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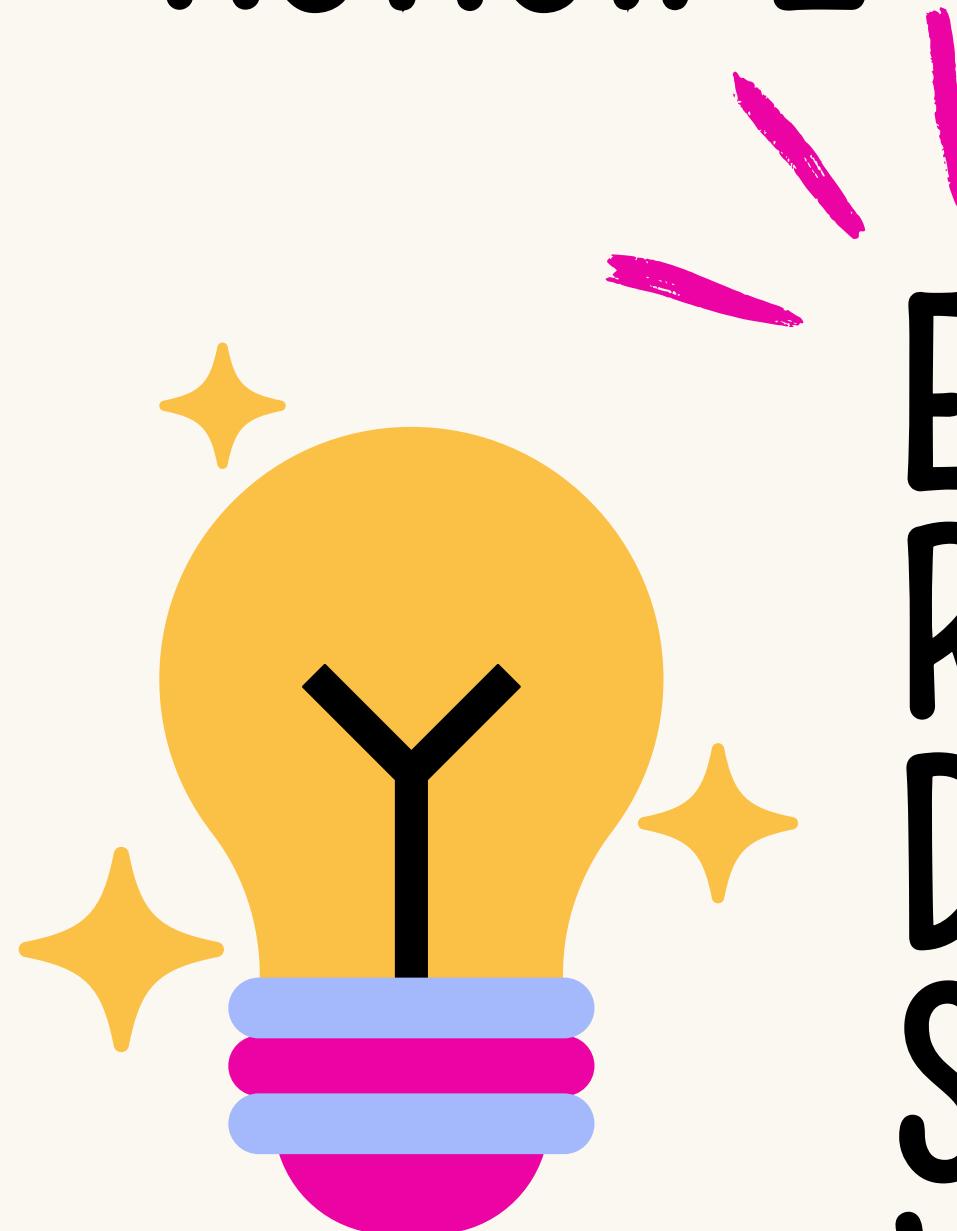
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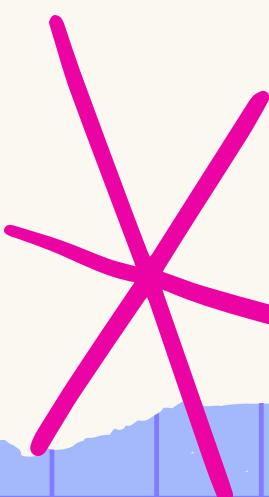
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Review 2



EDGE COMPUTING-BASED REAL-TIME SCHEDULING FOR DIGITAL TWIN FLEXIBLE JOB SHOP WITH VARIABLE TIME WINDOW



The team

Preeti Kannan

Developed Simulation

Thilagan Iniyavan

Physical workshop design - machines , architecture diagram

Sreepathy Vadakath Joshy

Physical workshop design - jobs ,UI

Dhrusheek Rishi Menon

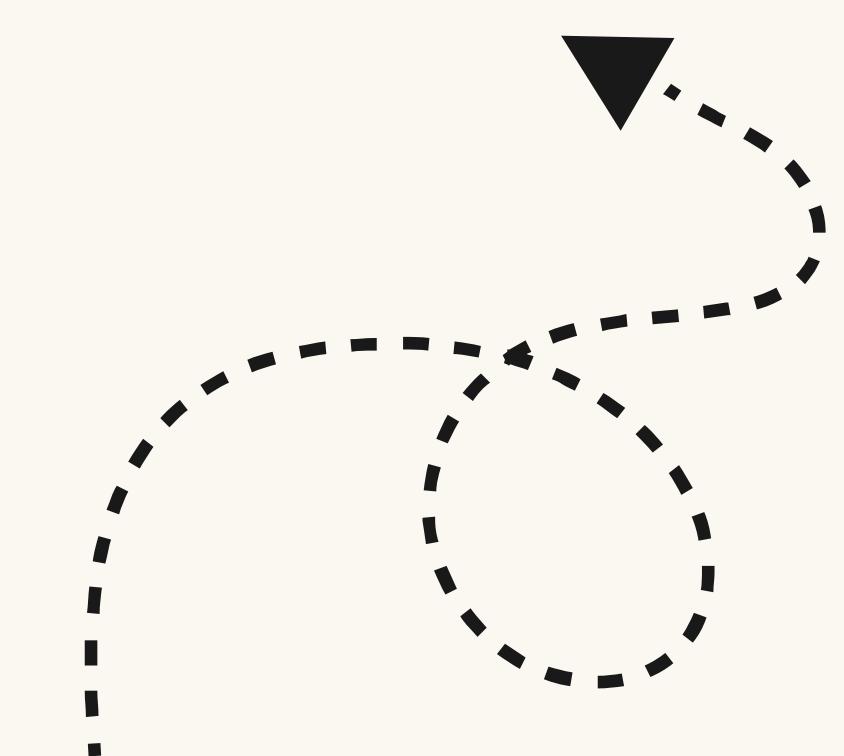
MQTT messaging and integration,data visualization

Pranav Kishan T Y

Genetic Algorithm

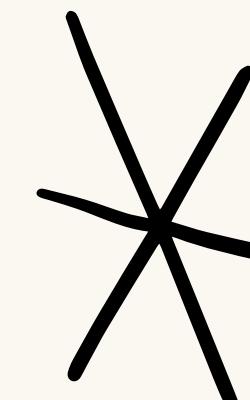
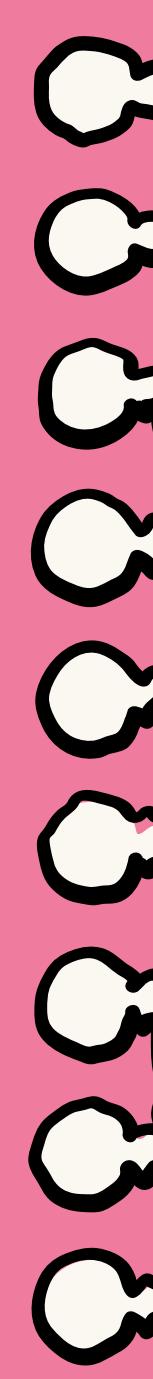
Karthikeyan P G

Fuzzy Systems





1. Designed and implemented the Machine simulations
2. Designed and Implemented Job Simulations
3. Prototype Dynamic Job rescheduling
4. Digital Twin Integrated





CHALLENGES WE FACED!

CHALLENGE 1

Modeling multi-step jobs with machine class constraints

Each job isn't just a single task – it has subtasks that require specific machine to complete the job
e.g A->B->C

CHALLENGE 2

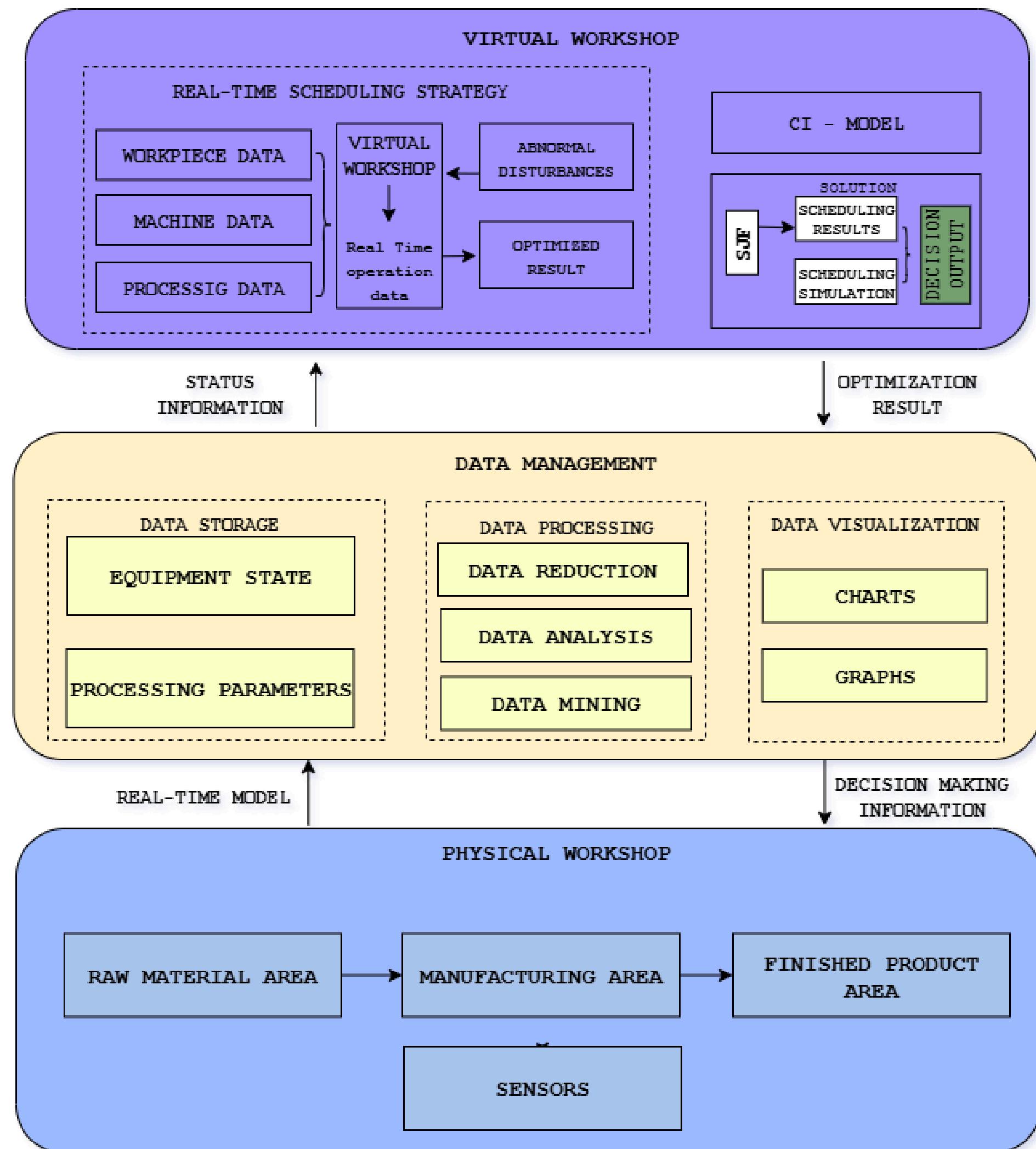
Failure handling and rescheduling realism

Once failed, a machine goes into a timed repair state, but the job it was processing must not be lost.

CHALLENGE 3

Synchronizing MQTT telemetry with job events

- job/status → continuous telemetry per machine (temperature, vibration, job id).
- jobshop/status → discrete events (STARTED, STEP_DONE, FAILED, COMPLETED).



Job Parameters

```
class Job:  
    """  
    Multi-step job. Each step requires a specific machine CLASS (A/B/C/D).  
    Steps are sequential; each has its own remaining ticks.  
    """  
  
    job_id: str  
    intensity: str  
    temp_inc: float  
    vib_inc: float  
  
    # steps: list of (required_class, remaining_ticks)  
    steps: List[Tuple[str, int]] = field(default_factory=list)  
    current_step: int = 0 # index into steps
```

```
    "light": {"temp_inc": 3.0, "vib_inc": 0.8},  
    "moderate": {"temp_inc": 4.5, "vib_inc": 1.2},  
    "heavy": {"temp_inc": 6.5, "vib_inc": 1.8},  
    "stress": {"temp_inc": 8.0, "vib_inc": 2.4},  
}
```

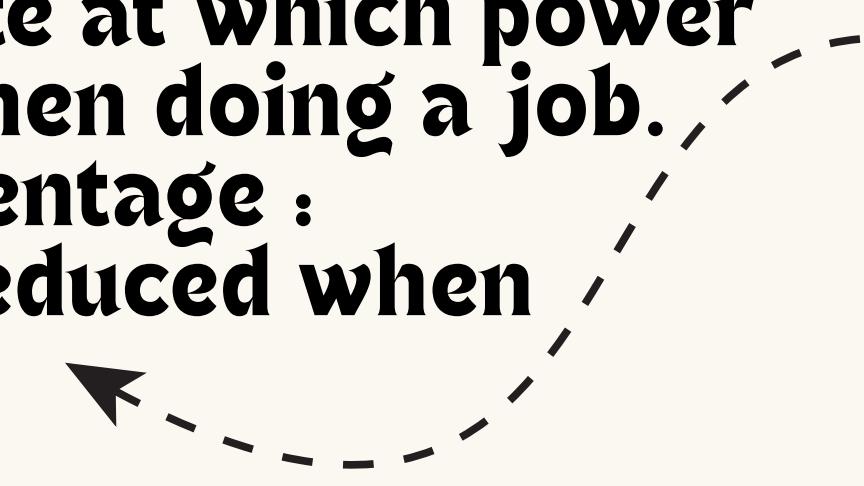
```
# Route patterns: each entry is a SEQUENCE of machine CLASSES required  
ROUTE_PATTERNS = [  
    ["A", "B"],  
    ["A", "B", "C"],  
    ["C", "A"],  
    ["B", "D"],  
    ["A", "C"],  
    ["B", "C"],  
    ["A", "A", "B"],
```

Current Parameters:

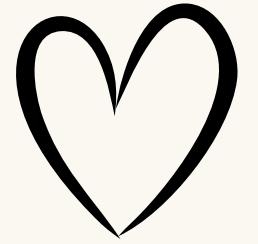
- **job_id:** Unique identifier for the job
- **intensity:** Load level → "light", "moderate", "heavy", "stress"
- **temp_inc, vib_inc:** Temperature and vibration increments per tick
- **steps:** List of (machine class, remaining ticks)
e.g., [("A", 5), ("B", 3)]
- **current_step:** Tracks current step in the job workflow

Developing Parameters:

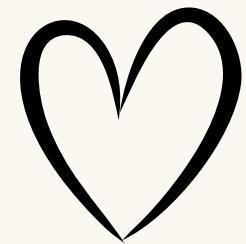
- **Power Consumption rate:** Rate at which power consumed by the machine when doing a job.
- **Temperature Reduction percentage :** Percentage of temperature reduced when entering a machine.



Machine Parameters



```
class Machine:  
    """  
    Digital Twin Enabled Machine Class for Flexible Job Shop Simulation.  
  
    Attributes:  
        class_name (str): Category/type of the machine (e.g., 'A', 'B', 'C').  
        machine_id (str): Unique identifier for the machine (e.g., 'A_1').  
        temp_base (float): Baseline temperature when idle or after repair.  
        temp_threshold (float): Temperature limit for fault detection.  
        vib_base (float): Baseline vibration level.  
        vib_threshold (float): Vibration limit for fault detection.  
        repair_time (int): Number of timesteps required to repair after fault.  
  
    State Variables:  
        temperature (float): Current temperature of the machine.  
        vibration (float): Current vibration level.  
        operational (bool): Operational status (True = working, False = faulty).  
        repair_timer (int): Current repair countdown timer.  
    """
```



```
# Simulate random fluctuation/noise in temp and vibration increments
temp_change = job_temp_increment + random.uniform(-1.5, 1.5)
vib_change = job_vib_increment + random.uniform(-1, 1)

self.temperature += temp_change
self.vibration += vib_change

# Check if machine state exceeds fault thresholds
if self.temperature >= self.temp_threshold:
    self.operational = False
elif self.vibration >= self.vib_threshold:
    self.operational = False
```

The Simulation currently does not include accidents or rush orders , instead we manually assign operational flag as False randomly.

The logic for change in temperature , vibrations and the cool down time has to be refined.

Simulation Flow

```
# Seed jobs
for _ in range(seed_jobs):
    self.enqueue_new_job()

# --- MQTT helpers ---
def _on_connect(self, client, userdata, flags, rc):
    print("[MQTT] Connected" if rc == 0 else f"[MQTT] Failed rc={rc}")

def _publish_jobshop_event(self, event_type: str, payload: dict):
    msg = {"type": event_type, **payload}
    self.client.publish(TOPIC_JOBSHOP, json.dumps(msg))

def _publish_job_status(self, machine: Machine):
    self.client.publish(TOPIC_JOB_STATUS, machine.status_json(self.t))

# --- Job flow helpers ---
def enqueue_new_job(self):
    job = Job.make_random()
    heappush(self.class_queues[job.required_class],
             (job.remaining_ticks_on_step, job.job_id, job))

def _enqueue_current_step_front(self, job: Job):
    heappush(self.class_queues[job.required_class],
             (job.remaining_ticks_on_step, job.job_id, job))

def _enqueue_next_step(self, job: Job):
    if not job.done:
        heappush(self.class_queues[job.required_class],
                 (job.remaining_ticks_on_step, job.job_id, job))
```

hard-coded thresholds

SJF

STEP_DONE

- One stage of the job finished

COMPLETED

- Entire job finished.

FAILED

- Re-queue it at the front of its current class queue.

Working Of the Dashboard

React + Vite + MQTT

The screenshot displays the MQTT Shopfloor Dashboard interface. At the top, a browser tab bar shows multiple open tabs, including "Vite + React", "23CSE362-edge.com", "Git commands for cle", "Open Broadcaster Sc", "Welcome | OBS", "Home - Canva", and "Blue and Yellow Play". The main content area is titled "MQTT Shopfloor Dashboard".

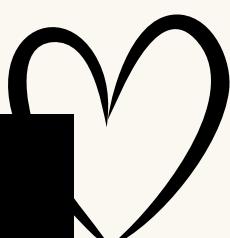
Machines: A grid of eight cards showing machine details. Each card includes a small icon, machine ID, current status, temperature, vibration, and a progress bar indicating the percentage of threshold.

- A_1:** Operational. Temperature: 70.7°C, Vibration: 6.99. Progress bars at 88% of threshold.
- A_2:** Repairing (1/3). Temperature: 71.0°C, Vibration: 9.70. Progress bars at 95% of threshold.
- A_3:** Repairing (2/3). Temperature: 65.9°C, Vibration: 8.56. Progress bars at 75% of threshold.
- B_1:** Operational. Temperature: 69.8°C, Vibration: 10.22. Progress bars at 78% of threshold.
- B_2:** Operational. Temperature: 49.0°C, Vibration: 3.80. Progress bars at 54% of threshold.
- C_1:** Operational. Temperature: 33.8°C, Vibration: 3.93. Progress bars at 45% of threshold.
- C_2:** Operational. Temperature: 31.0°C, Vibration: 3.20. Progress bars at 50% of threshold.
- D_1:** Operational. Temperature: 35.0°C, Vibration: 1.50. Progress bars at 35% of threshold.

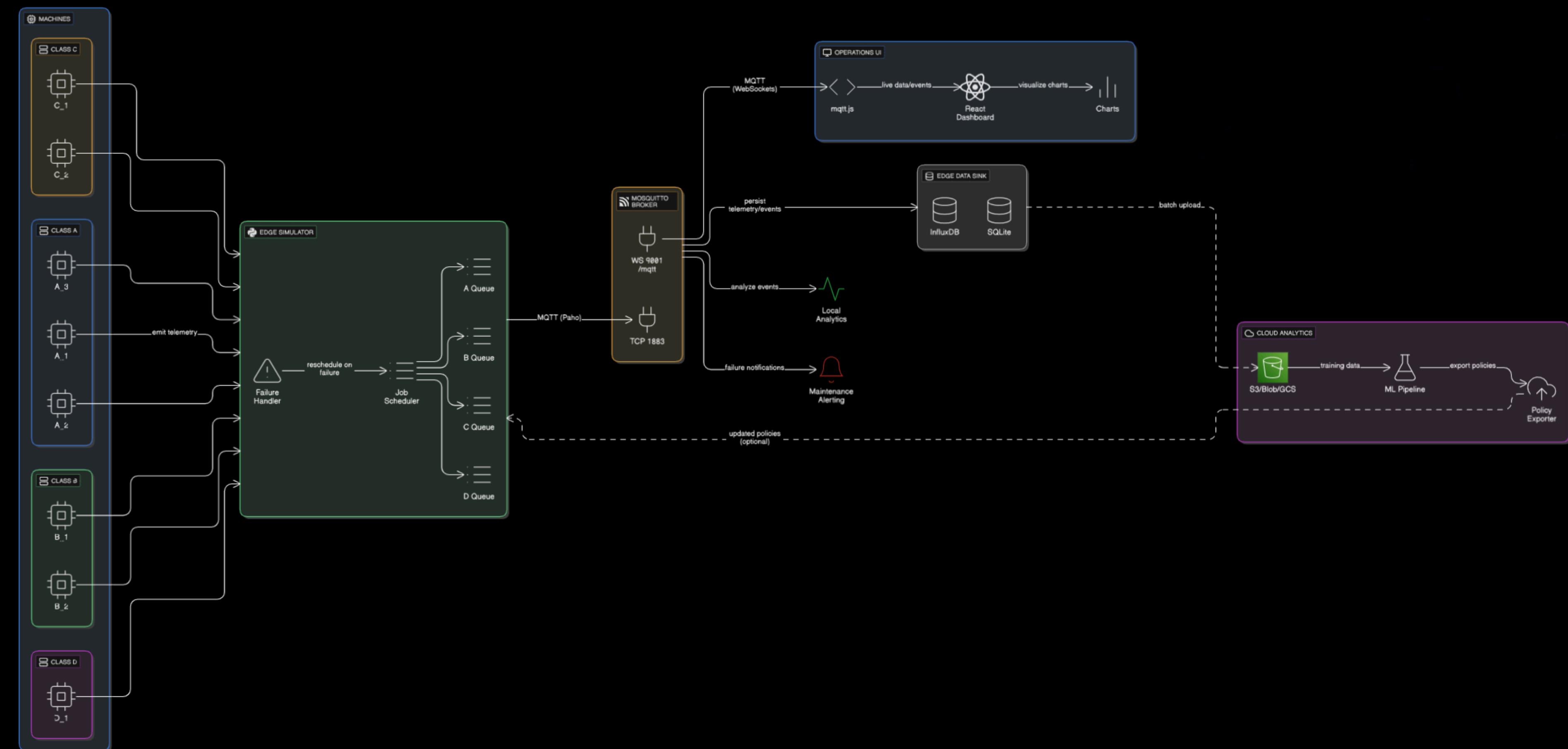
Live Telemetry: A chart titled "Temperature & Vibration over time" showing data from 1:48:34 pm to 1:48:46 pm. The left Y-axis represents Temperature (0 to 80), and the right Y-axis represents Vibration (0 to 8). Two blue lines represent the trend over time.

Activity Log: A table showing the activity log with columns: Time, Type, Machine, Job, Reason, and Clear button.

Time	Type	Machine	Job	Reason	Clear
5:30:07 am	STEP_DONE	-	JOB_3	-	



Working Architecture



```
[13:49:48] Topic: job/status
{
  "class_name": "C",
  "current_job": "REPAIR",
  "machine_id": "C_1",
  "status": "Repairing (3/4)",
  "temp_threshold": 80,
  "temperature": 53.0,
  "timestamp": 38,
  "vib_threshold": 10.0,
  "vibration": 10.36
}
```

**How is the Frontend
Picking up the messages??**

MQTT Message Structure

```
mosquitto-websockets.conf
1  listener 1883
2  protocol mqtt
3
4  listener 8083
5  protocol websockets
6
7  allow_anonymous true
8  log_type all
9
```

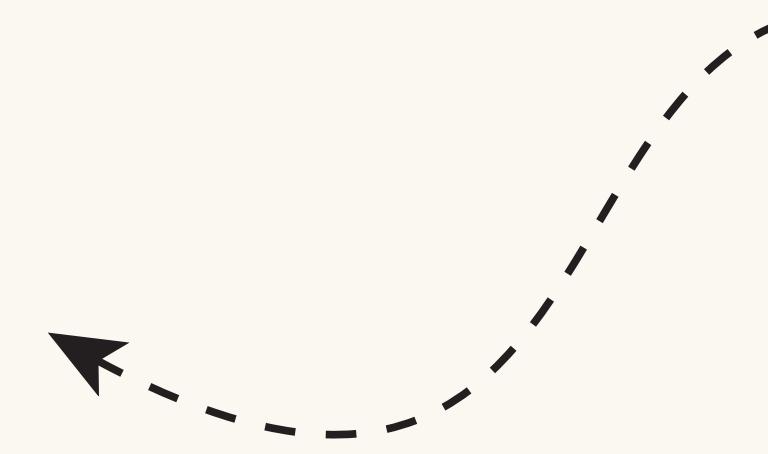
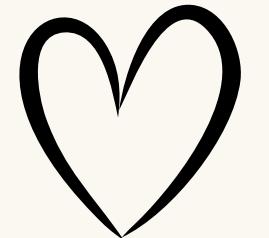
Prediction of Machine Failure

Genetic Algorithm (GA)

- Problem: How to tune fuzzy thresholds (low/medium/high)?
- GA process:
 - a. Generate population of fuzzy thresholds (chromosomes).
 - b. Run simulation → compute fitness.
 - c. Select best → crossover → mutate → evolve.
- Fitness: Reward when fuzzy outputs high risk near failure and low risk when safe.
- GA finds optimal fuzzy breakpoints → more accurate and adaptive.

Code Snippet (Fitness Function)

```
if is_about_to_fail:  
    TARGET_RISK = 85.0  
    error = abs(risk_score - TARGET_RISK)  
    self.fitness_score += (100 - error)  
else:  
    self.fitness_score += (100 - risk_score) / 10
```



Fuzzy Failure Predictor

- Inputs: Temperature and Vibration fuzzified into sets (Low, Normal, Hot / Low, Medium, High).
- GA dynamically optimizes the exact boundaries and peaks of these fuzzy sets to maximize prediction accuracy.
- Example: at 85°C, temp can be 40% normal and 60% hot.
- Rules: We wrote 4 intuitive rules,

```
rules = [
    ctrl.Rule(temp['hot'] | vib['high'], risk['critical']),
    ctrl.Rule(temp['normal'] & vib['medium'], risk['medium']),
    ctrl.Rule(temp['normal'] & vib['low'], risk['low']),
    ctrl.Rule(temp['hot'] & vib['low'], risk['medium'])
]
```

- Output: Rules fire partially, overlap, and create a fuzzy “risk curve.”
- Defuzzification: We use the centroid method → find the balance point of that curve → gives a crisp risk % like 72%.

Results & Takeaway:

- Baseline Fuzzy: Works but depends on manually chosen thresholds.
- GA-Optimized Fuzzy: Learns the best thresholds → higher reliability.
- Performance: Improved precision/recall in predictive alerts.
- Strengths of CI Approach:
 - Human-interpretable (Fuzzy Rules) + Self-tuning (GA).
 - Lightweight → runs at the machine edge, sends MQTT alerts.
 - Handles uncertainty smoothly, interpolates unseen cases.

THANK YOU!

