

# A CUSTOMIZABLE REINFORCEMENT LEARNING ENVIRONMENT FOR SEMICONDUCTOR FAB SIMULATION

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This work is a result of a collaborative project between the  
**University of Klagenfurt** and **Infineon Technologies Austria**.

# INTRODUCTION

## ❖ Goal: optimise operations of semiconductor fabs

### Dispatching

- Rules created by field experts
- Optimal scaling properties
- No information about solution quality

### Simulation

- Fast, cost effective
- Helps to
  - analyse effects of
    - factory upgrades
    - policy changes
    - breakdowns
    - critical decisions
  - compare methods

### Planning

- Modelling effort by field experts
- Optimal solution
- Scaling issues for large-scale instances

# BACKGROUND

- ❖ Open datasets available (e.g. SMT<sub>2020</sub><sup>(1)</sup>)
- ❖ Simulations in industry: commercial software
- ❖ Research: small-scale (*toy*) problem with custom simulators *or* commercial software

reproducibility not possible with closed-source software licenses, versions

difficulties in comparing novel methods, measuring scientific progress

no customisation opportunities for commercial tools — involvement of developers required

arbitrary reference implementations

Goal of our research project  
*Develop a universal simulator for fab scheduling research from prototyping to large-scale simulations for various dispatching and scheduling strategies.*

Current paper  
*Introduction of our Reinforcement Learning Framework.*

# THE SMT2020 DATASET

- ❖ 4 instances
- ❖ high volume — low mix
- ❖ low volume — high mix
- ❖ + extensions with development lots
- ❖ Scale of datasets
  - ❖ 107 machine families
  - ❖ 1 300 + machines
  - ❖ 40 000 lots (for 2-year period)
  - ❖ 4 to 10 products
  - ❖ 300 to 600 steps / product

# THE SIMULATOR

PySCFabSim<sup>(2)</sup>: open-source, scalable, customisable simulator in Python  
<https://github.com/prosysscience/PySCFabSim-release>

open-source

custom integrations

reproducible

pre-defined interfaces

full data access

verified

scalable

super fast

multiple datasets

reentrant flow

batch machines

cascade machines

breakdowns

dedications

sequence-dependent setups

# VALIDATION & PERFORMANCE

- ❖ Validation
  - ❖ Comparison to SMT2020 dataset reference results ✓
- ❖ Performance
  - ❖ example: 2 years of operation
    - ❖ 40 000 lots, average 500 steps / lot => 10 000 000 operations
    - ❖ simulated in 20 minutes
  - ❖ usable for machine learning methods with high sample complexity, parallelisation requirements
  - ❖ 4 seconds of startup time, 100-200 MB of memory usage / thread

# MACHINE LEARNING FOR DISPATCHING

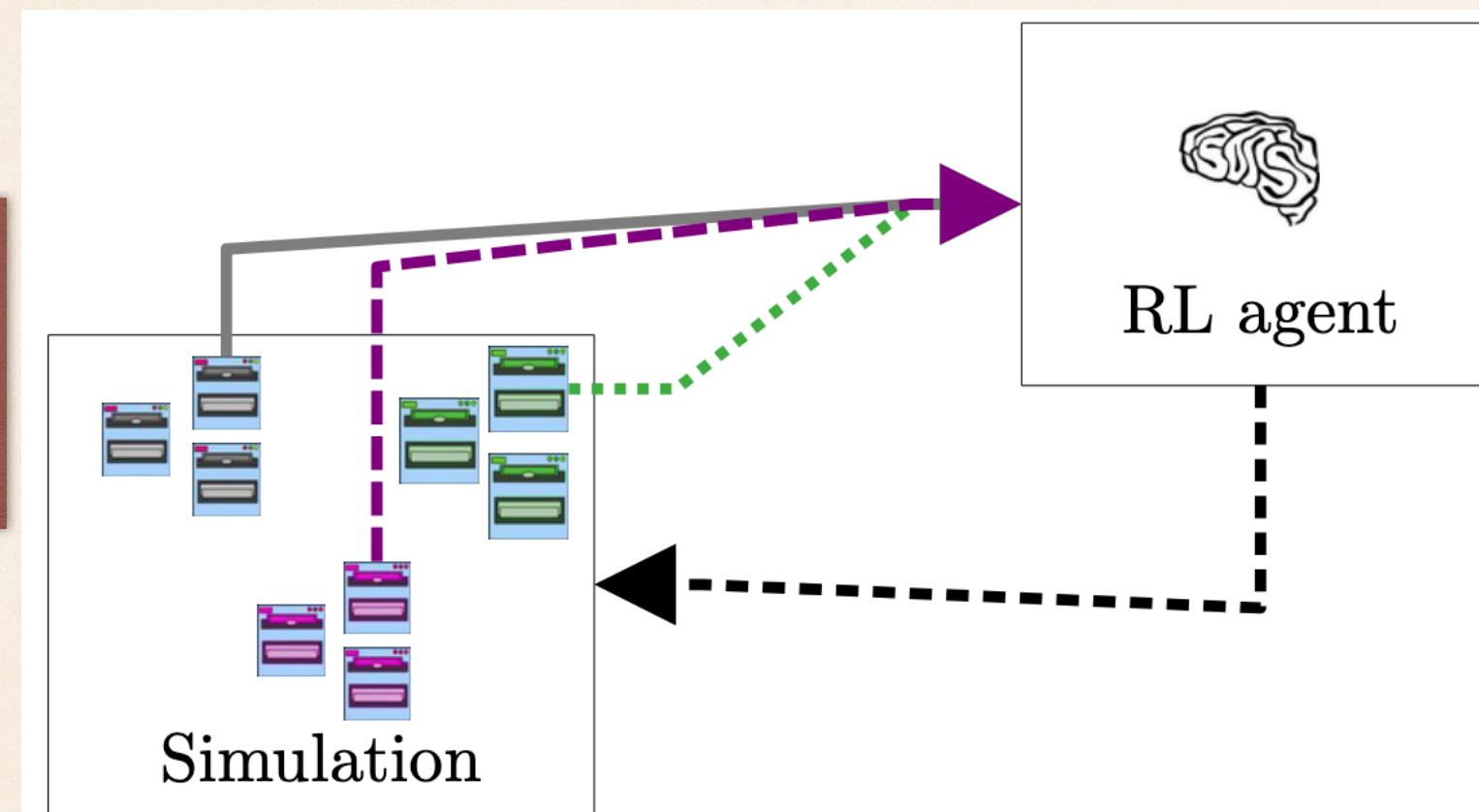
- ❖ Dispatching strategies
  - ❖ involves human expertise  
(engineering, experience)
  - ❖ optimality unknown
  - ❖ no automatic adaption to  
changing circumstances
- ❖ Dispatching with ML
  - ❖ higher upfront cross  
(engineering, training)
  - ❖ larger policy space
  - ❖ automatic adaption of policy  
to process changes

# THE RL FRAMEWORK

- ❖ (Why) Reinforcement Learning
  - ❖ learn from problem structure, instance characteristics
  - ❖ offline: pre-collected samples
  - ❖ online: live system
  - ❖ transfer: simulations
  - ❖ real-time dispatching
- ❖ Our RL toolbox
  - ❖ Customisable *gym* interface for the introduced simulator
  - ❖ Action
  - ❖ Observation space
  - ❖ Reward
  - ❖ „Plug-and-play“ environment
  - ❖ Single- and multi-agent configuration options
  - ❖ Partially observable

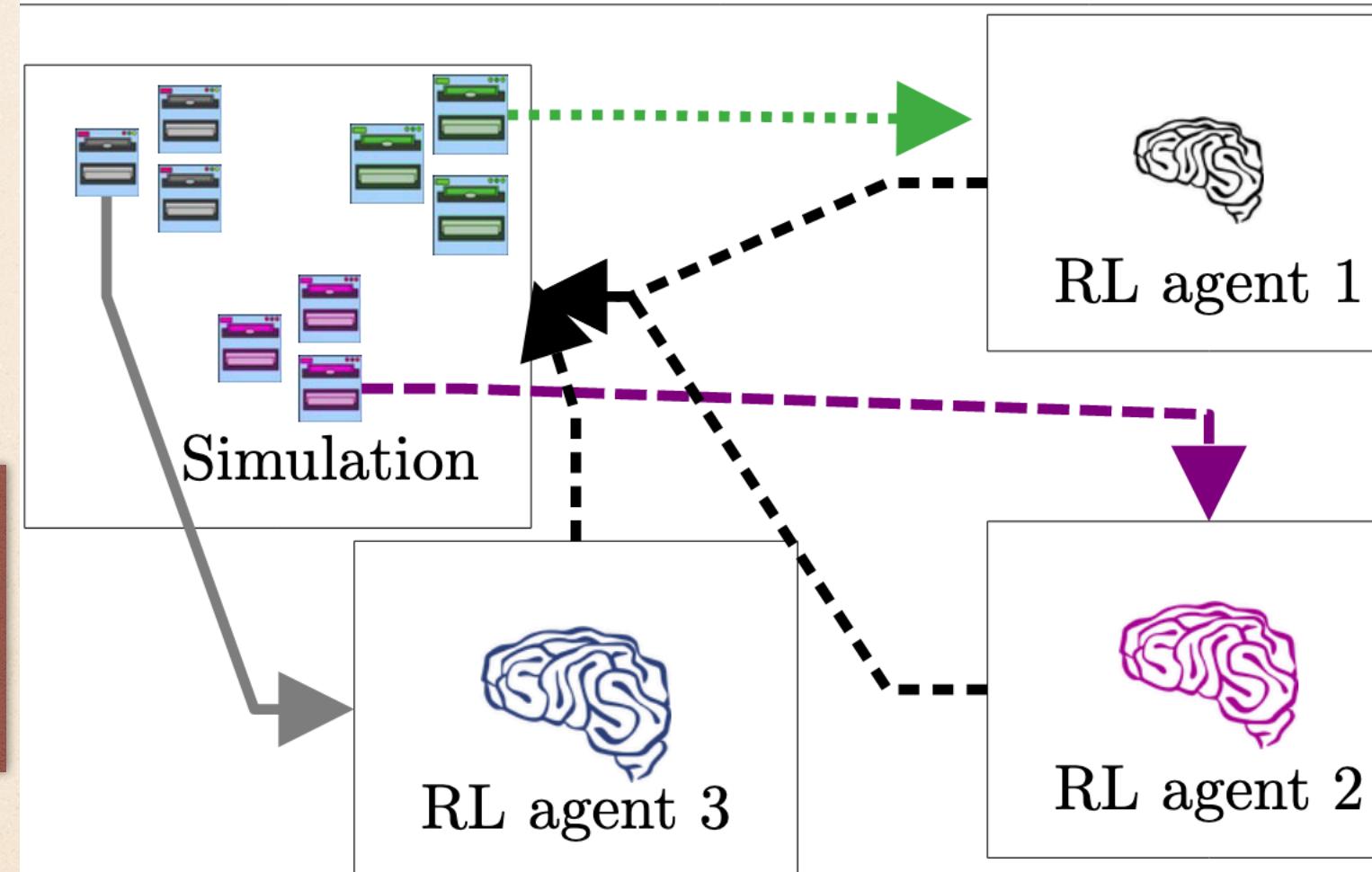
# OPERATION MODES: SINGLE- OR MULTI-AGENT

Full RL control



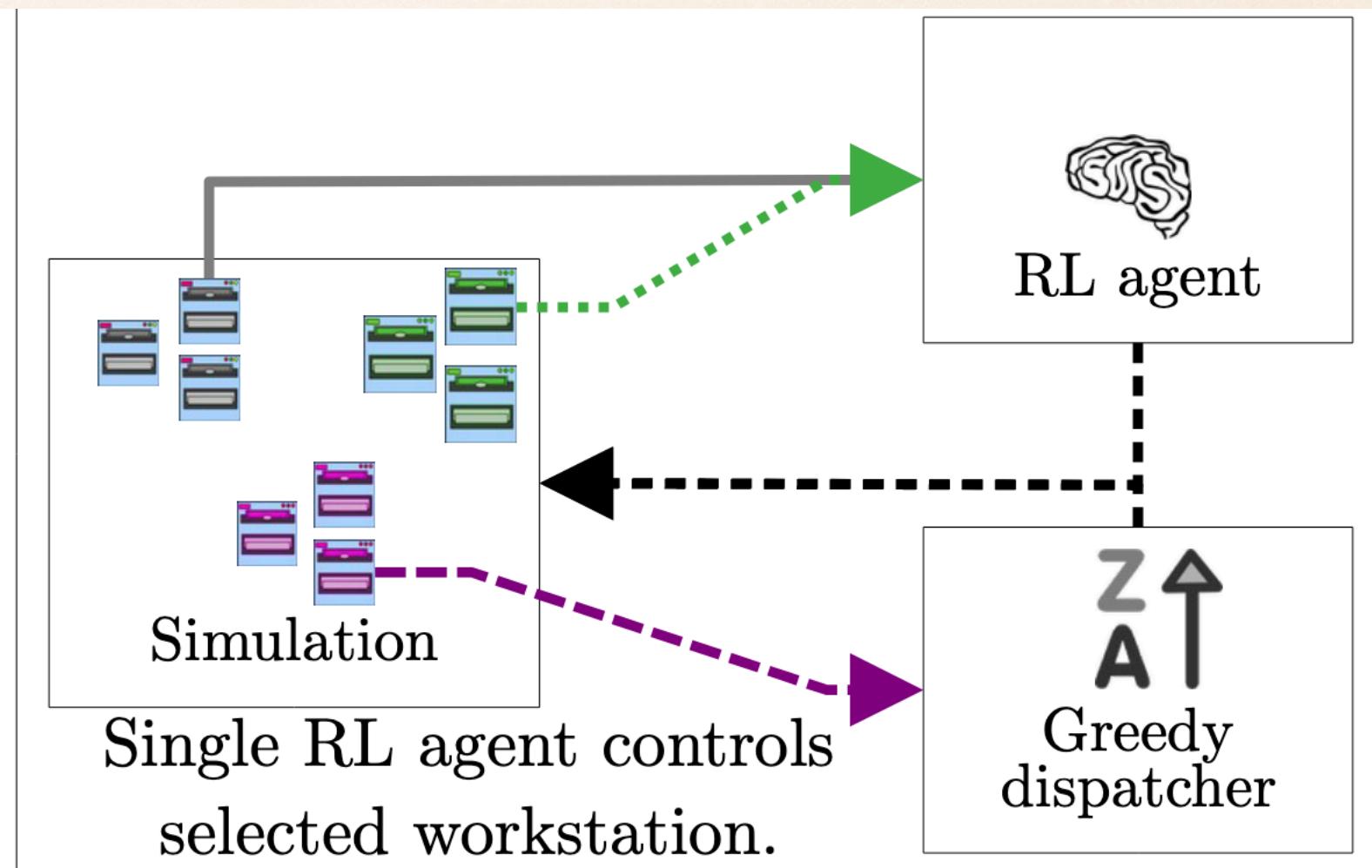
Single RL agent controls all workstations.

Full RL control



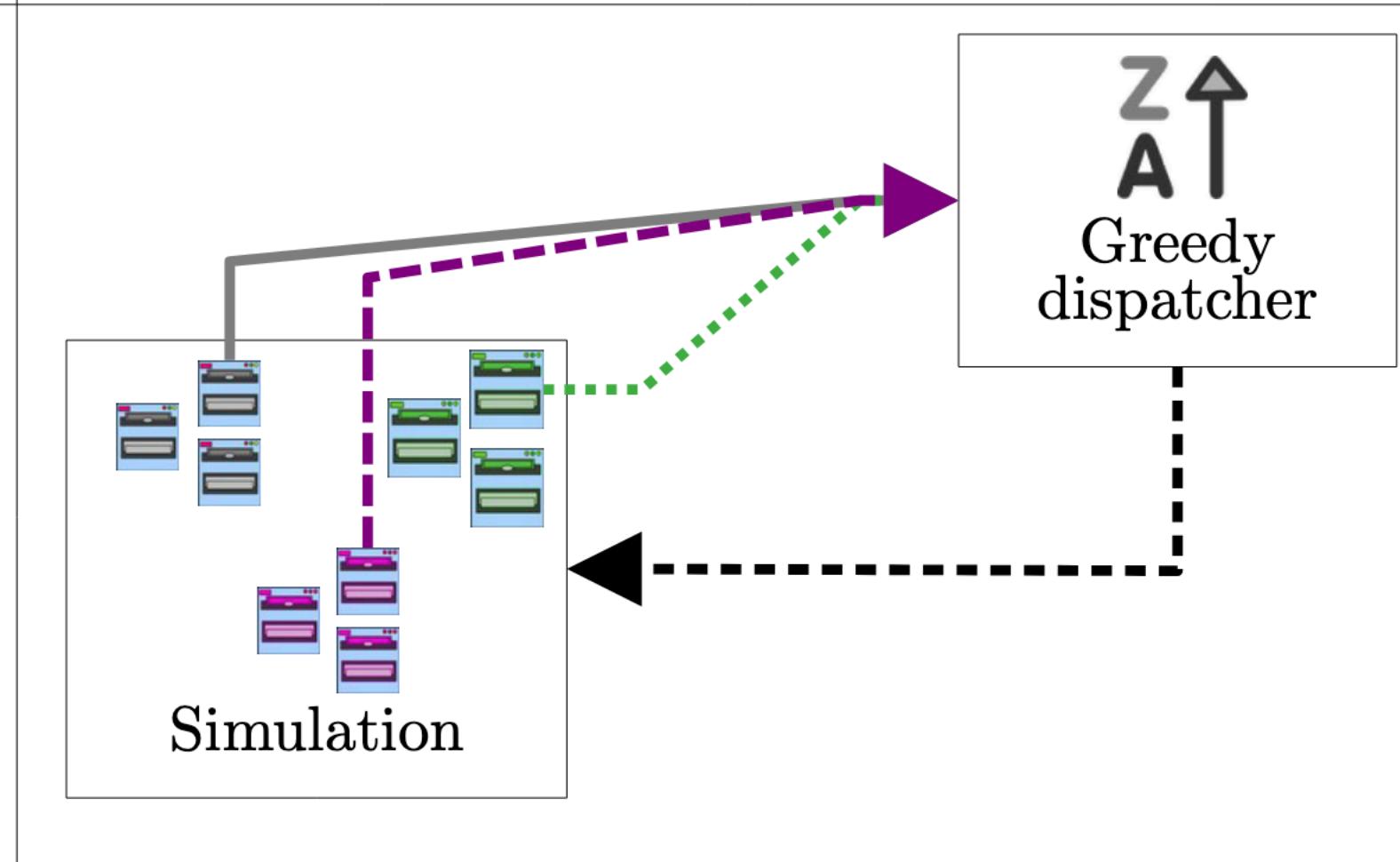
Multiple agents control all workstations.

Partial RL control



Single RL agent controls selected workstation.

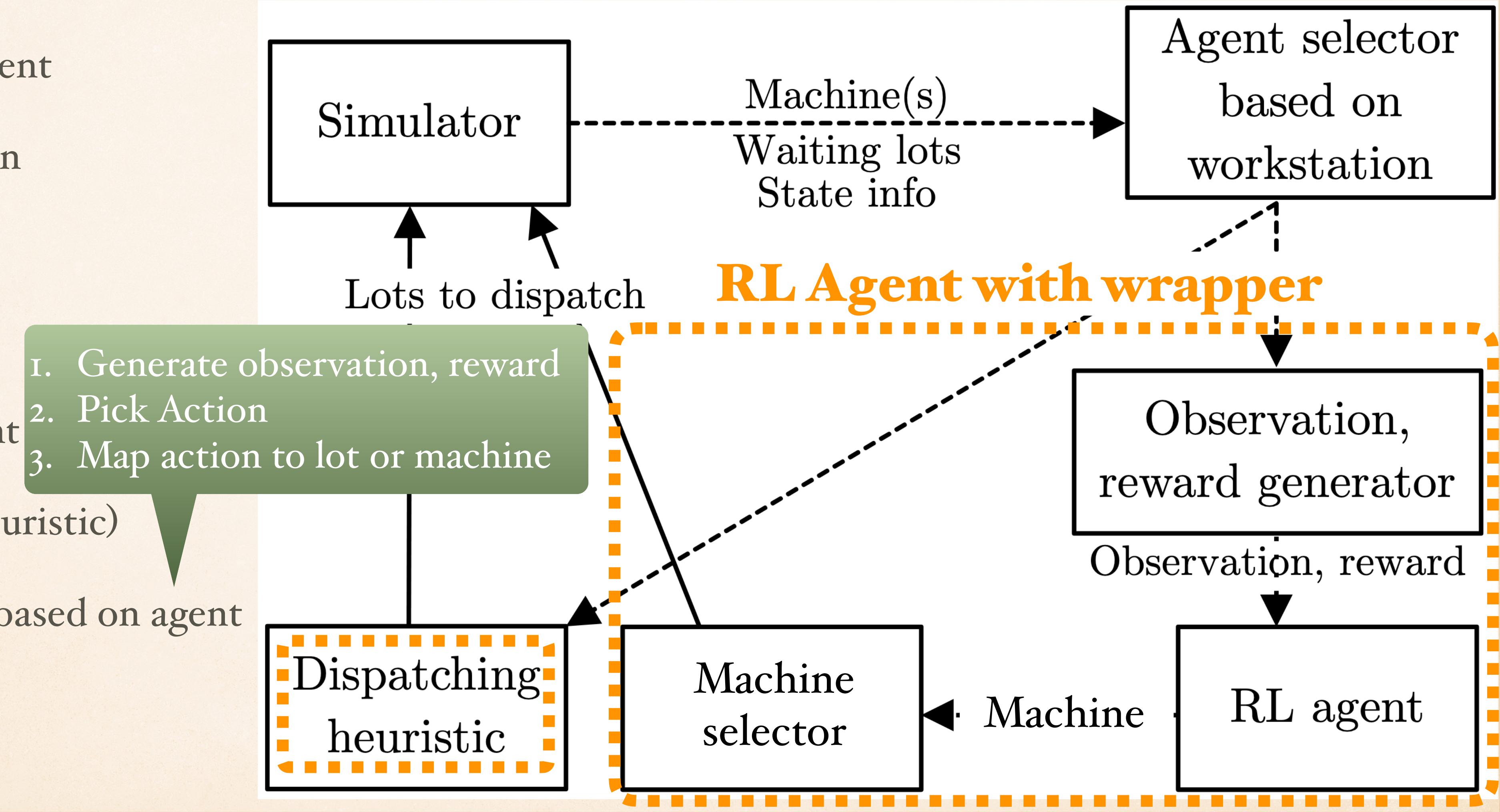
Heuristic control



Reference solution by greedy.

# ARCHITECTURE OF THE RL-FRAMEWORK

- 1. Create RL environment
- 2. Instantiate simulation
- 3. Start simulation
- 4. Simulate events
- 5. Stop at decision point
- 6. Select agent (RL / heuristic)
- 7. Find lot or machine based on agent
- 8. Execute selection



# ACTION SPACES

- ❖ 2 decision points
  - ❖ lot available => assign to machine
  - ❖ machine available => find lot
- ❖ 4 available action spaces
  - ❖ direct lot / machine selection
  - ❖ queue creation
  - ❖ heuristic selection

## Actions

- Pick operation for available machine<sup>1</sup>
- Assign lot to machine's queue<sup>2</sup>
- Pick lot from for available machine<sup>3</sup>
- Select heuristic for available machine<sup>4</sup>

# OBSERVATION SPACE

- ❖ Construct observation space from pre-defined features
  - ❖ single / multi features
  - ❖ some limited to specific action space
- ❖ Define own features based on custom data collection (plugins)

Observation space components		
Machine	Global	Operation type / Lot
Next maintenance <sup>1234</sup> Setup/processing ratio <sup>1234</sup> Idle/utilized ratio <sup>1234</sup> Class (batch/cascade/...) <sup>1234</sup> Cost of current setup <sup>1234</sup> Bottleneck factor <sup>1234</sup> Queue length <sup>2</sup> Machine family size <sup>1234</sup> Count of possible setups <sup>1234</sup> Time of setups <sup>1234</sup> Count of op. types <sup>1234</sup>	No of WIP lots <sup>1234</sup> Average utilization <sup>1234</sup> No of lot types / routes <sup>1234</sup>	Available lot count for op. <sup>1234</sup> Maximum batch size <sup>1234</sup> Batch utilization <sup>1234</sup> Steps remaining after op. <sup>1234</sup> Lot timeliness <sup>1234</sup> Lot idle time <sup>1234</sup> Lot priority <sup>1234</sup> Processing time <sup>1234</sup> Fit before maintenance <sup>1234</sup> Setup time <sup>1234</sup> Rel. machine performance <sup>1234</sup> Remaining coupling time <sup>1234</sup>

# REWARD FUNCTION

- ❖ Define scalar function using pre-defined reward components
  - ❖ Sparse and dense functions
- ❖ Add custom components based on data collection plugins

## Reward components

### Dense

Timeliness of lots

No of WIP lots

Utilization

### Sparse

Lot completion

Coupling violation

# SUMMARY: OBSERVATION & ACTION SPACES, REWARD

<u>Actions</u>	<u>Reward components</u>
Pick operation for available machine <sup>1</sup>	Dense
Assign lot to machine's queue <sup>2</sup>	Sparse
Pick lot from for available machine <sup>3</sup>	Timeliness of lots
Select heuristic for available machine <sup>4</sup>	No of WIP lots
	Utilization

## Observation space components

Machine	Global	Operation type / Lot
Next maintenance <sup>1234</sup>	No of WIP lots <sup>1234</sup>	Available lot count for op. <sup>1234</sup>
Setup/processing ratio <sup>1234</sup>	Average utilization <sup>1234</sup>	Maximum batch size <sup>1234</sup>
Idle/utilized ratio <sup>1234</sup>	No of lot types / routes <sup>1234</sup>	Batch utilization <sup>1234</sup>
Class (batch/cascade/...) <sup>1234</sup>		Steps remaining after op. <sup>1234</sup>
Cost of current setup <sup>1234</sup>		Lot timeliness <sup>1234</sup>
Bottleneck factor <sup>1234</sup>		Lot idle time <sup>1234</sup>
Queue length <sup>2</sup>		Lot priority <sup>1234</sup>
Machine family size <sup>1234</sup>		Processing time <sup>1234</sup>
Count of possible setups <sup>1234</sup>		Fit before maintenance <sup>1234</sup>
Time of setups <sup>1234</sup>		Setup time <sup>1234</sup>
Count of op. types <sup>1234</sup>		Rel. machine performance <sup>1234</sup>
		Remaining coupling time <sup>1234</sup>

# INSTANTIATION OF ENVIRONMENTS

```
1  from rl.env.action_choose_rule_for_machine import ChooseRuleForMachine
2  from rl.env.actions import SingleObservationFeature
3  from rl.env.agent import RLAgent, GreedyAgent
4  from rl.env.environment import DynamicSCFabSimEnv
5  from rl.env.reward import Reward
6  from simulation.plugins.wandb_plugin import WandBPlugin
7
8  R = Reward
9  O2 = ChooseRuleForMachine.Observation
10 P = GreedyAgent.Policy
11 DEMO_ENV_2 = lambda max_steps=100000000, max_days=730: DynamicSCFabSimEnv(
12     action=ChooseRuleForMachine(
13         alternatives=[P.CriticalRatio, P.FIFODeadline, P.FIFOWaiting, P.AvoidSetup, P.HotLotFirst, P.CombinedFIFO, ],
14         observation_space=[O2.Machine.cascading, O2.Machine.bottleneck_factor, O2.Machine.setup_last_at,
15                            O2.Machine.setup_last_cost, O2.Machine.idle_processing_ratio, O2.Machine.next_maintenance,
16                            SingleObservationFeature(lambda instance, **kwargs: len(instance.done_lots), True), ],
17     ),
18     agents=[
19         RLAgent(idx=0, machine_groups=['Diffusion']), RLAgent(idx=1, machine_families=['DefMet_BE_33', 'DefMet_BE_42']),
20         GreedyAgent(policy=GreedyAgent.Policy.CombinedCR),
21     ],
22     simulator_params=dict(plugins=[WandBPlugin()], run_to=3600 * 24 * max_days, ), dataset='SMT2020_LVHM',
23     reward=5 * R.Dense.LotWipCount() + R.Dense.LotTimeliness() + 20 * R.Sparse.LotCompletion(), max_steps=max_steps, )
```

# FUTURE WORK

- ❖ Development of optimised RL agents for the environment
- ❖ Analyse adaptivity of agents to evolving factories
- ❖ Integration of datasets with physical fabs, transfer learning from current dataset to industrial ones

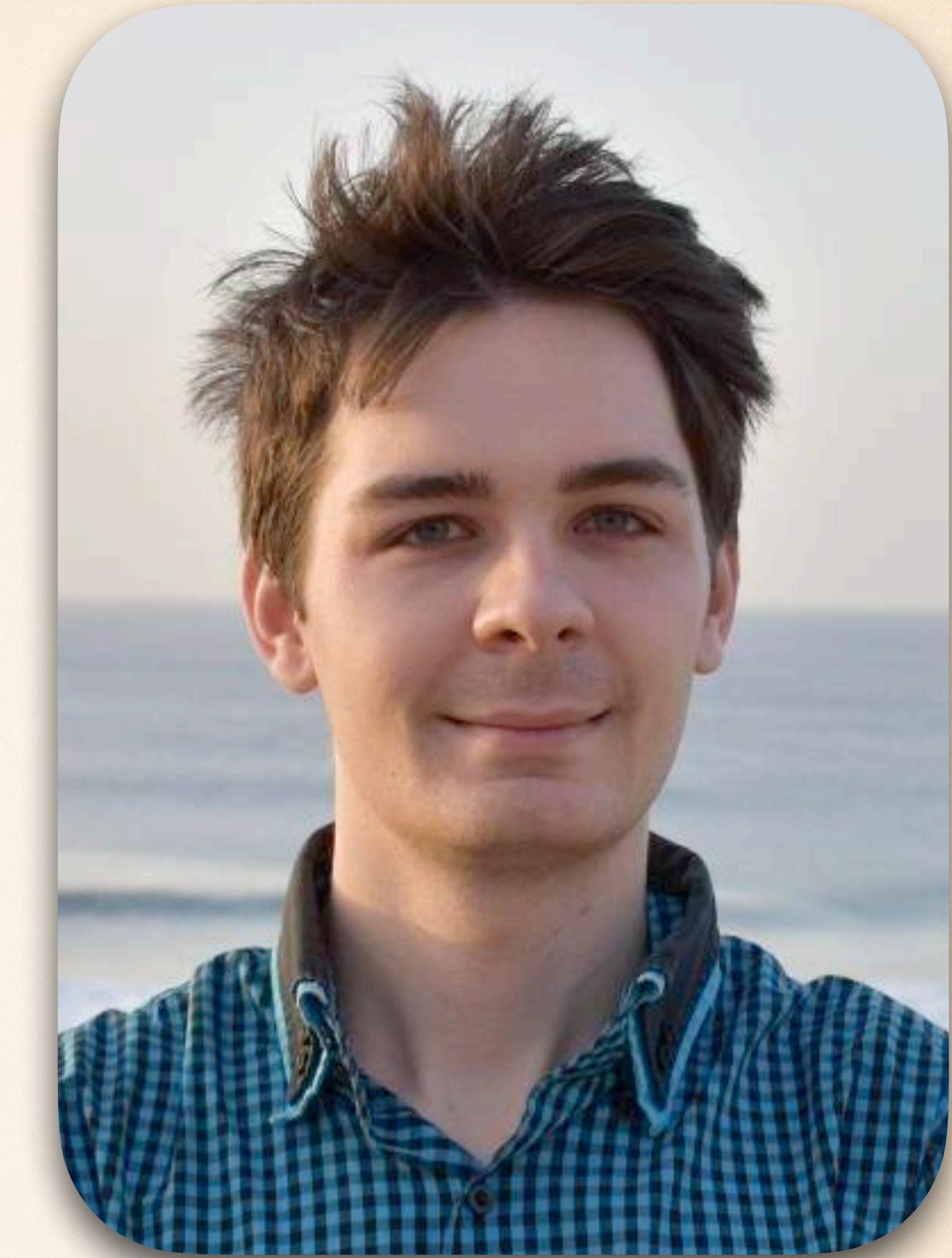
TIME FOR QUESTIONS

# THANK YOU FOR YOUR ATTENTION



Download PySCFabSim at  
<https://github.com/prosysscience/PySCFabSim-release>

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- (2) B. Kovács, P. Tassel, R. Ali, M. El-Kholany, M. Gebser and G. Seidel, "A Customizable Simulator for Artificial Intelligence Research to Schedule Semiconductor Fabs," *2022 33rd Annual SEMI Advanced Semiconductor Manufacturing Conference (ASMC)*, 2022, pp. 1-6, doi: [10.1109/ASMC54647.2022.9792520](https://doi.org/10.1109/ASMC54647.2022.9792520).