

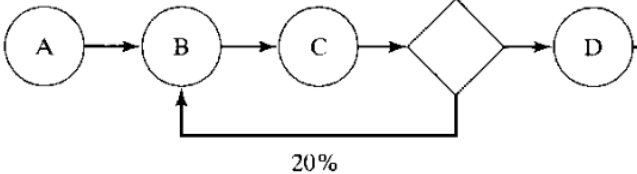
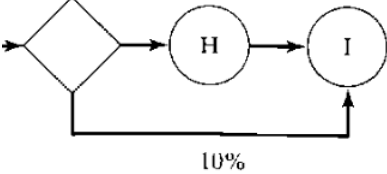
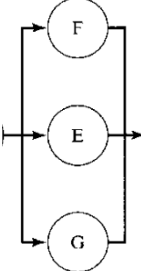


Laguna, M., & Marklund, J. (2013). Business process modelling, simulation, and design. Chapter 5: Managing Process Flows – This book is in the reading list			Book pg no
Lecture 7: Analysing Process Flows		Slide pg no	
Process Throughput	Process Throughput <ul style="list-style-type: none"> Inflow and Outflow rates typically vary over time (see figure on next slide) <ul style="list-style-type: none"> $R_i(t)$ = Arrival/Inflow rate of jobs at time t $R_o(t)$ = Departure/Outflow rate of finished jobs at time t IN = Average inflow rate over time OUT = Average outflow rate over time A stable system must have $IN = OUT = \lambda$ <ul style="list-style-type: none"> λ = the process flow rate in λ = the process flow rate out λ = process throughput 	9	149
Work-In-Progress	Work-In-Process (“WIP”) <ul style="list-style-type: none"> WIP(t) comprises all jobs that have entered the process but not yet left it <ul style="list-style-type: none"> including jobs waiting for the previous batch to be completed WIP(t) = Work in process at time t <ul style="list-style-type: none"> WIP(t) increases when $R_i(t) > R_o(t)$ WIP(t) decreases when $R_i(t) < R_o(t)$ WIP = Average work in process over time 	12	150
Cycle Time	Process Cycle Time <ul style="list-style-type: none"> The difference between a job's departure time and its arrival time = cycle time <ul style="list-style-type: none"> One of the most important attributes of a process Also referred to as throughput time The cycle time includes both value adding and non-value adding activity times <ul style="list-style-type: none"> Processing time Inspection time Transportation time Storage time Waiting time Cycle time is a powerful tool for identifying process improvement potential 	16	152
Little's Law Formula	Little's Formula: $WIP = \lambda \cdot CT$	17	153
Turnover ratio (Inventory)	Turnover ratio = $1/CT$	17	153

Rework	 <p>20%</p> <ul style="list-style-type: none"> Assuming a job is never reworked more than once $\Rightarrow CT = (1+r)T$ Assuming a reworked job is no different than a regular job $\Rightarrow CT = T/(1-r)$ 	22	155
Multiple Paths	 <p>10%</p> <ul style="list-style-type: none"> Assume that m different paths originate from a decision point <ul style="list-style-type: none"> p_i = The probability that a job is routed to path i T_i = The time to go down path i <p>$\Rightarrow CT = p_1T_1 + p_2T_2 + \dots + p_mT_m = \sum_{i=1}^m p_iT_i$</p>	28	156
Parallel Activities	 <ul style="list-style-type: none"> M process segments in parallel T_i = Average process time for process segment i to be completed <p>$\Rightarrow CT_{parallel} = \text{Max}\{T_1, T_2, \dots, T_M\}$</p>	31	157
Cycle Time Efficiency	<p>Cycle Time Efficiency = $\frac{\text{Theoretical Cycle Time}}{CT}$</p>	33	159

Capacity Needs and Utilization, I	<p>Step 1 – Calculate unit load for each resource</p> <ul style="list-style-type: none"> The total resource time required to process one job <ul style="list-style-type: none"> N_i = Number of jobs flowing through activity i for every new job entering the process T_i = The processing time for activity i in the current resource M = Total number of activities using the resource <p>➡ Unit load for Resource = $\sum_{i=1}^M N_i \cdot T_i$</p>	42	163
Capacity Needs and Utilization, II	<p>Step 2 – Calculate the unit capacity</p> <ul style="list-style-type: none"> The number of jobs per time unit that can be processed <p>Unit capacity for resource j = $1 / \text{Unit load for resource j}$</p> <p>Step 3 – Determine the resource pool capacity</p> <ul style="list-style-type: none"> A resource pool is a set of identical resources available for use Pool capacity is the number of jobs per time unit that can be processed <ul style="list-style-type: none"> Let M = Number of resources in the pool <p>➡ Pool capacity = $M \cdot \text{Unit capacity} = M / \text{Unit load}$</p>	44	163
Capacity Needs and Utilization, III	<p>Capacity is related to resources not to activities!</p> <ul style="list-style-type: none"> The process capacity is determined by the bottleneck <ul style="list-style-type: none"> The bottleneck is the resource or resource pool with the smallest capacity (the slowest resource in terms of jobs/time unit) The slowest resource will limit the process throughput <p>Capacity Utilization</p> <ul style="list-style-type: none"> The theoretical process capacity is obtained by focusing on processing times as opposed to activity times <ul style="list-style-type: none"> Delays and waiting times are disregarded <p>⇒ <i>The actual process throughput ≤ The theoretical capacity!</i></p> <p>Capacity Utilization = $\frac{\text{Actual Throughput}}{\text{Theoretical Process Capacity}}$</p>	46	164