

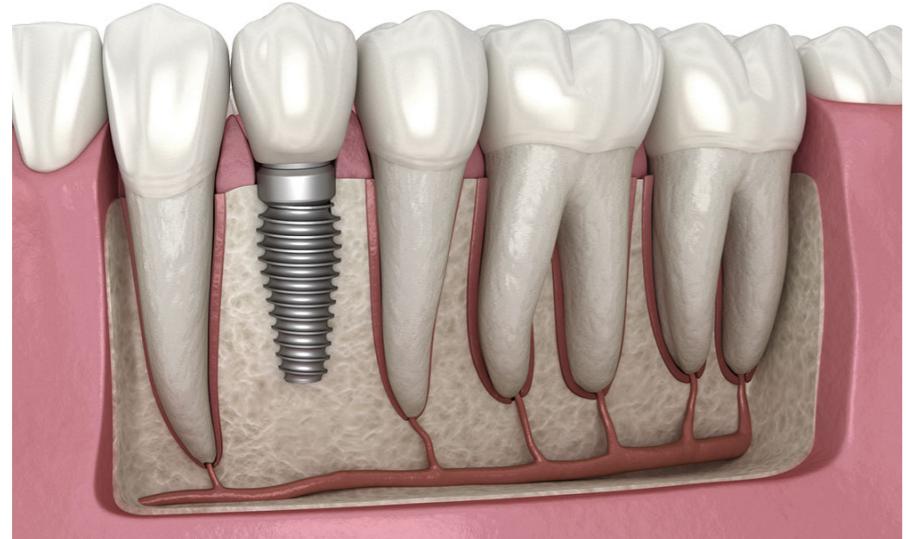


Automated Production Scheduling for Artificial Teeth Manufacturing

Felix Winter, Christoph Mrkvicka, Nysret Musliu,
Jakob Preininger
Contact: winter@dbai.tuwien.ac.at

Problem Statement

Artificial Teeth Manufacturing



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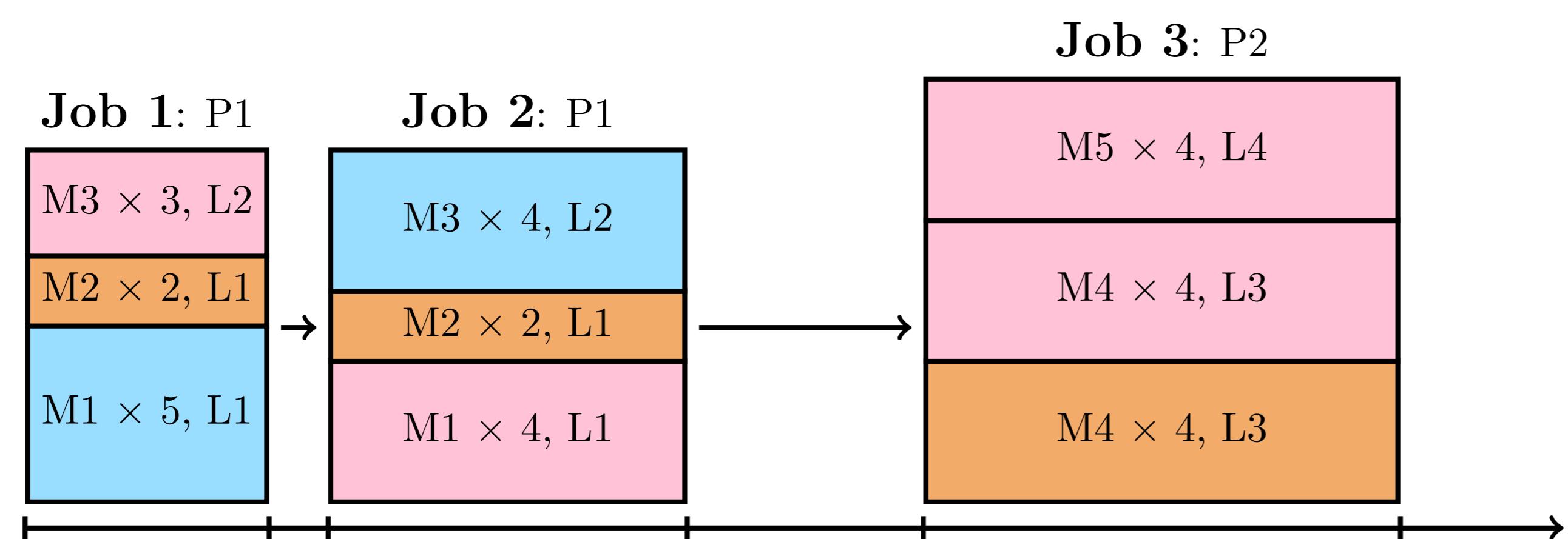
- ▶ **Task:** Create efficient single machine schedules
- ▶ **Aim:** Automated solutions method to assist human planners

Contribution

- ▶ We introduce a novel realistic scheduling problem
- ▶ Real-life benchmark instances publicly available
- ▶ Exact constraint modeling approach
- ▶ Construction Heuristic
- ▶ Local Search Approach using Simulated Annealing

The Artificial Teeth Scheduling Problem

Example Schedule



- ▶ **Moulds:** M1, M2, M3
- ▶ **Colors:** Orange, Pink, Blue
- ▶ **Product Lines:** L1, L2, L3, L4
- ▶ **Production Program:** P1, P2

Constraints

- ▶ **Number of moulds per job** = number of program slots
- ▶ **Mould availability** must be considered
- ▶ The **number of colors/lines per job** must be \leq the allowed maximum
- ▶ Job **moulds must be compatible** with the job's program
- ▶ A job cannot assign **incompatible colors** at the same time
- ▶ All **product demands** need to be fulfilled

Minimization Objectives

- ▶ Makespan
- ▶ Tardiness
- ▶ Waste

Constraint Modeling and Solution Approaches

Constraint Model



We modeled the problem with the MiniZinc language:

- ▶ High-level Constraint Programming (CP) Model
- ▶ We can use the model with state-of-the-art CP and integer programming (IP) solvers:
- ▶ We propose a linear (L) and a bilinear (B) variant

Constraints (Examples)

- ▶ The amount of available moulds must not be exceeded:

$$\sum_{c \in C} jm_{i,m,c} \leq a_m \quad \forall i \in J, m \in M$$

- ▶ The number of product types must not be larger than the allowed maximum:

$$\sum_{c \in C} \sum_{l \in L} \left[\sum_{m \in M} ([l_m = l] jm_{i,m,c}) > 0 \right] \leq w \quad \forall i \in J$$

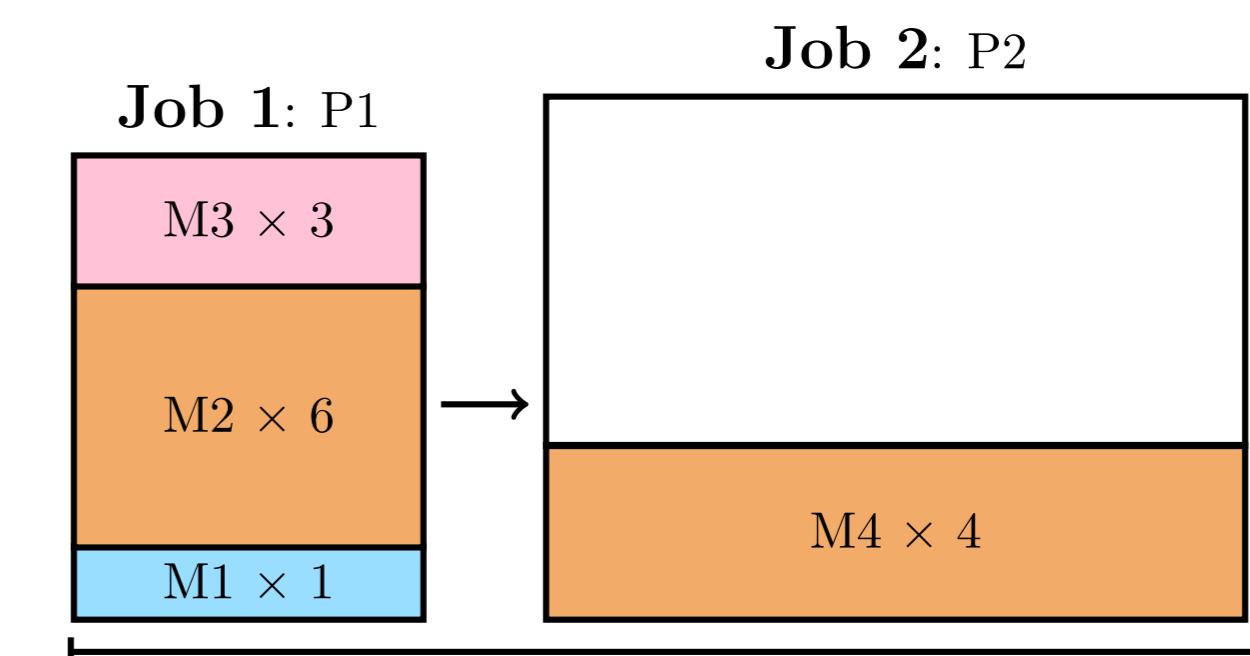
- ▶ Moulds have to be compatible with the job's program:

$$(jp_i \neq p_m) \Rightarrow (jm_{i,m,c} = 0) \quad \forall i \in J, m \in M, c \in C$$

Construction Heuristic

Order demands by due date and greedily create jobs

Example: $D1 = (1 \times M1, \text{Blue}), D2 = (8 \times M4, \text{Orange}), \dots$



Local Search Approach

7 neighborhood moves:

- ▶ Increase job length
- ▶ Reduce job length
- ▶ Swap mould
- ▶ Swap two jobs

Experimental Evaluation

Benchmark Instances

- ▶ 6 real-life instances
- ▶ 6 generated smaller instances
- ▶ Runtime Limit of 30 min per instance

Constraint Modeling Approach

- ▶ Evaluated solvers: Gecode (Gce), Chuffed (Chu), Gurobi (Grb), CPLEX (Cpx)

Local Search Approach

- ▶ Simulated annealing to escape local optima
- ▶ 10 repeated runs for each instance

Computational Results

- ▶ Best exact results (Exact) with IP solvers and bilinear model
- ▶ Optimal results for 5 instances
- ▶ Lower bounds (LB) for all instances
- ▶ Best result are shown in bold face
- ▶ Local search (LS) reaches optimal results for 4 instances and could solve all real-life instances

Inst.	Cpx L	Cpx B	Grb L	Grb B
I 1	2.96	4.66	2.54	2.53
I 2	2.01	3.24	1.96	2.01
I 3	2.23	2.23	2.23	2.23
I 4	2.54	2.54	2.54	2.54
I 5	2.11	2.12	2.11	2.10
I 6	3.00	3.00	3.00	3.00

Inst.	Gce L	Gce B	Chu L	Chu B
I 1	-	37.53	579.59	-
I 2	-	-	19.31	272.87
I 3	69.69	3.00	3.00	1123.83
I 4	37.87	37.87	99.09	619.50
I 5	43.85	45.11	10.32	-
I 6	3.00	3.00	3.00	3.00

Inst.	LB	Exact	LS
I 1	2.08	2.53	2.53
I 2	1.25	1.96	1.94
I 3	2.23	2.23	2.23
I 4	2.54	2.54	2.54
I 5	1.63	2.10	2.13
I 6	3.00	3.00	3.00
I 7	0.50	-	2.98
I 8	0.15	-	2.39
I 9	0.59	-	2.97
I 10	0.53	-	2.78
I 11	0.34	-	2.76
I 12	1.02	-	2.89