

# SEQUENCING AND SCHEDULING OF JOB AND TOOL IN FLEXIBLE MANUFACTURING SYSTEM

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## Abstract

This thesis deals with the 'N' Jobs and 'T' Tools, Sequencing and Scheduling Problem in a Flexible Manufacturing System consisting of 'M' Machining Centers. Each job requires a set of tools for the execution of a sequence of operations. The tools are stored in a Common Tool Magazine that shares with and serves for several machining centers reduces the cost of duplicating tools in each and every machining center. The concern of the thesis is the design and development of algorithm for the generation of active schedules and optimal sequence of jobs that can meet minimum make span schedule for the tool constraint job shop type production system. The thesis addresses three different heuristics namely Priority Dispatching Rule Algorithm, Genetic Algorithm and Simulated Annealing Algorithm. The above algorithms adopt the procedure of Extended Giffler and Thompson Algorithm for active feasible schedules and adopt different techniques for optimal schedule. The performance is compared with regard to makespan criteria and computational time. It is observed that the computational time increases with job size. The proposed methodology is relatively new and can be used for any objective suitable by modifying the fitness parameter corresponding to the desired performance criterion. A package has been developed in C and Visual Basic to generate optimal sequence of jobs and active feasible schedule.

**Key words:** Sequencing, Scheduling, Flexible Manufacturing Cell, Extended Giffler and Thompson Algorithm, Genetic Algorithm.

## I. INTRODUCTION

Scheduling literature addresses wide range of problems described with machine environment, job description, and objective function [1], [2]. Operation scheduling is the allocation of jobs to be processed on the corresponding machines in a given time span, for a workshop consisting of production resources including machines, operative workers, and tools (cutting tools, inspection gauges, work holding fixtures, etc.) FMS/FMC/Automated Job shop manufacturing system will be best suited to produce variety of parts with flexibility of even small lots with nearly the efficiency of large volume Mass production [3]. In many research works, assumption was made to have individual tool magazine for each machining center [3], [4], [5]. This approach leads to more expenses, and many tools will be idle most of the time. To cut down the tool expenses, and to have optimum tool utilization, a common tool magazine

(CTM) with several machining centers can be employed [6], [7].

The concept of common tool magazine that shares with and serves for several machining center reduces the cost of duplicating tools in each and every machining center is of particular interest to computerized FMS/FMC systems. This paper deals with scheduling in the following environment consisting of 'm' no. of machining centers. Machines in the system are assumed to have no on-board tool magazines. Tools are stored in a common tool magazine (CTM), and are delivered by means of tool handling systems consisting of shuttles and robots, which interface with common tool magazine. The jobs correspond to the manufacture of a physical part, for which a part program (i.e. a sequence of operations) is given. Each operation requires a given processing time and a specific tool. Most often, operations are long enough to allow the tool handling system to deliver the next tool without forcing the machine to wait. We will

assume that the time taken to transfer a tool from one center to the other is negligible; accounting for the finite speed of shuttles and the robot would only slightly complicate the tool-scheduling problem, without affecting the overall complexity [6].

Conflict may be arisen whenever same tool is required by two or more jobs/machines at the same time. In those circumstances, one of the jobs will be served first and others have to wait for the release of tool. Further, the loss of productivity due to some machines being idle (waiting for tool availability) may be reduced by means of proper scheduling under shared tool magazine and may well be traded-off by the cost saving we obtain by sharing tools on different machines. This type of manufacturing system is necessary for manufacturing environment in which tools are particularly expensive. Scheduling in such environment requires taking three types of decisions:

1. The jobs waiting for the operation must be sequenced
2. Each job must be assigned to any of the available machining centers.
3. Each operation of a job must be scheduled, taking tool availability into account.

Obviously, such decisions are not independent from each other, and the overall system performance depends on their interaction. The objective function is minimize the makespan time and maximize the hardware utilization for the tool constraint FMC system. The problem considered here is essentially an identical parallel machine problem with additional resources; since these problems are NP-hard even without additional resources, their solution calls for suitable heuristic approaches). [6]. In this context, the concern of this paper is to generate joint job sequence and tool schedule in FMC/FMS consisting of several machines and a common tool magazine (CTM).

The rest of the paper is organized as follows. In Section 2, the manufacturing environment and the problem are defined. The proposed schedule generation algorithm is addressed in Section 3. In section 4, the proposed methodology is addressed. In section 5, the

illustration with an example, comparative analysis and finally, conclusions are given.

## II. PROBLEM DESCRIPTION

### A. Existing Operating Environment

In Automated Job Shop Manufacturing namely, FMS, consisting of several machining centers. Each Job requires a set of tools for the execution of a sequence of operations. Each machining center has a separate tool magazine which consists of 'N' number of tools.



M/c Centre (1)



M/c Centre (2)



M/c Centre (M)



Tool Box (1)



Tool Box (2)



Tool Box (T)

In such situation

- Each machines leads to more expenses because of duplicating tools.
- Many tools will be idle most of the time.

### B. PROPOSED OPERATING ENVIRONMENT

To cut down the tool expenses, and to have optimum tool utilization, COMMON TOOL MAGAZINE (CTM) with several machines can be employed.



M/c Centre (1)



M/c Centre (2)



M/c Centre (M)



Common Tool Magazine (CTM)

In such situation

- Tools are stored in a CTM, and are moved throughout the machining center by means of a tool handling system.
- Conflict may arise whenever the same tool is required by two or more jobs at the same time.

In these circumstances, one of the jobs will be served first and others has to wait for the release of tool

#### C. Assumptions

- Each Job is composed of a set of operations and the operation order on machines is pre-specified.
- Each operation is characterized by the required machine, tool and its processing time.
- Each machine/tool can process only one job at a time.
- Operation cannot be interrupted i.e., each operation once started must be completed.
- A job does not visit the same machine twice.
- Availability of tools in each variety is considered as one, which can be used more than once of any job.
- The operation time of a job includes the loading, unloading, tool changeover and setup times (both tool and job) along with processing time.
- Machine is capable of doing many operations
- Machine failure is not considered

#### D. Problem Definition

“Generation of minimum makespan schedule of “N” different Jobs which require processing on “M” different Machines with “T” Tools, that are shared for many operations, in a job shop type production system”.

### III. PROPOSED SCHEDULE GENERATION HEURISTIC

The problem to determine optimum scheduling with minimizing total tardiness in a above said manufacturing environment with common tool magazine comes under combinatorial category. For this type of problems, if we want to obtain the better solution, we will have to use either complete enumeration technique or suitable heuristics.

#### A. EXTENDED GIFFLER AND THOMPSON ALGORITHM:

- Step 1: Construct a table subdivided into blocks one for each machine. Subdivide each machine block into columns, one column for each job that requires processing on the machine.
- Step 2: Enter the first line of table, in the appropriate machine blocks, the processing time of the first operation of each job. The entries indicate the earliest possible completion time of immediate waiting operations of all jobs.
- Step 3: Set the datum time equal to smallest of the entries and enter it on the right hand side of the table on the same line.
- Step 4: Select the jobs whose operation time in the table matches with datum time.
- Step 5: Check for machine conflict (more than one job waiting in the machine)?  
If there is not conflict go to step 7.
- Step 6: List all the jobs contending for conflict machine. Resolve conflict arbitrarily and select that job as the candidate for assignment in the conflict machine. Check for any tool conflict (same tool requirement for waiting jobs in other machines) for the selected job. If so, the tool conflict is also resolved arbitrarily and the operation along with the machine and tool are earmarked. Go to step 9.
- Step 7: Check for tool conflict (same tool requirement for waiting jobs in other machines)?  
If there is no tool conflict, earmark the operation. Go to step 9.
- Step 8: List all the jobs contend for the tool. Resolve conflict arbitrarily and select the job as the

candidate for assignment with that tool under consideration. Check for machine conflict for the selected job. If so, machine conflict is also resolved arbitrarily and the candidate along with machine and tools are earmarked.

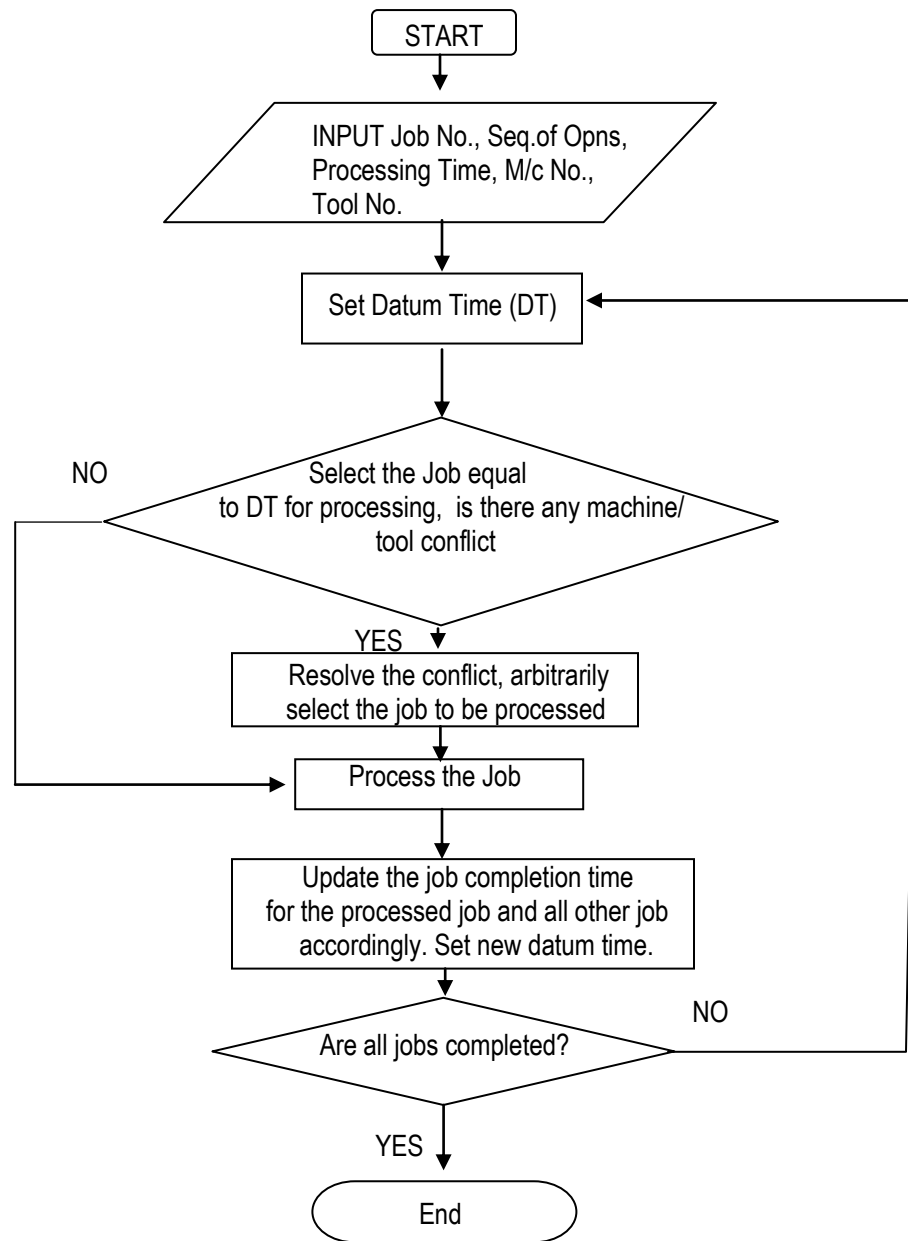
Step 9: The operation of the earmarked along with its processing machine and tool is assigned.

Step 10: Update earliest possible completion time of immediate waiting operations including the next operation of the job just assigned in the next line of the table.

Step 11: Check for the assignment of all operations  
If 'yes' go to step 12. Otherwise, go to step 3.

Step 12: End

### B. FLOWCHART FOR EXTENDED GIFFLER AND THOMPSON ALGORITHM:



## IV. GENETIC ALGORITHM

### Methodology

The proposed GA evaluates the active feasible schedules of each population that are generated by resolving the conflicts one by one the sequences represented as chromosomes and evolves the best loading sequence. The coding adopted in this GA is as follows: a gene denotes the job number; position of the gene represents the priority rank of the job; one chromosome describes a job loading sequence; number of chromosomes forms a population. The optimal or near optimal solution is obtained through number of generations with the genetic procedure of random generation of members for initial population and generation of members for new population based on selection of fittest members of previous population, crossover and mutation [10]. The fitness parameter 'total tardiness time' is found out by generating an active feasible schedule using the concept and adaptation of branch and bound technique and resolving the tie and conflict stages one by one.

#### A. Genetic Algorithm

### Steps in Genetic Algorithm

Step 1: Generation of Initial Population:

Generate initial population randomly consisting of number of chromosomes (c) such that  $pop\_size = 2 * n$

Step 2: Evaluation:

In this step, the population is evaluated for fitness and probability of selection of each chromosome is to be found out. The process of evaluating the fitness of chromosomes (c) is given below.

Step 2.1: Evaluation of Objective Function

Objective function  $f(c)$  is evaluated using Branch and Bound algorithm such that  $f(c) = \text{makespan time of the corresponding sequence of the chromosomes (c)}$ .

Step 2.2: Fitness Value

Convert the objective function to a fitness value  $fit(c)$  suitable for the minimization objective function. The best conversion function that has been found to be generally useful is the exponential i.e.,  $fit(c) = e^{-k*fit(c)}$  Where constant  $k = 0.05$

Step 2.3: Probability

Convert the new fitness parameter to expected probability of selection ( $p(c)$ ) of chromosomes (c) are found using formula  $p(c) = fit(c) / \sum fit(c)$ . The cumulative probabilities of survival ( $cp(c)$ ) of all chromosomes are found using formula  $cp(c) = \sum p(c)$

Step 3: Selection of New Population:

A random selection procedure generates the next population of the same size. A random number  $r$  between 0 and 1 is obtained and a chromosome (c) is selected which satisfies the following condition  $cp(c-1) \leq r \leq cp(c)$ .

This selection process is repeated a number of times equal to the population size. The method used here is more reliable in that it generates that the most fit individuals will be selected, and that the actual number of times each is selected will be its expected frequency  $\pm 1$ . This procedure enables the fittest chromosome to have multiple copies and the worst to die off.

Step 4: Cross Over:

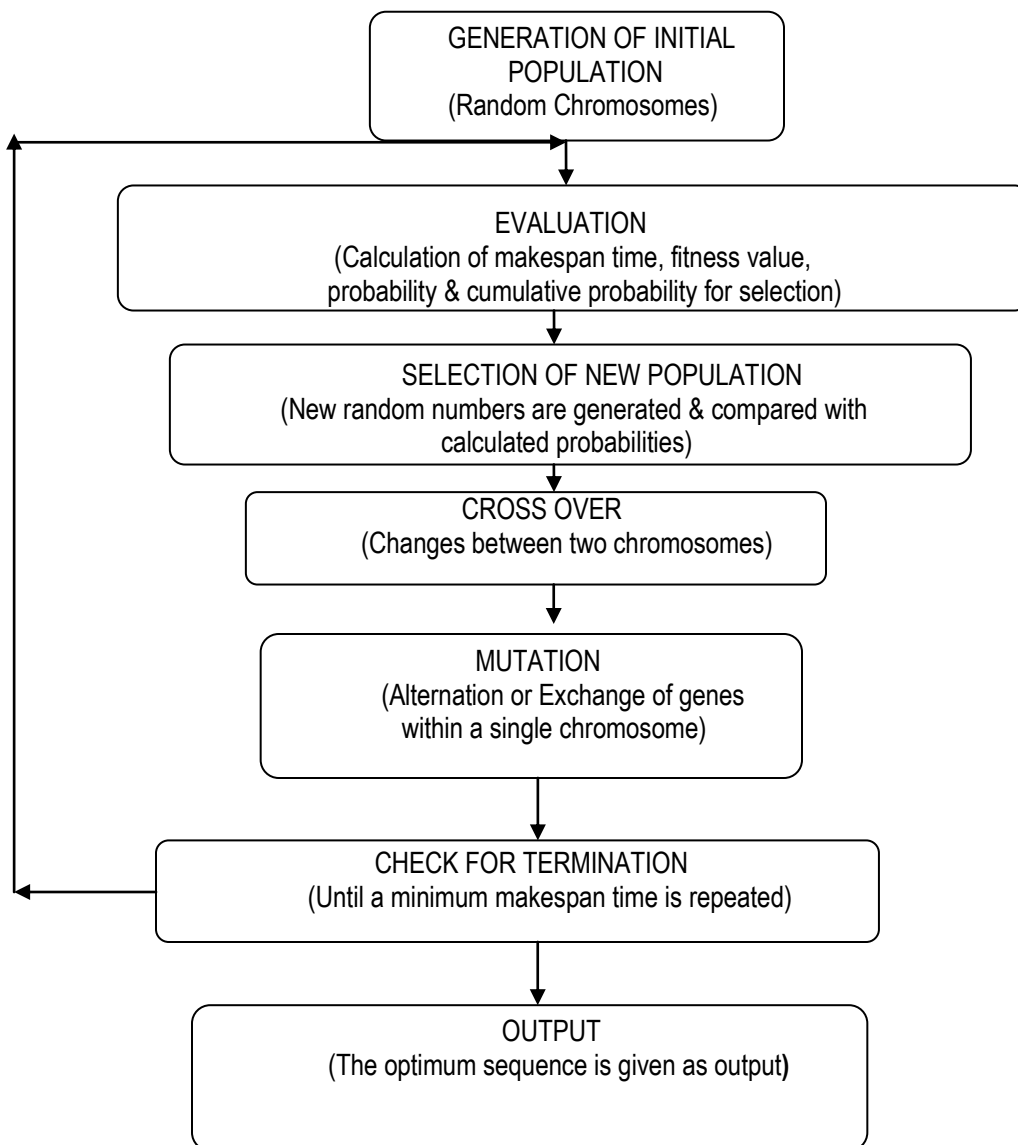
Random numbers between 0 and 1 are generated for all chromosomes and those chromosomes that obtain a random number less than the  $p\_cross$  value are the chromosomes selected for crossover. The value for  $p\_cross$  has been assumed to be 0.4, so that at least 40% of the chromosomes selected for the new population will undergo the crossover operation and produce offspring. The genetic literature addresses many crossover operators [3]. Notable among them are: partially mapped crossover (PMX), ordinal mapped crossover (OMX) and edge crossover (EX). PMX (Partially Matched Crossover) is used in this method [10].

**Step 5: Mutation:**

Random numbers between 0 and 1 are generated for all chromosomes and those chromosomes that obtain a random number less than the ( $p_{\text{mute}}$ ) value are the chromosomes selected for mutation. The value of the probability of mutation ( $p_{\text{mute}}$ ) has been assumed to be 0.05. Actually, the mutation here exchanges the gene within the chromosome.

**Step 6: Check for Termination:**

The repetition of the whole process (iteration) of evaluation, selection, reproduction and mutation depends on the size of the problem. No generalization is possible with respect to the behavior of model constraint. The number of iterations is considered as the termination criterion and is equal to  $n^2$ . The best chromosome in each iteration is stored, and the best among those stored is the optimal one.

**B. Flow Chart for GA Procedure**

**C. Simulated Annealing Algorithm:**

In this, Simulated Annealing is employed in such a way that it finds best priority sequence through random generation of initial priority sequence set at high temperature and pair-wise exchange perturbation scheme for further improvements. The parameters and steps of the Simulated Annealing Algorithm are as follows:

- Step 1: Initialization: Set  $at = 475$ ;  $fr\_cnt = 0$ ;  $accept = 0$ ;  $total = 0$ ;
- Step 2: Generation of initial solution:  
Arbitrarily generate two initial priority job sequences S and B. To find the makespan time corresponding to S and B using EGT procedure and assign to both  $M_S$  and  $M_B$
- Step 3: Checking termination of SA:  
If ( $fr\_cnt = 5$ ) or  $at = 20$  then go to step 16. Else proceed to step 4.
- Step 4: Generation of neighbours:  
Generate number of nearer sequences to S using pair wise perturbation scheme.
- Step 5: Find makespan times of all sequences generated in step 4 using EGT procedure. Sort the minimum makespan time and store it in  $M_S$ .
- Step 6: Compute  $\delta_{S'}(M_S, M_{S'})$ .  
If ( $\delta_{S'} \leq 0$ ) then proceed to step 7. Else go to step 10.
- Step 7: Assign  $S = S'$ ,  $M_S = M_{S'}$  and  $accept = accept + 1$ .
- Step 8: Compute  $\delta_{B'}(M_B, M_{B'})$ .  
If ( $\delta_{B'} \leq 0$ ) then proceed to step 9. Else go to step 12.
- Step 9: Assign  $B = B'$ ,  $M_B = M_{B'}$  and  $fr\_cnt = 0$ , and go to step 12.
- Step 10: Compute P and sample U.  
If  $U > P$  then go to step 12. Else proceed to step 11.
- Step 11: Assign  $S = S'$ ,  $M_S = M_{S'}$  and  $accept = accept + 1$ .
- Step 12: Set  $total = total + 1$ .
- Step 13: If ( $total > 2 * n$ ) or ( $accept > n/2$ ), then proceed to step 14. Else go back to step 4.
- Step 14: Computer  $per = (accept * 100 / total)$ .  
If  $per < 15$ , then set  $fr\_cnt = fr\_cnt + 1$ .
- Step 15: Set  $at = at * 0.9$ ,  $accept = 0$ ,  $total = 0$  and go back to step 3.
- Step 16: The algorithm frozen. B contains the best sequence.  $M_B$  has the minimum makespan time.

**V. ILLUSTRATIVE EXAMPLE**

The input data of jobs that requires processing on 2 identical machines for 15 problems were scheduled. In the proposed branch and bound based GA methodology, if all ties and all conflict stages are resolved one by one we can get the optimal or closer to optimal solution. The results of a sample of fifteen problems are given the table 2 using BB and GA. It shows that we are able to get

optimal or near optimal solutions for all the problems concerned and is given.

**PROBLEM 1:**

O			
J	1	2	3
1	3 <sub>2</sub>	8 <sub>1</sub>	7 <sub>3</sub>
2	6 <sub>3</sub>	4 <sub>2</sub>	8 <sub>1</sub>
3	9 <sub>1</sub>	5 <sub>3</sub>	6 <sub>2</sub>

**PROBLEM 2**

O			
J	1	2	3
1	19 <sub>2</sub>	11 <sub>3</sub>	17 <sub>1</sub>
2	13 <sub>1</sub>	6 <sub>3</sub>	24 <sub>2</sub>
3	16 <sub>3</sub>	14 <sub>1</sub>	12 <sub>2</sub>
4	8 <sub>2</sub>	22 <sub>1</sub>	18 <sub>3</sub>

**PROBLEM 3:**

O				
J	1	2	3	4
1	15 <sub>2</sub>	12 <sub>3</sub>	8 <sub>4</sub>	9 <sub>1</sub>
2	7 <sub>3</sub>	9 <sub>4</sub>	12 <sub>1</sub>	6 <sub>2</sub>
3	11 <sub>2</sub>	6 <sub>1</sub>	15 <sub>4</sub>	7 <sub>3</sub>
4	9 <sub>4</sub>	10 <sub>3</sub>	9 <sub>1</sub>	6 <sub>2</sub>
5	11 <sub>1</sub>	7 <sub>2</sub>	6 <sub>3</sub>	14 <sub>4</sub>

**PROBLEM 4:**

O					
J	1	2	3	4	5
1	11 <sub>5</sub>	7 <sub>2</sub>	10 <sub>4</sub>	9 <sub>1</sub>	12 <sub>3</sub>
2	8 <sub>1</sub>	10 <sub>2</sub>	10 <sub>3</sub>	11 <sub>5</sub>	8 <sub>4</sub>
3	10 <sub>1</sub>	14 <sub>4</sub>	13 <sub>3</sub>	12 <sub>2</sub>	6 <sub>5</sub>
4	10 <sub>4</sub>	8 <sub>5</sub>	6 <sub>3</sub>	10 <sub>2</sub>	11 <sub>1</sub>
5	6 <sub>2</sub>	9 <sub>3</sub>	6 <sub>1</sub>	15 <sub>4</sub>	12 <sub>5</sub>

## PROBLEM 5

O				
J	1	2	3	4
1	11 <sub>2</sub>	7 <sub>1</sub>	6 <sub>3</sub>	3 <sub>4</sub>
2	7 <sub>4</sub>	7 <sub>3</sub>	5 <sub>2</sub>	11 <sub>1</sub>
3	12 <sub>1</sub>	13 <sub>4</sub>	9 <sub>3</sub>	15 <sub>2</sub>
4	7 <sub>4</sub>	5 <sub>1</sub>	12 <sub>2</sub>	20 <sub>3</sub>
5	8 <sub>4</sub>	12 <sub>2</sub>	12 <sub>1</sub>	14 <sub>3</sub>
6	10 <sub>4</sub>	14 <sub>2</sub>	7 <sub>3</sub>	8 <sub>1</sub>

## PROBLEM 6:

O					
J	1	2	3	4	5
1	15 <sub>4</sub>	12 <sub>3</sub>	8 <sub>2</sub>	9 <sub>5</sub>	10 <sub>1</sub>
2	7 <sub>2</sub>	13 <sub>4</sub>	6 <sub>3</sub>	9 <sub>5</sub>	6 <sub>1</sub>
3	8 <sub>3</sub>	15 <sub>4</sub>	13 <sub>5</sub>	10 <sub>1</sub>	11 <sub>2</sub>
4	11 <sub>2</sub>	6 <sub>1</sub>	15 <sub>4</sub>	14 <sub>3</sub>	10 <sub>5</sub>
5	14 <sub>1</sub>	10 <sub>4</sub>	12 <sub>5</sub>	16 <sub>2</sub>	18 <sub>3</sub>
6	9 <sub>5</sub>	12 <sub>3</sub>	15 <sub>1</sub>	13 <sub>4</sub>	10 <sub>2</sub>
7	6 <sub>1</sub>	15 <sub>5</sub>	14 <sub>4</sub>	13 <sub>2</sub>	15 <sub>3</sub>

## PROBLEM 7:

O							
J	1	2	3	4	5	6	7
1	6 <sub>2</sub>	7 <sub>1</sub>	15 <sub>7</sub>	12 <sub>3</sub>	8 <sub>5</sub>	11 <sub>4</sub>	14 <sub>6</sub>
2	7 <sub>1</sub>	9 <sub>5</sub>	11 <sub>3</sub>	10 <sub>2</sub>	14 <sub>4</sub>	13 <sub>7</sub>	14 <sub>6</sub>
3	9 <sub>4</sub>	9 <sub>6</sub>	15 <sub>1</sub>	11 <sub>5</sub>	13 <sub>2</sub>	15 <sub>7</sub>	11 <sub>3</sub>
4	8 <sub>2</sub>	15 <sub>1</sub>	13 <sub>5</sub>	15 <sub>6</sub>	13 <sub>7</sub>	9 <sub>4</sub>	6 <sub>3</sub>
5	10 <sub>3</sub>	12 <sub>2</sub>	6 <sub>7</sub>	9 <sub>1</sub>	13 <sub>5</sub>	9 <sub>6</sub>	15 <sub>4</sub>
6	7 <sub>2</sub>	6 <sub>1</sub>	10 <sub>6</sub>	10 <sub>5</sub>	10 <sub>7</sub>	6 <sub>3</sub>	7 <sub>4</sub>
7	7 <sub>5</sub>	13 <sub>4</sub>	6 <sub>2</sub>	10 <sub>1</sub>	7 <sub>6</sub>	9 <sub>3</sub>	12 <sub>7</sub>
8	11 <sub>4</sub>	7 <sub>7</sub>	13 <sub>5</sub>	15 <sub>6</sub>	13 <sub>3</sub>	9 <sub>4</sub>	6 <sub>2</sub>

## PROBLEM 8:

O					
J	1	2	3	4	5
1	8 <sub>3</sub>	7 <sub>2</sub>	10 <sub>1</sub>	15 <sub>5</sub>	13 <sub>4</sub>
2	7 <sub>4</sub>	9 <sub>3</sub>	10 <sub>2</sub>	6 <sub>1</sub>	4 <sub>5</sub>
3	10 <sub>4</sub>	12 <sub>2</sub>	6 <sub>1</sub>	15 <sub>3</sub>	12 <sub>5</sub>
4	11 <sub>1</sub>	10 <sub>2</sub>	9 <sub>3</sub>	9 <sub>5</sub>	12 <sub>4</sub>
5	15 <sub>3</sub>	11 <sub>2</sub>	12 <sub>1</sub>	6 <sub>4</sub>	14 <sub>5</sub>
6	10 <sub>3</sub>	10 <sub>4</sub>	9 <sub>2</sub>	6 <sub>1</sub>	10 <sub>5</sub>
7	6 <sub>1</sub>	12 <sub>3</sub>	15 <sub>5</sub>	11 <sub>2</sub>	10 <sub>4</sub>
8	9 <sub>2</sub>	9 <sub>5</sub>	12 <sub>4</sub>	11 <sub>3</sub>	13 <sub>1</sub>
9	15 <sub>5</sub>	11 <sub>2</sub>	15 <sub>3</sub>	12 <sub>1</sub>	9 <sub>4</sub>

## PROBLEM 9:

O						
J	1	2	3	4	5	6
1	10 <sub>1</sub>	25 <sub>4</sub>	16 <sub>5</sub>	8 <sub>3</sub>	1 <sub>6</sub>	20 <sub>2</sub>
2	6 <sub>4</sub>	9 <sub>2</sub>	17 <sub>5</sub>	3 <sub>6</sub>	5 <sub>3</sub>	17 <sub>1</sub>
3	6 <sub>2</sub>	10 <sub>3</sub>	15 <sub>1</sub>	8 <sub>4</sub>	6 <sub>6</sub>	5 <sub>5</sub>
4	19 <sub>1</sub>	21 <sub>3</sub>	24 <sub>5</sub>	19 <sub>2</sub>	22 <sub>4</sub>	12 <sub>6</sub>
5	10 <sub>3</sub>	21 <sub>5</sub>	17 <sub>4</sub>	21 <sub>6</sub>	8 <sub>1</sub>	12 <sub>2</sub>
6	10 <sub>3</sub>	20 <sub>5</sub>	5 <sub>6</sub>	8 <sub>4</sub>	24 <sub>1</sub>	19 <sub>2</sub>
7	6 <sub>2</sub>	17 <sub>1</sub>	6 <sub>6</sub>	15 <sub>4</sub>	16 <sub>5</sub>	9 <sub>3</sub>
8	6 <sub>1</sub>	5 <sub>5</sub>	22 <sub>3</sub>	8 <sub>3</sub>	17 <sub>4</sub>	10 <sub>6</sub>
9	19 <sub>4</sub>	12 <sub>6</sub>	15 <sub>1</sub>	21 <sub>5</sub>	10 <sub>2</sub>	13 <sub>3</sub>
10	7 <sub>2</sub>	13 <sub>1</sub>	6 <sub>6</sub>	10 <sub>3</sub>	9 <sub>5</sub>	12 <sub>4</sub>

## PROBLEM 10:

O				
J	1	2	3	4
1	11 <sub>3</sub>	7 <sub>5</sub>	13 <sub>1</sub>	15 <sub>4</sub>
2	7 <sub>5</sub>	6 <sub>1</sub>	9 <sub>2</sub>	7 <sub>3</sub>
3	10 <sub>4</sub>	10 <sub>5</sub>	9 <sub>3</sub>	13 <sub>2</sub>
4	9 <sub>3</sub>	6 <sub>1</sub>	9 <sub>4</sub>	12 <sub>5</sub>



5	9 <sub>4</sub>	13 <sub>2</sub>	6 <sub>5</sub>	15 <sub>1</sub>	15 <sub>3</sub>
6	10 <sub>5</sub>	11 <sub>3</sub>	6 <sub>1</sub>	6 <sub>4</sub>	8 <sub>2</sub>
7	15 <sub>3</sub>	10 <sub>1</sub>	12 <sub>5</sub>	11 <sub>4</sub>	10 <sub>2</sub>
8	10 <sub>5</sub>	9 <sub>2</sub>	10 <sub>1</sub>	14 <sub>3</sub>	13 <sub>4</sub>
9	7 <sub>3</sub>	8 <sub>2</sub>	13 <sub>1</sub>	10 <sub>4</sub>	14 <sub>5</sub>
10	13 <sub>3</sub>	11 <sub>2</sub>	10 <sub>4</sub>	9 <sub>1</sub>	9 <sub>5</sub>
11	11 <sub>5</sub>	15 <sub>4</sub>	6 <sub>2</sub>	13 <sub>1</sub>	9 <sub>3</sub>

7	15 <sub>4</sub>	15 <sub>5</sub>	20 <sub>1</sub>	10 <sub>3</sub>	8 <sub>2</sub>
8	40 <sub>2</sub>	10 <sub>4</sub>	15 <sub>1</sub>	25 <sub>5</sub>	30 <sub>3</sub>
9	12 <sub>1</sub>	23 <sub>5</sub>	14 <sub>4</sub>	19 <sub>3</sub>	21 <sub>2</sub>
10	35 <sub>4</sub>	45 <sub>2</sub>	27 <sub>1</sub>	18 <sub>3</sub>	9 <sub>5</sub>
11	24 <sub>3</sub>	32 <sub>2</sub>	17 <sub>5</sub>	8 <sub>1</sub>	26 <sub>4</sub>
12	10 <sub>5</sub>	19 <sub>3</sub>	14 <sub>4</sub>	23 <sub>1</sub>	29 <sub>2</sub>
13	15 <sub>2</sub>	10 <sub>3</sub>	25 <sub>1</sub>	32 <sub>4</sub>	13 <sub>5</sub>

**PROBLEM 11:**

O				
J	1	2	3	4
1	13 <sub>4</sub>	12 <sub>2</sub>	15 <sub>3</sub>	11 <sub>1</sub>
2	15 <sub>3</sub>	8 <sub>2</sub>	12 <sub>1</sub>	7 <sub>4</sub>
3	6 <sub>2</sub>	15 <sub>4</sub>	11 <sub>3</sub>	6 <sub>1</sub>
4	7 <sub>1</sub>	9 <sub>3</sub>	7 <sub>2</sub>	10 <sub>4</sub>
5	6 <sub>1</sub>	13 <sub>4</sub>	14 <sub>2</sub>	6 <sub>3</sub>
6	3 <sub>2</sub>	6 <sub>3</sub>	9 <sub>1</sub>	7 <sub>4</sub>
7	12 <sub>4</sub>	12 <sub>3</sub>	15 <sub>2</sub>	5 <sub>1</sub>
8	14 <sub>3</sub>	10 <sub>4</sub>	10 <sub>2</sub>	11 <sub>1</sub>
9	11 <sub>2</sub>	11 <sub>1</sub>	8 <sub>4</sub>	15 <sub>3</sub>
10	7 <sub>1</sub>	6 <sub>2</sub>	13 <sub>4</sub>	14 <sub>3</sub>
11	14 <sub>4</sub>	10 <sub>1</sub>	15 <sub>3</sub>	10 <sub>2</sub>
12	15 <sub>3</sub>	7 <sub>1</sub>	11 <sub>2</sub>	12 <sub>4</sub>

**PROBLEM 12:**

O					
J	1	2	3	4	5
1	24 <sub>5</sub>	16 <sub>3</sub>	20 <sub>4</sub>	10 <sub>2</sub>	10 <sub>1</sub>
2	25 <sub>3</sub>	30 <sub>5</sub>	40 <sub>2</sub>	15 <sub>4</sub>	9 <sub>1</sub>
3	20 <sub>4</sub>	25 <sub>2</sub>	15 <sub>1</sub>	10 <sub>3</sub>	5 <sub>5</sub>
4	25 <sub>1</sub>	35 <sub>3</sub>	45 <sub>2</sub>	15 <sub>5</sub>	20 <sub>4</sub>
5	30 <sub>2</sub>	20 <sub>5</sub>	40 <sub>3</sub>	10 <sub>4</sub>	10 <sub>1</sub>
6	20 <sub>3</sub>	20 <sub>1</sub>	30 <sub>5</sub>	15 <sub>4</sub>	10 <sub>2</sub>

**VI. CONCLUSIONS**

In this thesis, Genetic Algorithm and Simulated Annealing Algorithm based heuristic, which uses a Extended Giffler and Thompson Algorithm procedure along with Priority Dispatching Rules, for Flexible Manufacturing System scheduling problems with makespan as the criterion, has been addressed. A comparison in terms of makespan time of the schedules and computation time has been carried out. The comparison indicates that the Genetic Algorithm based heuristic search process is suitable for Flexible Manufacturing System scheduling problems because

- The computational time is reasonable.
- The solution is closer to other methodologies and capable of providing solutions nearer to optimal.
- By changing the evaluation parameter of the genetic search process, solutions can be obtained for other suitable objectives and can be made more flexible.
- The heuristic search process can be regarded as better than simulation in the sense that it guarantees near optimal solutions in actual cases.

**Rescheduling with regeneration guarantees the solution quality whatever the state of the system parameters and addresses real-time operation**

**NOMENCLATURE**

- m number of machines
- n number of jobs
- J<sub>i</sub> job number
- M<sub>j</sub> machine number
- T<sub>ij</sub> tool number for the k<sup>th</sup> operation of the i<sup>th</sup> job

$t_{ik}$  processing time for the  $k^{\text{th}}$  operation of the  $i^{\text{th}}$  job  
 $k$  operation sequence number

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