

## MnDOT Project Management Office Presents:

# Collaborative Scheduling using the CPM Method

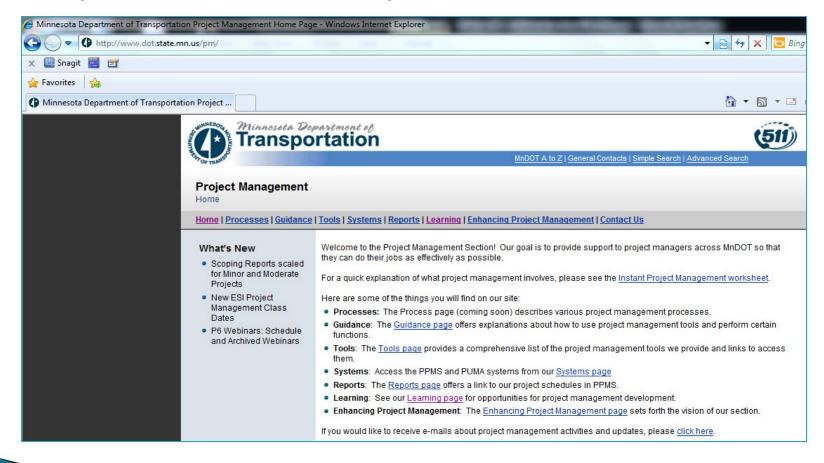
Presenter: Jonathan McNatty, PSP Senior Schedule Consultant DRMcNatty & Associates, Inc.

## Housekeeping Items

- Lines will be muted during the webinar
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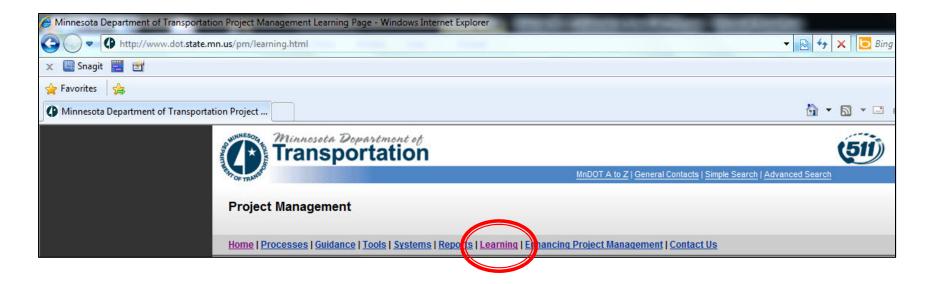
#### **MnDOT** Webinars

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## **MnDOT** Webinars

Primavera P6 Webinars: Each webinar will start at 1:00 p.m. and last 1/2 hour. Click the links below to register for a session. After each webinar, a recording will be made available from this page.

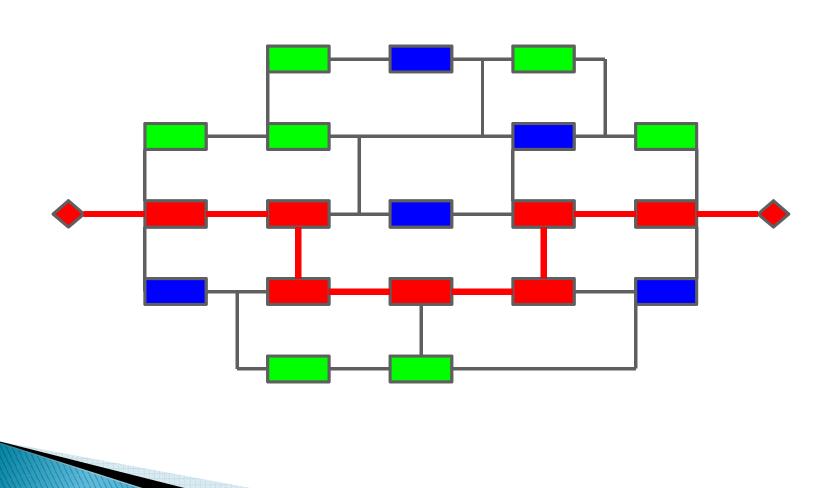
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1	The Future of MnDOT Project Controls	March 2013	View Project Controls Presentation (13:51 wmv 17 MB)									
	Primavera P6 in the Project Management Process	March 20, 2013	View Project Management Process (coming soon)									
	Collaborative Scheduling using the CPM Method	March 27, 2013	Reserve your Webinar seat now									
Š	Work Breakdown Structures	April 3, 9013	Reserve your Webinar seat now									
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#### Introduction to Webinar

Get a basic understanding of Critical Path Method (CPM) Scheduling. CPM uses activity durations and relationships between activities to calculate schedule dates.

## What is CPM Scheduling?



#### CPM - Critical Path Method

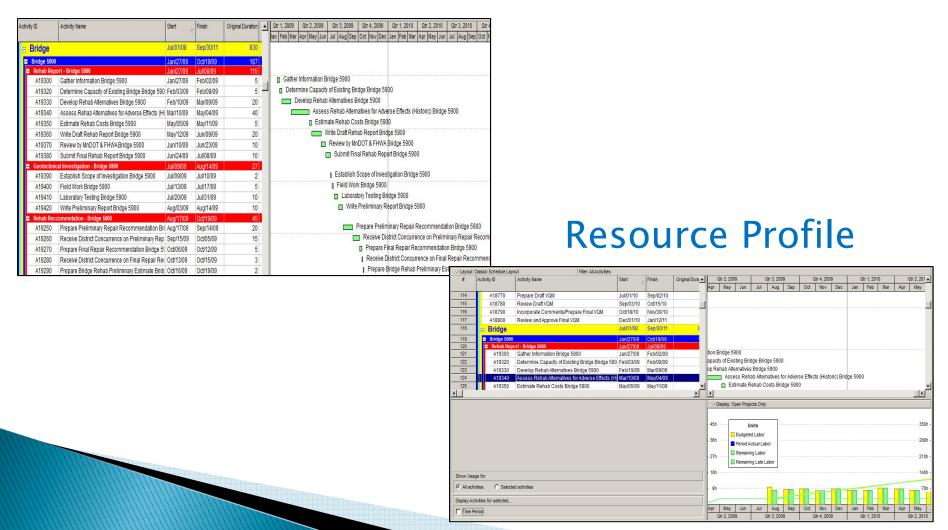
- ❖ The Critical Path Method (CPM) scheduling technique is utilized to calculate project schedules. CPM uses activity durations and relationships between activities to calculate schedule dates.
- ❖ The critical path is the series of activities that determines a project's completion date.
- ❖ The duration of the activities on the critical path controls the duration of the entire project. A delay to any of these activities will delay the Finish date of the entire project.
- Critical activities are typically defined by "Total Float" or "Longest Path" in Primavera P6.

## What Purpose do CPM Schedules Serve?

- Track Progress over Time
- Identify Interfaces among Functional Groups
- Communicate the Schedule Plan to Project Stakeholders
- Management tool to evaluate Risk
- Analyze Resource Utilization
- Forecast Completion (Dates/Resources/Costs)

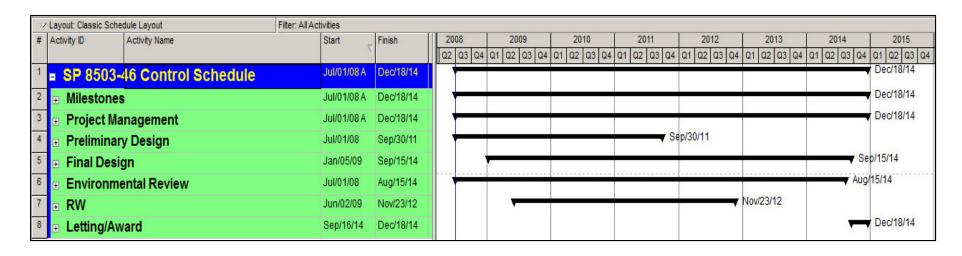
#### **CPM Components**

#### **Activity Network**



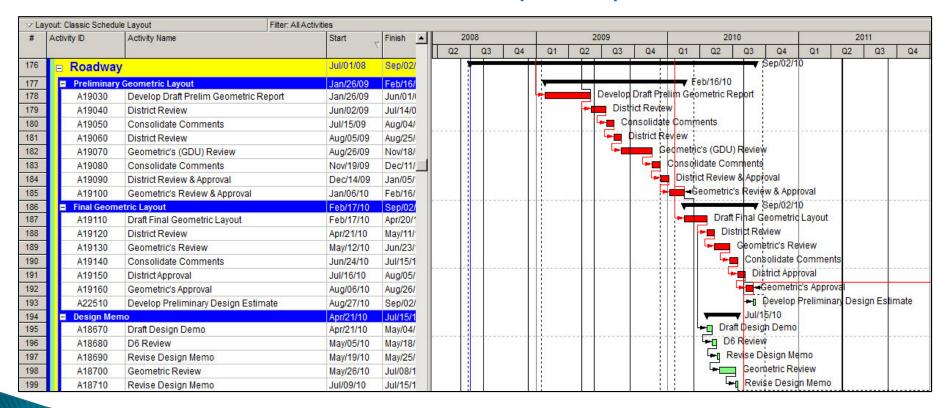
#### Types of Schedules

- **❖ SUMMARY SCHEDULE** 
  - ➤ Provides Rolled-Up View



#### Types of Schedules

- **❖ DETAILED SCEHDULE** 
  - ➤ Shows Activities/Relationships/Sequence of Work



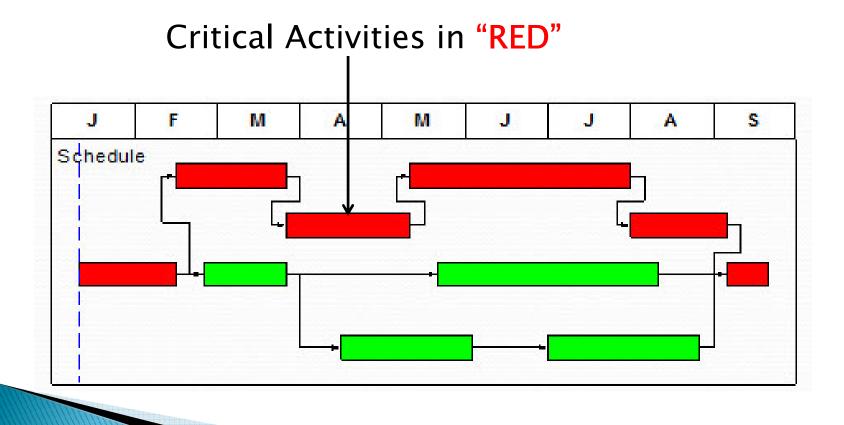
## Types of Schedules

- **❖ MILESTONE SCHEDULE** 
  - ➤ KPI Key Project Indicators

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#### **CPM Schedule Activities**

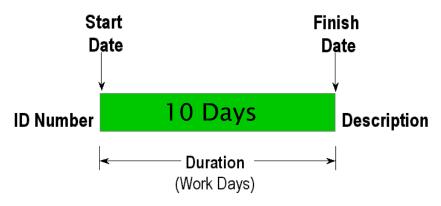
The Critical Path activities will display Red in the CPM Network



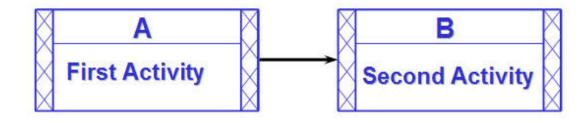
#### How Do Activities Become Critical!

CPM uses activity durations and relationships between activities to calculate schedule dates.

#### **Activities**



#### **Activity Relationships**



#### What do Schedule Activities Represent

Fundamental Work Element in a Project

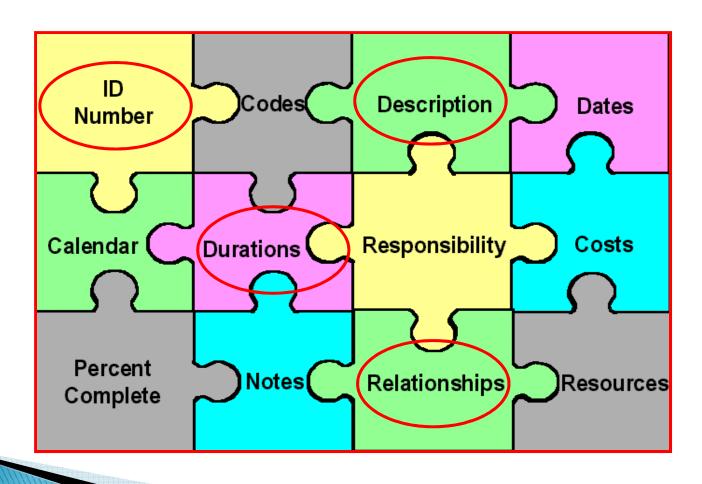
Most detailed work unit tracked in a project schedule

Contains all information about the work to be performed

Also know as a task, item, event, or work package

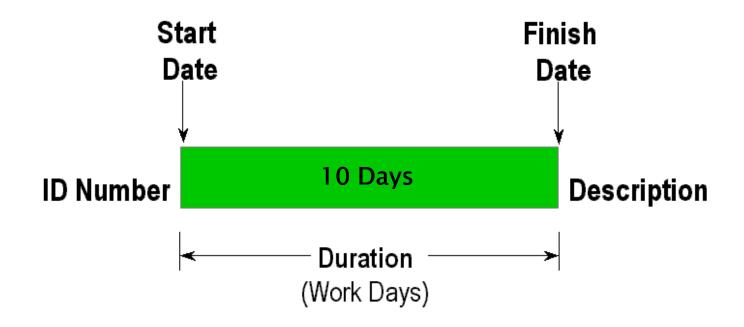
## **Activity Components**

Minimum Requirements for an Activity



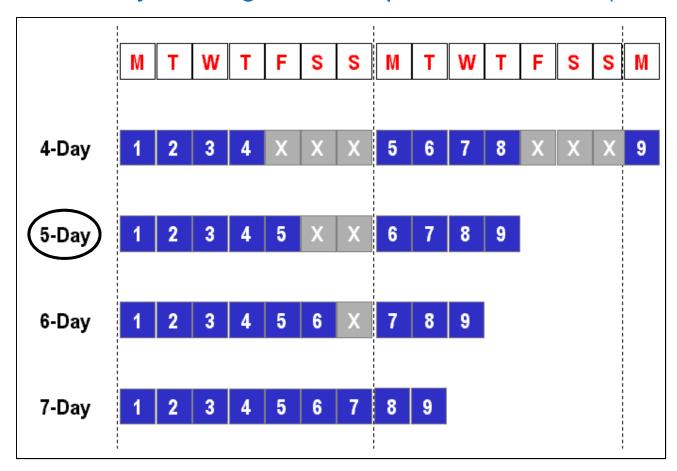
## **Activity Components**

- Activities have unique information
- Activities can be part of Filters & Layouts for Reporting



#### **Activities & Calendars**

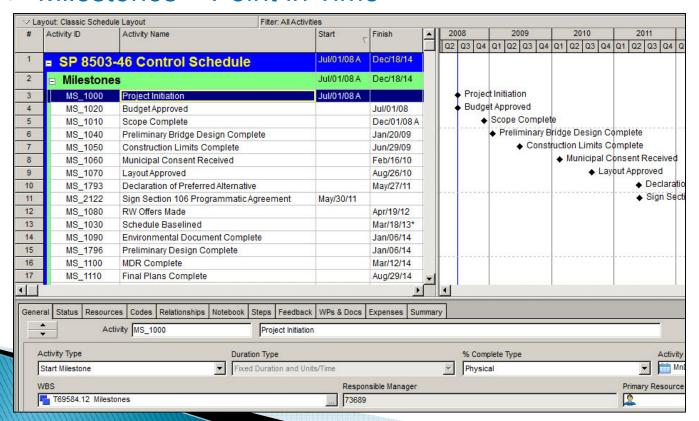
Each Activity is assigned to a specific Calendar (Dates)



#### **Activity Types**

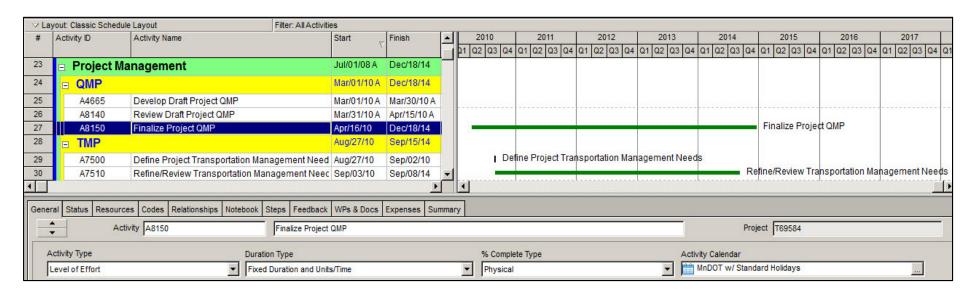
❖ The Activity Type controls how an Activity's Durations is Calculated ("Remember the Calendars")

#### ➤ Milestones — Point in Time



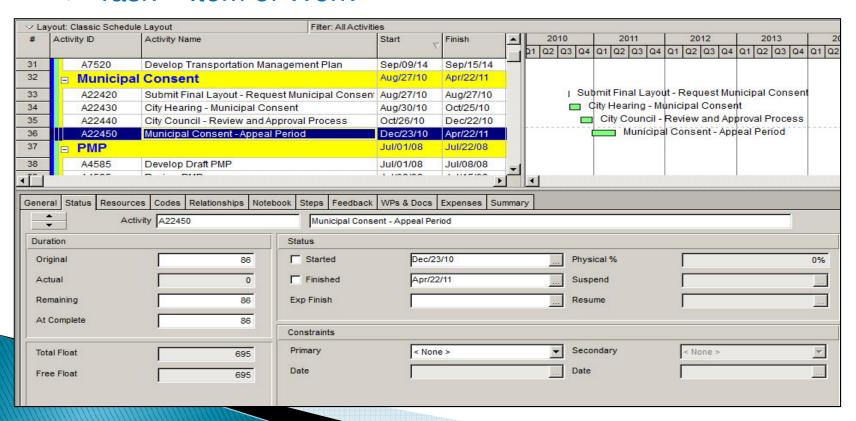
#### **Activity Types**

- ❖ The Activity Type controls how an Activity's Durations is Calculated ("Remember the Calendars")
  - ➤ Level of Effort (Summary Level)



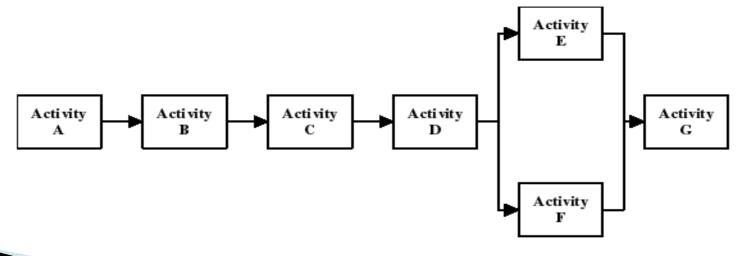
#### **Activity Types**

- The Activity Type controls how an Activity's Durations is Calculated ("Remember the Calendars")
  - ➤ Task Item of Work



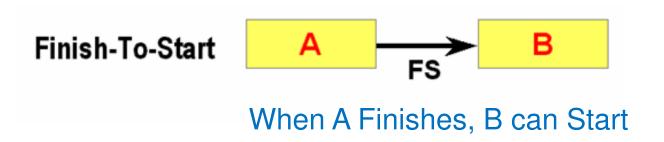
## **Activity Relationships**

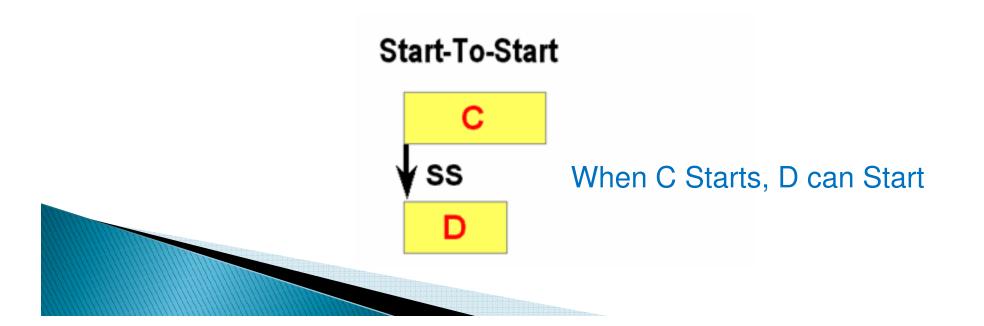
- Establish Precedence
  - Predecessor Controls the Start or Finish of another Activity
  - Successor Depends on the Start or Finish of another Activity



## **Activity Relationship Types**

Logical Relationship Types

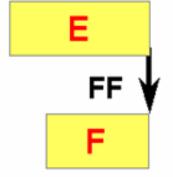




## **Activity Relationship Types**

Logical Relationship Types cont.

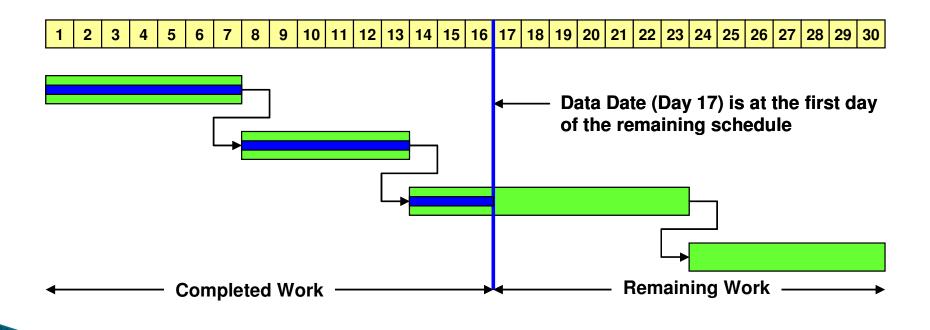




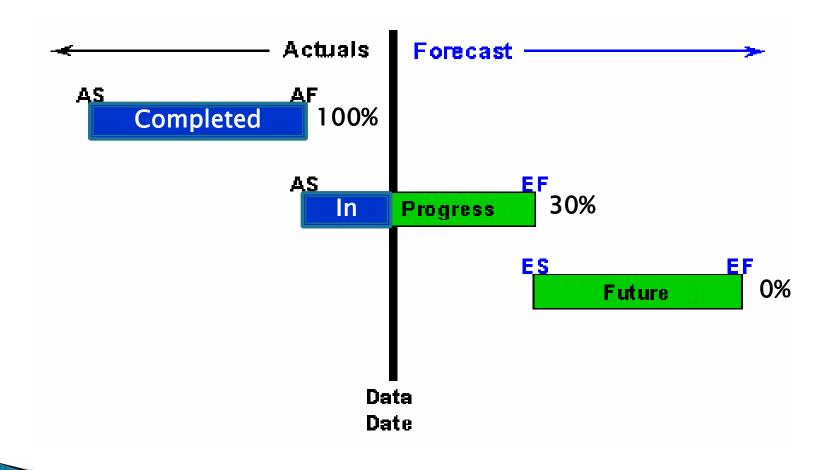
When E Finishes, F is Allowed to Finish

#### **CPM Schedule Calculations**

❖ Data Date – "Time Now" the data date is the date up to which actual progress is reported and the date from which future work is scheduled



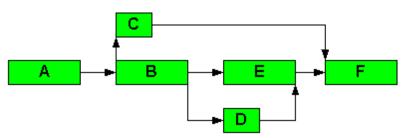
## Updating Progress in Schedule



## Calculating the Schedule Dates

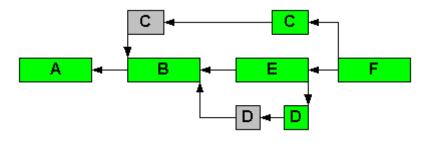
- CPM Calculations determine the Start & Finish dates
- Forward Pass
  - Calculates the Activities Early Dates

FORWARD PASS



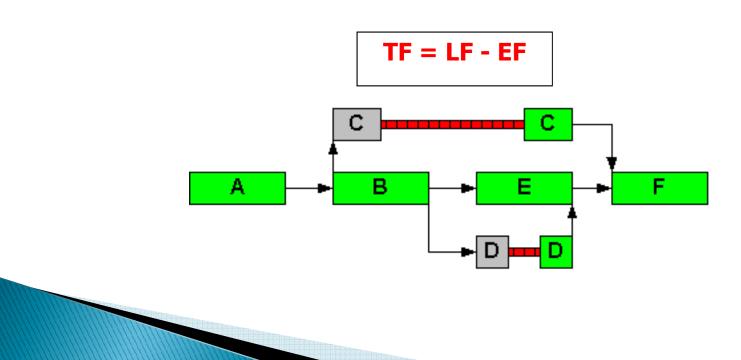
- Backward Pass
  - > Calculates the Activities Late Dates

**BACKWARD PASS** 

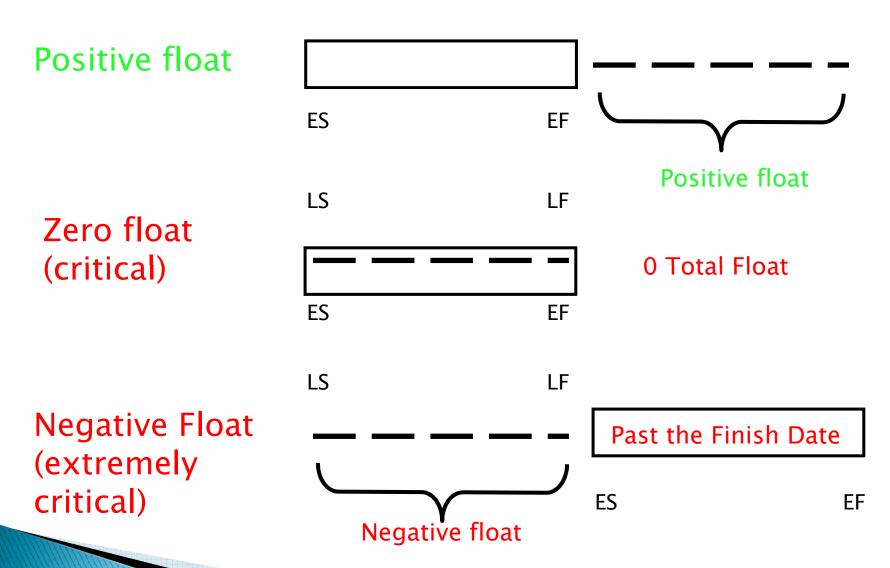


#### Float in the Schedule

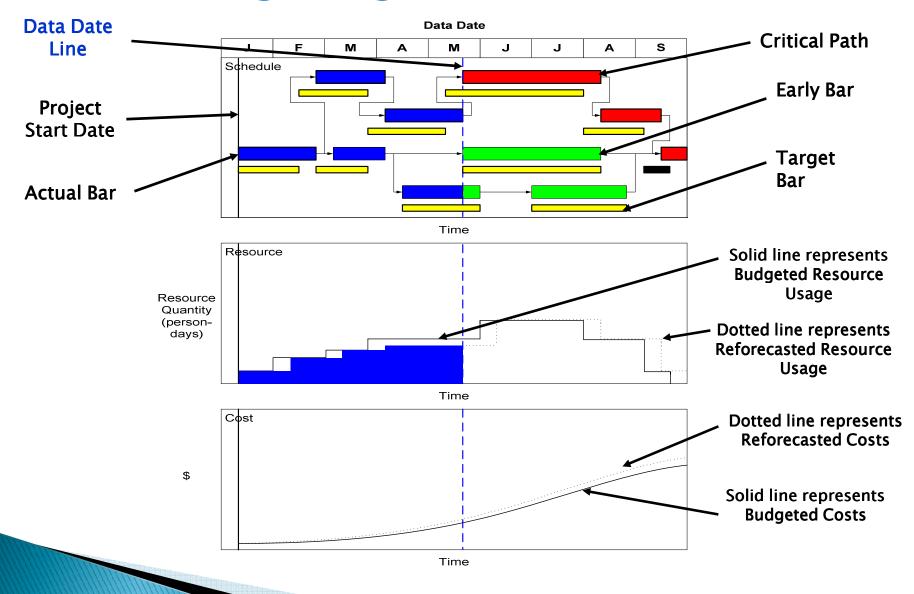
- Calculated by Subtracting the Early Finish Date from the Late Finish Date
- ❖ Represents the amount of time "days" an activity can slip before it impacts other activities and the end of the project



#### **Total Float**

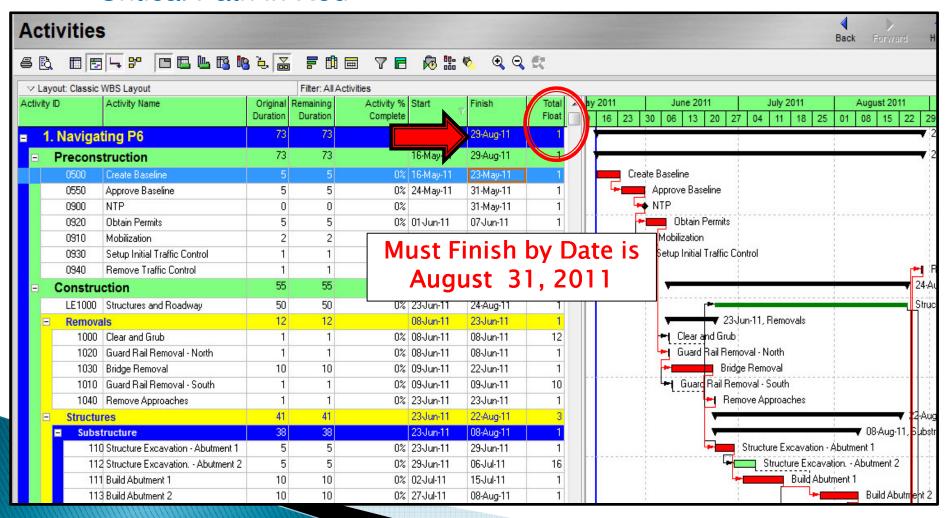


## Navigating a CPM Schedule



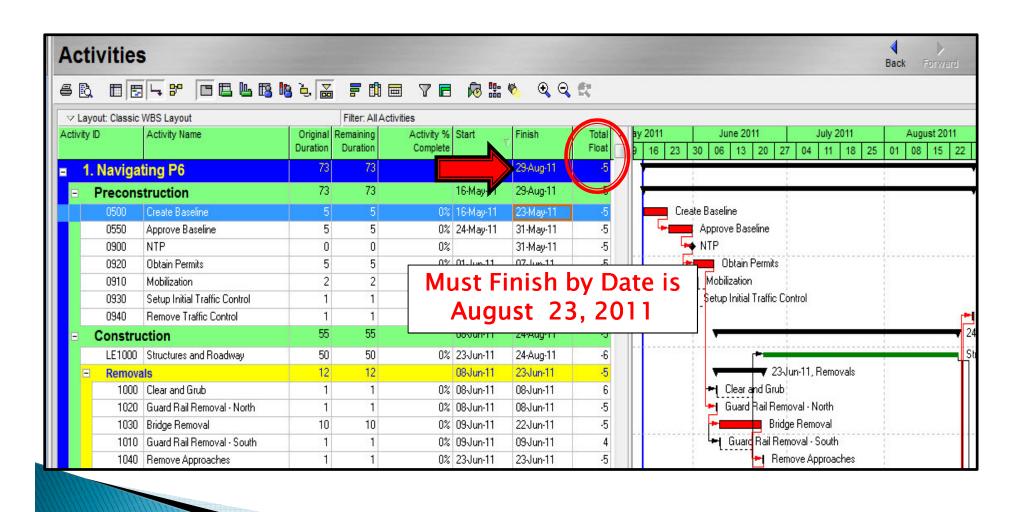
#### Positive Float Schedule

- Finish of Schedule is before the Must Finish Date of Project
- Use "Longest Path" in a Positive Float Schedule to see the Critical Path in Red



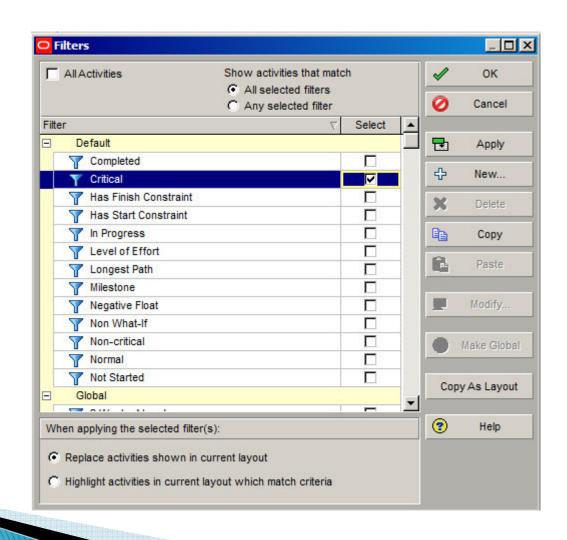
#### Negative Float Schedule

Finish of Schedule is after the Must Finish Date of Project



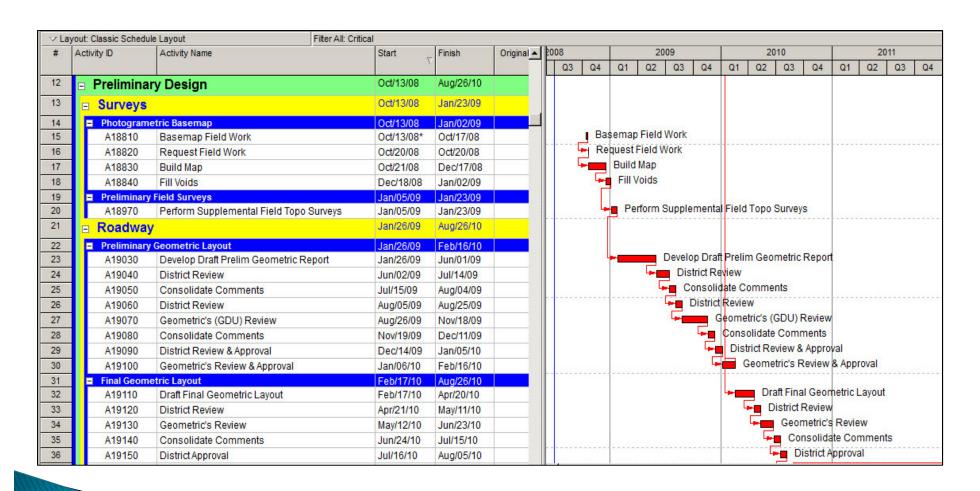
#### Critical Path "Filter"

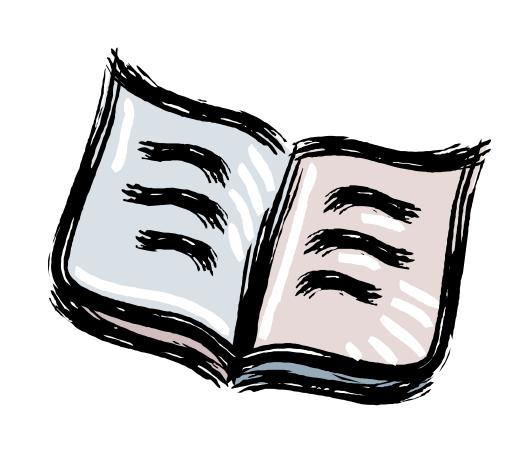
❖ Apply a "Filter" to show only the Critical Activities



#### Critical Path "Filter"

These Activities have the lowest amount of Total Float





**Activity -** An individual work task that is the basic component of a project.

**Activity Codes** - Values assigned to project activities to organize then into manageable groups for updating, analyzing, reporting, plotting, and summarizing.

**Actual Cost** - The cost incurred to date for a resource or activity.

**Actual Dates -** Start (AS) and Finish (AF) dates that you record for an activity that has progress or is complete.

**Actual Quantity -** The amount of a resource used to date.

**Backward Pass -** The calculation of a network's late dates.

**Bar Chart -** The graphical display of activities according to time. Relationships between activities are not shown. A bar chart is also called a Gantt Chart.

Baseline Schedule - The original planned schedule for a project.

**Budget -** The estimate of the total units or costs required by a resource or cost account for an activity.

**Calendar -** The workdays and holidays defined for a project that determine when an activity can be scheduled.

**Completion -** The date on which a project is to be finished.

**Constraint** - A restriction imposed on the start or finish of an activity.

Critical Activity - An activity that has the least amount of total float.

**Critical Path -** The series of activities in a project that will take the longest to complete.

**Critical Path Method (CPM) -** The calculation of the earliest and latest start and finish dates of activities based on their duration and relationships to other activities.

**Data Date -** The date used as the starting point for schedule calculations.

**Driving -** A predecessor/successor relationship in which the predecessor

**Relationship** - Determines the successor's early dates.

**Duration -** The amount of time (in workdays) needed to complete an activity.

- **Early Start (ES) -** The earliest date when an activity can begin after its predecessors have been completed.
- **Earned Value** The value of work performed rather than actual work performed.
- **Exception** A day when work must occur that was originally designated as a nonworkday.
- **Finish to Finish** A type of relationship in which a successor activity finish depends on its **(FF)** predecessor activity's finish.
- **Finish-to Start** A type of relationship in which a successor activity can begin only when its **(FS)** predecessor activity finishes.
- **Float** The amount of time that the start or finish of an activity can be delayed without affecting the project finish date.
- Forward Pass The calculation of the network's early dates.
- **Free Float** The amount of time that an activity's early start can be delayed without delaying the early start of a successor activity.
- **Lag** An offset or delay from an activity to its successor.
- **Late Finish (LF)** The latest date when an activity can start without delaying the project's completion.

**Late Start (LS) -** The latest date when an activity can start without delaying the project's completion.

**Loop -** Circular logic within a network.

**Milestone** - An activity that represents a significant point in time, that has no duration.

**Negative Float** - The total number of days that the start or finish of an activity exceeds the time allowed. Negative float indicates a delay in the schedule.

**Negative Lag** - An offset or lead time from an activity to its successor in which the successor's start date is earlier than the predecessor's start date.

**Network** - The series of activities required to complete a project.

**Nonworkperiod** - A period of time when work may not occur.

**Open End** - An activity that has no successor or predecessor relationships to other activities in the network.

Out-of-Sequence Progress - Work completed for an activity before it is logically scheduled to occur.

**Percent Complete** - The proportion of an activity that is complete.

**Performance Measurement -** The comparison of the current plan to a target plan to assess whether it is progressing as intended.

**Planning Unit** - The increment of time used to schedule a project. The planning unit can be in hours, days, weeks, or months.

**Predecessor -** An activity that must logically occur before another activity.

**Progress -** The completion of work.

**Resources** - The people, materials, equipment or services required to complete a project.

**Schedule** - A list of the activities needed to complete a project, along with their start and finish dates.

**Schedule Calculation** - The calculation of early and late dates for each activity in the project.

Slack - See Float.

**Slippage** - Lateness determined by measuring the target finish of an activity from its actual or current early finish.

**Sorting** - The arrangement of data in a specific sequence.

**Start-to Start** - A type of relationship in which a successor's start depends on the start of **(SS)** its predecessor.

**Status** - The process of updating a project by indicating progress at regular intervals.

**Successor** - An activity that must logically occur after another activity.

**Target** - A project plan that can be compared to the current schedule to measure progress.

**Task** - A unit of work. Also called an activity.

**Total Float (TF)** - The total number of days that the start or finish of an activity can be delayed without affecting the project finish date. Float can be negative, zero, or positive.

**Updating** - The process of recording progress in a project at regular intervals.

**Variance** - The difference between the current and target schedule dates.

**Work Breakdown Structure (WBS)** - The graphical depiction of the hierarchy of work needed to complete a project.

**Workday** - Any day of the week when work can be scheduled.

#### MnDOT Goals Going Forward

#### Projects in Construction Phase

- ❖ Contractor's Build Their Schedule in our Network 1/1/13
- ❖ Piloting Providing BIM Models and CTD Schedules to Contractors 3/1/13
- ❖ Select "Unit Rate" project Resource and Cost Loaded 3/1/13
- ❖ Role and Resource Loaded of CE&I staff 6/1/14

#### MnDOT Goals Going Forward

#### Projects in Scoping and Design Phase

- "Active Projects" Role and Resource Loaded 6/30/13
- ❖ All planned projects Role loaded by June 30, 2014
- Taxpayer Transportation Accountability Act



#### **Questions or Comments**

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http://www.dot.state.mn.us/pm

Next Webinar: Wednesday, April 03, 2013

**Time**: 1:00 p.m.

Topic: WBS - Work Breakdown Structure

Presenter: Jonathan McNatty DRMcNatty & Associates, Inc.