

Automatic design of constructive heuristics for a reconfigurable distributed flowshop group scheduling problem

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ABSTRACT

This study addresses a reconfigurable distributed flowshop group scheduling problem (RDFGSP), the characteristics of which lie in the reconfigurability of the flowlines, and the families with grouped jobs. Given its NP-hard property, we are committed to developing constructive heuristics to meet real-time requirements. By combining different algorithm components, a large number of constructive heuristics can be obtained, rendering the identification of the best heuristic through artificial experimental design quite difficult. To take full advantage of the problem domain knowledge, the iterated F-Race (I/F-Race), an automatic algorithm design (AAD) methodology, is employed to automatically conceive constructive heuristics with minimum human intervention. Initially, a general and configurable *meta*-algorithm is developed by considering the problem-specific characteristics, which integrates the configurable routing rule, sequencing rule, dispatching rule, and non-delay factor. Subsequently, by using the AAD, the *meta*-algorithm can be instantiated to a complete constructive heuristic, which can generate active, non-delay, or hybrid schedules. In the experimental study, compared with the full factorial design, the AAD can conceive a much more effective automated heuristic by tuning a much smaller number of configurations. Furthermore, the solution accuracy and efficiency of the generated heuristic are validated in solving small-scale problems by comparison with the commercial solver and other heuristics. The generated heuristic substantiates an advancement of approximately 28-fold in contrast to the best compared heuristic at a very small cost when solving large-scale problems.

1. Introduction

In the face of fierce market competition and the production requirements of multiple users, multitasking and many varieties, manufacturing enterprises face intense pressure to improve their competitiveness and customer services. Therefore, they have begun to explore advanced production methods to achieve their goals. The cellular manufacturing system (CMS) is one such advanced production organization that is gaining acceptance among manufacturing enterprises (Pan et al., 2022; Neufeld et al., 2020; Huang and Zhou, 2022). In the case of a surface mount technology (SMT) workshop, a classical CMS for processing the printed circuit boards (PCBs), two essential features stand out: mounting components on both sides and families with grouped jobs. It is known that production scheduling plays a crucial role in enhancing the core competitiveness of manufacturing enterprises (Khare and Agrawal, 2021; Lu et al., 2022; Neufeld et al., 2016). However, the two features are not well studied in the current scheduling

literature. Thus, motivated by the two features in the SMT workshop, this paper studies a reconfigurable distributed flowshop scheduling problem (RDFGSP) that takes the flowlines as independent workshops and has the objective of minimizing the makespan (Zhang et al., 2023). The addressed problem involves determining how to allocate families to the cells at the flows, and how to sequence the families and the jobs accommodated in them. Thus, it is much more complex than the distributed flowshop scheduling problem (DFSP) and is NP-hard. Developing powerful optimization approaches has significant academic and practical value.

To address the RDFGSP, a mixed integer linear programming (MILP) model is introduced. This MILP can be run on the mathematical programming solver, and solve small-scale problems to optimality. Nevertheless, owing to the NP-hard nature of the problem, the MILP model faces significant challenges as the problem scale increases. It struggles to yield an optimal solution within a reasonable time and may even fail to discover the optimal solution altogether. Consequently, we advocate for

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the adoption of a heuristic approach, which can offer expedited problem-solving capabilities to fulfill real-time requirements. Within the confines of this study, our focus rests upon constructive heuristics, which diligently construct a comprehensive schedule in an incremental manner, commencing from a blank canvas.

On the one hand, the process of designing constructive heuristics often relies on expert knowledge and consumes a considerable amount of time. On the other hand, constructive heuristics are typically tailored to specific situations, which can pose a challenge since real-world scenarios are subject to constant change. This dynamic nature may render existing heuristics ineffective or even infeasible. To overcome these challenges, the automated algorithm design (AAD) methodology (López-Ibáñez et al., 2016; Bezerra et al., 2020) can be introduced, which enables the automatic design of heuristics with minimal human intervention. In this paper, the iterated F-Race (I/F-Race), a machine learning method that was first proposed for model selection, is implemented as the AAD. I/F-Race has garnered substantial attention and undergone extensive study in recent years (Zhao et al., 2023; Huang et al., 2019; Pagnozzi and Stützle, 2019; Zhang et al., 2022a). In this paper, I/F-Race is employed to conceive a constructive heuristic automatically for solving the RDFGSP in the framework of a developed *meta*-algorithm. In the experimental study, compared with the full factorial design (FFD), the AAD is capable of devising a significantly more effective automated heuristic while tuning a substantially smaller number of configurations. Furthermore, the solution accuracy and efficiency of the automated heuristic are verified in solving small-scale problems by comparison with the commercial solver and other heuristics. Additionally, the effectiveness of the automated heuristic is demonstrated at a very small cost in time when solving large-scale problems. The main contributions of the paper are twofold: (1) A *meta*-algorithm for the constructive heuristics for solving the RDFGSP is proposed. (2) An AAD method is designed to conceive the constructive heuristic automatically.

The organization of the paper is as follows. In Section 2, we present a brief literature review. Section 3 describes the RDFGSP, and the MILP model is presented. The heuristic configuration is defined in Section 4. Section 5 describes the AAD, and Section 6 discusses the experimental study. Finally, the conclusions and future studies are presented in Section 7.

2. Literature review

To the best of our knowledge, the literature on the RDFGSP addressed in this paper is very limited. Nevertheless, by exploring related research on flowshop variants, valuable insights can be gleaned. Hence, we first undertake close studies for the flowshop variants, including the flowshop scheduling problem (FSP), distributed flowshop scheduling problem (DFSP), and distributed flowshop group scheduling problem (DFGSP). We then shift our focus to the study of constructive heuristics for solving FSP variants. Subsequently, the studies on I/F-Race are reviewed. Finally, we provide summaries of the reviews and pose research questions for further investigation.

2.1. Review of the studies on FSP variants

The classical FSP involves determining the scheduling sequence of jobs that are to be processed on a flowline composed of multiple and consecutive machines. Initially formulated as a two-machine problem, the FSP has been studied for almost 70 years and has been proven to be NP-hard in the strong sense (Nawaz et al., 1983). The DFSP was first formulated by Naderi and Ruiz (Naderi and Ruiz, 2010) as an extension of the FSP, introducing a multi-factory environment. It requires to determine the assignment of jobs to multiple factories and the scheduling sequence of jobs within each factory. By considering the families consisting of the jobs with underlying sameness, Pan et al. (Pan et al., 2022) further introduced a novel scheduling problem known as the DFGSP. The DFGSP involves determining how to assign families to

factories, how to sequence the families in each factory, and how to sequence the jobs in each family.

Owing to the significance both in theory and applications of the FSP variants, various approaches of finding optimal or near-optimal solutions have been developed. These approaches can generally be classified into two classes: exact and approximate techniques. Exact techniques typically employ enumeration methods to obtain an optimal solution. For instance, Bai et al. (Bai et al., 2022) introduced a branch and bound algorithm for the FSP. Hamzadayi (Hamzadayi, 2020) proposed an effective benders decomposition algorithm for solving the DFSP. Pan et al. (Pan et al., 2022) formulated the DFGSP as an MILP model, enabling the utilization of mathematical programming optimizers to obtain optimal solutions. However, in most cases, these techniques require a prohibitive amount of computation even for small-scale problems. Approximate techniques offer a more efficient and cost-effective approach for obtaining near-optimal solutions. These techniques can broadly be categorized as either constructive heuristics or improvement heuristics. Constructive heuristics are capable of building promising solutions by leveraging problem-specific characteristics, operating within polynomial time. Furthermore, it is worth noting that the performance of the improvement heuristics, such as stochastic local search method for the FSP (Pagnozzi and Stützle, 2019), iterated greedy algorithm for the DFSP (Khare and Agrawal, 2021), cooperative co-evolutionary algorithm for the DFGSP (Pan et al., 2022), can be significantly enhanced by incorporating promising initial solutions generated by constructive heuristics. In the realm of FSP research, the design of well-crafted constructive heuristics assumes a pivotal role. Hence, this study specifically focuses on constructive heuristics, which are reviewed in the following subsection.

2.2. Review of the constructive heuristics for FSP variants

A popular and simple heuristic, namely NEH, for minimizing makespan in the general FSP was presented by Nawaz et al. in 1983 (Nawaz et al., 1983), which outperformed other algorithms developed earlier, such as the heuristics of Palmer (Palmer, 1965), Gupta (Gupta, 1971), and Campbell-Dudek-Smith (Campbell et al., 1970). The NEH heuristic consists of two phases: the sorting phase and the insertion phase. Since 1983, many researchers have tried to improve NEH. Dong et al. (Dong et al., 2008) developed an improved NEH-based heuristic based on the idea of balancing the utilization among all machines. Framinan et al. (Framinan et al., 2003) and Abedinnia et al. (Abedinnia et al., 2016) summarized the room to improve the NEH heuristic by modifying the sorting phase and insertion phase. Framinan et al. (Framinan et al., 2003) generalized the NEH heuristic to minimize makespan, idle time and flowtime, and proposed heuristics for these three objectives. Framinan et al. (Framinan et al., 2004) also established a common framework to categorize heuristic algorithms for FSP. The framework divided the existing heuristics into three phases: (a) index development, (b) solution construction, and (c) solution improvement. Framinan and Leisten (Framinan and Leisten, 2003) extended the NEH heuristic to minimize the flowtime by exploiting the partial schedules in more detail. Laha and Sarin (Laha and Sarin, 2009) improved the heuristic proposed in (Framinan et al., 2004) to minimize the flowtime, which allowed the iteration of the insertion step rather than only performing the pairwise interchanges. Abedinnia et al. (Abedinnia et al., 2016) extended the NEH heuristic and improved the heuristic proposed in (Laha and Sarin, 2009) by introducing new priority rules for weighting jobs and decision criteria for the insertion phase.

Regarding the DFSP, it involves solving the assignment of jobs to the factories and scheduling sequence of jobs in the families. Naderi and Ruiz (Naderi and Ruiz, 2010) proposed 14 constructive heuristics and variable neighborhood descent methods. From the comprehensive computational results, they found that two NEH-based heuristics, namely NEH1 and NEH2, integrating two family assignment rules perform best among the 14 constructive heuristics. Ruiz et al. (Ruiz

et al., 2019) extended the NEH2 proposed in (Naderi and Ruiz, 2010) by adjusting the insertion phase, resulting in a novel constructive heuristic, namely NEH2_en. Additionally, based on NEH2, Shao et al. (Shao et al., 2021) proposed three distributed NEH variants, namely DNEH1, DNEH2, and DNEH3. DNEH1 aims to obtain a lower makespan and balance the workload of factories. DNEH2 is an extension of DNEH1, which integrates a greedy insertion step. DNEH2 makes more efforts on the factories with the minimum makespan and the maximum makespan. Chen et al. (Chen et al., 2021) extended several NEH-based heuristics when dealing with the blocking flowshop scheduling problem in a distributed environment, and they showed that NEH2EE performs best among all the algorithms. Pan et al. (Pan et al., 2019) proposed a novel constructive heuristic that combined the NEH heuristic with the LR heuristic (Liu and Reeves, 2001). In the heuristic, a partial job sequence is first constructed using the LR, and then the remaining jobs are arranged by using the NEH.

As regards the research of constructive heuristics for solving DFSP with the consideration of the group feature, there is only one paper in the literature. Pan et al. (Pan et al., 2022) studied a distributed flowshop group scheduling problem (DFGSP) to arrange a variety of jobs subject to group constraints at a number of identical manufacturing cells. Each cell has a flowshop structure. To solve the problem, they proposed a heuristic, namely LPT-GA-NEH, to construct an initial solution. In this heuristic, the job sequence is generated according to the largest processing time (LPT) rule, then the family sequence is determined by using a greedy assignment (GA) rule, and finally the NEH is used to improve the family sequences.

2.3. Review of the studies on I/F-Race

Regarding the AAD, related to the terms automated algorithm configuration, automated parameter tuning, and hyper-heuristic (Zhao et al., 2023), Huang et al. (Huang et al., 2019) classified the methods into three categories from the perspective of tuner's structure and composition: 1) simple generate-evaluate methods; 2) iterative generate-evaluate methods; 3) high-level generate-evaluate methods. The second category is the most fruitful class of approaches for tuning problems. Various methods, including I/F-Race, ParamILS, CALIBRA, REVAC, and so forth, fall in this category (Huang et al., 2019). Among them, I/F-Race is one of state-of-the-art methods, which has showed its effectiveness in tuning various problems, and has the following advantages. First, I/F-Race can handle both the numerical and categorical parameters, thus exhibiting a comprehensive utility. Second, I/F-Race uses the statistical model to make it interpretable and easy to understand, which is important for researchers and practitioners to develop the automated design techniques. I/F-Race is reviewed as follows.

Birattari et al. (Birattari and Kacprzyk, 2009; Birattari et al., 2002) proposed an F-Race method, which can optimize both the categorical and numerical parameters. It is inspired by the Hoeffding Race used for model selection in machine learning. In the method, the initial candidate configurations are obtained by a full factorial design. However, when there are a large number of parameters or the parameters have a wide range of values, adopting the full factorial design may become impractical and computationally limited. To alleviate this problem, Balaprakash et al. (2017) proposed an iterated application of F-Race, i.e., I/F-Race, which follows the search framework based on a learning model. Since its proposal, I/F-Race has become a competitive AAD method. Liao et al. (Liao et al., 2013; Liao et al., 2015) successfully configured a continuous optimization solver with high performance for solving different test sets. López-Ibáñez et al. (López-Ibáñez et al., 2016) developed a software package, called Irace, in programming language R, where several variants of I/F-Race are included. Since then, Irace has been used in the design of automatic algorithms to solve various engineering optimization problems (Pagnozzi and Stützle, 2019); (Pan et al., 2021; Bistaffa et al., 2019; Nagano et al., 2021). The above studies all focused on single-objective optimization. Bezerra et al. (Bezerra et al.,

2020) proposed an automatic multi-objective evolutionary algorithm (MOEA) framework with a multi-objective formula. Based on the I/F-Race, Zhang et al. (Zhang et al., 2022a; Zhang et al., 2022b) conceived the MOEAs to solve the multi-objective hybrid flowshop scheduling problems with consistent and variable sublots.

2.4. Summary and research questions

The work in this study aims to solve the RDFGSP with the objective minimizing the makespan using constructive heuristics. The RDFGSP requires dealing with three interdependent decisions: (1) assignment of families to the cells at each flow, (2) scheduling sequence of families at the cells, and (3) scheduling sequence of jobs in the families. Regarding the first decision, which bears resemblance to the assignment of jobs to factories in the DFSP, it is possible to learn factory assignment rules from the existing literature. For the third decision, the NEH heuristic, which has demonstrated success in determining job sequences for both the FSP and DFSP, serves as an inspiration for developing NEH rules tailored to the RDFGSP, while considering problem-specific characteristics. Addressing the second decision, the key characteristic, i.e., reconfigurability, must be addressed. Accordingly, this involves developing rules that dynamically connect the flowlines to complete the production tasks. It is important to note that, thus far, no research paper has specifically addressed reconfigurability using constructive heuristics in a distributed flowshop configuration. For LPT_GA_NEH, although it can address the family sequence and job sequence, it cannot address the decision of cell connection. The other heuristics proposed in the distributed flowshop environment can only deal with the decisions of job sequencing and cell assignment, but they cannot deal with the decisions of family sequencing and cell connection.

Thus, in light of the promising performance of the I/F-Race, it is worthwhile to conceive an effective constructive heuristic by leveraging its strengths for the RDFGSP. This paper endeavors to answer three key research questions.

- How to develop a configurable procedure to construct a schedule for the RDFGSP?
- How to design the schedule rules for the RDFGSP considering the specific characteristics and existing experience?
- How does the I/F-Race automatically conceive the constructive heuristic for the RDFGSP, and to what extent can this heuristic be advanced?

3. Problem description

In this section, we first provide the description of the RDFGSP, and illustrate it with an example. Subsequently, the MILP model is formulated.

The RDFGSP is motivated by a surface mount technology (SMT) workshop for processing PCBs. The processing of PCBs can be divided into two flows. As shown in Fig. 1 (Zhang et al., 2023), once a side mounting flow (known as side B) has been accomplished, then another side mounting flow (known as side A) can be implemented. In the SMT workshop of large-scale enterprises, there are usually dozens of flowlines. The SMT workshop, therefore, can be regarded as a CMS, in which the flowline with an advanced degree of automation acts as the cell and can independently undertake a one-sided mounting flow. That is, each flowline can mount the A and B sides. Thus, to complete the process of one PCB, it is necessary to flexibly select and connect two lines into a whole line. The two lines can either be the same or different. In addition, different PCBs have different processing requirements because of their different designs. To reduce the switching time of mounting tools, a family accommodates PCBs that have a similar design, which are processed consecutively with a very small switching time.

In light of the above context, the RDFGSP is characterized as follows. Without loss of generality, a PCB is called a job here. Suppose that in a

CMS, there are some cells formed by several machines. A number of jobs are to be processed through two flows consecutively, and each flow can be undertaken by a cell. The jobs can be grouped into several families according to their similarities. The jobs within the same family must be processed sequentially, and their scheduling sequence can be adjusted. The setups for different families are required, and they are anticipatory and executed before processing. The setups for the different jobs within the same family are ignored. When a job is finished on a machine of a cell, it can be started on the next machine. Moreover, when a job is completed for its flow1, it can be immediately forwarded to its flow 2. The transportation time between the two cells is different. The jobs for flow 2 can only be processed when flow 1 is finished and transported to the cell for flow 2. The other assumptions for the RDFGSP are summarized below.

- All jobs are available at time zero, and preemption and interruption are not considered.
- Machine idle time is allowed, and buffer capacity is infinite between machines.
- Each job goes through all flows one by one, and at a specific flow, it goes through all stages one by one.
- At any time, one machine can at most process one job, and jobs from the same family are continuously processed.

3.1. Problem illustration

With the objective of minimizing the makespan, the problem aims to determine the assignment of families to the cells at each flow, the scheduling sequence of families on the cells, and the sequence of jobs in the families. To illustrate the problem, a simple example with four families is introduced, and the four families contain 4, 2, 2 and 3 jobs respectively, and two cells that have three machines. The relevant processing data are given in Table 1, where the processing time of each job in each family, the setup time of each family on each machine at the two flows, and the transfer time between each two cells are given.

This instance is formulated as a MILP introduced in Section 3.2, and run on IBM ILOG CPLEX 12.7.1. An optimal schedule is obtained and drawn in Fig. 2. From Fig. 2, it can be seen that in the optimal schedule, the processes of different families have different routes by connecting different cells. For example, for processing family 1, Cell 1 is connected with Cell 2. Cell 1 is responsible for flow 1 of family 1, while Cell 2 is responsible for flow 2 of family 1. In addition, the scheduling sequence of families at each cell, and the scheduling sequence in each family are all involved. For example, the scheduling sequence of families on cell 1 at flow 1 is (Family 1, Family 4). The scheduling sequence in Family 1 is (Job 2, Job 3, Job 4, and Job 1).

3.2. MILP model

Notations:

k : Flow index.

$|F|$: Number of families.

f : Family index.

F : Set of families, and $F = \{1, 2, \dots, f, \dots, |F|\}$.

n_f : Number of jobs in family f .

j : Job index.

J_f : Set of jobs in family f , and $J_f = \{1, 2, \dots, j, \dots, n_f\}$.

$|C|$: Number of cells.

C : Set of cells, and $C = \{1, 2, \dots, c, \dots, |C|\}$.

$|M|$: Number of machines in each cell.

m : Machine index.

M : Set of machines, and $M = \{1, 2, \dots, m, \dots, |M|\}$.

$p_{j,f,m,k}$: Processing time on machine m of job j in family f at flow k .

$s_{f,m,k}$: Setup time of family f on machine m at flow k .

$t_{c,c'}$: Transportation time from cell c to cell c' .

G : A very large positive value.

Decision variables:

$B_{j,f,m,k}$: Beginning time of job j in family f on machine m at flow k .

$E_{j,f,m,k}$: Ending time of job j in family f on machine m at flow k .

$D_{f,c,k}$: Binary variable that takes the value of 1 when family f is assigned to cell c at flow k .

$X_{f,f',c,k,k'}$: Binary variable that takes the value of 1 when flow k of family f is scheduled before flow k' of family f' on cell c .

$Y_{j,j'}$: Binary variable that takes the value of 1 when job j is scheduled before job j' in family f .

With the above notations listed in the **Notations**, the MILP model (Zhang et al., 2023) is presented as follows.

Objective:

$$\text{Minimize } C_{\max} \quad (1)$$

Eq. (1) is to minimize C_{\max} , which is defined as the maximum completion time of all the jobs at flow 2.

Constraints:

$$C_{\max} \geq E_{j,f,|M|,2}, \quad \forall j \in J_f, f \in F \quad (2)$$

Eq. (2) requires that C_{\max} must be larger than the completion time of each job in each family at flow 2.

$$\sum_{c=1}^{|C|} D_{f,c,k} = 1, \quad \forall f \in F, k \in [1, 2] \quad (3)$$

Eq. (3) defines that each family at each flow can only be assigned to one cell.

$$B_{j,f,m,1} \geq s_{f,m,1}, \quad \forall j \in J_f, f \in F \quad (4)$$

Eq. (4) indicates that the beginning time of each job at flow 1 should be larger than or equal to its setup time.

$$E_{j,f,m,k} - B_{j,f,m,k} = p_{l,g,m,k}, \quad \forall j \in J_f, f \in F, m \in M, k \in \{1, 2\} \quad (5)$$

Eq. (5) defines the relationship between $B_{j,f,m,k}$ and $E_{j,f,m,k}$, and indicates that interruption is not allowed in the processing,

$$B_{j,f,m+1,k} - E_{j,f,m,k} \geq 0, \quad \forall j \in J_f, f \in F, m \in [1, \dots, |M| - 1], k \in \{1, 2\} \quad (6)$$

Eq. (6) represents that the process of the job can be started only after its completion of the previous operation at the same flow.

$$B_{j,f,m,2} - E_{j,f,m,1} - s_{f,m,2} + G \times (3 - X_{f,f',c,1,2} - D_{f,c,1} - D_{f',c,2}) \geq 0, \quad \forall j \in J_f, f \in F, c \in C \quad (7)$$

Eq. (7) guarantees that if the two flows of the same family are assigned to the same cell, the operations on the machines at flow 2 can only be started after the operations on the machines at flow 1 and the setups are completed.

$$B_{j,f,m,k} - E_{j',f',m,k'} - s_{f,m,k} + G \times (3 - X_{f,f',c,k,k'} - D_{f,c,k} - D_{f',c,k'}) \geq 0, \quad \forall j \in J_f, j' \in J_{f'}, f, f' \in F (f \neq f'), c \in C, k, k' \in \{1, 2\} \quad (8)$$

Eq. (8) expresses that the jobs in each family on the machines can be started only after the setups and the operations on the machines have been completed if there is any previous family assigned to the same cell.

$$X_{f,f',c,k,k'} + X_{f',f,c,k',k} \leq 1, \quad \forall f, f' \in F (f \neq f'), c \in C, k, k' \in \{1, 2\} \quad (9)$$

Eq. (9) guarantees that $X_{f,f',c,k,k'}$ and $X_{f',f,c,k',k}$ cannot take the value of 1 at the same time.

$$X_{f,f',c,k,k'} + X_{f',f,c,k',k} \leq D_{f,c,k} + D_{f',c,k'}, \quad \forall f, f' \in F (f \neq f'), c \in C, k, k' \in \{1, 2\} \quad (10)$$

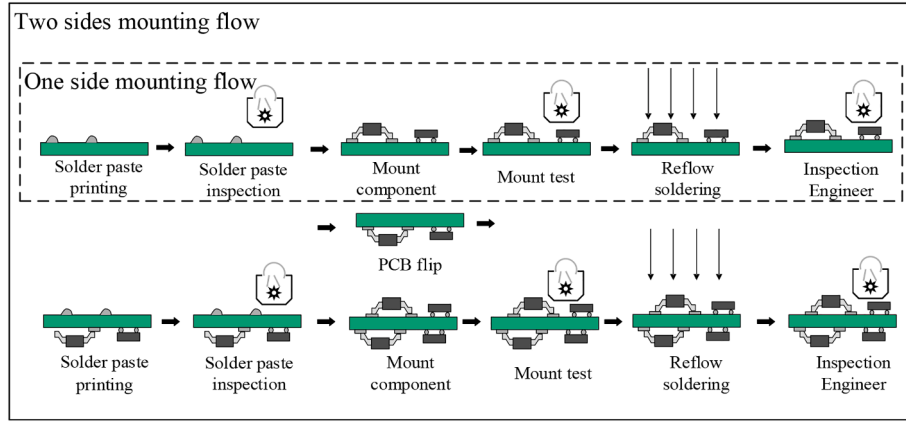


Fig. 1. The two flows in SMT processing.

$$D_{f,c,k} + D_{f,c,k'} - 1 \leq X_{f,f',c,k,k'} + X_{f,f',c,k',k}, \quad \forall f, f' \in F (f' \neq f), c \in C, k, k' \in \{1, 2\} \quad (11)$$

Eq. (10) and Eq. (11) together establish the relationship between two variables $D_{f,c,k}$ and $X_{f,f',c,k,k'}$.

$$X_{f,f',c,2,1} = 0, \forall f \in F, c \in C \quad (12)$$

Eq. (12) guarantees that if the two flows of a family are assigned to the same cell, flow 2 can only be started after flow 1 has been completed.

$$X_{f,f',c,1,2} \leq D_{f,c,1} + D_{f,c,2}, \quad \forall f \in F, c \in C \quad (13)$$

$$D_{f,c,1} + D_{f,c,2} - 1 \leq X_{f,f',c,1,2}, \quad \forall f \in F, c \in C \quad (14)$$

Eq. (13) and Eq. (14) together guarantee the relationship between two variables $D_{f,c,k}$ and $X_{f,f',c,k,k'}$ if the two flows of a family are assigned to the same cell.

$$B_{j,f,1,2} - E_{j,f,M_1,1} - t_{c,c'} + G \times (2 - D_{f,c,1} - D_{f,c',2}) \geq 0, \quad \forall j \in J_f, f \in F, c, c' \in C \quad (15)$$

Eq. (15) guarantees that each job in each family can be started at flow 2 after it has been completed at flow 1 and transported to flow 2.

$$B_{j,f,m,k} - E_{j,f,m,k} + G \times (1 - Y_{j,jf}) \geq 0, \quad \forall j, j' \in J_f, f \in F \quad (16)$$

Eq. (16) denotes that each job in one family can be started only after the previous operations are completed if there is any previous job in the family.

$$Y_{j,jf} + Y_{j,j'f} = 1, \quad \forall j, j' \in J_f, f \in F \quad (17)$$

Eq. (17) guarantees that only one variable of the two variables, i.e., $Y_{j,jf}$ and $Y_{j,j'f}$, can take the value of 1.

$$D_{f,c,k} \in \{0, 1\} \quad (18)$$

$$Y_{j,jf} \in \{0, 1\} \quad (19)$$

$$X_{f,f',c,k,k'} \in \{0, 1\} \quad (20)$$

Eqs. (18) to (20) define the possible values of the three decision variables.

4. Heuristic configuration for RDFGSP

In the last section, the model of the RDFGSP is discussed. To solve the problem, we focus on the constructive heuristics. Section 4.1 answers

the first question raised in Section 2, while Sections 4.2–4.4 benefit from the literature and answer the second question. Primarily, given the absence of existing constructive heuristics tailored specifically for the RDFGSP, with the consideration of the problem-specific characteristics, the *meta*-algorithm including four categorical parameters and one numerical parameter is developed, which can be instantiated as a constructive heuristic. Subsequently, the potential values for the parameters are introduced. The specific value of each parameter will be determined by the I/F-Race detailed in the following section. Note that some notations used in this section can be found in Section 3.

4.1. Meta-algorithm of constructive heuristic

Recall that the RDFGSP requires dealing with three interdependent decisions mentioned in Section 3: (1) assignment of families to the cells at each flow, (2) scheduling sequence of families at the cells, and (3) scheduling sequence of jobs in the families. In order to tackle these problems, a procedure of constructive heuristic is designed. This procedure follows a sequential approach whereby the third decision is initially determined. Subsequently, the first and second decisions are ascertained through an iterative process.

Algorithm 1

Meta-algorithm of the constructive heuristic.

Initialize the set of job operations, i.e., O_{1f} , in each family f at flow 1.

Initialize the set of job operations, i.e., O_{2f} , in each family f at flow 2.

Apply a sequencing rule SR on O_{1f} and O_{2f} .

Initialize the set of family operations, i.e., Ω_1 , at flow 1.

Initialize the set of family operations, i.e., Ω_2 , at flow 2.

Repeat

Step 1. Determine the cell c^* by using a routing rule RR that is to process the family operation in Ω_1 .

Step 2. Construct a set Ω' containing the available family operations to be scheduled in Ω_1 in the following three sub-steps.

Step 2.1. Calculate the completion time of the operations in Ω_1 when they are scheduled on the cell c^* , and find the latest completion time $t(\Omega_1)$ among them.

Step 2.2. Find the earliest beginning time $S(c^*)$ of c^* according to Eq. (21).

Step 2.3. Construct the set Ω' according to Eq. (22).

Step 3. Apply the dispatching rule DR on the operations in Ω' to find the operation O' to be scheduled on c^* .

Step 4. Schedule O' on c^* , and remove O' from Ω_1 .

Step 5. Add the following operation $next(O')$ of O' into Ω_1 if $next(O')$ exists in Ω_2 , and remove it from Ω_2 .

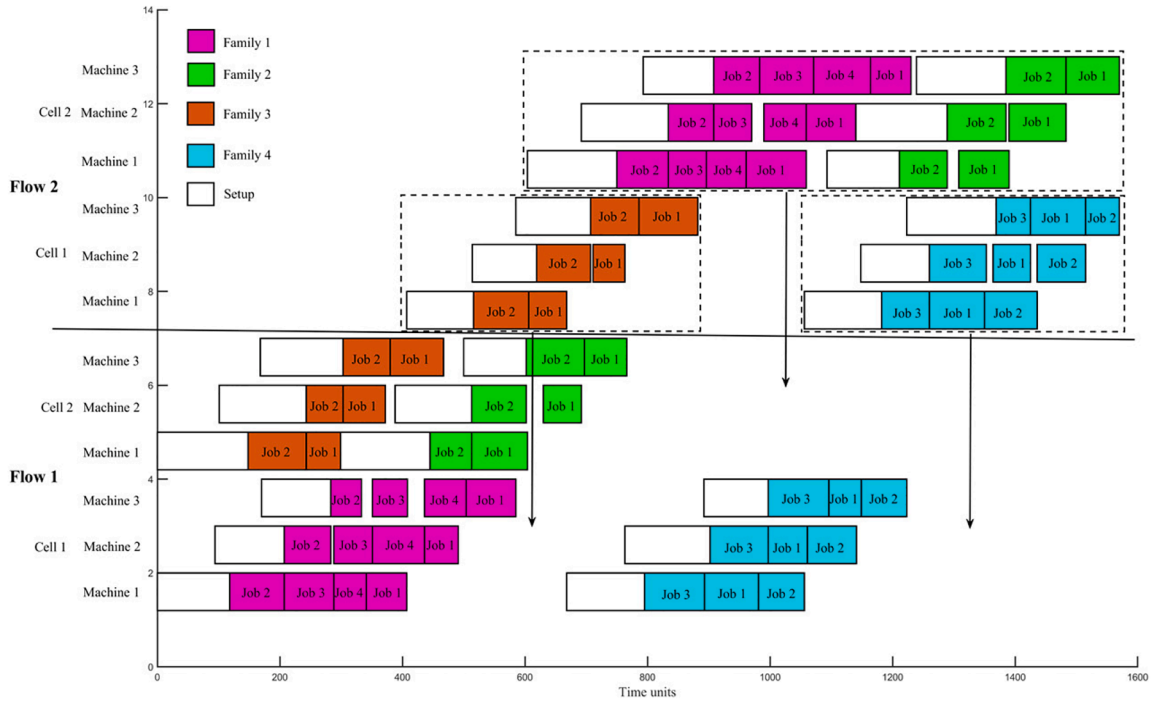
Until all operations in Ω_1 and Ω_2 have been scheduled.

Suppose that there are $|F|$ families to go through the two flows, and family f contains n_f jobs. Algorithm 1 shows the procedure of the *meta*-algorithm to construct an active schedule, a non-delay schedule, or a

Table 1

The processing, setup, and transfer time of the example.

Families			Family 1				Family 2		Family 3		Family 4		
Jobs			Job 1	Job 2	Job 3	Job 4	Job 1	Job 2	Job 1	Job 2	Job 1	Job 2	Job 3
Processing time	Flow1	Machine 1	66	89	81	53	91	68	56	95	88	75	98
		Machine 2	55	76	63	85	62	89	69	60	64	80	95
		Machine 3	81	50	57	68	69	95	87	77	53	74	99
	Flow 2	Machine 1	98	84	62	65	82	78	62	90	90	86	78
		Machine 2	81	74	62	69	93	96	52	88	61	79	93
		Machine 3	66	75	88	93	87	98	96	79	90	55	56
Setup time	Flow1	Machine 1	118				146		148		127		
		Machine 2	113				125		142		139		
		Machine 3	113				102		135		105		
	Flow 2	Machine 1	146				118		109		126		
		Machine 2	142				149		105		112		
		Machine 3	115				146		122		146		
Transfer time	From Cell 1	To Cell 1	69				69		69		69		
	From Cell 1	To Cell 2	84				84		84		84		
	From Cell 2	To Cell 1	52				52		52		52		
	From Cell 2	To Cell 2	56				56		56		56		

**Fig. 2.** Gantt chart of the schedule for example.

hybrid of both active and non-delay schedules. In the procedure, $O_{1,f}$ and $O_{2,f}$ represent the family operation of family f at flow 1 and flow 2, respectively. They contain all the job operations $o_{1,j}$ and $o_{2,j}$ contained in family f . That is, $O_{1,f}$ and $O_{2,f}$ are initialized to $\{o_{1,1}, o_{1,2}, \dots, o_{1,n_f}\}$ and $\{o_{2,1}, o_{2,2}, \dots, o_{2,n_f}\}$, respectively. Ω_1 and Ω_2 are two sets of containing the family operations at flow 1 and flow 2, respectively. Ω_1 is initialized to $\{O_{1,1}, O_{1,2}, \dots, O_{1,i}, \dots, O_{1,|F|}\}$, while Ω_2 is initialized to $\{O_{2,1}, O_{2,2}, \dots, O_{2,i}, \dots, O_{2,|F|}\}$. $r(O^*)$ is the release/ready time of operation O^* . $U(c^*)$ is the ready/available time of cell c^* .

Once the job sequence in the family is determined, the processing of the family on the cell can also be confirmed. Thus, the procedure will first determine the scheduling sequence of the jobs in each family. After determining the sequences of jobs in all the families, an iterated pro-

cedure is conducted until all the operations in Ω_1 and Ω_2 have been scheduled. In the iterated procedure, the cell c^* is determined by the routing rule RR to accommodate the next operation in Step 1. The routing rule makes real-time decisions to determine the cell with the highest priority. Subsequently, Step 2, which contains three sub-steps, aims to find available family operations in Ω_1 to be scheduled on c^* . Step 2.1 is used to find the latest completion time of the operations in Ω_1 , while Step 2.2 is to find the earliest beginning time $S(c^*)$ of c^* . $S(c^*)$ can be calculated as follows:

$$S(c^*) = \max\{\min_{O^* \in \Omega_1}\{r(O^*)\}, U(c^*)\} \quad (21)$$

In Step 2.3, Ω' accommodates the operations that satisfy the time interval, which is defined by $S(c^*)$, $t(\Omega_1)$, and non-delay factor α . Ω' can be defined as follows.

$$\Omega' = \{\sigma \in \Omega_1 | r(\sigma) \leq S(c^*) + \alpha(t(\Omega_1) - S(c^*))\} \quad (22)$$

Step 3 uses the dispatching rule DR is used to select the operation in Ω' to be scheduled on c^* . The most common form of DR is priority functions, which are used to assign priorities to operations in Ω' . The non-delay factor $\alpha \in [0, 1]$ controls the look-ahead ability of the heuristic and determines the operations that should be considered to be processed next on c^* . If $\alpha = 0$, the procedure can only construct non-delay schedules, and only the operations that have already joined the queue are considered for scheduling. On the other hand, if $\alpha = 1$, the procedure will consider all the potential operations that are ready to join the queue of c^* before the earliest completion time of c^* . After finding the operation O' in Step 3, the process of its scheduling on c^* in Step 4 is shown below. Assume that O' contains the job operations in family f . Let $B_{j,f,m,1}/E_{j,f,m,1}$ and $B_{j,f,m,2}/E_{j,f,m,2}$ represent the beginning/ending time of job j in operation O' on machine m at flow 1 and flow 2, respectively. First, check whether its following operation $next(O')$ at flow 2 exists in Ω_2 . If it exists, the scheduling is for its flow 1. Then, take job j from O' one by one, and schedule them on the $|M|$ machines one by one according to Eq. (23) and Eq. (24). Otherwise, the scheduling is for its flow 2. Then, take job j from O' one by one, and schedule them on the $|M|$ machines one by one according to Eq. (25) and Eq. (26), where c' represents the cell that is selected by f at flow 1. The notations that are not mentioned in this subsection can be found in Section 3.

$$B_{j,f,m,1} = \begin{cases} r(c^*) + s_{f,m,1}, m = 1, j = 1 \\ \max(r(c^*) + s_{f,m,1}, E_{i,f,m-1,1}), m > 1, j = 1 \\ r(c^*), m = 1, j > 1 \\ \max(r(c^*), E_{j,f,m-1,1}), m > 1, j > 1 \end{cases} \quad (23)$$

$$E_{j,f,m,1} = B_{j,f,m,1} + p_{j,f,m,1} \quad (24)$$

$$B_{j,f,m,2} = \begin{cases} \max(r(c^*) + s_{f,m,2}, E_{j,f,|M|,1} + t_{c,c^*}), m = 1, j = 1 \\ \max(r(c^*) + s_{f,m,2}, E_{j,f,m-1,2}), m > 1, j = 1 \\ \max(r(c^*), E_{j,f,|M|,1} + t_{c,c^*}), m = 1, j > 1 \\ \max(r(c^*), E_{j,f,m-1,2}), m > 1, j > 1 \end{cases} \quad (25)$$

$$E_{j,f,m,2} = B_{j,f,m,2} + p_{j,f,m,2} \quad (26)$$

In summary, the meta algorithm can be seen as a configurable framework because of four configurable components: (1) the sequencing rule SR for sequencing the jobs in each family, (2) the routing rule RR to determine the cell that accommodates the operation that is to be scheduled, (3) the dispatching rule DR for assigning the operation on c^* , (4) and a non-delay factor $\alpha \in [0, 1]$. Among them, the non-delay factor is a numerical parameter. The sequencing rule, routing rule and dispatching rule are categorical parameters and configurable, and thus their values are required to be designed specially.

4.2. Configurable sequencing rule

This subsection elucidates the configurable sequencing rule SR. The SR aims to sequence the jobs in each family at the flowlines, thus endowing this sequencing problem with certain FSP characteristics. Drawing upon the remarkable track record of the NEH in tackling the FSP with the aim of minimizing the makespan, we delve into the study of employing the NEH for sequencing the jobs in each family. The NEH heuristic consists of two phases: the sorting phase and the insertion phase. Framinan et al. (Framinan et al., 2003) and Abedinnia et al. (Abedinnia et al., 2016) summarized the room to improve the NEH by modifying the sorting phase and the insertion phase. Suppose that there are n jobs in the given family. Based on the room for improvement, the general NEH framework can be summarized into three phases (i.e., index development, solution construction, and solution improvement) (Framinan et al., 2004), which is shown as follows.

Step 1. Calculate the indicator value p_j of job j , where $j = 1, 2, \dots, n$ and n is the number of jobs.

Step 2. Sort the jobs in an order according to their indicator values based on the sorting criterion.

Step 3. Select the first two jobs, i.e., $j = 1$ and $j = 2$ in the order, and obtain the current partial sequence among the two partial sequences that results in a shorter makespan.

Step 4. For $j = 3, \dots, n$, repeat the following substeps.

Step 4.1. Insert job j in all j possible slots in the current partial sequence, which consists of $j - 1$ jobs.

Step 4.2. Select the best job partial sequence that results in the shortest makespan as the current partial sequence.

Step 4.3. Conduct a local search on the current partial sequence to obtain a better partial sequence.

The phase of index development involves Step 1 and Step 2, where the jobs are ranked according to a certain property based on their indicator values. The phase of solution construction involves Step 3 and Step 4 (Step 4.1-Step 4.2). In this phase, a solution is constructed in a recursive manner by trying one or more unscheduled jobs to be inserted in one or more positions of a partial sequence until the schedule is completed. In summary, the specific sequencing rule can be instantiated by selecting different options in the following three aspects: (1) in Step 1, different indicator calculation methods can be employed, (2) in Step 2, different sorting criteria can be selected, and (3) in Step 4.3, different local search methods can be used. Hence, the indicator calculation method, the sorting criterion method, and the local search method can be regarded as categorical parameters. These parameters are configurable, and their specific values are introduced below. That is, the sequencing rule SR can be instantiated by combining an indicator calculation method, a sorting criterion, and a local search method.

(a) Configurable indicator calculation criteria.

The indicator values are used in Step 2, and can reflect the processing properties of the jobs. To calculate the indicator values, several indicator calculation criteria are introduced, which focus on the process time of jobs from different aspects. The following criteria are widely used in the literature, and here they are tailored to suit the context of the RDFGSP by taking into account the two flows. Their time complexities can be reflected in the calculation formulas.

(1) **TPT:** Total processing time (TPT) (Nawaz et al., 1983), and $TPT_{j,f} = \sum_{k=1}^2 \sum_{m=1}^{|M|} p_{j,f,m,k}$ for $j = 1, 2, \dots, n_f$. This indicator is used in the original NEH.

(2) **DPT:** Deviation of processing time (DPT) (Dong et al., 2008), and $DPT_{j,f} = \frac{1}{2|M|} \left(\sum_{k=1}^2 \sum_{m=1}^{|M|} p_{j,f,m,k} \right)$

$$+ \sqrt{\frac{1}{2|M| - 1} \sum_{k=1}^2 \sum_{m=1}^{|M|} \left(p_{j,f,m,k} - \frac{1}{|M|} \sum_{m=1}^{|M|} p_{j,f,m,k} \right)^2} \text{ for } j = 1, 2, \dots, n_f.$$

This indicator considers the ideal of balancing the utilization among all machines.

(3) **SIP:** Slope Indices of Palmer (SIP) (Palmer, 1965), and $SIP_{j,f} = \sum_{k=1}^2 \sum_{m=1}^{|M|} (2m - |M| - 1) \times p_{j,f,m,k}$ for $j = 1, 2, \dots, n_f$. The Palmer heuristic aims to reduce of machines/job idle times.

(4) **ABS(SIP):** Absolute Slope Indices of Palmer (Abedinnia et al., 2016), and $ABS(SIP_{j,f}) = |SIP_{j,f}|$. The idea behind this is to better reflect the importance of jobs.

(5) **SIG:** Slope Indices of Gupta (Gupta, 1971), and $SIG_{j,f} =$

$$\frac{e_j}{\min_{1 \leq m \leq |M| - 1, 1 \leq k \leq 2} (p_{j,f,m,k} + p_{j,f,m+1,k})} \text{ for } j = 1, 2, \dots, n_f, \text{ where } e_j =$$

- $\begin{cases} 1 & \text{if } p_{j,f,1,1} < p_{j,f,|M|,2} \\ -1 & \text{otherwise} \end{cases}$. The indicator assigns a higher weight to jobs that are more likely to cause bottlenecks.
- (6) *SIR*: Slope Indices of Rajendran (Rajendran, 1993), and $SIR_{jf} = \sum_{k=1}^2 \sum_{j=1}^{|M|} (|M| - m + 1) \times p_{j,f,m,k}$ for $j = 1, 2, \dots, n_f$. The indicator assigns a higher weight to machines that are more likely to cause bottlenecks in production.
- (7) *ABSDIF* (Framinan et al., 2003): Sum of the absolute differences of a job's processing times on every single machine with all other jobs, and $ABSDIF_{jf} = \sum_{k=1}^2 \sum_{m=1}^{|M|} \sum_{j=1}^{n_f} |p_{j,f,m,k} - p_{j,f,m,k}|$ for $j = 1, 2, \dots, n_f$.
- (8) *WABSDIF* (Framinan et al., 2003): Weighted sum of the absolute differences of a job's processing times on every single machine with all other jobs, and $WABSDIF_{jf} = \sum_{k=1}^2 \sum_{m=1}^{|M|} \sum_{j=1}^{n_f} (|M| - m + 1) \times |p_{j,f,m,k} - p_{j,f,m,k}|$ for $j = 1, 2, \dots, n_f$.
- (9) *SSSRA* (Framinan et al., 2003): sum of the absolute residuals, i.e., $SSSRA_{jf} = \sum_{k=1}^2 \sum_{j=1}^{n_f} \sum_{m=2}^{|M|} |r_{j,j,f,m,k}|$, where $r_{j,j,f,m,k} = p_{j,f,m,k} - p_{j,f,m-1,k}$ for $j = 1, 2, \dots, n_f$.
- (10) *SSWRSRA* (Framinan et al., 2003): weighted sum of the absolute residuals, i.e., $SSWRSRA_{jf} = \sum_{k=1}^2 \sum_{j=1}^{n_f} \sum_{m=2}^{|M|} (|M| - m + 1) \times |r_{j,j,f,m,k}|$, where $r_{j,j,f,m,k} = p_{j,f,m,k} - p_{j,f,m-1,k}$ for $j = 1, 2, \dots, n_f$.

Criteria (6) and (7) utilize the measures for the similarity of jobs by looking at the similarity of the processing times of different jobs on the same machine. Criteria (8) – (10) consider the similarity of jobs j and j' by defining the residual $r_{j,j',f,m,k}$.

(b) Configurable sorting criteria.

The sorting criteria are used in Step 2 to sort the jobs in a family based on their indicator values, thereby determining the job sequence in the families. Presented below are several commonly utilized criteria, and the reader can refer to (Framinan et al., 2003) for more information. They have the same time complexities, i.e., $O(n_f^2)$.

- (1) Ascend: sort the jobs in ascending order of their indicator values.
 - (2) Descend: sort the jobs in descending order of their indicator values.
 - (3) Valley: sort the jobs as a “valley”: low indicator values in the middle of the initial sequence and high values in the beginning and in the end.
 - (4) Hill: sort the jobs as a “hill”: high indicator values in the middle of the initial sequence and low values in the beginning and in the end.
 - (5) HI/HILO: sort the jobs by alternately choosing one job with a high indicator value and one with a low value (HILO), starting with the extreme maximum and minimum values (HI/).
 - (6) HI/LOHI: sort the jobs by alternately choosing one job with a low indicator value and one with a high value (LOHI), starting with the extreme maximum and minimum values (HI/).
 - (7) LO/HILO: sort the jobs by alternately choosing one job with a high indicator value and one with a low value (HILO), starting with the smallest differences, extreme values in the end (LO/).
 - (8) LO/LOHI: sort the jobs by alternately choosing one job with a low indicator value and one with a high one (LOHI), starting with the smallest differences, extreme values in the end (LO/).
- (c) Configurable local search methods.

The local search methods are used in Step 4.3, and aim to further improve the job sequence in the family. Since the local search methods

extend the computational time and may not make up for the boost they bring, we also consider ignoring them in the heuristic. Regarding the first method, as it does not involve any operations, its time complexity is $O(0)$. As for the remaining three methods, they exhibit identical time complexities, i.e., $O(n_f^4 * |M|)$. There are also other methods in the literature, but they are mainly designed for special manufacturing environments that are not useful or applicable for the RDFGSP.

- (1) Not adopted in the constructive heuristic (referred to as NA hereafter).
- (2) Framinan and Leisten (Framinan and Leisten, 2003) performed pairwise exchanges at the end of each iteration to improve partial sequences (referred to as FL hereafter).
- (3) Laha and Sarin (Laha and Sarin, 2009) extended FL by allowing all jobs assigned to a partial sequence to change their respective position by checking all other slots at the end of each iteration (referred to as LS hereafter).
- (4) Abedinnia et al. (Abedinnia et al., 2016) modified the LS by using priority orders more effectively in the insertion phase (referred to as Hamid hereafter).

4.3. Configurable routing rule

For the routing rule RR, to determine the cell c^* that accommodates the operation, the status of the cells should be considered. To this end, three different methods are introduced here, which have different computational complexities. For the first method, its time complexity is $O(|C|)$. For the second method, its time complexity is $O(\sum_{f=1}^{|F|} 3 \times n_f \times |C| \times |M|)$. For the third method, its time complexity is $O(2 \times |C| \times |F|)$. The notations not mentioned can be found in Section 3.

- Earliest available time (EAT). In Step 1 of the *meta*-algorithm, find the earliest available time of the cell among all the cells, and assign the cell as c^* .
- Earliest completion time (ECT). In Step 1 of the *meta*-algorithm, calculate the completion time of all the operations in Ω_1 on all the cells. Find the earliest completion time of an operation on a cell, and assign the cell as c^* .
- Minimum working load (MWL). In Step 1 of the *meta*-algorithm, find the cell that has processed a minimum of operations, and assign the cell as c^* .

4.4. Configurable dispatching rule

For the dispatching rule DR, to find the operation O' in Ω' to be scheduled on c^* , the processing properties of the operations in Ω' are required. The following seven methods are introduced. The time complexity of *FIFO* is $O(|\Omega'|)$, where $|\Omega'|$ is the number of operations in the set. The time complexities of *SPT* and *LPT* are $O(\sum_{f=1}^{|\Omega|} n_f \times |M|)$. The time complexities of *SPTF* and *LPTF* are $O(\sum_{f=1}^{|\Omega|} n_f)$. For *SPTB* and *LPTB*, their precise time complexities cannot be given since the bottleneck machine should be found. The worst time complexity is $O(|M| \times |\Omega'| + \sum_{f=1}^{|\Omega|} n_f \times |M|)$.

- First in First out (*FIFO*). In Step 5 of the *meta*-algorithm, find the operation in Ω' with the earliest ready/release time, and set it as O' .
- Shortest/Longest processing time (*SPT/LPT*). In Step 5 of the *meta*-algorithm, find the operation in Ω' with the shortest/longest total processing time on all the machines, and set it as O' .
- Shortest/Longest processing time at the first stage (*SPTF/LPTF*). In Step 5 of the *meta*-algorithm, find the operation in Ω' with the shortest/longest processing time on the first machine, and set it as O' .

This rule is inspired by the fact that the processing time at the first stage has a larger influence.

- Shortest/Longest processing time till bottleneck stage (*SPTB/LPTB*). In Step 5 of the *meta*-algorithm, find the operation in Ω with the shortest/longest processing time till the bottleneck machine, and set it as \hat{O} . The bottleneck stage is the machine that has the largest processing time for all the operations in $\hat{\Omega}$.

Algorithm 2

I/F-Race procedure.

Input: A set of tuning instances: I
 Parameter space: Ω
 Total budget: B
Output: Θ^{elite}

- 1: Let F-Race index j to be 1.
- 2: $\Theta^j \sim \text{SampleUniform}(\Omega)$
- 3: $\Theta^{\text{elite}} \leftarrow \text{Race}(\Theta^j, B^j, I)$
- 4: $I \leftarrow I \setminus \{I_{\text{used}}\}$
- 5: $j \leftarrow j + 1$
- 6: **While** $B_{\text{used}} \leq B$ and $j \leq N^{\text{race}}$ **do**
- 7: $\Theta^{\text{new}} \sim \text{SampleNormal}(\Omega, \Theta^{\text{elite}})$
- 8: $\Theta^j = \Theta^{\text{new}} \cup \Theta^{\text{elite}}$
- 9: $\Theta^{\text{elite}} \leftarrow \text{Race}(\Theta^j, B^j, I)$
- 10: $I \leftarrow I \setminus \{I_{\text{used}}\}$
- 11: $j \leftarrow j + 1$
- 12: **EndWhile**

4.5. Summary of the configurable parameters

Given the above, the configurable parameters and their value spaces are summarized in Table 2.

5. Automatic design process

In the last section, a configurable *meta*-algorithm framework and potential values of configurable parameters are given. In order to instantiate a particular configurable constructive, the I/F-Race is employed. This section begins by providing an introduce to the classical I/F-Race, followed by a detailed exposition of the core procedure, namely the race process, which has been designed to meet the specific requirements of the present study.

5.1. Classical I/F-Race

The outline of the I/F-Race procedure (López-Ibáñez et al., 2016) is given in Algorithm 2. There are primarily three steps in the procedure: (1) sampling new configurations according to a given distribution, (2) choosing the best configurations by racing from the newly sampled configurations, and (3) updating the sampling distribution to bias the sampling toward the best configurations. These three steps are repeated until the total budget B or the number of races reaches the maximum value N^{race} . *SampleUniform*(Ω) means that a set of candidate configurations Θ_j is generated according to a uniform distribution from Ω . At the first race, a set of candidate configurations Θ_1 is generated through *SampleUniform*(Ω). *Race*(Θ_j, B_j, I) represents the procedure of the j th race to select a set Θ^{elite} of elite configurations from Θ_j by testing the instances from I with the budget B_j . In one race, when the candidate configurations have been tested on an instance, the configurations that perform statistically worse than at least another one are discarded, and the race continues with the remaining surviving configurations to be tested on the next instance. The j th race terminates when the budget used reaches B_j or a minimum number *MinSurvival* of surviving configurations exist in Θ_j . At the end of a race, the surviving configurations are sorted according to their performance by testing on the instances. Then, the first

$\min(|\Theta_j|, \text{MinSurvival})$ configurations are put into Θ^{elite} . After a race, $I \leftarrow I \setminus \{I_{\text{used}}\}$ represents that the instances used in the above races are removed from the set. At the beginning of the following races, i.e., $j \neq 1$, a set Θ^{new} of new configurations is generated according to the normal distribution based on the elite configurations in Θ^{elite} . Then, the configurations in Θ^{elite} and Θ^{new} are combined and act as the input to *Race*(Θ_j, B_j, I).

5.2. Race process

This subsection shows the procedure of the j th race, which aims to determine the configurations performing statistically worse that will be discarded, and the elite configurations that will enter into the $j+1$ th race. It is one key of the race, and its procedure is shown in Algorithm 3.

For solving one instance, the given heuristic outputs the fixed cost value. For this reason, each configuration is executed only once for one instance. Thus, to collect the statistical cost values for evaluating the performance of the candidate configurations, and to make statistical results more reasonable, credible and comprehensive, all candidate configurations are tested on a number of *NOI* (noted as T^{each} in (López-Ibáñez et al., 2016)) instances. Thus, for all the candidate configurations, a set of *NOI* cost values is collected to be compared by using the statistical test. $CCH(\Theta_c^j, I_{\text{ins}}^j)$ represents the running of the configurable constructive heuristic with the c th configuration in Θ^j for solving the test instance I_{ins}^j , which returns the objective value as the cost value. Since different tuning instances may have different dimensions of cost values, the Max-Min method is used to normalize the values to the range $[0, 1]$, resulting in $C_{c, \text{ins}}^j$. $C_{c, \text{ins}}^j$ represents the cost value of configuration Θ_c^j on instance I_{ins}^j , which is stored in a value set ζ_c . The values in ζ_c will accept the statistical test to determine whether the specific configuration performs statistically worse than at least one other one. The nonparametric Wilcoxon rank-sum test is used as the statistical test instead of Friedman's test recommended in (López-Ibáñez et al., 2016). The reason behind is that the Wilcoxon rank-sum test is widely used in the scheduling literature to conduct the statistical test (Zhang et al., 2020; Rivera et al., 2022; Kai et al., 2020). In the procedure, *Wilcoxon*(ζ_c, ζ_c') represents conducting the nonparametric Wilcoxon rank-sum test on two value sets ζ_c and ζ_c' . It returns "false" if ζ_c is not statistically worse than ζ_c' ; otherwise, it returns "true". After determining the statistical performance of all the configurations, the configurations are first sorted in ascending order of their average cost values over *NOI* instances. Then, the candidate configurations that perform statistically worse than at least one other configuration are in turn removed from the set reversely.

Algorithm 3

Procedure for the j th race.

Input: A set of candidate configurations $\Theta^j = \{\Theta_1^j, \dots, \Theta_c^j, \dots, \Theta_n^j\}$
 A set of test instances $I = \{I_1^j, \dots, I_i^j, \dots\}$
 Tuning budget: B^j
Output: The Θ^{elite} for the next race

- 1: Let $i = 1, \text{UsingB} = 0$
- 2: **While** $\text{UsingB} + |\Theta^j| \leq B^j$ **do**
- 3: $\text{UsingB} + = |\Theta^j|$
- 4: **For** $\text{ins} = i$ to $i + \text{NOI}$ **do**
- 5: **For** $c = 1$ to $|\Theta^j|$ **do**
- 6: $C_{c, \text{ins}}^j \leftarrow CCH(\Theta_c^j, I_{\text{ins}}^j)$
- 7: Update LB and UB for inst instance with $C_{c, \text{ins}}^j$
- 8: **EndFor**
- 9: **For** $c = 1$ to $|\Theta^j|$ **do**
- 10: $C_{c, \text{ins}}^j \leftarrow \text{MaxMin}(C_{c, \text{ins}}^j, LB, UB)$
- 11: Put $C_{c, \text{ins}}^j$ into set ζ_c
- 12: $\text{AvgCost}_c + = C_{c, \text{ins}}^j$

(continued on next page)

Algorithm 3 (continued)

```

13: EndFor
14: EndFor
15: AvgCostc / = NOI
16: RankForElitec + = AvgCostc
17: For c = 1 to |Θj| do
18:   For c' = 1 to |Θj| do
19:     If c! = c' do
20:       IsWorsec ← Wilcoxon(ζc, ζc')
21:     Endif
22:   Endfor
23: Endfor
24: Θj ← RankConfigurations(Θj, AvgCost)
25: For c = |Θj| to 1 do
26:   If IsWorsec == true then
27:     Remove Θc from Θj
28:   If |Θj| < MinSurvival then
29:     Break;
30:   Endif
31: Endif
32: Endfor
33: Let i = i + NOI
34: Endwhile
35: For c = 1 to |Θj| do
36:   RankForElitec / = i
37: Endfor
38: Θj ← RankConfigurations(Θj, RankForElite)
39: For c = 1 to min(|Θj|, MinSurvival) do
40:   Put the configuration c into the set Θelite
41: Endfor

```

Algorithm 4

Sampling process based on the learning model.

Input: The elite configurations in **BestSet** from $j-1$ th race
Output: The novel configurations for the j th race

```

1: For i = 1 to Nnew do
2:   Let c = {X1, X2, X3, X4, X5, X6}
3:   Select a parent configuration with a probability  $p_z$  from the BestSet
4:   For d = 1 to 5 do
5:     Suppose that  $X_d \in \{x_1^d, \dots, x_i^d, \dots, x_n^d\}$ 
6:      $X_d \leftarrow$  Select a value from the solution space with a probability  $P_j(X_d = x_i^d)$ 
7:   EndFor
8:    $X_6 \leftarrow N(x^{d,z}, \sigma_d^2)$ 
9:   Put the configuration c into Θj
10: EndFor

```

After that, the surviving configurations in Θ^j will be tested on the next *NOI* instances. The above procedure continues until a minimum number *MinSurvival* of surviving configurations exist in Θ^j or a predefined computational budget B^j is used. At the end of a race, the surviving configurations are sorted in ascending order of their *RankForElite* values, which is obtained by averaging the cost values through the number of tuning instances used. Then, the first $\min(|\Theta^j|, \text{MinSurvival})$ configurations are put into Θ^{elite} . Finally, output the elite configurations in Θ^{elite} .

Given the above, the race requires N^{race} races, which depends on the number of configurable parameters N^{param} ($N^{\text{param}} = 6$ in this paper). The computational budget B^j in the j th race is related to the total budget B and the budget B_{used} used in the previous $j-1$ races. The number of candidate configurations $|\Theta^j|$ in the j th race can be calculated based on B^j and a control parameter μ . The above parameter definitions and their relationships are shown in Eqs. (27) to (29). One can refer to (López-Ibáñez et al., 2016) for more information.

$$N^{\text{race}} = \lfloor 2 + \log_2 N^{\text{param}} \rfloor \quad (27)$$

$$B^j = (B - B_{\text{used}}) / (N^{\text{race}} - j + 1), j = 1, \dots, N^{\text{race}} \quad (28)$$

$$|\Theta^j| = \lfloor B^j / (\mu + \min(5, j)) \rfloor, j = 1, \dots, N^{\text{race}} \quad (29)$$

At the end of a race, a number of novel candidate configurations should be generated for the next race by sampling from the learning model based on a number of *NOE* elite configurations from Θ^{elite} . Generally, *NOE* is smaller than *MinSurvival*. This can bias the sampling toward the best configurations. **Algorithm 4** summarizes the sampling process based on the learning model. In the algorithm, N_{new}^j denotes the number of novel configurations that are generated for the j th race, and its value can be calculated as $N_{\text{new}}^j = |\Theta^j| - |\Theta^{\text{elite}}|, j = 2, \dots, N^{\text{race}}$. p_z denotes the probability, with which one parent configuration Θ^p can be selected from the **BestSet**, which accommodates the best $\min(|\Theta^{\text{elite}}|, \text{NOE})$ configurations from Θ^{elite} . p_z can be calculated as follows.

$$p_z = \frac{|\text{BestSet}^{k-1}| - r_z + 1}{|\text{BestSet}^{k-1}| \cdot (|\text{BestSet}^{k-1}| + 1) / 2} \quad (30)$$

where r_z is the rank index of the configurations. This can ensure that a configuration with a better performance has a higher probability of being selected as the parent. Lines 2–5 show the process of generating values for the categorical parameters, i.e., X_1, X_2, X_3, X_4 , and X_5 . $P_j(X_d = x_i^d)$ denotes the probability of obtaining the value x_i^d for the parameter X_d at the j th race. $P_j(X_d = x_i^d)$ can be calculated as follows.

$$P_j(X_d = x_i^d) = P_{j-1}^z(X_d = x_i^d) \cdot \left(1 - \frac{j-1}{N^{\text{race}}}\right) + \Delta P, \quad \text{where } \Delta P = \begin{cases} \frac{j-1}{N^{\text{race}}} & \text{if } x_i^d = x_i^{d,z} \\ 0 & \text{otherwise} \end{cases} \quad (31)$$

where $x_i^{d,z}$ is the relevant parameter value in the parent configuration Θ^z . Line 6 shows the process of generating value for the numerical parameter, i.e., X_6 . Suppose that a numerical parameter can be sampled from the range $[x_d, \bar{x}_d]$. $N(x^{d,z}, \sigma_d^2)$ denotes the truncated normal distribution, where $x^{d,z}$ is the value of X_d in the selected parent configuration Θ^z , and σ_d^2 is initially set to $(\bar{x}_d - x_d) / 2$ at the end of the first race to sample the parameter values for the second race, i.e., $j = 1$, and it is decreased with the number of races as follows. In this way, the sampled parameter values are increasingly closer to the value of the parent configuration, benefiting the search around the promising configurations.

$$\sigma_d^j = \sigma_d^j \cdot \left(\frac{1}{N_{\text{new}}^j}\right)^{1/N^{\text{param}}} \quad (32)$$

6. Computational and statistical experiments

This section endeavors to undertake computational and statistical experiments. Primarily, substantial quantities of tuning and testing instances are collected to serve as comprehensive data, and the experimental setup is given. Secondly, the tuning phase for conceiving the constructive heuristic is presented. Subsequently, the performance of the conceived constructive heuristic is evaluated in the testing phase. Finally, the effectiveness and efficiency of the designed AAD are demonstrated. The source codes pertaining to the AAD procedure and CPLEX model are publicly accessible via this link: at <https://pan.baidu.com/s/1PnXZfzhwi66nJfXEdIjyqQ?pwd=Lcus>.

6.1. Tuning and testing data

To make comprehensive data, two sets of instances, encompassing varying problem scales, are generated utilizing the widely used design (Ruiz et al., 2019; Shao et al., 2021) in the literature. One set accommodates the small-scale instances, while another set accommodates the large-scale instances. The instances are labeled with the number of

Table 2

Configurable parameters.

Name	Rule	Label	Type	Distribution	Space
Indicator calculation criterion	SR	X_1	Categorical	Discrete distribution	From the set {TPT, DPT, SIP, ABS(SIP), SIG, SIR, ABSDIF, WABSDIF, SSSRA, SSWRSA}
Sorting criterion	SR	X_2	Categorical	Discrete distribution	From the set {Ascend, Descend, Valley, Hill, HI/HILO, HI/LOHI, LO/HILO, LO/LOHI}
Local search method	SR	X_3	Categorical	Discrete distribution	From the set {NA, FL, LS, Hamid}
Operation selection method	DR	X_4	Categorical	Discrete distribution	From the set {FIFO, LPT, SPT, LPTF, LPTB, SPTF, SPTB}
Cell assignment method	RR	X_5	Categorical	Discrete distribution	From the set {EAT, ECT, MWL}
Non-delay factor	α	X_6	Numerical	Continuous distribution	From the range [0,1]

families denoted by f , the number of cells denoted by c , and the number of machines in the flowline denoted by m . For the small-scale instances, f comes from {3, 4, 5, 6, 7}, c comes from {2, 3}, and m comes from {3, 4}. This results in 20 different combinations of $f \times c \times m$. Each family comprises a number of jobs, sampled uniformly from the range of (Huang and Zhou, 2022; López-Ibáñez et al., 2016). For large-scale instances, f comes from {15, 20, 25, 30}, c comes from {3, 5, 8}, and m comes from {3, 5, 8}. The number of jobs for each family is sampled uniformly from the distribution of U (Zhao et al., 2023; Naderi and Ruiz, 2010). Consequently, this leads to a total of 36 combinations of $f \times c \times m$. As the problem scale increases, the solution space expands correspondingly, giving rise to increased complexity in finding a solution.

The tuning data are used in the tuning phase to determine the best configuration by using the AAD. A series of 500 tuning instances with different problem scales are randomly generated as the tuning data. These instances constitute the set $I = \{I_1, \dots, I_i, \dots, I_G\}$ in **Algorithm 2**. The testing data are used in the testing phase to demonstrate the effectiveness of the configuration conceived by the AAD. In the testing data, for each combination of the small-scale instances, one instance is randomly generated. This results in 20 instances. For each combination of the large-scale instances, ten instances are randomly generated, resulting in 360 instances in total.

Concerning the generation of the processing time, we consider the following reasonable ranges in accordance with the real-world configuration outlined in Section 3. The processing time of each job on a specific machine is derived from a uniform distribution of $U[50, 100]$. Meanwhile, the family setup time and transportation time between cells are drawn from uniform distributions of $U[100, 150]$ and $U[50, 100]$, respectively.

Table 3

Procedural parameters of the AAD procedure.

Race number	Limited budget	Number of test instances	Number of Candidate configurations	Number of discarded configurations	Number of remaining configurations	Number of selected elite configurations	Number of generated configurations
1	1500	70	600	586	14	10	466
2	1680	40	480	468	12	10	462
3	2135	100	474	456	18	10	524
4	2984	130	542	532	10	8	–

6.2. Experimental setup

We set the computational budget as a number of experiments for the tuning phase, where an experiment is the application of a configuration to *NOI* tuning instances. The value of *NOI* should be set appropriately. The reason behind this is that, a small value cannot obtain sufficient data to evaluate the statistical results, while a large value may consume too many computing resources. According to Eq. (25), the number of races is related to the number of parameters that need to be configured. Regarding the total budget B , the larger the value is, the more candidate configurations can be evaluated in more detail. Regarding the control parameter μ , as shown in Eq. (27), it is related to the number of candidate configurations at each race. It allows the user to influence the ratio between the total budget and number of candidate configurations. Thus, to ensure that enough configurations can be evaluated sufficiently with high efficiency, the two parameters should be set appropriately. Regarding the parameters *NOE* and *MinSurvival*, the appropriate values can help the sampling toward the best configurations. A large *NOE* value makes the convergence rate of the procedure very low, while a small *NOE* value cannot ensure global optimality. A large *MinSurvival* value cannot make the candidate configurations sufficiently evaluated, while a small *MinSurvival* value cannot ensure global optimality. Generally, *NOE* is smaller than *MinSurvival*. Through preliminary experiments, suitable values for the parameters are determined, i.e., $NOI = 10$, $B = 6000$, $\mu = 1.5$, *MinSurvival* = 20 and *NOE* = 10. Under these settings, it is sufficient for the AAD procedure to converge and have global optimality. That is, the selected elite configurations change slightly with the increase of the total budget.

To evaluate the performance of the heuristics in the testing phase, in this study, the relative percentage deviation (RPD) (Zhang et al., 2021) (Zhang et al., 2020) between solutions S and S^{best} is selected as the performance metric to evaluate the algorithm performance.

$$RPD = \frac{f(S) - f(S^{best})}{f(S^{best})} * 100 \quad (31)$$

where $f(S)$ is the objective value obtained by the given algorithm, and $f(S^{best})$ is the best objective value obtained by all the compared algorithms. All of the algorithms used in this paper are coded in C++, and the experiments are run on a 3.60 GHz Intel Core i7 CPU processor.

Table 4

Best elite configurations output by the AAD.

Rank	Configurable parameter					
	X_1	X_2	X_3	X_4	X_5	X_6
1	SIP	Ascend	LS	LPT	ECT	0
2	SIR	Descend	LS	LPT	ECT	0.76
3	SIR	Descend	LS	LPT	ECT	0.59
4	ABSDIF	HI/LOHI	Hamid	LPT	ECT	0
5	SIR	Descend	LS	LPT	ECT	0.54
6	ABSDIF	HI/LOHI	Hamid	LPT	ECT	0
7	ABSDIF	HI/LOHI	LS	LPT	ECT	0
8	ABSDIF	HI/LOHI	Hamid	LPT	ECT	0.20

Table 5

Objective (time) values obtained by the CPLEX and constructive heuristics on small instances.

Problem	Constructive heuristics												
	CPLEX	AAD	LPT_GA_NEH	NEH_NR	NEH2_en	DNEH1	DNEH2	DNEH3	NEH2L	NEH2D	NEH2E	NEH2E_ex	NEH2EE
3 × 2 × 3	1824 (60 s)	1847(0)	2254(0)	2254(0)	2254(0)	2017 (0)	2017(0)	2017 (0)	2266 (0)	2266 (0)	2258(0)	2258(0)	2258(0)
3 × 2 × 4	1529 (45 s)	1708(0)	2055(0)	2055(0)	2055(0)	1874 (0)	1874(0)	1874 (0)	2057 (0)	2055 (0)	2055(0)	2055(0)	2020(0)
3 × 3 × 3	1396 (60 s)	1445(0)	1648(0)	1648(0)	1648(0)	1648 (0)	1648(0)	1648 (0)	1647 (0)	1638 (0)	1638(0)	1638(0)	1629(0)
3 × 3 × 4	1503 (60 s)	1592(0)	1588(0)	1588(0)	1588(0)	1588 (0)	1588(0)	1588 (0)	1628 (0)	1609 (0)	1596(0)	1596(0)	1605(0)
4 × 2 × 3	2729 (60 s)	2811(0)	3072(0)	3072(0)	3072(0)	2908 (0)	2908(0)	2908 (0)	3039 (0)	3039 (0)	3039(0)	3039(0)	3036(0)
4 × 2 × 4	2328 (60 s)	2387(0)	2907(0)	2907(0)	2907(0)	2495 (0)	2495(0)	2495 (0)	2914 (0)	2913 (0)	2913(0)	2913(0)	2931(0)
4 × 3 × 3	1823 (60 s)	1897(0)	2577(0)	2196(0)	2577(0)	2148 (0)	2148(0)	2148 (0)	2577 (0)	2558 (0)	2567(0)	2567(0)	2550(0)
4 × 3 × 4	1999 (60 s)	2083(0)	3218(0)	2637(0)	3218(0)	2357 (0)	2357(0)	2357 (0)	3243 (0)	3243 (0)	3243(0)	3243(0)	3221(0)
5 × 2 × 3	2445 (60 s)	2713(0)	3414(0)	2855(0)	3414(0)	2855 (0)	2855(0)	2855 (0)	3414 (0)	3414 (0)	3414(0)	3414(0)	3444(0)
5 × 2 × 4	3598 (60 s)	3599(0)	4112(0)	4112(0)	4112(0)	4087 (0)	4087 (16)	4087 (0)	4115 (0)	4115 (0)	4115(0)	4115(0)	4132(0)
5 × 3 × 3	3105(60 s)	2501 (0)	2824(0)	2517(0)	2824(0)	2569 (0)	2569(0)	2569 (0)	2851 (0)	2864 (0)	2864(0)	2864(0)	2823(0)
5 × 3 × 4	2197(60 s)	2163 (0)	2769(0)	2739(0)	2769(0)	2528 (0)	2528(0)	2528 (0)	2770 (0)	2760 (0)	2755(0)	2755(0)	2747(0)
6 × 2 × 3	3271(60 s)	3254(0)	3367(0)	3410(0)	3367(0)	3239 (0)	3227 (0)	3239 (0)	3370 (0)	3351 (0)	3348(0)	3348(0)	3351(0)
6 × 2 × 4	3670(60 s)	3263 (0)	3706(0)	3756(0)	3706(0)	3741 (0)	3718(0)	3718 (0)	3658 (0)	3653 (0)	3647(0)	3647(0)	3686(0)
6 × 3 × 3	3188(60 s)	2555 (0)	2863(0)	2863(0)	2863(0)	3139 (0)	3139(0)	3139 (0)	2820 (0)	2806 (0)	2837(0)	2837(0)	2652(0)
6 × 3 × 4	3012(60 s)	2386 (0)	2635(0)	2635(0)	2635(0)	2521 (0)	2521(0)	2521 (0)	2642 (0)	2642 (0)	2641(0)	2641(0)	2641(0)
7 × 2 × 3	4646(60 s)	4334(0)	4315(0)	4315(0)	4315(0)	4920 (0)	4832(0)	4832 (0)	4324 (0)	4322 (0)	4298 (0)	4298 (0)	4337(0)
7 × 2 × 4	4499(60 s)	4175 (0)	4644(0)	4237(0)	4644(0)	4550 (0)	4550(0)	4550 (0)	4636 (0)	4650 (0)	4624(0)	4624(0)	4645(0)
7 × 3 × 3	3570(60 s)	2550 (0)	2981(0)	2820(0)	2965(0)	2846 (0)	2846(0)	2846 (0)	2992 (0)	2992 (0)	2992(0)	2976(0)	3457(0)
7 × 3 × 4	3971(60 s)	2722 (0)	2844(0)	2983(0)	2844(0)	3136 (0)	3115(0)	3115 (0)	2849 (0)	2849 (0)	2862(0)	2862(0)	2870(0)

6.3. Tuning phase

Table 3 summarizes some important procedural data in the tuning phase of the AAD. There exist four iterated races in the process. From Table 3, a total of 2052 (600 + 480 + 474 + 542 - 14 - 12 - 18) configurations have gone through the competitive process, and finally, 8 configurations are identified as elite configurations. In the process, a total of 340 (70 + 40 + 100 + 130) tuning instances are tuned to evaluate the performance of the configurations. We also find the trend that more evaluations per configuration (dividing the limited budget by the number of candidate configurations) will be performed as the race progresses. The reason behind this is that similar configurations are grouped in the later races, and thus more evaluations are requested to evaluate their performance.

Through four races and after testing 340 instances, the AAD outputs 8 elite configurations, which are shown in Table 4. From Table 4, we can see that the configurations take different parameter values. This indicates that promising heuristics can be constructed by different components. For the categorical parameter X_1 , i.e., the indicator calculation criterion, three methods appear in the promising configurations: *SIP*, *SIR*, and *ABSDIF*. For the categorical parameter X_2 , i.e., the sorting criterion, there are also three methods: *Ascend*, *Descend*, and *HI/LOHI*. There is a one-to-one correspondence between the three indicator calculation methods and the three sorting methods. More specifically, the *SIP* and *SIR* are associated with *Ascend* and *Descend*, respectively, while the *ABSDIF* is bound with *HI/LOHI*. For the categorical parameter

X_3 , only two methods, i.e., *LS* and *Hamid*, emerge in the promising solutions. These two methods are both extensions of the FL by allowing all jobs to adjust their positions. With regard to the categorical parameters X_4 and X_5 , i.e., the operation selection method and cell assignment method, it can be seen that only one method is suitable for each parameter. This indicates that *LPT* performs much better than the other methods for the dispatching rule, as well as *ECT* for the routing rule. In other words, the configurations only with *LPT* and *ECT* can have promising performance. As regards the numerical parameter X_6 , i.e., the non-delay factor, it can take values from different ranges. That is, for solving the RDFGSP, the complete schedule can be constructed by using delay or non-delay dispatching rules. In the following testing phase, the best configuration that ranks first in Table 4 will configure the automated heuristic to address the RDFGSP.

6.4. Testing phase

In this subsection, we evaluate the performance of the automated heuristic (referred to as AAD below), which is configured by the best configuration that ranks first in Table 4. Since there is no constructive heuristic in the literature to deal with the RDFGSP, several constructive heuristics that address the related problems, as well as the MILP model presented in Section 3, are selected as the compared algorithms. They are LPT_GA_NEH (Pan et al., 2022), NEH2 (Naderi and Ruiz, 2010), NEH_en (Ruiz et al., 2019), DNEH1 (Shao et al., 2021), DNEH2 (Shao et al., 2021), DNEH3 (Shao et al., 2021), NEH2L (Chen et al., 2021),

Table 6

ARPD (time) values obtained by the constructive heuristics on large instances.

Problem	Constructive heuristics											
	AAD	LPT_GA_NEH	NEH_NR	NEH2_en	DNEH1	DNEH2	DNEH3	NEH2L	NEH2D	NEH2E	NEH2E_ex	NEH2EE
15 × 3 × 3	0.418 (0.01)	6.424(0)	3.77(0)	6.371(0)	2.518(0)	1.573(0)	1.544(0)	6.494(0)	6.431(0)	6.463(0)	6.42(0)	6.107(0)
15 × 3 × 5	0.437 (0.02)	8.544(0)	7.055(0)	8.27(0)	3.059(0)	1.834(0)	2.574(0)	8.471(0)	8.547(0)	8.6(0)	8.44(0)	9.269(0)
15 × 3 × 8	0 (0.03)	15.465 (0.01)	16.077(0)	15.225(0)	14.848 (0)	13.478 (0)	14.179 (0)	15.525 (0)	15.24(0)	15.24 (0.01)	14.966(0)	16.194 (0.01)
15 × 5 × 3	0.946 (0.02)	8.978(0.01)	8.107(0)	8.572(0)	8.558(0)	7.516(0)	8.265(0)	8.995(0)	9.119(0)	9.228(0)	8.756(0)	9.348(0)
15 × 5 × 5	0.866 (0.03)	11.848(0)	9.139(0)	11.717(0)	1.927(0)	1.404(0)	1.757(0)	12.277 (0)	12.152 (0)	12.283 (0)	12.024(0)	13.344(0)
15 × 5 × 8	0.696 (0.05)	6.514(0)	5.778(0)	6.345 (0.01)	1.491(0)	1.599(0)	1.455 (0.01)	6.746 (0.01)	6.926 (0.01)	6.926(0)	6.88(0)	6.925(0)
15 × 8 × 3	1.257 (0.03)	20.089(0)	11.142(0)	20.089 (0.01)	14.329 (0)	13.446 (0)	13.446 (0)	19.092 (0)	19.227 (0)	18.9(0)	18.9(0)	18.406(0)
15 × 8 × 5	0.971 (0.01)	16.863(0)	13.523(0)	16.863 (0.01)	3.142(0)	3.026 (0.01)	3.026(0)	17.114 (0.01)	17.058 (0)	17.099 (0.01)	17.099 (0.01)	15.374 (0.01)
15 × 8 × 8	0 (0.08)	21.192 (0.01)	20.579(0)	21.192 (0.01)	11.17 (0.01)	11.17(0)	11.17(0)	22.014 (0.01)	21.674 (0.01)	21.771 (0.01)	21.771 (0.01)	21.678 (0.01)
20 × 3 × 3	0.067 (0.03)	8.4(0)	3.805(0)	8.156 (0.01)	3.391(0)	2.372(0)	3.067(0)	8.223(0)	8.283(0)	8.198(0)	8.085(0)	9.078(0)
20 × 3 × 5	0 (0.04)	12.045 (0.01)	4.623(0)	11.925 (0.01)	6.4(0)	5.016(0)	5.595(0)	12.589 (0)	12.093 (0)	12.136 (0.01)	11.968 (0.01)	12.243 (0.01)
20 × 3 × 8	0 (0.06)	20.182 (0.01)	18.787 (0.01)	20.059 (0.01)	20.12(0)	18.759 (0.01)	19.087 (0.01)	21.436 (0.01)	21.235 (0.01)	21.231 (0.01)	21.119 (0.01)	19.733 (0.01)
20 × 5 × 3	0.497 (0.03)	8.716(0.01)	7.217(0)	8.595 (0.01)	1.654(0)	2.867(0)	1.117 (0.01)	9.537(0)	8.595 (0.01)	8.63(0)	8.464(0)	7.262 (0.01)
20 × 5 × 5	0.147 (0.05)	12.035(0)	7.238(0)	11.842 (0.01)	3.011(0)	1.798(0)	2.969(0)	11.731 (0.01)	11.651 (0.01)	11.734 (0.01)	11.651 (0.01)	10.763 (0.01)
20 × 5 × 8	0 (0.09)	16.592 (0.01)	18.122(0)	16.339 (0.01)	11.751 (0.01)	10.781 (0.01)	11.525 (0.01)	16.49 (0.01)	16.21 (0.01)	16.235 (0.01)	16.274 (0.01)	17.296 (0.01)
20 × 8 × 3	0.135 (0.06)	22.49(0.01)	10.046(0)	21.351 (0.01)	7.341(0)	6.965(0)	7.25(0)	22.594 (0)	22.3 (0.01)	22.289 (0.01)	21.271 (0.01)	22.153 (0.01)
20 × 8 × 5	0.233 (0.09)	18.882 (0.01)	7.877(0)	18.468 (0.01)	3.75 (0.01)	3.226 (0.01)	3.488 (0.01)	18.912 (0.01)	18.721 (0)	18.877 (0.01)	18.236 (0.01)	20.178 (0.01)
20 × 8 × 8	0 (0.16)	23.525 (0.02)	16.013(0)	23.32 (0.02)	13.933 (0.01)	13.517 (0.01)	13.933 (0.01)	23.045 (0.01)	23.686 (0.01)	23.673 (0.01)	23.673 (0.01)	22.576 (0.01)
25 × 3 × 3	0.523 (0.05)	8.316(0.01)	1.391 (0.01)	8.314 (0.01)	6.218(0)	4.446 (0.01)	5.445 (0.01)	8.597 (0.01)	8.576 (0.01)	8.473 (0.01)	8.525 (0.01)	6.057 (0.01)
25 × 3 × 5	0.006 (0.06)	6.115(0.01)	3.05 (0.01)	6.105 (0.01)	8.041 (0.01)	6.663 (0.01)	7.532 (0.01)	6.271 (0.01)	6.028 (0.01)	6.079 (0.01)	6.03(0.01)	7.513 (0.01)
25 × 3 × 8	0 (0.09)	24.931 (0.01)	20.515 (0.01)	24.772 (0.02)	24.912 (0.01)	23.253 (0.01)	24.376 (0.01)	25.878 (0.02)	24.965 (0.02)	25.023 (0.02)	24.953 (0.02)	24.201 (0.02)
25 × 5 × 3	0.773 (0.06)	9.887(0.01)	5.81(0)	9.783 (0.01)	1.572(0)	0.554(0)	1.57(0)	9.83 (0.01)	9.893 (0.01)	9.777 (0.01)	9.733 (0.01)	9.795 (0.01)
25 × 5 × 5	0.509 (0.09)	9.276(0.01)	6.632 (0.01)	9.036 (0.01)	2.375 (0.01)	1.231 (0.01)	2.001 (0.01)	7.626 (0.01)	9.258 (0.01)	9.194 (0.01)	9.113 (0.01)	5.295 (0.01)
25 × 5 × 8	0 (0.15)	18.995 (0.01)	19.838 (0.01)	19.002 (0.02)	16.273 (0.01)	14.86 (0.01)	16.092 (0.01)	18.802 (0.02)	18.753 (0.02)	18.753 (0.02)	18.669 (0.02)	18.265 (0.02)
25 × 8 × 3	0.226 (0.11)	18.381(0)	6.6(0)	18.063 (0.01)	9.674 (0.01)	9.014(0)	9.487 (0.01)	18.384 (0.01)	18.441 (0.01)	18.366 (0.01)	18.035 (0.01)	18.105 (0.01)
25 × 8 × 5	0 (0.15)	18.92(0.02)	10.063(0)	18.767 (0.02)	12.93 (0.01)	11.64 (0.01)	12.296 (0.01)	20.26 (0.01)	20.489 (0.01)	18.979 (0.01)	18.835 (0.01)	15.876 (0.01)
25 × 8 × 8	0 (0.24)	20.217 (0.02)	13.797 (0.01)	20.198 (0.02)	19.089 (0.01)	18.248 (0.02)	18.46 (0.01)	20.163 (0.02)	20.05 (0.02)	20.055 (0.02)	20.055 (0.02)	20.989 (0.02)
30 × 3 × 3	0.465 (0.06)	6.885(0.01)	2.441 (0.01)	6.769 (0.01)	3.986 (0.01)	2.692 (0.01)	3.707 (0.01)	7.389 (0.01)	7.16 (0.01)	7.176 (0.01)	7.104 (0.02)	8.283 (0.02)
30 × 3 × 5	0 (0.1)	6.774(0.02)	4.607 (0.01)	6.624 (0.02)	4.776 (0.01)	3.255 (0.02)	4.609 (0.01)	6.85 (0.02)	6.785 (0.01)	6.819 (0.01)	6.743 (0.02)	5.924 (0.02)
30 × 3 × 8	0 (0.15)	18.627 (0.03)	19.075 (0.02)	18.543 (0.04)	17.909 (0.01)	16.484 (0.02)	17.591 (0.02)	18.493 (0.02)	18.453 (0.02)	18.446 (0.02)	18.369 (0.03)	18.929 (0.03)
30 × 5 × 3	0.549 (0.10)	5.698(0.01)	4.982 (0.01)	5.565 (0.01)	5.713 (0.01)	3.793 (0.01)	4.683 (0.01)	6.326 (0.01)	5.913 (0.01)	5.821 (0.01)	5.759 (0.01)	6.865 (0.01)
30 × 5 × 5	0 (0.16)	10.78(0.01)	7.92 (0.01)	10.692 (0.02)	3.881 (0.01)	3.122 (0.01)	3.842 (0.01)	10.973 (0.02)	10.655 (0.02)	10.664 (0.02)	10.557 (0.02)	8.447 (0.02)
30 × 5 × 8	0 (0.23)	17.087 (0.02)	16.799 (0.01)	16.981 (0.03)	13.074 (0.02)	11.616 (0.02)	13.051 (0.02)	16.247 (0.02)	16.899 (0.02)	16.868 (0.02)	16.741 (0.02)	14.843 (0.03)
30 × 8 × 3	0.127 (0.16)	15.965 (0.01)	7.32 (0.01)	15.356 (0.01)	4.015 (0.01)	2.599 (0.01)	3.452 (0.01)	16.066 (0.01)	15.982 (0.01)	15.985 (0.01)	15.554 (0.01)	11.082 (0.01)
30 × 8 × 5	0 (0.24)	14.606 (0.02)	10.306 (0.01)	14.334 (0.02)	6.126 (0.01)	5.109 (0.01)	5.92 (0.01)	13.541 (0.01)	13.79 (0.01)	13.814 (0.02)	13.486 (0.02)	14.512 (0.02)
30 × 8 × 8	0 (0.38)	21.823 (0.03)	18.169 (0.01)	21.717 (0.03)	15.614 (0.02)	14.591 (0.02)	15.515 (0.02)	21.323 (0.02)	21.394 (0.03)	21.314 (0.03)	21.269 (0.02)	21.259 (0.03)
Mean	0.273 (0.09)	14.224 (0.01)	10.228 (0.01)	14.037 (0.01)	8.571 (0.01)	7.598 (0.01)	8.197 (0.01)	14.286 (0.01)	14.240 (0.01)	14.198 (0.01)	14.042 (0.01)	13.727 (0.01)

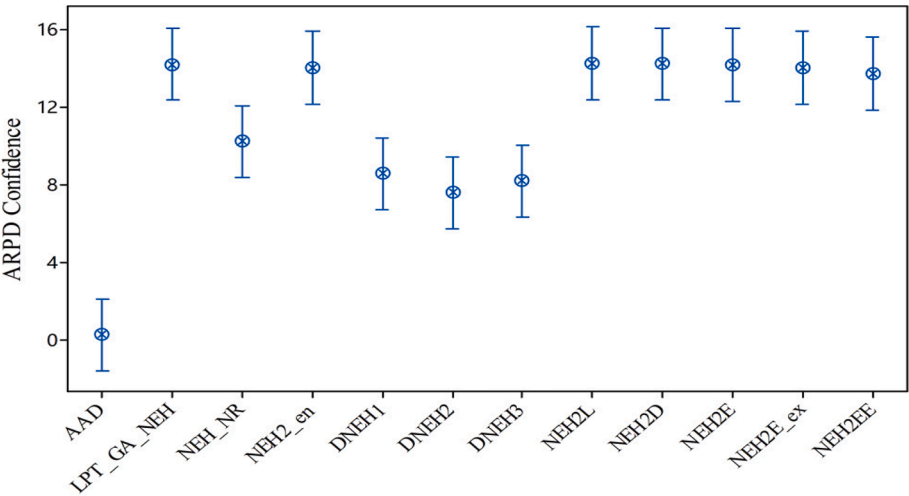


Fig. 3. Mean plot with confidence intervals at the 95% confidence level for the compared heuristics.

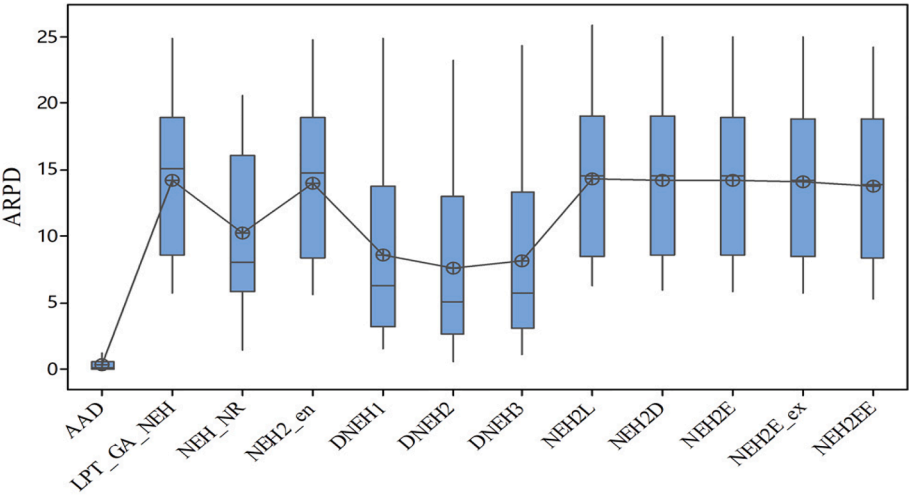


Fig. 4. Boxplot of the ARPDC values.

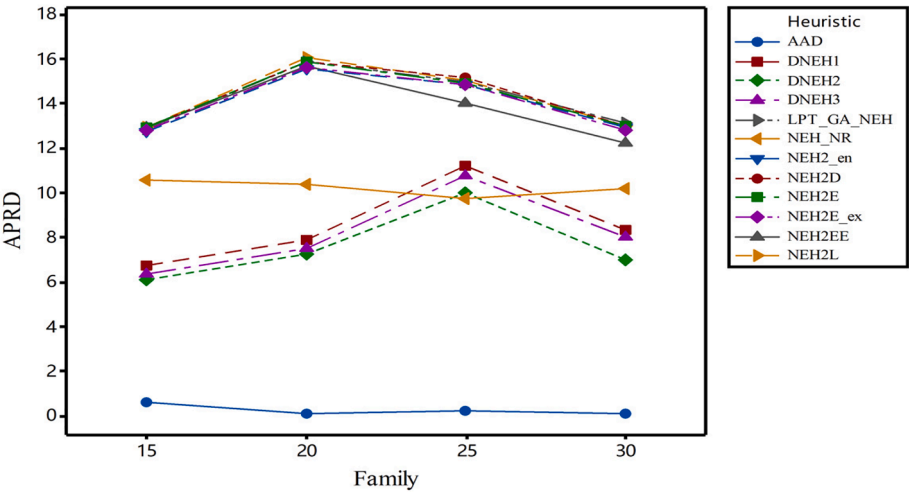


Fig. 5. Interaction plot between constructive heuristics and the number of families.

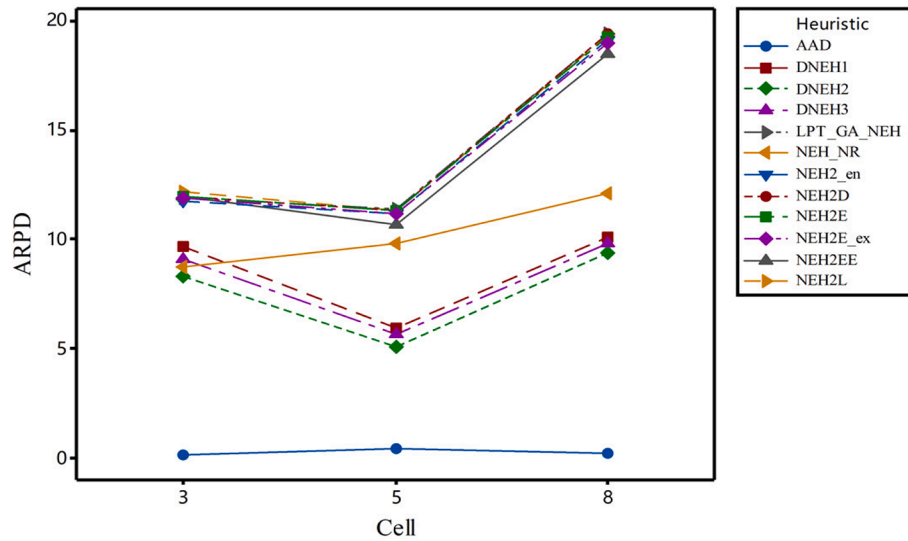


Fig. 6. Interaction plot between constructive heuristics and the number of cells.

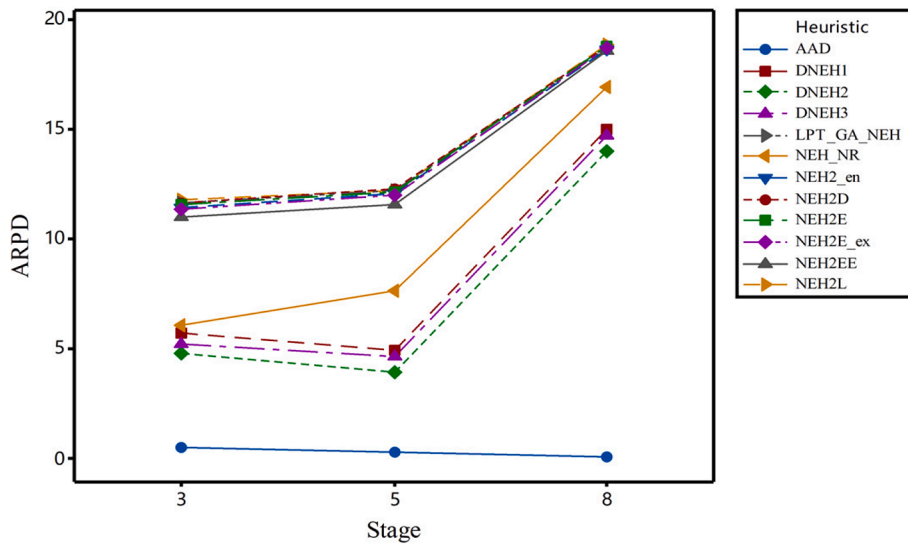


Fig. 7. Interaction plot between constructive heuristics and the number of stages.

NEH2D (Chen et al., 2021), NEH2E (Chen et al., 2021), NEH2E_ex (Chen et al., 2021) and NEH2EE (Chen et al., 2021). All of these heuristics are all proposed for solving the FSP variants, and have been introduced in Section 2. For LPT_GA_NEH, it cannot deal with the decision of cell connection. While for the other heuristics, they can only deal with the decisions of job sequencing and cell assignment, but cannot deal with the decisions of family sequencing and cell connection. These heuristics all contain the sequencing rule, and factory assignment rule. They are adjusted appropriately as follows. First, the sequencing rule is used to determine the job sequence in each family. Second, the factory assignment rule is used to determine the cell for each family. Finally, the sequencing rule is used to determine the family sequence on each cell. While for the cell connection, the families are assumed to be assigned to the same cell at the two flows. In addition to the constructive heuristics, the MILP model on the small instances is solved by IBM ILOG CPLEX 12.7.1 with the time limit set as 60 s.

Table 5 shows the objective values and running time of the CPLEX and constructive heuristics when solving the 20 small-scale instances. It can be seen from Table 5 that CPLEX can solve only one instance, i.e., $3 \times 2 \times 4$, to optimality within 60 s. Regarding the objective values, when

comparing CPLEX with the AAD, it can be found that CPLEX can get better values for the previous 10 instances. However, when the problem scales reach $5 \times 3 \times 3$ and larger, the AAD can get the best values for most instances. Regarding the running time, all of the constructive heuristics only take a very low time that is very close to 0 s. From the above observations, the effectiveness and efficiency of the AAD can be demonstrated. When comparing the AAD with the other heuristics, the AAD can get the best value for 19 out of 20 instances except $7 \times 2 \times 3$. Table 6 shows the average RPD (ARPD) values and the running time in seconds obtained by the constructive heuristics when solving the large-scale instances. The ARPD values of the given heuristic can be obtained by averaging the RPD values for solving the instances with the same problem scale. From Table 6, it can be observed that the AAD obtains much lower ARPD values for all of the problems. For 16 out of 36 problems, the AAD can even reach 0. The ARPD values and running time for different problems are averaged again to yield the mean values presented in the last row of Table 6. It becomes apparent that the AAD attains a value of 0.273, in stark contrast to the best of the other heuristics (DNEH2), which yields a value of 7.598. Grounded upon this observation, the AAD substantiates an advancement of approximately

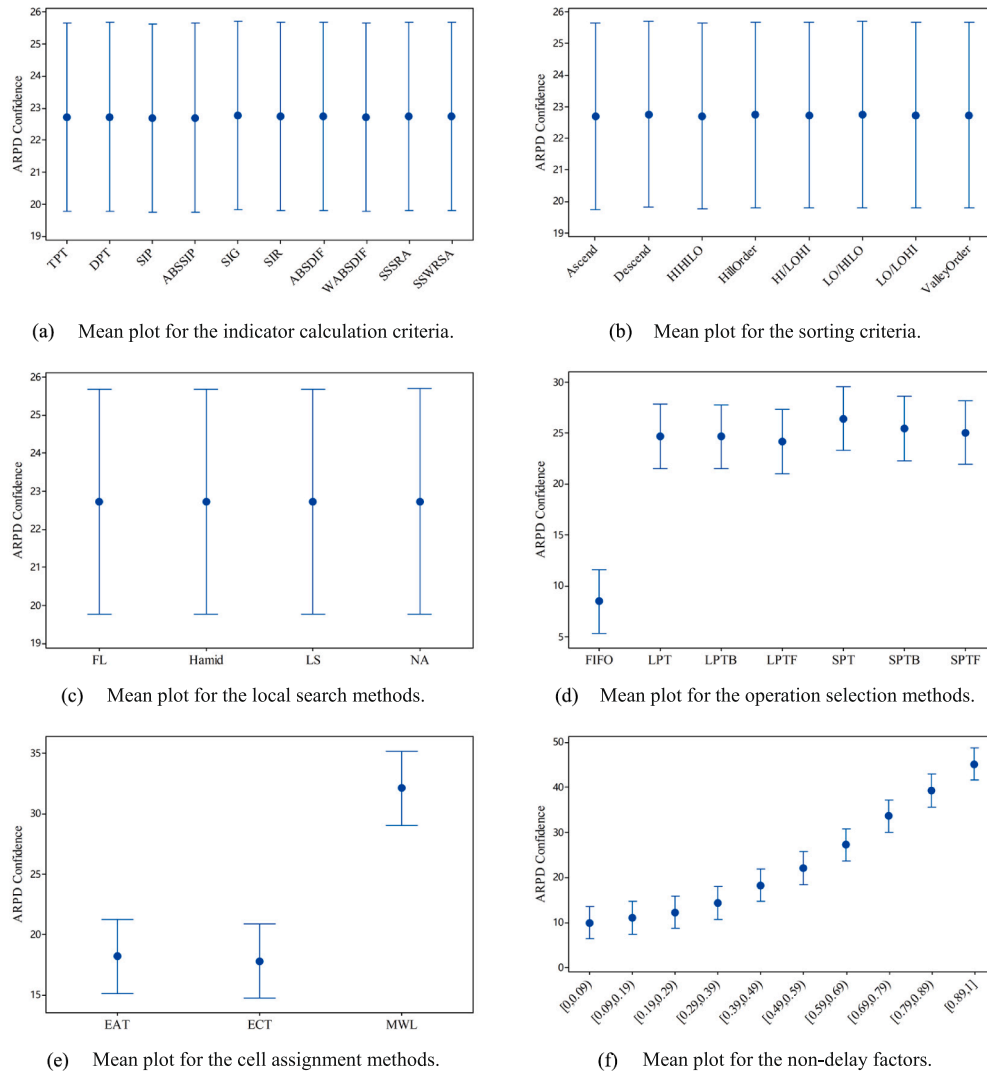


Fig. 8. Mean plot with confidence intervals at the 95% confidence level for the six parameters.

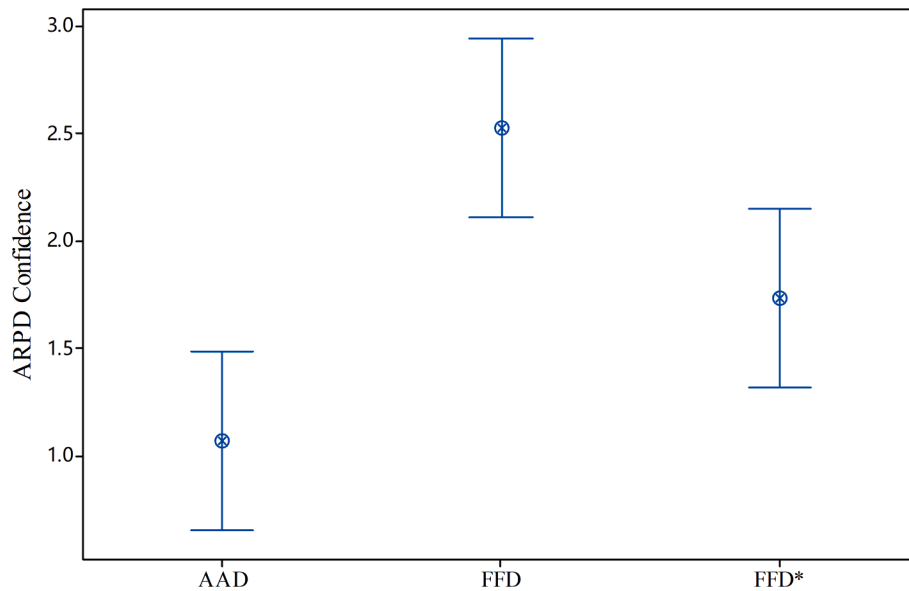


Fig. 9. Mean plot with confidence intervals at the 95% confidence level for the AAD, FFD and FFD*.

Table 7

ARPD values obtained by the AAD, FFD and FFD*.

Problem	AAD	FFD	FFD*	Problem	AAD	FFD	FFD*
15 × 3 × 3	0.989	2.032	2.205	25 × 3 × 3	0.427	1.411	0.557
15 × 3 × 5	0.929	2.273	1.673	25 × 3 × 5	0.597	0.775	0.877
15 × 3 × 8	1.346	3.307	2.319	25 × 3 × 8	0.634	1.252	1.191
15 × 5 × 3	0.935	4.553	1.660	25 × 5 × 3	0.853	3.913	0.773
15 × 5 × 5	0.606	4.564	2.240	25 × 5 × 5	0.962	2.097	1.168
15 × 5 × 8	0.357	2.297	2.258	25 × 5 × 8	0.216	2.456	0.593
15 × 8 × 3	2.022	5.550	1.843	25 × 8 × 3	1.873	1.062	2.055
15 × 8 × 5	3.783	5.593	5.847	25 × 8 × 5	1.726	2.790	1.345
15 × 8 × 8	0.577	5.562	0.821	25 × 8 × 8	2.314	0	3.377
20 × 3 × 3	0.550	1.215	1.548	30 × 3 × 3	0.278	1.535	0.599
20 × 3 × 5	0.396	1.592	1.107	30 × 3 × 5	0.637	1.325	0.814
20 × 3 × 8	1.829	0.717	2.063	30 × 3 × 8	0.184	0.552	0.311
20 × 5 × 3	0.864	2.699	2.299	30 × 5 × 3	0.666	2.368	1.414
20 × 5 × 5	0.466	3.011	0.914	30 × 5 × 5	0.402	3.493	0.931
20 × 5 × 8	0.824	2.478	2.038	30 × 5 × 8	1.516	0.342	1.755
20 × 8 × 3	0.421	4.863	2.819	30 × 8 × 3	0.555	3.127	1.199
20 × 8 × 5	3.292	1.810	1.706	30 × 8 × 5	0.538	5.437	1.147
20 × 8 × 8	3.227	1.960	5.486	30 × 8 × 8	0.700	0.876	1.345

28-fold in contrast to the best compared heuristic. These observations mean that for all the instances grouped under these problems, the AAD can get the best objective values. Notably, despite the AAD incurring a longer mean time of 0.09 s in comparison to DNEH2's 0.01 s, the time investment remains inconspicuously modest. We contend that the huge improvement in precision of solutions can amply bridge the gap in time.

Additionally, to verify the statistical validity of the ARPD values, one-factor analysis of variance (ANOVA) (Zhang et al., 2021) where the heuristic type is considered as a single factor. Fig. 3 displays the mean plot with Tukey HSD intervals at the 95% confidence level. Note that if there is no overlap between the two intervals, it indicates that the data obtained by the given two heuristics are significantly different (Lu et al., 2023). We therefore can conclude that the AAD outperforms the other heuristics. Fig. 4 displays the box plot of the ARPD values to directly reflect the characteristics of the original data distribution. From Fig. 4, it can be easily observed that the ARPD values obtained by the AAD are very concentrated, and there is no exceptional value. Additionally, the upper bound of AAD is even smaller than the lower bounds of the others. All of these observations can verify the stability and effectiveness of the AAD. The running time tends to increase with increasing problem scale. Although the time consumed by the AAD is the longest, it is still much less than 1 s for all of the problems. Thus, considering its ARPD values, it can be concluded that the AAD shows outstanding performance at a very small computational penalty.

To show the performance of the constructive heuristics as the problem scale changes, Figs. 5–7 show the interaction plots between the constructive heuristics and the number of families, cells and stages, respectively. The increasing scale of families results in more operations being processed, while the increasing scale of cells increases the complexity of determining the cell to be assigned. And more stages mean more computational complexity. Thus, the problem becomes more

complex when the number of families, cells and stages increases. It can be seen from Figs. 5–7 that the ARPD values obtained by the AAD change slightly with increasing problem scale, and they are all close to 0 and much smaller than those obtained by the other heuristics. Meanwhile, with the increase in the problem scale, the ARPD values obtained by the AAD have a downward trend. These observations indicate that as the problem scales increase, the AAD always performs excellently.

6.5. Evaluation of the AAD methodology

6.5.1. Comparison with the FFD

Recall that as shown in Section 6.3, a total of 2052 configurations and 340 instances have been tuned in the tuning process of the AAD. To intuitively reflect the effectiveness and efficiency of the AAD methodology to conceive the automated heuristic, it is compared with the full

Table 9

Best elite configurations output by the AAD-F.

Rank	Configurable parameter					
	X_1	X_2	X_3	X_4	X_5	X_6
1	SIR	LO/HILO	Hamid	LPT	ECT	0.23
2	SIR	LO/HILO	Hamid	LPT	ECT	0.26
3	SIR	LO/HILO	LS	LPT	ECT	0.41
4	SIR	LO/HILO	Hamid	LPT	ECT	0.21
5	SIR	LO/HILO	LS	LPT	ECT	0
6	SIR	Hill	LS	LPTB	ECT	0
7	SIR	LO/HILO	LS	LPTB	ECT	0.30
8	SIR	LO/HILO	LS	LPTB	ECT	0
9	SIR	LO/HILO	LS	LPTB	ECT	0.62
10	SIR	LO/HILO	LS	LPTB	ECT	0.28

Table 10

ARPD values obtained by the AAD and AAD-F.

Problem	AAD	AAD-F	Problem	AAD	AAD-F
15 × 3 × 3	0.703	3.004	25 × 3 × 3	0.952	0.611
15 × 3 × 5	0.101	1.242	25 × 3 × 5	0.550	1.201
15 × 3 × 8	1.438	3.248	25 × 3 × 8	0.471	2.945
15 × 5 × 3	1.558	3.017	25 × 5 × 3	0.878	1.458
15 × 5 × 5	1.930	3.139	25 × 5 × 5	1.279	1.491
15 × 5 × 8	0.775	3.609	25 × 5 × 8	0.043	4.895
15 × 8 × 3	1.996	0.966	25 × 8 × 3	0.258	3.061
15 × 8 × 5	2.408	3.257	25 × 8 × 5	1.286	0.791
15 × 8 × 8	0.433	3.420	25 × 8 × 8	1.035	4.204
20 × 3 × 3	0.515	1.341	30 × 3 × 3	0.509	1.255
20 × 3 × 5	0.673	1.083	30 × 3 × 5	0.696	0.822
20 × 3 × 8	1.803	3.181	30 × 3 × 8	0.102	1.964
20 × 5 × 3	2.867	2.917	30 × 5 × 3	0.859	1.601
20 × 5 × 5	0.554	4.236	30 × 5 × 5	0.041	2.806
20 × 5 × 8	1.299	3.034	30 × 5 × 8	1.509	2.516
20 × 8 × 3	0.632	2.175	30 × 8 × 3	1.254	0.552
20 × 8 × 5	2.356	1.101	30 × 8 × 5	0.221	2.091
20 × 8 × 8	2.525	3.502	30 × 8 × 8	0.780	3.337

Table 8

Procedural parameters of the AAD and AAD-F.

AAD variants	Race number	Limited budget	Number of test instances	Number of Candidate configurat-ions	Number of discarded configurat-ions	Number of remaining configurat-ions	Number of selected elite configurat-ions	Number of generated configurat-ions
AAD-F	1	1500	20	600	128	472	10	456
	2	1631	40	466	81	385	10	378
	3	1748	40	388	39	349	10	364
	4	2058	50	374	1	373	10	–
AAD	1	1500	70	600	586	14	10	466
	2	1680	40	480	468	12	10	462
	3	2135	100	474	456	18	10	524
	4	2984	130	542	532	10	8	–

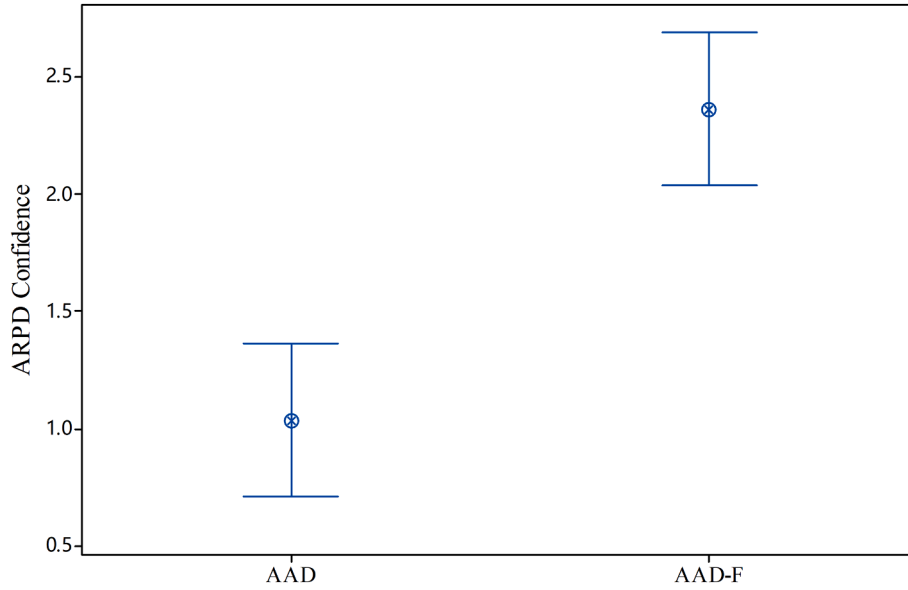


Fig. 10. Mean plot with confidence intervals at the 95% confidence level for the AAD and AAD-F.

factorial design (FFD) (Engin et al., 2011); (Yu et al., 2018) methodology. The FFD can help calibrate the algorithm and analyze the impact of each parameter value on the overall performance. A total of 67,200 ($10 \times 8 \times 4 \times 7 \times 3 \times 10$) configurations are collected by combining each value of the six parameters. Note that for X_6 , since it is the numerical parameter and its value space is from 0 to 1, we divide the whole space into 10 subspaces (i.e., [0,0.09], [0.09,0.19], etc.). In the design of the experiment, all the configurations are tested on all the large-scale problems, each of which selects one instance. The specific value of X_6 for a given configuration is randomly selected in the subspace. To show the impact of the parameter value, Tables A1-A5 in the Appendix A summarize the ARPd results for the six parameters, which are grouped under the same value for each parameter. Fig. 8 figures the mean plots with Tukey HSD intervals at the 95% confidence level to show the statistical validity.

From Tables A1-A3 and Fig. 8(a – c), it is difficult to significantly identify the best indicator calculation criterion, sorting criterion, and local search method. We can see that the ARPd values for these parameters are relatively large. These results indicate that the performance of the configurations with the specific value of these parameters varies greatly. Regarding the cell assignment method, from Table A5 and Fig. 8(e), the EAT and ECT outperform the MWL. With regard to the non-delay factors, Table A6 and Fig. 8(f) show that with the increase of the non-delay factor value, the ARPd value shows a gradually increasing trend.

For the five aforementioned parameters, from Tables A1-A3, A5 and A6, in terms of the mean values, the lowest ones for these parameters are those obtained by SIP, Ascend, LS, ECT, and [0,0.09], respectively. These values are consistent with those of the best configuration obtained by AAD. While for the operation selection method, from Table A4 and Fig. 8(d), the FIFO is selected. However, the FIFO has not appeared in the elite configurations obtained by AAD as shown in Table 3. Thus, to show their performance directly, the AAD is compared to two configurations, i.e., FFD and FFD*. The FFD is composed of the parameter values that have the minimum mean ARPd values, while the FFD* is the configuration that has the minimum mean ARPd value over all the problems among the 67,200 configurations. Since it is difficult to list the computational results of all the configurations, the FFD* is directly given as $X_1 = \text{SIG}$, $X_2 = \text{ValleyOrder}$, $X_3 = \text{FL}$, $X_4 = \text{LPT}$, $X_5 = \text{ECT}$, and $X_6 \in [0, 0.09]$. Note that throughout the study for determining the FFD and FFD*, the specific value of X_6 is randomly selected in the subspace. While for the FFD and FFD* to be compared, X_6 is set to 0 as it occurs most frequently in Table 4.

Table 7 summarizes the ARPd values obtained by the AAD, FFD and FFD* on all the large-scale instances. It reveals that AAD outperforms FFD in 31 out of 36 problems, and surpasses FFD* in 32 out of 36 problems. Fig. 9 displays the mean plot for the AAD, FFD and FFD* using ANOVA, and shows that AAD performs significantly better than FFD. Through these observations, it can be concluded that the combination of the parameter values that have good comprehensive performance is not necessarily the best performer, and that the configuration performs well on some instances, but not necessarily in others. In addition, the number of configurations tuned in AAD is much smaller than that in FFD and FFD*. In summary, AAD has outstanding performance both in terms of effectiveness and efficiency.

6.5.2. Comparison with the classical I/F-Race

In the AAD method, to determine the statistical results of the candidate configurations, the Wilcoxon rank-sum test is adopted instead of Friedman's test recommended in the classical I/F-Race. In order to verify the effectiveness of Wilcoxon rank-sum test, the method based on Friedman's test (noted as AAD-F) is implemented and compared with the employed method under the same total budget. Table 8 gives the procedural parameters in the process of the two AAD variants, where the data of AAD are also shown in Table 3. Table 9 displays the best elite configurations output by AAD-F. From Table 8, it can be seen that at each race, the AAD discards many more configurations than the AAD-F. This can verify that Wilcoxon rank-sum test has a better ability to identify the configurations that perform significantly worse. Benefiting from this, at each race of AAD, the number of surviving configurations decreases quickly. As shown in Table 8, the AAD can evaluate the surviving configurations on more instances. Consequently, the AAD can select the elite configurations that have better comprehensive performance.

To directly see the performance of the two best configurations output by the AAD and AAD-F, they are tested on the large-scale instances, and the ARPd values are summarized in Table 10. From the table, we can see that AAD performs best for 31 out of 36 problems. ANOVA is also employed to analyze their statistical results, and the mean plot for the AAD and AAD-F is displayed in Fig. 10. From the figure, it can be observed that the AAD performs significantly better than the AAD-F. These results verify that the AAD has a much better comprehensive performance, and thereby the effectiveness of the Wilcoxon rank-sum test is verified.

7. Conclusion

This paper studied an RDFGSP inspired by the production of PCBs in the SMT workshop. Its important features lie in the reconfigurability of the flowlines and the families with grouped jobs. To solve this problem, this paper first developed a configurable *meta*-algorithm considering the problem-specific characteristics. The *meta*-algorithm can be instantiated to a concrete constructive heuristic by assigning values to the parameters, i.e., sequencing rule, routing rule, dispatching rule, and non-delay factor. Each of these parameters has various values, and thus, it is difficult to determine the best combination. To this end, the I/F-Race, an AAD methodology, is employed to conceive the best constructive heuristic with minimum human intervention. Through extensive computational experiments, the effectiveness and efficiency of the AAD for conceiving the constructive heuristic by comparison with the full factorial design is demonstrated. Furthermore, the solution accuracy and efficiency of the generated heuristic are verified in solving small-scale problems by comparison with CPLEX and other heuristics. The effectiveness of the generated heuristic is demonstrated at a very small cost in time when solving large-scale problems.

An improvement heuristic starts with a complete initial solution, and improves the solution iteratively until a stopping criterion is met. It has been shown in the literature that the quality of construction heuristics can improve the performance of optimization algorithms by narrowing their search space or producing good initial solutions. Thus, our future

study lies in extending the *meta*-algorithm by integrating the characteristics of the metaheuristics and conceiving an automated improvement heuristic.

Declaration of Competing Interest

The authors declare that they have no known competing financial interests or personal relationships that could have appeared to influence the work reported in this paper.

Data availability

Data will be made available on request.

Acknowledgments

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Appendix A

Tables A1–A6.

Table A1
ARPD values obtained by constructive heuristics with different indicator rules.

Problem	Constructive heuristics with the fixed indicator rules									
	TPT	DPT	SIP	ABSSIP	SIG	SIR	ABSDIF	WABSDIF	SSSRA	SSWRSA
15 × 3 × 3	11.769	11.672	11.537	11.52	11.636	11.517	11.76	11.744	11.712	11.718
15 × 3 × 5	14.566	14.456	14.46	14.414	14.551	14.385	14.314	14.528	14.48	14.414
15 × 3 × 8	25.631	25.73	25.481	25.568	25.718	25.619	25.644	25.529	25.88	25.604
15 × 5 × 3	18.92	18.964	19.06	19.102	19.126	19.025	19.061	19.049	19.093	19.092
15 × 5 × 5	27.616	27.511	27.571	27.562	27.764	27.398	27.6	27.621	27.565	27.464
15 × 5 × 8	32.131	32.188	32.266	32.376	32.552	32.538	32.039	31.896	32.192	32.459
15 × 8 × 3	26.614	26.5	26.598	27.017	26.568	26.412	26.425	26.654	26.867	26.749
15 × 8 × 5	30.408	30.772	30.938	30.861	30.935	31.173	30.877	30.907	31.03	30.739
15 × 8 × 8	45.314	45.186	44.979	45.327	44.798	45.28	44.872	44.591	45.079	45.455
20 × 3 × 3	10.983	10.92	11.007	11.156	11.142	10.945	11.16	11.009	11.119	11.064
20 × 3 × 5	16.429	16.41	16.38	16.169	16.163	16.457	16.426	16.299	16.448	16.429
20 × 3 × 8	20.617	20.543	20.697	20.714	20.687	20.68	20.841	20.717	20.576	20.637
20 × 5 × 3	15.354	15.058	15.402	15.328	15.393	15.305	15.411	15.349	15.386	15.263
20 × 5 × 5	22.238	21.984	22.149	22.112	22.197	22.157	22.399	22.037	22.304	22.074
20 × 5 × 8	27.008	27.226	26.921	26.954	27.166	26.98	27.106	27.388	27.088	27.134
20 × 8 × 3	23.193	23.051	22.901	23.007	23.356	23.223	22.996	22.993	23.061	23.141
20 × 8 × 5	29.03	29.203	29.058	29.188	29.072	29.003	28.774	28.867	28.858	28.918
20 × 8 × 8	43.023	43.176	43.012	42.931	43.083	42.936	43.297	43.184	43.066	42.883
25 × 3 × 3	9.508	9.653	9.533	9.585	9.507	9.556	9.6	9.606	9.592	9.592
25 × 3 × 5	12.476	12.502	12.553	12.44	12.566	12.37	12.54	12.527	12.623	12.505
25 × 3 × 8	20.821	20.972	20.843	20.944	20.872	20.941	20.976	20.916	20.934	20.904
25 × 5 × 3	15.655	15.482	15.697	15.704	15.686	15.868	15.792	15.734	15.766	15.822
25 × 5 × 5	19.784	19.735	19.694	19.606	19.671	19.628	19.814	19.846	19.825	19.648
25 × 5 × 8	31.921	31.959	31.764	31.96	31.927	31.759	32.18	31.999	31.992	32.097
25 × 8 × 3	19.62	19.429	19.592	19.365	19.803	19.604	19.865	19.69	19.556	19.646
25 × 8 × 5	26.551	26.531	26.299	26.281	26.578	26.48	26.721	26.416	26.456	26.36
25 × 8 × 8	34.971	35.036	35.115	34.9	35.122	35.076	34.869	35.225	34.918	34.921
30 × 3 × 3	9.002	9.042	8.958	8.871	8.968	8.997	8.891	8.802	8.943	8.949
30 × 3 × 5	13.373	13.27	13.381	13.27	13.455	13.278	13.314	13.229	13.432	13.32
30 × 3 × 8	20.746	20.91	20.984	20.93	20.934	20.993	20.886	20.914	20.875	20.904
30 × 5 × 3	13.867	13.893	13.929	13.84	13.941	13.98	13.898	13.703	13.825	13.84
30 × 5 × 5	19.029	19.148	19.067	19.005	19.001	19.155	18.928	19.021	18.857	18.857
30 × 5 × 8	30.346	30.442	30.137	30.346	30.391	30.293	30.614	30.72	30.323	30.305
30 × 8 × 3	19.842	20	19.968	19.841	19.805	20.002	19.801	19.894	19.763	20.134
30 × 8 × 5	23.782	23.739	23.568	23.519	23.74	23.935	23.769	23.602	23.499	23.734
30 × 8 × 8	35.645	35.86	35.523	35.479	35.675	35.99	35.462	35.523	35.624	36.029
Mean	22.716	22.726	22.695	22.700	22.765	22.748	22.748	22.715	22.739	22.745

Table A2
ARPD values obtained by constructive heuristics with different sorting rules.

Problems	Constructive heuristics with the fixed sorting rules							
	Ascend	Descend	HHILO	HillOrder	HI/LOHI	LO/HILO	LO/LOHI	ValleyOrder
15 × 3 × 3	11.808	11.586	11.626	11.565	11.761	11.662	11.517	11.565
15 × 3 × 5	14.433	14.426	14.362	14.558	14.43	14.398	14.451	14.493
15 × 3 × 8	25.831	25.478	25.602	25.762	25.81	25.698	25.498	25.561
15 × 5 × 3	18.882	19.141	18.852	19.037	19.037	19.364	19.119	19.056
15 × 5 × 5	27.603	27.602	27.336	27.794	27.627	27.512	27.57	27.737
15 × 5 × 8	32.308	32.13	32.359	32.462	32.247	32.174	32.231	32.385
15 × 8 × 3	26.487	26.62	26.326	26.941	26.599	26.707	26.787	26.631
15 × 8 × 5	30.891	30.631	31.125	30.692	31.344	30.489	30.366	30.999
15 × 8 × 8	44.487	45.327	45.653	45.56	45.21	45.221	44.899	44.285
20 × 3 × 3	11.055	10.977	11.024	11.02	11.154	11.005	11.129	11.112
20 × 3 × 5	16.291	16.404	16.355	16.245	16.363	16.383	16.557	16.39
20 × 3 × 8	20.785	20.522	20.673	20.683	20.688	20.552	20.546	20.74
20 × 5 × 3	15.313	15.165	15.264	15.344	15.481	15.427	15.403	15.334
20 × 5 × 5	22.034	22.298	21.989	22.098	22.059	22.363	22.141	22.378
20 × 5 × 8	26.783	27.315	27.09	27.201	27.27	27.246	26.981	26.873
20 × 8 × 3	23.029	22.92	23.123	22.991	23.095	23.122	23.142	23.296
20 × 8 × 5	29.273	29.095	28.853	28.823	28.689	29.182	29.202	28.891
20 × 8 × 8	42.787	43.285	42.939	42.967	43.326	42.919	43.058	43.238
25 × 3 × 3	9.574	9.618	9.649	9.54	9.559	9.638	9.487	9.568
25 × 3 × 5	12.515	12.565	12.472	12.606	12.559	12.547	12.484	12.534
25 × 3 × 8	20.904	20.929	20.811	20.847	20.876	20.968	20.919	20.934
25 × 5 × 3	15.769	15.604	15.674	15.722	15.601	15.863	15.75	15.853
25 × 5 × 5	19.677	19.61	19.792	19.819	19.922	19.722	19.719	19.528
25 × 5 × 8	31.771	32.104	31.914	31.972	31.913	31.996	32.077	31.909
25 × 8 × 3	19.329	19.609	19.828	19.834	19.702	19.7	19.579	19.449
25 × 8 × 5	26.352	26.516	26.451	26.562	26.384	26.565	26.438	26.322
25 × 8 × 8	35.049	35.41	34.82	34.963	34.773	35.274	35.024	34.945
30 × 3 × 3	9.105	8.931	8.858	8.921	8.87	8.944	8.994	8.961
30 × 3 × 5	13.441	13.432	13.269	13.324	13.213	13.207	13.386	13.392
30 × 3 × 8	20.968	21.028	20.792	20.93	20.72	20.909	20.986	20.867
30 × 5 × 3	13.803	13.861	13.944	14.036	13.805	13.855	13.866	13.776
30 × 5 × 5	18.937	19.241	19.162	18.944	18.914	18.954	18.834	19.067
30 × 5 × 8	30.322	30.47	30.356	30.35	30.448	30.384	30.296	30.5
30 × 8 × 3	19.799	20.05	19.81	19.637	19.891	19.879	20.219	20.077
30 × 8 × 5	23.843	23.734	23.708	23.557	23.488	23.62	23.78	23.822
30 × 8 × 8	35.902	35.654	35.554	35.271	35.455	35.64	35.825	35.985
Mean	22.698	22.758	22.706	22.738	22.730	22.752	22.729	22.735

Table A3
ARPD values obtained by constructive heuristics with different local search rules.

Problem	Constructive heuristics with the fixed local search methods			
	FL	Hamid	LS	NA
15 × 3 × 3	11.632	11.587	11.63	11.749
15 × 3 × 5	14.48	14.47	14.45	14.441
15 × 3 × 8	25.687	25.632	25.626	25.668
15 × 5 × 3	19.077	19.104	19	18.961
15 × 5 × 5	27.613	27.575	27.57	27.59
15 × 5 × 8	32.342	32.331	32.274	32.2
15 × 8 × 3	26.62	26.544	26.56	26.73
15 × 8 × 5	30.859	30.738	30.937	30.768
15 × 8 × 8	44.94	45.17	44.986	45.174
20 × 3 × 3	11.089	11.068	11.043	11.002
20 × 3 × 5	16.328	16.406	16.432	16.344
20 × 3 × 8	20.664	20.595	20.75	20.646
20 × 5 × 3	15.371	15.336	15.327	15.333
20 × 5 × 5	22.304	22.157	22.124	22.166
20 × 5 × 8	27.063	27.122	27.221	26.909
20 × 8 × 3	23.072	23.064	23.109	23.132
20 × 8 × 5	28.98	29.046	28.926	29.107
20 × 8 × 8	43.032	43.053	43.093	43.105
25 × 3 × 3	9.576	9.579	9.555	9.595
25 × 3 × 5	12.591	12.507	12.488	12.486
25 × 3 × 8	20.85	20.92	20.927	20.887
25 × 5 × 3	15.777	15.756	15.734	15.668
25 × 5 × 5	19.675	19.674	19.71	19.798
25 × 5 × 8	31.893	31.94	31.977	32.024
25 × 8 × 3	19.642	19.669	19.661	19.448

(continued on next page)

Table A3 (continued)

Problem	Constructive heuristics with the fixed local search methods			
	FL	Hamid	LS	NA
25 × 8 × 5	26.483	26.538	26.531	26.478
25 × 8 × 8	34.998	35.058	34.942	35.068
30 × 3 × 3	8.901	8.968	8.923	8.982
30 × 3 × 5	13.325	13.335	13.29	13.366
30 × 3 × 8	20.924	20.868	20.879	20.949
30 × 5 × 3	13.912	13.868	13.868	13.85
30 × 5 × 5	19.06	18.97	18.958	19.065
30 × 5 × 8	30.383	30.376	30.468	30.401
30 × 8 × 3	19.899	19.986	19.897	19.892
30 × 8 × 5	23.715	23.632	23.697	23.826
30 × 8 × 8	35.61	35.678	35.631	35.681
Mean	22.732	22.731	21.673	21.674

Table A4
ARPD values obtained by constructive heuristics with different operation selection methods.

Problems	Constructive heuristics with the fixed operation selection methods						
	FIFO	LPT	LPTB	LPTF	SPT	SPTB	SPTF
15 × 3 × 3	6.877	11.386	11.445	13.457	13.104	13.056	11.996
15 × 3 × 5	6.472	15.493	15.139	14.802	19.568	16.712	13.084
15 × 3 × 8	6.547	28.172	29.154	25.963	30.43	29.981	29.4
15 × 5 × 3	11.782	21.093	21.318	20.406	21.132	18.36	19.26
15 × 5 × 5	11.289	28.011	28.117	28.123	33.221	32.739	31.406
15 × 5 × 8	10.286	35.257	34.852	34.736	37.484	36.199	37.165
15 × 8 × 3	15.439	26.535	24.912	26.386	31.394	30.207	31.12
15 × 8 × 5	12.849	31.09	31.3	31.473	37.28	35.906	35.754
15 × 8 × 8	14.873	47.776	50.858	47.175	52.814	51.333	50.361
20 × 3 × 3	5.482	14.022	12.731	13.8	11.135	10.672	9.397
20 × 3 × 5	5.332	17.753	18.801	18.626	18.899	16.551	18.536
20 × 3 × 8	5.252	20.928	20.231	20.21	29.288	26.537	22.1
20 × 5 × 3	8.513	15.476	15.698	15.94	16.463	17.638	17.611
20 × 5 × 5	9.145	23.016	24.372	23.618	24.951	26.227	23.705
20 × 5 × 8	7.573	31.657	31.877	27.024	33.17	28.716	29.824
20 × 8 × 3	13.386	23.833	24.422	23.381	26.224	25.408	25.227
20 × 8 × 5	13.222	29.213	28.996	27.148	35.285	34.784	34.079
20 × 8 × 8	13.036	47.039	44.21	46.058	50.354	50.756	50.381
25 × 3 × 3	4.543	9.31	9.211	8.859	11.212	12.203	11.764
25 × 3 × 5	4.264	13.541	14.534	13.899	14.083	13.965	13.478
25 × 3 × 8	4.357	23.933	22.099	26.31	27.053	21.561	20.925
25 × 5 × 3	8.062	17.678	17.059	16.843	17.399	16.14	16.814
25 × 5 × 5	7.361	22.697	23.158	22.415	21.878	20.238	20.266
25 × 5 × 8	7.658	36.501	36.824	33.102	37.007	36.061	36.608
25 × 8 × 3	10.858	20.324	20.388	20.637	24.162	21.044	20.175
25 × 8 × 5	10.961	28.607	30.166	29.164	29.776	28.264	28.622
25 × 8 × 8	9.538	41.265	40.982	40.084	39.754	35.549	37.518
30 × 3 × 3	4.056	10.379	10.433	9.309	9.949	9.379	8.978
30 × 3 × 5	4.41	13.709	15.165	13.526	15.125	14.871	16.367
30 × 3 × 8	4.227	24.549	25.135	23.584	22.946	22.712	22.96
30 × 5 × 3	6.774	15.86	16.239	15.311	15.222	13.844	13.803
30 × 5 × 5	6.807	21.117	20.479	21.27	20.749	22.281	20.764
30 × 5 × 8	6.234	34.905	33.407	33.481	32.936	36.238	35.582
30 × 8 × 3	9.965	21.653	21.557	21.376	22.359	21.17	21.208
30 × 8 × 5	9.098	25.349	24.374	25.714	25.586	27.845	27.792
30 × 8 × 8	8.997	40.066	38.897	38.258	42.854	41.815	39.274
Mean	8.487	24.700	24.682	24.207	26.451	25.471	25.092

Table A5
ARPD values obtained by constructive heuristics with different route rules.

Problems	Constructive heuristics with the fixed route rules		
	EAT	ECT	MWL
15 × 3 × 3	8.494	8.267	17.977
15 × 3 × 5	12.127	11.854	19.448
15 × 3 × 8	22.624	22.466	31.953
15 × 5 × 3	14.691	14.114	28.39
15 × 5 × 5	22.965	22.421	37.363
15 × 5 × 8	26.387	26.254	44.112
15 × 8 × 3	20.296	19.79	39.596
15 × 8 × 5	25.231	24.51	42.638
15 × 8 × 8	38.598	38.026	58.682
20 × 3 × 3	8.303	7.826	17.064
20 × 3 × 5	13.7	13.461	21.903
20 × 3 × 8	17.799	17.581	26.498
20 × 5 × 3	11.087	11	23.954
20 × 5 × 5	17.671	17.169	31.558
20 × 5 × 8	22.134	21.646	37.525
20 × 8 × 3	17.19	16.785	35.337
20 × 8 × 5	22.2	21.954	42.571
20 × 8 × 8	36.142	36.071	57.326
25 × 3 × 3	7.058	6.902	14.748
25 × 3 × 5	10.209	9.855	17.604
25 × 3 × 8	18.255	18.112	26.302
25 × 5 × 3	11.432	10.974	24.863
25 × 5 × 5	15.17	14.552	29.449
25 × 5 × 8	27.305	26.792	41.59
25 × 8 × 3	14.105	13.624	31.289
25 × 8 × 5	19.991	19.727	39.636
25 × 8 × 8	28.228	27.706	48.823
30 × 3 × 3	6.735	6.287	13.684
30 × 3 × 5	10.777	10.414	18.848
30 × 3 × 8	17.716	17.372	27.718
30 × 5 × 3	9.5	9.309	22.787
30 × 5 × 5	14.793	14.23	27.975
30 × 5 × 8	25.935	25.583	39.783
30 × 8 × 3	14.473	13.751	31.381
30 × 8 × 5	17.764	17.267	35.969
30 × 8 × 8	28.94	28.374	49.927
Mean	18.223	17.834	32.119

Table A6
ARPD values obtained by constructive heuristics with different non-delay factors.

Problem	Constructive heuristics with the fixed indicator rules									
	[0,0.09)	[0.09,0.19)	[0.19,0.29)	[0.29,0.39)	[0.39,0.49)	[0.49,0.59)	[0.59,0.69)	[0.69,0.79)	[0.79,0.89)	[0.89,1]
15 × 3 × 3	18.062	16.884	16.453	18.316	21.952	24.663	28.601	30.721	38.202	49.01
15 × 3 × 5	14.518	18.301	16.453	16.365	20.656	26.933	33.747	41.786	48.796	57.344
15 × 3 × 8	13.006	22.102	27.731	32.006	42.06	50.357	58.236	67.048	74.445	76.931
15 × 5 × 3	6.514	6.613	6.723	7.135	7.998	9.459	11.71	12.932	17.768	23.923
15 × 5 × 5	6.93	7.178	7.386	8.652	10.524	13.336	15.235	23.954	30.893	33.686
15 × 5 × 8	6.748	7.454	7.571	11.607	14.946	17.936	26.713	35.184	39.896	40.428
15 × 8 × 3	8.103	8.147	8.973	9.179	10.289	13.264	15.882	18.775	24.884	32.661
15 × 8 × 5	9.841	10.375	10.833	12.654	17.543	21.164	23.453	31.111	37.456	44.474
15 × 8 × 8	8.019	9.978	13.263	15.347	22.093	30.988	32.136	38.631	45.703	52.645
20 × 3 × 3	12.827	14.714	15.728	17.29	18.748	19.506	24.499	30.541	36.457	42.22
20 × 3 × 5	16.239	14.54	16.506	20.851	24.239	25.911	32.675	42.803	44.96	52.6
20 × 3 × 8	18.831	23.701	23.379	28.574	40.167	45.605	50.766	58.887	71.718	72.521
20 × 5 × 3	4.984	4.789	4.925	5.152	6.219	6.893	9.665	11.614	16.77	20.859
20 × 5 × 5	4.718	5.045	6.063	6.831	8.132	9.155	14.059	20.882	21.92	28.655
20 × 5 × 8	5.727	5.814	8.476	10.173	15.976	18.902	30.872	35.054	36.638	42.106
20 × 8 × 3	8.356	8.548	9.216	10.054	10.514	13.957	16.611	21.283	27.513	34.684
20 × 8 × 5	8.504	8.475	9.375	11.404	14.66	15.677	20.295	30.779	37.774	40.221
20 × 8 × 8	8.332	10.585	13.8	20.074	26.488	32.229	44.308	51.374	54.716	61.539
25 × 3 × 3	11.066	11.082	11.269	12.248	15.912	18.984	21.573	26.83	30.963	38.86
25 × 3 × 5	11.89	12.841	14.586	16.659	19.553	22.866	30.764	39.462	43.785	52.407
25 × 3 × 8	13.709	12.565	18.978	24.489	25.665	37.991	41.832	52.081	60.648	62.146
25 × 5 × 3	4.574	4.738	4.714	4.999	6.261	7.284	8.495	13.024	14.588	21.413
25 × 5 × 5	5.183	5.45	5.713	6.709	9.78	10.777	15.068	20.508	25.218	29.983
25 × 5 × 8	5.415	6.564	6.956	11.521	14.794	19.065	25.151	33.846	35.29	41.201
25 × 8 × 3	7.309	7.215	7.54	8.784	9.009	11.86	15.633	17.979	23.336	31.109

(continued on next page)

Table A6 (continued)

Problem	Constructive heuristics with the fixed indicator rules									
	[0,0,0.09]	[0.09,0.19]	[0.19,0.29]	[0.29,0.39]	[0.39,0.49]	[0.49,0.59]	[0.59,0.69]	[0.69,0.79]	[0.79,0.89]	[0.89,1]
25 × 8 × 5	7.314	7.835	8.428	11.336	12.694	17.557	19.586	30.937	35.49	41.312
25 × 8 × 8	8.449	8.449	13.773	14.455	22.696	33.568	41.271	48.072	56.222	60.125
30 × 3 × 3	10.541	10.454	11.34	12.591	15.572	17.042	22.372	25.56	30.115	38.22
30 × 3 × 5	10.337	10.968	11.624	12.586	18.217	20.377	24.637	31.189	43.259	47.961
30 × 3 × 8	11.353	12.864	15.255	19.128	31.058	33.639	50.31	56.749	61.157	69.14
30 × 5 × 3	9.686	10.467	11.744	13.860	17.577	21.268	26.494	33.021	38.292	43.917
30 × 5 × 5	18.062	16.884	16.453	18.316	21.952	24.663	28.601	30.721	38.202	49.01
30 × 5 × 8	14.518	18.301	16.453	16.365	20.656	26.933	33.747	41.786	48.796	57.344
30 × 8 × 3	13.006	22.102	27.731	32.006	42.06	50.357	58.236	67.048	74.445	76.931
30 × 8 × 5	6.514	6.613	6.723	7.135	7.998	9.459	11.71	12.932	17.768	23.923
30 × 8 × 8	6.93	7.178	7.386	8.652	10.524	13.336	15.235	23.954	30.893	33.686
Mean	6.748	7.454	7.571	11.607	14.946	17.936	26.713	35.184	39.896	40.428

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