EARNED VALUE

| Measurement | Formulae | Description |
| :--- | :--- | :--- |
| Budget At Completion (BAC) | None | The original estimated (planned) Project Cost |
| Planned Value <br> (PV) | PV=Planned \% complete X BAC | Indicates amount of work which "SHOULD have <br> been completed" or "Authorized work for <br> completion" as per plan at any point |
| Earned Value <br> (EV) | EV= Actual \% complete X BAC | Actual work that is accomplished at any point |
| Actual Cost <br> (AC) | AC= Cumulative money spent till <br> date | The actual money spent at any point of time |
| Cost Variance <br> (CV) | CV=EV-AC | The difference between how much was actually <br> Earned and how much was actually spent |
| Schedule Variance <br> (SV) | The difference between planned schedule Vs <br> Actual Schedule |  |
| Cost Performance Index (CPI) | CPI = EV / AC | Indicates the project performance for every \$ <br> spent |
| Schedule Performance Index <br> (SPI) | SPI = EV / PV | Indicate actual schedule progress of the against <br> the planned schedule |
| Estimate At Completion (EAC) | a. EAC = BAC / Cumulative CPI <br> b. EAC = AC + ETC | The revised project Budget for completion based <br> on current performance indicators |
| Estimate To Complete (ETC) | ETC = EAC - AC | How much more (cost) would be needed to <br> complete the project based on current <br> performance indicators |
| Variance At Completion (VAC) | VAC = BAC - EAC | The difference between the budgeted cost and <br> revised estimates based on current performance <br> indicators |
| Percentage money spent | \% spent = AC/BAC*100 | Project Performance required to be achieved in <br> order to stay within the original budget using the <br> remaining funds |
| To-Complete Performance <br> Index (TCPI) | TCPI = (BAC-EV) / (BAC-AC) | Actual money spent till date expressed in \% |
| PV/BAC X 100 | Corcentage of Project Completed |  |


| PERT |  |  |
| :--- | :--- | :--- |
| Measurement | Formulae | Description |
| 3 Point Estimate | $(P+4 M+\mathbf{O}) / 6$ | Weighted average method of estimation technique <br> where $P=$ Pessimistic, $M=$ Most Likely <br> O=Optimistic |


| ESTIMATES |  |  |
| :--- | :--- | :--- |
| Measurement | Range | Description |
| Rough Order of Magnitude <br> Estimate | $-\mathbf{- 2 5 \%}$ TO +75\% | Applicable and valid during initial phases of project <br> when the work is not much understood and there <br> are lot of unknowns about the project |
| Preliminary Estimate | $\mathbf{- 1 5 \%}$ TO +50\% | Estimates based on high level initial details of the <br> project |
| Budgetive Estimate | $\mathbf{- 1 0 \%}$ TO +25\% | The estimates during planning stage of the project |
| Definitive Estimate | $\mathbf{- 5 \%}$ TO +10\% | The estimates during project and is used only if <br> the work is well understood |


| TIME MANAGEMENT <br> (Assumed that the ES of first project activity is considered as 1) |  |  |
| :--- | :--- | :--- |
| Measurement | Formulae | Description |
| ES | EF of previous activity + 1 | Early Start (ES) for an activity is the Early Finish (EF) of its <br> predecessor activity + 1. If an activity has more than one <br> predecessor, then the highest EF to be considered to derive the ES |
| EF | EF = ES + Duration - 1 | Early Finish (EF) can be derived by adding ES + Activity duration |
| LS | LS = ES + Float | Late Start (LS) is the Early Start + Float (if any) |
| LF | LF = LS+Dur-1 | Late Finish is the Late Start + Activity Duration - 1 |
| Float or Slack | FLOAT = LS-ES or LF-EF | maximum of time an activity can slip without affecting the end date <br> of the project |
| Free Float | Duration = EF - ES or LF - LS | Duration is the difference between the activity start and end dates. <br> early start date of its subsequent activities |
| Activity Duration | The total time a project can be delayed without delaying the project end date |  |
| Total Float | A successor activity can only begin by the amount of lead time of its predecessor activity. Allows <br> Lead | "Acceleration" of successor activity |

## PMP Exam Formulae to Remember

| Lag | The amount of time an successor activity will wait after the completion of its successor before it can <br> begin. "Delays" the Successor Activity |
| :--- | :--- |
| Critical Path | The Longest path in a network diagram and is also the minimum amount of time needed for the <br> completion of the project. Also it shows the minimum amount of time required to complete the project. |

## PROJECT SELECTION

| Measurement | Formulae | Description |
| :--- | :--- | :--- |
| Present Value (PV) | $\mathbf{P V = F V / ( 1 + r ) ^ { \mathbf { n } }}$ | Present Value of an investment expressed in \$ value |
| Net Present Value <br> (NPV) | NPV = (Total Inflows - <br> Investment). | Net present value of cash inflows generated over a period of time <br> (including value of salvages...) less the initial investments of the <br> project. i.e (cash inflows from investment) - (cash outflows or cost <br> of investment). Project with higher NPV is better and preferred. |
| ROI | Choose the project with high Return of Investment (ROI) |  |
| IRR | Monetary Yield of a Project expressed as an Rate (Returns). Choose the project with high Internal <br> Rate of Return (IRR) |  |
| Payback Period | The time taken for project to start yielding profit. Projects with shorter payback periods should be <br> chosen. |  |
| Benefits Cost Ratio <br> (BCR) | A project with higher BCR is chosen. <br> Cos > 1 means higher Benefits compared to Costs. BCR < 1 means lower Benefits compared to |  |
| Cost Benefit Ratio <br> (CBR) | A project with lesser CBR is chosen. <br> CBR > 1 means higher Costs compared to Benefits. CBR < 1 means lower costs compared to <br> Benefits |  |
| Opportunity Cost | The value of the project not chosen |  |


| COMMUNICATIONS |  |  |
| :--- | :---: | :--- |
| Measurement | Formulae | Description |
| Communications <br> Channels | $\mathbf{n X ( n - 1 ) / \mathbf { 2 }}$ | Number of communication channels increases as the number of <br> members of the teams. Complexity of managing communications <br> increases as the team increases. |


| PROBABILITY |  |  |
| :--- | :---: | :--- |
| Measurement | Formulae | Description |
| Communications <br> Channels | $\mathbf{n X ( n - 1 ) / \mathbf { 2 }}$ | Number of communication channels increases as the number of <br> members of the teams. Complexity of managing communications <br> increases as the team increases. |

## PROCUREMENT

| Measurement | Formulae | Description |
| :--- | :--- | :--- |
| Point of Total <br> Assumption (PTA) | PTA $=(($ (Ceiling Price - <br> Target Price) / Buyer's <br> Share Ratio) + Target Cost | Point of Total Assumption is a price determined by a fixed price <br> plus incentive fee contract (FPIF) above which the seller bears all <br> the loss of a cost overrun |

## Sigma

Measurement $\quad$ Description

| Sigma | Percent Defective | Defects per Million |
| :--- | :--- | :--- |
| 1 | $69 \%$ | 691,462 |
| 2 | $31 \%$ | 308,538 |
| 3 | $6.7 \%$ | 66,807 |
| 4 | $0.62 \%$ | 6,210 |
| 5 | $0.023 \%$ | 233 |
| 6 | $0.00034 \%$ | 3.4 |

The sigma scale is a universal measure of how well a critical characteristic performs compared to its requirements. The higher the sigma score, the more capable the characteristic

