



# **frePPLe**

***A free Production Planning Library***

**USER MANUAL  
VERSION 0.3.0  
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User Manual version 0.3.0

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## CHAPTER

# 1

## Introduction

FrePPLe aims at building a lightweight open source framework for modeling and solving production planning problems.

Production planning software traditionally has been an area with plenty of home-grown, extremely specialised and/or very primitive solutions.

Strangely enough, while creative and innovative open source solutions pop up in all computing areas, production planning software still tends to be a very closed world full of academic, proprietary and expensive solutions. Till now. . .

Frepple is the first open source production planning toolkit for your day-to-day planning problems.

For the developer community, the project is also trying to establish a common ground framework for planning applications. Rather than rebuilding the basic foundation from scratch over and over again, developers can now leverage a proven framework to extend with their own extension modules.

New workflows and functionality can now be built much quicker and easier.

The word “free” in the project name refers to liberty, not price. Think of “freedom of speech” rather than “free beer”: see *the free software definition*<sup>1</sup>.

1. Features
2. Architecture
  - 2.1. Core library
  - 2.2. User interface and database layer

### 1.1 Features

FrePPLe has two main components.

1. The first one is a **core library** containing the model and the solving algorithms. It is generic and can be used in a number of applications.

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<sup>1</sup> [www.gnu.org/philosophy/free-sw.html](http://www.gnu.org/philosophy/free-sw.html)

2. A second component is a flexible **user interface and database layer** to support the core library. It takes care of the maintenance of input data, reporting of the plan results, and data integration to other systems.

The key features of each component are:

### 1. FrePPLe core library

- FrePPLe comes as a **‘library’ developed in C++**.  
It has no graphical user interface and requires to be deployed as part of another application.  
Different applications are envisioned:
  - Standalone application for use on the command line
  - Microsoft Excel frontend
  - Accessable from programming languages such as java, python, perl or visual basic
  - Can be linked into your own C or C++ application
- **Modeling and solving framework for discrete manufacturing environments.**  
Key modeling constructs are:
  - Item
  - Buffer
  - Resource
  - Operation
  - Demand
- **Heuristic “MRP-like” solving algorithm** respecting capacity, material and leadtime constraints.
- **XML-based data input and output**, in addition to the public C++ API.
- **Extensible and customizable architecture.**  
New modeling constructs and solving algorithms can be developed in C++ and loaded as a plugin module.
- Embeds **Python** as scripting language.  
The embedded interpreter has access to the frepple objects in memory, combined with the rich functionality of the Python libraries. The powerful combination allows flexible and performant scripting, integration and customization.
- Supported on **linux and Windows** environments.
- Licenced under the **GNU lesser general public license**.

### 2. FrePPLe user interface and database layer

A planning solution consist of much more than the core solver algorithms...

It includes data maintenance, reporting, data integration to other systems, workflows, job schedules, etc...

A front-end for the core library is required to meet these requirements with a maximum of flexibility.

- Based on the **Django web application framework**.  
Django is a high-level Python web framework that encourages rapid development and clean, pragmatic design.  
For frePPLe it provides an excellent toolkit:
  - Flexible and portable modeling of database layer: powerful and intuitive object-relational mapper
  - Flexible and performant framework for web applications: auto-generated administration user interface, template system, cache system, internationalization, ...
  - Performant and scalable



- **Highly customizable.**
- Supports **PostgreSQL, MySQL and SQLite** as the database.  
Support for Oracle will follow.
- The user interface can be **installed on a server**.  
It can also be deployed as a **standalone application** on the user's PC.
- Supported on **linux and Windows** environments.
- Licenced under the **GNU lesser general public license**.

## 1.2 Architecture

FrePPLe components can be used in a number of different ways.

1. Core library
2. User interface and database layer

### 1.2.1 Core library

The frePPLe binaries are a collection of shared libraries: a core library `frepple.so` (`frepple.dll` on Windows) and an additional shared library for each extension module.

The extension modules are loaded dynamically as plugins by Frepple.

The frePPLe shared library can be used in different ways by applications.

Below is a list of some common ways to deploy frePPLe, but additional scenarios are definately feasible.

The main development efforts are currently focussed on the first and the last two scenarios.

#### Command line application

A simple command-line application is available.

The application reads a set of XML files or from the standard input.

It executes all commands defined in the inputdata (which typically involves writing the results back into flatfiles or a database) and then exits.

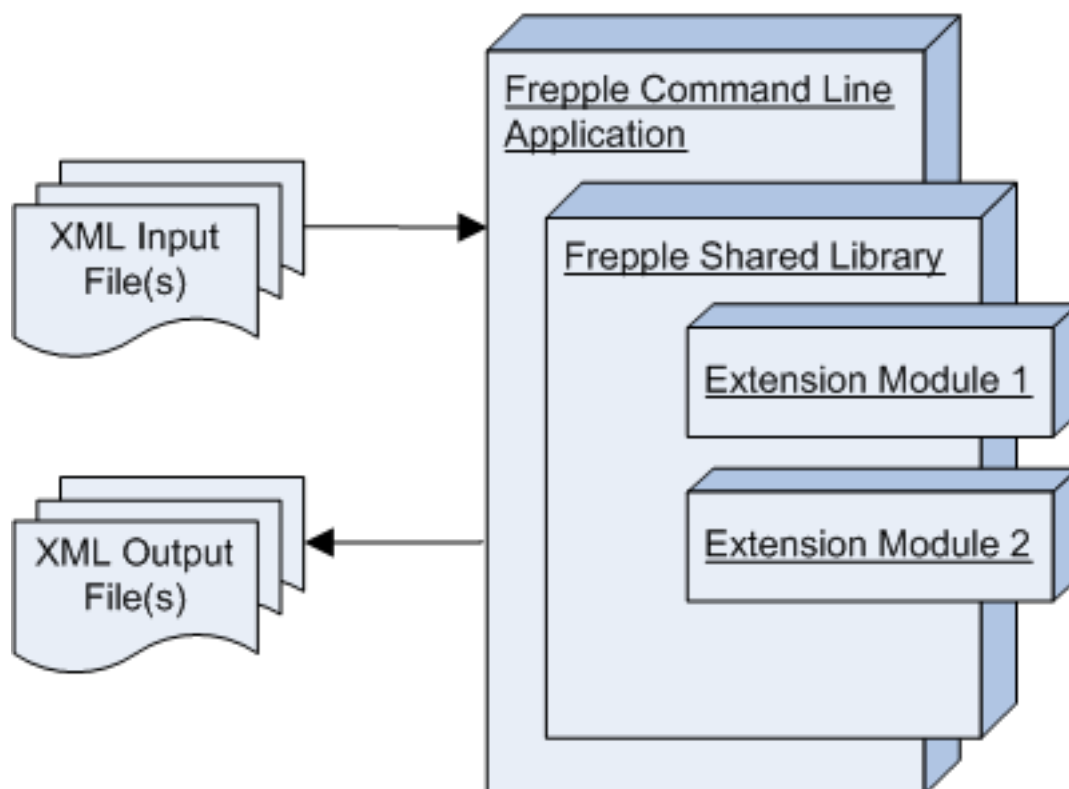
The program exit code reflects any processing errors.

Example usage:

```
frepple file1.xml
frepple file2.xml file3.xml
frepple dir_with_xml_files
command | frepple
```

Use the option “-help” or “-?” to get a list of possible flags that can be passed on the command line.

This command line application is used for all test cases.



### Command line application with embedded Python scripting

In the previous setup the XML input and output files are supplied externally.

FrePPLe comes with a module that embeds a interpreter for the *Python*<sup>2</sup> language.

Python is a dynamic object-oriented programming language. It comes with extensive standard libraries for database access, a wide range of internet protocols (such as ftp, http, https, smtp, pop, xml-rpc, soap, ...), various data formats (such as xml, csv, compression, encryption), ...

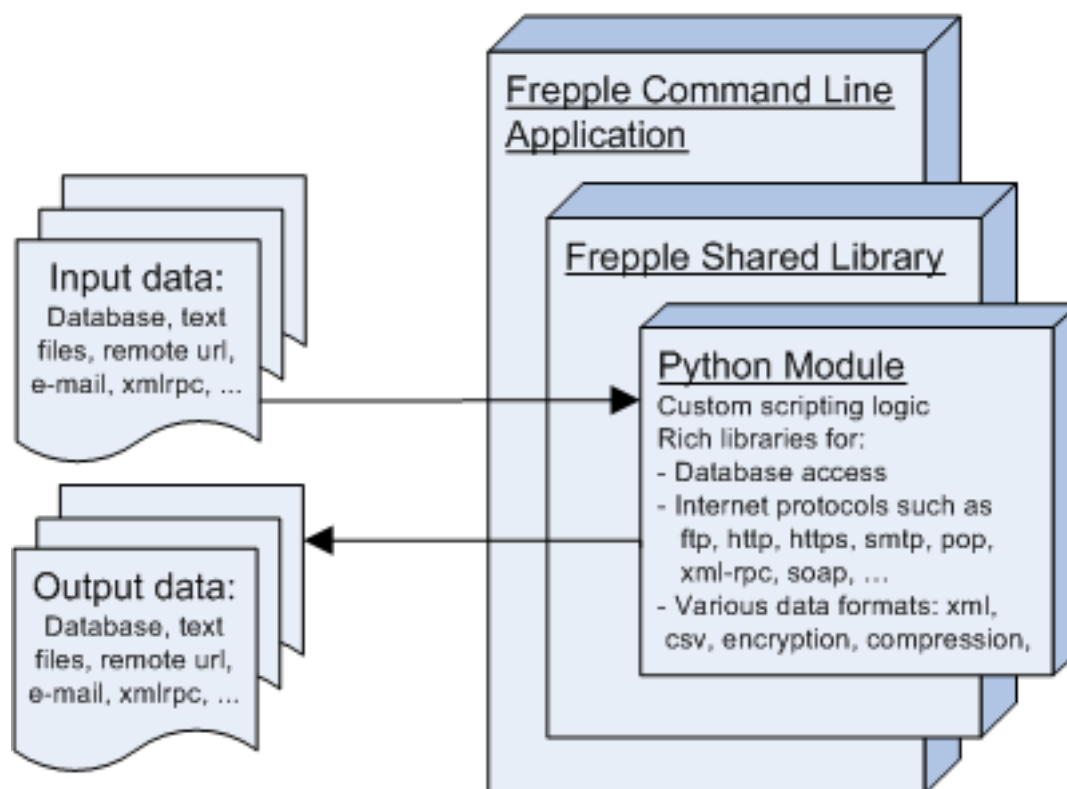
FrePPLe's Python module allows custom logic to be implemented in an easy and flexible way, with full access to the rich standard libraries.

The combination of the rich functionality of the Python library and the direct access to the frePPLe objects in memory make this a really powerful combination.

For a majority of applications this will be the most viable solution.

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<sup>2</sup> [www.python.org](http://www.python.org)

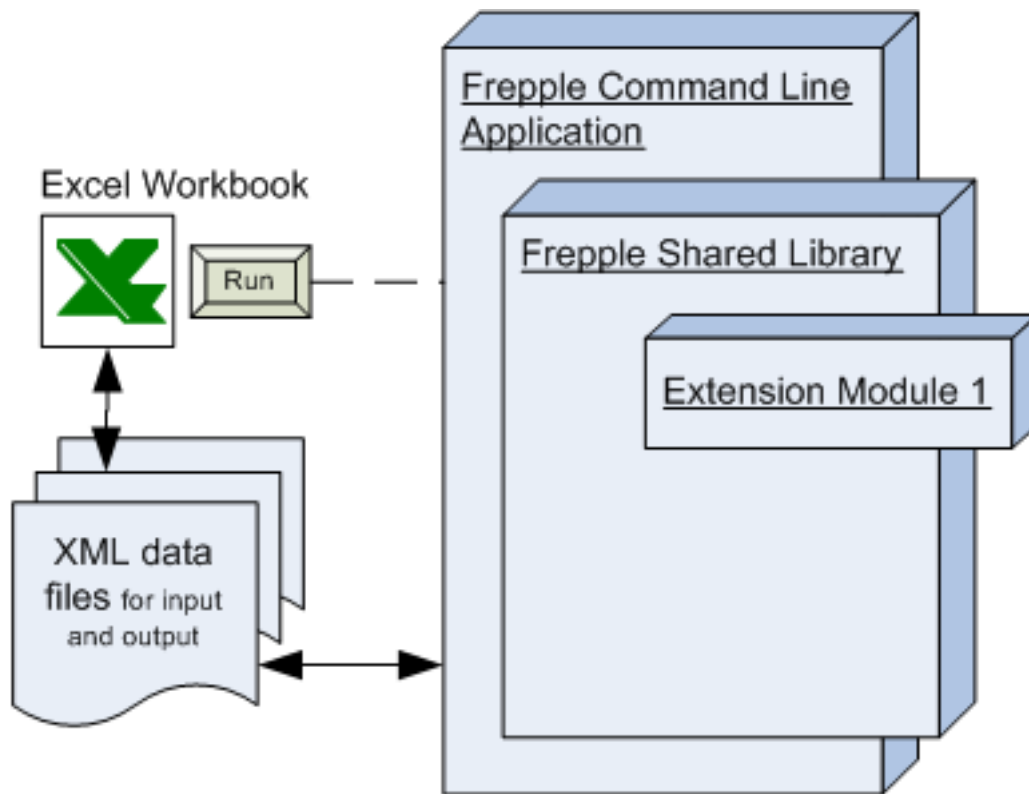


### Excel frontend for the command line application

A variation of the first setup worth mentioning is where Excel is as a front-end for frePPLe.

The Excel XML-mapping features allow easy generation and manipulation of XML-files. A button in the Excel workbook is used to trigger running the frepple command line application.

A sample of such a spreadsheet is included in the installation.



### Your C or C++ application links with frePPLe

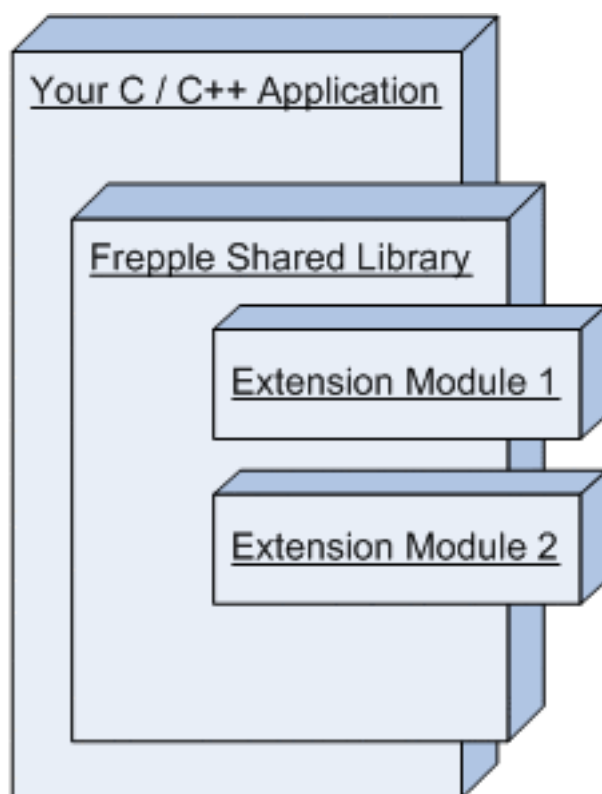
Your application can be link with the frePPLe shared library.

Use the header file `plannerinterface.h` for the high-level interface declarations.

Use header file `frepple.h` when you need low-level access.

Since frePPLe is coded in C++:

- C applications will need some wrapper code to catch exceptions correctly and assure C linkage.
- Because of the C++ name mangling Frepple and your application will need to be compiled by the same compiler.



### **Your java/perl/ruby/VB/.NET application accesses the frePPLe shared library**

Most modern languages and tools have the capability to access functions in shared libraries.

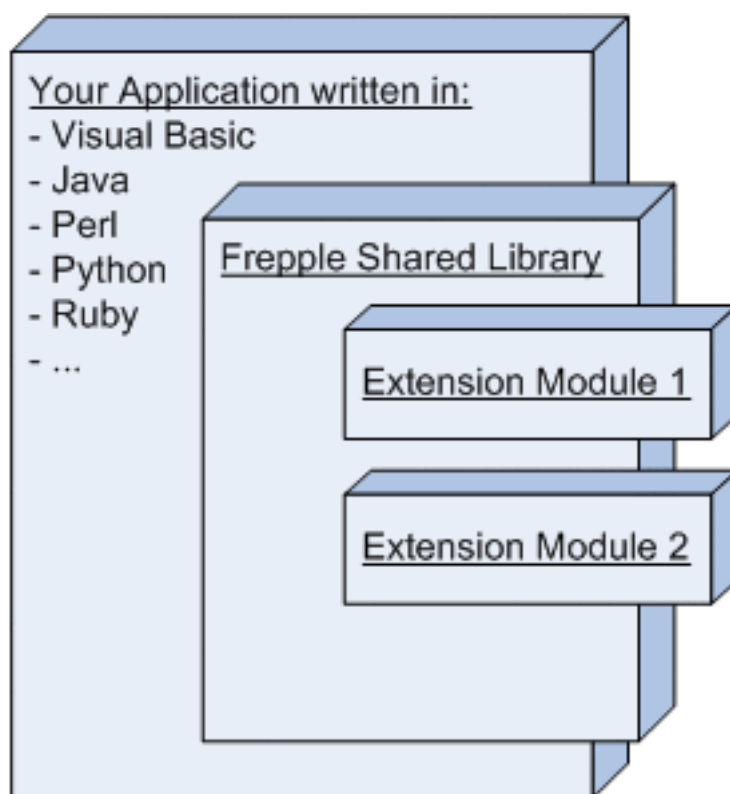
SWIG<sup>3</sup> is a tool that can help to generate the integration code with a wide range of high-level languages, such as Java, Ruby, Perl, Tcl, PHP, ...

An example setup is provided in the subdirectory *contrib/scripting*.

When building applications in this way, remember that the scripting language will load the frePPLe shared library and all memory allocated by frepple (which can be quite a lot!) will be owned by the scripting language process. For large models this is not be a very appropriate integration method.

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<sup>3</sup> [www.swig.org](http://www.swig.org)



### Django frontend for frePPLe

*Django*<sup>4</sup> is an impressive web application framework written in the Python language. It allows quick and easy definition of the data model, automatically creates a administration user interface and allows you to construct performant and scalable web sites.

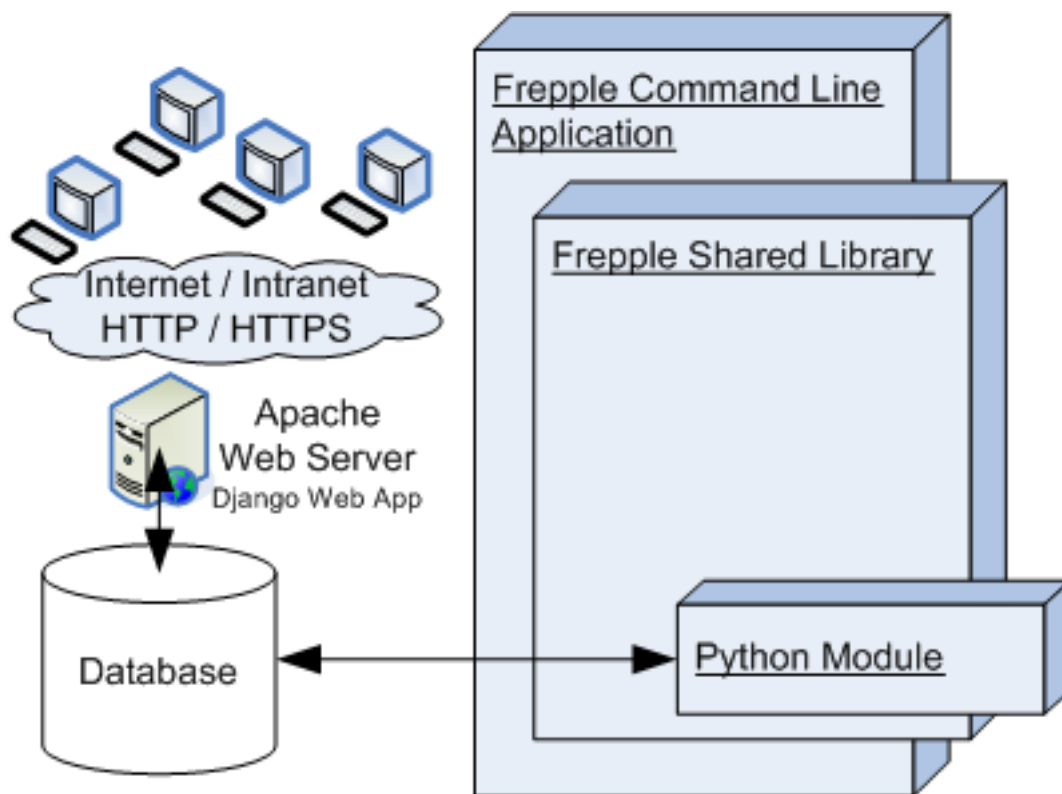
FrePPLe then reads from and writes into this Django database.

The subdirectory *contrib/django* provides a reference Django model for frePPLe.

In a real-life implementation you will typically develop your own data model. You'll build web pages to support the user's workflows, and then write the appropriate mapping between your data model and the Frepple internal data structures.

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<sup>4</sup> [www.djangoproject.com](http://www.djangoproject.com)

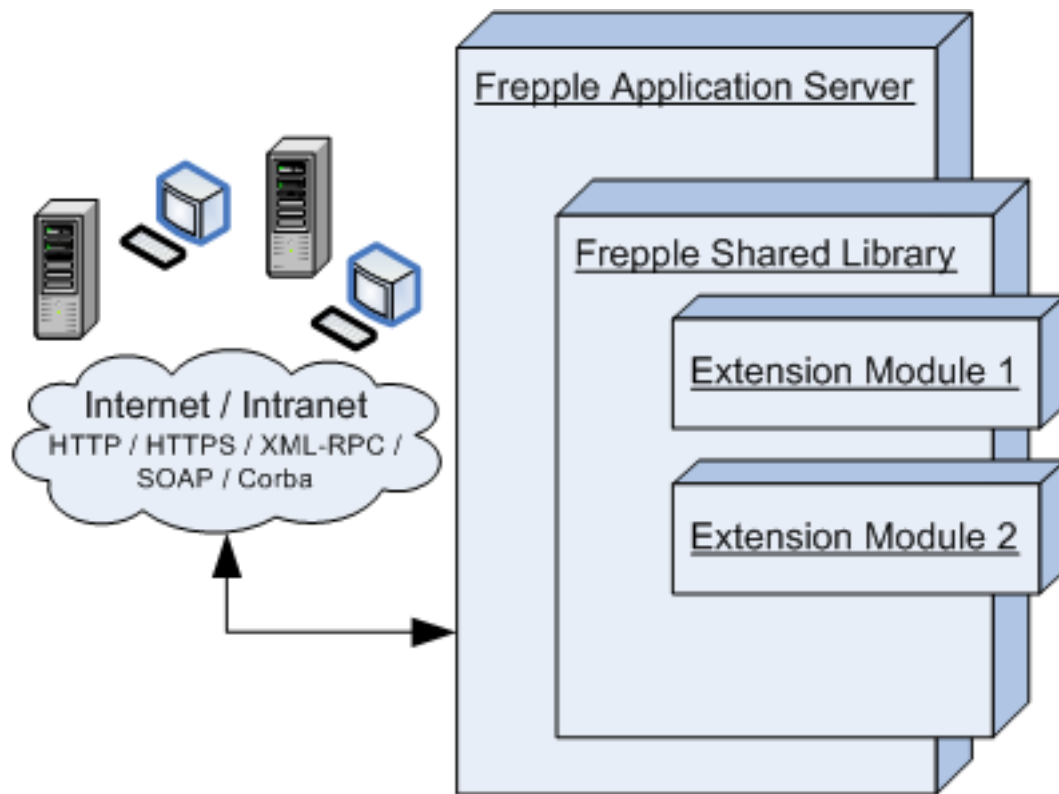


### **FrePPLe as a service on the network**

A future development will implement a frePPLe backend service.

The frePPLe server will communicate over the network with other applications, systems or users.

It is not sure yet what technology would be used: SOAP webservice, Corba or XML-RPC.



### 1.2.2 User interface and database layer

A planning solution consist of much more than the core solver algorithms...

It includes data maintenance, reporting, data integration to other systems, workflows, job schedules, etc.

A front-end for the core library is required to meet these requirements with a maximum of flexibility.

FrePPLe includes a user interface based on the Django web application framework. The user interface can be deployed in different architectures, depending on the requirements. With increasing levels of scalability and performance, we can basically distinguish the following three main scenario's.

#### Standalone/all-in-one application

The windows installer includes a standalone application.

The application is an all-in-one installation containing:

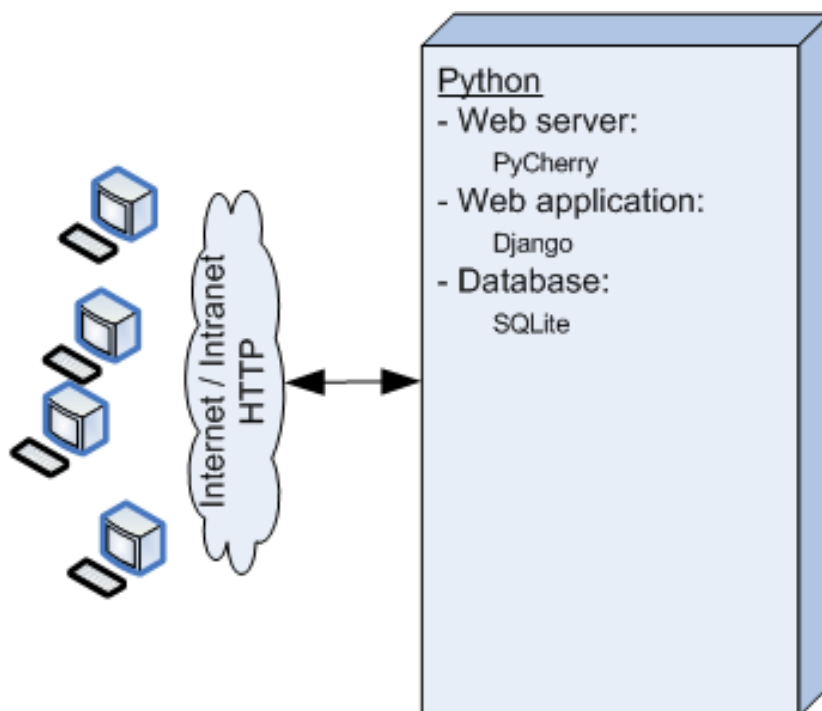
Python interpreter and Python libraries.

- Web server CherryPy, written in python.
- Django web application.
- Database SQLite, which is part of the Python standard library.

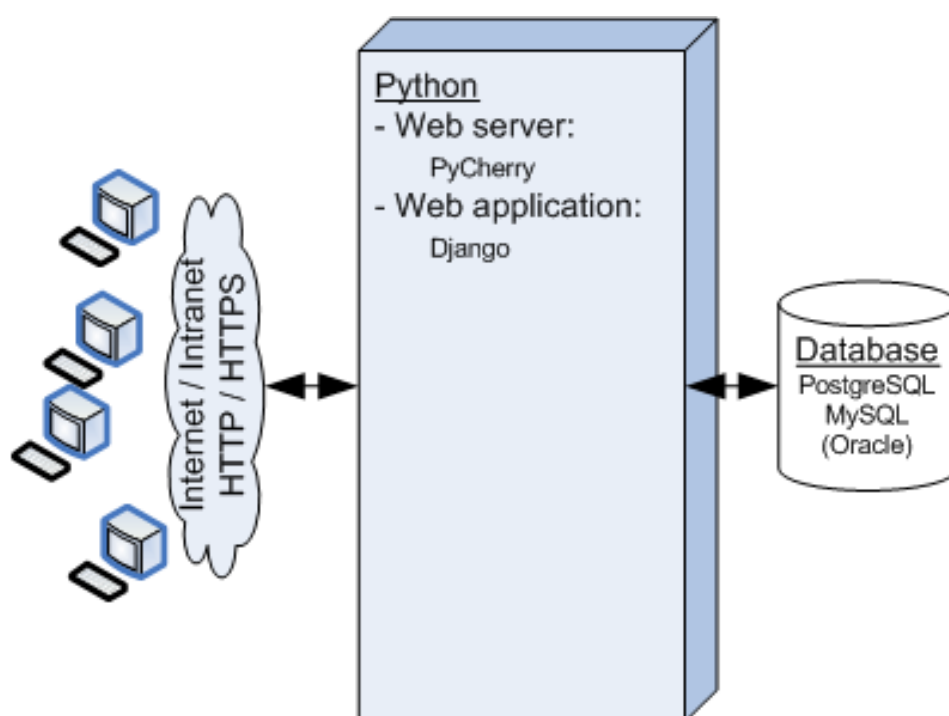
This one-stop installation package makes it very easy to get started with frePPLe, and is ideal for deploying frePPLe as an application to a user's PC.

This configuration can only be recommended for single-user access to small models.





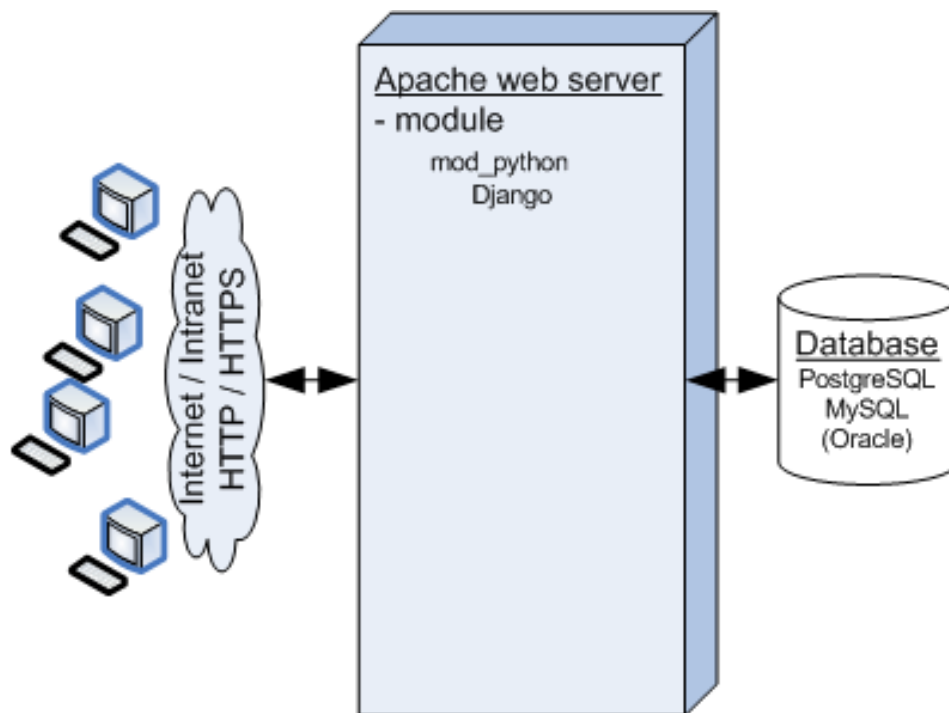
### Python application and a database



The SQLite database does an excellent job for relatively small datasets. But for the complex reporting queries used by frePPLe it is no match for the “real” database applications.

As a first measure for increasing scalability and performance of the application, the database needs to be separated out.

With this configuration a few users can simultaneously access to frePPLe.

**Apache web server with mod\_python and a database**

This is the preferred deployment option for production servers!

Apache is now used as the web server. With the mod\_python module it executes the Django python code.

The Apache server assures excellent scalability, performance and security.

## CHAPTER

# 2

## Download and install

The Frepple project lives on <http://sourceforge.net/projects/frepple> where all release files and the source code are hosted.

The software can be downloaded from [http://sourceforge.net/project/showfiles.php?group\\_id=166214](http://sourceforge.net/project/showfiles.php?group_id=166214)

The project distributes the following formats:

- Installer for 32-bit Windows platforms
  - Source code tar-file for all platforms
  - A VMware virtual machine with a fully configured demo and development environment on Linux
  - Access to the Subversion source code repository for the ‘freshest’ developments
1. Installing on Windows
    - 1.1. Windows Installer
    - 1.2. Compiling under windows
  2. Installing on Linux, Unix and CygWin
    - 2.1. Build instructions
    - 2.2. Compiling from the Subversion repository
    - 2.3. VMware virtual machine
  3. Other platforms

### 2.1 Installing on Windows

1. Windows Installer
2. Compiling under windows

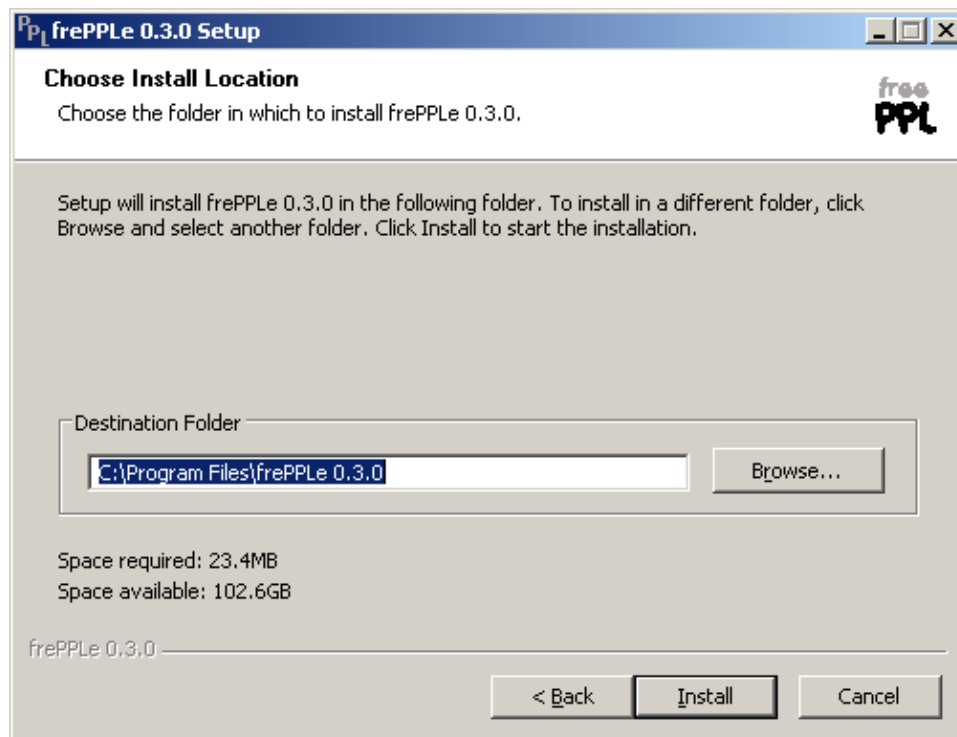
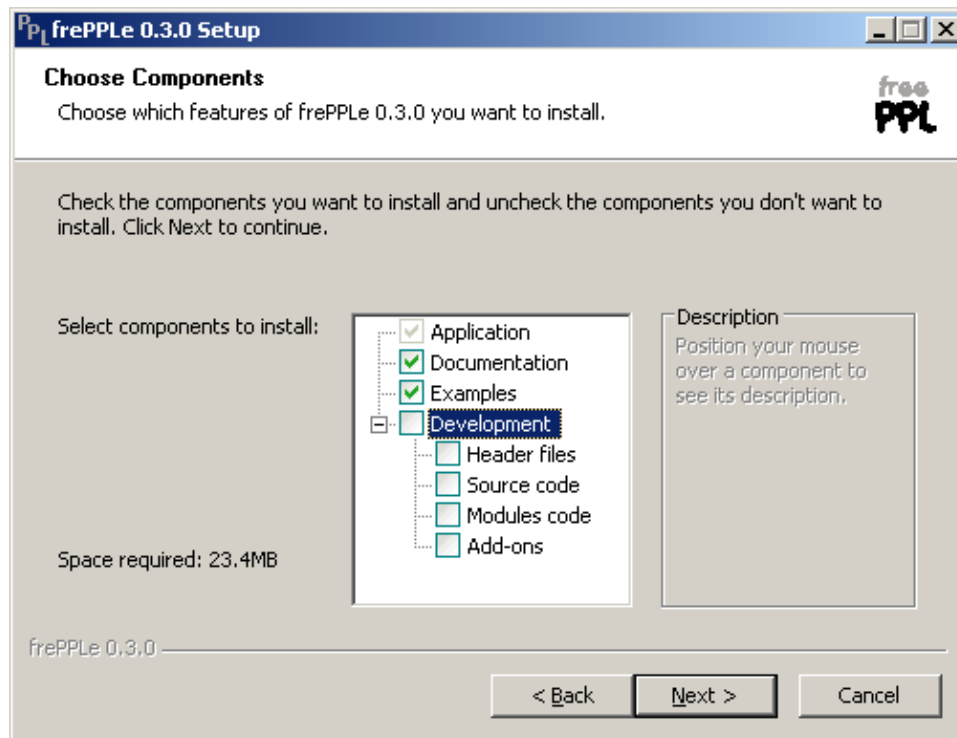
#### 2.1.1 Windows Installer

Installing and uninstalling Frepple is straightforward, and follows the normal Windows conventions.

After accepting the licence agreement, the installer will allow you to select:

- The components to install
- The installation directory

With all options included the installation requires around 26 MB of disk space.



The installer provides:

- Documentation
- Command line application
- Server application which bundles a python interpreter, python libraries, web server, django web application and database
- Excel user interface
- Development libraries
- Source code

It is perfectly possible to have multiple installations in parallel on the same computer. They need to be installed in different directories, and you need to set the environment variable `FREPPLE_HOME` to point to the directory with the version you want to run.

### 2.1.2 Compiling under windows

Different options exist to compile Frepple under windows:

- Microsoft Visual C++ Compiler (p 15)
- Cygwin Compiler (p 15)
- Borland Compiler (p 16)

Note that executables created by these compilers are not compatible with each other. A module compiled with compiler A can't be loaded by the executable compiled with compiler B.

#### Compiling using Microsoft Visual C++ compiler

Frepple comes with Microsoft Visual C++ projects and workspaces to build Frepple.

The solution file is **contrib/vc/frepple.sln** and more detailed build instructions are provided in the README.txt file in this directory.

The project configuration files are generated with version 8 of Visual C++ and unfortunately are not compatible with earlier releases :- ( :- ( :- (

A free version of the compiler and the IDE, called “Visual C++ 2005 Express Edition”, can be downloaded from the Microsoft website.

Make sure the include and library directories of your Python installation can be found by the compiler.

#### Compiling using the Cygwin compiler

Cygwin is a Linux-like environment for Windows. The Cygwin environment can be downloaded free of charge from the *Cygwin website*<sup>1</sup>.

The build instructions on Cygwin are identical to the Linux and Unix platforms.

Cygwin does provide all the packages listed above. However, the xerces-c version is older and you'll need to recompile it.

To build the latest xerces library for cygwin, remove the eventual previous xerces release in your

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<sup>1</sup> [www.cygwin.com](http://www.cygwin.com)

cygwin directory, download the source from the xerces web page and then follow the build instructions. (Hint: Use the following to configure the build: `./runConfigure -p cygwin -c gcc -x g++ -P /usr`)

Compared to the other platforms and compilers, the Cygwin executables are considerably slower, break more often, and take longer to compile. That's the price for an emulation layer. . .  
As a result, consider the Cygwin environment as a test and development environment for a \*nix environment and not as a production system.

### Compiling using Borland C++ compiler

The Frepple source distribution comes with a Borland C++ compiler make file and detailed compilation instructions in a README.txt file. Both are located in the subdirectory *contrib/borland*.

The Borland compiler can be downloaded free of charge from the *Borland website*<sup>2</sup>.

The borland build hasn't been kept up to date for a long time now and some work is required to get it ready again. All helping hands welcome. . .

## 2.2 Installing on Linux, Unix and CygWin

1. Build instructions
2. Compiling from the Subversion repository
3. VMware virtual machine

### 2.2.1 Build instructions

The following describes the steps you need to build Frepple.

1. Update your system with the development software packages.
  - **gcc**, v3.2 or v4.0  
Front end for the GNU compiler suite.
  - **gcc-c++**, compatible with gcc release  
GNU C++ compiler.
  - **xerces-c**, v2.7 or later  
Xerces is a validating XML parser provided by the Apache Foundation.  
You need to install the libraries as well as the development libraries.
  - **python** v2.5 or higher  
Python is a modern, easy to learn interpreted programming language.  
See <http://www.python.org> for more information. The language is used to a) run the test suite, b) script custom logic in frepple and c) to run the web application framework django.  
You need to install the language as well as the development libraries.
2. Change to the frepple installation directory.
3. Issue the command '**./configure --prefix=<dir> --with-python**' to specify the build options and detect the specifics of your platform.  
Use the command '**./configure --help**' to see the list of available options.

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<sup>2</sup> [www.borland.com](http://www.borland.com)

It is **recommended** to use the `—prefix=<dir>` configuration option to set the installation directory. Installing Frepple in its own folder with normal user permissions fits better with the typical usage. Only use the standard `/usr` or `/usr/local` installation prefixes if you are planning to link Frepple into your own application.

4. Issue the command **‘make all’** to compile the code.
5. Optionally, issue the command **‘make check’** to run the test suite.  
Not all tests are currently passing, so you shouldn’t be worried about a couple of failures. :-)
6. Issue the command **‘make install’** to install the files.
7. You can issue the command **‘make clean’** to free the disk space used during the build and test phases.
8. Optionally, if you are interested in some of the add-ons in the contrib subdirectory, follow the instructions in the README.txt file in each of the add-on directory.

You may need to install additional software components for a certain add-on. As a reference, here is a brief summary list of those components:

- **Django**, v0.97-pre

A web application framework written in python.

Frepple supports PostgreSQL, MySQL and SQLite as the underlying database.

In addition Django needs the python database driver for your database, the *apache web server*<sup>3</sup> and *mod\_python*<sup>4</sup>.

Visit the *django website*<sup>5</sup> for full details.

- **swig**, any version should do

SWIG is a software development tool that connects programs written in C and C++ with a variety of high-level programming languages. SWIG is used with different types of languages including common scripting languages such as Perl, PHP, Python, Tcl, Ruby and PHP.

- **GLPK**, any version should do

The GLPK (GNU Linear Programming Kit) package is intended for solving large-scale linear programming (LP), mixed integer programming (MIP) and other related problems. It can be downloaded from <http://www.gnu.org/software/glpk/glpk.html>

- **NSIS**, version greater or equal to 2.07

NSIS, which stands for “Nullsoft Scriptable Installation System”, is a free scriptable win32 installer/uninstaller system that doesn’t suck and isn’t huge.

This program can be downloaded from <http://nsis.sf.net> and you’ll only need it if you are planning to create a windows installation package.

9. Frepple uses the environment variable `FREPPLE_HOME` to point to its configuration files. It typically points to the bin directory under the prefix directory of the folder chosen in step 3. You would set the variable in your login script of your shell or a wrapper shell script. For bash/ksh/sh Bourne shells, add the following line to the file `.profile` in your home directory:

```
‘export FREPPLE_HOME=“/home/me/frepple/bin”’
```

For csh/tcsh C shells, add the following line to the file `.cshrc` in your home directory:

```
‘setenv FREPPLE_HOME “/home/me/frepple/bin”’ Frepple expects to find the XML-schema file frepple.xsd in this directory. The file is used to validate the XML data.
```

If a file called `init.xml` is found in this directory, it will be automatically executed when frepple starts up.

---

<sup>3</sup> <http://httpd.apache.org>

<sup>4</sup> [www.modpython.org](http://www.modpython.org)

<sup>5</sup> [www.djangoproject.com](http://www.djangoproject.com)

## 2.2.2 Compiling from the Subversion repository

To work with the code from the repository, follow the steps below.

Step 3 is the main difference with the build process from a distribution.

1. Your machine will need the following software components in addition to the ones listed for compiling from a distribution file:
  - **autoconf**, v2.59 or later  
Gnu Autoconf produces shell scripts to automatically configure software source code packages. This makes the source code easier to port across the different \*nix flavors.
  - **automake**, v1.9.5 or later  
Gnu Automake is a tool for automatically generating make-files.
  - **libtool**, v1.5 or later  
Libtool hides the complexity of developing and using shared libraries for different platforms behind a consistent and portable interface.
  - **gdb**, compatible with gcc release  
Debugger for the gcc environment.
  - **doxygen**, any version should do  
Extracts documentation from the C++ source code.
  - **subversion**, any version should do  
Excellent version control tool.
2. Pick up the latest code from the repository with the command:  
**svn checkout https://frepple.svn.sourceforge.net/svnroot/trunk <project\_directory>**  
More information on working with the Sourceforge svn repositories can be found on [http://sourceforge.net/docman/display\\_doc.php?docid=31070&group\\_id=1](http://sourceforge.net/docman/display_doc.php?docid=31070&group_id=1)  
The repository allows anonymous connections for checkouts and it is also possible to browse it online from <http://frepple.svn.sourceforge.net/viewvc/frepple/>
3. Initialize the automake/autoconf/libtool scripts:  
**cd <project\_directory>**  
**make -f Makefile.dist prep**  
If the command fails you can try the following. It re-initializes all automake/autoconf/libtool scripts to the version you have available on your machine.  
**cd <project\_directory>**  
**make -f Makefile.dist prep\_force**
4. Now the configure script is up to date and you can follow the same steps as in the section Build instructions to compile the code.
5. To refresh your environment with the changes from the repository:  
**cd <project\_directory>**  
**svn update**  
**make -f Makefile.dist prep**  
The last command is optional, but still recommended.

## 2.2.3 VMware virtual machine

A VMware virtual machine is available with a complete model and a development environment. It is not intended to be used a production environment.



The setup is based on a Fedora 5 Linux distribution and has the following main software packages are:

- Linux kernel 2.6.18
- g++ compiler 4.1.1
- xerces-c 2.7.0
- mysql 5.0.27
- python 2.4.3.9
- apache httpd 2.2
- django 0.95.1
- mod\_python 3.2.8
- vmware tools are installed

To get up and running:

1. Download and install the VMWare server from <http://www.vmware.com/>.
2. Download and unzip the virtual machine from the sourceforge site.
3. Using the VMware console open the virtual machine “frepple.vmx” and start it.
4. When started the login screen will display the URL where you can browse the demo environment.
5. Instructions about login details, user accounts, database instance, etc are included in the README.txt file included with the virtual machine.

## **2.3 Other platforms**

Frepple hasn't been compiled on any other platforms.

If you succeed in porting the code to another platform, please let us know and give us a hand in updating this document.

In the developer documentation a section is included listing some potential portability issues.

## CHAPTER

# 3

## Modeling

This chapter describe the frePPLe data entities, their fields and relationships.

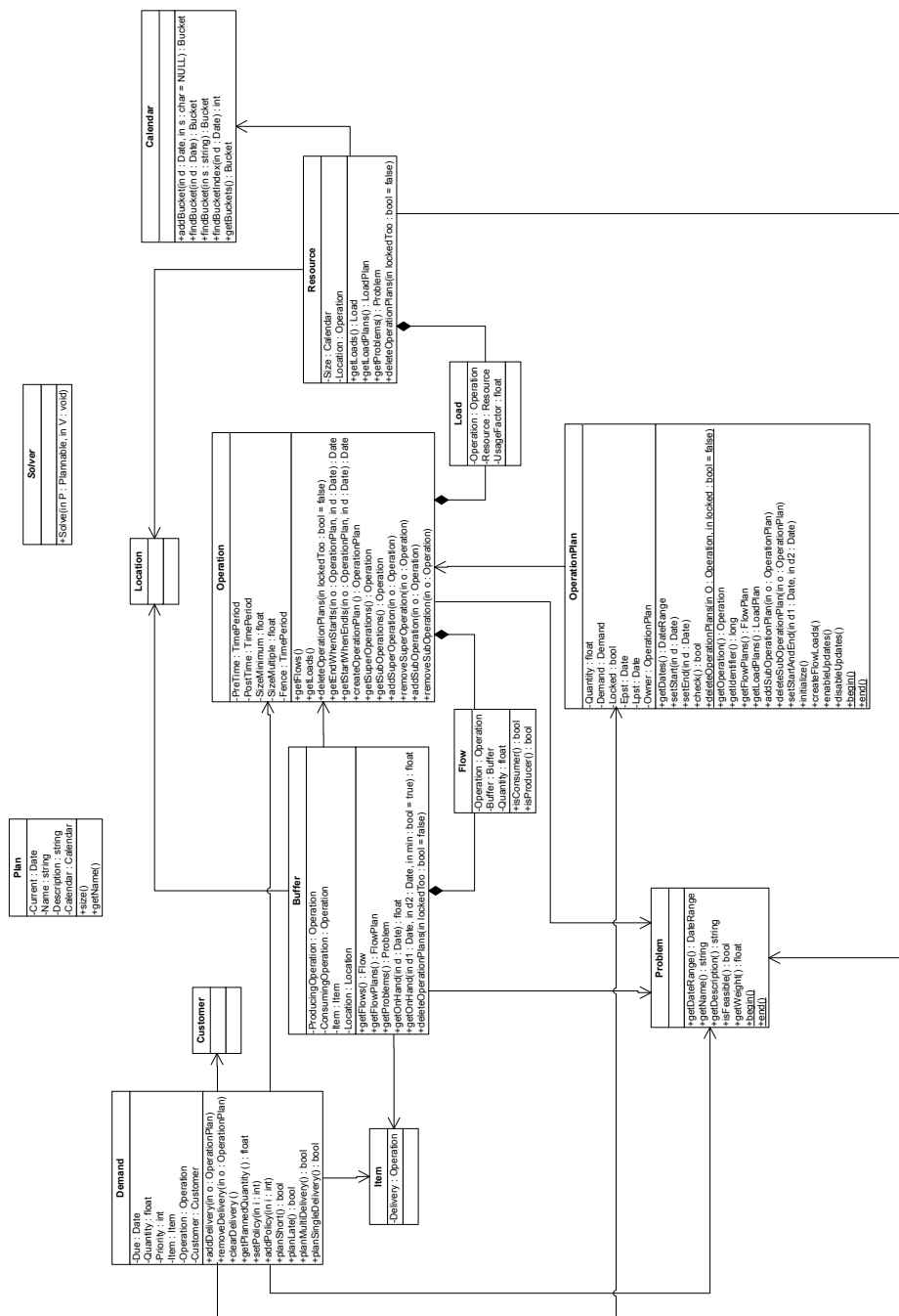
A couple of remarks to keep in mind:

- FrePPLe limits itself to the data fields that are relevant for planning.  
An ERP or similar systems are more transaction-oriented and contain plenty of more detailed information.
- The frePPLe model is designed to be pretty “atomic” in order to be as generic as possible.  
Quite often an entity in a source system will map into a collection or sequence of frePPLe entities.

Before diving into the details, have a look at the domain model diagram. It shows clear and simple the main entities and their relationships.

1. Domain model
2. Global Parameters
3. Buffer
4. Calendar
5. Command
6. Customer
7. Demand
8. Flow
9. Item
10. Load
11. Location
12. Operation
13. OperationPlan
14. Problem
15. Resource
16. Solver

*User Manual version 0.3.0*



## 3.2 Global Parameters

A number of global settings and parameters are described here.

### 3.2.1 Fields

Field	Type	Description
NAME	normalizedString	Model name. Default is null.
DESCRIPTION	normalizedString	Free format description.
CURRENT	date	The ‘now’ date for the plan. It distinguishes the past from the future.
LOGFILE	normalizedString	File name where all output will be sent to. If left unspecified, the output appears on the standard output.

### 3.2.2 Example XML structures:

- Global initialization section

```
<PLAN>
  <NAME>Demo model</NAME>
  <DESCRIPTION>A demo model demonstrating frepple</DESCRIPTION>
  <CURRENT>2007-01-01T00:00:00</CURRENT>
  <LOGFILE>frepple.log</LOGFILE>
</PLAN>
```

## 3.3 Buffer

A buffer is a storage for a item.

Normally they represent a place where inventory of an item is kept.

Different types of buffers exist:

- BUFFER\_DEFAULT (p 24): The default buffer uses an “producing” operation to replenish it with additional material.
- BUFFER\_PROCURE (p 24): A buffer that is replenished by a supplier. A number of parameters control the re-ordering policy: classic re-order point, fixed time ordering, fixed quantity ordering, etc. . .
- BUFFER\_INFINITE (p 25): An infinite buffer has an infinite supply of the material is available.

### 3.3.1 Fields

Field	Type	Description
NAME	non-empty string	Name of the buffer. This is the key field and a required attribute.
DESCRIPTION	normalizedString	Free format description.
CATEGORY	normalizedString	Free format category.
SUBCATEGORY	normalizedString	Free format subcategory.
OWNER	BUFFER	Buffers can be organized in a hierarchical tree. This field defines the parent buffer. No specific planning behavior are currently linked to such a hierarchy.
MEMBERS	list of BUFFER	Buffers can be organized in a hierarchical tree. This field defines a list of child buffers.
LOCATION	LOCATION	Location of the buffer. Default is null.
ITEM	ITEM	Item being stored in the buffer. Default is null.
ONHAND	float	Inventory level at the start of the time horizon. Default is 0.
MINIMUM	CALENDAR	Refers to a calendar storing the desired minimum inventory level, aka safety stock. The solver treats this as a soft constraint, ie it tries to meet this inventory level but will go below the minimum level if required to meet the demand. A problem is reported when the inventory drops below this level.  The safety stock target is expressed as a quantity. If you want to define a safety stock target as a time value, you can set a post-operation time on the producing operation of a buffer.
MAXIMUM	CALENDAR	Refers to a calendar storing the maximum inventory level. This field is not used by the solver. A problem is reported when the inventory level is higher than this limit.
PRODUCING	OPERATION	This operation will be instantiated by the solver to replenish the buffer with additional material.
DETECTPROBLEMS	boolean	Set this field to false to suppress problem detection on this buffer. Default is true.
FLows	list of FLOW	Defines material flows consuming from or producing into this buffer.

FLOW_PLANS	list of FLOW_PLAN	This field is populated during an export with the plan results for this buffer. It shows all the inventory profile.
ACTION	A C AC (default) R	Type of action to be executed: <ul style="list-style-type: none"> <li>• A: Add an new entity, and report an error if the entity already exists.</li> <li>• C: Change an existing entity, and report an error if the entity doesn't exist yet.</li> <li>• AC: Change an entity or create a new one if it doesn't exist yet.</li> <li>• R: Remove an entity, and report an error if the entity doesn't exist.</li> </ul>

### 3.3.2 BUFFER\_DEFAULT

The default buffer uses an “producing” operation to replenish it.

No fields are defined in addition to the ones listed above.

### 3.3.3 BUFFER\_PROCURE

A procurement buffer is replenished by a supplier.

A number of parameters control the re-ordering policy: classic re-order point, fixed time ordering, fixed quantity ordering, etc. . .

The parameters LEADTIME, MININVENTORY and MAXINVENTORY define a replenishment with a classical re-orderpoint policy. The inventory profile will show the typical sawtooth shape.

The parameters MININTERVAL and MAXINTERVAL put limits on the frequency of replenishments. The inventory profile will have “teeth” of variable size but with a controlled interval.

The parameters SIZE\_MINIMUM, SIZE\_MAXIMUM and SIZE\_MULTIPLE put limits on the size of the replenishments. The inventory profile will have “teeth” of controlled size but with variable intervals.

Playing with these parameters allows flexible and smart procurement policies to be modelled.

Note that frePPLe doesn't include any logic to set these parameters in an optimal way. The parameters are to be generated externally and frePPLe only executes based on the parameter settings.

At a later stage a module to compute these parameters could be added.

The PRODUCING field is unused for this buffer type.

Propagation through a bill of material will be stopped at a procurement buffer.

Field	Type	Description
LEADTIME	TimePeriod	Time taken between placing the purchase order with the supplier and the delivery of the material. When the “LEADTIME” constraint is enabled in the solver, it won't create any new procurement orders that would need to start in the past.

FENCE	TimePeriod	Time window (from the current date of the plan) during which procurement orders are expected to be released. When the “FENCE” constraint is enabled in the solver, it won’t create any new operation plans in this time fence. Only the externally supplied existing procurement plans will then exist in this time window.
MININVENTORY	Positive float	Inventory level triggering a new replenishment. The actual inventory can drop below this value.
MAXINVENTORY	Positive float	Inventory level to which we try to replenish. The actual inventory can exceed this value.
MININTERVAL	TimePeriod	Minimum time between replenishments. The order quantity will be increased such that it covers at least the demand in the minimum interval period. The actual inventory can exceed the target set by the MinimumInventory parameter.
MAXINTERVAL	TimePeriod	Maximum time between replenishments. The order quantity will replenish to an inventory value less than the maximum when this maximum interval is reached.
SIZE_MINIMUM	Positive float	Minimum quantity for a replenishment. This parameter can cause the actual inventory to exceed the target set by the MinimumInventory parameter.
SIZE_MAXIMUM	Positive float	Maximum quantity for a replenishment. This parameter can cause the maximum inventory target never to be reached.
SIZE_MULTIPLE	Positive float	All replenishments are rounded up to a multiple of this value.

### 3.3.4 BUFFER\_INFINITE

An infinite buffer has an infinite supply of the material is available.

The PRODUCING field is unused for this buffer type.

Propagation through a bill of material will be stopped at an infinite buffer.

### 3.3.5 Example XML structures:

- Adding a buffer

```
<PLAN>
  <BUFFERS>
    <BUFFER NAME="item a @ location b">
      <ITEM NAME="item a" />
      <LOCATION NAME="location b" />
      <ONHAND>10</ONHAND>
    </BUFFER>
  </BUFFERS>
```

</PLAN>

- Update the current inventory information of an existing buffer

<PLAN>

<BUFFERS>

<BUFFER NAME="item a @ location b" ONHAND="100" ACTION="C" />

</BUFFERS>

</PLAN>

- Deleting a buffer

<PLAN>

<BUFFERS>

<BUFFER NAME="item a @ location b" ACTION="R"/>

</BUFFERS>

</PLAN>

## 3.4 Calendar

A calendar represents a value that is varying over time.

Calendars can be linked to multiple entities: a maximum capacity limit of a resource, a minimum capacity usage of a resource, a minimum or maximum inventory limit of a buffer, etc...

Different types of calendar exist:

- CALENDAR\_VOID: A calendar without any value in its buckets.
- CALENDAR\_FLOAT: A calendar storing float values.
- CALENDAR\_INTEGER: A calendar storing integer values.
- CALENDAR\_BOOLEAN: A calendar storing boolean values.
- CALENDAR\_STRING: A calendar storing string values.
- CALENDAR\_OPERATION: A calendar storing operation values.

### 3.4.1 Calendar Fields

Field	Type	Description
NAME	non-empty string	Name of the calendar. This is the key field and a required attribute.
BUCKETS	List of BUCKET	A list of a buckets.



ACTION	A C AC (default) R	Type of action to be executed:
		<ul style="list-style-type: none"> <li>• A: Add a new entity, and report an error if the entity already exists.</li> <li>• C: Change an existing entity, and report an error if the entity doesn't exist yet.</li> <li>• AC: Change an entity or create a new one if it doesn't exist yet.</li> <li>• R: Remove an entity, and report an error if the entity doesn't exist.</li> </ul>

### 3.4.2 Bucket Fields

Field	Type	Description
START	Date	Start date of the validity of this bucket. The value is effective till the start date of the next bucket. This is the key field and a required attribute.
NAME	non-empty string	Optional name of the bucket.
VALUE	Varies with the calendar type	The actual time-varying value.
ACTION	A C AC (default) R	Type of action to be executed:
		<ul style="list-style-type: none"> <li>• A: Add a new entity, and report an error if the entity already exists.</li> <li>• C: Change an existing entity, and report an error if the entity doesn't exist yet.</li> <li>• AC: Change an entity or create a new one if it doesn't exist yet.</li> <li>• R: Remove an entity, and report an error if the entity doesn't exist.</li> </ul>

### 3.4.3 Example XML structures:

- Adding a calendar and its buckets

```

<PLAN>
  <CALENDARS>
    <CALENDAR NAME="cal" xsi:type="CALENDAR_FLOAT">
      <BUCKETS>
        <BUCKET START="2007-01-01T00:00:00" VALUE="10"/>
        <BUCKET START="2007-02-01T00:00:00" VALUE="20"/>
        <BUCKET START="2007-03-01T00:00:00" VALUE="10"/>
      </BUCKETS>
    </CALENDAR>
  </CALENDARS>
</PLAN>

```

- Removing a calendar

```
<PLAN>
  <CALENDARS>
    <CALENDAR NAME="cal" ACTION="R"/>
  </CALENDARS>
</PLAN>
```

## 3.5 Command

All state changes in frePPLe are modeled as commands.

Commands are read from XML input, and executed **at the end** of parsing/processing all input. Commands are read and executed, but are never exported or saved again.

A wide range of commands exists to control the application:

- COMMAND\_LIST (p 28) groups a number of commands, which can be executed in sequence or in parallel.
- COMMAND\_LOADLIB (p 29) dynamically loads an extension module.
- COMMAND\_SYSTEM (p 30) executes a operating system command.
- COMMAND\_READXML (p 30) processes a XML-file from the local file system.
- COMMAND\_READXMLSTRING (p 31) processes a XML-formatted string.
- COMMAND\_SETENV (p 31) updates an environment variable.
- COMMAND\_IF (p 32) allows for conditional execution of commands.
- COMMAND\_ERASE (p 32) removes part of the model or plan from memory.
- COMMAND\_SAVE (p 33) saves the model to an XML-formatted file.
- COMMAND\_SAVEPLAN (p 34) saves the most important plan information to a file.
- COMMAND\_SIZE (p 34) prints information about the memory size of the model and other state parameters.
- COMMAND\_SOLVE (p 35) runs a solver.

### 3.5.1 COMMAND\_LIST

This command groups a number of commands, which can be executed in sequence or in parallel.

Field	Type	Description
COMMAND	COMMAND	The sub-commands part of this list. Multiple sub-commands can be defined.
ABORTONERROR	Boolean	When executing commands sequentially, this field specifies the behavior in the case of an error: <ul style="list-style-type: none"> <li>• When set to false, the execution will simply continue with the next command.</li> <li>• When set to true, the execution of the list will be aborted.</li> </ul>

The default is true.

MAXPARALLEL	Positive integer	Maximum number of commands to be executed in parallel. The default value is 1, ie sequential execution.
VERBOSE	Boolean	Echo information about the command execution in the log. This field is inherited by the sub-commands.

Example XML structure:

```
<PLAN>
  <COMMANDS>
    <VERBOSE>true</VERBOSE>
    <COMMAND xsi:type="COMMAND_LIST" MAXPARALLEL="100">
      <COMMAND xsi:type="COMMAND_SYSTEM"
        CMDLINE="sleep 1 && echo  after 1 second" />
      <COMMAND xsi:type="COMMAND_SYSTEM"
        CMDLINE="sleep 2 && echo  after 2 second" />
    </COMMAND>
  </COMMANDS>
</PLAN>
```

### 3.5.2 COMMAND\_LOADLIB

This command dynamically loads an extension module.

Field	Type	Description
FILENAME	String	Name of the shared library file to be loaded. The operating system should allow frepple to locate the file. The directories listed in the following environment variable should include the module shared library. <ul style="list-style-type: none"> <li>• LD_LIBRARY_PATH variable for Linux, Solaris</li> <li>• LIBPATH for AIX</li> <li>• SHLIB_PATH for HPUX</li> <li>• PATH for windows and cygwin</li> </ul>
PARAMETER	Parameter	Initialization and configuration values that are passed to the module's initialization routine.
VERBOSE	Boolean	Echo information about the command execution in the log.

Example XML structure:

```
<PLAN>
  <COMMANDS>
    <VERBOSE>true</VERBOSE>
    <COMMAND xsi:type="COMMAND_LOADLIB" FILENAME="mod_python.so" />
    <COMMAND xsi:type="COMMAND_LOADLIB" FILENAME="your_module.so">
```

```

    <PARAMETER NAME="test1" VALUE="val1"/>
    <PARAMETER>
      <NAME>test2</NAME>
      <VALUE>val2</VALUE>
    </PARAMETER>
  </COMMAND>
</COMMANDS>
</PLAN>

```

### 3.5.3 COMMAND\_SYSTEM

Executes a operating system command.

Field	Type	Description
CMDLINE	String	Command line to be executed in an operating shell.
VERBOSE	Boolean	Echo information about the command execution in the log.

Example XML structure:

```

<PLAN>
  <COMMANDS>
    <VERBOSE>true</VERBOSE>
    <COMMAND xsi:type="COMMAND_SYSTEM" CMDLINE="sleep 1" />
    <COMMAND xsi:type="COMMAND_SYSTEM" CMDLINE="do_something.sh" />
  </COMMANDS>
</PLAN>

```

### 3.5.4 COMMAND\_READXML

This command reads and processes a XML-file from the local file system.

Field	Type	Description
FILENAME	String	Name of the data file to be loaded.
VALIDATE	Boolean	When set to true, the XML data are validated against the XML-schema. The default value is true, for security reasons. When parsing large files with a trusted structure setting this field to false will speed up the import.
VERBOSE	Boolean	Echo information about the command execution in the log.

Example XML structure:

```
<PLAN>
  <COMMANDS>
    <COMMAND xsi:type="COMMAND_READXML" FILENAME="input.xml" />
  </COMMANDS>
</PLAN>
```

### 3.5.5 COMMAND\_READXMLSTRING

This command processes a XML-formatted data string.

Field	Type	Description
DATA	String	XML-formatted data to be processed.
VALIDATE	Boolean	When set to true, the XML data are validated against the XML-schema. The default value is true, for security reasons. When processing large data strings with a trusted structure setting this field to false will speed up the execution.
VERBOSE	Boolean	Echo information about the command execution in the log.

Example XML structure:

```
<PLAN>
  <COMMANDS>
    <COMMAND xsi:type="COMMAND_READXMLSTRING">
      <DATA>
        <![CDATA[
          <PLAN xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">
            <LOCATIONS>
              <LOCATION NAME="Location 1" ACTION="R"/>
            </LOCATIONS>
          </PLAN>
        ]]>
      </DATA>
    </COMMAND>
  </COMMANDS>
</PLAN>
```

### 3.5.6 COMMAND\_SETENV

This command updates an environment variable.

Field	Type	Description
VARIABLE	String	Environment variable to be updated.

VALUE	String	New value of the variable.
VERBOSE	Boolean	Echo information about the command execution in the log.

Example XML structure:

```
<PLAN>
  <COMMANDS>
    <COMMAND xsi:type="COMMAND_SETENV" VARIABLE="VAR1" VALUE="VAL1" />
    <!-- Showing the variables in a shell command. →
    <COMMAND xsi:type="COMMAND_SYSTEM" CMDLINE="echo ${VAR1}" />
  </COMMANDS>
</PLAN>
```

### 3.5.7 COMMAND\_IF

This command allows for conditional execution of commands.

Field	Type	Description
CONDITION	String	Expression that is evaluated in an operating system shell.
THEN	COMMAND	Command to be executed when the condition evaluates to true.
ELSE	COMMAND	Command to be executed when the condition evaluates to false.
VERBOSE	Boolean	Echo information about the command execution in the log.

Example XML structure:

```
<PLAN>
  <COMMANDS>
    <COMMAND xsi:type="COMMAND_IF">
      <CONDITION>test -f yourfile</CONDITION>
      <THEN xsi:type="COMMAND_SYSTEM"
        CMDLINE="echo 'the file exists'" />
      <ELSE xsi:type="COMMAND_SYSTEM"
        CMDLINE="echo 'the file doesnt exist'" />
    </COMMAND>
  </COMMANDS>
</PLAN>
```

### 3.5.8 COMMAND\_ERASE

Use this command to erase the plan or the entire model from memory.

Field	Type	Description
MODE	Plan Model	When set to “model” the complete model is erased. You will again have a completely empty model. When set to “plan” only the plan information is erased, ie all operationplans with their load- and flowplans are removed (except the ones that are locked).
VERBOSE	Boolean	Echo information about the command execution in the log.

Example XML structure:

```
<PLAN>
  <COMMANDS>
    <COMMAND xsi:type="COMMAND_ERASE" MODE="plan" />
  </COMMANDS>
</PLAN>
```

### 3.5.9 COMMAND\_SAVE

This commands saves the model into an XML-formatted file.

Field	Type	Description
FILENAME	String	Name of the output file.
CONTENT	STANDARD PLAN PLANDetail	Controls the level of detail in the output: <ul style="list-style-type: none"> <li>STANDARD plan information is sufficient for restoring the model from the output file.\\ This is the default mode.</li> <li>PLAN adds more detail about its plan with each entity. A buffer will report on its flowplans, a resource reports on its loadplans, and a demand on its delivery operationplans.</li> <li>PLANDetail goes even further and includes full pegging information the output. A buffer will report how the material is supplied and which demands it satisfies, a resource will report on how the capacity used links to the demands, and a demand shows the complete supply path used to meet it.</li> </ul>
HEADERSTART	String	The first line of the XML output. The default value is: <pre>&lt;?xml version="1.0" encoding="UTF-8"?&gt;</pre>

HEADERATTS	String	Predefined attributes of the XML root-element. The default value is:  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
VERBOSE	Boolean	Echo information about the command execution in the log.

Example XML structure:

```
<PLAN>
  <COMMANDS>
    <COMMAND xsi:type="COMMAND_SAVE" FILENAME="output.xml" />
  </COMMANDS>
</PLAN>
```

### 3.5.10 COMMAND\_SAVEPLAN

This command saves the most important plan information to a file.

It is used for the unit tests, but its' usefulness in a real-life implementation is probably limited.

Field	Type	Description
FILENAME	String	Name of the output file.
VERBOSE	Boolean	Echo information about the command execution in the log.

Example XML structure:

```
<PLAN>
  <COMMANDS>
    <COMMAND xsi:type="COMMAND_SAVEPLAN" />
      <FILENAME>output.xml</FILENAME>
    </COMMAND>
  </COMMANDS>
</PLAN>
```

### 3.5.11 COMMAND\_SIZE

This command prints information about the memory size of the model and other state parameters.

Field	Type	Description
VERBOSE	Boolean	Echo information about the command execution in the log.



Example XML structure:

```
<PLAN>
  <COMMANDS>
    <COMMAND xsi:type="COMMAND_SIZE" />
  </COMMANDS>
</PLAN>
```

### 3.5.12 COMMAND\_SOLVE

This command will execute a solver.

Field	Type	Description
SOLVER	SOLVER	Points to the solver to execute.
VERBOSE	Boolean	Echo information about the command execution in the log.

Example XML structure:

```
<PLAN>
  <COMMANDS>
    <VERBOSE>true</VERBOSE>
    <COMMAND xsi:type="COMMAND_SOLVE">
      <SOLVER xsi:type="SOLVER_MRP" NAME="MRP"
        CONSTRAINTS="7" VERBOSE="false" />
    </COMMAND>
  </COMMANDS>
</PLAN>
```

## 3.6 Customer

Demands are associated with a customer.

Customers can be organized in a hierarchical tree to represent the sales organization's structure.

FrePPLe uses customers only from reporting purposes, no real planning logic is currently linked to them.

### 3.6.1 Fields

Field	Type	Description
NAME	non-empty string	Name of the customer. This is the key field and a required attribute.
DESCRIPTION	normalizedString	Free format description.

CATEGORY	normalizedString	Free format category.
SUBCATEGORY	normalizedString	Free format subcategory.
OWNER	CUSTOMER	Customers are organized in a hierarchical tree. This field defines the parent customer.
MEMBERS	list of CUSTOMER	Customers are organized in a hierarchical tree. This field defines a list of child customer.
ACTION	A C AC (default) R	Type of action to be executed: <ul style="list-style-type: none"> <li>• A: Add an new entity, and report an error if the entity already exists.</li> <li>• C: Change an existing entity, and report an error if the entity doesn't exist yet.</li> <li>• AC: Change an entity or create a new one if it doesn't exist yet.</li> <li>• R: Remove an entity, and report an error if the entity doesn't exist.</li> </ul>

### 3.6.2 Example XML structures:

- Adding a customer

```
<PLAN>
  <CUSTOMERS>
    <CUSTOMER NAME="customer A" CATEGORY="Direct"/>
  </CUSTOMERS>
</PLAN>
```

- Deleting a customer

```
<PLAN>
  <CUSTOMERS>
    <CUSTOMER NAME="customer A" ACTION="R"/>
  </CUSTOMERS>
</PLAN>
```

## 3.7 Demand

Define independent demands for items.

These can be actual customer orders, or forecasted demands.

### 3.7.1 Fields

Field	Type	Description
NAME	non-empty string	Name of the demand. This is the key field and a required attribute.

DESCRIPTION	normalizedString	Free format description.
CATEGORY	normalizedString	Free format category.
SUBCATEGORY	normalizedString	Free format subcategory.
OWNER	DEMAND	Demands are organized in a hierarchical tree. This field defines the parent demand.
MEMBERS	list of DEMAND	Demands are organized in a hierarchical tree. This field defines a list of child demand.
QUANTITY	Float	Requested quantity.
ITEM	ITEM	Requested item.
DUE	Date	Due date of the demand.
PRIORITY	Integer	Priority of the demand relative to the other demands. A lower number indicates higher priority. The default value is 0.
OPERATION	OPERATION	Operation to be used to satisfy the demand. If left unspecified the operation on the item will be used.
CUSTOMER	CUSTOMER	Customer placing the demand.
POLICY	Space delimited sequence of policy names	<p>The demand policy controls how the demand needs to be plan in case of constraints:</p> <ul style="list-style-type: none"> <li>• PLANLATE: Allows a demand to be satisfied late.</li> <li>• PLANSHORT: Disallows satisfying the demand late, and plans it short on the due date instead. This is the opposite of the PLANLATE policy.</li> <li>• MULTIDELIVERY: Allows a demand to be satisfied with multiple partial deliveries.</li> <li>• SINGLEDELIVERY: Forces a demand to be satisfied in full in a single delivery, or remain unplanned. This is the opposite of the MULTIDELIVERY policy.</li> </ul> <p>The default policy is PLANLATE MULTIDELIVERY.</p>
DETECTPROBLEMS	boolean	Set this field to false to suppress problem detection on this demand. Default is true.

ACTION	A C AC (default) R	Type of action to be executed:
		<ul style="list-style-type: none"> <li>• A: Add an new entity, and report an error if the entity already exists.</li> <li>• C: Change an existing entity, and report an error if the entity doesn't exist yet.</li> <li>• AC: Change an entity or create a new one if it doesn't exist yet.</li> <li>• R: Remove an entity, and report an error if the entity doesn't exist.</li> </ul>

### 3.7.2 Example XML structures:

- Adding a demand

```
<PLAN>
```

```
<DEMANDS>
```

```

  <DEMAND NAME="order ABC">
    <QUANTITY>10</QUANTITY>
    <DUE>2007-01-10T00:00:00</DUE>
    <PRIORITY>1</PRIORITY>
    <ITEM NAME="item 1" />
  </DEMAND>
  <DEMAND NAME="order DEF" QUANTITY="10"
    DUE="2007-01-10T00:00:00" PRIORITY="1" >
    <ITEM NAME="item 1" />
  </DEMAND>
</DEMANDS>

```

```
</PLAN>
```

- Removing a demand

```
<PLAN>
```

```

  <DEMANDS>
    <DEMAND NAME="order ABC" ACTION="R"/>
  </DEMANDS>

```

```
</PLAN>
```

## 3.8 Flow

Flows are used to model the consumption and production of material from buffers.

Two types of flows exist:

- FLOW\_START: Flows that consume material at the start of an operationplan.
- FLOW\_END: Flows that produce material at the end of an operationplan.

### 3.8.1 Fields

Field	Type	Description
BUFFER	BUFFER	Buffer from which material will be moved or transferred into. This is a required field.
OPERATION	OPERATION	Operation to which the material flow is associated. This is a required field.
QUANTITY	Float	Material quantity being consumed or produced per unit of the operationplan.
ACTION	A C AC (default) R	Type of action to be executed: <ul style="list-style-type: none"> <li>• A: Add an new entity, and report an error if the entity already exists.</li> <li>• C: Change an existing entity, and report an error if the entity doesn't exist yet.</li> <li>• AC: Change an entity or create a new one if it doesn't exist yet.</li> <li>• R: Remove an entity, and report an error if the entity doesn't exist.</li> </ul>

### 3.8.2 Example XML structures:

- Defining a flow

```
<PLAN>
  <FLOWS>
    <FLOW xsi:type="FLOW_START">
      <BUFFER NAME="buffer component"/>
      <OPERATION NAME="operation B"/>
      <QUANTITY>-2</QUANTITY>
    </FLOW>
  </FLOWS>
</PLAN>
```

- Defining a flow nested in an operation structure

```
<PLAN>
  <OPERATIONS>
    <OPERATION NAME="operation B">
      <FLOWS>
        <FLOW xsi:type="FLOW_START">
          <BUFFER NAME="buffer component"/>
          <QUANTITY>-2</QUANTITY>
        </FLOW>
        <FLOW xsi:type="FLOW_END">
          <BUFFER NAME="buffer end item"/>
          <QUANTITY>1</QUANTITY>
        </FLOW>
      </FLOWS>
    </OPERATION>
  </OPERATIONS>
</PLAN>
```

```

    </FLOW>
  </FLOWS>
</OPERATION>
</OPERATIONS>
</PLAN>

```

- Defining a flow nested in a buffer structure

```

<PLAN>
  <BUFFERS>
    <BUFFER NAME="buffer component">
      <FLOWS>
        <FLOW xsi:type="FLOW_START">
          <OPERATION NAME="operation A"/>
          <QUANTITY>-2</QUANTITY>
        </FLOW>
        <FLOW xsi:type="FLOW_START">
          <OPERATION NAME="operation B"/>
          <QUANTITY>-1</QUANTITY>
        </FLOW>
      </FLOWS>
    </BUFFER>
  </BUFFERS>
</PLAN>

```

- Deleting a flow

```

<PLAN>
  <FLOWS>
    <FLOW ACTION="R">
      <BUFFER NAME="buffer component"/>
      <OPERATION NAME="operation B"/>
    </FLOW>
  </FLOWS>
</PLAN>

```

## 3.9 Item

An item represents a end product, intermediate product or a raw material.

Each demand is associated with an item.

A buffer is also associated with an item: it represents a storage of the item.

### 3.9.1 Fields

Field	Type	Description
NAME	non-empty string	Name of the item. This is the key field and a required attribute.

DESCRIPTION	normalizedString	Free format description.
CATEGORY	normalizedString	Free format category.
SUBCATEGORY	normalizedString	Free format subcategory.
OWNER	ITEM	Items are organized in a hierarchical tree. This field defines the parent item.
MEMBERS	list of ITEM	Items are organized in a hierarchical tree. This field defines a list of child items.
OPERATION	OPERATION	This is the operation used to satisfy a demand for this item. If left unspecified the value is inherited from the parent item. See also the OPERATION field on the DEMAND.
ACTION	A C AC (default) R	Type of action to be executed: <ul style="list-style-type: none"> <li>• A: Add an new entity, and report an error if the entity already exists.</li> <li>• C: Change an existing entity, and report an error if the entity doesn't exist yet.</li> <li>• AC: Change an entity or create a new one if it doesn't exist yet.</li> <li>• R: Remove an entity, and report an error if the entity doesn't exist.</li> </ul>

### 3.9.2 Example XML structures:

- Adding an item

```
<PLAN>
  <ITEMS>
    <ITEM NAME="item A">
      <OPERATION NAME="Delivery of item A"
        xsi:type="OPERATION_FIXED_TIME">
        <DURATION>24:00:00</DURATION>
      </OPERATION>
      <OWNER NAME="Item class A"/>
    </ITEM>
  </ITEMS>
</PLAN>
```

- Deleting an item

```
<PLAN>
  <ITEMS>
    <ITEM NAME="item A" ACTION="R"/>
  </ITEMS>
</PLAN>
```

## 3.10 Load

Loads are used to model the capacity consumption of an operation.

### 3.10.1 Fields

Field	Type	Description
RESOURCE	RESOURCE	Resource being loaded. This is a required field.
OPERATION	OPERATION	Operation loading the resource. This is a required field.
USAGE	Float	Load factor of the resource. The default value is 1.0.
ACTION	A C AC (default) R	Type of action to be executed: <ul style="list-style-type: none"> <li>• A: Add an new entity, and report an error if the entity already exists.</li> <li>• C: Change an existing entity, and report an error if the entity doesn't exist yet.</li> <li>• AC: Change an entity or create a new one if it doesn't exist yet.</li> <li>• R: Remove an entity, and report an error if the entity doesn't exist.</li> </ul>

### 3.10.2 Example XML structures:

- Defining a load

```
<PLAN>
  <LOADS>
    <LOAD>
      <RESOURCE NAME="machine A"/>
      <OPERATION NAME="operation B"/>
    </LOAD>
  </LOADS>
</PLAN>
```

- Defining a load nested in an operation structure

```
<PLAN>
  <OPERATIONS>
    <OPERATION NAME="operation B">
      <LOADS>
        <LOAD>
          <RESOURCE NAME="machine A"/>
          <USAGE>1</USAGE>
        </LOAD>
      </LOADS>
    </OPERATION>
  </OPERATIONS>
</PLAN>
```



```

        </LOAD>
    </LOADS>
</OPERATION>
</OPERATIONS>
</PLAN>

```

- Defining a load nested in a resource structure

```

<PLAN>
  <BUFFERS>
    <RESOURCE NAME="machine A">
      <LOADS>
        <LOAD>
          <OPERATION NAME="operation B"/>
          <USAGE>2</USAGE>
        </LOAD >
        <LOAD>
          <OPERATION NAME="operation C"/>
          <USAGE>1</USAGE>
        </LOAD>
      </LOADS>
    </BUFFER>
  </BUFFERS>
</PLAN>

```

- Deleting a load

```

<PLAN>
  <LOADS>
    <LOAD ACTION="R">
      <RESOURCE NAME="machine A"/>
      <OPERATION NAME="operation B"/>
    </LOAD>
  </LOADS>
</PLAN>

```

## 3.11 Location

A location is a (physical or logical) place where resources and buffers are located.

FrePPLe uses locations only from reporting purposes, no planning logic is currently linked to them.

### 3.11.1 Fields

Field	Type	Description
NAME	non-empty string	Name of the location. This is the key field and a required attribute.

DESCRIPTION	normalizedString	Free format description.
CATEGORY	normalizedString	Free format category.
SUBCATEGORY	normalizedString	Free format subcategory.
OWNER	LOCATION	Locations are organized in a hierarchical tree. This field defines the parent location.
MEMBERS	list of LOCATION	Locations are organized in a hierarchical tree. This field defines a list of child locations.
ACTION	A C AC (default) R	Type of action to be executed: <ul style="list-style-type: none"> <li>• A: Add an new entity, and report an error if the entity already exists.</li> <li>• C: Change an existing entity, and report an error if the entity doesn't exist yet.</li> <li>• AC: Change an entity or create a new one if it doesn't exist yet.</li> <li>• R: Remove an entity, and report an error if the entity doesn't exist.</li> </ul>

### 3.11.2 Example XML structures:

- Adding a location

```
<PLAN>
  <LOCATIONS>
    <LOCATION NAME="site A">
      <CATEGORY>cat A</CATEGORY>
      <OWNER NAME="Manufacturing sites"/>
    </LOCATION>
  </LOCATIONS>
</PLAN>
```

- Alternate format of the previous example

```
<PLAN>
  <LOCATIONS>
    <LOCATION NAME="Manufacturing sites">
      <MEMBERS>
        <LOCATION NAME="site A" CATEGORY="cat A"/>
      </MEMBERS>
    </LOCATION>
  </LOCATIONS>
</PLAN>
```

- Deleting a location

```
<PLAN>
  <LOCATIONS>
    <LOCATION NAME="site A" ACTION="R"/>
  </LOCATIONS>
</PLAN>
```

```
</LOCATIONS>
</PLAN>
```

## 3.12 Operation

An operation represents an activity: these consume and produce material, take time and also require capacity.

An operation consumes and produces material, modeled through flows.

An operation requires capacity, modeled through loads.

Different operation types exist:

- **OPERATION\_FIXED\_TIME** (p 46): Models an operation with a fixed duration regardless of the quantity.  
E.g. a transport operation.
- **OPERATION\_TIME\_PER** (p 46): Models an operation where the duration is linear with the quantity.  
E.g. a production operation.
- **OPERATION\_ALTERNATE** (p 47): Models a choice between different operations.
- **OPERATION\_ROUTING** (p 47): Models a existing of a number of ‘step’ sub-operations, to be executed in sequence.

### 3.12.1 Fields

Field	Type	Description
NAME	non-empty string	Name of the operation. This is the key field and a required attribute.
DESCRIPTION	normalizedString	Free format description.
CATEGORY	normalizedString	Free format category.
SUBCATEGORY	normalizedString	Free format subcategory.
OWNER	OPERATION	Operation can be organized in a hierarchical tree. This field defines the parent operation.
FENCE	Time	Time window from the current date of the plan during which all operationplans are expected to be frozen / released. When the “FENCE” constraint is enabled in the solver, it won’t create any new operation plans in this time fence. Only the externally supplied operationplans will then exist in this time window.
SIZE_MINIMUM	Positive float	A minimum size for operationplans. A request for a lower quantity will be rounded up.
SIZE_MULTIPLE	Positive float	A lotsize quantity for operationplans.

PRETIME	Time	A pre-operation time, used as a buffer for uncertain material supply. The solver will try to position material supply for operation plans early by the time specified here. This is a soft constraint, ie it can be violated if required to meet the demand in time.
POSTTIME	Time	A post-operation time, used as a buffer for uncertain capacity or operation duration. The solver will try to respect this time as a soft constraint. Ie when required to meet demand on time the post-operation time can be violated.  This field is used to model time-based safety stock targets. It is typically set for the producing operation of a certain buffer. If you want to model a safety stock quantity, you can use the minimum field on the buffer.
DETECTPROBLEMS	Boolean	Set this field to false to skip problem detection on this operation. The default value is true.
LOADS	List of LOAD	A list of all resources loaded by this operation.
FLows	List of FLOW	A list of all buffers where material is consumed from or produced into.
ACTION	A C AC (default) R	Type of action to be executed: <ul style="list-style-type: none"> <li>• A: Add an new entity, and report an error if the entity already exists.</li> <li>• C: Change an existing entity, and report an error if the entity doesn't exist yet.</li> <li>• AC: Change an entity or create a new one if it doesn't exist yet.</li> <li>• R: Remove an entity, and report an error if the entity doesn't exist.</li> </ul>

### 3.12.2 OPERATION\_FIXED\_TIME

Models an operation with a fixed duration regardless of the quantity.

E.g. a transport operation.

This is the default operation type.

Field	Type	Description
DURATION	Time	Duration of the operation. The default value is 0.

### 3.12.3 OPERATION\_TIME\_PER

Models an operation where the duration changes linear with the quantity.

E.g. a production operation.

The total duration of the operation plan is the sum of:

- A fixed DURATION.
- A variable duration, computed as the operationplan quantity multiplied by a DURATION\_PER.

Field	Type	Description
DURATION	Time	Fixed component of the duration of the operationplan. The default value is 0.
DURATION_PER	Time	Variable component of the duration of the operationplan. The default value is 0.

### 3.12.4 OPERATION\_ALTERNATE

Models a choice between different operations.

It has a list of alternate sub-operations listed, each with a priority.

Field	Type	Description
ALTERNATES	List of ALTERNATE	List of alternate sub-operations, each with their priority.

ALTERNATE fields:

Field	Type	Description(:table border=1 width="100%":)
OPERATION	OPERATION	Sub-operation.
Priority	Float	Sub-operation. Lower numbers indicate higher priority.

### 3.12.5 OPERATION\_ROUTING

Models a existing of a number of 'step' sub-operations, to be executed in sequence.

Field	Type	Description
STEPS	List of OPERATION	Lists all sub-operations in the order of execution.

### 3.12.6 Example XML structures:

- Adding operations

```
<PLAN>
  <OPERATIONS>
    <OPERATION NAME="buy item X from supplier" xsi:type="OPERATION_FIXED_TIME">
      <DURATION>24:00:00</DURATION>
    </OPERATION>
    <OPERATION NAME="make item X" xsi:type="OPERATION_TIME_PER">
      <DURATION>1:00:00</DURATION>
      <DURATION_PER>5:00</DURATION>
    </OPERATION>
    <OPERATION NAME="make or buy item X" xsi:type="OPERATION_ALTERNATE">
      <ALTERNATES>
        <ALTERNATE>
          <OPERATION NAME="make item X" />
          <PRIORITY>1</PRIORITY>
        </ALTERNATE>
        <ALTERNATE>
          <OPERATION NAME="buy item X from supplier" />
          <PRIORITY>2</PRIORITY>
        </ALTERNATE>
      </ALTERNATES>
    </OPERATION>
    <OPERATION NAME="make subassembly" xsi:type="OPERATION_ROUTING">
      <STEPS>
        <OPERATION NAME="make subassembly step 1" DURATION="1:00:00"/>
        <OPERATION NAME="make subassembly step 2" DURATION="5:00:00"/>
      </STEPS>
    </OPERATION>
  </OPERATIONS>
</PLAN>
```

- Deleting an operation

```
<PLAN>
  <OPERATIONS>
    <OPERATION NAME="make item X" ACTION="R"/>
  </OPERATIONS>
</PLAN>
```

## 3.13 OperationPlan

Used to model an existing or planned activity.

This can represent work-in-progress, in-transit shipments, planned material receipts, frozen manufacturing plans, etc...

### 3.13.1 Fields

Field	Type	Description
OPERATION	non-empty string	Name of the operation. This field is required when no identifier is provided.
ID	Unsigned long	Unique identifier of the operationplan. If left unspecified an identifier will be automatically generated. This field is required when updating existing instances.
START	Date	Start date.
END	Date	End date.
DEMAND	DEMAND	Points to the demand being satisfied with this operationplan. This field is only non-null for the actual delivery operationplans.
QUANTITY	Float	Quantity being planned.
LOCKED	Boolean	A locked operation plan is not allowed to be changed any more by any solver algorithm.
OWNER	OPERATION_PLAN	Points to a parent operationplan. The default is NULL.
ACTION	A C AC (default) R	Type of action to be executed: <ul style="list-style-type: none"> <li>• A: Add an new entity, and report an error if the entity already exists.</li> <li>• C: Change an existing entity, and report an error if the entity doesn't exist yet.</li> <li>• AC: Change an entity or create a new one if it doesn't exist yet.</li> <li>• R: Remove an entity, and report an error if the entity doesn't exist.</li> </ul>

### 3.13.2 Example XML structures:

- Adding an operationplan to represent a planned receipt of material

```

<PLAN>
  <OPERATION_PLANS>
    <OPERATION_PLAN OPERATION="Purchase component A">
      <QUANTITY>100</QUANTITY>
      <START>2007-01-10T00:00:00</START>
      <LOCKED>true</LOCKED>
    </OPERATION_PLAN>
  </OPERATION_PLANS>
</PLAN>

```

- Deleting an operationplan

```

<PLAN>
  <OPERATION_PLANS>
    <OPERATION_PLAN ID="1020" ACTION="R"/>
  </OPERATION_PLANS>
</PLAN>

```

### 3.14 Problem

FrePPLe will automatically detect problems and inconsistencies in the plan.

Problem detection can optionally be disabled on entities by setting the field “DETECTPROBLEMS” to false.

#### 3.14.1 Types

Problem Entity	Problem Category	Description
Demand	unplanned	No plan exists yet to satisfy this demand.
Demand	excess	A demand is planned for more than the requested quantity.
Demand	short	A demand is planned for less than the requested quantity.
Demand	late	A demand is satisfied later than the accepted tolerance after its due date
Demand	early	A demand is planned earlier than the accepted tolerance before its due date.
Resource	overload	A resource is being overloaded during a certain period of time.
Resource	underload	A resource is loaded below its minimum during a certain period of time.
Buffer	material excess	A buffer is carrying too much material during a certain period of time.
Buffer	material shortage	A buffer is having a material shortage during a certain period of time.
Operationplan	before current	Flagged when an operationplan is being planned in the past, i.e. it starts before the current date of the plan.
Operationplan	before fence	Flagged when an operationplan is being planned before its fence date, i.e. it starts 1) before the current date of the plan plus the release fence of the operation and 2) after the current date of the plan.
Operationplan	precedence	Flagged when the sequence of two operationplans in a routing isn't respected.



### 3.14.2 Fields

Field	Type	Description
NAME	String	Problem type.
DESCRIPTION	String	Description of the problem.
DATES	Daterange	Dates over which the problem spans.

## 3.15 Resource

Resources represent capacity.

They represent a machine, a worker or a group of workers, or some logical limits.

A calendar refers to a time-phased maximum limit of the resource usage.

Operations will consume capacity using loads.

Different types of resources exist:

- RESOURCE\_DEFAULT (p 52): A default resource is constrained with a maximum available capacity.
- RESOURCE\_INFINITE (p 52): An infinite resource has no capacity limit.

### 3.15.1 Fields

Field	Type	Description
NAME	non-empty string	Name of the resource. This is the key field and a required attribute.
DESCRIPTION	normalizedString	Free format description.
CATEGORY	normalizedString	Free format category.
SUBCATEGORY	normalizedString	Free format subcategory.
OWNER	RESOURCE	Resources can be organized in a hierarchical tree. This field defines the parent resource. No specific planning behavior is currently linked to such a hierarchy.
MEMBERS	list of RESOURCE	Resources can be organized in a hierarchical tree. This field defines a list of child resources.
LOCATION	LOCATION	Location of the resource. Default is null.

MAXIMUM	CALENDAR	Refers to a calendar storing the available capacity. A problem is reported when the resource load exceeds than this limit.
DETECTPROBLEMS	boolean	Set this field to false to suppress problem detection on this resource. Default is true.
LOADS	list of LOAD	Defines the capacity of the operations.
LOAD_PLANS	list of LOAD_PLAN	This field is populated during an export with the plan results for this resource. It shows all the resource load profile.
ACTION	A C AC (default) R	Type of action to be executed: <ul style="list-style-type: none"> <li>• A: Add an new entity, and report an error if the entity already exists.</li> <li>• C: Change an existing entity, and report an error if the entity doesn't exist yet.</li> <li>• AC: Change an entity or create a new one if it doesn't exist yet.</li> <li>• R: Remove an entity, and report an error if the entity doesn't exist.</li> </ul>

### 3.15.2 RESOURCE\_DEFAULT

A default resource is constrained with a maximum available capacity.

No fields are defined in addition to the ones listed above.

### 3.15.3 RESOURCE\_INFINITE

An infinite resource has no capacity limit.

It is useful to monitor the loading or usage.

The MAXIMUM field is unused for this resource type.

### 3.15.4 Example XML structures:

- Adding a resource

```
<PLAN>
  <RESOURCES>
    <RESOURCE NAME="machine X">
      <MAXIMUM NAME="capacity calendar for machine X" />
    </RESOURCE>
  </RESOURCES>
</PLAN>
```

- Deleting a resource

```

<PLAN>
  <RESOURCES>
    <RESOURCE NAME="machine X" ACTION="R"/>
  </RESOURCES>
</PLAN>

```

## 3.16 Solver

A solver represents modules of functionality that manipulate the model.

Examples are solvers to generate a plan, solvers to compute safety stocks, solvers to create production or purchase orders, etc. . .

Only one solver is included in the core library: SOLVER\_MRP (p 53), which uses a heuristic algorithm to generate plans. Other solvers are implemented as optional modules.

### 3.16.1 Fields

Field	Type	Description
NAME	non-empty string	Name of the location. This is the key field and a required attribute.
VERBOSE	Boolean	When set to true the solver echoes more logging information.
ACTION	A C AC (default) R	Type of action to be executed: <ul style="list-style-type: none"> <li>• A: Add an new entity, and report an error if the entity already exists.</li> <li>• C: Change an existing entity, and report an error if the entity doesn't exist yet.</li> <li>• AC: Change an entity or create a new one if it doesn't exist yet.</li> <li>• R: Remove an entity, and report an error if the entity doesn't exist.</li> </ul>

### 3.16.2 MRP Solver

Field	Type	Description
CONSTRAINTS	Unsigned integer	Sum up the values of the constraints you want to enable in the solver: <ul style="list-style-type: none"> <li>• 1: Lead times, ie don't plan in the past</li> <li>• 2: Material supply, ie don't allow inventory values to go negative</li> <li>• 4: Capacity, ie don't allow to overload resources</li> <li>• 8: Operation fences, ie don't allow to create plans in the frozen fence of operations</li> </ul>

### 3.16.3 Example XML structures:

- Adding a solver

```
<PLAN>
  <SOLVERS>
    <SOLVER NAME="MRP" xsi-type="SOLVER_MRP">
      <CONSTRAINTS>7</CONSTRAINTS>
    </SOLVER >
  </SOLVERS>
</PLAN>
```

- Deleting a solver

```
<PLAN>
  <SOLVERS>
    <SOLVER NAME="MRP" ACTION="R"/>
  </SOLVERS>
</PLAN>
```

## CHAPTER

# 4

## Solver Algorithm

The default solver is based on a heuristic algorithm. It is structured in a clear ask-reply pattern between the different entities.

The algorithm can create different types of plans. With the following three flags, a total of 8 combinations are possible:

- Material constrained or not:  
Supply of raw material can be treated as finite or infinite.
- Capacity constrained or not:  
Production capacity can be treated as finite or infinite.
- Leadtime constrained or not:  
Allow or disallow plans to be created in the past.

It is possible to build create extensions to the solver, or to create a completely new solver altogether. The solvers can be loaded as plugin modules without touching or recompiling the main application.

1. Solver Features
2. Implementation details
  - 2.1. Top level loop
  - 2.2. Demand solver
  - 2.3. Buffer solver
  - 2.4. Operation solver
  - 2.5. Flow solver
  - 2.6. Load solver
  - 2.7. Resource Solver
3. Cluster and level algorithm

## 4.1 Solver Features

In brief, here are the main features of the solver:

### 4.1.1 Solver

- Ability to create **unconstrained plans**.
- Ability to respect following **constraints: material supply, available capacity, leadtime, release time fence**.
- Ability to run in **multi-threaded** mode. Different threads are solving independent sub-problems.

### 4.1.2 Demand

- **Demand priorities** are recognized, such that constraints impact the lowest ranking demands only. The default ranking is based on the priority attribute and the due date.
- Ability to respect different **demand policies**: In case of a constraint a demand can be allowed to be satisfied late or not. Satisfying the demand in multiple parts can be allowed or not.

### 4.1.3 Operation

- Models **multiple operation types**:
  - Operations with fixed duration.
  - Operations with variable duration, depending on quantity.
  - Alternate operations: When a demand can't be met from the primary operation the solver will plan on alternative operations.
  - Date-effective operations: Depending on the start date (or end date) different operations are used.
  - Multi-step operations: An operation can have multiple sub-operations that need to be executed in sequence.
- The operations can be planned as a multiple of the **lot-size** quantity.
- A **minimum size** can be enforced when planning an operation.
- **Pre- and post-operation times** used as soft constraints (ie they are respected when feasible but will be reduced when required to meet the demand in time).

### 4.1.4 Resource

- Resources loaded during the complete duration of an operation.
- Resources with **finite or infinite capacity**.
- Capacity shortages are solved by **moving operations early**.

### 4.1.5 Buffer

- Material consumption or production happens at the start or at the end of operations.
- Buffers with **finite or infinite material supply**.

- Ability to specify a desired minimum inventory level, aka **safety stock**. The minimum level can be time dependent and is treated as a soft constraint (ie will be respected when feasible, but will be violated when constraints prevent meeting it).

## 4.2 Implementation details

The algorithm solves demand per demand. The demand is thus sorted in descending order of priority, and next these demands are planned one after the other.

When planning a single demand, the algorithm basically consists of a set of recursive functions structured in a ask-reply pattern, as illustrated in the example below. The indentation is such that the ask and its matching reply are represented at the same level.

Every demand has a certain delivery operation associated with it ,either directly or indirectly by specifying a delivery operation for the requested item. The demand **asks** this **operation** for the requested quantity on the due date of the demand.

(\*) The operation first checks for the lead time constraints.

The operation will **ask** each of the **loads** to verify the capacity availability.

The operation will **ask** each of the **flows** to check the availability of consumed materials.

A load passes on the question and **asks** the **resource**.

The **resource reply** indicates whether the capacity is available or not.

The **load** uses the resource reply to **reply** to the operation.

A flow passes on the question too and **asks** the **buffer**.

The buffer checks the inventory situation.

If material is available no further recursion is required.

If the required material isn't available the buffer will **ask** an **operation** for a new replenishment. Each buffer has a field indicating which operation is to be used to generate replenishments.

Depending on the buffer inventory profile, safety stock requirements, etc... the operation may be asked for different quantities and on different dates than the original demand.

When an operation is asked to generate a replenishment it evaluates the leadtime, material and capacity constraints. This results in a nested ask-sequence similar as the one described earlier - marked with (\*)

...

The maximum recursion depth will be the same as the number of levels in the bill-of-material of the end item.

In some cases the iteration can be stopped at an intermediate level. Eg. When sufficient inventory is found in a buffer and no replenishment needs to be asked: a positive reply can be returned immediately.

Eg. When an operation would need to be planned in the past (ie leadtime constraint violated) a negative reply can be returned immediately.

...

The operation collects the replies from all its flows, loads and -indirectly- from all entities nested at the deeper recursion levels. A final **reply** of the **operation** is generated.

Based on the reply of the replenishing operation the **buffer** evaluates whether or not the replenishments are possible, and **replies** back to the flow. Sometimes a buffer may need to ask multiple times for a replenishment before an answer can be returned.

The **flow** picks up the buffer reply and **replies** to the operation.

From the reply of all its loads and flows the **operation** compiles a **reply** and returns it to the demand. The interaction of material, leadtime and capacity constraint are pretty complex and an operation may require several ask-reply iterations over its flows and loads before a final answer can be returned.

The answer of the operation indicates how much of the requested quantity can be satisfied on the requested date.

Depending on the planning result and the demand parameters (such as allow/disallow satisfying the demand late or in multiple deliveries) we can now decide to commit all operation plans created during the whole ask-reply sequence.

If we're not happy with the reply the operation plans created are undone again and we can go back to the first step and ask for the remaining material or at a later date.

The answer in each of the above steps consists of 1) ask-quantity and 2) ask-date.

The reply used in each of the above steps consists of 1) reply-quantity and 2) reply-date. The reply-quantity represents how much of the requested quantity can be made available at the requested date. The reply-date is useful when the ask can not -or only partially- be met: it then indicates the earliest date when the missing quantity might be possible.

In the above sequence the steps are described at a very high level.

In the following sections each of the different ask-reply steps are now explained in further detail.



1. Top level loop
2. Demand solver
3. Buffer solver
4. Operation solver
5. Flow solver
6. Load solver
7. Resource Solver

#### 4.2.1 Top level loop

Delete the existing operation-plans, as far as they aren't locked.

Identify the clusters to be planned.

Categorize the demand to be planned by cluster and sort them by priority.

Create parallel threads for the planning.

In each planning thread, loop through all demands.

Call demand→solve()

#### 4.2.2 Demand solver

Ignore the demand if quantity is 0

Erase previous delivery operation plans, except the ones that are locked

Loop until the full demand quantity is planned.

Call operation→ask(missing quantity,due date), where operation is the demand's or the items delivery operation

If planned quantity = requested quantity, or the demand planning policy allows planning the demand in parts or shorts then

Commit the operation plan creation

Else

Clear the list of scheduled operation plans

If planned quantity > 0 then

// This last step is required to make sure all supplying paths are planned for the quantity of the most constraining path

Call operation→ask(planned quantity, due date)

Commit the operation plan creation

Update the planned quantity for the next iteration in the loop

Exit the loop if the demand can't be planned late

### 4.2.3 Buffer solver

#### Standard buffer

Buffer is asked for a quantity  $Q$  at the date  $D$  For each flow\_plan on the buffer

If the on-hand value is positive

Set the variable ExtraInventoryDate if it is not set before. This variable stores the date when there is additional, unallocated inventory available.

Else if the on-hand value is negative

Compute the shortage as current onhand required minimum quantity + known shortage from previous dates

If a producing operation exists

Try to get extra supply for the shorted quantity. This replenishment will update the onhand value of the current flowplan

If the onhand is still less than the required minimum quantity - the known shortage

This situation happens when the producing operation can't replenish the buffer enough, or when all supply in a buffer without producing operation has been exhausted.

Increase the variable storing the known shortage at previous dates.

Reset the ExtraInventoryDate if it was set.

If there is a shortage, a producing operation exists and the above loop didn't already do the following

Try to get more supply at the requested date.

Not only can this reduce the shortage, but also important is the next-date returned by the producing operation.

Note that if this step creates more supply to meet the demand, that supply is not positioned such that inventory is minimized. The flowplan loop does minimize the inventory by replenishing only when the inventory drops below the minimum.

The final results are now:

Returned quantity: requested quantity shortages

Returned date:

= requested date if there is no shortage

Or = reply date of the producing operation

Or = ExtraInventoryDate if that is less than the operation reply date

todo Not up to date with the pre-op time loop...

## **Infinite buffer**

Always reply for the full quantity.

### **4.2.4 Operation solver**

#### **Fixed time and time-per operation**

Operation is asked for a quantity Q at the date D

Create required operation plan descriptor

Loop backward in time D until we have found the full recourse capacity

Call Operation→ask(Qremaining, Dupdated)

For each consuming flow

Ask the buffer for the planned quantity on the requested date

Update Qremaining and Dupdated

Return the accumulated promise quantity

@todo incomplete documentation: need description of leadtime constraints + flowplan call + loadplan call

#### **Alternate operation**

Operation is asked for a quantity Q at the date D

Remaining quantity = Q

Next ask date = infinite future

Loop through all alternate sub operations

Create top operation plan descriptor

Call Operation→ask(Remaining quantity, D)

If some quantity could be planned along the alternate

Check for material and capacity constraints on the top operation plan

Reduce the remaining quantity

Break out of the loop if the requested quantity is completely planned

Else

If the next ask date of the alternate is less than the current minimum, update the next ask date

Return the planned quantity and the next ask date

#### **Routing operation**

Operation is asked for a quantity Q at the date D

Create the top operation plan

Check the flowplans and loadplans of the top operation plan

```

Initialize Q2 to Q and D2 to D
For all steps of the routing
    Call operation→ask(Q2,D2)
    Update Q2 if planned quantity < Q2
    Update D2 with the operation time
    
```

#### **4.2.5 Flow solver**

If the requested date is outside of the effective date range of the flow, reply for the full requested quantity.  
 (@todo this date range isn't implemented yet in the flow model, and the check isn't implemented yet)  
 Otherwise, ask the buffer to generate the reply for the quantity and date.

#### **4.2.6 Load solver**

If the requested date is outside of the effective date range of the load, reply for the full requested quantity.  
 (@todo this date range isn't implemented yet in the load model, and the check isn't implemented yet)  
 Otherwise, ask the resource to generate the reply for the quantity and date.

#### **4.2.7 Resource Solver**

##### **Standard resource**

```

An operationplan is asked to be checked for capacity problems (NO date & quantity)
Set AllLoadsOkay to true
Loop through all loadplans of the operationplan
    If this is not an ending loadplan, move on to the next loadplan
    Call the resource solver
    Set HasOverload to false. (*)
    While HasOverload is still false and not yet at the very start
        Start recursing backwards in the timeline starting from the ending loadplan
        If the resource loading > maximum
            Continue going back till the resource loading < maximum
            Move the operation plan to end at that time in the timeline
            Set AllLoadsOkay to false.
            Go back to the step marked with (*)
    
```

Else if we have arrived at the loadplan at the start of the operationplan

Exit the resource solver function

If during the call of the constraint solver the operation plan is moved the variable AllLoadsOkay will have been set to true. In this case, the complete loop over all loadplans must be repeated.

### Infinite resource

Always reply for the full quantity.

## 4.3 Cluster and level algorithm

Resources, operations and buffers are connected with each other with loads and flows. An operation has a collection of loads and flows. Each flow establishes a connection with a buffer, and each load a connection with a resources. The entities thus constitute a network graph. In this network context we define clusters and level as follows.

A **cluster** is a set of connected entities. When a network path across loads and flows exists between 2 entities they belong to the same cluster. When no such path exists they are effectively situated in independent sub-networks and clusters.

Internally, each cluster is represented by a number.

Clusters allow us to group entities and enable multithreading: since the clusters are completely independent we can use different threads to solve each cluster as a separate subproblem.

Material flows in the network have a direction. This creates a sense of direction in our network which is expressed by the **level** concept.

An operation consumes and produces material, as defined by the flow entities (aka bill of material or recipe). In this context the level is a number that is defined such that the level of a consumed material buffer is always higher than the level of the produced material buffer. The demand is normally (but not exclusively!) placed on the material buffers with level 0, and the level number increases as we recurse through the different levels in the bill of material.

Raw materials have the highest level number

The level and cluster number are helpful for the various solver algorithms. They provide valuable information about the structure of the network.

todo add picture to illustrate

The algorithm used to compute the level and cluster information is based on a walk through the network: We select an unmarked operation and recurse through the loads and flows to find all connected entities, updating the cluster and level information as we progress.

For efficiency, the algorithm is implemented as a lazy function, i.e. the information is only computed when the user is retrieving the value of a level or cluster field. The algorithm is not incremental (yet), but computes the information for the complete network in a single pass: a change to a single entity will trigger re-computation of all level and cluster information for all entities.

Note: An updated algorithm has been designed for the cluster computation. Its advantage compared to the current implementation is a much better efficiency in the case of frequent model updates. The computation will be completely incremental, compared to the single pass for all entities in the current implementation.

The detailed flow of the algorithm is as follows:

```
// Initialisation
Lock the function
Reset the level and cluster to  $-1$  on all resources, operations and buffers
Reset the total number of clusters

// Main loop
Loop through all operations
    If the operation has no producing flow
        Activate the level computation
        If the operation isn't part of a cluster yet
            Activate the cluster computation
            Increment the cluster counter
    If both cluster and level computation are inactive, move on to the next operation
    Push the current operation on the recursion stack, with level 0 or  $-1$ 
    Loop until the stack is empty
        Pop an operation from the recursion stack
        Pop the value of cur_level from the stack
        Loop through the sub operations and super operations
            If their level is less than the current level
                Push sub operation on the stack, with the same level as the
                current operation
                Set the level and cluster fields
            Else if cluster is not set yet
                Push sub operation on the stack, with  $-1$  as the level
                Set the cluster field
        Loop through all loadplans of the operation
            If level search is active and the resource level is less than the level
            of the current operation
                Update the level of the resource
                If the cluster of the resource is not set yet
                    Set the cluster of the resource
```

```
        Loop through all operations that are loading the re-
        source
        If operation cluster isn't set yet
            Push the operation on the stack, level - 1
            Set the cluster of the operation
        Loop through all flows of the current operation
        If this is a consuming flow and level_search is active and the level
        of the buffer is less than the current level + 1
            Level recursion is required
            If level recursion is required or the cluster of the buffer is not
            set yet
                Set the cluster of the buffer
                Loop through all flows connected to the buffer
                If it is a consuming flow and level search recursion
                was enabled
                    todo incomplete documentation
// Catch buffers missed by the main loop
Loop through all buffers which don't have any flow at all.
    Increment the total number of clusters
    Set the cluster number to the new cluster
// Catch resources missed by the main loop
Loop through all resources which don't have any load at all.
    Increment the total number of clusters
    Set the cluster number to the new cluster
// Finalization
Unlock the function
```

## CHAPTER

# 5

## Modules

FrePPLe can easily be extended with modules that are loaded at runtime.  
This chapter describes the modules that are provided with frePPLe.

The C++ code required to create a custom module is described in the developer section of this manual: Extension modules

An example is also available in the Test Sample Module

1. Python Module
2. Forecast Module
3. Linear Programming Solver Module

### 5.1 Python Module

This module implements an embedded interpreter for the Python language.  
Using the module the full capabilities of this scripting language are accessible from frePPLe.  
The Python module has access to the frePPLe objects in memory.

The module enables the following extensions to the standard XML formats:

- `COMMAND_PYTHON` (p 66) is a command that executes your Python code in the embedded interpreter.
- The XML Processing instruction `PYTHON` (p 67) is an elegant way to define python functions in your XML-file.



### 5.1.1 COMMAND\_PYTHON

The command allows you to run Python code in the interpreter that is embedded in this frePPLe module.

The interpreter can execute generic scripts, and it also has access to the frePPLe objects.

The interpreter is multi-threaded. Multiple python scripts can run in parallel. Internally, Python allows only one thread at a time to execute and the interpreter switches between the active threads, ie a quite primitive threading model.

A single, global interpreter instance is used. A global Python variable or function is thus visible across multiple invocations of the Python interpreter.

Field	Type	Description
CMDLINE	String	Python command to be executed.
FILENAME	Normalized string	Filename with Python commands to be executed. When both the CMDLINE and FILENAME fields are filled in only the CMDLINE Python code will be executed.
VERBOSE	Boolean	Echo information about the command execution in the log.

Example XML structure:

```
<PLAN>
  <COMMANDS>
    <COMMAND xsi-type="COMMAND_PYTHON"
      CMDLINE="print 'Hello World'" />
  </COMMANDS>
</PLAN>
```

### 5.1.2 Processing instruction PYTHON

Python code can also be included as a XML processing instruction.

Example XML structure:

```
<PLAN>
<?PYTHON
  def MyFunction():
    print "Hello World"
?>
  <COMMANDS>
    <COMMAND xsi-type="COMMAND_PYTHON" CMDLINE="MyFunction()" />
  </COMMANDS>
</PLAN>
```

## 5.2 Forecast Module

The forecast module provides the following functionality:

- A **new demand type** to model forecasts.  
A forecast demand is bucketized. A demand is automatically created for each time bucket. A calendar is used to define the time buckets to be used.  
See the example below.
- Functionality for **distributing / profiling** forecast numbers into time buckets used for planning.  
This functionality is typically used to translate between the time granularity of the sales department (which creates a sales forecast per e.g. calendar month) and the manufacturing department (which creates manufacturing and procurement plans in weekly or daily buckets). Another usage is to model a delivery date profile of the customers. Each bucket has a weight that is used to model situations where the demand is not evenly spread across buckets: e.g. when more orders are expected due on a monday than on a friday, or when a peak of orders is expected for delivery near the end of a month.
- A solver for **netting orders from the forecast**.  
As customer orders are being received they need to be deducted from the forecast to avoid double-counting it.  
The netting solver will for each order search for a matching forecast and reduce the remaining net quantity of the forecast.
- Techniques to predict/forecast the future demand based on the demand history are NOT available in this module (yet).

### 5.2.1 Module configuration

The module support the following configuration parameters:

- **Customer\_Then\_Item\_Hierarchy:**  
As part of the forecast netting a demand is associated with a certain forecast. When no matching forecast is found for the customer and item of the demand, frePPLe looks for forecast at higher level customers and items.  
This flag allows us to control whether we first search the customer hierarchy and then the item hierarchy, or the other way around.  
The default value is true, ie search higher customer levels before searching higher levels of the item.
- **Match\_Using\_Delivery\_Operation:**  
Specifies whether or not a demand and a forecast require to have the same delivery operation to be a match.  
The default value is true.
- **Net\_Early:**  
Defines how much time before the due date of an order we are allowed to search for a forecast bucket to net from.  
The default value is 0, meaning that we can net only from the bucket where the demand is due.
- **Net\_Late:**  
Defines how much time after the due date of an order we are allowed to search for a forecast bucket to net from.

The default value is 0, meaning that we can net only from the bucket where the demand is due.

### 5.2.2 Example XML structures

- Loading the module:

```
<PLAN>
<COMMANDS>
  <COMMAND xsi:type="COMMAND_LOADLIB" FILENAME="mod_forecast.so" >
    <PARAMETER NAME=" Customer_Then_Item_Hierarchy" VALUE=" true" />
    <PARAMETER NAME=" Match_Using_Delivery_Operation" VALUE=" true" />
    <PARAMETER NAME=" Net_Early" VALUE="168:00:00" />
    <PARAMETER NAME=" Net_Late" VALUE="168:00:00" />
  </COMMAND>
</COMMANDS>
</PLAN>
```

- Forecast input:

```
<PLAN>
<DEMANDS>
  <DEMAND NAME="Forecast 1" xsi:type=" DEMAND_FORECAST" >
    <ITEM NAME="Product 1" />
    <CUSTOMER NAME="Customer 1" />
    <CALENDAR NAME="planningbuckets" />
    <BUCKETS>
      <BUCKET>
        <START>Monday, 1 January 2007T00:00:00</START>
        <END>Thursday, 1 February 2007T00:00:00</END>
        <TOTAL>200</TOTAL>
      </BUCKET>
      <BUCKET>
        <START>Thursday, 1 February 2007T00:00:00</START>
        <END>Thursday, 1 March 2007T00:00:00</END>
        <TOTAL>200</TOTAL>
      </BUCKET>
    </BUCKETS>
  </DEMAND>
</DEMANDS>
</PLAN>
```

- Netting customer orders from the forecast:

```
<PLAN>
<COMMANDS>
  <COMMAND xsi:type=" COMMAND_SOLVE" >
    <SOLVER NAME=" Netting" xsi:type=" SOLVER_FORECAST" >
      <VERBOSE>true</VERBOSE>
      <AUTOMATIC>>false</AUTOMATIC>
    </SOLVER>
  </COMMAND>
</COMMANDS>
```

---

```
</COMMAND>  
</COMMANDS>  
</PLAN>
```

### 5.3 Linear Programming Solver Module

This module is intended to implement a linear programming solver.

It is currently not functional, and its development is put on-hold till an appropriate time. . .

## CHAPTER

# 6

## Developer

This chapter discusses some topics of interest to developers working on extending, customizing or maintaining frePPLe.

1. Code structure
2. Class diagram
3. Extension modules
4. Portability
5. Version control
6. Style guide
7. Security

### 6.1 Code structure

This chapter provides a high level description of the code structure.

It provides brief notes that helps a developer find his/her way in the detailed C++ API reference and Class diagram .

Three layers can be distinguished:

- **Utility classes** which provide infrastructure-like services as a foundation for the next layers.
  - Object (p 72) as an abstract base class for all frePPLe objects.
  - Metadata (p 72) about objects.
  - Date, DateRange and TimePeriod (p 73) for dealing with dates and times.
  - Timer (p 73) for measuring execution time.
  - XML serialization (p 74) for reading and writing XML data.
  - Command (p 74) for executing state changes.
  - Exception classes (p 73) for reporting error conditions.
  - Mutex and LockManager (p 74) provide support for concurrent access to memory objects in a multithreaded environment.

- HasName and Tree (p 74) for representing entities with a name and storing them in a binary tree container.
  - HasHierarchy (p 75) allows objects be structured in a hierarchical tree, ie to refer to a parent and have children.
  - Leveled (p 75) for representing entities that are connected in a network graph.
- **Model classes** which represent the core modeling objects.  
See the chapter Modeling for the details.  
They are structured as a base class (or Category) with one or more concrete implementations (or Classes).
- **Extension classes** which inherit from the core model classes and implement specific new models or solver techniques.  
See the section Extension modules for more details.

### 6.1.1 Object

Object is an abstract base class.

It handles to following capabilities:

- **Metadata:** All subclasses publish metadata about their structure and the memory they consume.
- **Concurrency:** Locking of objects is required in multithreaded environments. The implementation of the locking mechanism is delegated to the LockManager class, and this class provides only a pointer to a lock object and convenience guard classes.
- **Callbacks:** When objects are created, changing or deleted, interested classes or objects can get a callback notification.
- **Serialization:** Objects need to be persisted and later restored.  
Subclasses that don't need to be persisted can skip the implementation of the writeElement method.

### 6.1.2 MetaData

FrePPLe uses a two level structure to group metadata:

- A **MetaCategory** represents an entity type. The metacategory will implement a container for all instances of this type, and also a handler method to control persistence of the objects.  
E.g. "Buffer"
- A **MetaClass** represents a concrete class. It belongs to a certain MetaCategory, and contains a factory method to generate objects.  
E.g. "BufferDefault", "BufferMinMax", "BufferInfinite"...
- **MetaData** is the abstract base class for the concrete class MetaClass and MetaCategory.

After creating an MetaClass or MetaData object it needs to be registered, typically in the initialization of the library.

### 6.1.3 Date - DateRange - TimePeriod

These classes allow easy and intuitive manipulation of dates, durations and date ranges. The classes are implemented as a thin wrapper around the standard ansi C time functions and provides time accuracy of 1 second.

An example:

```
Date start = Date::now();
TimePeriod duration("24:00:00");
Date end = d + t;
DateRange dr(start, end);
cout << d << " " << t << " " << dr << endl;
```

The C library is respecting daylight saving time (DST). Depending on the timezone configured on your computer, you will have two days a year which last 23 or 25 hours instead of the regular 24 hours.

This means that “midnight on day 1” + “24 hours” will not always give you “midnight on day 2”!

### 6.1.4 Timer

This is a class to measure the execution time of the application with (at least) millisecond precision.

An example:

```
Timer t;
do_something();
cout << "something took " << t << " seconds" << endl;
t.restart();
do_something_else();
cout << "something else took " << t << " seconds" << endl;
```

### 6.1.5 Exception

FrePPLe uses 3 exception classes to report errors. Each of the classes inherits from `std::exception`.

- A **DataException** is thrown when data errors are found.  
The expected handling of this error is to catch the exception and allow the execution of the program to continue.
- A **RuntimeException** is thrown when the library runs into problems that are specific at run-time.  
These could either be memory problems, threading problems, file system problems, etc... Errors of this type can be caught by the client applications and the application can continue in most cases.
- A **LogicException** is thrown when the code runs into an unhandled and unexpected situation.  
The normal handling of this error is to exit the program, and report the problem. This exception always indicates a bug in the program code.

### 6.1.6 XML Serialization

The Object base class provides the following methods that need to be implemented by serializable classes:

- The **beginElement** is called by the parser when reading the start of a tag.
- The **endElement** event is called by the parser when reading the end of a tag or attribute.
- The **writeElement** is called when serializing the object.

FrePPLe uses the SAX parser from Xerces-C to parse and validate input XML data.

The class **XMLInput** is a wrapper around the parser. It receives the SAX events and makes the appropriate calls to the frePPLe objects.

Subclasses are available to parse a file or a string.

Writing XML output is done with the **XMLOutput** class which provides methods to write a header, elements and attributes. Subclasses are available to write to a file or a string.

### 6.1.7 Command

This class implements the design pattern with the same name. All state changes in the application are expected to be encapsulated in objects of this class.

The CommandList class works as a wrapper for a collection of other commands, following the classic composite design pattern.

This allows command hierarchies to be constructed, which can be executed in sequence or in parallel.

Quite a few subclasses are available: see the command modeling or the C++ API reference.

### 6.1.8 Mutex and LockManager

Working with frePPLe in a multithreaded environment requires special control over concurrent access to the objects in memory.

- **Mutex** allows exclusive access to a object.  
Depending on your platform it is implemented as a thin wrapper around a Windows `critical_section` or as `pthread_mutex_t`.
- **LockManager** controls the locks on objects.  
Only an empty implementation is currently provided, but an implementation using a 'multiple read - single write' lock will follow.
- The **CommandList** (described above) has the capability to execute commands in parallel by spawning separate threads.

### 6.1.9 HasName and Tree

The classes represent classes which use a `std::string / name` as a unique identifier.

The Tree class is implemented as a red-black binary tree, using HasName objects as the nodes (i.e. intrusive container).



### **6.1.10 HasHierarchy**

The class allows objects be structured in a hierarchical tree. A HasName object can point to a single parent and it maintains a linked list of children.

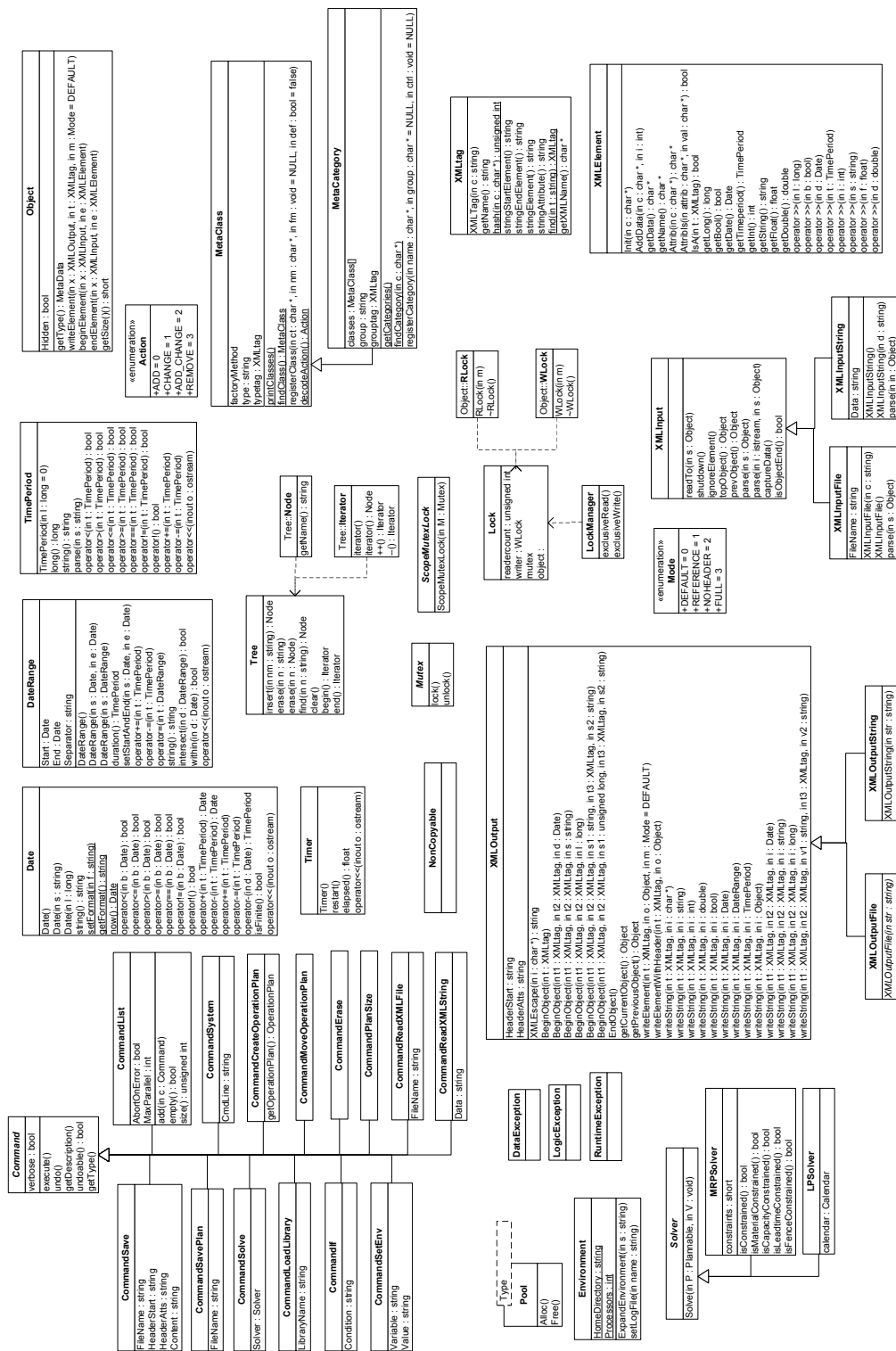
### **6.1.11 Leveled**

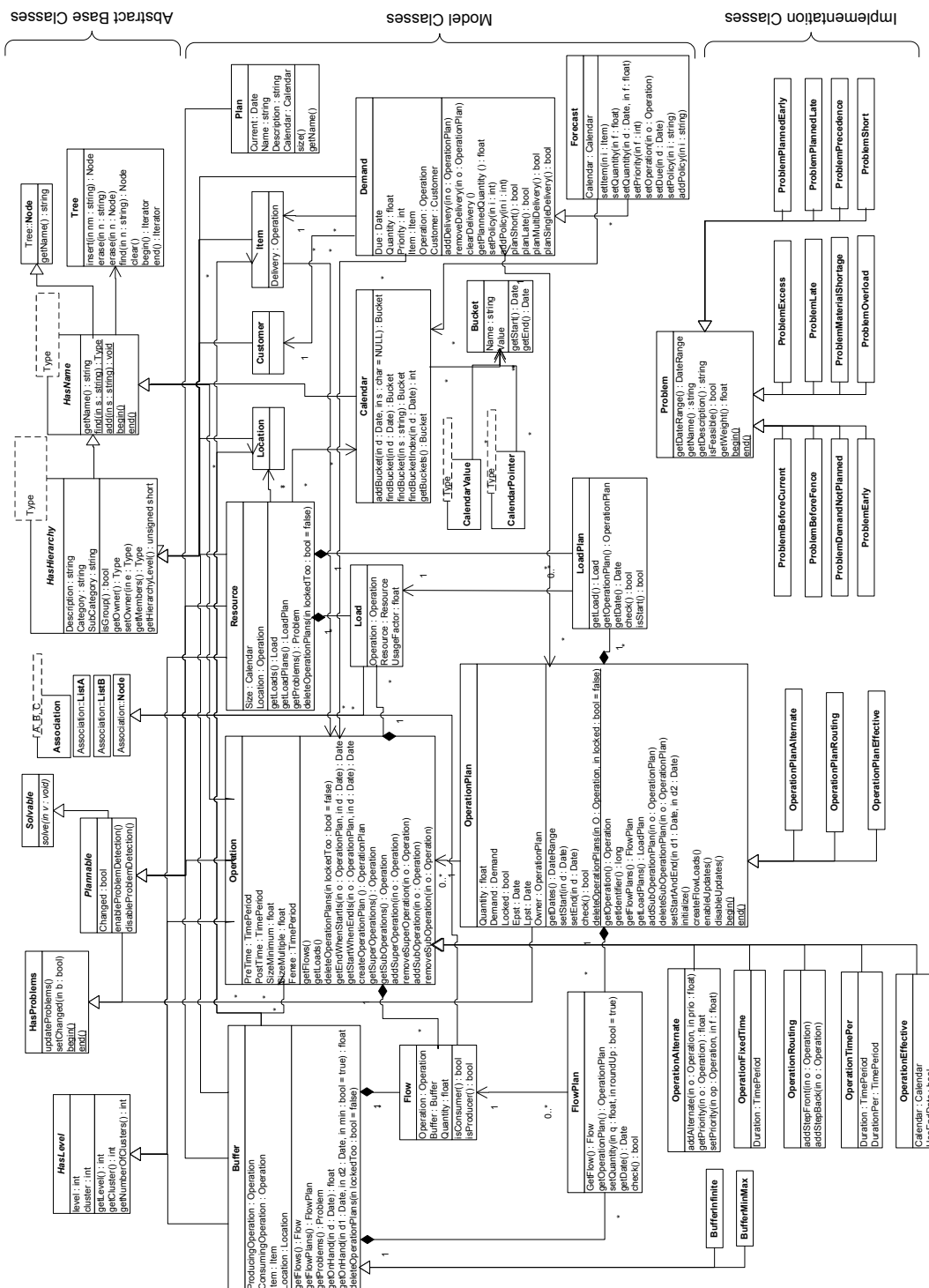
The model classes Operation, Buffer, Resource, Load and Flow are the key objects that are used to represent the network.

The first three represent the actual entities, while Load and Flow represent associations/links between the entities.

See the section Cluster and level algorithm for the details.

## **6.2 Class diagram**





## 6.3 Extension modules

FrePPLe is designed as an extendable framework.

Additional modeling and solver modules can be loaded at runtime without recompiling the library. Such extension modules can be shipped with frePPLe, or can be developed by third parties. Modules can be open source or have a commercial license.

An simple example is available in the testcase `sample_module`.

FrePPLe currently includes three examples of such extension modules: a module implementing a python interpreter, a forecast class implementing a special type of demand, and a solver using a linear programming algorithm.

The steps below define how a custom extension can be build on the framework.

- The proper way to build extension is by creating modules.  
Other ways of extending the package may technically be possible, but are not recommended. Copying the code and header structure from an existing module is the quickest and easiest start.
- Create your own header files, and include the frePPLe header file `planner.h` to have access to the frePPLe objects.  
A simple header file can look like this:

```
#include " frepple.h"
using namespace frepple;

namespace your_module
{
    MODULE_EXPORT const char* initialize(
        const CommandLoadLibrary::ParameterList& z
    );
    ...
    your classes and function definitons
    ...
}
```

- Create your own c++ implementation files, which will include you customized header file.  
It is important is to include an `initialize()` method, and use it to register your extension in the frePPLe framework. The method is automatically called when the module is loaded.

```
#include " your_module.h"
namespace your_module
{
    MODULE_EXPORT const char* initialize(
        const CommandLoadLibrary::ParameterList& z
    )
    {
        ...
        your initialization code goes here
        ...
    }
}
```

your method and class implementations go here

- Compile your code as a loadable module.  
The command line options and arguments vary for each compiler and platform. For gcc I use the options “-module -shrext .so -avoid-version -rpath /dev/null”, adding also “-no-undefined” when running under cygwin.  
To keep things simple and transparant please use the .so extension for you modules and place them in the \$FREPPLE\_HOME directory.
- Update the \$FREPPLE\_HOME/init.xml file to load your module with a COMMAND\_LOADLIBRARY tag.  
Parameters specified with the PARAMETER tag are passed to the initialize() funtion when the module is loaded.
- Update the file \$FREPPLE\_HOME/frepple.xsd by defining the xml constructs enabled by your module.  
To keep things clean and modular, it is recommended to do this by including a seperate xsd file rather than directly entering the definition in the file.

## 6.4 Portability

The project is currently compiled and tested only for 32-bit linux and Windows environments, with Linux being the primary development platform. Porting to other platforms is encouraged - you'll have all my support in helping with this.

Here are some areas where porting may be a bit challenging:

- Availability of a modern C++ compiler and STL.
- File system functions such as fstat, paths, directory listings
- Availability of the Pthreads library for threading.  
Frepple currently only supports the Windows threading functions and the Pthreads.
- Shared libraries  
Currently the code only supports the dlopen (Solaris, Linux and various BSD flavors) and LoadLibrary (Windows) functions. HPUNIX uses different function name shl\_load, while AIX doesn't allow shared libs depending on other shared libs.
- Availability of the Xerces-C XML parser.
- Availability of the Python language.

## 6.5 Version control

The software changes are tracked with subversion on the Sourceforge site.

The subversion repository allows anonymous access and can also be browsed online.

Complete instructions are available on [http://sourceforge.net/svn/?group\\_id=166214](http://sourceforge.net/svn/?group_id=166214).

A example subversion configuration is available in the file subversion.config for convenience. In particular the section on the automatic properties is of interest when adding files to the project.

## 6.6 Style guide

To enforce the same formatting of the source code the `astyle` tool is used.  
See <http://astyle.sourceforge.net/> for more information.

The following formatting options are used:

```
-- style=ansi
-- indent=spaces=2
-- indent-classes
-- indent-switches
-- min-conditional-indent=2
-- one-line=keep-statements
-- one-line=keep-blocks
-- max-instatement-indent=2
-- convert-tabs
```

Astyle does a pretty decent job, but reviewing the astyle changes before committing them is still required: astyle sometimes misses the point. . .

## 6.7 Security

When frePPLe is used in a networked multi-user environment, security is very important.  
The frePPLe C++ code is developed with security in mind.

Here are some notes and considerations on this topic:

- FrePPLe can validate incoming XML data with an XML-schema. Invalid data will be rejected and an error message is generated.  
The default xsd files `frepple.xsd` and `frepple_core.xsd` cover all valid structures.  
When integrating frePPLe with other systems it is strongly recommended to validate the incoming XML data against a small and well-controlled subset of the default XML-schema.
- The `COMMAND_SYSTEM` and `COMMAND_IF` commands allow execution of arbitrary shell commands with the privilege of the user running the Frepple executable.  
While allowing a maximum of flexibility for configuring and customizing Frepple, it also creates an open door to access your system. Access to this command should be restricted, and/or frePPLe should be run by a user account with limited privileges.
- The `COMMAND_PYTHON` command allows execution of arbitrary python commands with the privilege of the user running the frePPLe executable.  
While allowing a maximum of flexibility for configuring and customizing frePPLe, it also creates an open door to access your system. Access to this command should be restricted, and/or frepple should be run by a user account with limited privileges.
- The `COMMAND_SETENV` command allows environment variables to be updated.  
Access to this command should be restricted, as it can alter the behavior of the system.
- When using Django, its standard web authentication mechanism is relatively weak.  
In secure environments consider plugging in a different login mechanism.

## CHAPTER

# 7

## Samples and tests

This pages documents the examples available in the ‘test’ subdirectory. The examples can be categorized in the following functional categories:

- Unit tests, which verify the behavior specific parts of the code.
- Performance tests, which focus on the performance (memory and/or cpu-time).
- Samples, which provide more real-life usage of the tool.

The test suite is run by the runtest.py script in the test subdirectory. The tests are based on the unittest framework, which is included standard with python.

1. Test Callback
2. Test Cluster
3. Test Command 1
4. Test Command 2
5. Test Command 3
6. Test Constraints Leadtime 1
7. Test Constraints Material 1
8. Test Constraints Material 2
9. Test Constraints Material 3
10. Test Constraints Resource 1
11. Test Constraints Resource 2
12. Test Constraints Resource 3
13. Test CSV
14. Test Datetime
15. Test Deletion
16. Test Demand Policy
17. Test Forecast 1
18. Test Forecast 2
19. Test Forecast 3
20. Test LP Solver 1

21. Test Name
22. Test Operation Effective
23. Test Operation Pre Op
24. Test Pegging
25. Test Python 1
26. Test Python 2
27. Test Problems
28. Test Procure 1
29. Test Safety Stock
30. Test Sample Module
31. Test Scalability 1
32. Test Scalability 2
33. Test Scalability 3
34. Test Sizeof
35. Test XML
36. Test XML Remote

## 7.1 Test Callback

This test verifies the event publishing and subscription mechanism.

## 7.2 Test Cluster

This test verifies the correctness of the clustering algorithm. A network is built with a whole range of possible interconnections between operations, buffers and resources.

## 7.3 Test Command 1

In this test commands are being run in parallel and in sequence. The proper branching and merging of the tasks is verified, and the behavior in case of errors.

## 7.4 Test Command 2

In this test conditional execution of commands is tested.

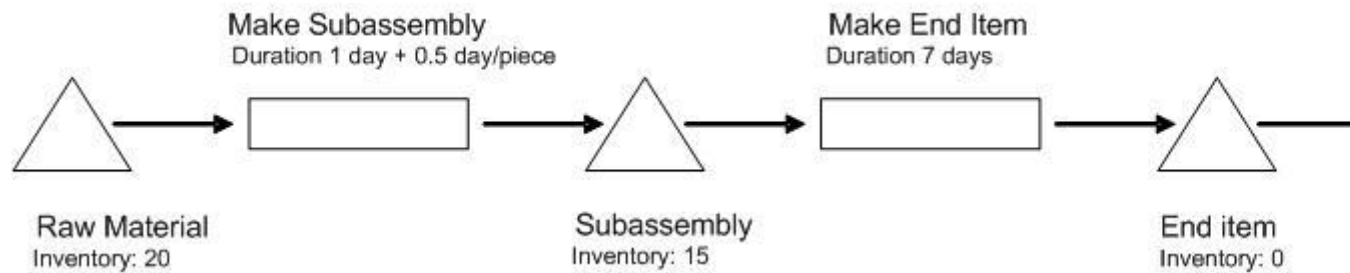
## 7.5 Test Command 3

Verifies how environment variables are set and their values expanded.



## 7.6 Test Constraints Leadtime 1

This test verifies the solver behavior for leadtime constraints. Demands are placed on the network such that operations are planned in the past in the unconstrained plan. Demands are appropriately shorted or planned late in the constrained plan to solve the problems.



A first order for 7 units is due on day 3 after the current date.

It is planned to be delivered late on day 8: the production of the end item starts on the current date, and takes 7 days. The delivery takes an additional day.

A second order for 14 units is due on day 11.

The inventory of the subassembly is now depleted and 6 new subassemblies need to be produced. These subassemblies are due on day 3.

In the 2 days between the current date and the due date of the subassemblies 2 units can be produced. There are 3 subassembly operations are planned in parallel, each for 2 units, starting on the current day and finishing on day 3.

Sufficient raw material is available in inventory for the subassemblies.

The order is delivered on time.

## 7.7 Test Constraints Material 1

This test verifies the behavior of the buffer solver for the case where no producing operation is defined.

Four variations of a base scenario are tested:

- 3 consumers, ordered in chronological order
- 3 consumers, not ordered in chronological order
- extra supply arriving at a different date, causing a late order
- extra supply arriving at a different date, but already partially used up

## 7.8 Test Constraints Material 2

@todo

## 7.9 Test Constraints Material 3

@todo

## 7.10 Test Constraints Resource 1

A simple capacity problem that can be resolved by moving operation plans early.

## 7.11 Test Constraints Resource 2

A capacity shortage where operation plans are moved earlier till they are in the past. The associated demands are then shorted.

## 7.12 Test Constraints Resource 3

A capacity problem where a single operation loads multiple resources. This test case also has capacity limits varying over time.

## 7.13 Test CSV

In this test the capability of reading data from CSV-formatted data files is verified. This functionality is implemented as a Python function that is reading the data file and then creating a XML-document from it.

## 7.14 Test Datetime

FrePPLe uses some wrapper classes around the C date and time functions. These are tested here: conversions to and from strings, additions, ...

## 7.15 Test Deletion

This test verifies the capability to delete parts of the model. After loading the model different entities are one-by-one being deleted. After each delete we replan and save the model to make sure the deletion is working correctly: an incorrect delete would crash the application!

## 7.16 Test Demand Policy

The test verifies the demand policies.

The supply situation is such that half of the demand can be met in time, and half of it late:

- Demand: 20 on due date 5 Jan
- Supply: 10 available as inventory, and 10 arriving on 10 Jan

The demand policy controls how the demand is allowed to be planned in such a constrained situation:

- Case A: PLANLATE MULTIDELIVERY  
This is the default policy. It allows demands to be planned late and to be satisfied in multiple parts.  
Result: Delivery of 10 units on 5 Jan and a second delivery on 10 Jan.
- Case B: PLANSHORT MULTIDELIVERY  
No lateness is allowed, and demands can be partially met.  
Result: A delivery of 10 units on 5 Jan.
- Case C: PLANLATE SINGLEDELIVERY  
Lateness is allowed, but the order is met in a single delivery.  
Result: A delivery of 20 units on 10 Jan.
- Case D: PLANSHORT SINGLEDELIVERY  
No lateness is allowed, and a partial delivery is not accepted.  
Result: No delivery planned.

## 7.17 Test Forecast 1

The first step in the forecast netting process is associating each actual order with a forecast it can net from.

This test case tests this matching algorithm.

A customer hierarchy is modeled as follows: “grandparent customer” > “parent customer” > “customer”.

An item hierarchy is modeled as follows: “grandparent item” > “parent item” > “item”.

Forecasts are defined at various combinations of these levels.

Actual orders are then looking for a matching forecast in these hierarchies.

Different scenarios are being validated:

- A: an order matches a forecast at ‘customer’+‘item’ level
- B: an order matches a forecast at ‘item’ level
- C: an order matches a forecast at ‘parent customer’ + ‘item’ level
- D: an order matches a forecast at ‘customer’ + ‘parent item’ level
- E: an order matches a forecast at ‘parent customer’ + ‘parent item’ level

## 7.18 Test Forecast 2

This test verifies the forecast distribution functionality.

This functionality allows specifying the forecast for a certain date range. Frepple then breaks it down into smaller time buckets that are used for planning.

This functionality is typically used to translate between the time granularity of the sales department (which creates a sales forecast per e.g. calendar month) and the manufacturing department (which creates manufacturing and procurement plans in weekly or daily buckets).

Another usage is to model a delivery date profile of the customers. Each bucket has a weight that is used to model situations where the demand is not evenly spread across buckets: e.g. when more orders are expected due on a Monday than on a Friday, or when a peak of orders is expected for delivery near the end of a month.

Two example scenarios are tested:

- The forecast value is specified for a date range of 4 weeks.  
For planning in frepple the forecast is automatically spread over 21 daily buckets and a weekly bucket. Among the daily buckets, saturdays and sundays don't get any forecast. Also, mondays are busier than fridays and get a bigger share of the forecast.
- The forecast value is specified in calendar months. For planning in frepple the forecast is spread over weeks.  
Since the week and month boundaries don't align, the forecast is proportionally split across all intersecting weeks.

### 7.19 Test Forecast 3

This test verifies the forecast netting behavior.

Actual orders are searching a matching forecast, and then look for available net forecast in the forecast buckets. The search for net forecast first looks backwards in time and then forward in time, respecting the parameters Net\_Early and Net\_Late which define the allowed time fence.

The test also verifies that the saved xml-file can be read in again at a later stage, producing an identical model.

### 7.20 Test LP Solver 1

This test verifies the behavior of the linear program solver module. If you compiled the application without support for this solver this test will fail, which is nothing to worry about.

The lp\_solver module isn't ready at all...

### 7.21 Test Name

This test reviews the data structure that is used for storing all named entities: functionality of the insertion, deletion and search operations, as well as their scalability. The time for these operations properly fits a logarithmic profile, as expected with a binary tree data structure. A testing routine for this profile is also included in the test, but it isn't part of the regression tests since it isn't easy to produce a good pass-fail criterion.

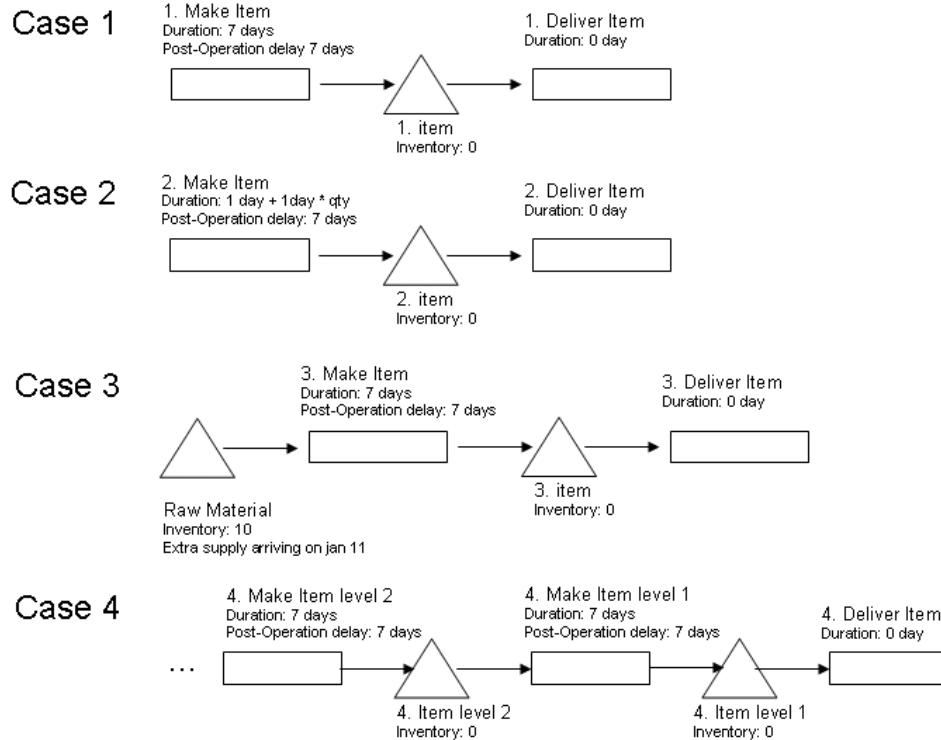
### 7.22 Test Operation Effective

This test checks the code for creating and manipulating of operationplans of type "effective". The test resolves about a product that can be sourced from two locations. In a first part of the horizon location A is the only allowed source, while in the last part of the horizon only sourcing from location B is possible. A transition period exists where sourcing from both location is possible.

## 7.23 Test Operation Pre Op

This test verifies the behavior of pre-operation and post-operation delays.

These are as delay times before and after an operation, which the solver tries to respect but can violate if required.



Several cases are included in this test:

1. Post-operation time on a fixed-time operation.  
The post-operation time is respected when possible, but when running against a leadtime constraint the post-operation time is reduced to meet the demand on-time / asap.
2. Post-operation time on a time-per operation.  
The constraint is again a leadtime constraint.
3. Post-operation time on fixed-time operation.  
This time the constraint is the late supply of raw material supply. It causes the post-operation time to be reduced.
4. Post-operation time on multiple levels in the supply path.  
The supply path is four levels deep, and a post-operation time is set at each level.  
In case of material of leadtime constraints the post-operation time on the most upstream operation/operations (i.e. operations deeper in the bill of material) is/are shrunk first.

## 7.24 Test Pegging

Verifies the correctness of the material pegging. Material streams are traced upstream and downstream and printed to the output.

## 7.25 Test Python 1

This test verifies and demonstrates the embedded Python interpreter.

No pass/fail criterion is present in this test.

## 7.26 Test Python 2

Verifies and tests the access to the frepple objects from Python.

## 7.27 Test Problems

Verifies that problems objects are created and deleted properly when the model is being updated in various ways.

## 7.28 Test Procure 1

This unit test verifies the behavior of procurement buffers in a number of scenario's.

The different cases are:

1. Base scenario.
2. Procure in multiples.
3. Procurement with minimum size, maximum size and in multiples.
4. Invalid parameters for size constraints.
5. Procurement with minimum and maximum interval.
6. The full monty. Procurement with minimum interval, maximum interval, minimum size, maximum size and in multiples.
7. Procurement with fixed interval.
8. Procurement in fixed quantity.
9. Procurement in fixed quantity with fixed interval.

In all these cases the demand is directly placed on the procured item (i.e. no bill of material is involved at all) and the demand pattern is also identical.

The test runs first an unconstrained plan, followed by a constrained plan.

## 7.29 Test Safety Stock

This test demonstrates the capabilities to model and plan safety stocks in frepple.

There are 2 ways:

1. Quantity-based safety stock.  
A minimum calendar on a buffer defines the desired minimum stock level, which can vary over time.  
The solver tries to replenish to this level when replenishing the buffer, but handles it as a soft

constraint only.

The buffer flags a problem when the inventory drops below the minimum target.

2. Time-based safety stock.

A post-operation time on an operation defines a time delay after the end of the operation.

The solver tries to respect this delay, but handles it as a soft constraint only.

No problem is shown when the post-operation time is shrunk or reduced.

## 7.30 Test Sample Module

A simple example on how to define an extension module for Frepple.

The example defines a new operation type that can be used to represent transportation operations easier.

## 7.31 Test Scalability 1

Tests the scalability of the data loading, running an MRP plan (including the clustering algorithm) and saving the plan. The network in this case consists of a lot of parallel clusters, which can be solved in parallel. See also the test scalability\_2

The algorithms scale linearly with the model size, while the mayor underlying data structures are binary trees which scale logarithmically with the model size. . . The result is a runtime that combines both. In summary, one could say that the system scales a bit worse than linear, but definately not quadratic or worse

todo picture

## 7.32 Test Scalability 2

In this test a model is created based on parametrizable values of:

- Number of clusters.
- Number of demands per cluster.
- Depth of the supply chain, i.e. number of levels.

Comparing the runtime with different values of these parameters allows to gain a better understanding of the factors that are impacting memory and runtime most significantly

The algorithms scale linearly with the model size, while the mayor underlying data structures are binary trees which scale logarithmically with the model size. . . The result is a runtime that combines both. It depends on the data set, the platform and the compiler how your model will scale.

## 7.33 Test Scalability 3

This test is designed to verify the scalability of the timeline data structure. The network consists of a single buffer with a very simple operation producing into it. Since the timeline data structure is currently based on a linear list the scalability of the timeline is expected to be bad. . . A quadratic

increase in the runtimes can be observed. A more scalable data structure has been designed to provide a more scalable implementation.

### 7.34 Test Sizeof

Echoes the size of the main model classes.

The results are based on compiling using gcc under linux on a 32-bit processor. Different compilers and platforms can easily use a different organization and size of the data structures, which will give different test results. A failure of this test is thus nothing to worry about.

### 7.35 Test XML

This is a test for the XML parser routines. The test consists of a complex xml document to be parsed and processed:

- XML tags 8 nested levels deep
- ignore-element sections

### 7.36 Test XML Remote

This test uses the HTTP protocol to pick up XML-data from the URL [http://frepple.sourceforge.net/test/xml\\_remote.xml](http://frepple.sourceforge.net/test/xml_remote.xml).

The test is implemented using the urllib2 Python library.



## CHAPTER

# 8

## Appendices

1. GNU Lesser General Public License
2. GNU Free Documentation License

### 8.1 GNU Lesser General Public License

Version 2.1, February 1999

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