible for making sure that:**

1. All necessary activities are finished in order and on time
2. The project comes in within budget
3. The project meets quality goals
4. The people assigned to the project receive motivation, direction, and information

# The Role of the Project Manager

## Highly visible Responsible for

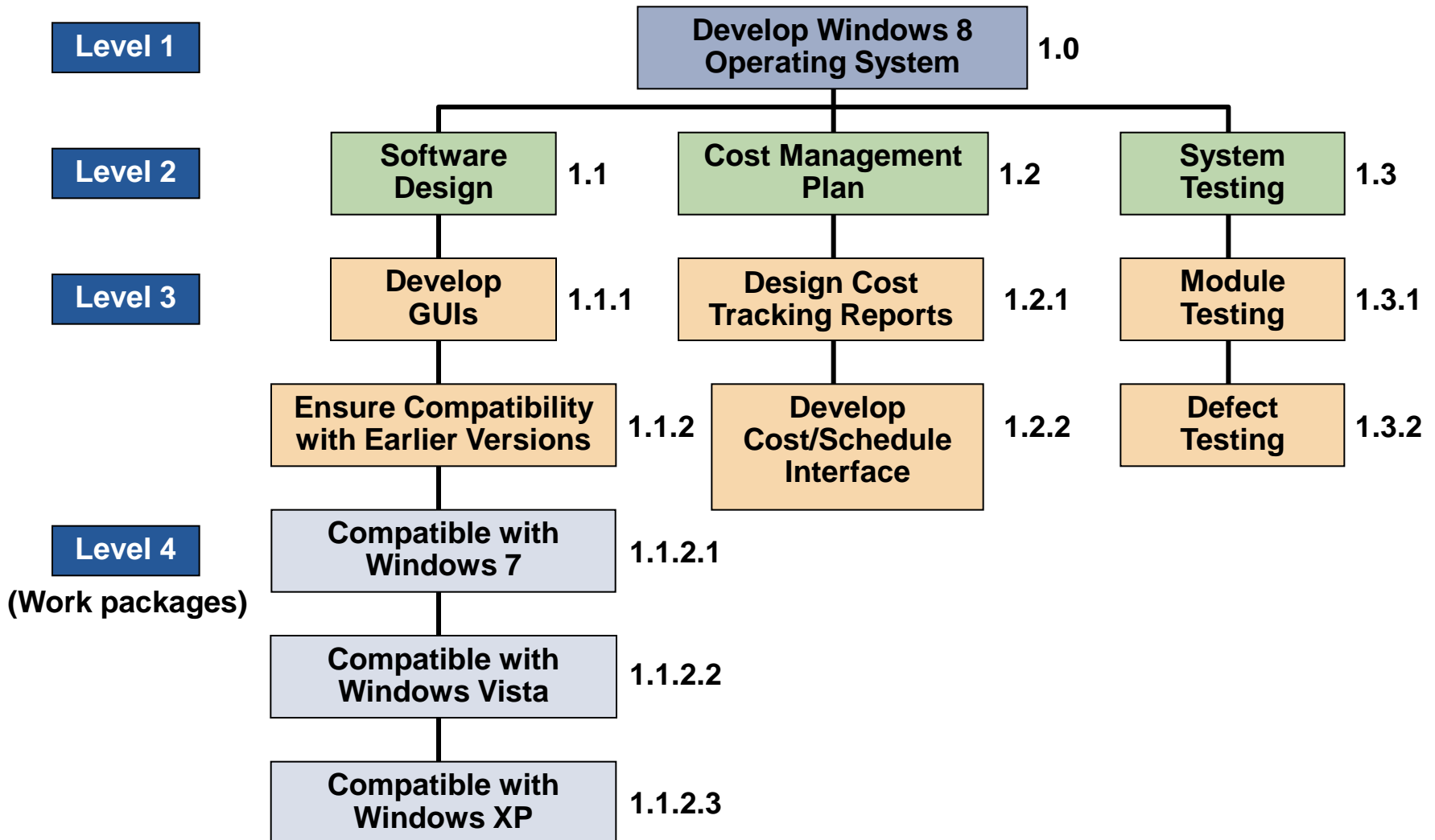
1. All necessary actions on time
2. The project completed
3. The project meeting
4. The people assigned to the project receive motivation, direction, and information

### Project managers should be:

- ▶ Good coaches
- ▶ Good communicators
- ▶ Able to organize activities from a variety of disciplines



# Work Breakdown Structure



# Project Scheduling Techniques

1. Ensure that all activities are planned for
2. Their order of performance is accounted for
3. The activity time estimates are recorded
4. The overall project time is developed



# Purposes of Project Scheduling

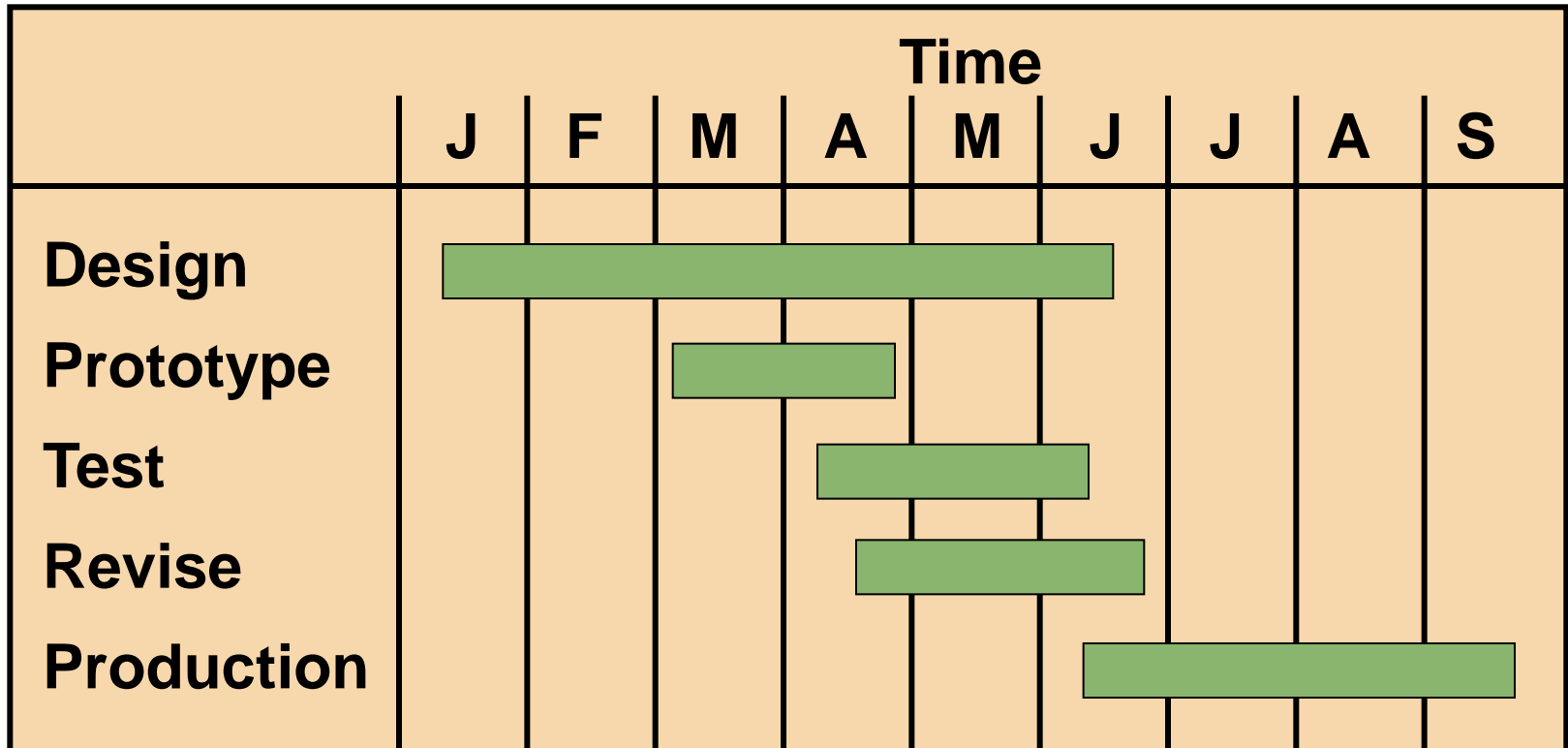
1. Shows the relationship of each activity to others and to the whole project
2. Identifies the precedence relationships among activities
3. Encourages the setting of realistic time and cost estimates for each activity
4. Helps make better use of people, money, and material resources by identifying critical bottlenecks in the project

# Project Management Techniques

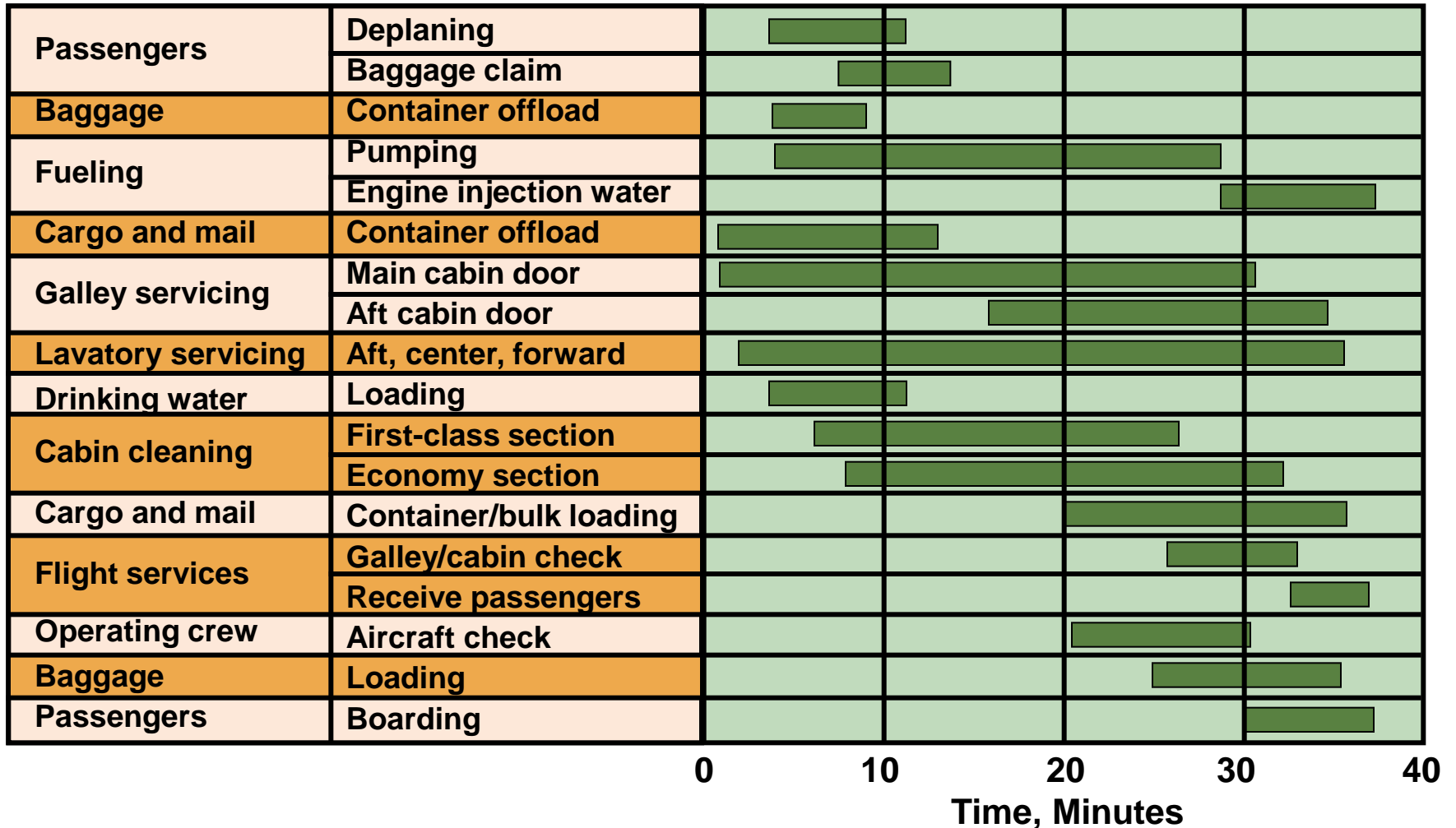


- ▶ Gantt chart
- ▶ Critical Path Method (CPM)
- ▶ Program Evaluation and Review Technique (PERT)

# A Simple Gantt Chart



# Service For a Delta Jet



# Project Controlling

- Close monitoring of resources, costs, quality, budgets
- Feedback enables revising the project plan and shift resources
- Computerized tools produce extensive reports



# Project Management Software

There are several popular packages for managing projects

- Primavera
- MacProject
- MindView
- HP Project
- Fast Track
- Microsoft Project



# Project Control Reports

- Detailed cost breakdowns for each task
- Total program labor curves
- Cost distribution tables
- Functional cost and hour summaries
- Raw materials and expenditure forecasts
- Variance reports
- Time analysis reports
- Work status reports

# PERT and CPM

- Network techniques
- Developed in 1950s
  - CPM by DuPont for chemical plants (1957)
  - PERT by Booz, Allen & Hamilton with the U.S. Navy, for Polaris missile (1958)
- Consider precedence relationships and interdependencies
- Each uses a different estimate of activity times

# Six Steps PERT & CPM

1. Define the project and prepare the work breakdown structure
2. Develop relationships among the activities - decide which activities must precede and which must follow others
3. Draw the network connecting all of the activities
4. Assign time and/or cost estimates to each activity
5. Compute the longest time path through the network – this is called **the critical path**
6. Use the network to help plan, schedule, monitor, and control the project

# Questions PERT & CPM Can Answer

1. When will the entire project be completed?
2. What are the critical activities or tasks in the project?
3. Which are the noncritical activities?
4. What is the probability the project will be completed by a specific date?

# Questions PERT & CPM Can Answer

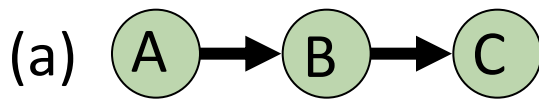
5. Is the project on schedule, behind schedule, or ahead of schedule?
6. Is the money spent equal to, less than, or greater than the budget?
7. Are there enough resources available to finish the project on time?
8. If the project must be finished in a shorter time, what is the way to accomplish this at least cost?

# A Comparison of AON and AOA Network Conventions

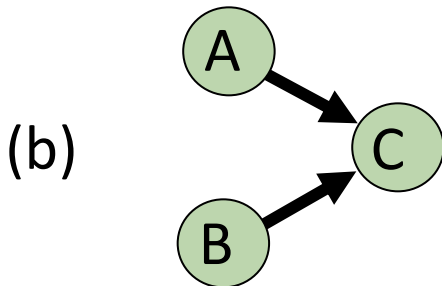
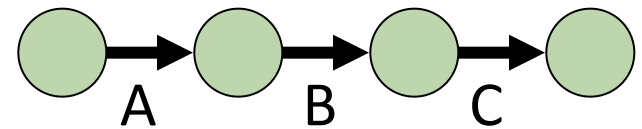
Activity on Node (AON)

Activity Meaning

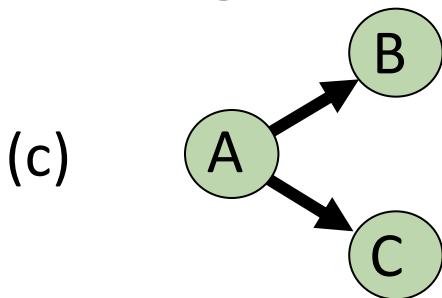
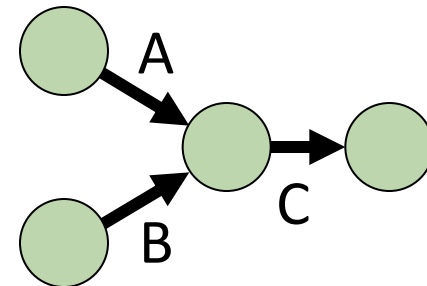
Activity on Arrow (AOA)



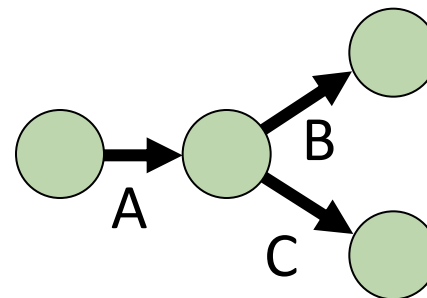
A comes before B, which comes before C



A and B must both be completed before C can start



B and C cannot begin until A is completed



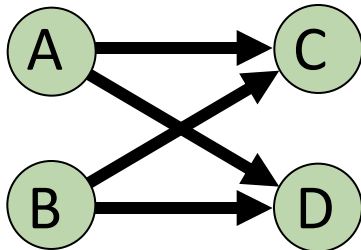
# A Comparison of AON and AOA Network Conventions

Activity on Node (AON)

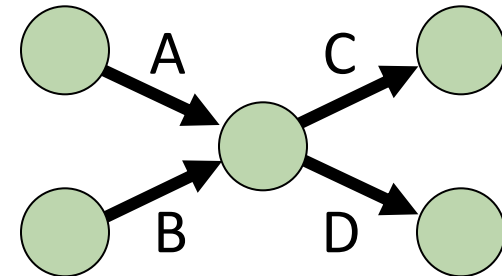
Activity Meaning

Activity on Arrow (AOA)

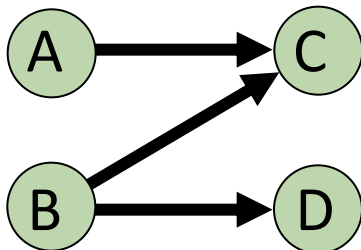
(d)



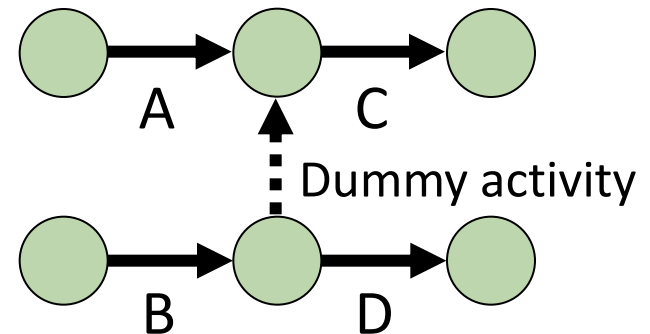
C and D cannot begin until both A and B are completed



(e)



C cannot begin until both A and B are completed  
 D cannot begin until B is completed  
 A dummy activity is introduced in AOA

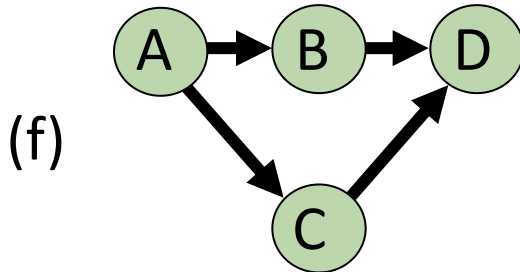


# A Comparison of AON and AOA Network Conventions

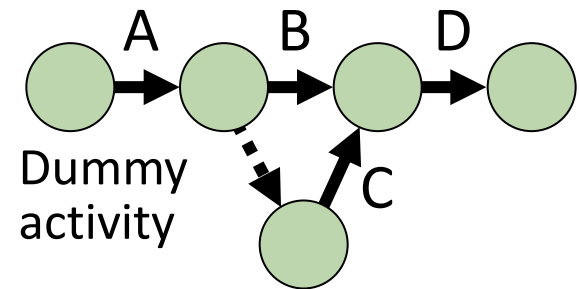
Activity on  
Node (AON)

Activity  
Meaning

Activity on  
Arrow (AOA)



B and C cannot begin until A is completed  
D cannot begin until both B and C are completed  
A dummy activity is again introduced in AOA





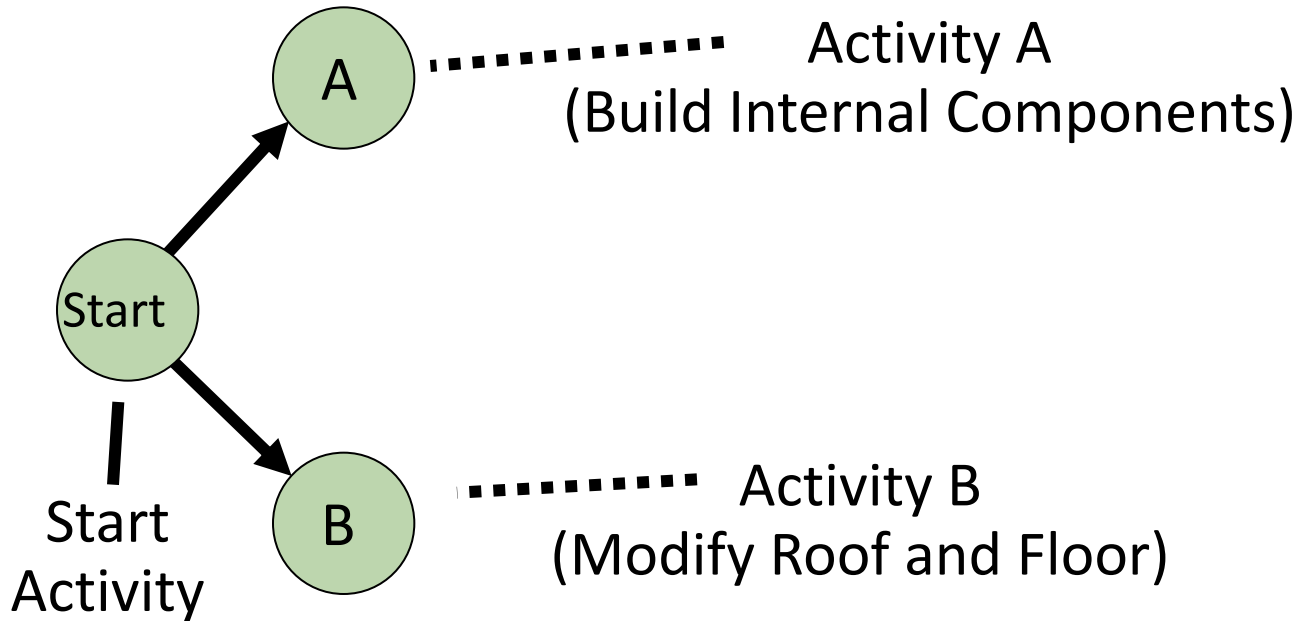
# AON Example

Table

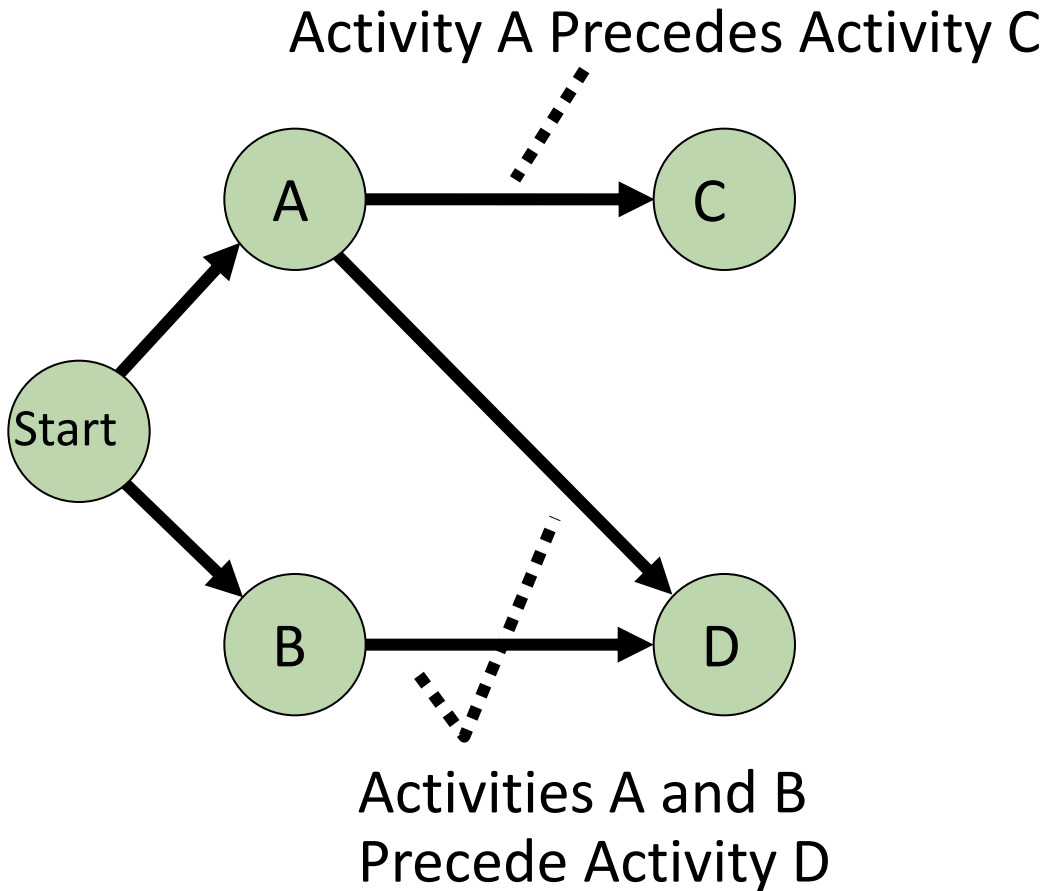
Milwaukee Paper Manufacturing's Activities and Predecessors

<b>ACTIVITY</b>	<b>DESCRIPTION</b>	<b>IMMEDIATE PREDECESSORS</b>
A	Build internal components	—
B	Modify roof and floor	—
C	Construct collection stack	A
D	Pour concrete and install frame	A, B
E	Build high-temperature burner	C
F	Install pollution control system	C
G	Install air pollution device	D, E
H	Inspect and test	F, G

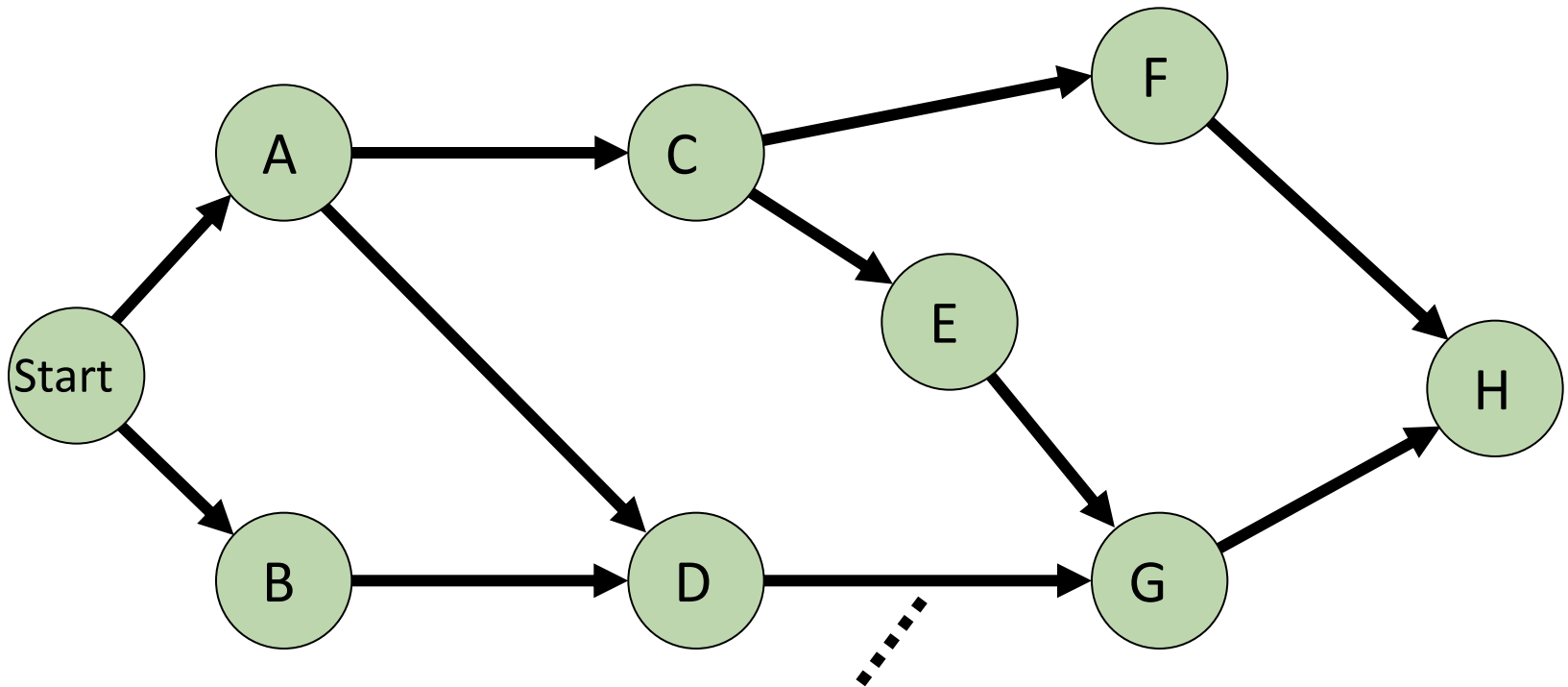
# AON Network for Milwaukee Paper



# AON Network for Milwaukee Paper

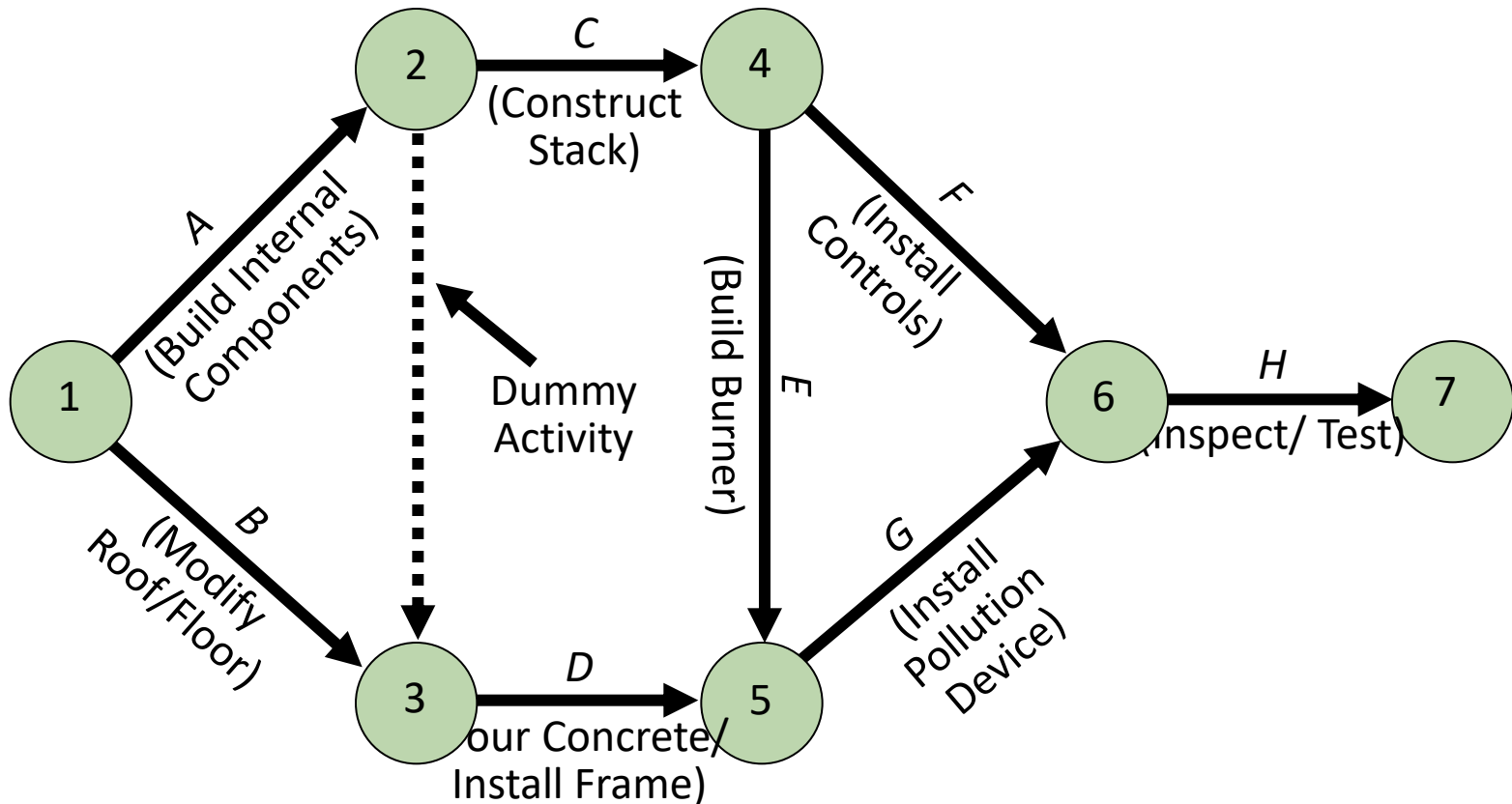


# AON Network for Milwaukee Paper



Arrows Show Precedence Relationships

# AOA Network for Milwaukee Paper



# Determining the Project Schedule

## Perform a Critical Path Analysis

- The critical path is the longest path through the network
- The critical path is the shortest time in which the project can be completed
- Any delay in critical path activities delays the project
- Critical path activities have no slack time

# Determining the Project Schedule

Table		Time Estimates for Milwaukee Paper Manufacturing
ACTIVITY	DESCRIPTION	TIME (WEEKS)
A	Build internal components	2
B	Modify roof and floor	3
C	Construct collection stack	2
D	Pour concrete and install frame	4
E	Build high-temperature burner	4
F	Install pollution control system	3
G	Install air pollution device	5
H	Inspect and test	2
	Total time (weeks)	25

# Determining the Project Schedule

## Perform a Critical Path Analysis

*Earliest start (ES)* = earliest time at which an activity can start, assuming all predecessors have been completed

*Earliest finish (EF)* = earliest time at which an activity can be finished

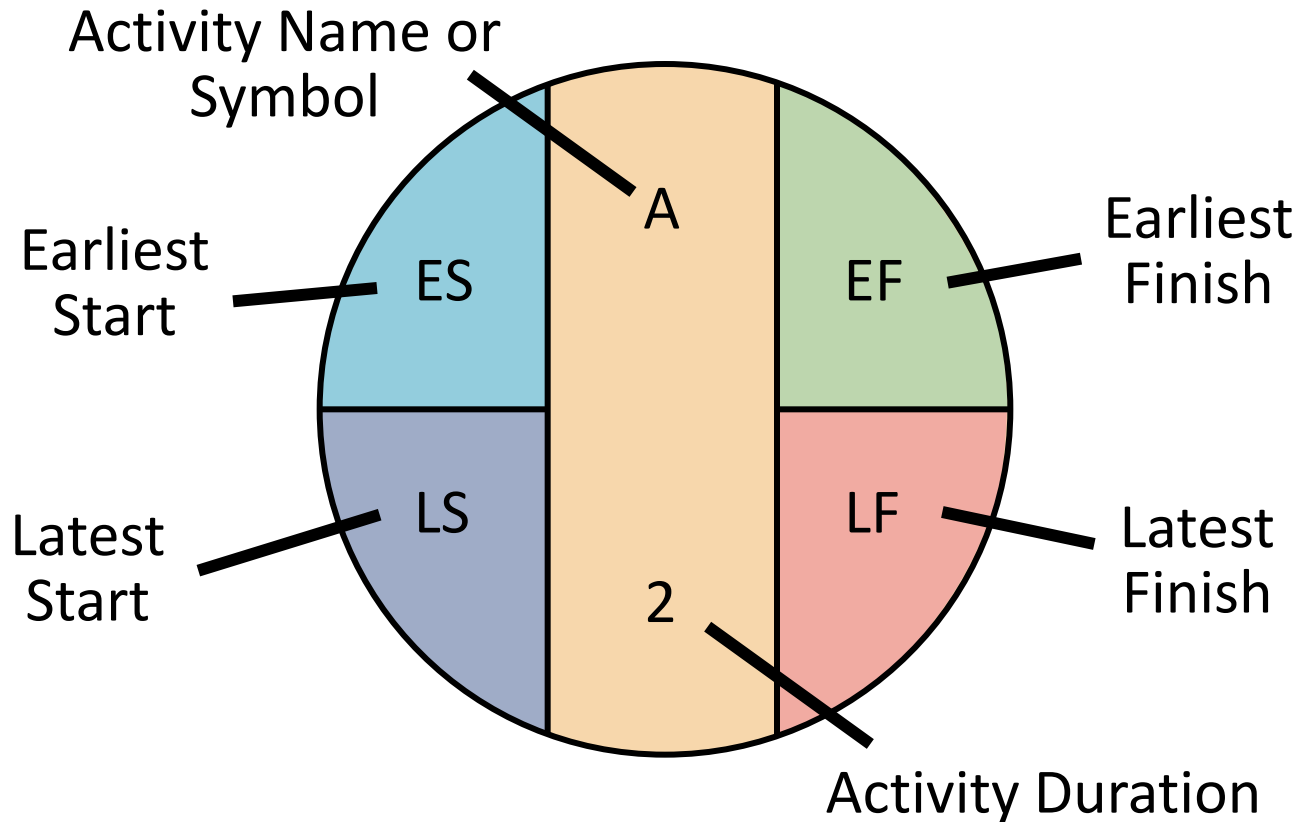
*Latest start (LS)* = latest time at which an activity can start so as to not delay the completion time of the entire project

*Latest finish (LF)* = latest time by which an activity has to be finished so as to not delay the completion time of the entire project



# Determining the Project Schedule

## Activity Format



# Forward Pass

**Begin at starting event and work forward**

Earliest Start Time Rule:

- ▶ If an activity has only a single immediate predecessor, its ES equals the EF of the predecessor
- ▶ If an activity has multiple immediate predecessors, its ES is the maximum of all the EF values of its predecessors

$$ES = \text{Max} \{EF \text{ of all immediate predecessors}\}$$

# Forward Pass

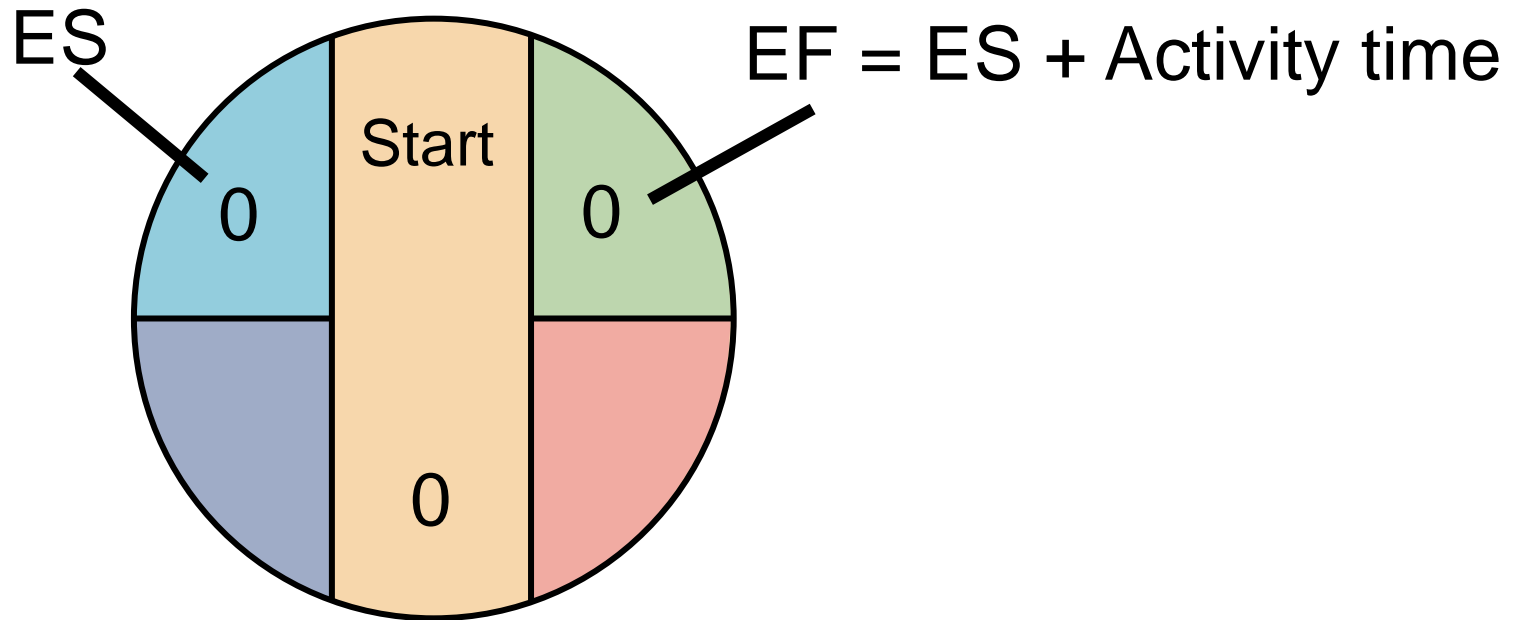
**Begin at starting event and work forward**

Earliest Finish Time Rule:

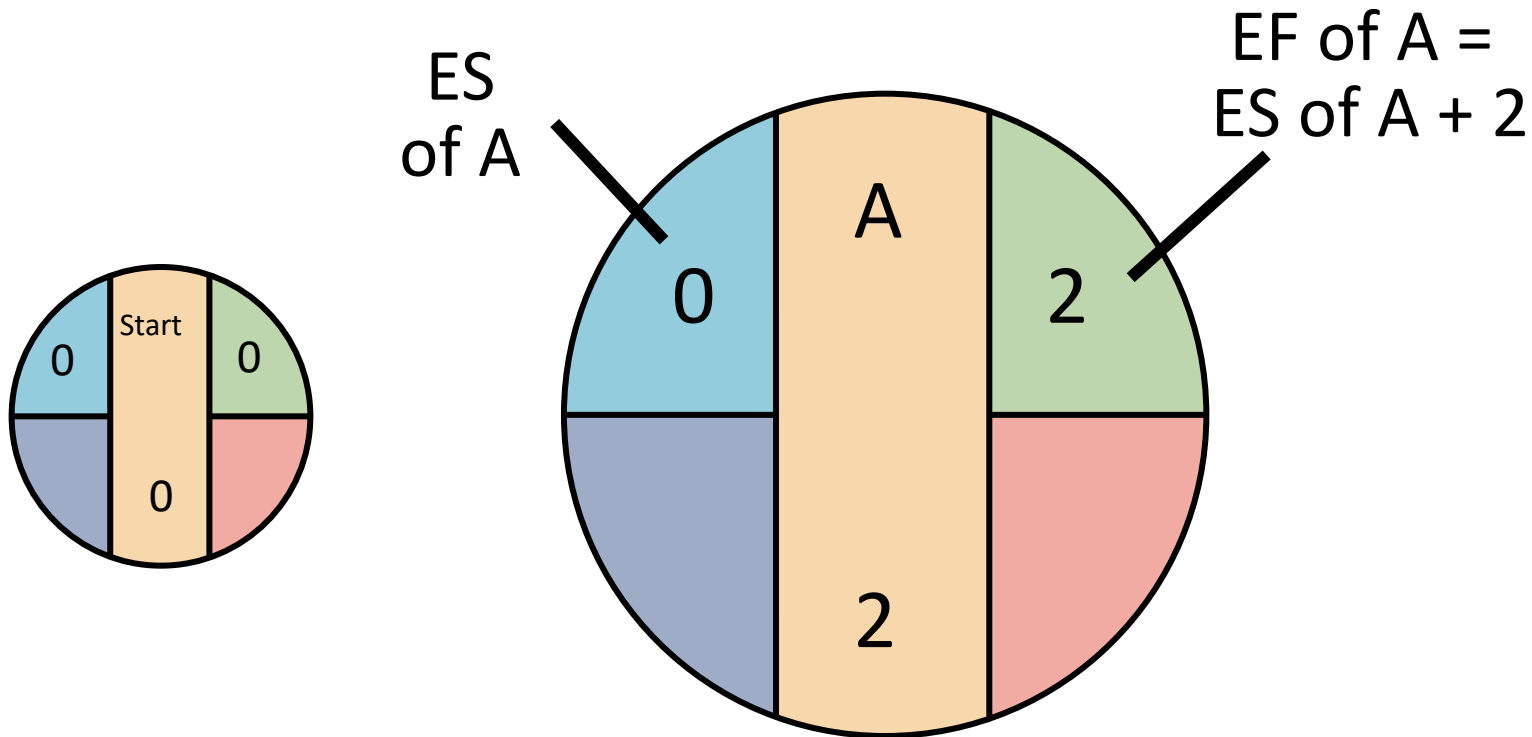
The earliest finish time (EF) of an activity is the sum of its earliest start time (ES) and its activity time

$$EF = ES + \text{Activity time}$$

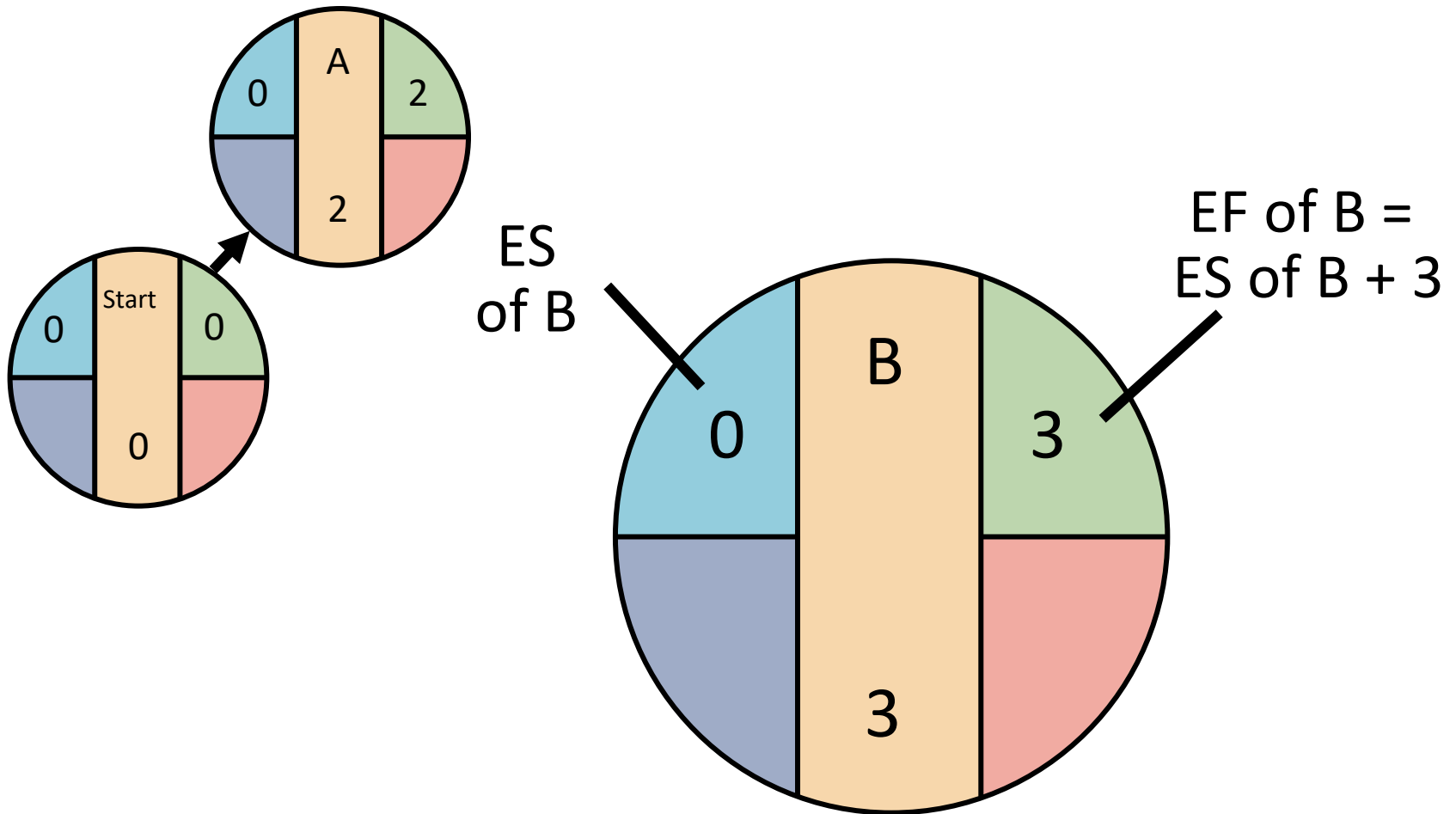
# ES/EF Network for Milwaukee Paper



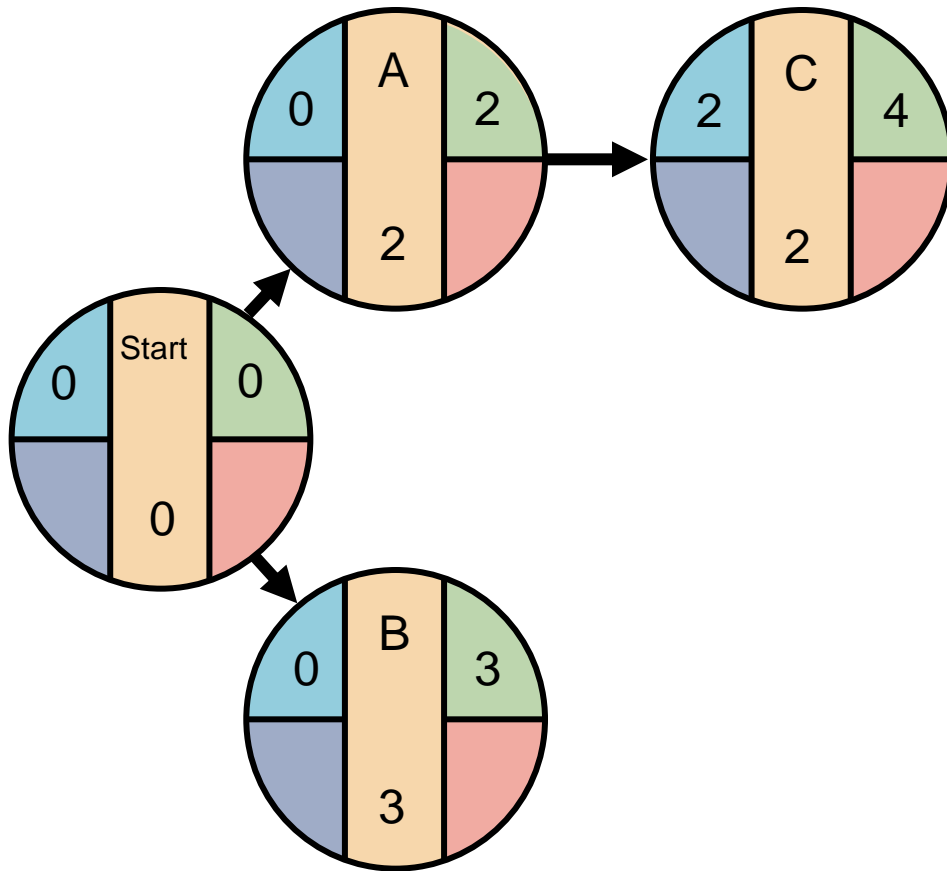
# ES/EF Network for Milwaukee Paper



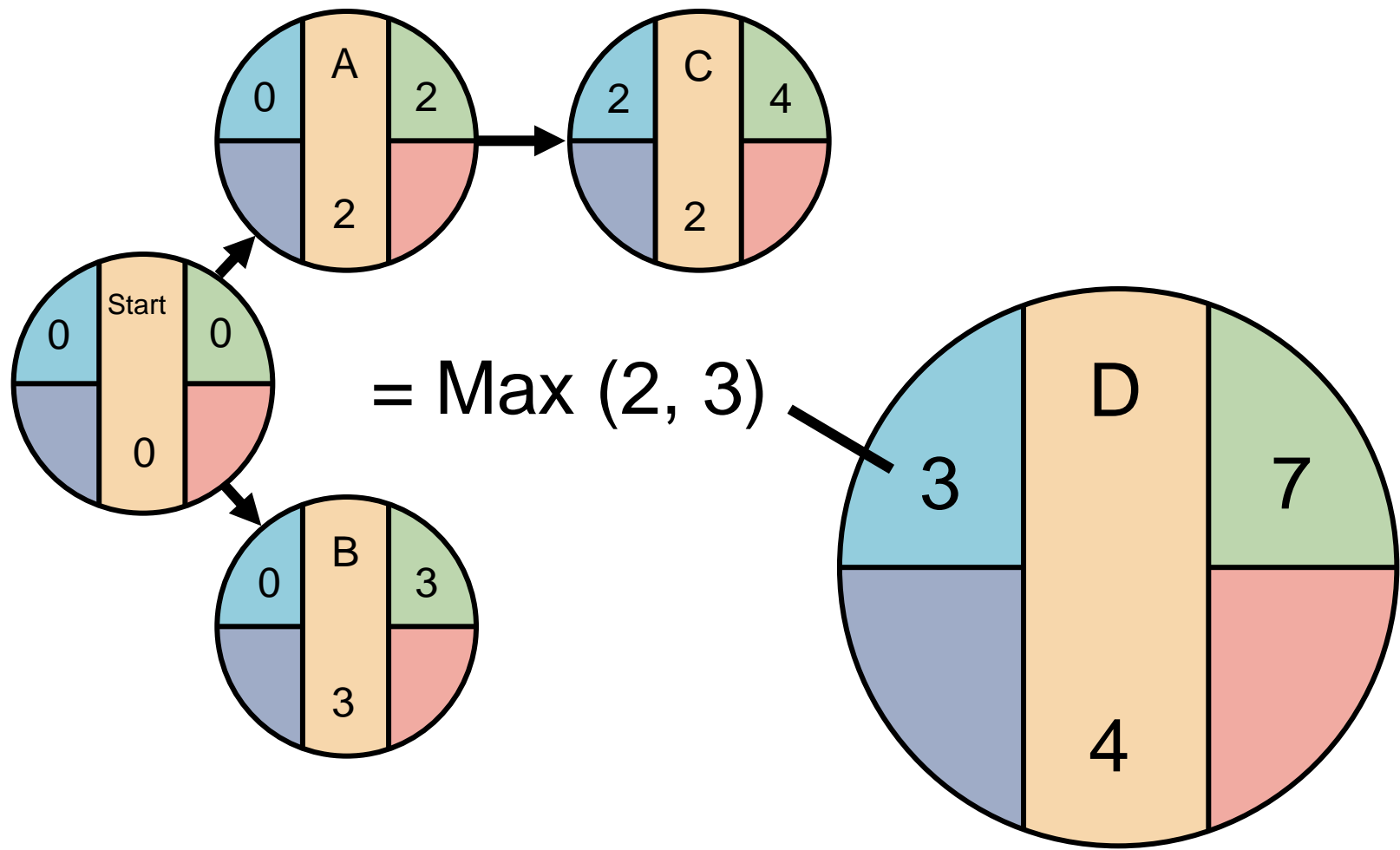
# ES/EF Network for Milwaukee Paper



# ES/EF Network for Milwaukee Paper

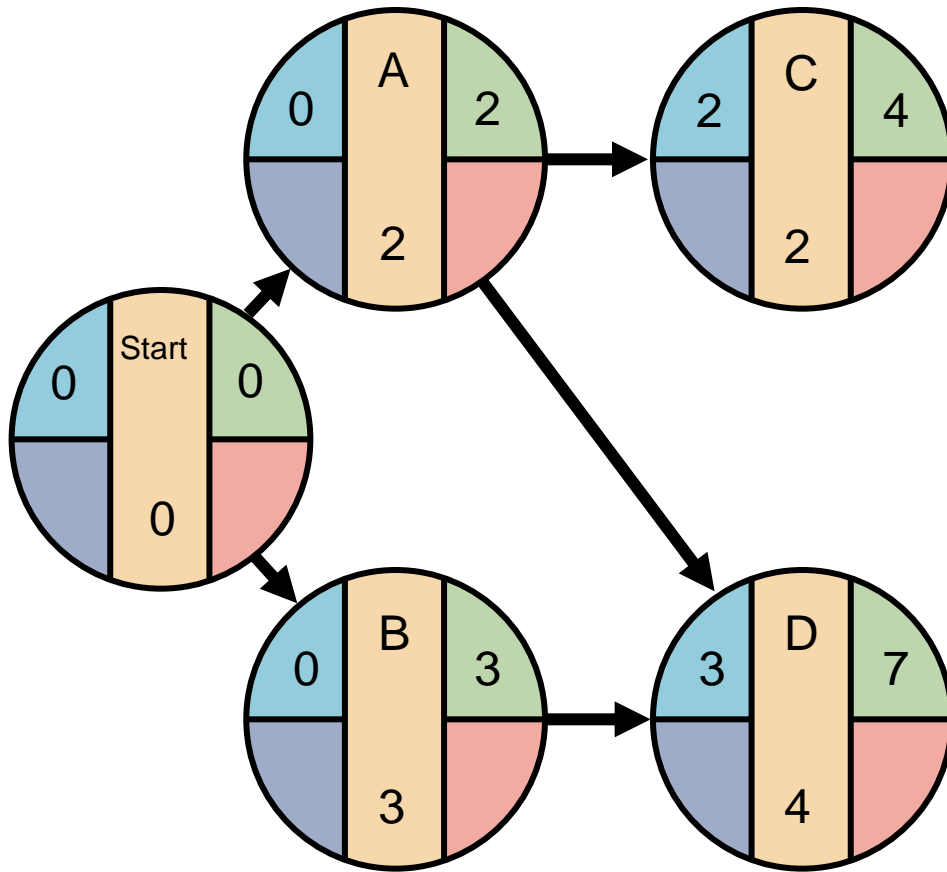


# ES/EF Network for Milwaukee Paper

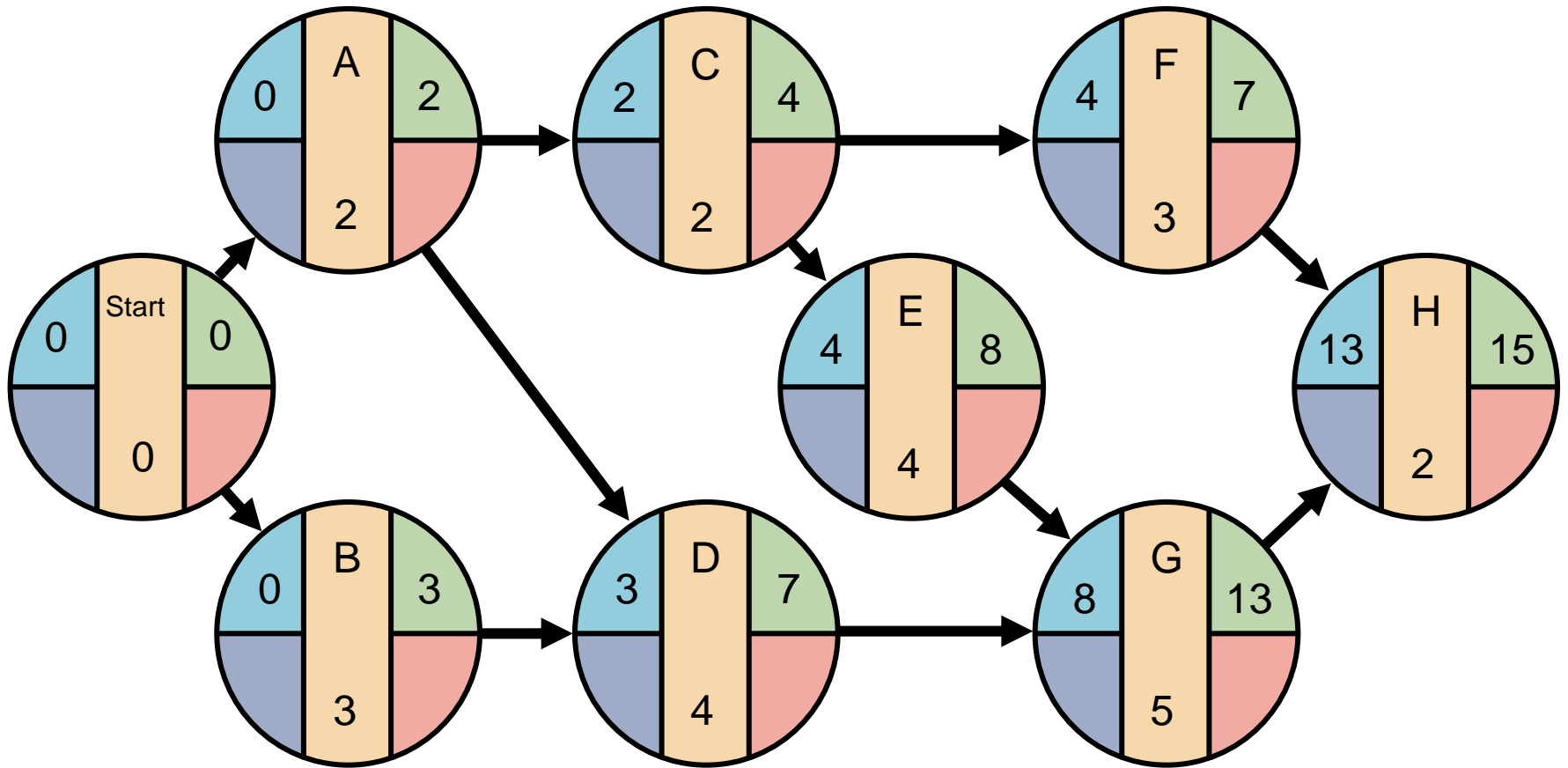




# ES/EF Network for Milwaukee Paper



# ES/EF Network for Milwaukee Paper



# Backward Pass

**Begin with the last event and work backwards**

Latest Finish Time Rule:

- If an activity is an immediate predecessor for just a single activity, its LF equals the LS of the activity that immediately follows it
- If an activity is an immediate predecessor to more than one activity, its LF is the minimum of all LS values of all activities that immediately follow it

$LF = \text{Min} \{LS \text{ of all immediate following activities}\}$

# Backward Pass

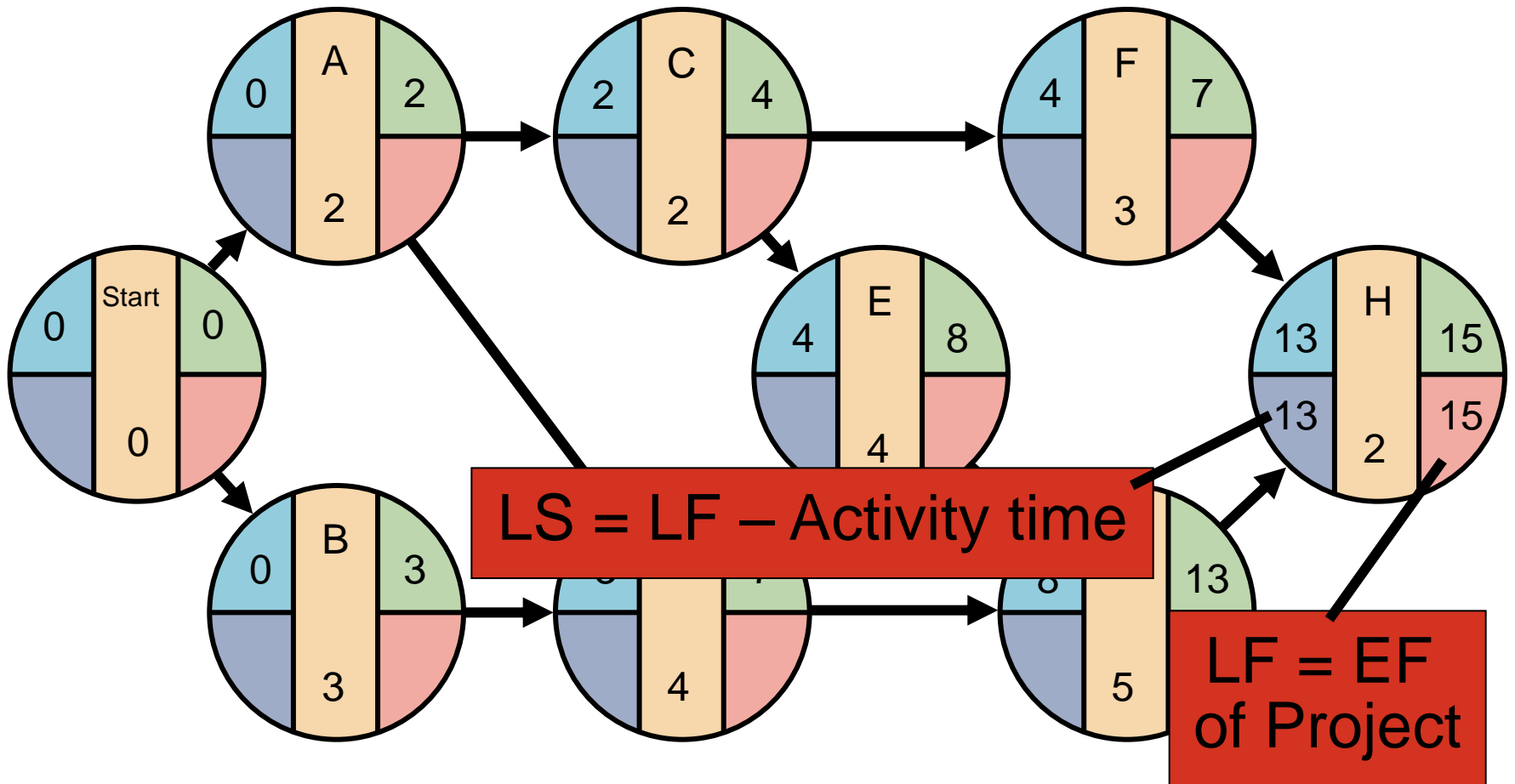
**Begin with the last event and work backwards**

Latest Start Time Rule:

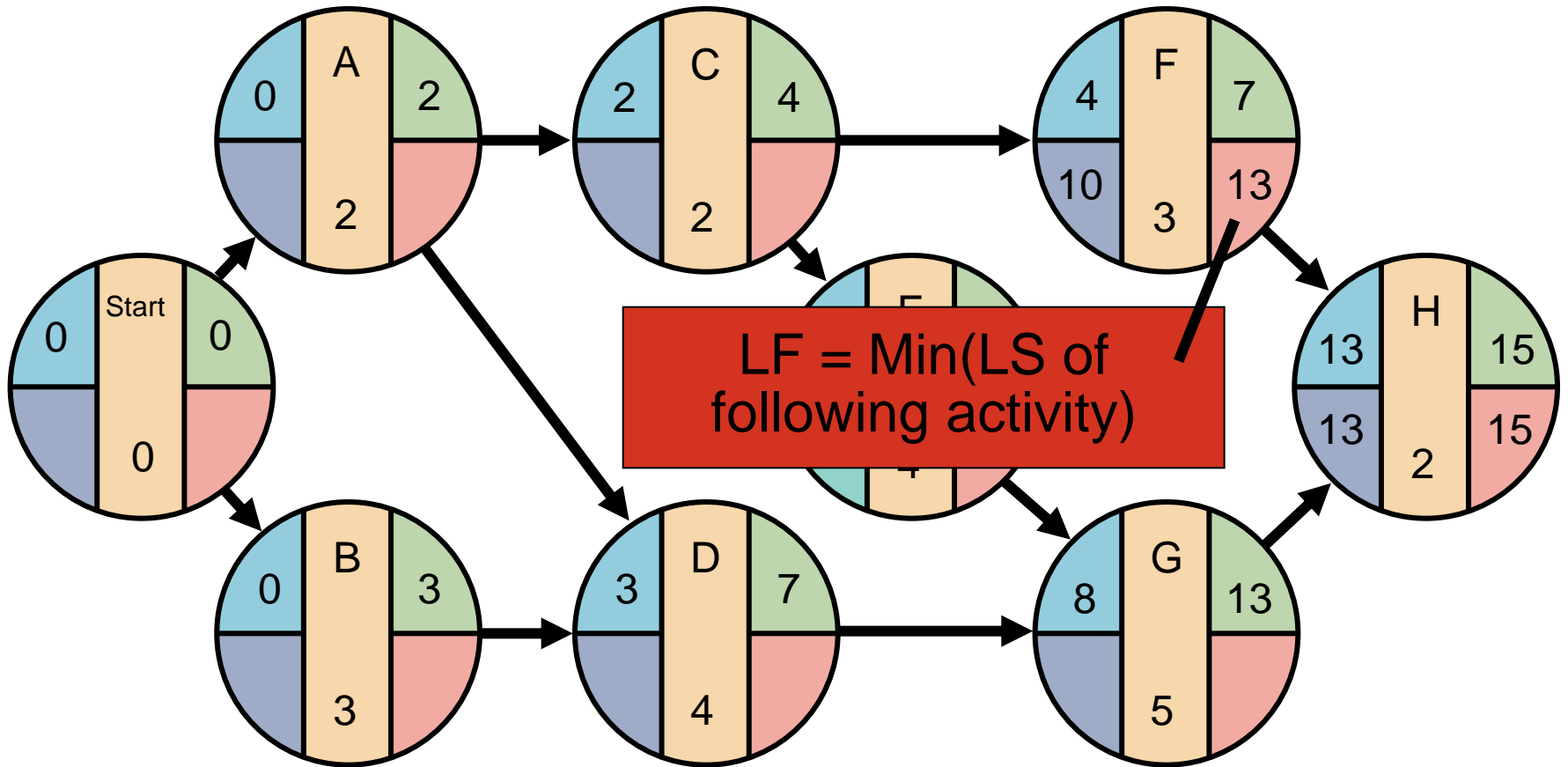
- ▶ The latest start time (LS) of an activity is the difference of its latest finish time (LF) and its activity time

$$LS = LF - \text{Activity time}$$

# LS/LF Times for Milwaukee Paper

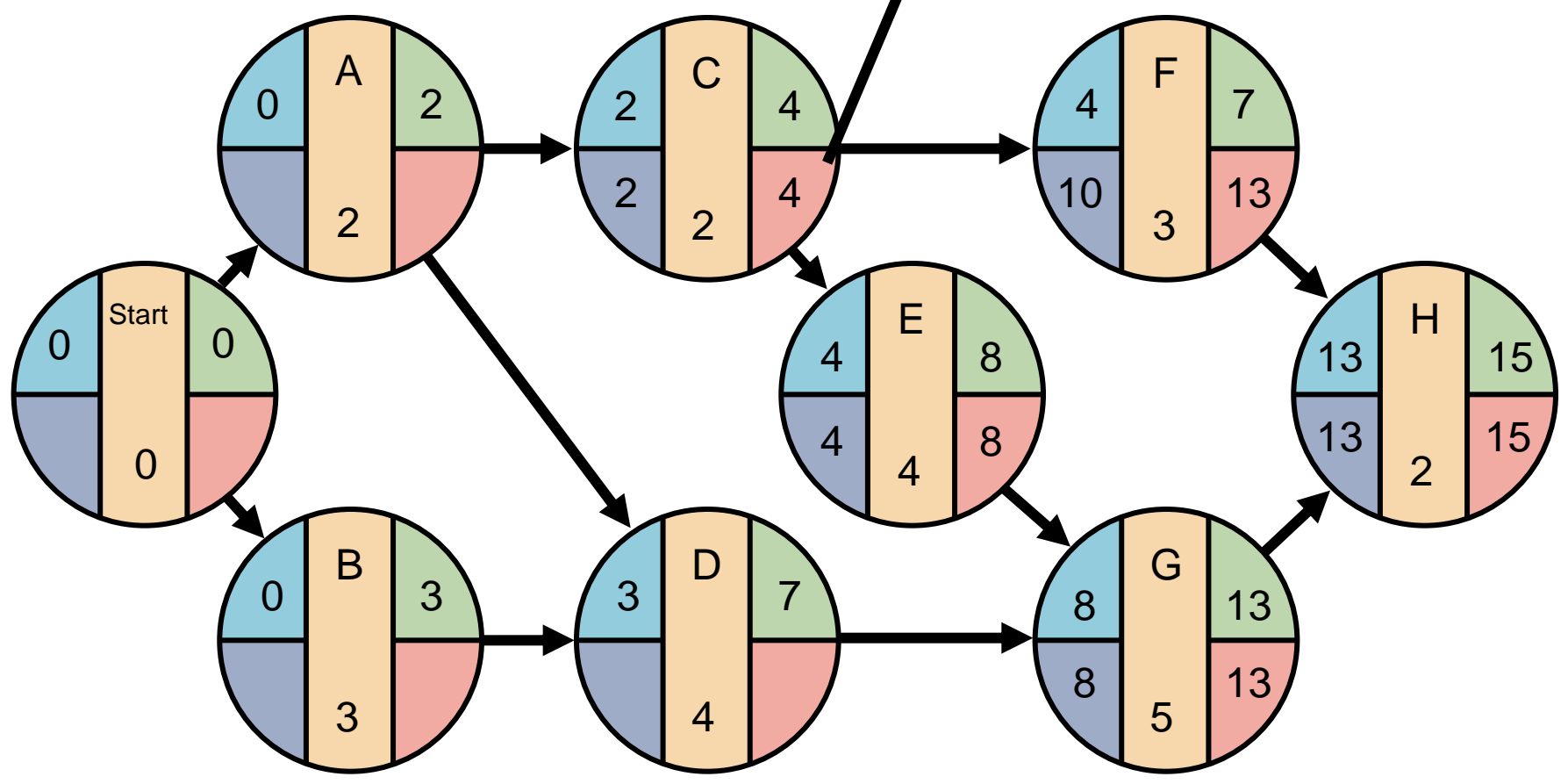


# LS/LF Times for Milwaukee Paper

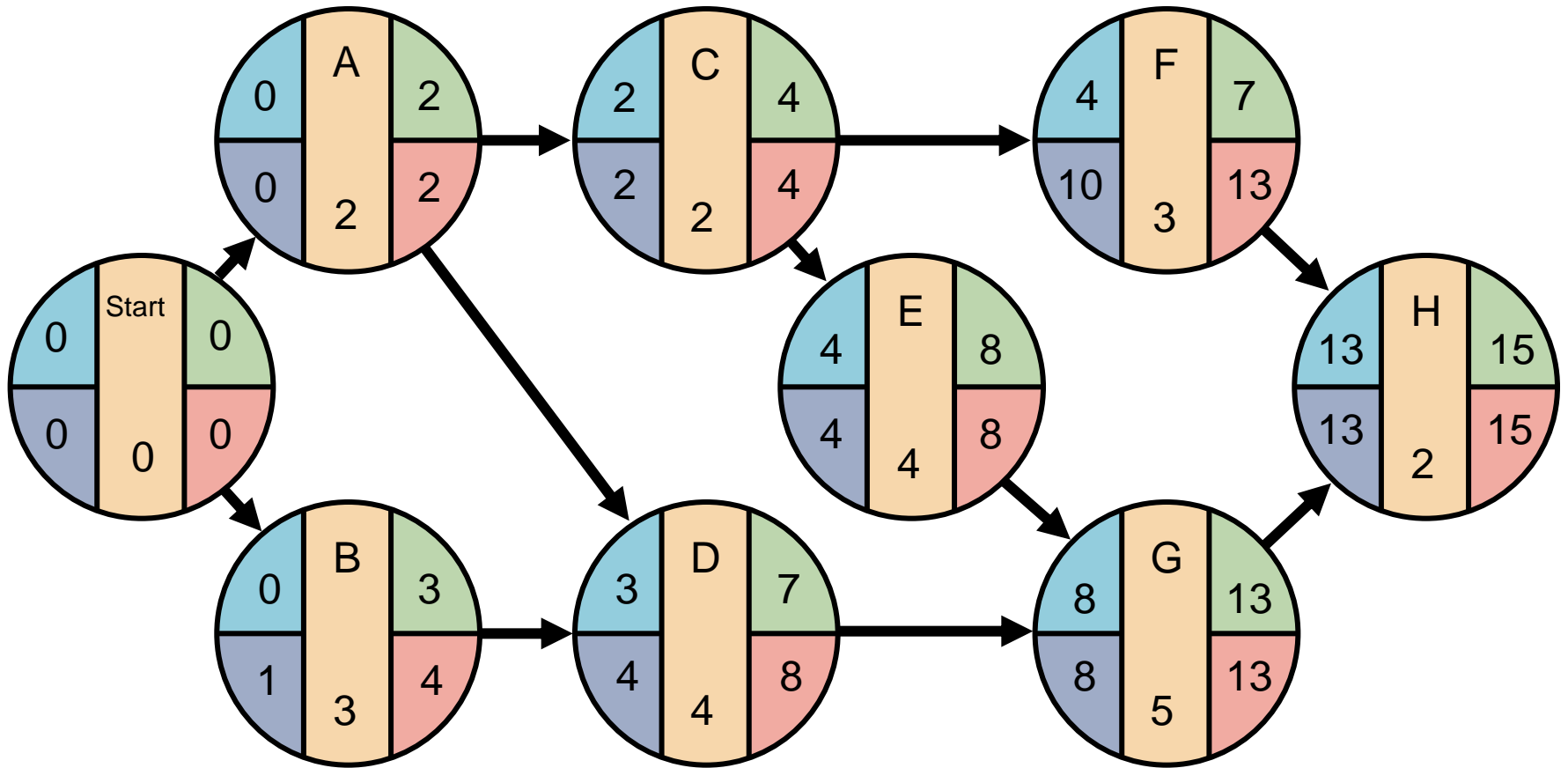


# LS/LF Times for

LF = Min(4, 10)



# LS/LF Times for Milwaukee Paper





# Computing Slack Time

After computing the ES, EF, LS, and LF times for all activities, compute the slack or free time for each activity

- ▶ Slack is the length of time an activity can be delayed without delaying the entire project

$$\text{Slack} = \text{LS} - \text{ES} \quad \text{or} \quad \text{Slack} = \text{LF} - \text{EF}$$

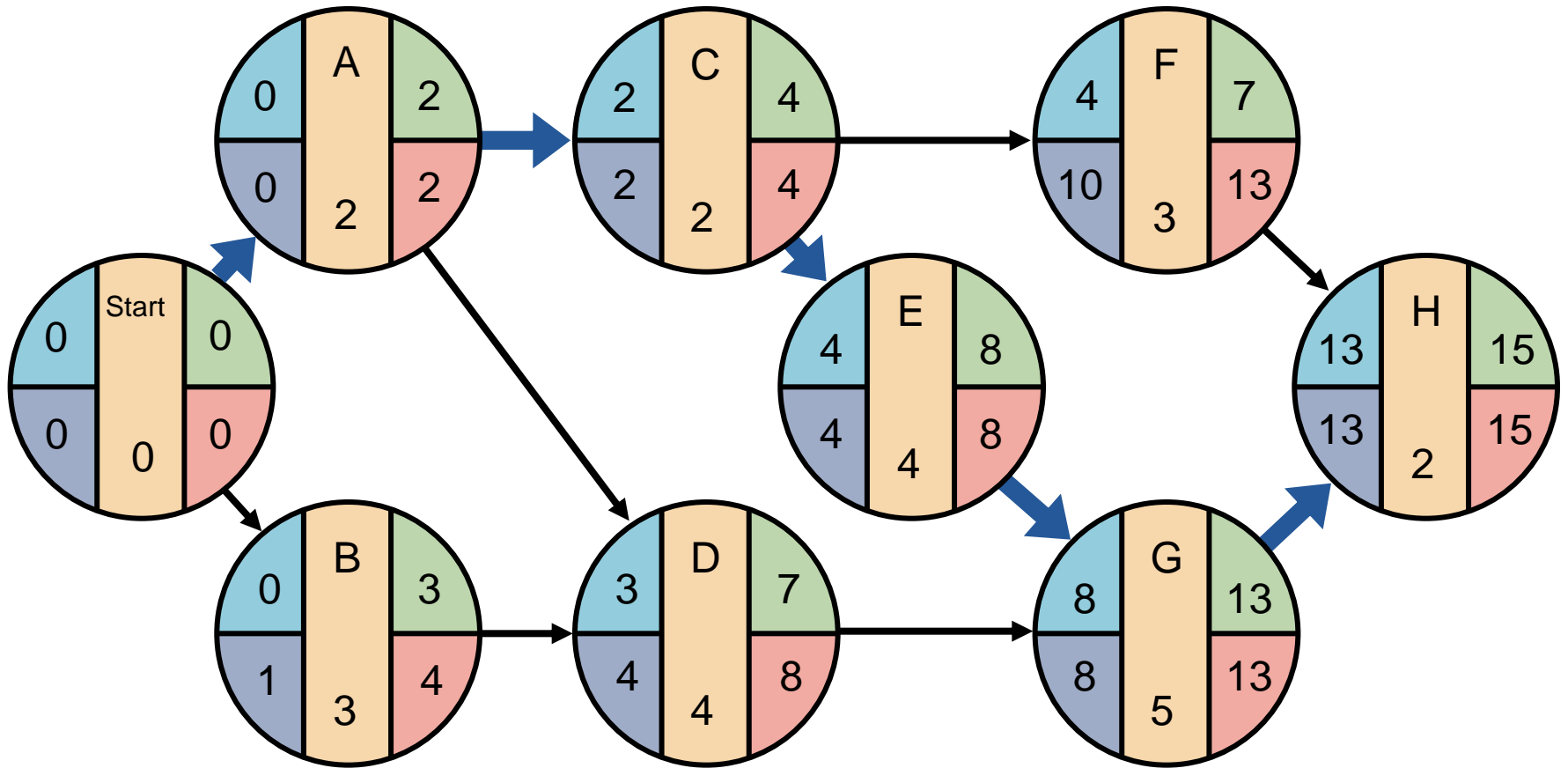
# Computing Slack Time

**TABLE  
3.3**

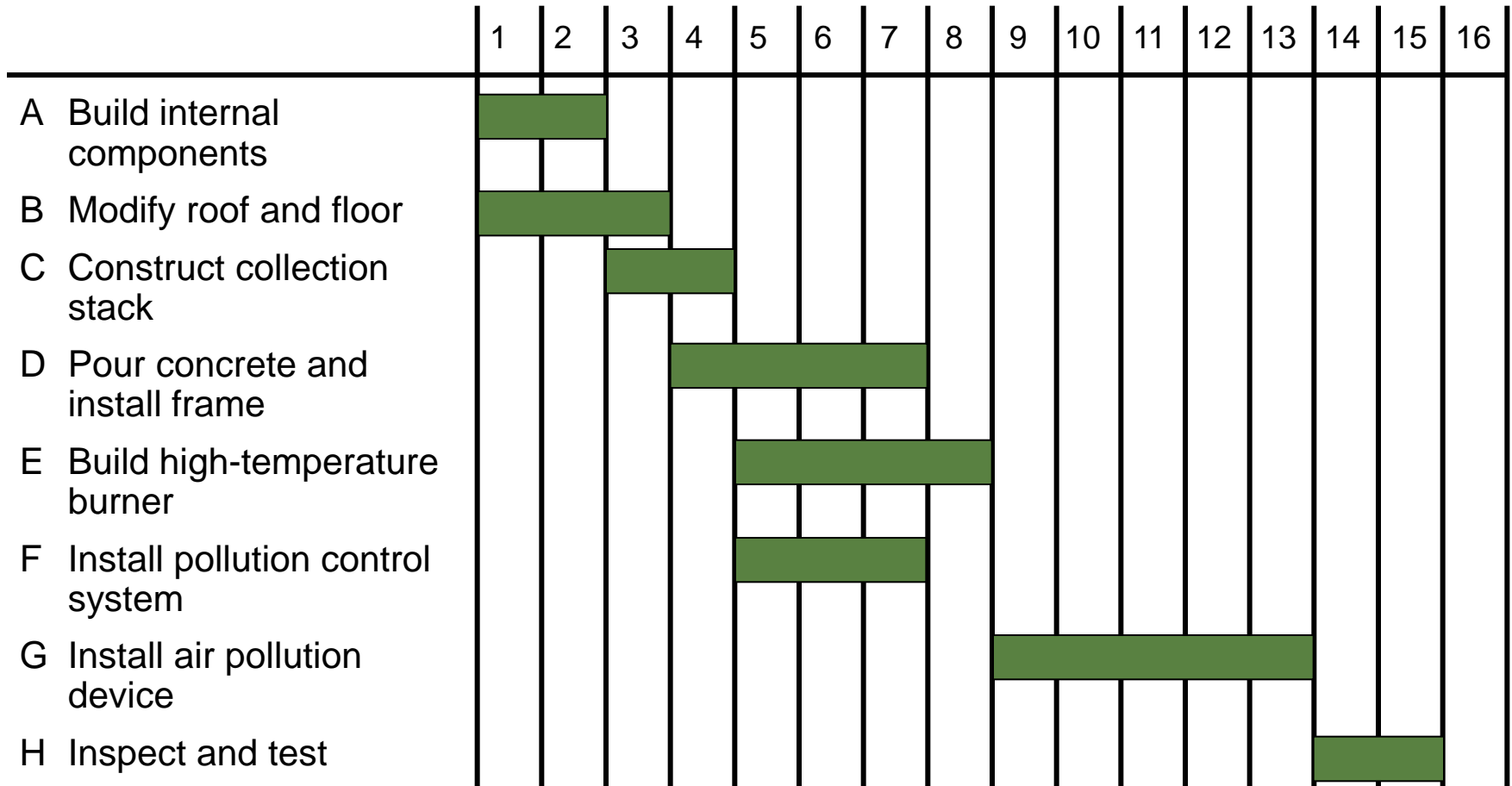
Milwaukee Paper's Schedule and Slack Times

ACTIVITY	EARLIEST START ES	EARLIEST FINISH EF	LATEST START LS	LATEST FINISH LF	SLACK LS – ES	ON CRITICAL PATH
A	0	2	0	2	0	Yes
B	0	3	1	4	1	No
C	2	4	2	4	0	Yes
D	3	7	4	8	1	No
E	4	8	4	8	0	Yes
F	4	7	10	13	6	No
G	8	13	8	13	0	Yes
H	13	15	13	15	0	Yes

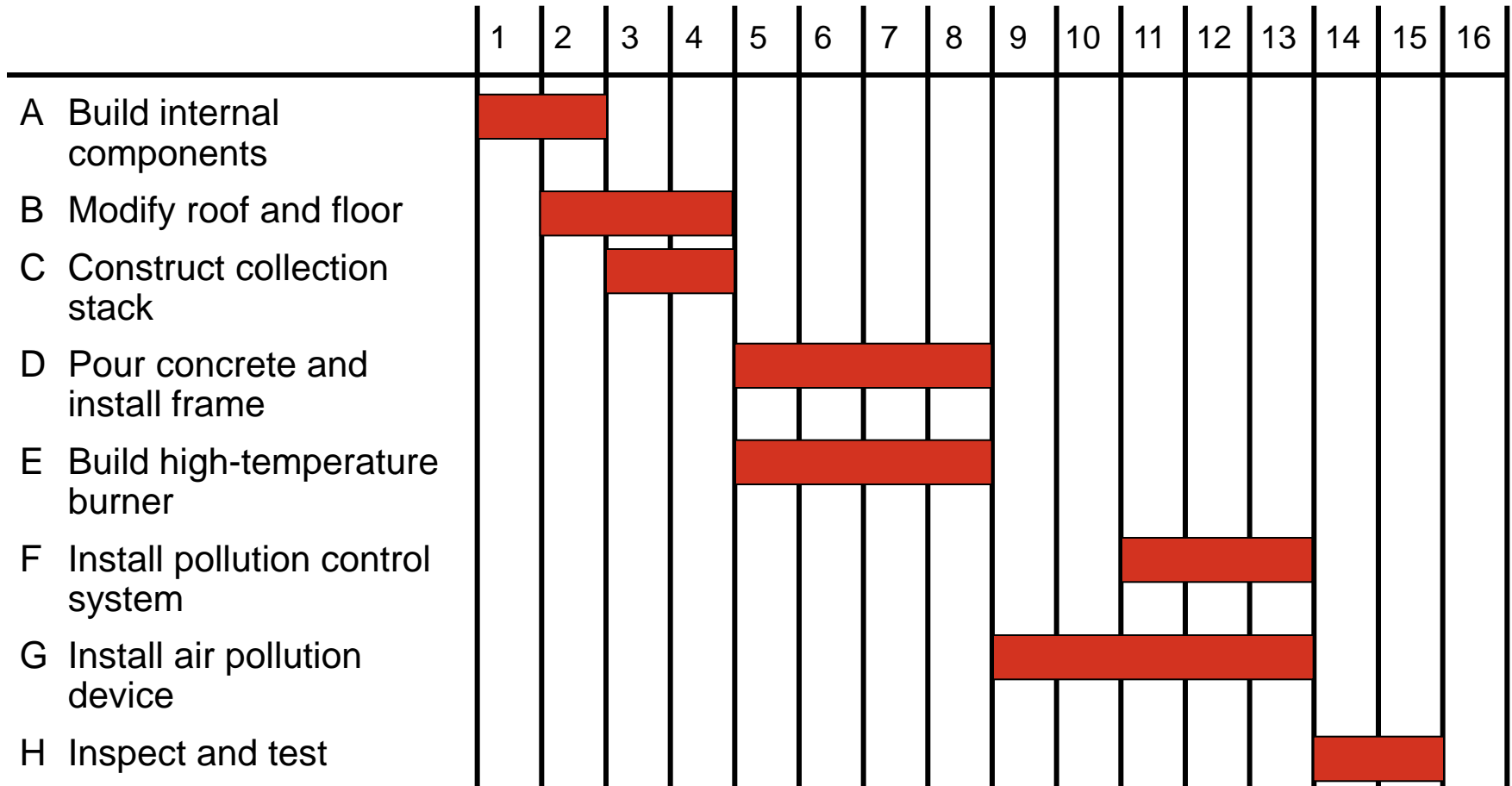
# Critical Path for Milwaukee Paper



# ES – EF Gantt Chart for Milwaukee Paper



# LS – LF Gantt Chart for Milwaukee Paper



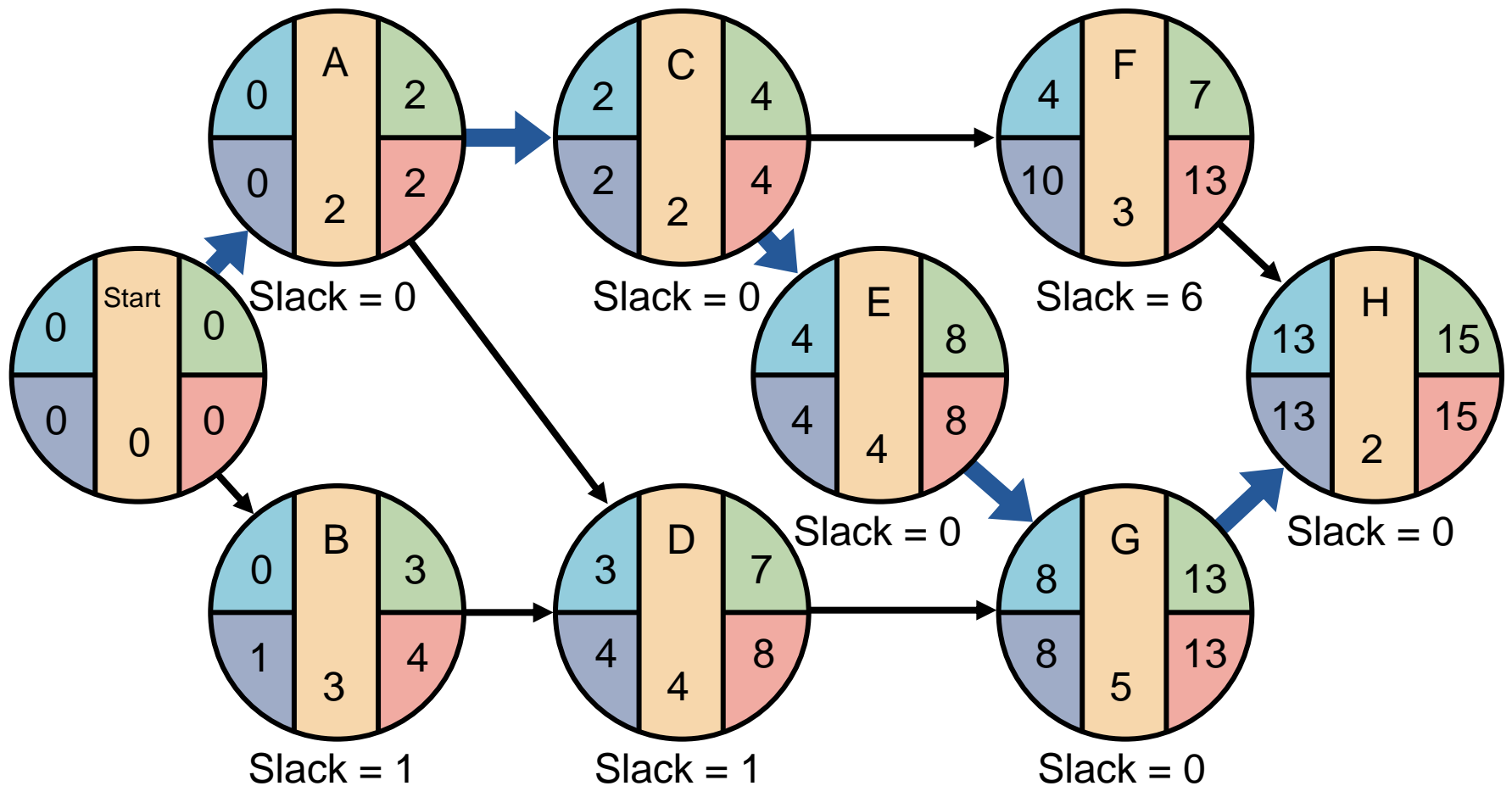
# Variability in Activity Times

- ▶ CPM assumes we know a fixed time estimate for each activity and there is no variability in activity times
- ▶ PERT uses a probability distribution for activity times to allow for variability

# Variability in Activity Times

- ▶ Three time estimates are required
  - ▶ **Optimistic time** ( $a$ ) – if everything goes according to plan
  - ▶ **Pessimistic time** ( $b$ ) – assuming very unfavorable conditions
  - ▶ **Most likely time** ( $m$ ) – most realistic estimate

# Critical Path and Slack Times for Milwaukee Paper





# Advantages of PERT/CPM

1. Especially useful when scheduling and controlling large projects
2. Straightforward concept and not mathematically complex
3. Graphical networks help highlight relationships among project activities
4. Critical path and slack time analyses help pinpoint activities that need to be closely watched

# Advantages of PERT/CPM

5. Project documentation and graphics point out who is responsible for various activities
6. Applicable to a wide variety of projects
7. Useful in monitoring not only schedules but costs as well

# Limitations of PERT/CPM

1. Project activities have to be clearly defined, independent, and stable in their relationships
2. Precedence relationships must be specified and networked together
3. Time estimates tend to be subjective and are subject to fudging by managers
4. There is an inherent danger of too much emphasis being placed on the longest, or critical, path

