

#### SMART INDUSTRY LABORATORY

#### Scheduling Algorithms (3)

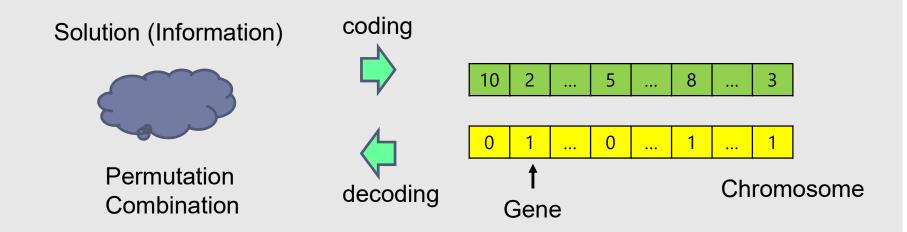
- How to Solve Scheduling Problems -

Graduate School of Information, Production and Systems Shigeru FUJIMURA

#### **Applying Meta Heuristic Methods**

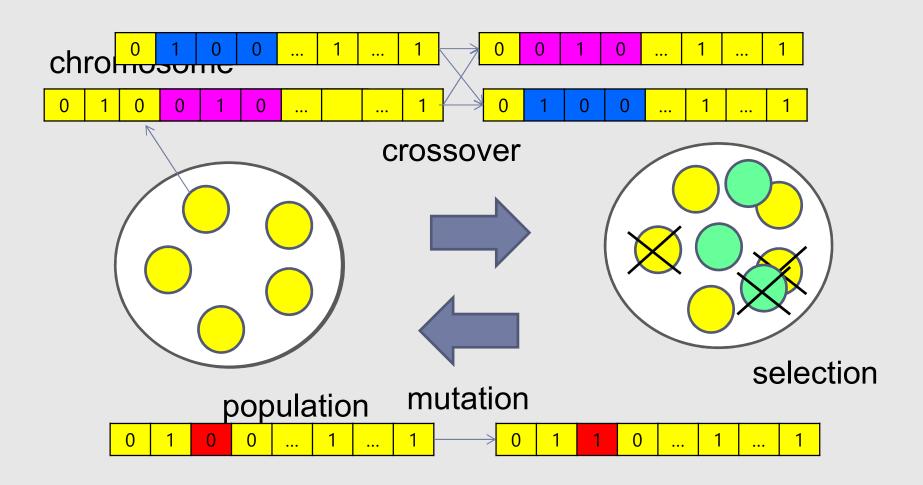
Genetic Algorithms: **GA** (1975 Holland) is one of Meta Heuristic Methods.

Meta Heuristic Methods can be applied for Many kinds of Optimization Problems.



#### **Genetic Algorithms**

Evolutional operations (making offsprings)



# Effective for every kind of problems? No!

Look for the best way

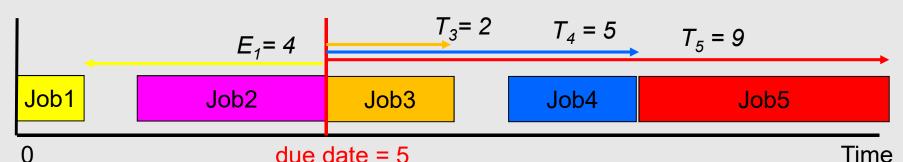
to solve scheduling problems in consideration of problem characteristics!

# Single Machine Scheduling Problem to minimize Earliness and Tardiness Penalties for a Common Due Date

| Job Index | Job | Processing<br>Time(p <sub>j</sub> ) | Earliness<br>Penalty(α <sub>j</sub> ) | Tardiness<br>Penalty(β <sub>j</sub> ) |
|-----------|-----|-------------------------------------|---------------------------------------|---------------------------------------|
| 1         | 1   | 1                                   | 1                                     | 3                                     |
| 2         | 2   | 3                                   | 1                                     | 5                                     |
| 3         | 3   | 2                                   | 2                                     | 1                                     |
| 4         | 4   | 2                                   | 1                                     | 4                                     |
| 5         | 5   | 4                                   | 3                                     | 3                                     |

**Penalty Function** 

$$f(S) = 4 * 1$$
  
+ 2 \* 1 + 5 \* 4 + 9 \* 3



#### **Background**

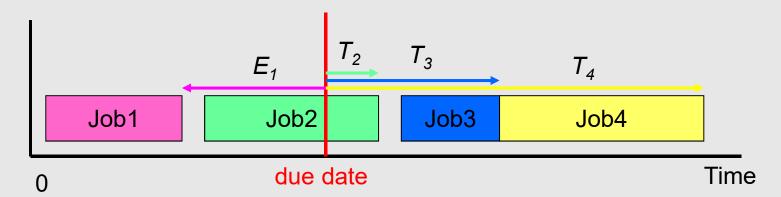
- Most manufacturers are facing with the problem of earliness and tardiness in job completion, because earliness may raise inventory cost, while tardiness breaches the deadlines of customer contracts.
- ☐ How to get a minimum of earliness penalty and tardiness penalty is the core of many scheduling systems focusing on the concept of Just-In-Time.

# Single Machine Scheduling Problem to minimize Earliness and Tardiness Penalties for a Common Due Date

**Penalty Function** 

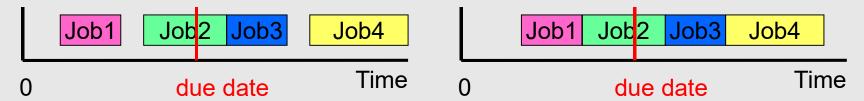
$$f(S) = \sum_{j=1}^{n} (\alpha_j E_j + \beta_j T_j)$$

$$E_{j} = \max(0, d - C_{j})$$
$$T_{j} = \max(0, C_{j} - d)$$

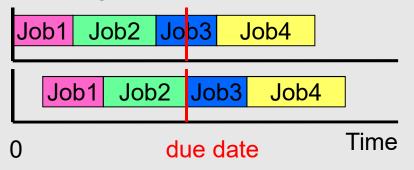


#### **Characteristics (1)**

1) No idle times are inserted between consecutive jobs.



2) There is an Optimal schedule in which either the processing of the first job starts at time zero or job is completed at the due date.

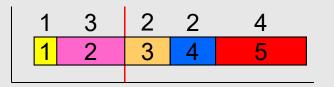


One Job is straddling the due date.

#### Let's try to find the best solution!

| Job Index | Job | Processing<br>Time(p <sub>j</sub> ) | Earliness Penalty( $\alpha_j$ ) | Tardiness<br>Penalty(β <sub>j</sub> ) |
|-----------|-----|-------------------------------------|---------------------------------|---------------------------------------|
| 1         | 1   | 1                                   | 1                               | 3                                     |
| 2         | 2   | 3                                   | 1                               | 5                                     |
| 3         | 3   | 2                                   | 2                               | 1                                     |
| 4         | 4   | 2                                   | 1                               | 4                                     |
| 5         | 5   | 4                                   | 3                               | 3                                     |

|   | 1   | 3                     | 2     | 2   | 4         |       |
|---|-----|-----------------------|-------|-----|-----------|-------|
|   | 1   | 2                     | 3     | 4   | 5         |       |
|   |     |                       |       |     |           |       |
| F | =(5 | $(S_1) = 1*4$<br>= 39 | 4 + 1 | *1+ | 1*1 + 4*3 | + 3*7 |

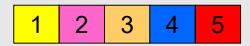


$$F(S_2) = 1*3 + 1*0 + 1*2 + 4*4 + 3*8$$
  
= 45



## If You want to solve with GA, ...(1)

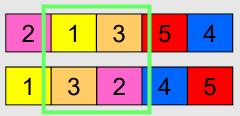
1) Design Genetic Representation



A Chromosome has genes for number of jobs. A Gene is expressed by job index.

2) Design Crossover Operation

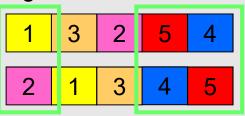
Step1: select items at random



Step2: exchange items



Step3: regulate the outside of selected items



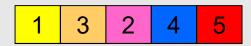
#### If You want to solve with GA, ...(1)

3) Design Mutation Operation



Step1: select 2 jobs and exchange

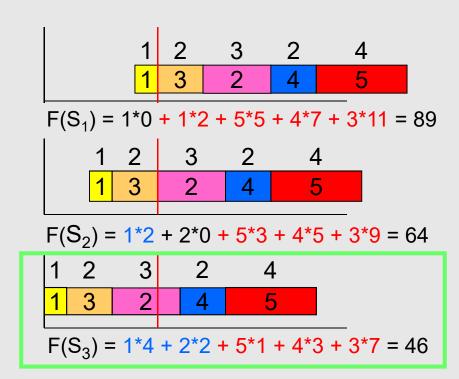
4) Define Evaluation Method



Step1: evaluate all cases

Step2: select the best one

and set penalty value



#### **Characteristics (2)**

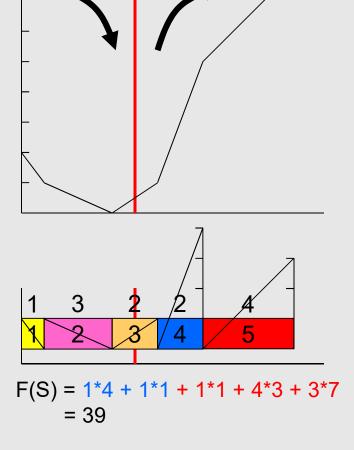
 $\square$  An optimal schedule has the V-shape property. This means that the jobs belonging to the earliness group should be ordered according to increasing ratios  $α_j/p_j$ , and the jobs belonging to the tardiness group should be ordered according to decreasing ratios  $β_j/p_j$ .

#### An Example of V-Shape

| Job<br>Index | Job | Processing Time(p <sub>j</sub> ) | Earliness<br>Penalty(α <sub>j</sub> ) | $\alpha_j/p_j$ | $\begin{array}{c} \text{Tardiness} \\ \text{Penalty}(\beta_j) \end{array}$ | β <sub>j</sub> /p <sub>j</sub> |
|--------------|-----|----------------------------------|---------------------------------------|----------------|--|--------------------------------|
| 1            | 1   | 1                                | 1                                     | 1.0            | 3  | 3.0                            |
| 2            | 2   | 3                                | 1                                     | 0.33           | 5  | 1.67                           |
| 3            | 3   | 2                                | 2                                     | 1.0            | 1  | 0.5                            |
| 4            | 4   | 2                                | 1                                     | 0.5            | 4  | 2.0                            |
| 5            | 5   | 4                                | 3                                     | 0.75           | 3  | 0.75                           |



- increasing sort  $\alpha_i/p_i$  ×
- decreasing sort β<sub>j</sub>/p<sub>j</sub> ×

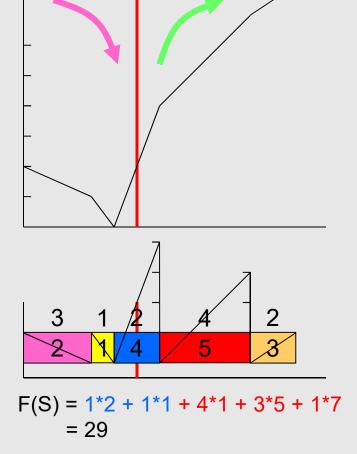


#### An Example of V-Shape

| Job<br>Index | Job | Processing Time(p <sub>j</sub> ) | Earliness Penalty( $\alpha_j$ ) | α <sub>j</sub> /p <sub>j</sub> | $\begin{array}{c} \text{Tardiness} \\ \text{Penalty}(\beta_j) \end{array}$ | $\beta_j/p_j$ |
|--------------|-----|----------------------------------|---------------------------------|--------------------------------|--|---------------|
| 1            | 1   | 1                                | 1                               | 1.0                            | 3  | 3.0           |
| 2            | 2   | 3                                | 1                               | 0.33                           | 5  | 1.67          |
| 3            | 3   | 2                                | 2                               | 1.0                            | 1  | 0.5           |
| 4            | 4   | 2                                | 1                               | 0.5                            | 4  | 2.0           |
| 5            | 5   | 4                                | 3                               | 0.75                           | 3  | 0.75          |

#### After V-shape:

- increasing sort α<sub>j</sub>/p<sub>j</sub>
- decreasing sort β<sub>i</sub>/p<sub>j</sub> ○



#### If You want to solve with GA, ...(2)

#### 1) Design Genetic Representation

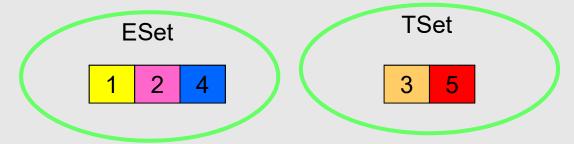
| Job Index | 1 | 2 | 3 | 4 | 5 |
|-----------|---|---|---|---|---|
|           | 0 | 0 | 1 | 0 | 1 |

A Chromosome has genes for number of jobs.

A Gene is expressed by 0 or 1 for each job index.

If the value of gene for job index is 0, the job is in the set of finished before due date (Earliness Job Set: ESet).

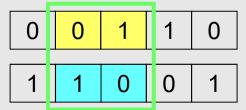
If the value of gene for job index is 1, the job is in the set of finished at or after due date (Tardiness Job Set: TSet).



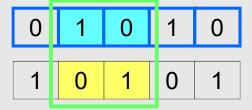
### If You want to solve with GA, ...(2)

#### 2) Design Crossover Operation

Step1: select items at random



Step2: exchange items

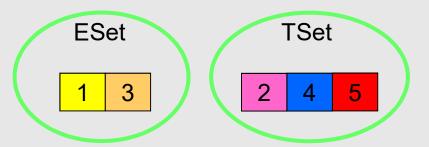


TSet 2 4

Step3: regulate ESet

If the total processing time of jobs in ESet is longer than term to due date, select one item randomly and move from ESet to TSet until the total time is less than it.





### If You want to solve with GA, ...(2)

3) Design Mutation Operation

Step1: select items at random

Step2: change the value

Step3: regulate ESet

4) Define Evaluation Method





Step1: sequence jobs for each set

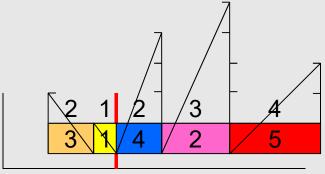
Step2: evaluate a case that the last job of ESet completes at due date

Step3: evaluate a case that the first job of ESet starts at 0

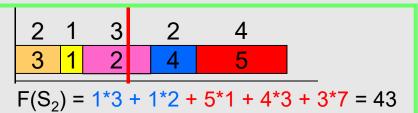
If a job in TSet completes

at or before due date, change the sequence of jobs in TSet so that all jobs in TSet complete after due date and evaluate.

Step4: select the best one and set penalty value

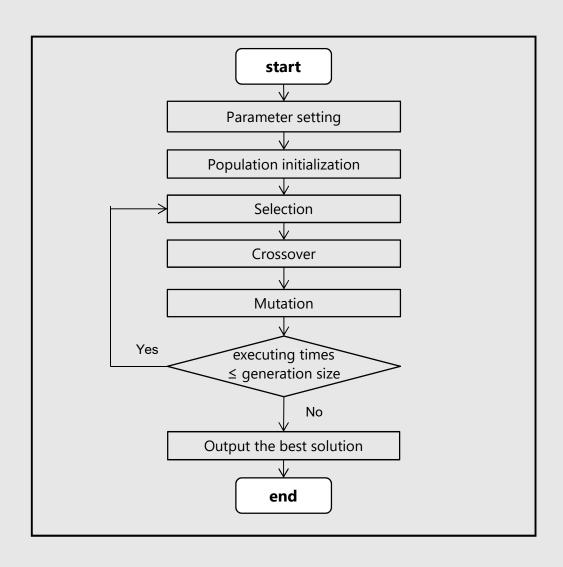


$$F(S_1) = 1*2 + 1*0 + 4*2 + 5*5 + 3*9 = 62$$

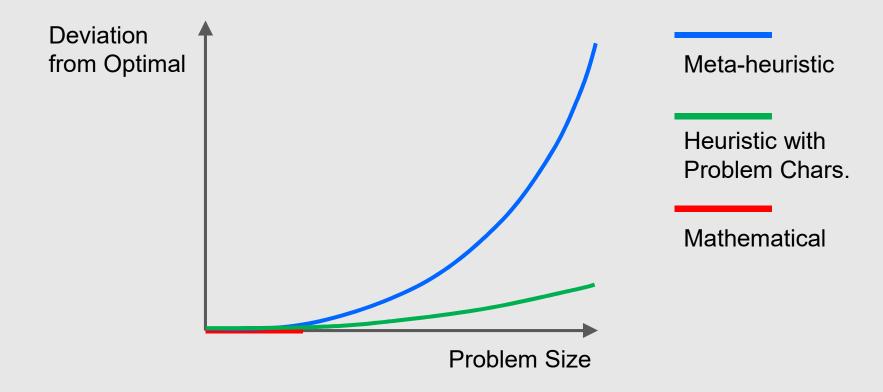


$$F(S_3) = 1*3 + 1*2 + 3*2 + 4*4 + 5*7 = 62$$

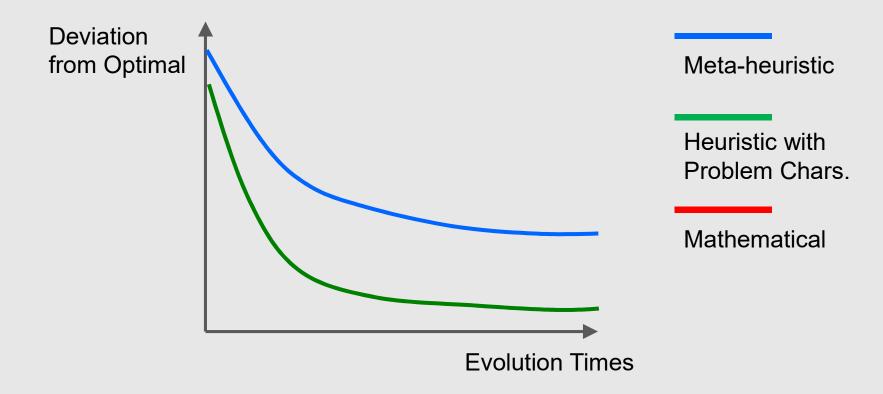
#### Overall Procedure of GA



# Comparison



## Comparison



#### Summary

To solve production scheduling problems, FIND THE BEST WAY!

Don't apply GA as Simple Meta Heuristic Approach!

Gain your insight to see the essential characteristics of problems!

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Thank you