



# ANNUAL

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## Cooperative Workforce Planning Heuristic with Worker Learning and Forgetting, and Demands Constraints



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# *“People are still the greatest assets”*

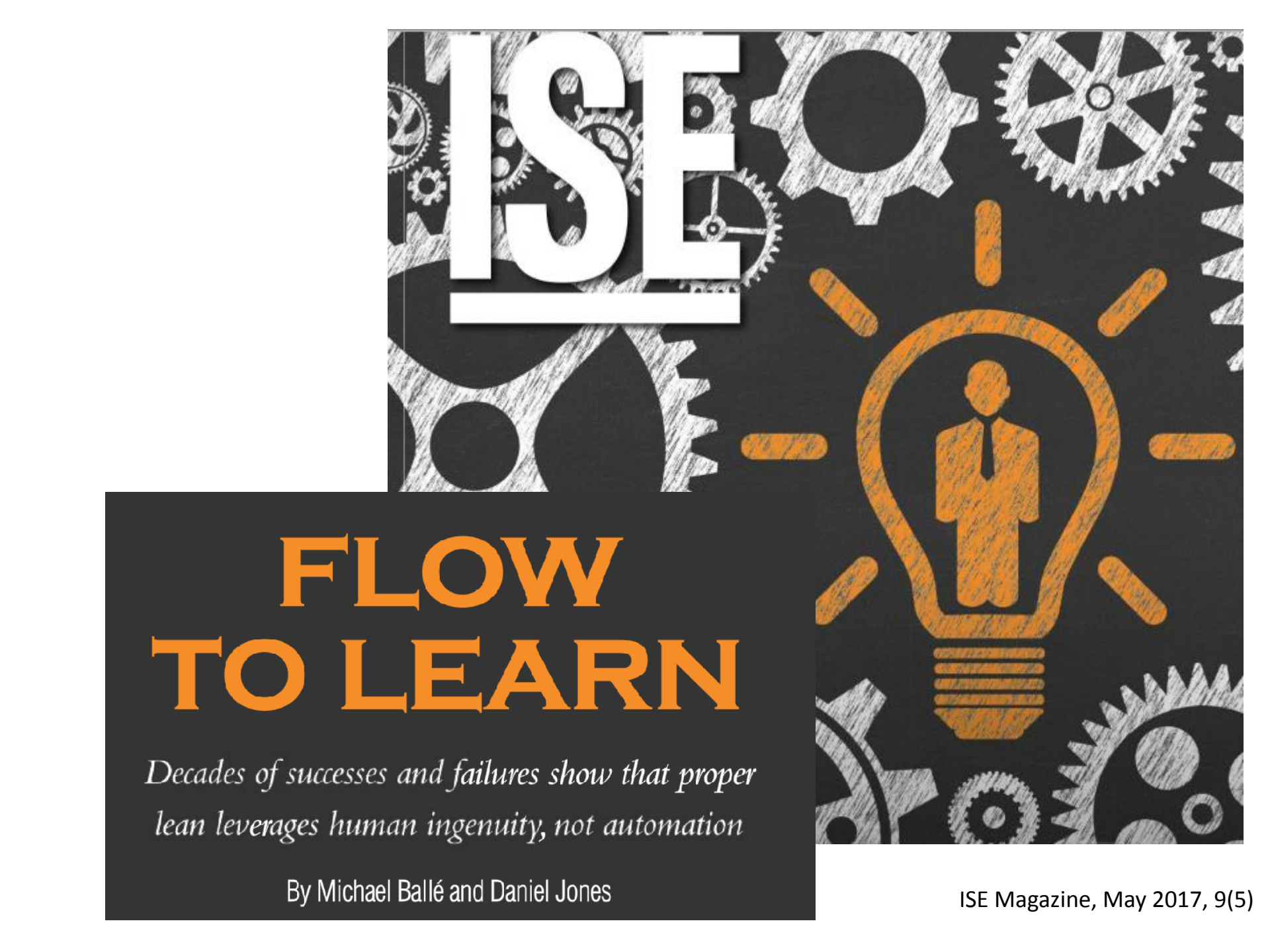
W. Vanderbloemen [2016]



**Efficiency**



**Flexibility**

The background features a dark field with various grey gears of different sizes and orientations. On the right side, there is a large, stylized orange lightbulb. Inside the lightbulb is a silhouette of a person in a suit and tie. The lightbulb has several short orange lines radiating from it, suggesting it is glowing. The word 'ISE' is written in large, white, bold, sans-serif capital letters across the top left, with a white horizontal line underneath it.

ISE

# FLOW TO LEARN

*Decades of successes and failures show that proper lean leverages human ingenuity, not automation*

By Michael Ballé and Daniel Jones

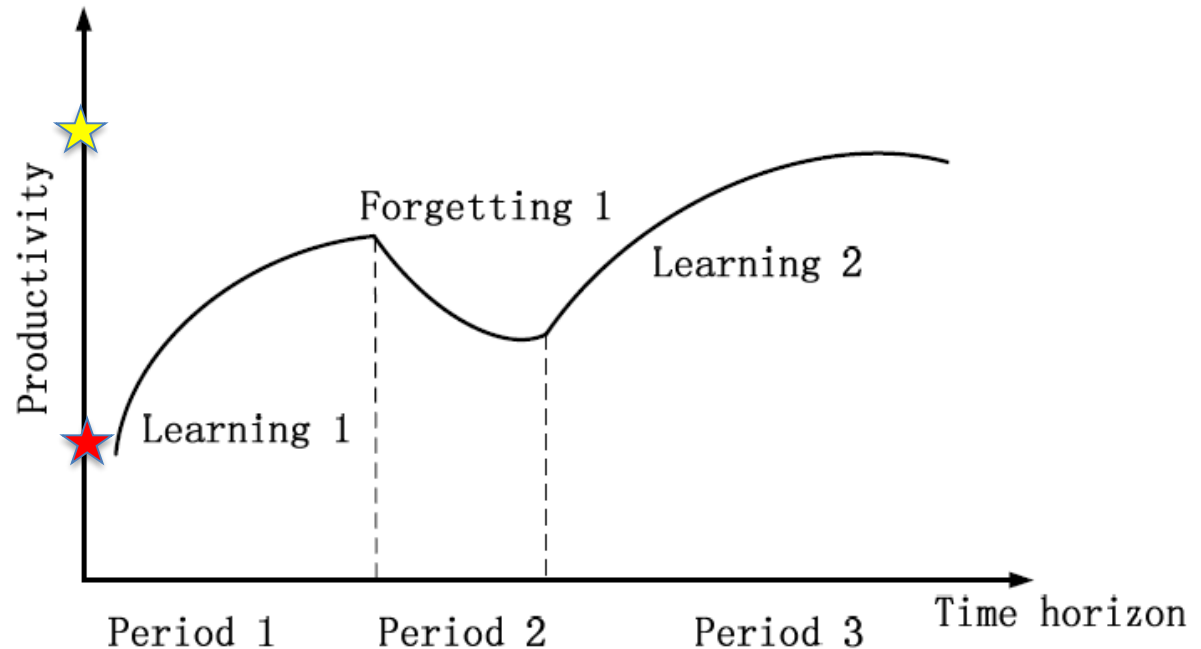
ISE Magazine, May 2017, 9(5)

# Workers Learning and Forgetting effects can impact productivity estimations.

Shafer et al. [2001]



*“The time needed to produce a single unit continuously decreases with the processing of additional units”\**



# Learning and Forgetting increases the complexity of the scheduling problem

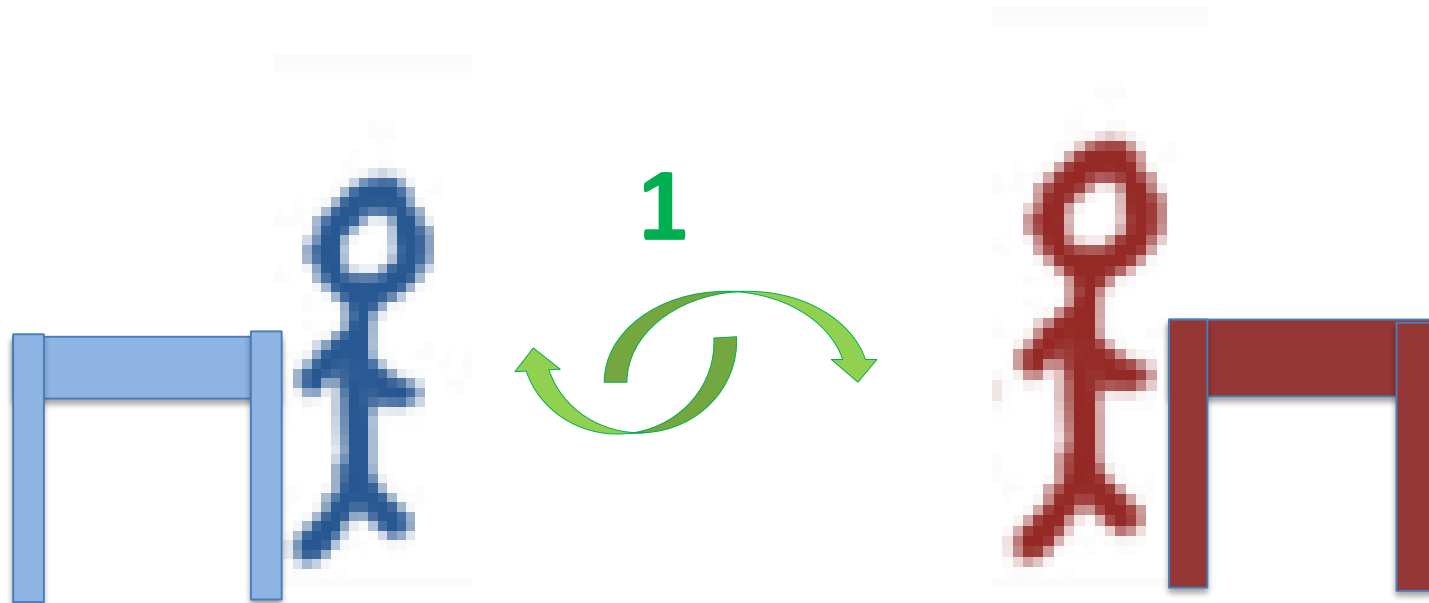
Shafer et al. [2001]

- Nembhard and Bentefouet (2012): ***Reformulation to MIP***
- Hewitt et al. (2015): ***Reformulation , Scaling Algorithm***
- Jin et al. (2016): ***Integer Programming Techniques***
- Wang et al. (2016): ***Branch-and-bound, Meta-heuristics***

# Let's take advantage of the optimal solution structure.

*“Within parallel systems, when the demand is set for production during the entire time horizon and considering a differentiable non-decreasing model of performance, the maximum number of stints per worker per task is one”*

*Theorem 2 Nembhard and Bentefouet (2012)*



# Multi-period two parallel station system scheduling problem with L/F and demand constraints

Nembhard & Bentefouet [2012]

1. A worker's performance is a function of their skills and experience.
2. A one-to-one task-station relation.
3. No starvation or blocking.
4. The time horizon can be decomposed into same length periods.
5. At each period, a worker can only be assigned to a single task.
6. A one-to-one worker-task relation.

# Mathematical formulation:

## Two workers, Two station systems

$J$	Set of tasks, $j=1-2$	$T_{max}$	Completion time of the last task to be finished.
$I$	Set of workers, $i=1-2$	$f_{i,j}$	The estimated productivity of worker $i$ at task $j$ .
$T$	Set of time periods in the horizon, $t=1, \dots, T$	$O_{i,j,t}$	The output of worker $i$ performing task $j$ during period $t$ .
$x_{i,j,t}$	Binary variable that indicates whether task $j$ is performed by worker $i$ during time $t$ .	$D_j$	The demand order size required by task $j$ at time period $T$ , measured in product units.

$$\text{Min } T_{max} \quad (1)$$

$$t * x_{i,j,t} \leq T_{max} \quad \forall i, \forall j, \forall t \quad (2)$$

$$\sum_{i=1}^2 x_{i,j,t} \leq 1 \quad \forall j, \forall t \quad (3)$$

$$\sum_{j=1}^2 x_{i,j,t} \leq 1 \quad \forall i, \forall t \quad (4)$$

$$O_{i,j,t} \leq f_{i,j} \left( \sum_{k=1}^t x_{i,j,k} \right) \times \text{length of period} \quad \forall i, \forall j, \forall t \quad (5)$$

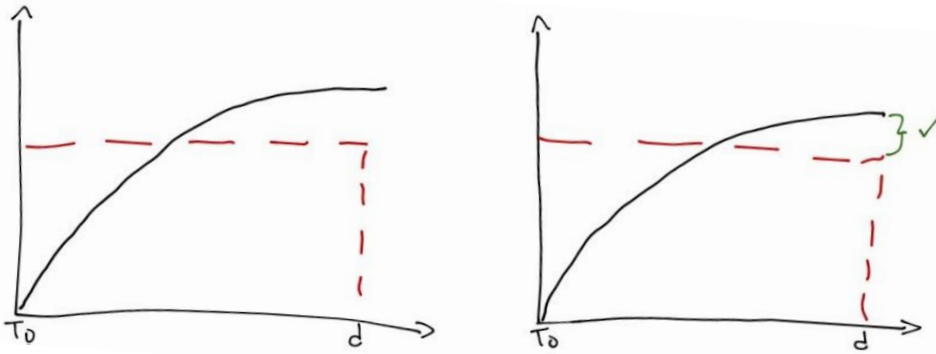
$$\sum_{i=1}^2 \sum_{t=1}^T x_{i,j,t} * O_{i,j,t} \geq D_j \quad \forall j \quad (6)$$



# Cooperative Workforce Planning Heuristic

Iteration 1...

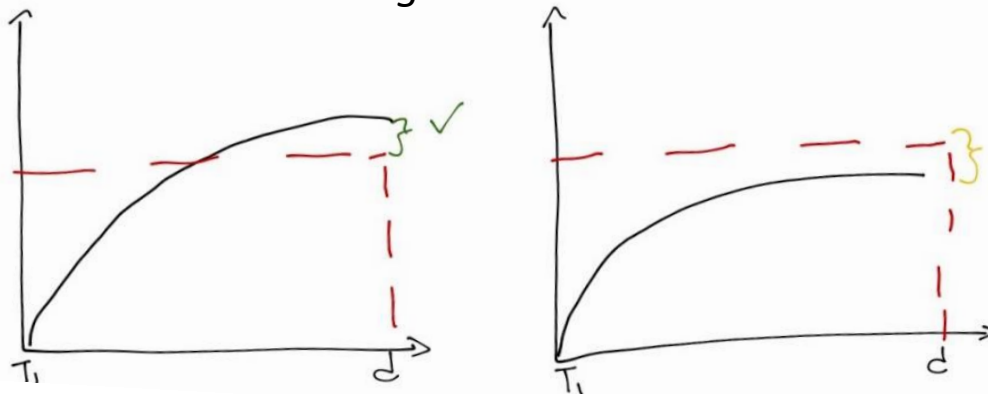
*Arrival Time Controller*



1) Select an initial worker assignment.

2) Checks if the current schedule meets the demand of both stations.

*Switching Time Controller*



3) Generate new Schedule and test.

Time Horizon [t1-T]

# Design of Experiment

Learning function:

## ***Three-parameter Hyperbolic Learning\****

- $p_{i,j}$  represented the initial productivity level of worker  $i$  at task  $j$
- $r_{i,j}$  the learning rate parameter of worker  $i$  at task  $j$
- $k_{i,j}$  the steady state production rate of worker  $i$  at task  $j$ .

$$f_{i,j}(t) = k_{i,j} \frac{t + p_{i,j}}{t + p_{i,j} + r_{i,j}}$$

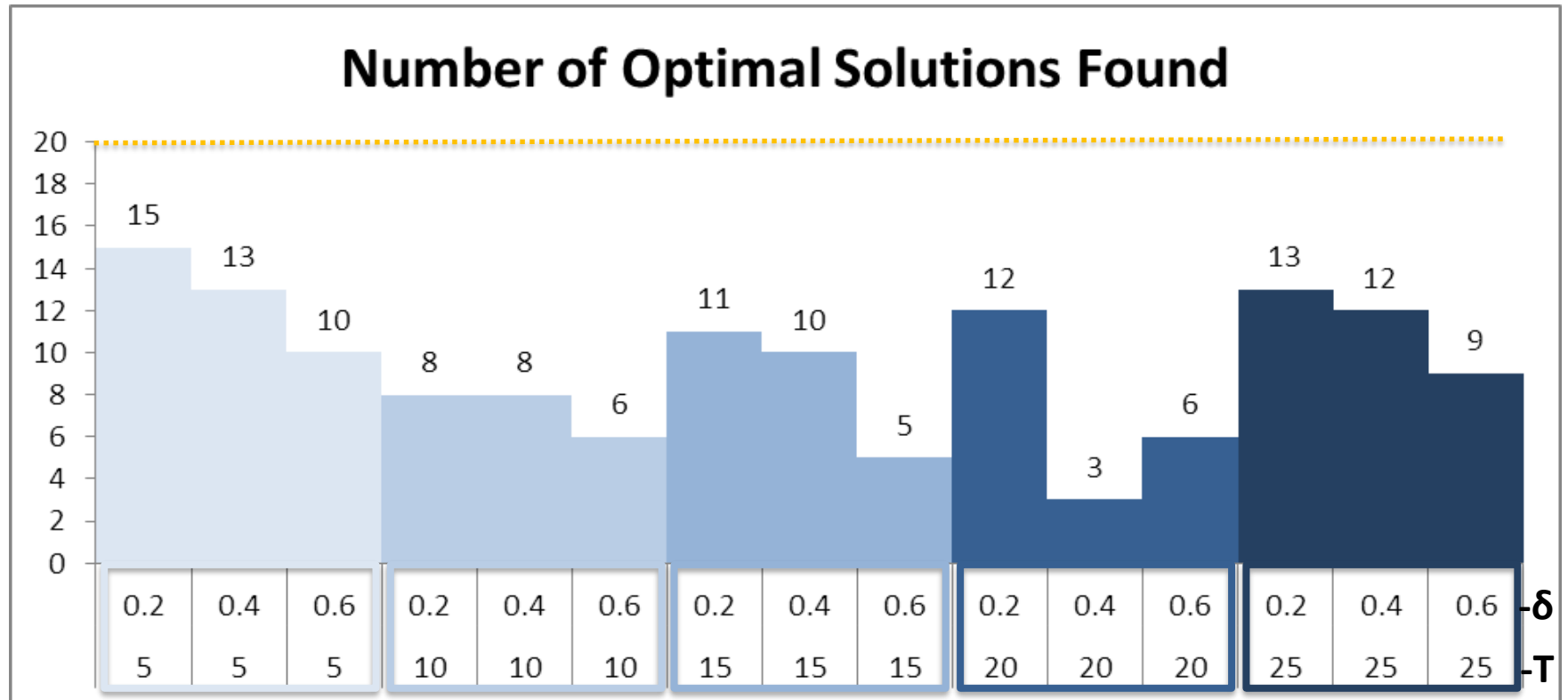
## **Experimental conditions:**

- 1) Time horizon periods (T) = 5,10,15,20,25**
- 2) Demand order factor ( $\delta$ )= 0.2, 0.4, 0.6**

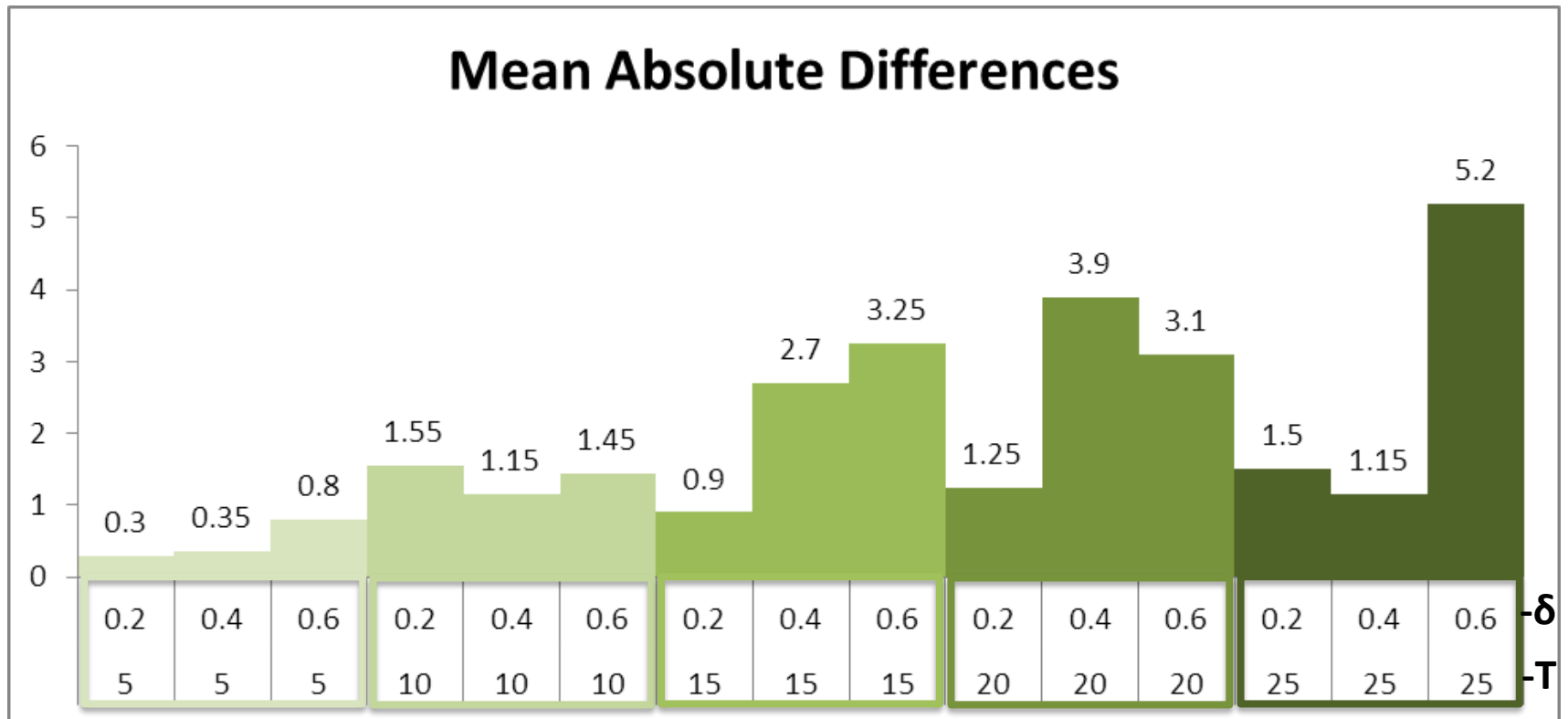
Demand order size sampled from Uniform Dist. : $[(20T\delta/2), (20T\delta)]$

# Experimental Results:

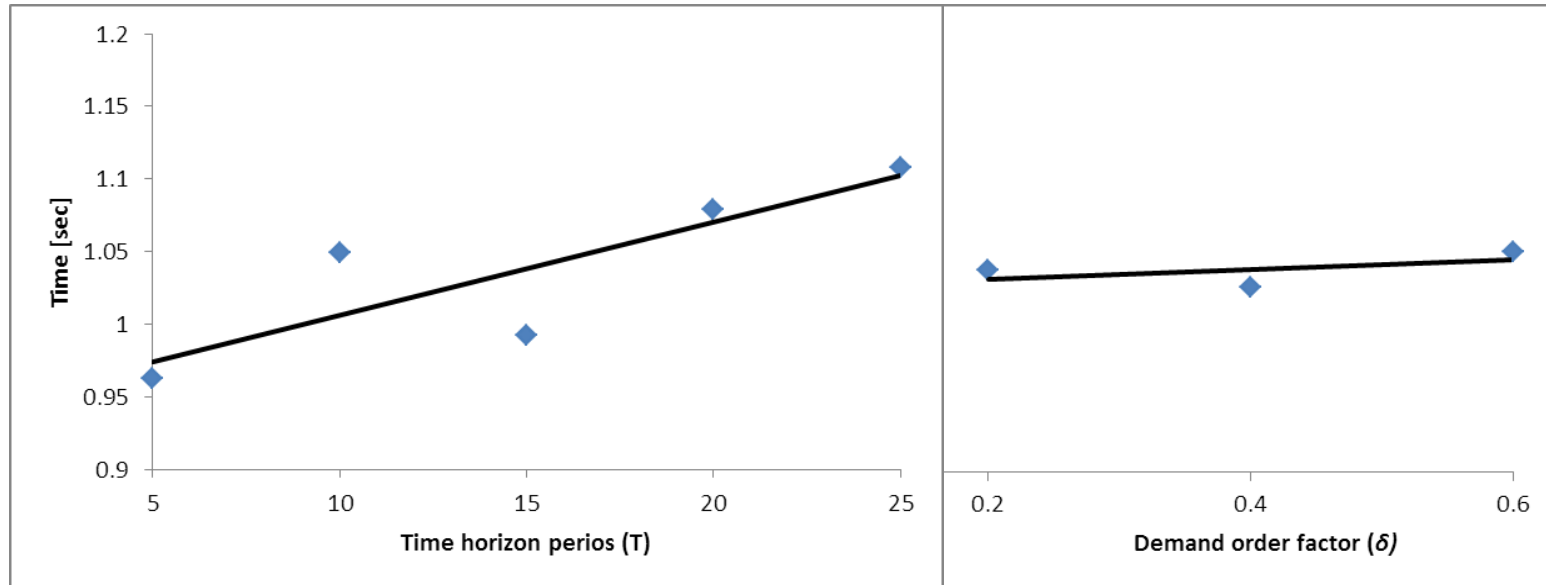
## Optimal solutions are affected by T and $\delta$



# 74% of solution $\leq 1$ time period differences from Optimal.



# Computational Time does not increase exponentially with the problem size



## Summary of ANOVA tests

	$\delta$	T
Proportion of Optimal Solution	5.70 (0.004)	4.02 (0.003)
Absolute Difference	5.87 (0.003)	4.66 (0.001)
CPU Time [sec]	0.30 (0.741)	4.35 (0.002)

*F-statistic (P-value)*



# Questions



# References

W. Vanderbloemen, “*Forbes*,” *This Is Why People (Not Technology) Are Still Your Greatest Asset*, Dec-2016.

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# Additional Slides: Empirical Data Used

## Three-parameter Hyperbolic Learning model

Empirical data presented by Shafer et al. (2001) and implemented by Nembhard & Bentefouet (2012).

The mean vector and variance-covariance matrix of  $[ \ln(k), \ln(p), \ln(r) ]$  are approximated by  $\boldsymbol{\mu}$  and  $\boldsymbol{\Sigma}$  as:

$$\boldsymbol{\mu} = [ 3.36 \quad 4.66 \quad 4.83 ] \quad \boldsymbol{\Sigma} = \begin{bmatrix} 0.054 & 0.397 & 0.374 \\ 0.397 & 7.821 & 5.430 \\ 0.374 & 5.430 & 4.923 \end{bmatrix}$$

- $p_{i,j}$  represented the initial productivity level of worker  $i$  at task  $j$
- $r_{i,j}$  the learning rate parameter of worker  $i$  at task  $j$
- $k_{i,j}$  the steady state production rate of worker  $i$  at task  $j$ .

$$f_{i,j}(t) = k_{i,j} \frac{t + p_{i,j}}{t + p_{i,j} + r_{i,j}}$$



# Additional Slides: Algorithm's Inputs

## Problem parameters:

- Production time horizon ( $T$ )
- Demand order size of both tasks required at the end of the time horizon ( $D_j \forall j$ )
- Output of worker  $i$  performing task  $j$  during period  $t$  ( $O_{i,j,t}$ ).

## Heuristics parameters :

- *Arrival time controller* law gain ( $\alpha$ ),
- *Switching time controller* law gain ( $\gamma$ ),
- Upper bound for the discrete event simulation iterations ( $\theta$ ).

The values of these parameters can have a direct impact on the stability of the heuristic and its performance on generating good schedules , as shown by Prabhu (2000).

Based on initial experimental results these parameter were set:

$$\alpha = 0.2, \gamma = 0.4, \text{ and } \theta = 1,000.$$

# Additional Slides: Algorithm

**Input:**  $T, D_j, O_{i,j,t}, \alpha, \gamma, \theta \quad \forall i \forall j, \forall t;$

1. **Step 1:** Define:

Simulation iteration  $r = 0$ , Arrival vector  $a(\theta) = \emptyset$  with it first entry  $a(1) = 1$ , Switching vector  $s(\theta) = \emptyset$  with it first entry  $s(1) = 1$ , Task assignment  $\omega_1 = 1, \omega_2 = 2$ , Tasks production output vector  $P_1(\theta) = \emptyset$  and  $P_2(\theta) = \emptyset$ ;

1. **Step 2:** Select the initial worker assignment;

**if**  $\sqrt{\frac{(\sum_{t=1}^T x_{2,1,t} * O_{2,1,t} - D_1)^2 + (\sum_{t=1}^T x_{1,2,t} * O_{1,1,t} - D_2)^2}{2}} < \sqrt{\frac{(\sum_{t=1}^T x_{1,1,t} * O_{1,1,t} - D_1)^2 + (\sum_{t=1}^T x_{2,2,t} * O_{2,2,t} - D_2)^2}{2}}$  **then**

$\omega_1 \leftarrow 2$  and  $\omega_2 \leftarrow 1$ ;

**end**

1. **Step 3:** Applied switching and arrival controllers;

2.  $P_1(r) \leftarrow \sum_{t=a(r)}^{s(r)-1} x_{\omega_2,1,t} * O_{\omega_2,1,t} + \sum_{t=s(r)}^T x_{1,1,t} * O_{\omega_2,1,t}$ ,

3.  $P_2(r) \leftarrow \sum_{t=a(r)}^{s(r)-1} x_{\omega_1,2,t} * O_{\omega_1,1,t} + \sum_{t=s(r)}^T x_{\omega_2,2,t} * O_{\omega_2,1,t}$ ;

4. **if**  $P_1(r) \geq D_1$  &  $P_2(r) \geq D_2$  **then**

5.  $a(r+1) \leftarrow a(r) + \alpha \left[ \min \left( \frac{P_1(r) - D_1}{(0.5) * (P_1(r) + P_2(r))}, \frac{P_2(r) - D_2}{(0.5) * (P_1(r) + P_2(r))} \right) \right]$ , **else**  $a(r+1) \leftarrow a(r)$ ;

6. **if**  $P_1(r) < D_1$  or  $P_2(r) < D_2$  **then**

7.  $s(r+1) \leftarrow s(r) + \gamma \left[ \min \left( \frac{D_1 - P_1(r)}{(0.5) * (P_1(r) + P_2(r))}, \frac{D_2 - P_2(r)}{(0.5) * (P_1(r) + P_2(r))} \right) \right]$ , **else**  $s(r+1) \leftarrow \min(s(r), a(r))$ ;

8. **Step 4:** Repeat Step 3 and 4 with  $r \leftarrow r + 1$  **until**  $r + 1 = \theta$

9. **Step 5:** Output :  $\omega_1, \omega_2, a(m), s(m), x_{i,j,t} \quad \forall i \forall j, \forall t;$

$a(m) = \min(a(\theta) | P_1(\theta) \geq D_1 \text{ \& } P_2(\theta) \geq D_2)$

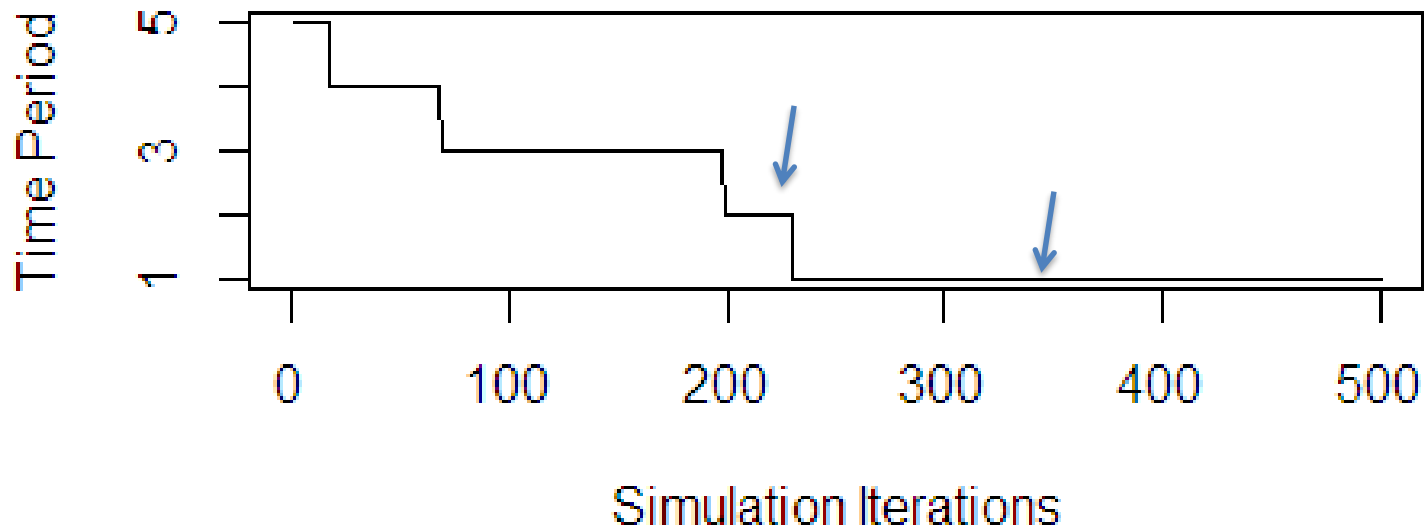
$x_{\omega_1,1,t} = 1$  for  $a(m) < t < s(m-1)$ ,  $x_{\omega_1,2,t} = 1$  for  $s(m) < t < T$ , 0 otherwise

$x_{\omega_2,1,t} = 1$  for  $a(m) < t < s(m-1)$ ,  $x_{\omega_2,2,t} = 1$  for  $s(m) < t < T$ , 0 otherwise

# Additional Slides: Algorithm's Outputs

## Example 1

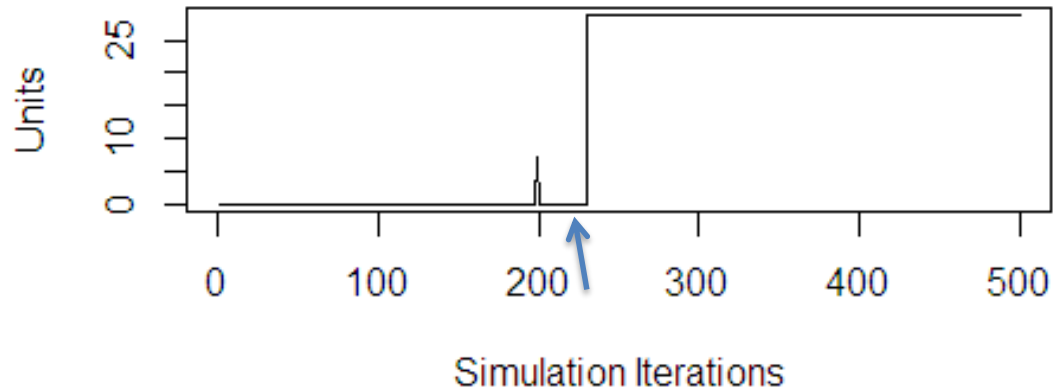
**Makespan( $T=5$ , Demand Factor=0.6)**



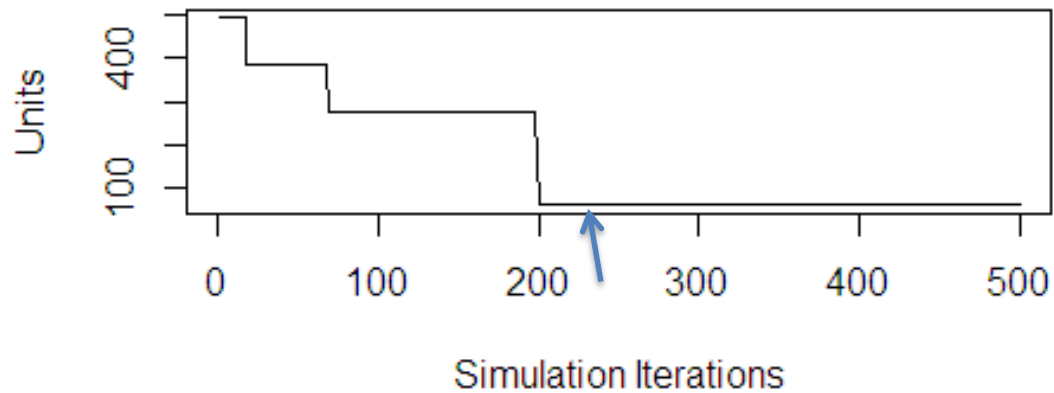
# Additional Slides: Algorithm's Outputs

## Example 1

### Shortage

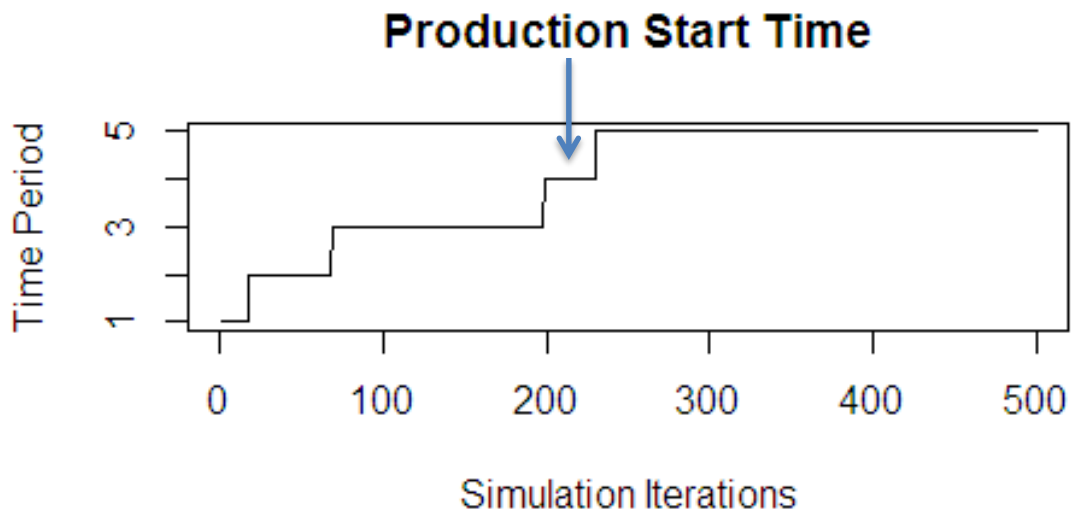
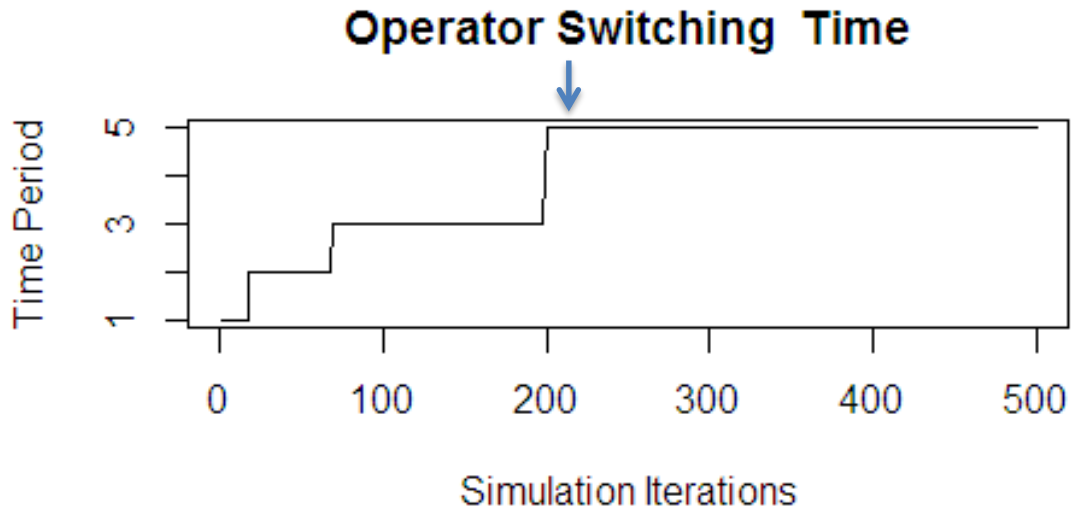


### Orders RMSD



# Additional Slides: Algorithm's Outputs

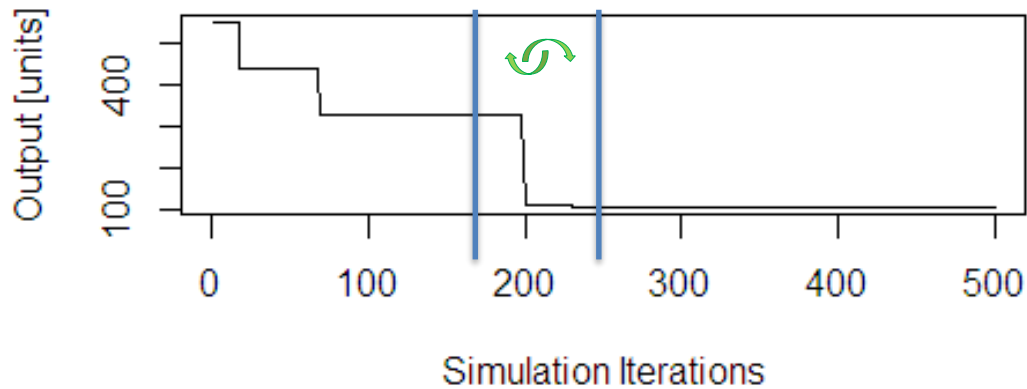
## Example 1



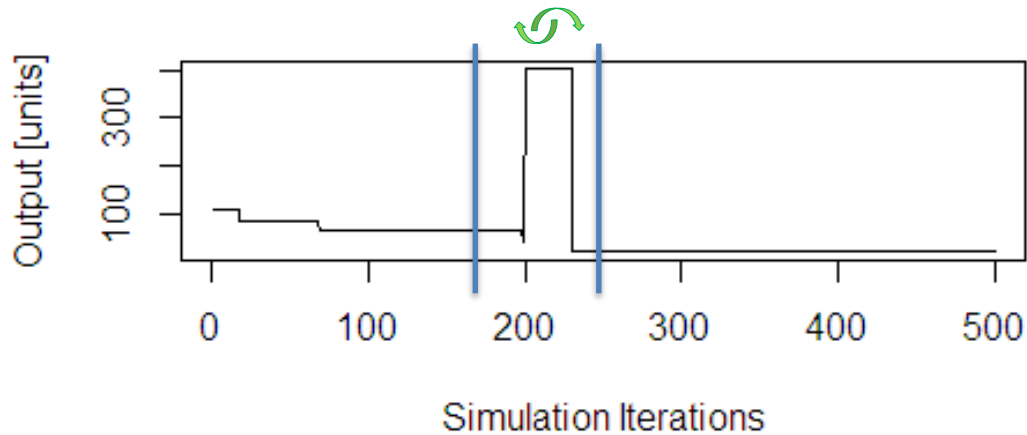
# Additional Slides: Algorithm's Outputs

## Example 1

**Station 1 (order size=50)**



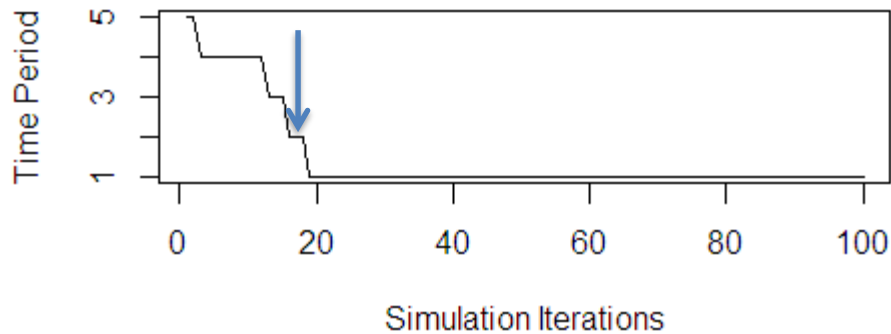
**Station 2 (order size=50)**



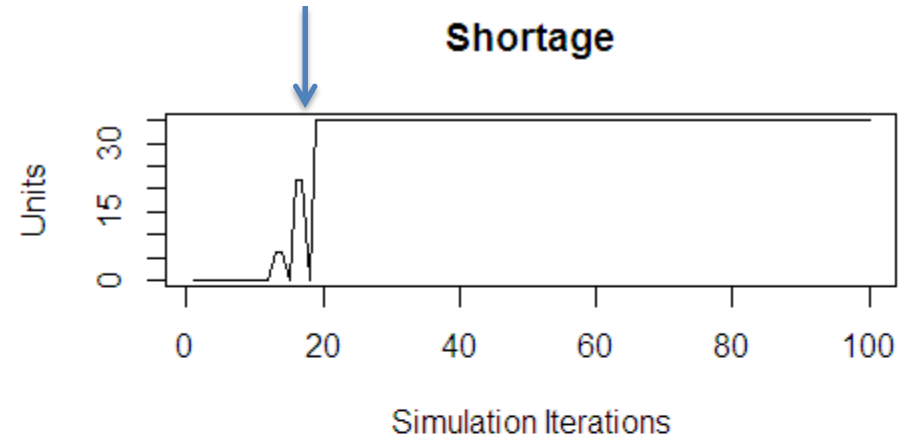
# Additional Slides: Algorithm's Outputs

## Example 2

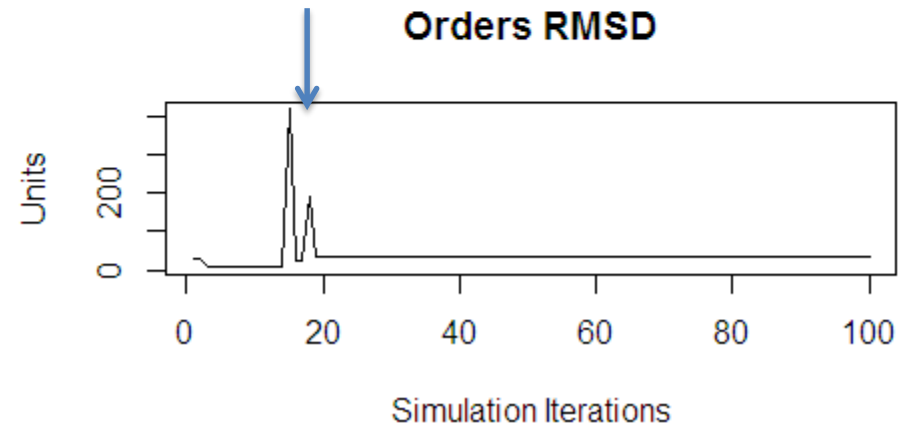
**Makespan(T=5, Demand Factor=0.6)**



**Shortage**



**Orders RMSD**



# Additional Slides: Algorithm's Outputs

## Example 2

