



# *Chapter 7*

## *Facilities*

***Operations Management - 5<sup>th</sup> Edition***

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# Lecture Outline

- ◆ Basic Layouts
- ◆ Designing Process Layouts
- ◆ Designing Service Layouts
- ◆ Designing Product Layouts
- ◆ Hybrid Layouts

# Facility Layout

## Arrangement of areas within a facility to:

- ◆ Minimize material-handling costs
- ◆ Utilize space efficiently
- ◆ Utilize labor efficiently
- ◆ Eliminate bottlenecks
- ◆ Facilitate communication and interaction
- ◆ Reduce manufacturing cycle time
- ◆ Reduce customer service time
- ◆ Eliminate wasted or redundant movement
- ◆ Increase capacity
- ◆ Facilitate entry, exit, and placement of material, products, and people
- ◆ Incorporate safety and security measures
- ◆ Promote product and service quality
- ◆ Encourage proper maintenance activities
- ◆ Provide a visual control of activities
- ◆ Provide flexibility to adapt to changing conditions

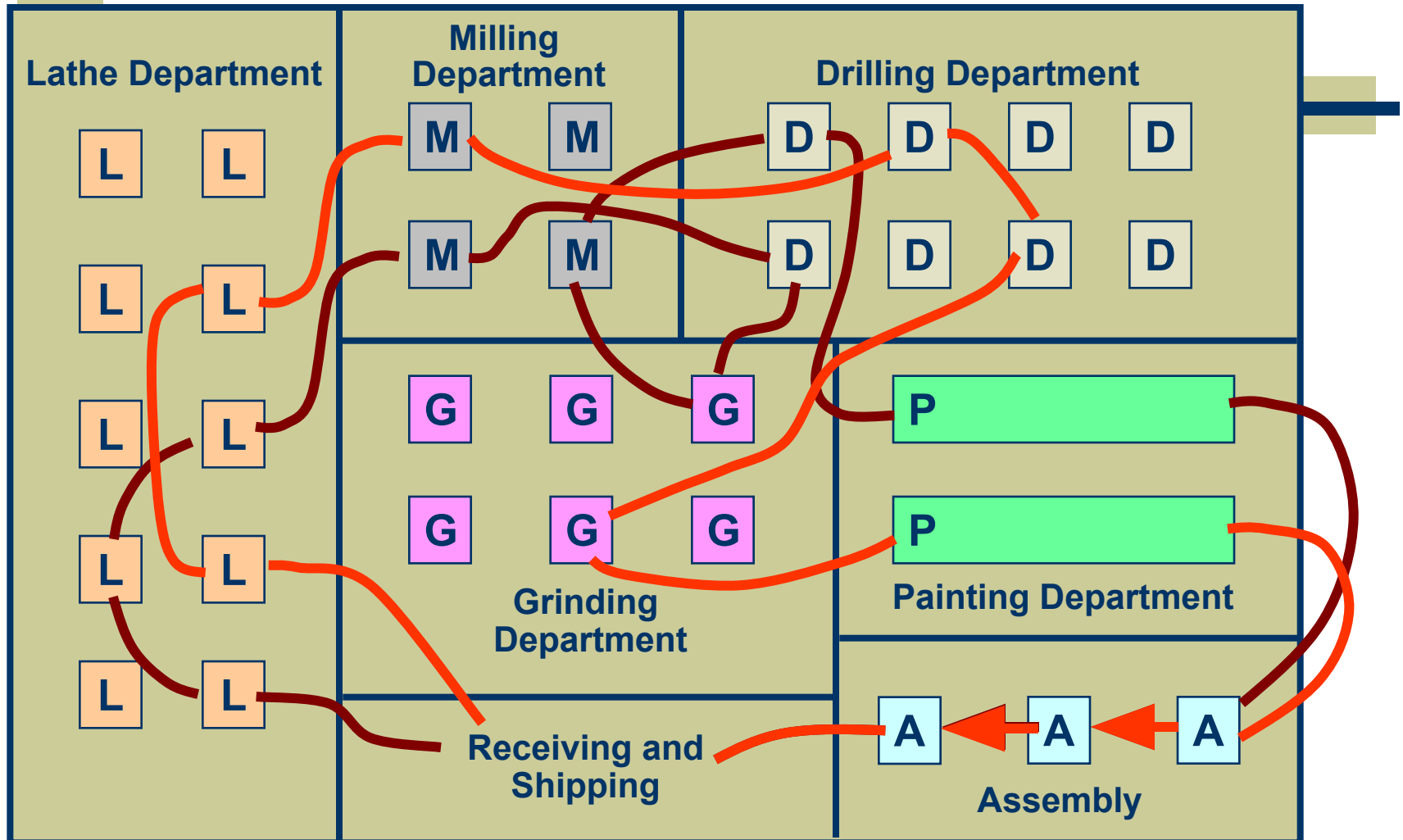
# BASIC LAYOUTS

- ◆ Process layouts
  - group similar activities together according to process or function they perform
- ◆ Product layouts
  - arrange activities in line according to sequence of operations for a particular product or service
- ◆ Fixed-position layouts
  - are used for projects in which product cannot be moved

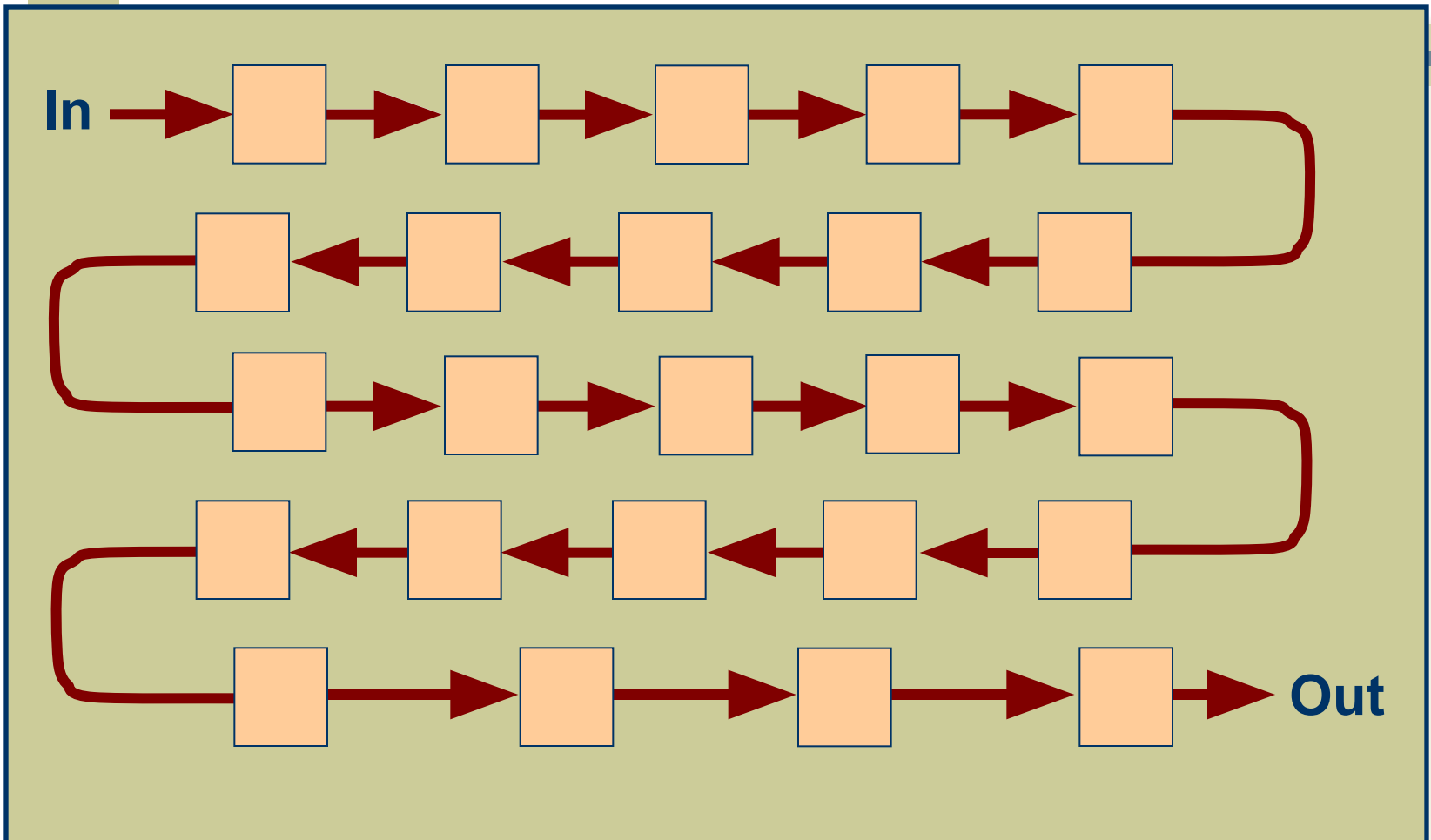
# Process Layout in Services

|                               |                                   |                                  |
|-------------------------------|-----------------------------------|----------------------------------|
| <b>Women's<br/>lingerie</b>   | <b>Shoes</b>                      | <b>Housewares</b>                |
| <b>Women's<br/>dresses</b>    | <b>Cosmetics<br/>and jewelry</b>  | <b>Children's<br/>department</b> |
| <b>Women's<br/>sportswear</b> | <b>Entry and<br/>display area</b> | <b>Men's<br/>department</b>      |

# Manufacturing Process Layout



# A Product Layout



# Comparison of Product and Process Layouts

|                   | Product                                        | Process                                                        |
|-------------------|------------------------------------------------|----------------------------------------------------------------|
| ◆ Description     | ◆ Sequential arrangement of activities         | ◆ Functional grouping of activities                            |
| ◆ Type of process | ◆ Continuous, mass production, mainly assembly | ◆ Intermittent, job shop, batch production, mainly fabrication |
| ◆ Product         | ◆ Standardized, made to stock                  | ◆ Varied, made to order                                        |
| ◆ Demand          | ◆ Stable                                       | ◆ Fluctuating                                                  |
| ◆ Volume          | ◆ High                                         | ◆ Low                                                          |
| ◆ Equipment       | ◆ Special purpose                              | ◆ General purpose                                              |



# Comparison of Product and Process Layouts

|                     | Product                               | Process                               |
|---------------------|---------------------------------------|---------------------------------------|
| ◆ Workers           | ◆ Limited skills                      | ◆ Varied skills                       |
| ◆ Inventory         | ◆ Low in-process, high finished goods | ◆ High in-process, low finished goods |
| ◆ Storage space     | ◆ Small                               | ◆ Large                               |
| ◆ Material handling | ◆ Fixed path (conveyor)               | ◆ Variable path (forklift)            |
| ◆ Aisles            | ◆ Narrow                              | ◆ Wide                                |
| ◆ Scheduling        | ◆ Part of balancing                   | ◆ Dynamic                             |
| ◆ Layout decision   | ◆ Line balancing                      | ◆ Machine location                    |
| ◆ Goal              | ◆ Equalize work at each station       | ◆ Minimize material handling cost     |
| ◆ Advantage         | ◆ Efficiency                          | ◆ Flexibility                         |

# Fixed-Position Layouts

- Typical of projects
- Equipment, workers, materials, other resources brought to the site
- Highly skilled labor
- Often low fixed
- Typically high variable costs



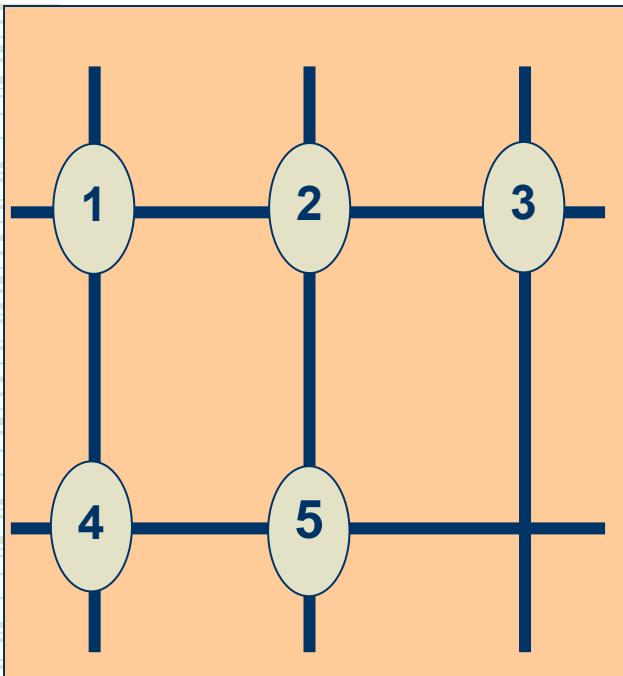
# Designing Process Layouts

- Goal: minimize material handling costs
- Block Diagramming
  - minimize nonadjacent loads
  - use when quantitative data is available
- Relationship Diagramming
  - based on location preference between areas
  - use when quantitative data is not available

# Block Diagramming

- ◆ Unit load
  - quantity in which material is normally moved
- ◆ Nonadjacent load
  - distance farther than the next block
- STEPS
  - create load summary chart
  - calculate composite (two way) movements
  - develop trial layouts minimizing number of nonadjacent loads

# Block Diagramming: Example



**Load Summary Chart**

**FROM/TO DEPARTMENT**

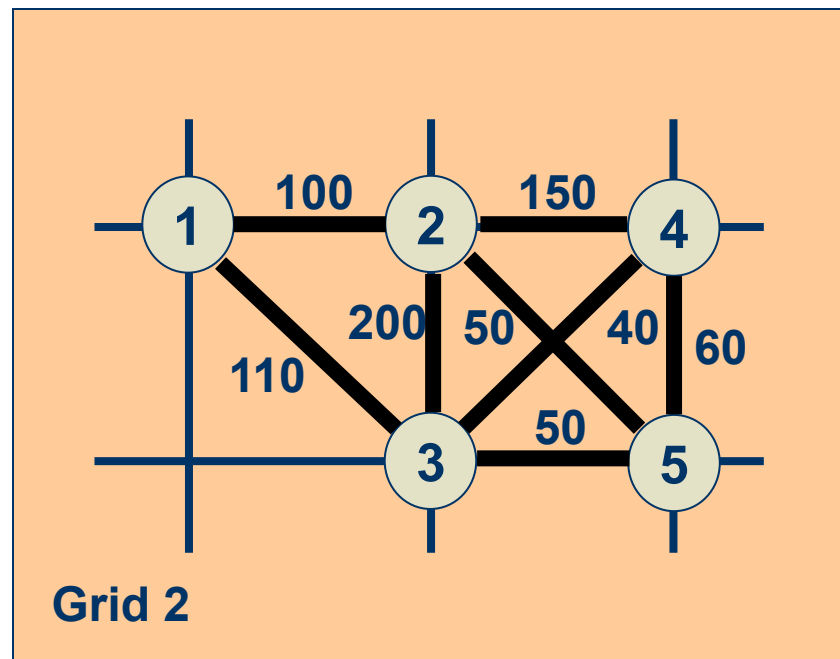
***Department*      1    2    3    4    5**

|   |    |     |     |    |    |
|---|----|-----|-----|----|----|
| 1 | —  | 100 | 50  |    |    |
| 2 |    | —   | 200 | 50 |    |
| 3 | 60 |     | —   | 40 | 50 |
| 4 |    | 100 |     | —  | 60 |
| 5 |    |     | 50  |    | —  |

# Block Diagramming: Example (cont.)

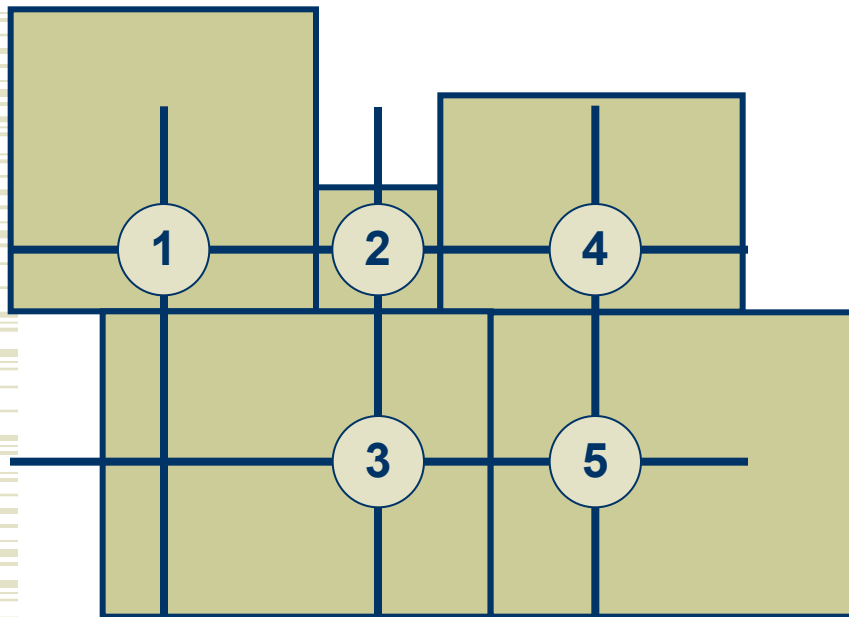
|        |           |
|--------|-----------|
| 2 ➡➡ 3 | 200 loads |
| 2 ➡➡ 4 | 150 loads |
| 1 ➡➡ 3 | 110 loads |
| 1 ➡➡ 2 | 100 loads |
| 4 ➡➡ 5 | 60 loads  |
| 3 ➡➡ 5 | 50 loads  |
| 2 ➡➡ 5 | 50 loads  |
| 3 ➡➡ 4 | 40 loads  |
| 1 ➡➡ 4 | 0 loads   |
| 1 ➡➡ 5 | 0 loads   |

Nonadjacent Loads:  
0

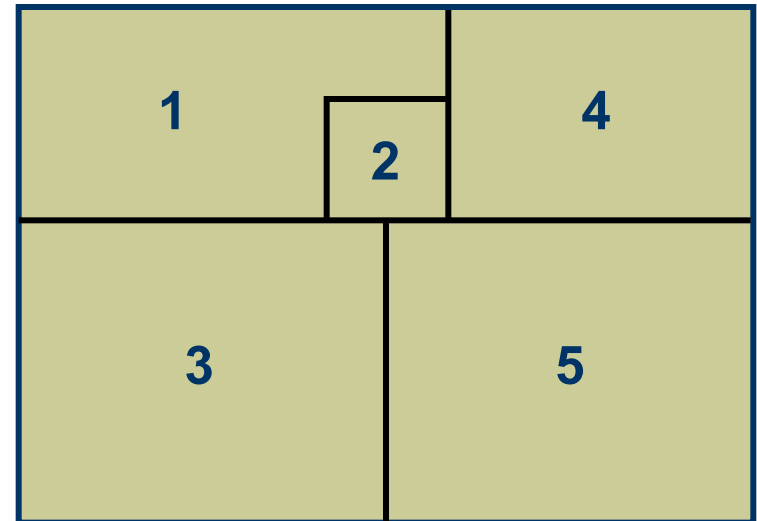


# Block Diagramming: Example (cont.)

(a) Initial block diagram

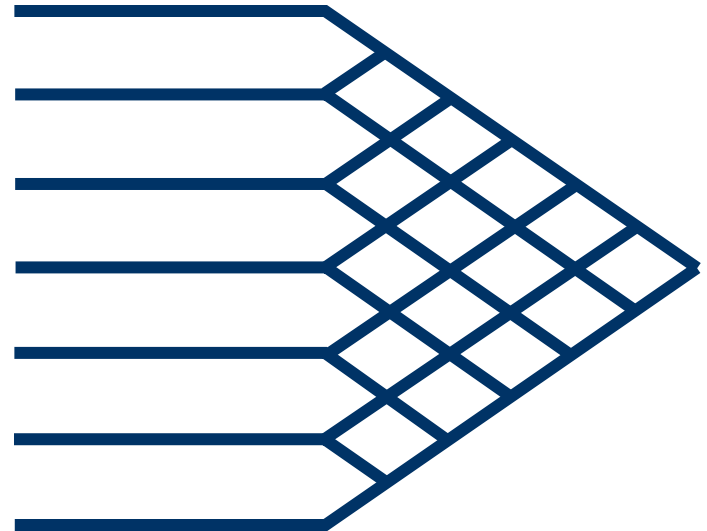


(b) Final block diagram



# Relationship Diagramming

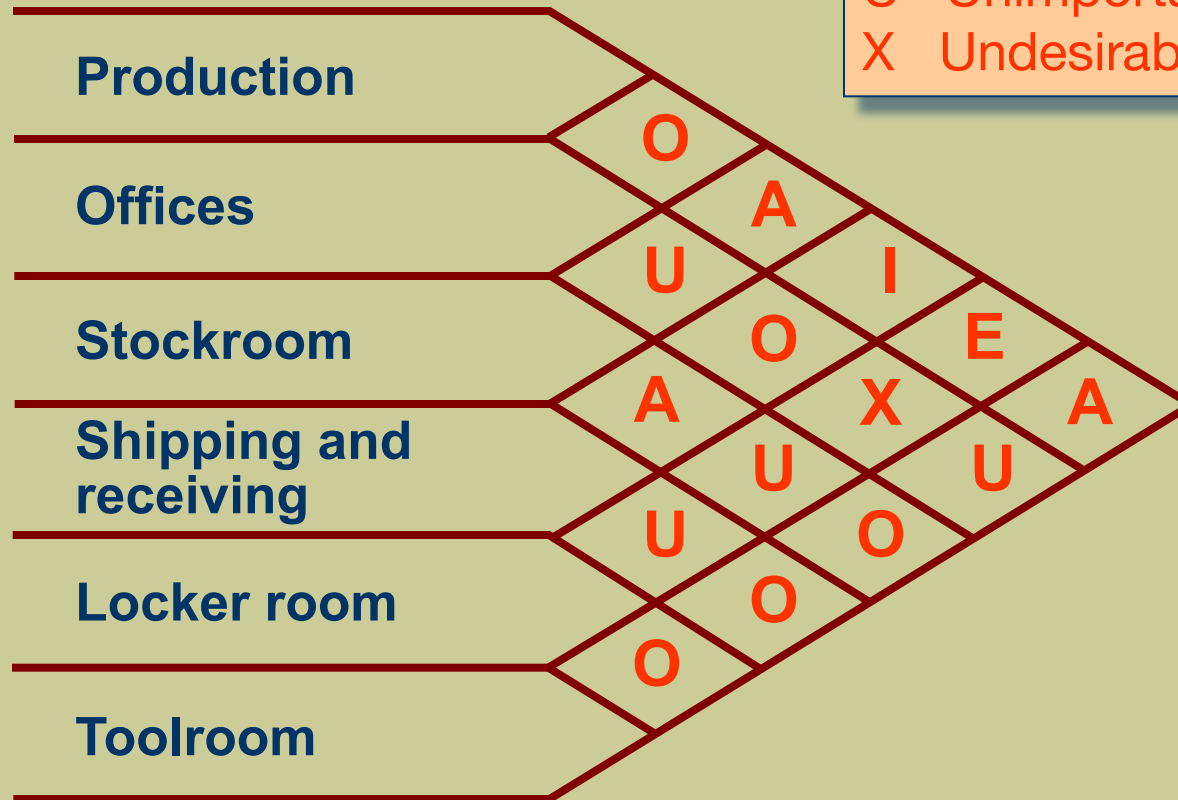
- ◆ Schematic diagram that uses weighted lines to denote location preference
- ◆ Muther's grid
  - format for displaying manager preferences for department locations





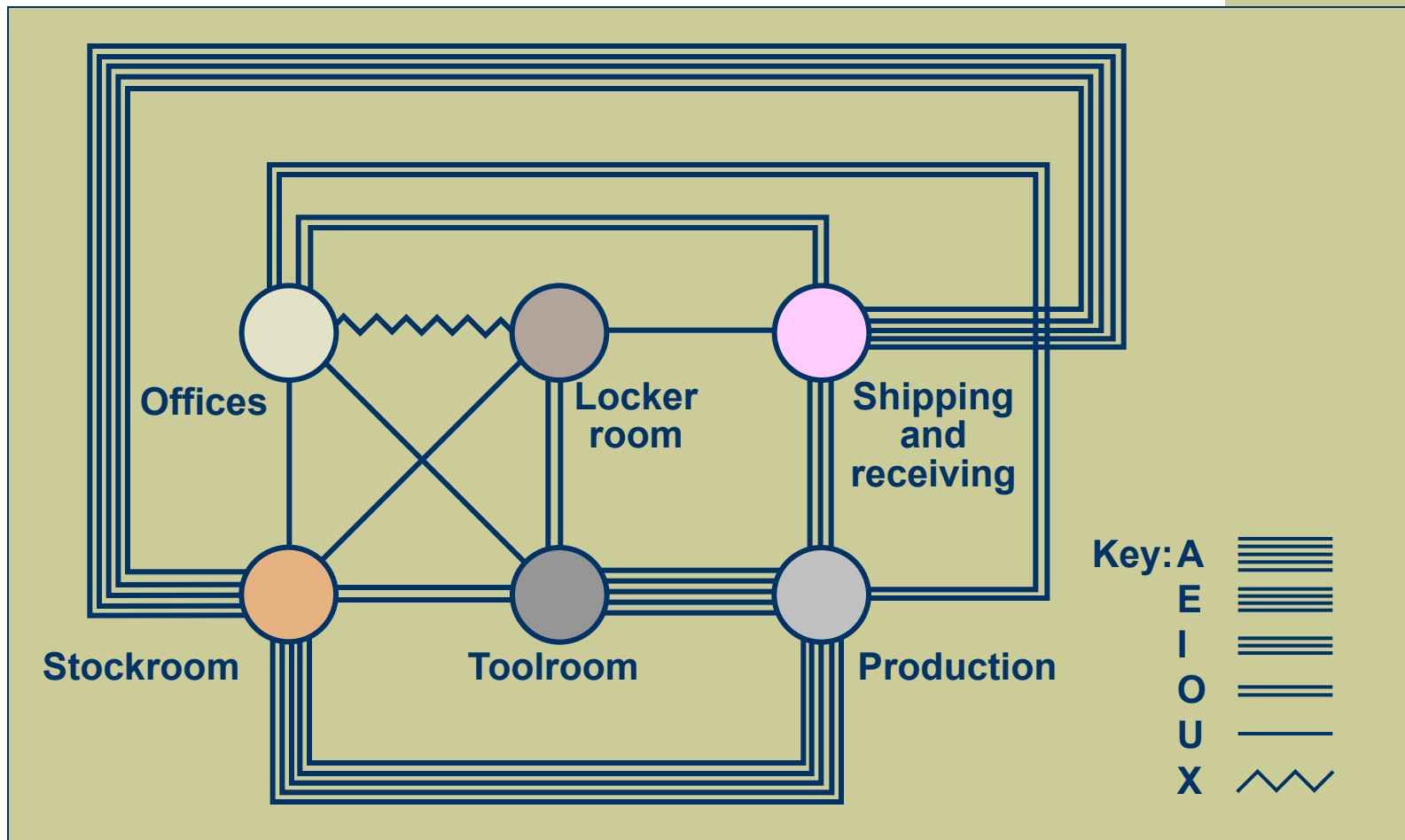
# Relationship Diagramming:

A Absolutely necessary  
E Especially important  
I Important  
O Okay  
U Unimportant  
X Undesirable



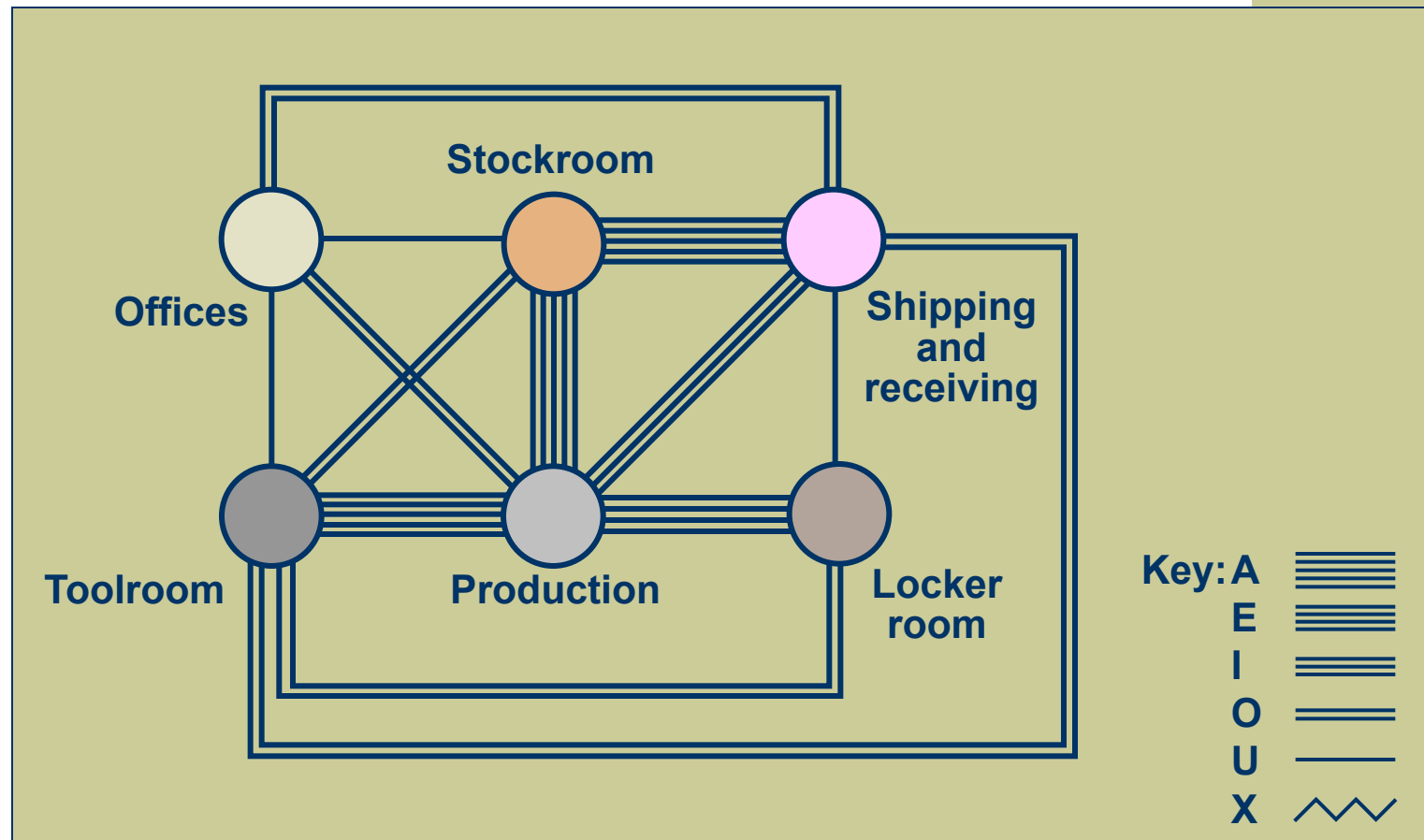
# Relationship Diagrams: Example (cont.)

(a) Relationship diagram of original layout



# Relationship Diagrams: Example (cont.)

(b) Relationship diagram of revised layout



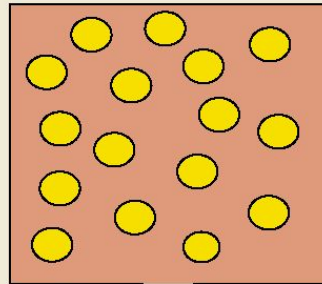
# Computerized layout Solutions

- ◆ CRAFT
  - Computerized Relative Allocation of Facilities Technique
- ◆ CORELAP
  - Computerized Relationship Layout Planning
- ◆ PROMODEL and EXTEND
  - visual feedback
  - allow user to quickly test a variety of scenarios
- ◆ Three-D modeling and CAD
  - integrated layout analysis
  - available in VisFactory and similar software

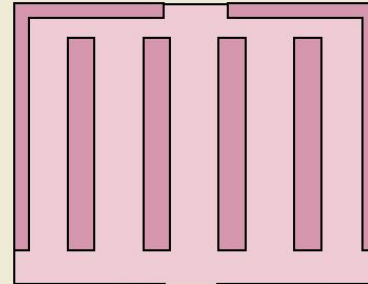
# Designing Service Layouts

- ◆ Must be both attractive and functional
- ◆ Types
  - Free flow layouts
    - encourage browsing, increase impulse purchasing, are flexible and visually appealing
  - Grid layouts
    - encourage customer familiarity, are low cost, easy to clean and secure, and good for repeat customers
  - Loop and Spine layouts
    - both increase customer sightlines and exposure to products, while encouraging customer to circulate through the entire store

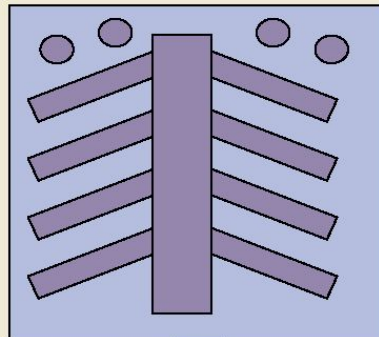
# Types of Store Layouts



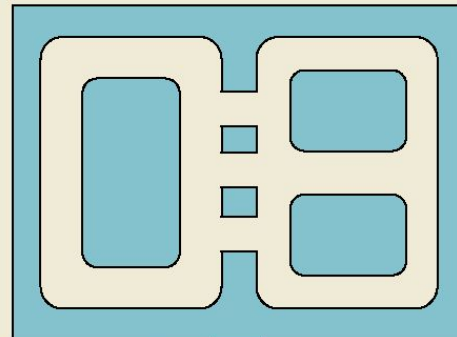
Freeflow Layout



Grid Layout



Spine Layout



Loop Layout

# Designing Product Layouts

- ◆ Objective
  - Balance the assembly line
- ◆ Line balancing
  - tries to equalize the amount of work at each workstation
- ◆ Precedence requirements
  - physical restrictions on the order in which operations are performed
- ◆ Cycle time
  - maximum amount of time a product is allowed to spend at each workstation

# Cycle Time Example

$$C_d = \frac{\text{production time available}}{\text{desired units of output}}$$

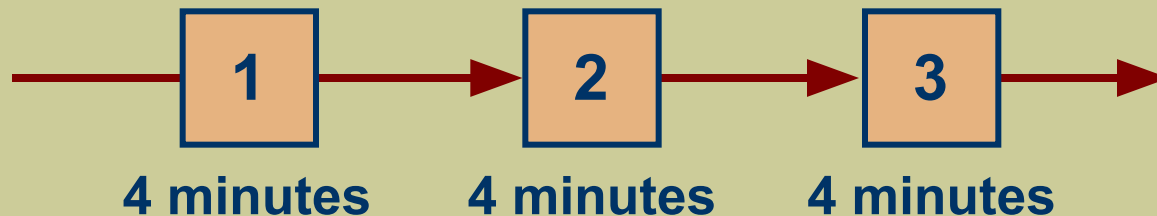
$$C_d = \frac{(8 \text{ hours} \times 60 \text{ minutes / hour})}{(120 \text{ units})}$$

$$C_d = \frac{480}{120} = 4 \text{ minutes}$$



# Flow Time vs Cycle Time

- ◆ Cycle time = max time spent at any station
- ◆ Flow time = time to complete all stations



**Flow time =  $4 + 4 + 4 = 12$  minutes**  
**Cycle time =  $\max(4, 4, 4) = 4$  minutes**

# Efficiency of Line

**Efficiency**  
*i*

**Minimum number  
of workstations**

$$E = \frac{\sum_{i=1}^j t_i}{nC_a}$$

$$N = \frac{\sum_{i=1}^j t_i}{C_d}$$

where

$t_i$  = completion time for  
element *i*

*j* = number of work elements

*n* = actual number of  
workstations

$C_a$  = actual cycle time

$C_d$  = desired cycle time

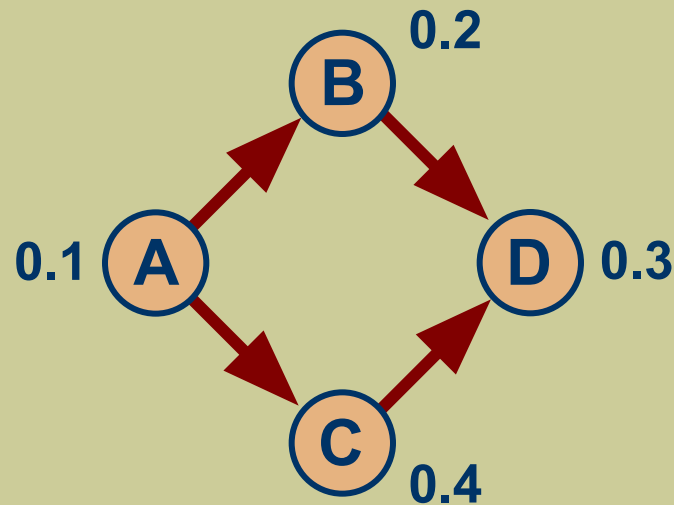
# Line Balancing Procedure

1. Draw and label a precedence diagram
2. Calculate desired cycle time required for the line
3. Calculate theoretical minimum number of workstations
4. Group elements into workstations, recognizing cycle time and precedence constraints
5. Calculate efficiency of the line
6. Determine if the theoretical minimum number of workstations or an acceptable efficiency level has been reached. If not, go back to step 4.

# Line Balancing: Example

## WORK ELEMENT PRECEDENCE TIME (MIN)

|   |                          |      |     |
|---|--------------------------|------|-----|
| A | Press out sheet of fruit | —    | 0.1 |
| B | Cut into strips          | A    | 0.2 |
| C | Outline fun shapes       | A    | 0.4 |
| D | Roll up and package      | B, C | 0.3 |



# Line Balancing: Example (cont.)

## WORK ELEMENT    PRECEDENCE TIME (MIN)

|   |                          |      |     |
|---|--------------------------|------|-----|
| A | Press out sheet of fruit | —    | 0.1 |
| B | Cut into strips          | A    | 0.2 |
| C | Outline fun shapes       | A    | 0.4 |
| D | Roll up and package      | B, C | 0.3 |

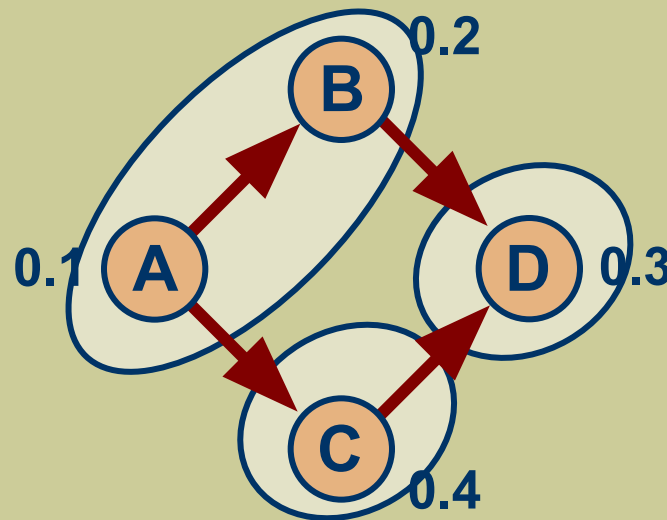
$$C_d = \frac{40 \text{ hours} \times 60 \text{ minutes / hour}}{6,000 \text{ units}} = \frac{2400}{6000} = 0.4$$

$$N = \frac{0.1 + 0.2 + 0.3 + 0.4}{0.4} = \frac{1.0}{0.4} = 2.5 \square 3 \text{ workstations}$$

# Line Balancing: Example (cont.)

|  | REMAINING<br>WORKSTATION | REMAINING<br>ELEMENT TIME | REMAINING<br>ELEMENTS |
|--|--------------------------|---------------------------|-----------------------|
|--|--------------------------|---------------------------|-----------------------|

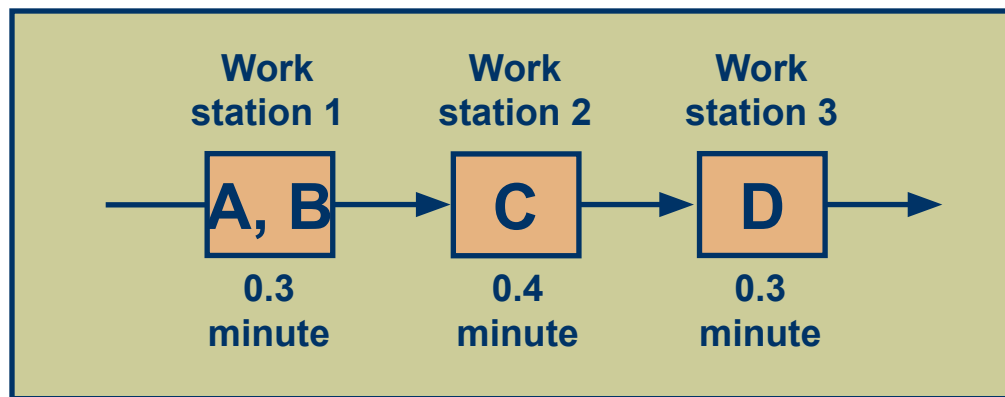
|   |   |     |      |
|---|---|-----|------|
| 1 | A | 0.3 | B, C |
|   | B | 0.1 | C, D |
| 2 | C | 0.0 | D    |
| 3 | D | 0.1 | none |



$$C_d = 0.4$$

$$N = 2.5$$

# Line Balancing: Example (cont.)



$$C_d = 0.4$$
$$N = 2.5$$

$$E = \frac{0.1 + 0.2 + 0.3 + 0.4}{3(0.4)} = \frac{1.0}{1.2} = 0.833 = 83.3\%$$

# Computerized Line Balancing

- Use heuristics to assign tasks to workstations
  - Longest operation time
  - Shortest operation time
  - Most number of following tasks
  - Least number of following tasks
  - Ranked positional weight



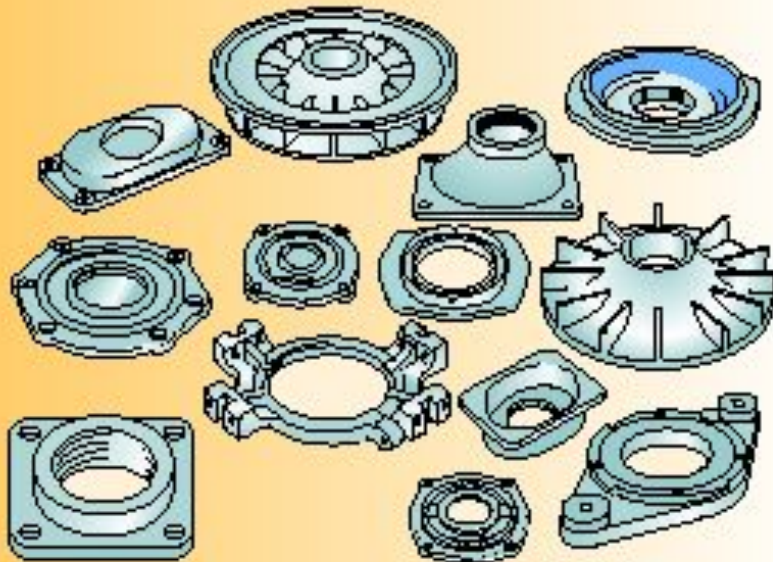
# Hybrids Layouts

- ◆ Cellular layouts
  - group dissimilar machines into work centers (called cells) that process families of parts with similar shapes or processing requirements
- ◆ Flexible manufacturing system
  - automated machining and material handling systems which can produce an enormous variety of items
- ◆ Mixed-model assembly line
  - processes more than one product model in one line

# Cellular Layouts

1. Identify families of parts with similar flow paths
2. Group machines into cells based on part families
3. Arrange cells so material movement is minimized
4. Locate large shared machines at point of use

# Parts Families



(a)

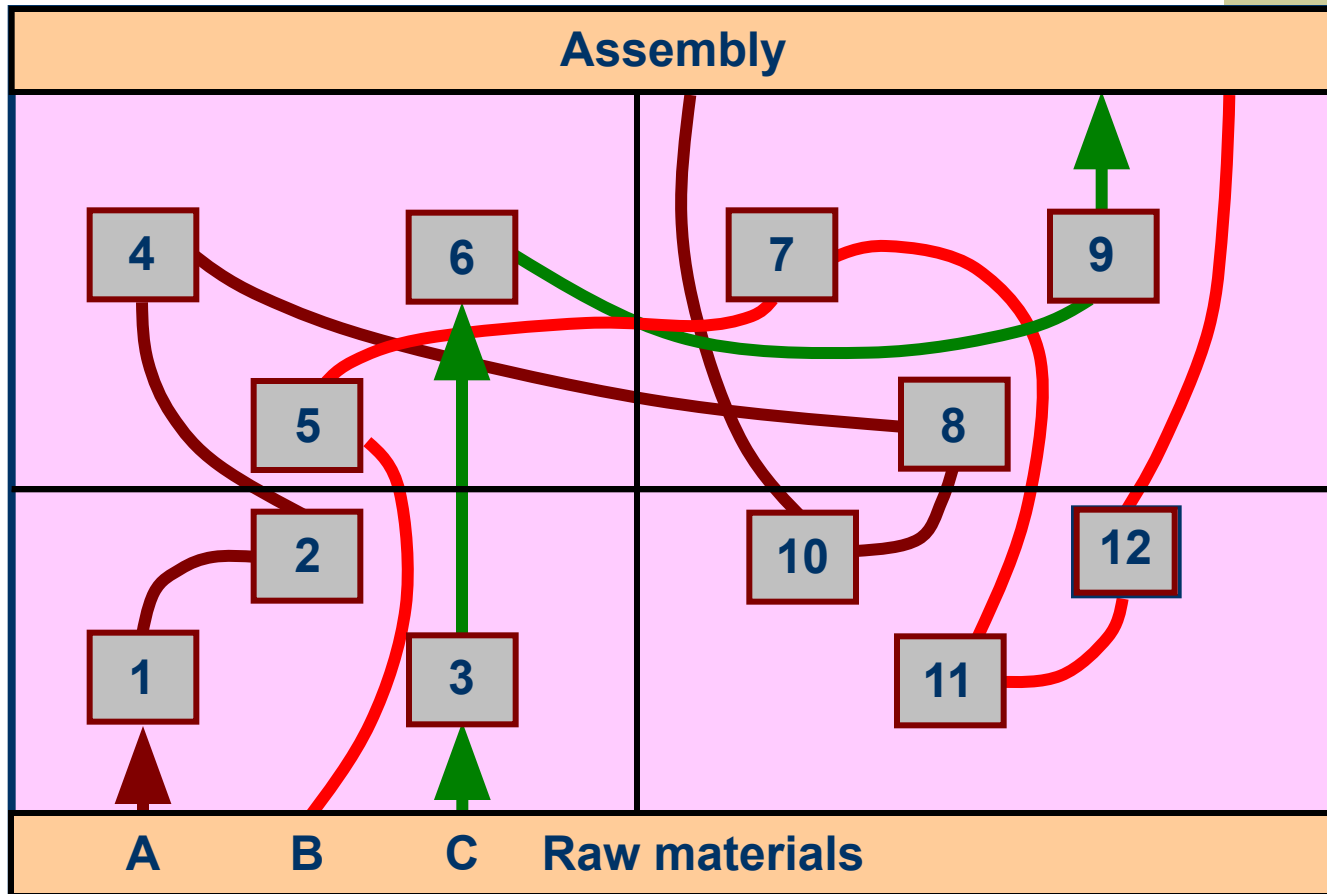
**A family of  
similar parts**



(b)

**A family of related  
grocery items**

# Original Process Layout

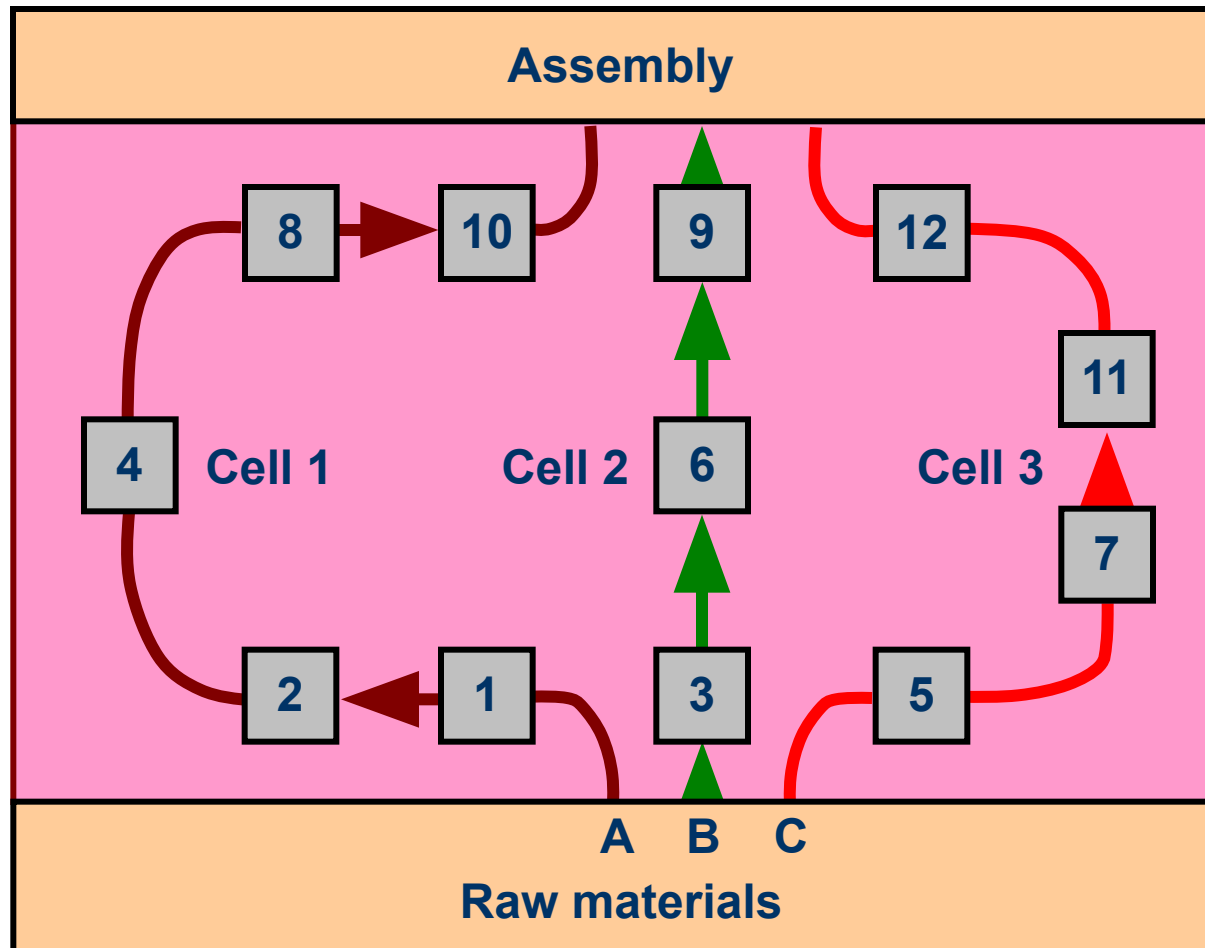


# Part Routing Matrix

|   |   | Machines |   |   |   |   |   |   |   |   |    |    |    |
|---|---|----------|---|---|---|---|---|---|---|---|----|----|----|
|   |   | 1        | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| A | x | x        |   | x |   |   |   | x |   | x |    |    |    |
| B |   |          |   |   | x |   | x |   |   |   | x  | x  |    |
| C |   |          | x |   |   | x |   |   | x |   |    |    |    |
| D | x | x        |   | x |   |   |   | x |   | x |    |    |    |
| E |   |          |   | x | x |   |   |   |   |   |    | x  |    |
| F | x |          |   | x |   |   |   | x |   |   |    |    |    |
| G |   |          | x |   |   | x |   |   | x |   |    | x  |    |
| H |   |          |   |   |   |   | x |   |   |   | x  | x  |    |

Figure 5.8

# Revised Cellular Layout

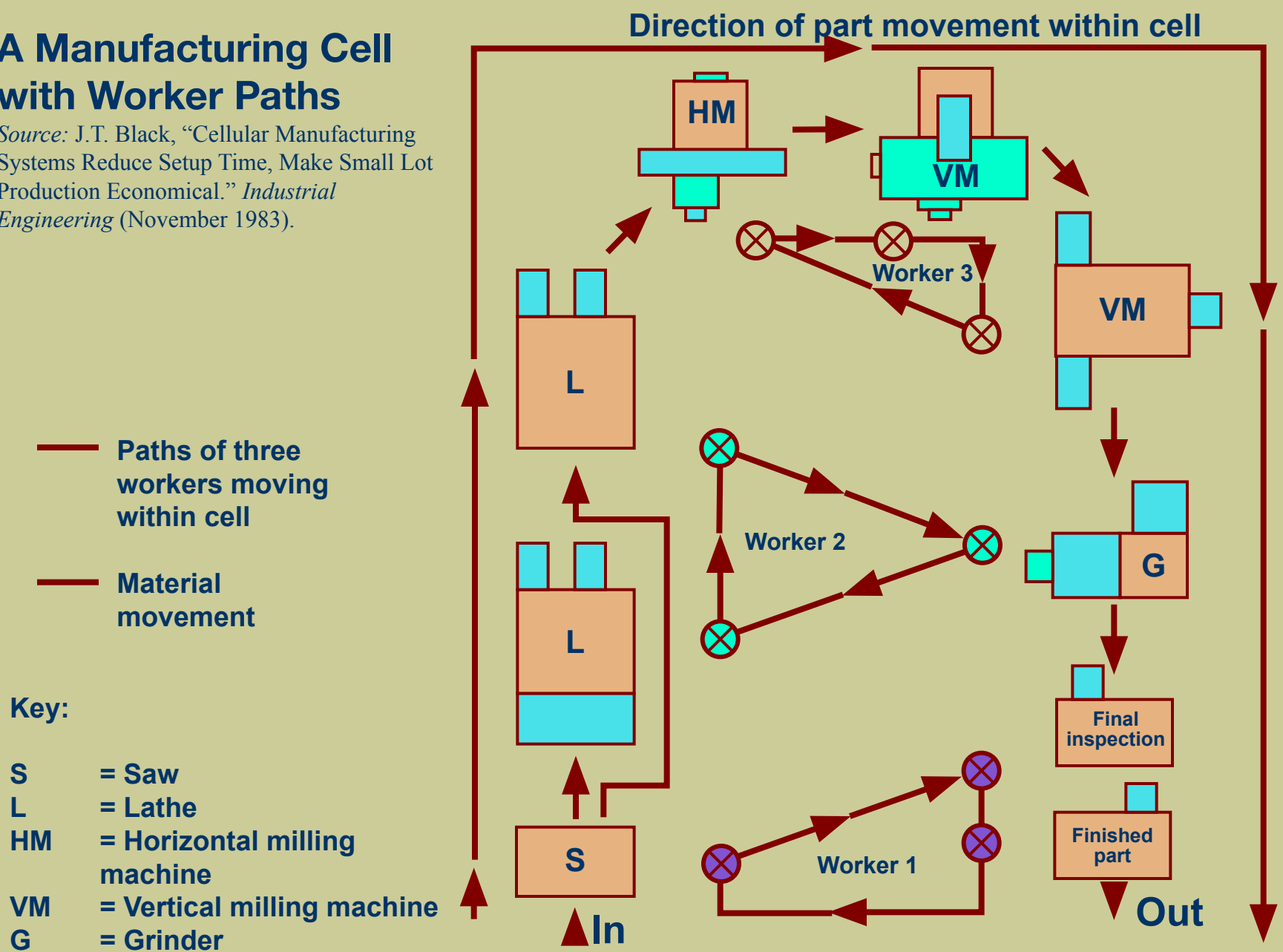


# Reordered Routing Matrix

| Parts |   | Machines |   |   |   |    |   |   |   |   |   |    |    |
|-------|---|----------|---|---|---|----|---|---|---|---|---|----|----|
|       |   | 1        | 2 | 4 | 8 | 10 | 3 | 6 | 9 | 5 | 7 | 11 | 12 |
| A     | x | x        | x | x | x |    |   |   |   |   |   |    |    |
|       | x | x        | x | x | x |    |   |   |   |   |   |    |    |
|       | x |          | x | x |   |    |   |   |   |   |   |    |    |
| C     |   |          |   |   |   | x  | x | x |   |   |   |    |    |
|       | G |          |   |   |   | x  | x | x |   |   |   | x  |    |
| B     |   |          |   |   |   |    |   |   | x | x | x | x  |    |
|       | H |          |   |   |   |    |   |   |   | x | x | x  |    |
|       | E |          |   |   |   |    | x |   | x |   |   | x  |    |

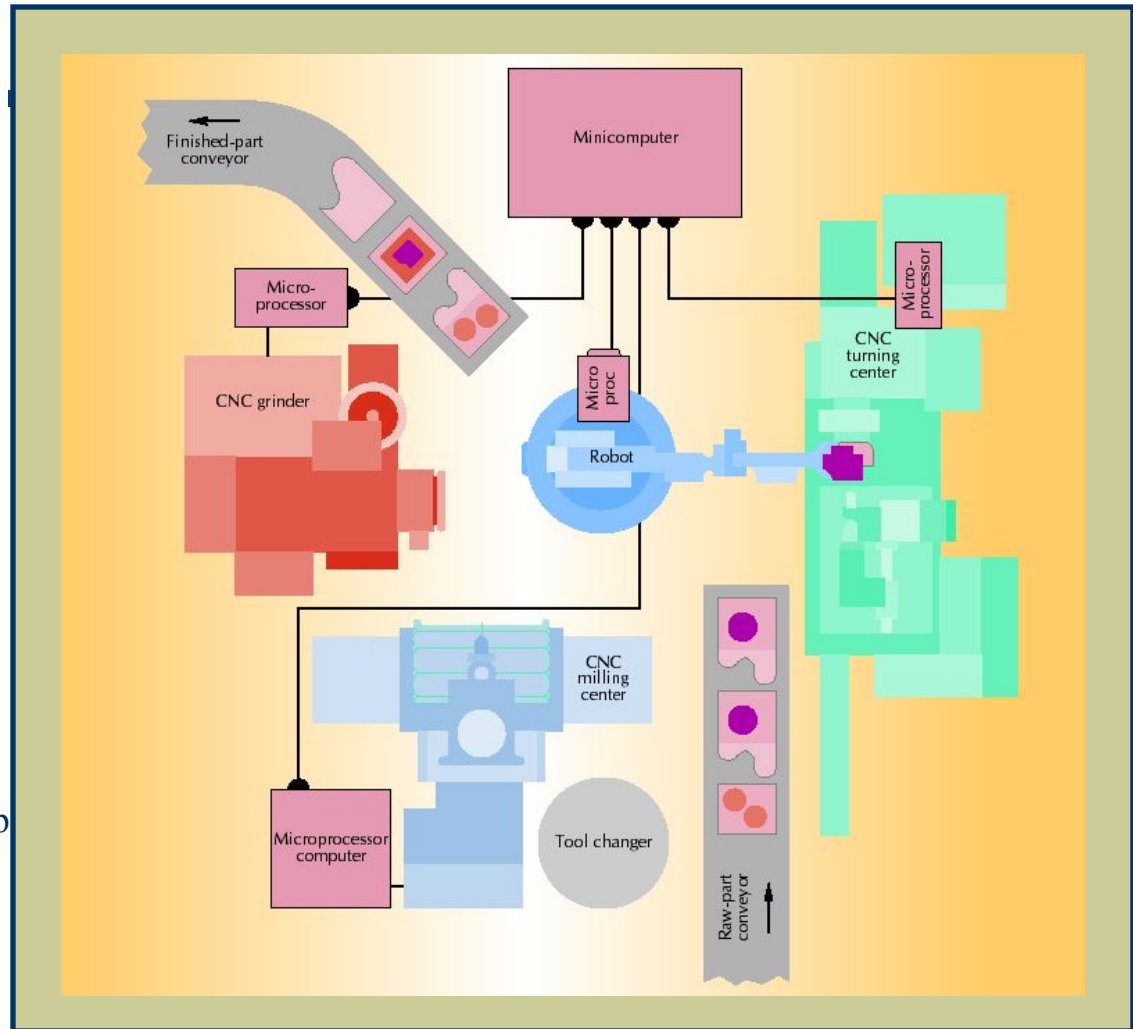
# A Manufacturing Cell with Worker Paths

Source: J.T. Black, "Cellular Manufacturing Systems Reduce Setup Time, Make Small Lot Production Economical." *Industrial Engineering* (November 1983).





# Automated Manufacturing Cell



Source: J. T. Black, "Cellular Manufacturing Systems Reduce Setup Time, Make Small Lot Production Economical." *Industrial Engineering* (November 1983)

# Advantages and Disadvantages of Cellular Layouts

## ◆ **Advantages**

- *Reduced material handling and transit time*
- *Reduced setup time*
- *Reduced work-in-process inventory*
- *Better use of human resources*
- *Easier to control*
- *Easier to automate*

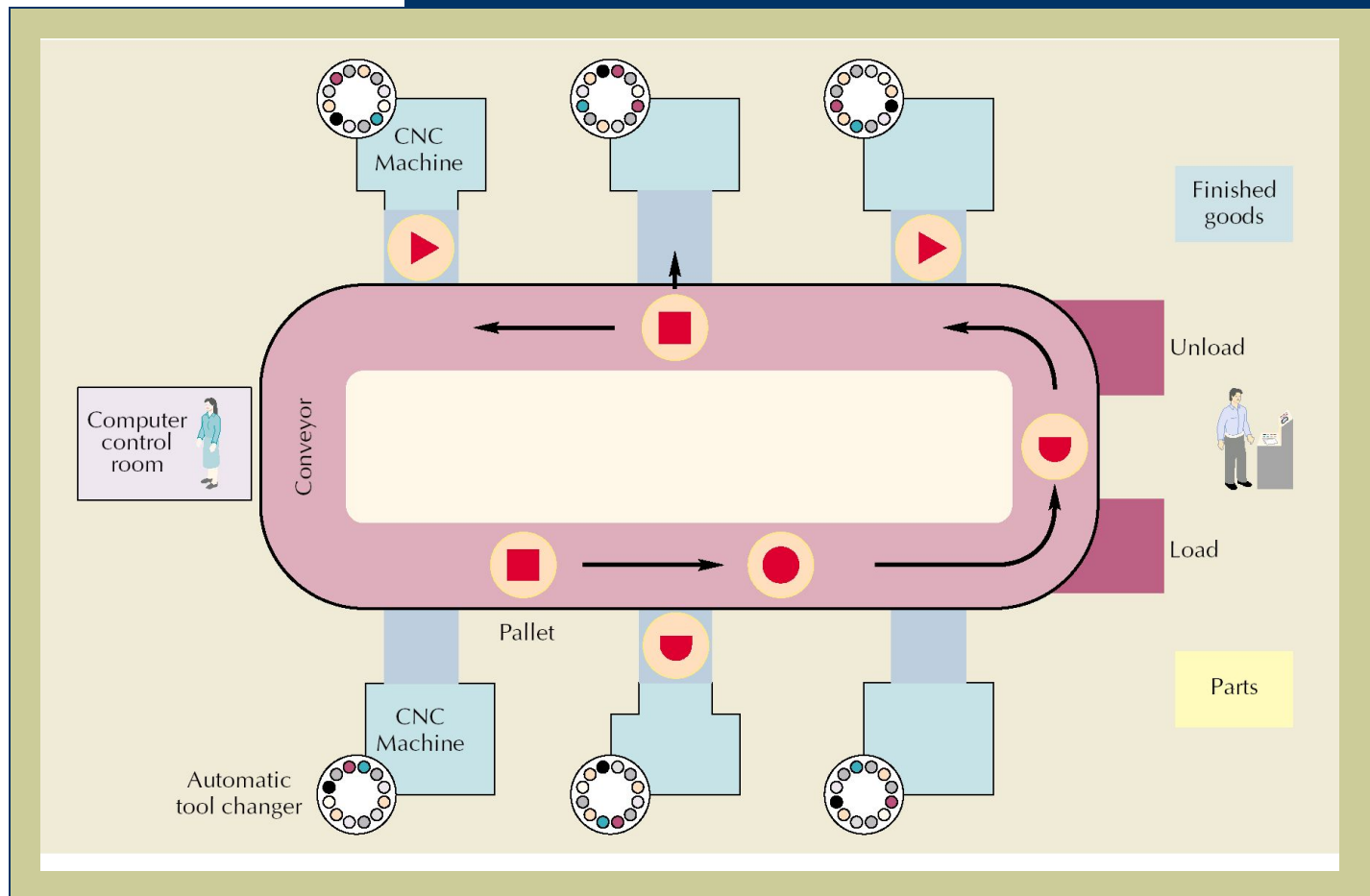
## ◆ **Disadvantages**

- *Inadequate part families*
- *Poorly balanced cells*
- *Expanded training and scheduling of workers*
- *Increased capital investment*

# Flexible Manufacturing Systems (FMS)

- ◆ FMS consists of numerous programmable machine tools connected by an automated material handling system and controlled by a common computer network
- ◆ FMS combines flexibility with efficiency
- ◆ FMS layouts differ based on
  - variety of parts that the system can process
  - size of parts processed
  - average processing time required for part completion

# Full-Blown FMS

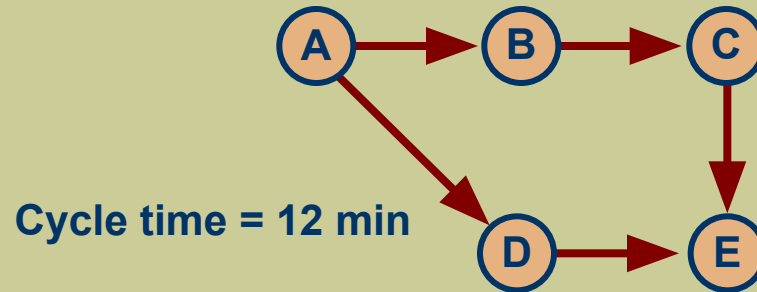


# Mixed Model Assembly Lines

- Produce multiple models in any order on one assembly line
- Issues in mixed model lines
  - Line balancing
  - U-shaped line
  - Flexible workforce
  - Model sequencing

# Balancing U-Shaped Lines

Precedence diagram:

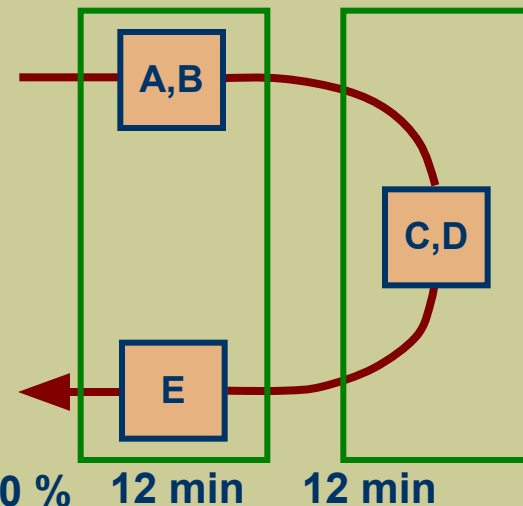


(a) Balanced for a straight line




$$\text{Efficiency} = \frac{24}{3(12)} = \frac{24}{36} = .6666 = 66.7 \%$$

(b) Balanced for a U-shaped line



$$\text{Efficiency} = \frac{24}{2(12)} = \frac{24}{24} = 100 \%$$



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