## Chapter 16

## Scheduling

## Operations Manayement - $5^{\text {th }}$ Edition

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## Lecture Outline

- Objectives in Scheduling
- Loading
- Sequencing
- Monitoring
- Advanced Planning and Scheduling Systems
- Theory of Constraints
- Employee Scheduling


## What is Scheduling?

- Last stage of planning before production occurs
- Specifies when labor, equipment, facilities are needed to produce a product or provide a service


## Scheduled Operations

## Scheduling function differs based on the type of operation

- Process Industry
- Linear programming
- EOQ with non-instantaneous replenishment
- Mass Production
- Assembly line balancing
- Project
- Project -scheduling techniques (PERT, CPM)
- Batch Production
- Aggregate planning
- Master scheduling
- Material requirements planning (MRP)
- Capacity requirements planning (CRP)


## Objectives in Scheduling

- Meet customer due dates
- Minimize job lateness
- Minimize response time
- Minimize completion time
- Minimize time in the system
- Minimize overtime
- Maximize machine or labor utilization
- Minimize idle time
- Minimize
work-in-process inventory


## Shop Floor Control

## Loading

- Check availability of material, machines and labor Sequencing
- Release work orders to shop and issue dispatch lists for individual machines
- Monitoring
- Maintain progress reports on each job until it is complete


## Loading

- Process of assigning work to limited resources
- Perform work on most efficient resources
- Use assignment method of linear programming to determine allocation


## Assignment Method

1. Perform row reductions

- subtract minimum value in each row from all other row values

2. Perform column reductions

- subtract minimum value in each column from all other column values

3. Cross out all zeros in matrix

- use minimum number of horizontal and vertical lines

4. If number of lines equals number of rows in matrix then optimum solution has been found. Make assignments where zeros appear
5. Else modify matrix

- subtract minimum uncrossed value from all uncrossed values
- add it to all cells where two lines intersect
- other values in matrix remain unchanged

6. Repeat steps 3 through 5 until optimum solution is reached

## Assignment Method: Example

| Initial |  |  |  | PROJECT |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
| Matrix | 1 | 2 | 3 | 4 |  |
| Bryan | 10 | 5 | 6 | 10 |  |
| Kari6 | 2 | 4 | 6 |  |  |
| Noah | 7 | 6 | 5 | 6 |  |
| Chris | 9 | 5 | 4 | 10 |  |

Row reduction Column reduction Cover all zeros

| 5 | 0 | 1 | 5 | 3 | 0 | 1 | 4 | 3 | 0 | 1 | 4 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 4 | 0 | 2 | 4 | 2 | 0 | 2 | 3 | 2 | 0 | 2 | 3 |
| 2 | 1 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 |
| 5 | 1 | 0 | 6 | 3 | 1 | 0 | 5 | 3 | 1 | 0 | 5 |

Number lines $\neq$ number of rows so modify matrix

## Assignment Method: Example (cont.)

## Modify matrix Cover all zeros

| 1 | 0 | 1 | 2 | 1 | 0 | 1 | 2 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 0 | 0 | 2 | 1 | 0 | 0 | 2 | 1 |
| 0 | 3 | 2 | 0 | 0 | 3 | 2 | 0 |
| 1 | 1 | 0 | 3 | 1 | 1 | 0 | 3 |

Number of lines = number of rows so at optimal solution


$$
\text { Project Cost }=(5+6+6+4) \times \$ 100=\$ 2,100
$$

## Sequencing

- Prioritize jobs assigned to a resource
- If no order specified use first-come first-served (FCFS)
- Many other sequencing rules exist
- Each attempts to achieve to an objective


## Sequencing Rules

- FCFS - first-come, first-served
- LCFS - last come, first served
- DDATE - earliest due date
- CUSTPR - highest customer priority
- SETUP - similar required setups
- SLACK - smallest slack
- CR - critical ratio
- SPT - shortest processing time
- LPT - longest processing time


## Critical Ratio Rule

CR considers both time and work remaining

$$
\mathrm{CR}=\frac{\text { time remaining }}{\text { work remaining }} \frac{\text { due date }- \text { today's date }}{\text { remaining processing time }}
$$

If $C R>1$, job ahead of schedule If $C R<1$, job behind schedule If $C R=1$, job on schedule

## Sequencing Jobs Through One Process

- Flowtime (completion time)
- Time for a job to flow through the system
- Makespan
- Time for a group of jobs to be completed
- Tardiness
- Difference between a late job's due date and its completion time


## Simple Sequencing Rules



## Simple Sequencing Rules: FCFS

## FCFS START PROCESSING COMPLETION DUE SEQUENCE TIME TIME TIME DATE TARDINESS

| A | 0 | 5 | 5 | 10 | 0 |
| :--- | :--- | :--- | :--- | :--- | :--- |
| B | 5 | 10 | 15 | 15 | 0 |
| C | 15 | 2 | 17 | 5 | 12 |
| D | 17 | 8 | 25 | 12 | 13 |
| E | 25 | 6 | 31 | 8 | 23 |

## Simple Sequencing Rules: DDATE

DDATE START PROCESSING COMPLETION DUE SEQUENCE TIME TIME TIME DATE TARDINESS

| C | 0 | 2 | 2 | 5 | 0 |
| :--- | :--- | :--- | :--- | :--- | :--- |
| E | 2 | 6 | 8 | 8 | 0 |
| A | 8 | 5 | 13 | 10 | 3 |
| D | 13 | 8 | 21 | 12 | 9 |
| B | 21 | 10 | 31 | 15 | 16 |

## Simple Sequencing A (10-0)-5 $=$ Rules: SLACK <br> $$
\begin{array}{ll} 5 & \\ B & (15-0)-10= \\ 5 & \\ C & (5-0)-2=3 \end{array}
$$ <br> (120

SLACK START PROCESSING COMPLETION DUE SEQUENCE TIME TIME TIME DATE TARDINESS

| E | 0 | 6 | 6 | 8 | 0 |
| :--- | :--- | :--- | :--- | :--- | :--- |
| C | 6 | 2 | 8 | 5 | 3 |
| D | 8 | 8 | 16 | 12 | 4 |
| A | 16 | 5 | 21 | 10 | 11 |
| B | 21 | 10 | 31 | 15 | 16 |

## Simple Sequencing Rules: CR

$$
\begin{aligned}
& \text { A }(10) / 5= \\
& 2.00 \\
& \text { B }(15) / 10= \\
& 1.50 \\
& \text { C }(5) / 2=
\end{aligned}
$$

## CR START PROCESSING COMPLETION DUE SEQUENCE TIME TIME TIME DATE TARDINESS

| E | 0 | 6 | 6 | 8 | 0 |
| :--- | :--- | :--- | :--- | :--- | :--- |
| D | 6 | 8 | 14 | 12 | 2 |
| B | 14 | 10 | 24 | 15 | 9 |
| A | 24 | 5 | 29 | 10 | 19 |
| C | 29 | 2 | 31 | 5 | 26 |

## Simple Sequencing Rules: SPT

## SPTSTART PROCESSING COMPLETION DUE SEQUENCE TIME TIME TIME DATE TARDINESS

| C | 0 | 2 | 2 | 5 | 0 |
| :--- | :--- | :--- | :--- | :--- | :--- |
| A | 2 | 5 | 7 | 10 | 0 |
| E | 7 | 6 | 13 | 8 | 5 |
| D | 13 | 8 | 21 | 12 | 9 |
| B | 21 | 10 | 31 | 15 | 16 |

## Simple Sequencing Rules: Summary

AVERAGE AVERAGE NO. OF MAXIMUM RULE COMPLETION TIME TARDINESS JOBS TARDY

|  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
| TARDINESS |  |  |  |  |  |
| FCFS | 18.60 | 9.6 | 3 | 23 |  |
| DDATE 15.00 | 5.6 | 3 | 16 |  |  |
| SLACK 16.40 | 6.8 | 4 | 16 |  |  |
| CR | 20.80 | 11.2 | 4 | 26 |  |
| SPT | 14.80 | 6.0 | 3 | 16 |  |

## Sequencing Jobs Through Two Serial Process

## Johnson's Rule

1. List time required to process each job at each machine. Set up a one-dimensional matrix to represent desired sequence with \# of slots equal to \# of jobs.
2. Select smallest processing time at either machine. If that time is on machine 1, put the job as near to beginning of sequence as possible.
3. If smallest time occurs on machine 2, put the job as near to the end of the sequence as possible.
4. Remove job from list.
5. Repeat steps $2-4$ until all slots in matrix are filled and all jobs are sequenced.

## Johnson's Rule



## Johnson's Rule (cont.)



Completion time $=41$
Idle time $=5+1+1+3=10$

## Guidelines for Selecting a Sequencing Rule

1. SPT most useful when shop is highly congested
2. Use SLACK for periods of normal activity
3. Use DDATE when only small tardiness values can be tolerated
4. Use LPT if subcontracting is anticipated
5. Use FCFS when operating at low-capacity levels
6. Do not use SPT to sequence jobs that have to be assembled with other jobs at a later date

## Monitoring

- Work package
- Shop paperwork that travels with a job
- Gantt Chart
- Shows both planned and completed activities against a time scale
- Input/Output Control
- Monitors the input and output from each work center


## Gantt Chart



[^0]
## Input/Output Control

## Input/Output Report

PERIOD 12234 TOTAL
Planned input 65657070
Actual input 60606565
Deviation
Planned output 75757575
Actual output 70706565
Deviation
Backlog 30

## Input/Output Control (cont.)

Input/Output Report
PERIOD 12234 TOTAL
Planned input 60657075270
Actual input 60606565250
Deviation $0 \quad-5-5-10-20$
Planned output 75757575300
Actual output 70706565270
Deviation -5 -5 -10-10-30
Backlog 3020101010

## Advanced Planning and Scheduling Systems

- Infinite - assumes infinite capacity
- Loads without regard to capacity
- Then levels the load and sequences jobs
- Finite - assumes finite (limited) capacity
- Sequences jobs as part of the loading decision
- Resources are never loaded beyond capacity


## Advanced Planning and Scheduling Systems (cont.)

- Advanced planning and scheduling (APS)
- Add-ins to ERP systems
- Constraint-based programming (CBP) identifies a solution space and evaluates alternatives
- Genetic algorithms based on natural selection properties of genetics
- Manufacturing execution system (MES) monitors status, usage, availability, quality


## Theory of Constraints

- Not all resources are used evenly
- Concentrate on the" bottleneck" resource
- Synchronize flow through the bottleneck
- Use process and transfer batch sizes to move product through facility


## Drum-Buffer-Rope

- Drum
- Bottleneck, beating to set the pace of production for the rest of the system
- Buffer
- Inventory, placed in front of the bottleneck to ensure it is always kept busy
- Determines output or throughput of the system
- Rope
- Communication signal, tells processes upstream when they should begin production


## TOC Scheduling Procedure

- Identify bottleneck
- Schedule job first whose lead time to the bottleneck is less than or equal to the bottleneck processing time
- Forward schedule the bottleneck machine
- Backward schedule the other machines to sustain the bottleneck schedule
- Transfer in batch sizes smaller than the process batch size


## Synchronous Manufacturing



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## Synchronous Manufacturing (cont.)

```
Demand = 100 A's
Machine setup time \(=60\) minutes
```

| MACHINE 1 MACHINE 2 |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| MACHETNE ${ }^{3}$ | B2 | 3 | C1 | 2 |  |
| B3 7 | C3 | 15 | D3 | 5 |  |
| C2 10 | D2 | 8 | D1 | 10 |  |
| Sum | 22 |  | $26^{*}$ |  | 17 |

* Bottleneck


## Synchronous Manufacturing (cont.)



## Employee Scheduling

- Labor is very flexible resource
- Scheduling workforce is complicated repetitive task
- Assignment method can be used
- Heuristics are commonly used



## Employee Scheduling Heuristic

1. Let $\mathrm{N}=$ no. of workers available
$D_{i}=$ demand for workers on day $i$
X = day working
O = day off
2. Assign the first $\mathrm{N}-\mathrm{D}_{1}$ workers day 1 off. Assign the next $\mathrm{N}-\mathrm{D}_{2}$ workers day 2 off. Continue in a similar manner until all days are have been scheduled
3. If number of workdays for full time employee < 5, assign remaining workdays so consecutive days off are possible
4. Assign any remaining work to part-time employees
5. If consecutive days off are desired, consider switching schedules among days with the same demand requirements

## Employee Scheduling

```
DAY OF WEEK M T W TH F SA SU
MIN NO. OF
WORKERS REQUIRED 30 \begin{tabular}{lllllll} 
& 3 & 4 & 3 & 4 & 5 & 3
\end{tabular}
```

Taylor
Smith
Simpson
Allen
Dickerson

## Employee Scheduling (cont.)



## Employee Scheduling (cont.)



## Automated Scheduling Systems

- Staff Scheduling
- Schedule Bidding
- Schedule Optimization


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