Scheduler Web App

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Abstract

Every semester, the Riddim World Dance Troupe faces a scheduling dilemma. The co-directors receive choreographers' availability and must schedule rehearsals around those constraints, which is often a tedious and time-consuming task. Additionally, this scheduling process does not take a dancer's preference for specific choreographers nor their availability into account, leaving the majority of Riddim members frustrated with their assignment.

The goal of this project was to implement an algorithm that takes three factors into account—choreographers' availability, dancers' availability, and dancers' preferences for specific choreographers—and outputs an optimal schedule for all parties involved. This algorithm was embedded in a web application where an administrator can input everyone's availability and preferences, run the algorithm, and view the outputted schedule.



(2) Leaders Time Blocks TJ Kenzie Connor TJ Connor T Connor TJ Connor TJ Connor TJ Connor TJ Connor TJ Connor TJ Connor T Connor T Connor T Connor T Connor T Connor Co

Members

The Application

After we developed the algorithm, our next step was to build a web application that implemented it. Upon loading the app and logging in, the admin is shown a page of all their groups (different Riddim semesters, for example). When a group is selected, the admin can input their user data, which is then displayed in the Group Dashboard. Once all user data is entered the admin can run the algorithm, which displays the optimal schedule and alternative members for each matched sub-group.

We decided to build the app with Django (a Python Web framework) and deploy with Heroku due to both technologies' ease of use and our choice to write the algorithm in Python. We built the UI with HTML/CSS/JS, and stored group information in a PostgreSQL database.

Acknowledgements

Special Thanks to:

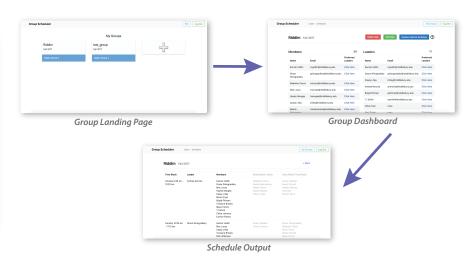
Joe Antonioli - project advisor Daniel Scharstein - project supervisor Riddim World Dance Troupe - testing Adam Franco - technical support

Hungarian Algorithm https://github.com/bmc/munkres

The Algorithm

The problem can be visualized as a tripartite graph between members (dancers), leaders (choreographers), and time blocks. A node represents an individual entity within the greater group, an edge between a member and leader signifies a member's preference for that leader, and an edge between a time block and a member/leader signifies that person's availability (see graph 1).

The algorithm is broken down into two steps. The first "pre-processing" step is to convert the tripartite graph into a simpler bipartite graph between leaders and time blocks, where the edges represent the number of members who both prefer that leader and are available at that time block. If a leader is not available at a specific time block, that edge weight is set to negative infinity and will not be chosen as part of the final schedule. The second step is to apply the Hungarian algorithm, which is an existing solution to a commonly known maximum weight matching problem for a biparte graph. This algorithm matches each leader to a time slot such that the edge weights—the number of dancers who prefer that choreographer and that time slot—is maximized (see graph 2).



Technologies

