



# **Project Planning and Scheduling using the Critical Path Method**

**Presented by: Fredric L. Plotnick, Ph.D., Esq., P.E. , P.L.S.**

# Purpose and Learning Objectives

The purpose of this presentation is to educate or perhaps re-educate our audience of the genesis and purpose of Critical Path Method of Planning and Scheduling: That all is based upon a proper Pure Logic Network of:

Events Constraints Activities Restraints and Relationships


At the end of this presentation you will be able to:

1. Understand the necessary information needed to prepare a CPM Plan
2. Identify and avoid common errors of pasting info from barcharts and estimates
3. Describe the flow of work by primes, subcontractors and other stakeholders
4. Explain the critical and lesser “Main-Chain” paths of primes (and also of subs)

# Agenda

- we keep our Agenda hidden
- we could tell you but then ..
- .. we would need to kill you ..
- .. before that (to be unnamed) 800 Gorilla finds out

# Presenter Introduction

- Presenter Introduction: Fredric L. Plotnick, Ph.D., Esq., P.E., P.L.S.
- **EnProMaC®** Engineering & Property Management Consultants, Inc.  
Choreographers for the Construction Industry™ since 1983
- CPM in Construction Management, of McGraw-Hill, with James J O'Brien, PE
- Contracts and the Legal Environment for Engineers & Architects, McGraw-Hill, w/ Joseph Bickrath
- Creator of RDM, RDCPM®,  BoBL<sup>(Pat)</sup>, MHRM<sup>(Pat)</sup>, others pending
- Construction CPM Conference, creator 2010 through 2026, now emeritus
- Member Speaker Friend of AACE since 1978 and also ASCE PMICOS NSPE others
- President-Elect PSPE Pennsylvania Society of Professional Engineers
- Also to be known as **The Olde Fisherman of the Seas**

# Planning , then Scheduling

Critical Path Method  
developed for automated re-scheduling of a  
Diagram of a Pure Logic Network

## Gantt Chart and other bar charts

### advantages:

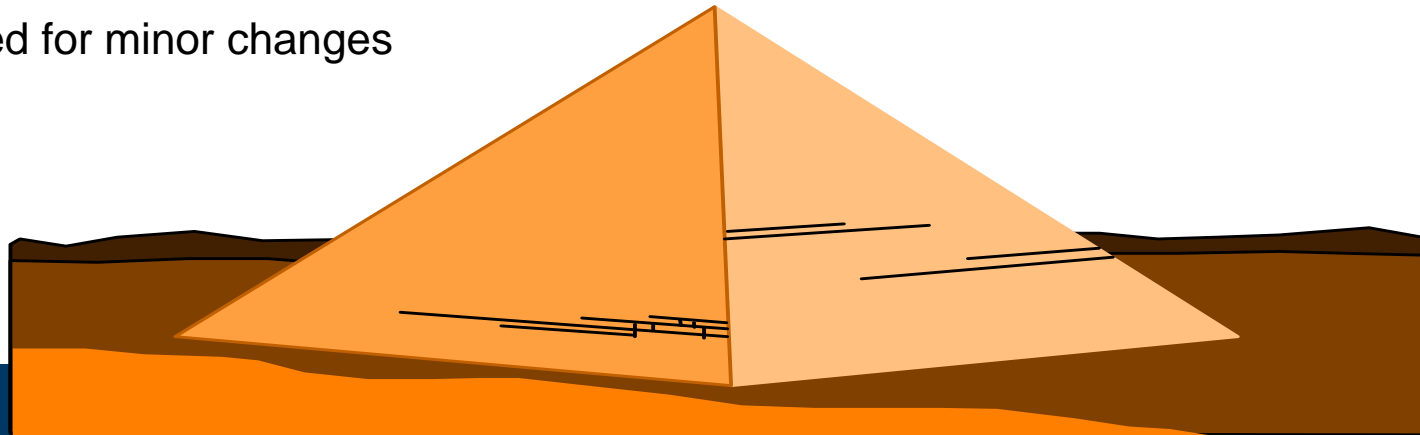
Easy to read

### disadvantages:

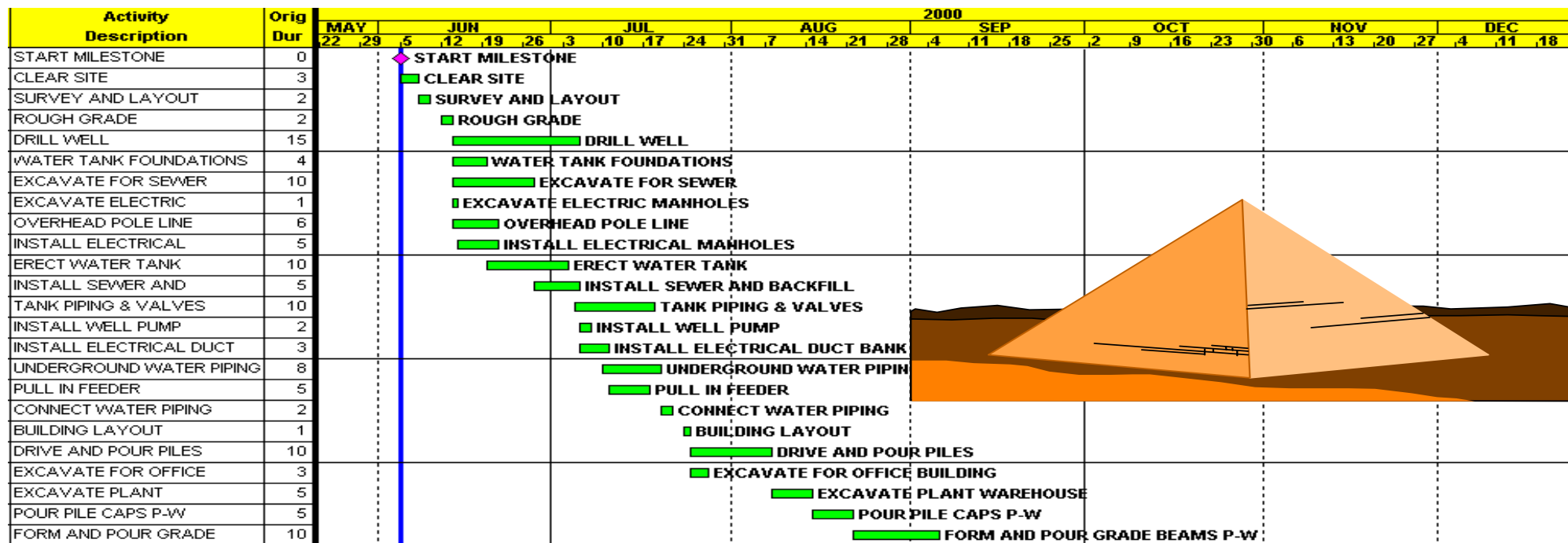
Static, not dynamic

Relationships not defined

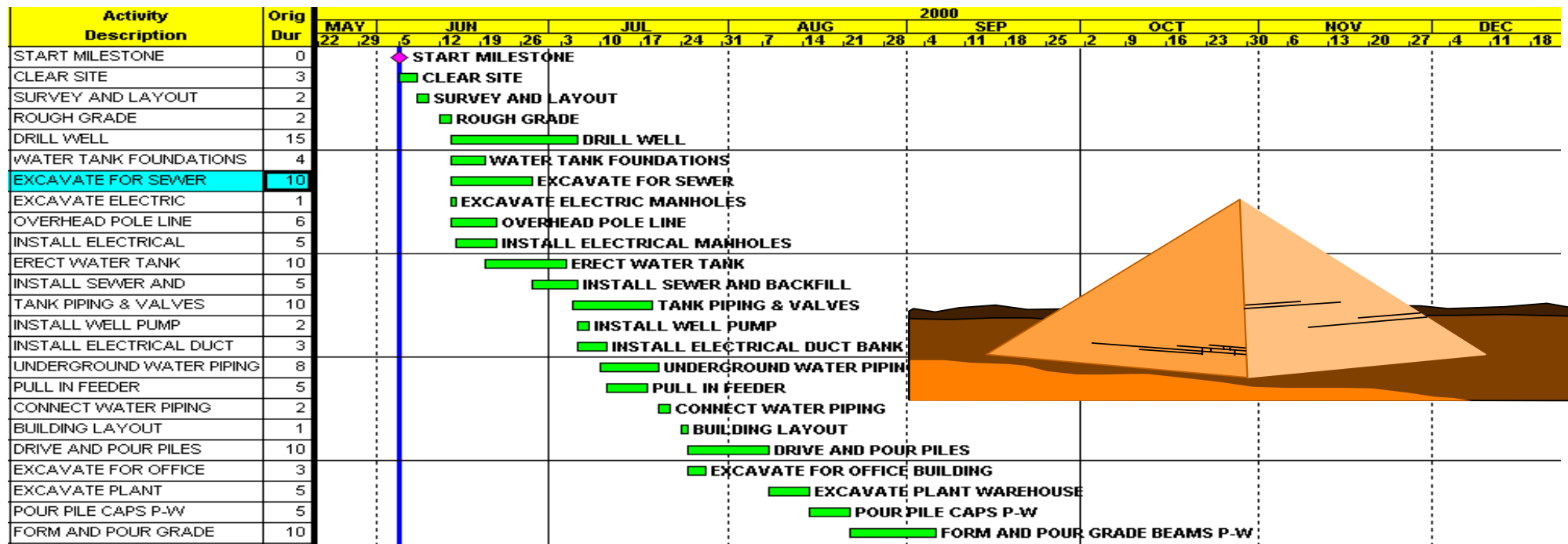
40% rework required for minor changes



## Gantt Charts are Easy to Read



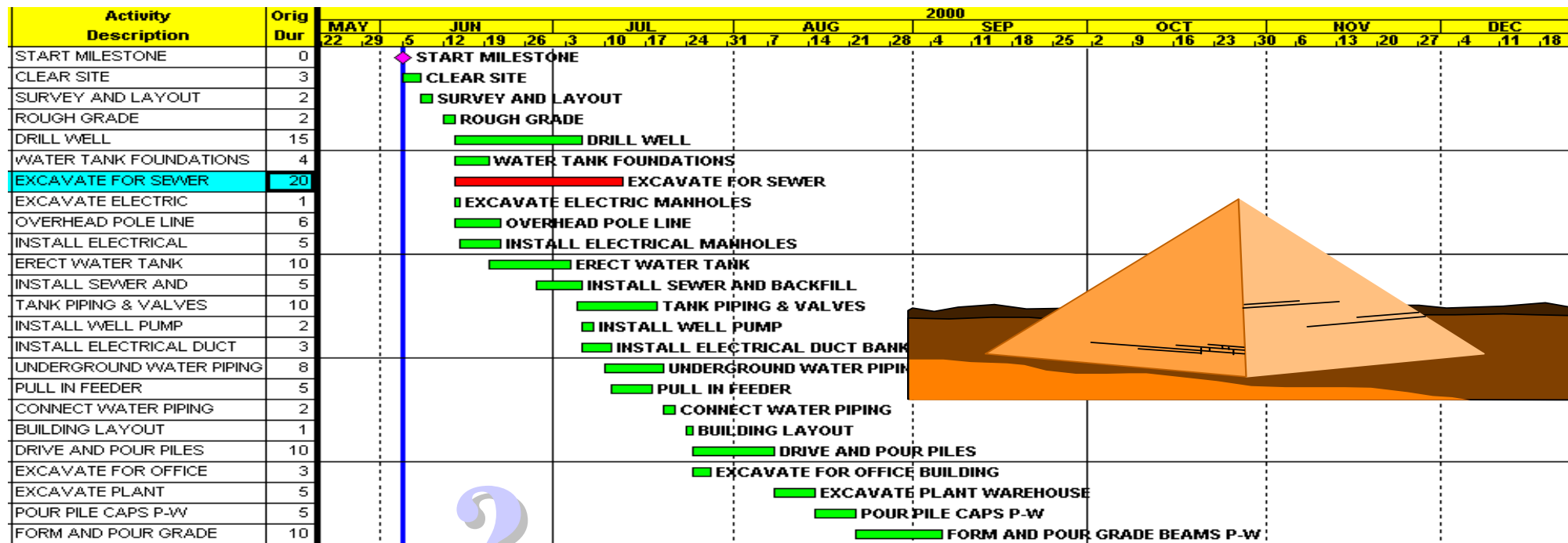
But if you want to make even a small change...



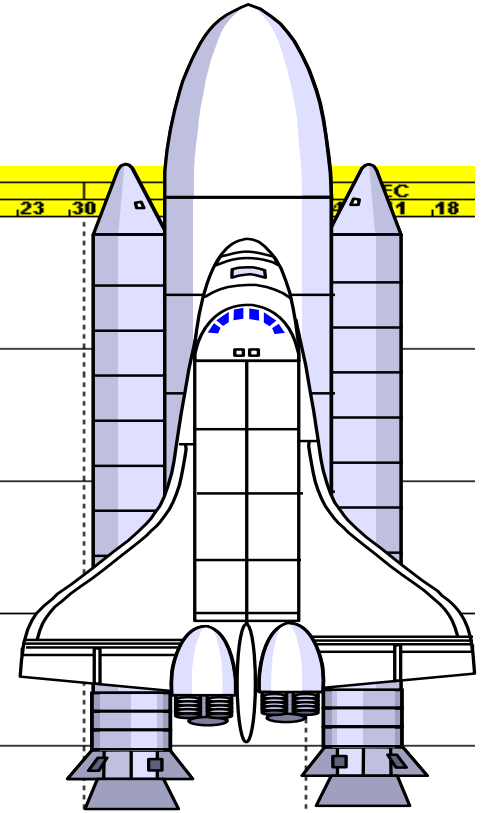
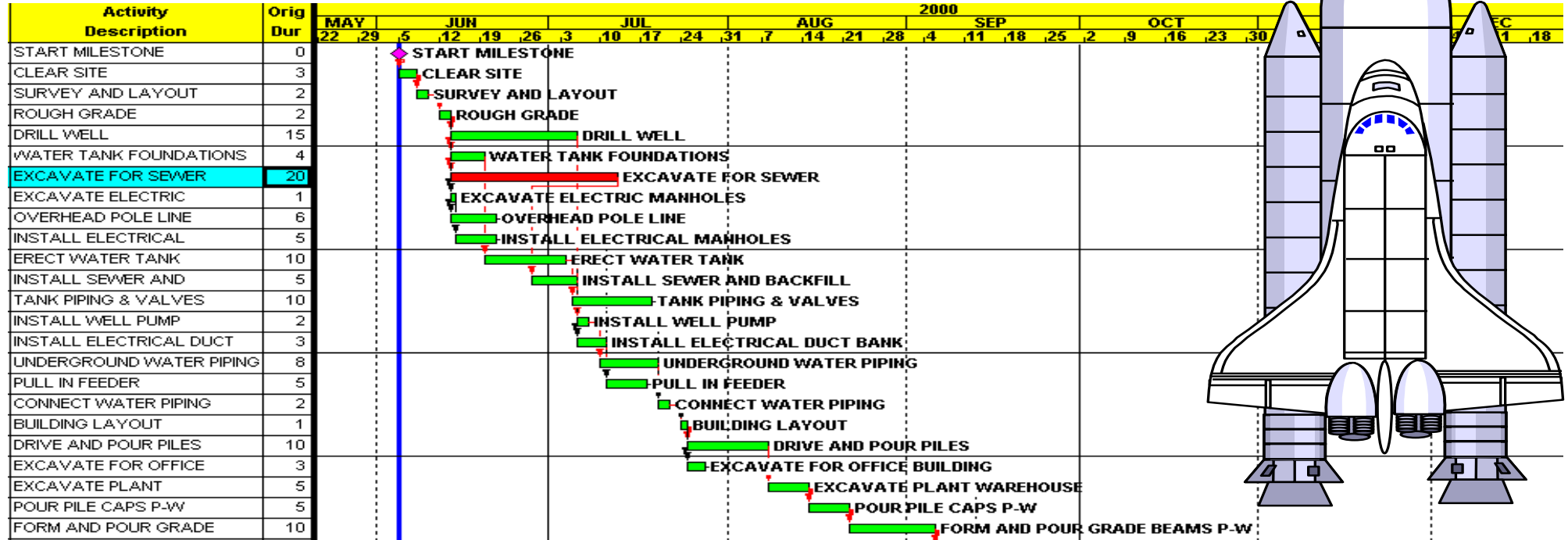


...to the duration of one activity ...

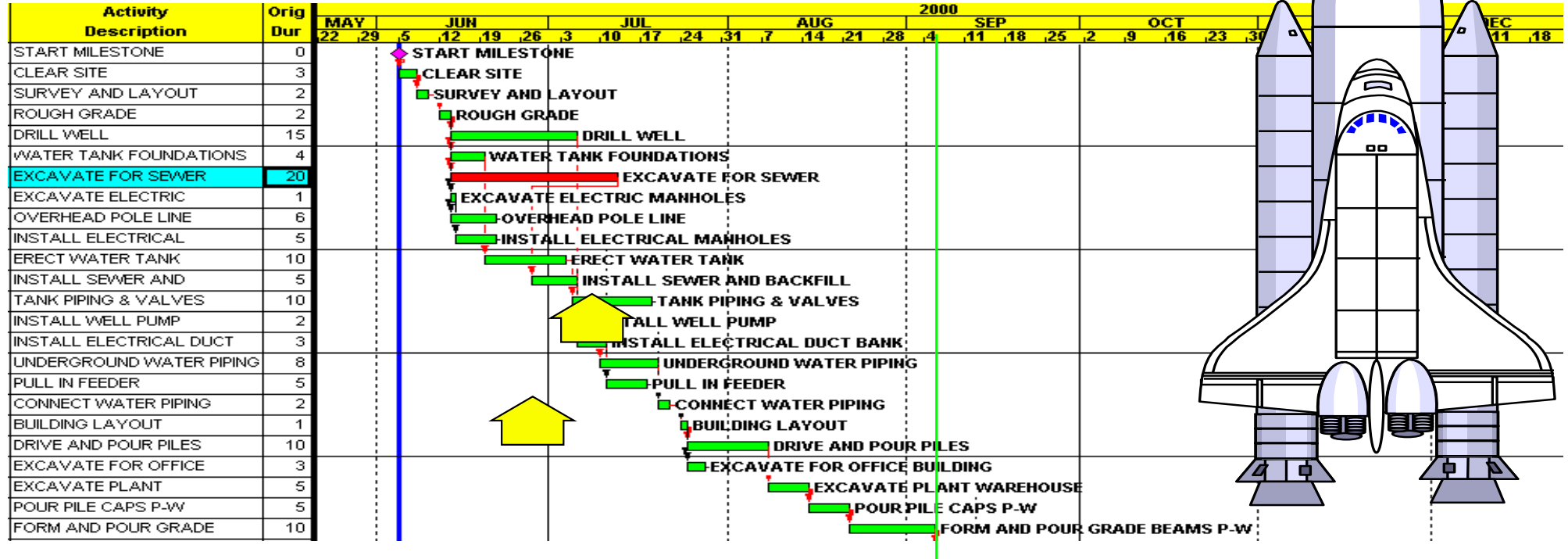
you have a great deal of work to perform to determine the impact



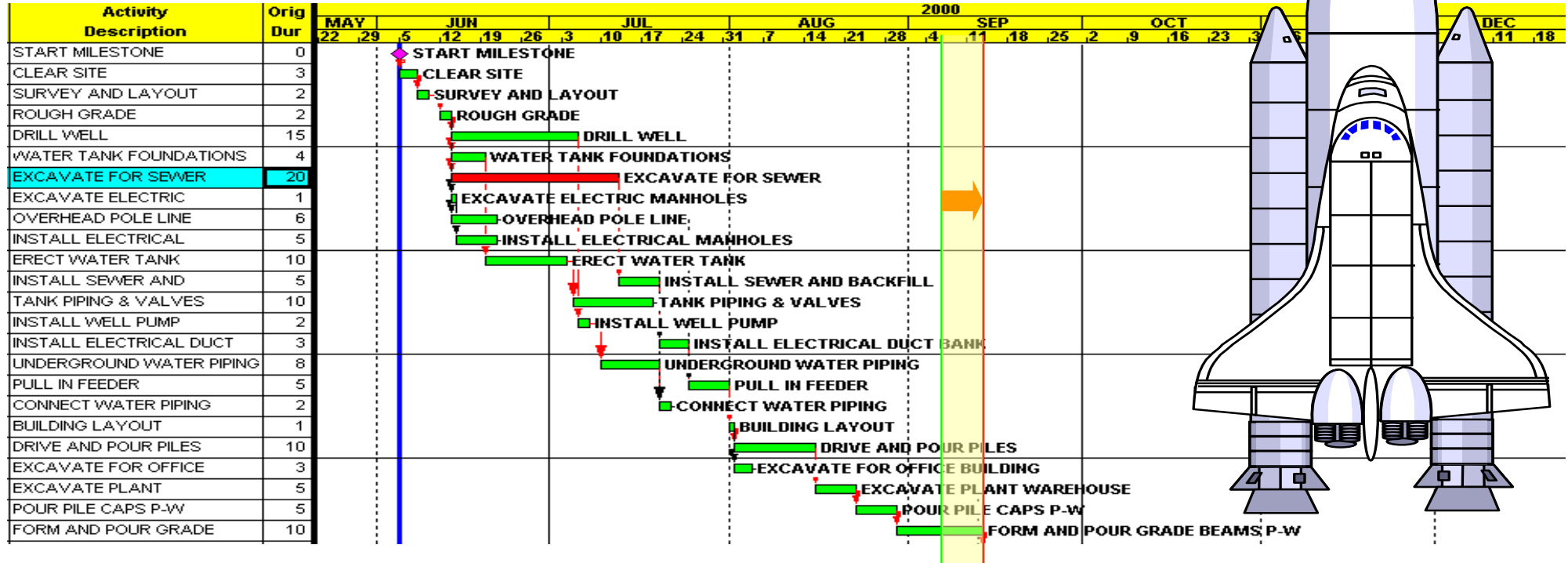
CPM requires you to record the relationships between activities ...



... and allows the computer to recalculate the impact of changes made ...



... reducing the 40%+ rework effort to that of a keystroke



# Recap and Discussion

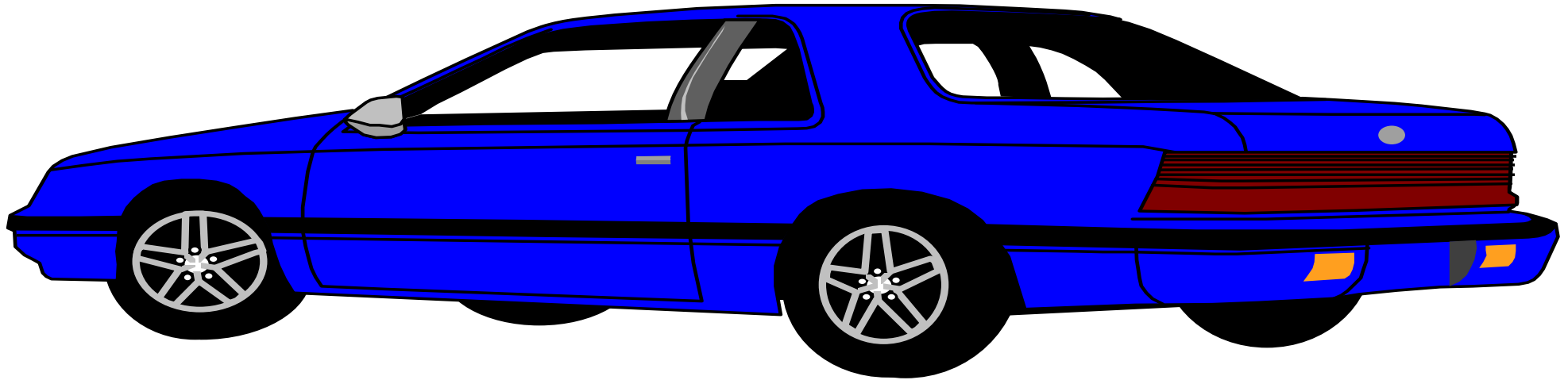
- What is an Early Start Early Finish string or chain of activities?
  - What is a Late Finish Late Start string or chain of activities?
  - What is the Critical Path “main chain” string of activities?
- What is a **Scheduled Start Scheduled Finish** string of activities?
- What is the meaning of curse-word: **Re-Baseline**?
- When is a Re-Baseline warranted? What is LEGAL impact of Re-Baseline?
- What is included? / excluded? from a CPM Pure Logic Network?

# INFORMATION ACQUISITION



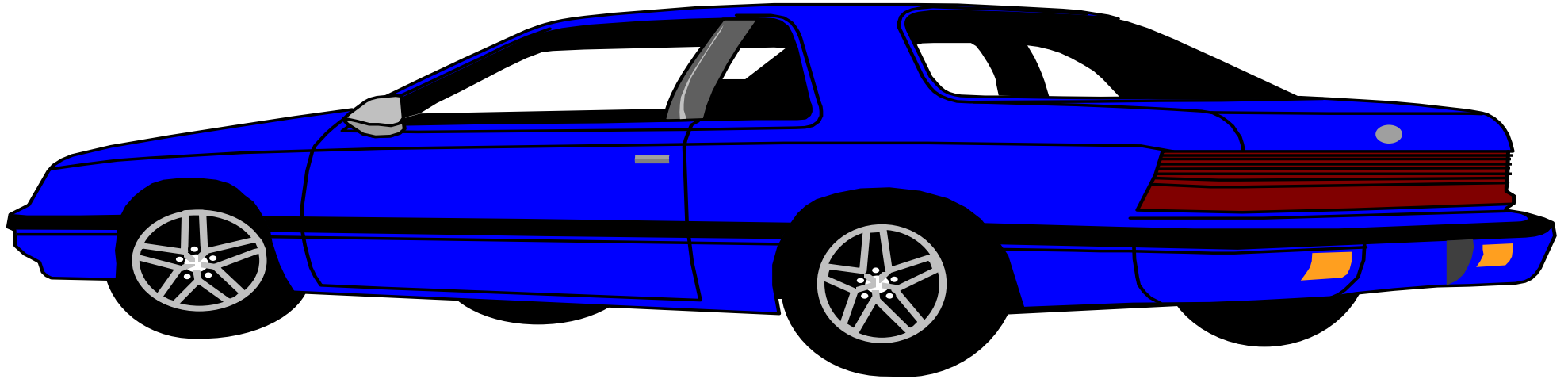
## Preparing a Logic Diagram

*Example* -- changing the oil in your car  
see Chapter 4.5, pages 37 through 40



Preparing a Logic Diagram

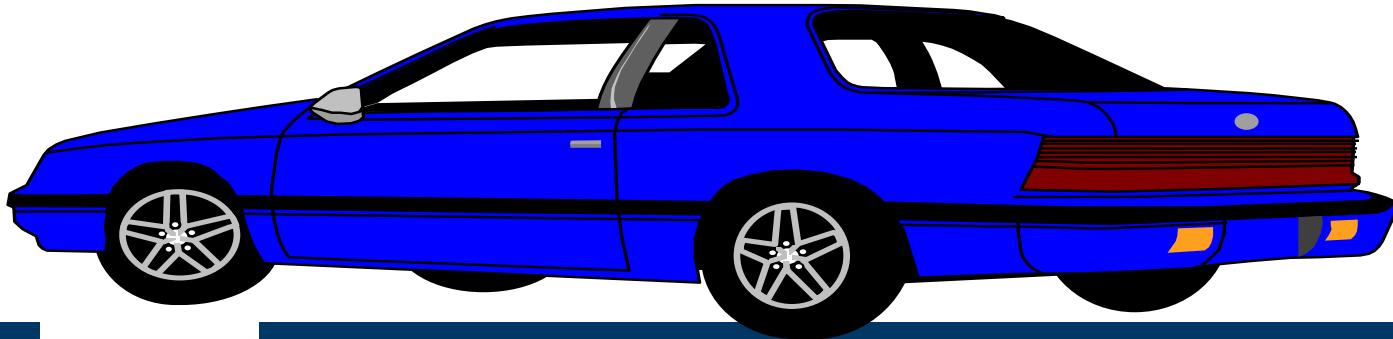
What work do we want done?





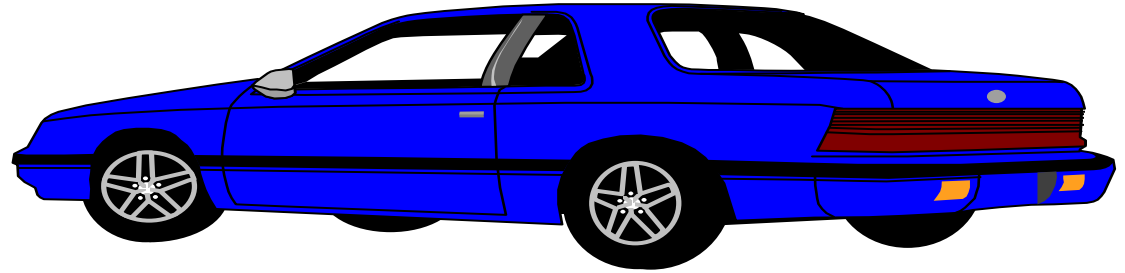
## Preparing a Logic Diagram

- What work do we want done?
- Rotate Tires
- Lubricate
- Change Oil
- Wax & Polish
- Drain Antifreeze



## Preparing a Logic Diagram

- Rotate Tires
- Lubricate
- Change Oil
- Wax & Polish
- Drain Antifreeze

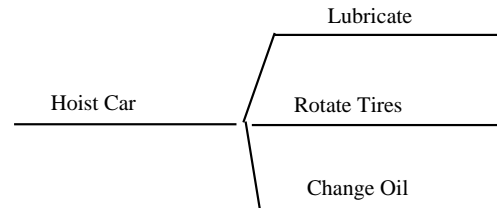
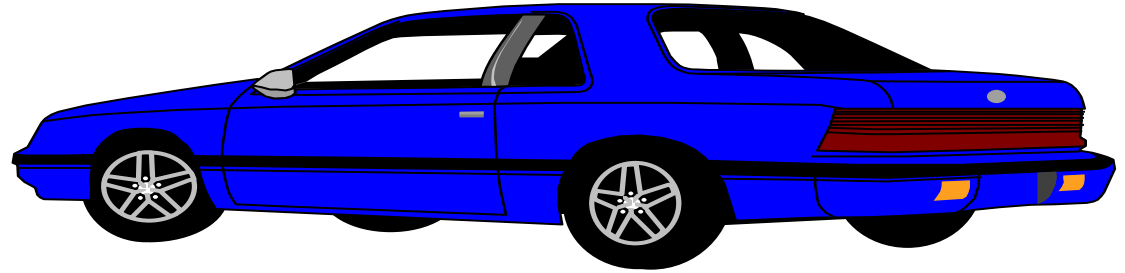


Hoist Car

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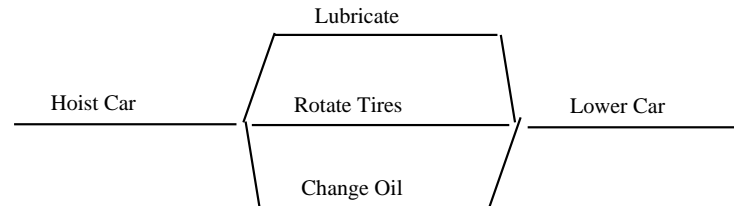
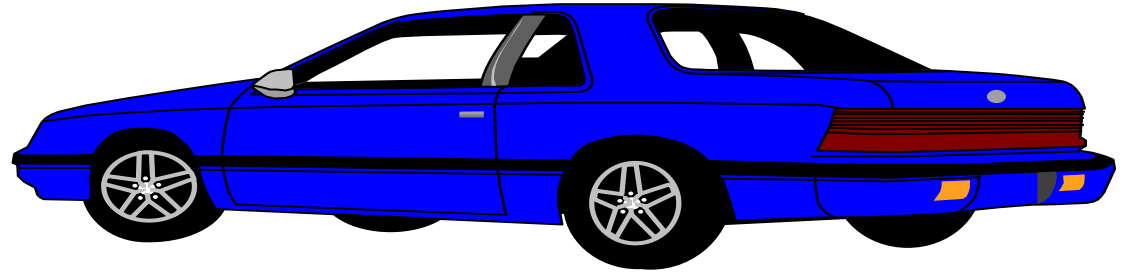
## Preparing a Logic Diagram

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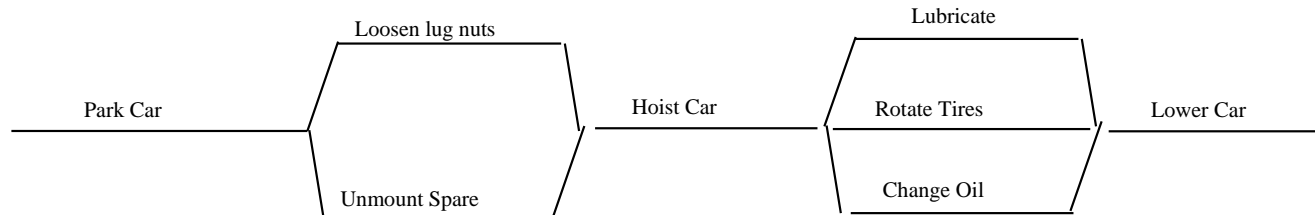
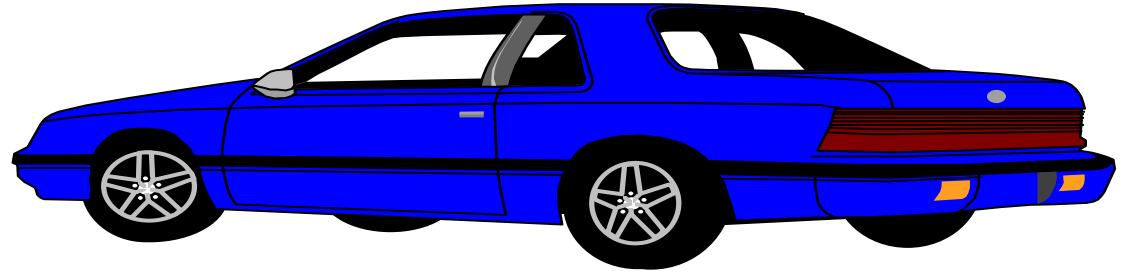
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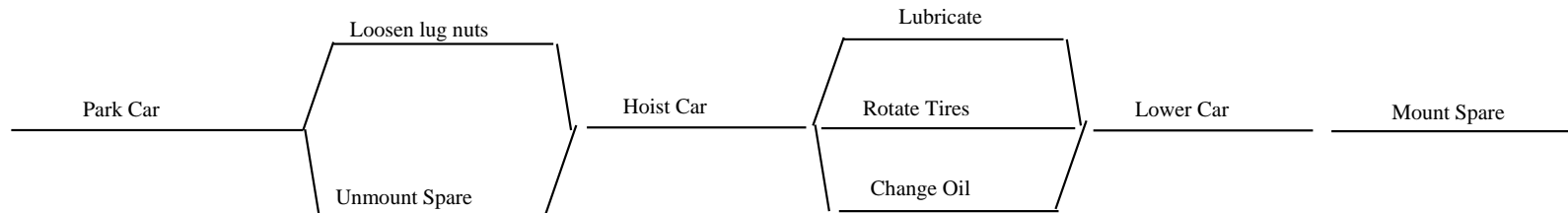
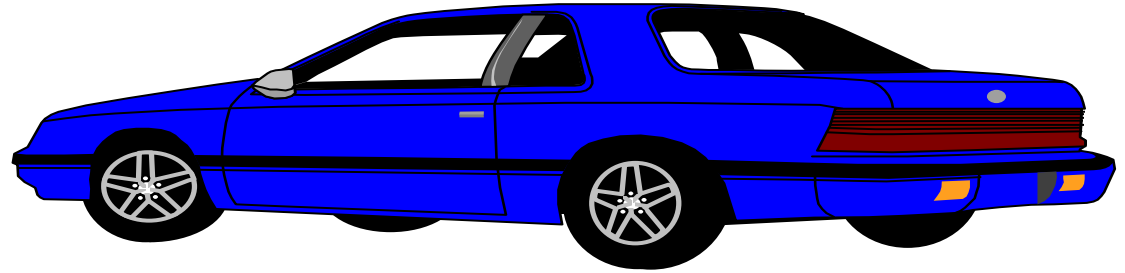
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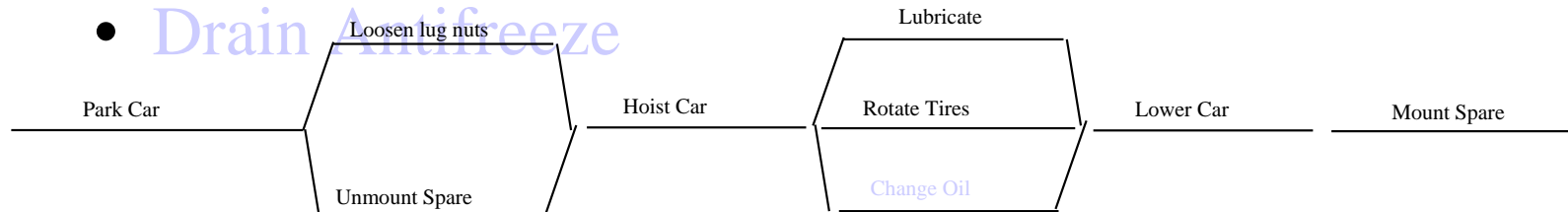
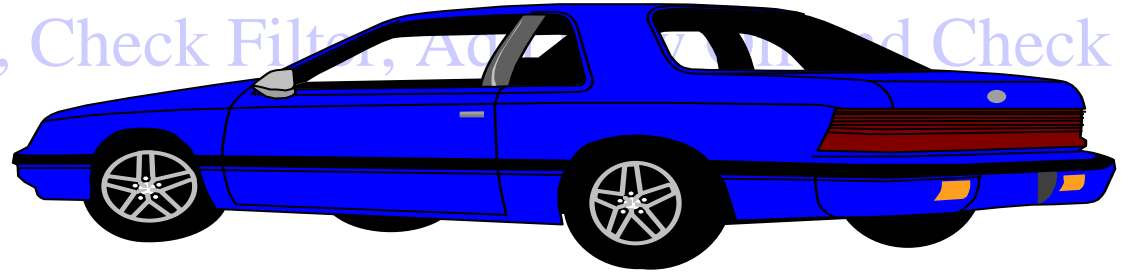
## Preparing a Logic Diagram

- Rotate Tires
- Lubricate
- Change Oil
- Wax & Polish
- Drain Antifreeze



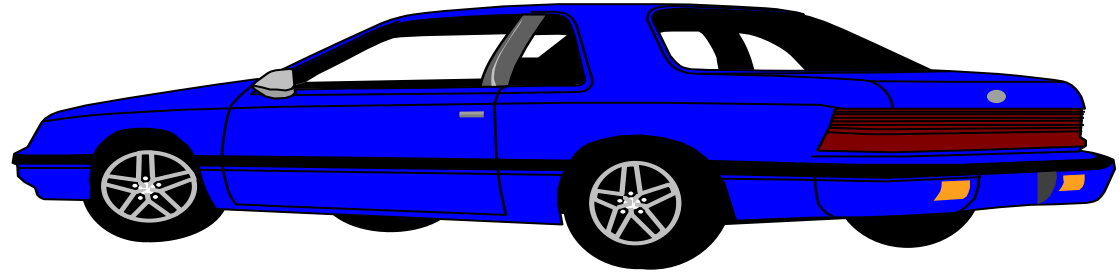
## Preparing a Logic Diagram

- Rotate Tires
- Lubricate
- Change Oil = Drain Oil, Check Filter, Add Oil, and Check Under Hood
- Wax & Polish
- Drain Antifreeze

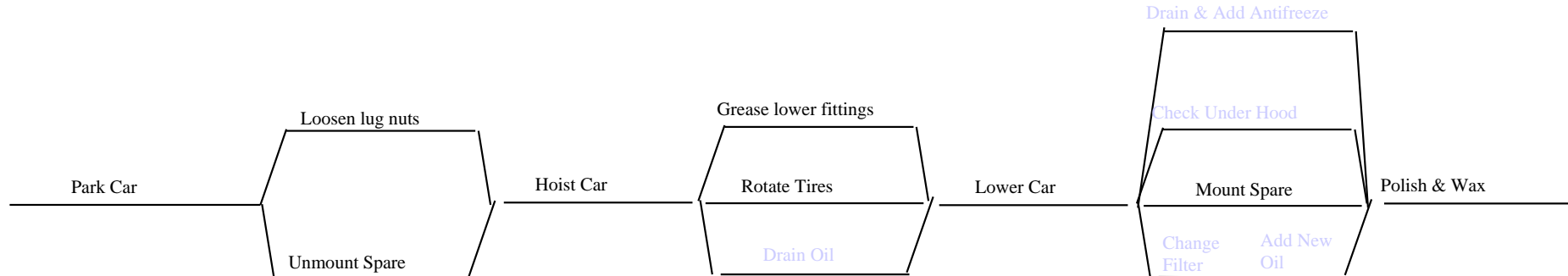


## Preparing a Logic Diagram

- Rotate Tires
- Lubricate
- Change Oil
- Wax & Polish
- Drain Antifreeze



*see Figure 4.6.1 on page 40*



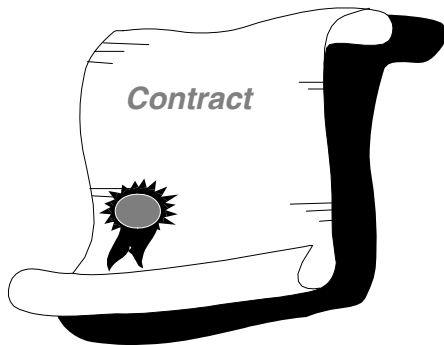


## Superintendent Must “Own” Official CPM

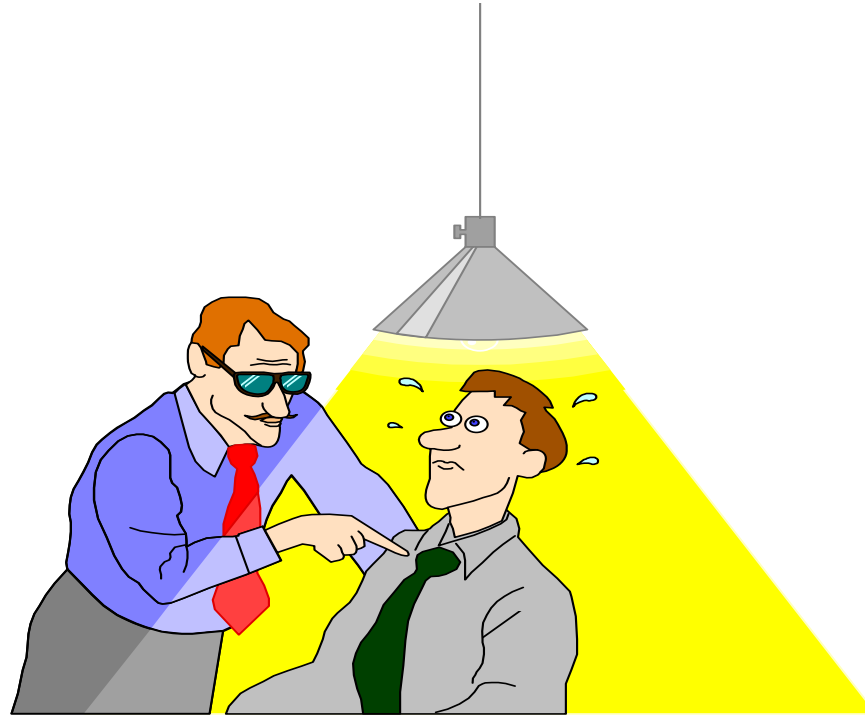
Get contractor's or major subcontractor's superintendent input and acceptance

Engineer's approval must include owner's acceptance of duties

CPM clarifies and modifies the contract between parties

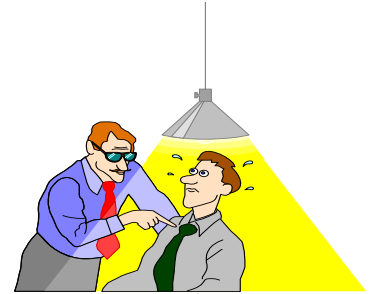


## Developing Network Logic



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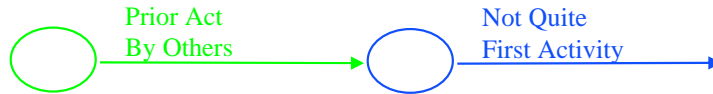
# 1. "What is your first task after NTP?"

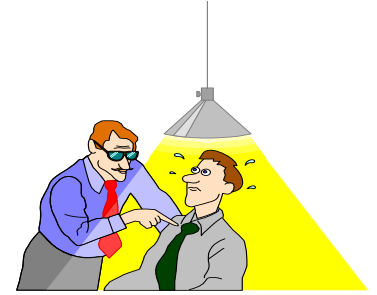


## Developing Network Logic

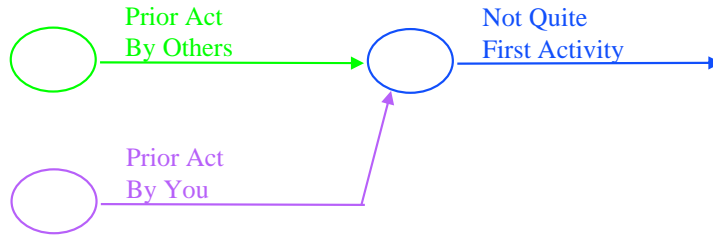


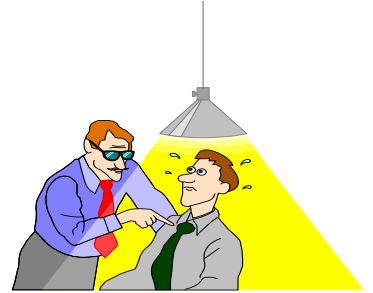
1. "What is your first task after NTP?"
2. "What must others do prior to you beginning said task?"



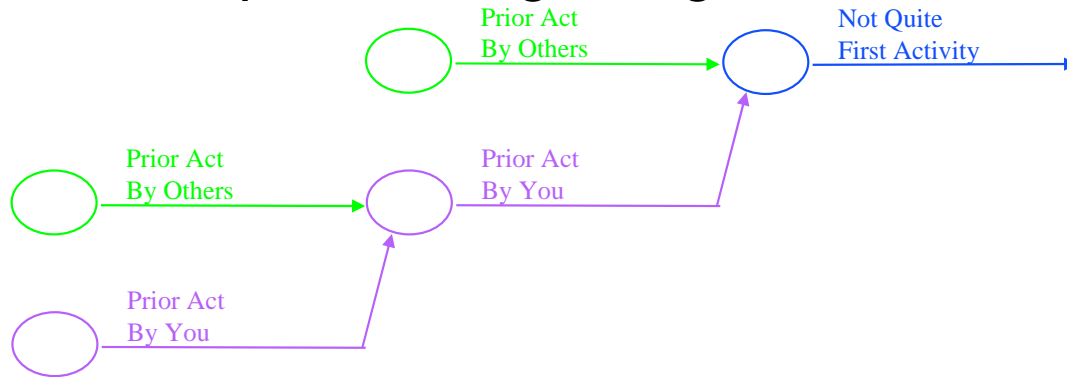


1. "What is your first task after NTP?"
2. "What must others do prior to you beginning said task?"
3. "What else must YOU do prior to beginning said task?"



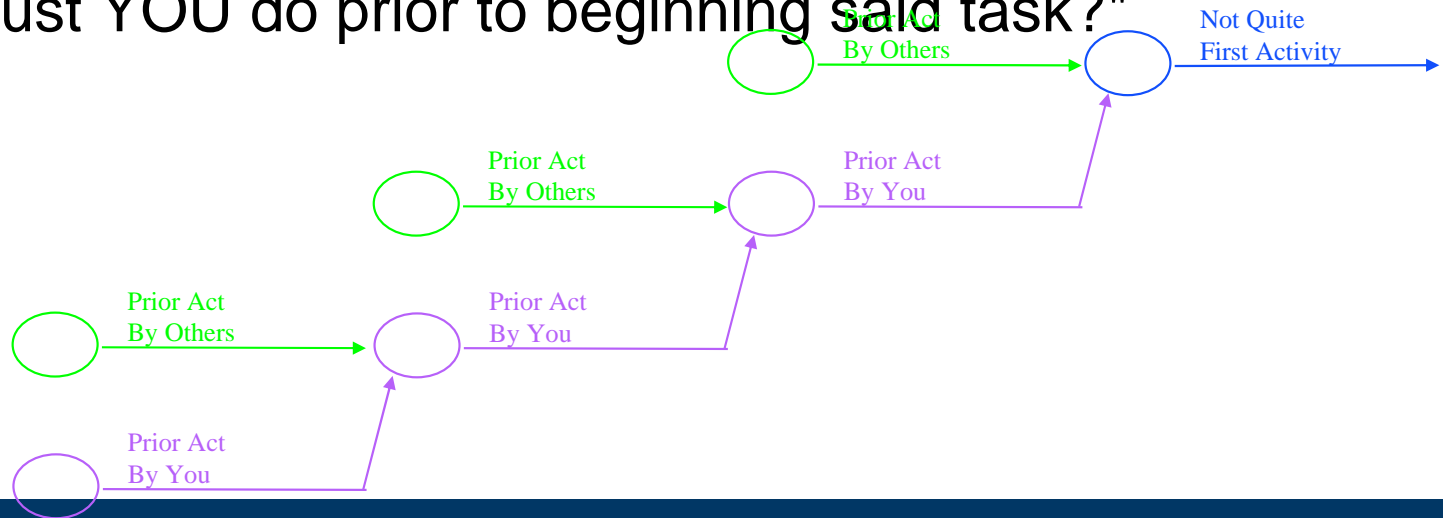


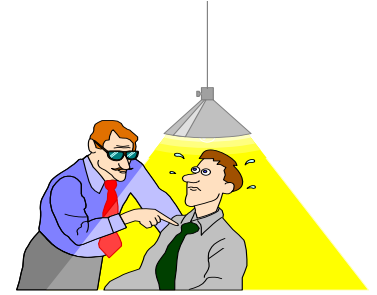
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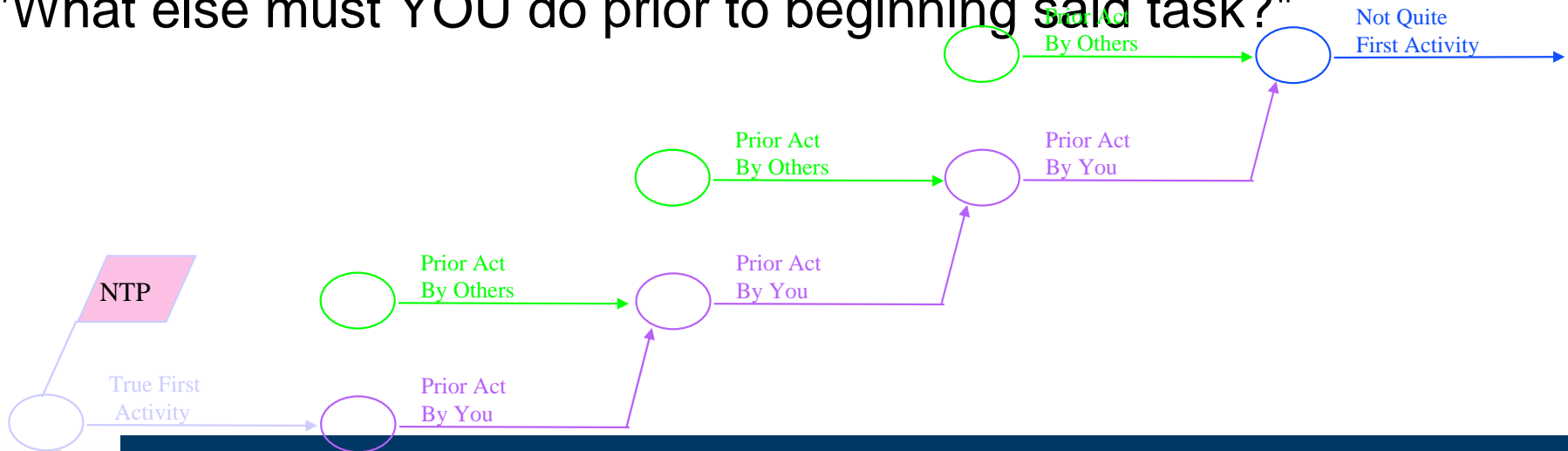


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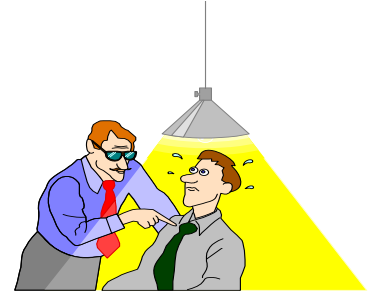




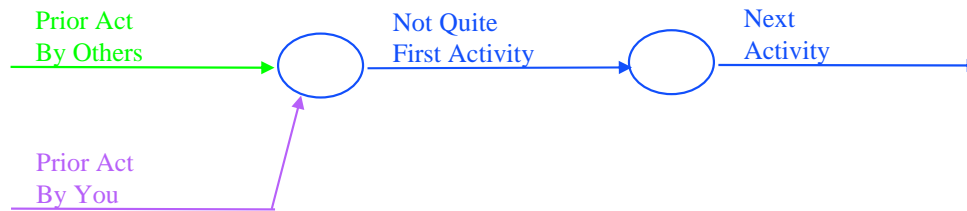
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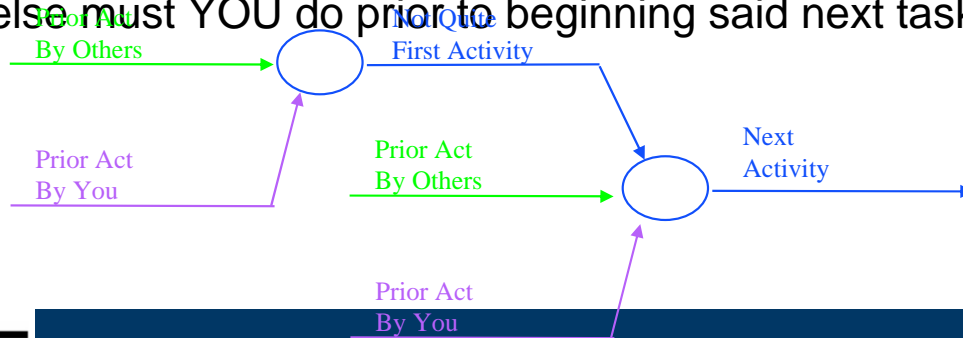
1. "What is your first task after NTP?"
2. "What must others do prior to you beginning said task?"
3. "What else must YOU do prior to beginning said task?"
4. "Upon completion of said task, what is your next task?"

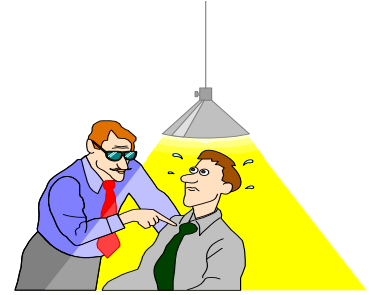


## Developing Network Logic



1. "What is your first task after NTP?"
2. "What must others do prior to you beginning said task?"
3. "What else must YOU do prior to beginning said task?"
4. "Upon completion of said task, what is your next task?"
5. "What must others do prior to you beginning said next task?"
6. "What else must YOU do prior to beginning said next task?"

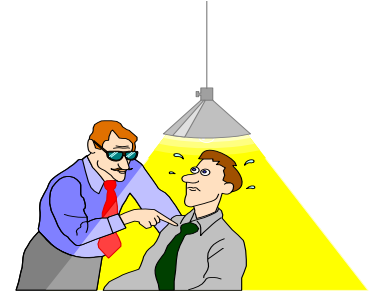




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5. "What must others do prior to you beginning said next task?"
6. "What else must YOU do prior to beginning said next task?"
7. Repeat 4 through 6 until project completed.

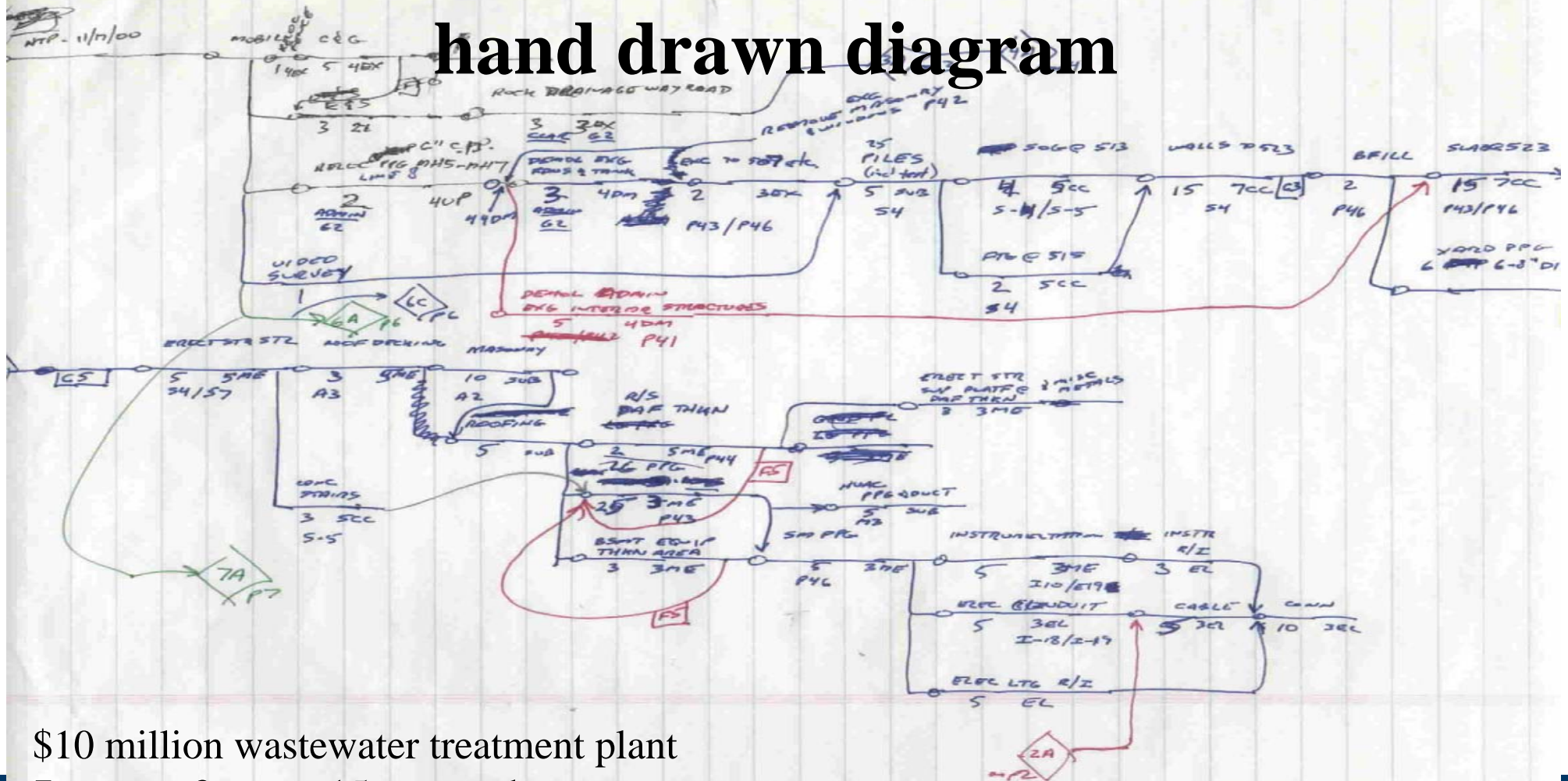
## Developing Network Logic

1. "What is your first task after NTP?"
2. "What must others do prior to you beginning said task?"
3. "What else must YOU do prior to beginning said task?"
4. "Upon completion of said task, what is your next task?"
5. "What must others do prior to you beginning said next task?"
6. "What else must YOU do prior to beginning said next task?"
7. Repeat 4 through 6 until project completed.
8. Review and repeat 1 through 7 until walk-through accomplished without any significant changes.



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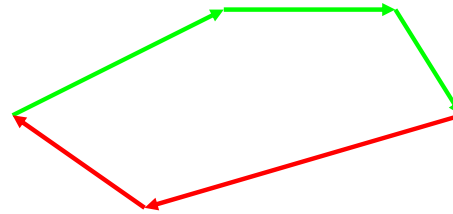
# hand drawn diagram



\$10 million wastewater treatment plant  
7 pages - 3 men - 15 contact hours

# Recap and Discussion

- What is included? / excluded? from a CPM Pure Logic Network?
- Contract Drawings – PLAN and SECTION – Contract Specifications
- Bar-Chart as envisioned by Architect Owner Owner Estimator Superintendent?
- Estimate of Architect Engineer Contractor – Senior or Junior or Janitor?



- Do NOT copy to repeat errors by Estimates or Gut Bar-Charts



# Homework Assignment

Prepare a Logic Diagram

Choose a simple project which you have never performed

such as changing the brakes in your automobile or baking a cake

Locate a person who knows how and has done this before

Interview the person to ascertain the various tasks and logic required to perform this project

Draft the information in a logic diagram format

It is not necessary for this assignment to obtain durations

**HAND-DRAFT YOUR LOGIC NETWORK**

**Scan & email OR fax OR mail per instructor**

It is necessary to submit this homework assignment to obtain access to the next class lesson



## Answers to Homework

----- Original Message -----

From: "xiaobo wang" [xw28@drexel.edu](mailto:xw28@drexel.edu)

To: "fplotnick" [fplotnick@fplotnick.com](mailto:fplotnick@fplotnick.com)

Sent: Sunday, March 31, 2002 1:47 PM

Subject: CIVE 572

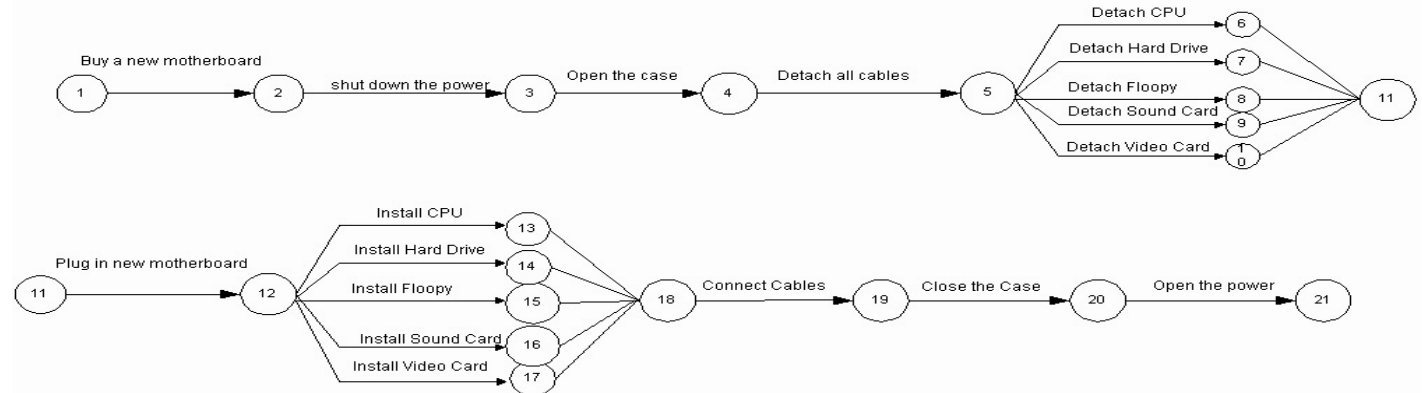
Dear Mr. Plotnick:

Attached is the logical diagram of the homework.

Yours, Xiaobo Wang

Ph. D. Candidate in Structural Engineering

### Logical Diagram: Installing new motherboard for a computer



## Answers to Homework

Dear Mr. Wang:

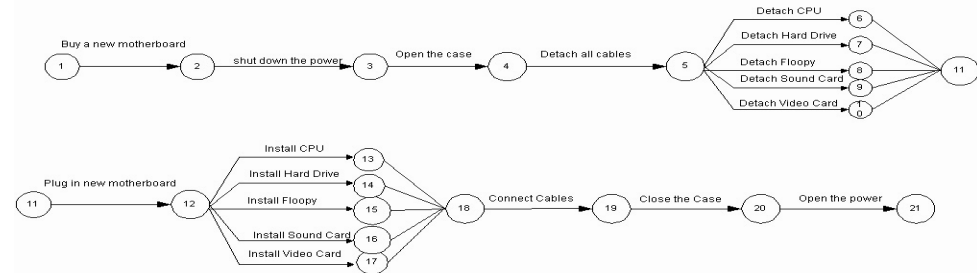
Thank you for your homework submission. This is a very good example of a logic network. It illustrates several issues that we will raise in class.

First, we note that it meets not only the requirements of the homework assignment for a logic diagram, but that it is properly formatted for entry into the computer using the rules of "ADM" requiring a unique  $i-j$  node for each activity. Therefore, this network could be entered into the early CPM computer programs without further adjustments by a scheduler. Second, do note that we have several unnecessary logic restraints (or "dummies") as either 6-11 or 7-11 or 8-11 or 9-11 or 10-11 could be deleted without violating the unique node numbering rule. (Same with the -18 series.) When this course was taught in the 1970's, this "error" would result in a grade reduction - because in the real world, fee systems for computer time would charge equally for a real activity, a logic restraint ("dummy") or an unnecessary dummy. Today, with computer processing costs vastly reduced, proper practice may even encourage a few "extra" logic restraints than absolutely necessary.

Third, it is probable that activities 5-6 -7 -8 -9 and -10 (and similarly 12-13 -14 -15 -16 and -17) could not be done concurrently by, for example, five people at once. And yet this is what is shown by the logic! How can we resolve this so that we neither (1) dictate a fictitious order of work (5-6 then 5-7 then 5-8, etc.,) nor (2) incorrectly provide a network whose calculated solution will be a project completion time earlier than that which may reasonably be achieved? Again, thank you for this network.

Sincerely yours, Fredric L. Plotnick, Esq., P.E.

### Logical Diagram: Installing new motherboard for a computer



The next layer of the onion



What is an Activity?



An activity is ...

“...a set of instructions, given to a competent foreman, who is then expected to complete such without further supervision or interaction with other than his own subordinates.”

## Activity Title

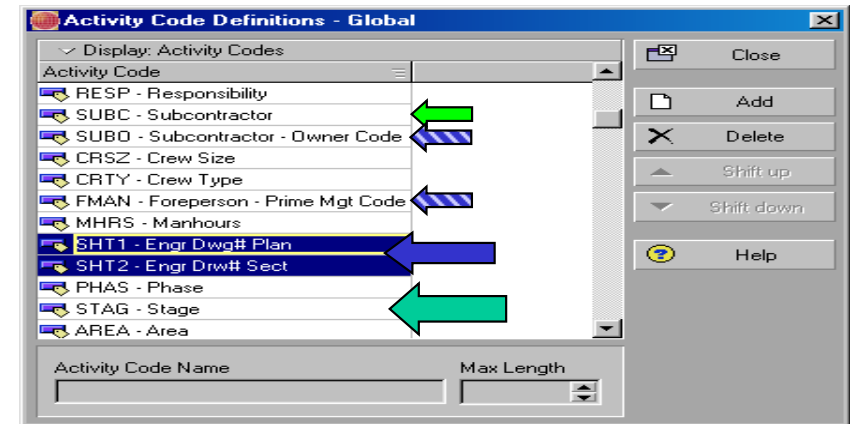
A gross abbreviation

Use logs to explain further

Use code fields SHT1, SHT2 to refer to design engineer's drawings

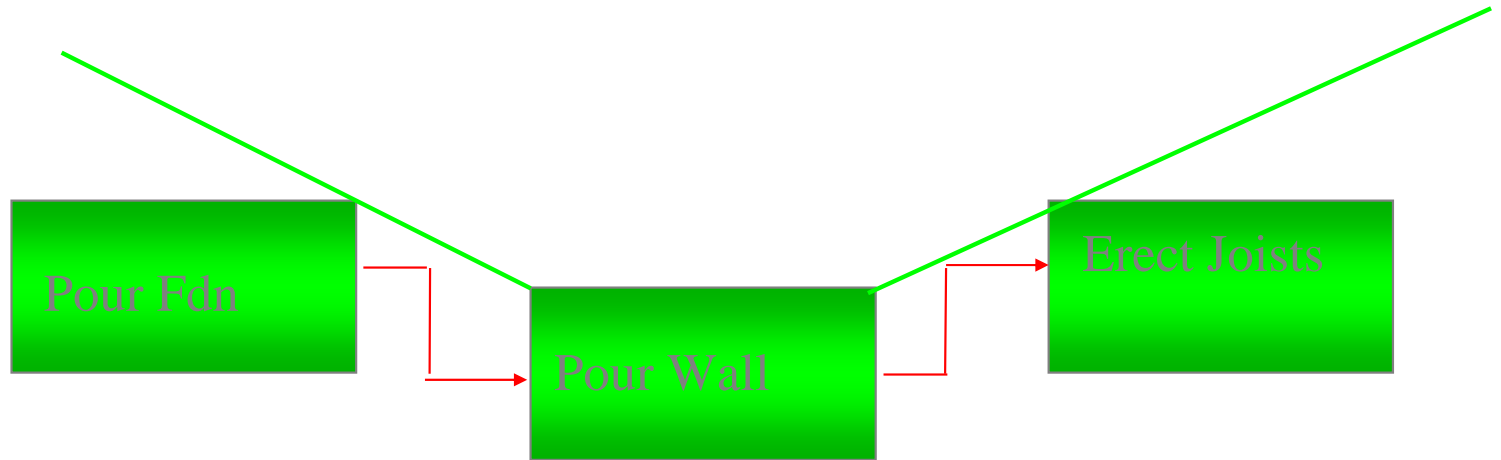
Note issues of local v global codes

Activity Codes		
	MP14	
Code	Value	Description
RESP	A	GENERAL PRIME CONTRACTOR
SUBC		
CRSZ	3	
CRTY	ME	
AREA	2	CONTROL BUILDING
SHT1	MP14	



## A gross abbreviation

Form/Rebar/Pour Wall shown on Dwg C27 and Dwg C28 Section B upon completed foundations for the purpose of supporting joists and including sleeves for plumbing and electrical penetrations.



Activity Title

A gross abbreviation

Suggest reference to Drawing # or Spec section



Activity Codes

Code	Value	Description
RESP	C	General Civil Contractor
AREA	CB	Control Building
SHT1	C27	Control Bldg Plan
SHT2	C28 @B	Control Building Sections



## Activity Title

A gross abbreviation

Suggest reference to Drawing # or Spec section

Further defined by Predecessors and Successors

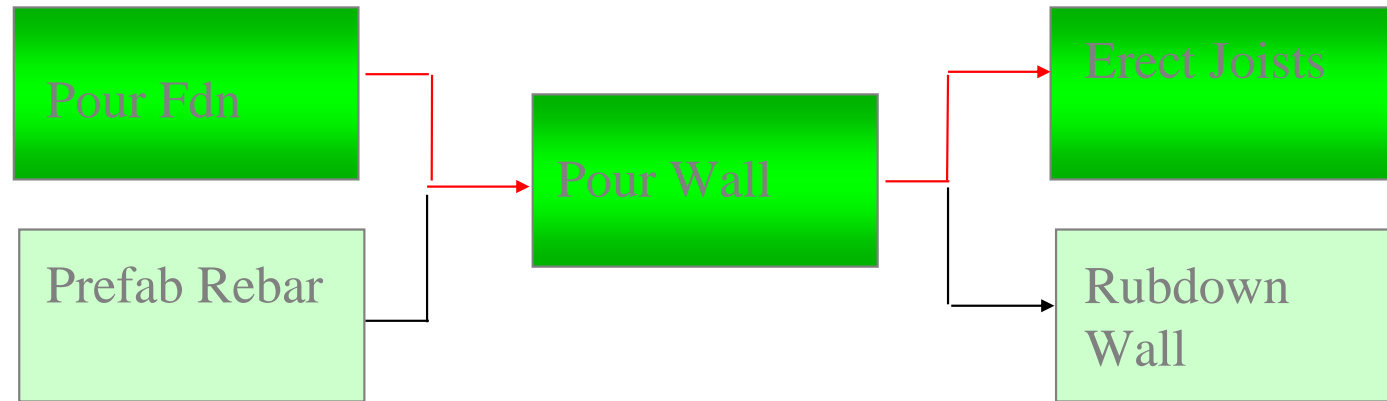


## Activity Title

A gross abbreviation

Suggest reference to Drawing # or Spec section

Further defined by Predecessors and Successors



## Activity Predecessors and Successors

Limits of the CPM analysis - no .or. statement

Activity title further defined by predecessor and successors

Hard physical logic vs. soft resource logic vs. no logic

Each activity **must have** at least one physical relationship

Each activity should have **only one** resource restraint per resource

Explain and record reasons for non-physical restraints as notes or in logs

Explain and record reasons for any constraints as notes or in logs



## The First 90 Days vs. the Last 90 Days



**Good work, but I think we need a little more detail right here**

## The First 90 Days vs. the Last 90 Days

Detail of latter part of project is often deferred

Detail of less knowledgeable areas is often deferred, such as:

- Architectural, HVAC and plumbing of control building of a process plant

- Electrical connections and instrumentation

Engineer is often sloppier on end items

Project manager will never have more time than at the start of project



Good work, but I think we need a little more detail right here

Now - let's walk through the project  
and check the logic

*The forward pass:* Why is this task necessary for the next?

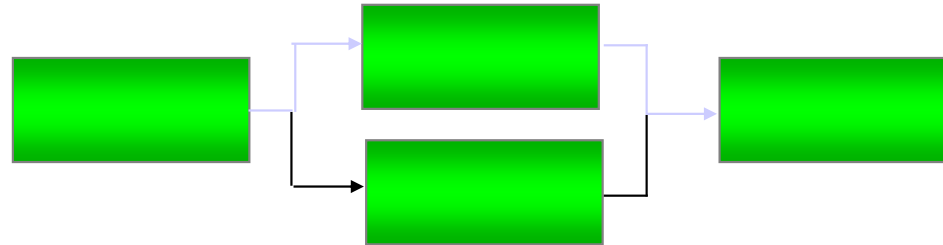
Hard logic vs. resource restraints vs. placemaker

How hard is the hard logic? ...on a scale of 1 to 10?

Purpose of resource logic—question of entitlement

SNET constraints—question of entitlement

FNLT constraints—usually mandated by owner



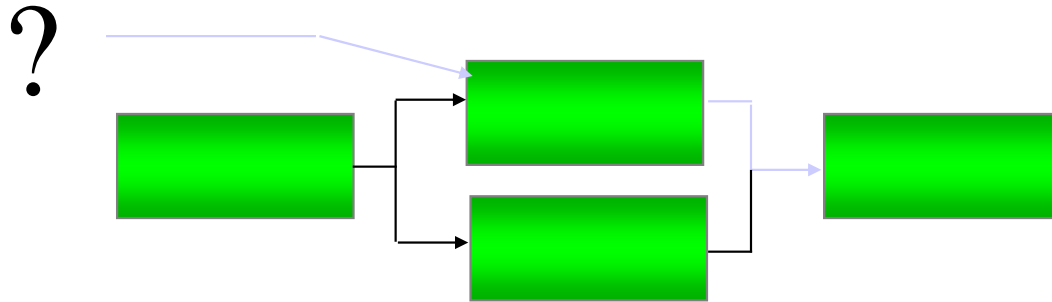
Let's walk through the project  
and check the logic

*The backward pass:* Are we missing any requirements for this task?

Contractor — owner — third party activities

Physical vs. access vs. limited resource restraints

Calendar considerations—seasonal weather, etc.

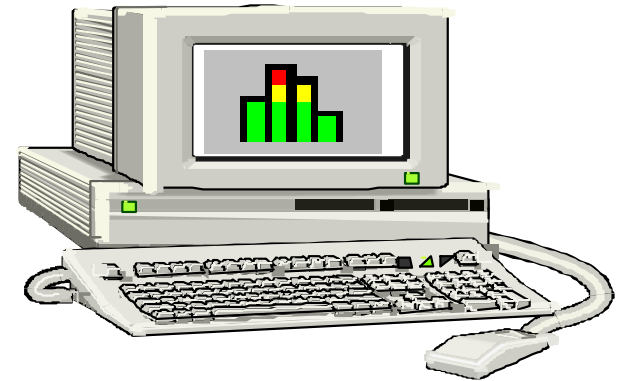
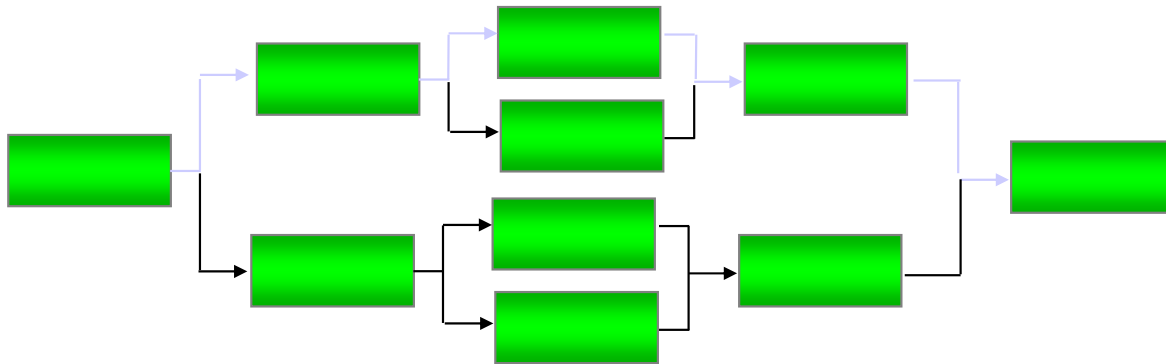


## The Plan vs. the Schedule

Use the pure-logic diagram as basis for all calculations

Use calculated schedule as tabular and graphical depictions for analysis

Then evaluate manual and automated leveling and smoothing routines





# Recap and Discussion



- Describe the workflow by primes, subcontractors, and others
- Are you showing all dependencies of Prime by others? upon others?
  - Are you able to show dependencies and float of subcontractors?
- RDM by FRED: Just-in-Time Finish Start Float versus Kelly Free Float alternately by using 1956 “Reel to Reel” Free Float and HAND calculation
- Remember Events Constraints Activities Restraints and Relationships
- Compare Modern to softwares of 1960s 1970s 1980s pre-DOS but proper maths
- Examples: Distinguish Start-to-Start Begin-to-Begin Finish-to-Finish End-to-End Distinguish the Work Day from Days Hours  $\frac{1}{100^{\text{th}}}$  of Hour; interruptible vs continuous duration
- Do not hobble your project nor your voice to software written by and for software writers

# Thank you for your time!

This concludes the educational content of this presentation

## Questions?

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