

# Advanced Multi-objective Facility Layout Planning for Modern Manufacturing Environments

Thomas Seidelmann  
Faculty of Computer Science  
Otto-von-Guericke-Universität Magdeburg, Germany  
[thomas.seidelmann@ovgu.de](mailto:thomas.seidelmann@ovgu.de)

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# I. Introduction

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  - Research Landscape
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II. The integrated FLP and JSP Problem

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IV. Conclusion

# Motivation



Today's topic is all about efficient manufacturing:

- ❖ Minimizing cost
- ❖ Minimizing production time

→ Facility Layout Planning (FLP) and Job-Shop Scheduling (JSP)

# Motivation



# Introduction to Facility Layout Planning



“[FLP] is the problem of determining the most efficient physical arrangement of a number of interacting facilities on the factory floor of a manufacturing system in order to meet one or more objectives”

Ripon et al. (2012)

# Introduction to Facility Layout Planning



How can we formalize it? → The Quadratic Assignment Problem

We have given:

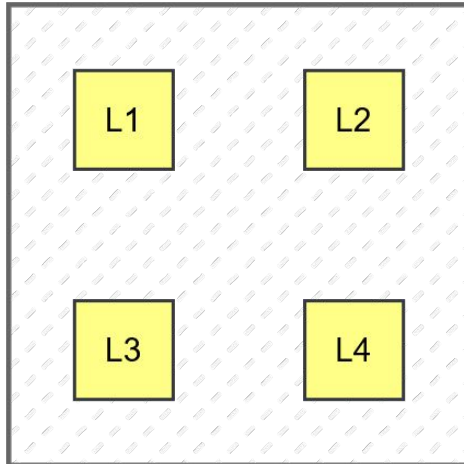
- ❖ n machines
- ❖ n locations
- ❖ A distance matrix between locations
- ❖ A flow matrix between machines

→ Which assignment of machines to locations minimizes the distance weighted material flow between them?

# Introduction to Facility Layout Planning

Example: We have 4 machines and 4 locations as follows...

Locations

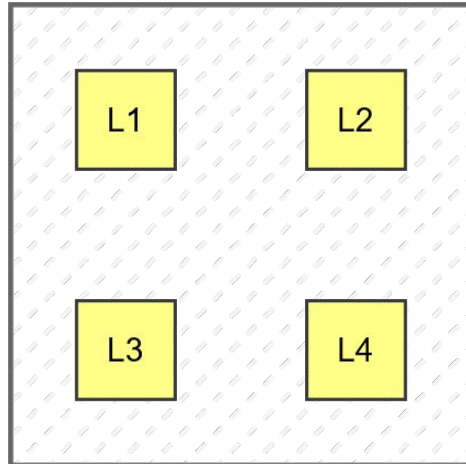




# Introduction to Facility Layout Planning

Example: We have 4 machines and 4 locations as follows...

Locations



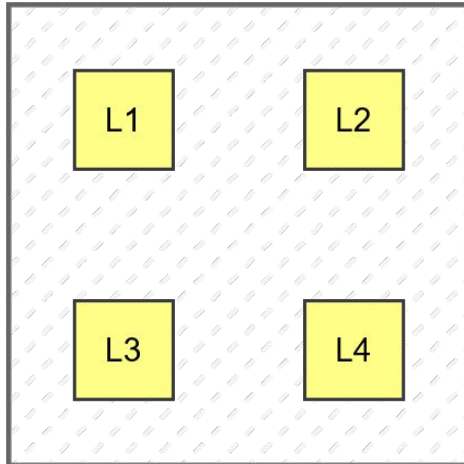
Distance Matrix

	L1	L2	L3	L4
L1		1	1	2
L2	1		2	1
L3	1	2		1
L4	2	1	1	

# Introduction to Facility Layout Planning

Example: We have 4 machines and 4 locations as follows...

Locations



Distance Matrix

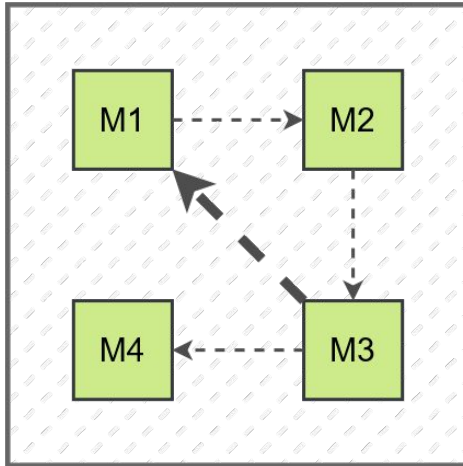
	L1	L2	L3	L4
L1		1	1	2
L2	1		2	1
L3	1	2		1
L4	2	1	1	

Flow Matrix

	M1	M2	M3	M4
M1		1		
M2			1	
M3	10			1
M4				

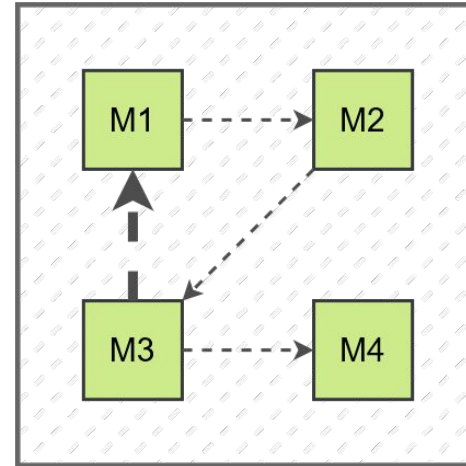
# Introduction to Facility Layout Planning

Example: Let's solve it... (sum of material flows times distances)



Layout 1:

$$1 \times 1 + 1 \times 1 + 1 \times 1 + 2 \times 10 = 23$$



Layout 1:

$$1 \times 1 + 2 \times 1 + 1 \times 1 + 1 \times 10 = 14$$

# Introduction to Job-Shop Scheduling



“[JSP] is the problem of allocating machines to competing jobs overtime, subject to the constraint that each machine can handle at most one job at a time.”

Mascis and Pacciarelli (2002)

# Introduction to Job-Shop Scheduling



Formalization of the basic Job-Shop Scheduling problem

We have given:

- ❖ A set of jobs:  $J$
- ❖ A set of operations:  $O$
- ❖ A set of machines:  $M$

, where each operation...

- ❖ belongs to a specific job
- ❖ requires a specific machine
- ❖ has a specific processing time
- ❖ may have precedence constraints

→ Which schedule of operations on the machines minimizes the makespan?

# Introduction to Job-Shop Scheduling

Example: We have 3 machines and 3 jobs as follows...

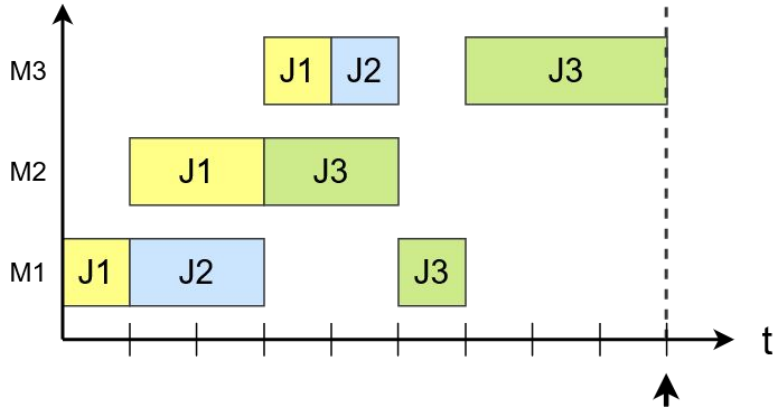
Job / Operations Matrix

	$o_{j,1}$	$o_{j,2}$	$o_{j,3}$
$j_1$	$m_{1,1}$	$m_{2,2}$	$m_{3,1}$
$j_2$	$m_{1,2}$	$m_{3,1}$	
$j_3$	$m_{2,2}$	$m_{1,1}$	$m_{3,3}$

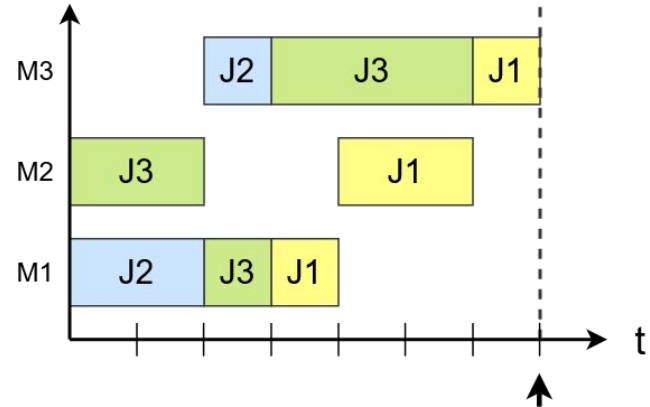
- ❖ Job 1 has 3 operations
- ❖ Its operations must be processed in order ( $o_{1,1} \rightarrow o_{1,2} \rightarrow o_{1,3}$ )
- ❖ Cells indicate required machine and processing time

# Introduction to Job-Shop Scheduling

Example: Let's solve it... (time of completion)



Schedule 1: Makespan = **9**



Schedule 2: Makespan = **7**

# Summary of the Basics



## Facility Layout Planning (FLP):

Positioning machines on a shop floor to minimize the total distance of product flows.

→ Material Handling Cost

## Job-Shop Scheduling (JSP):

Scheduling operations on machines to minimize the total required processing time.

→ Makespan



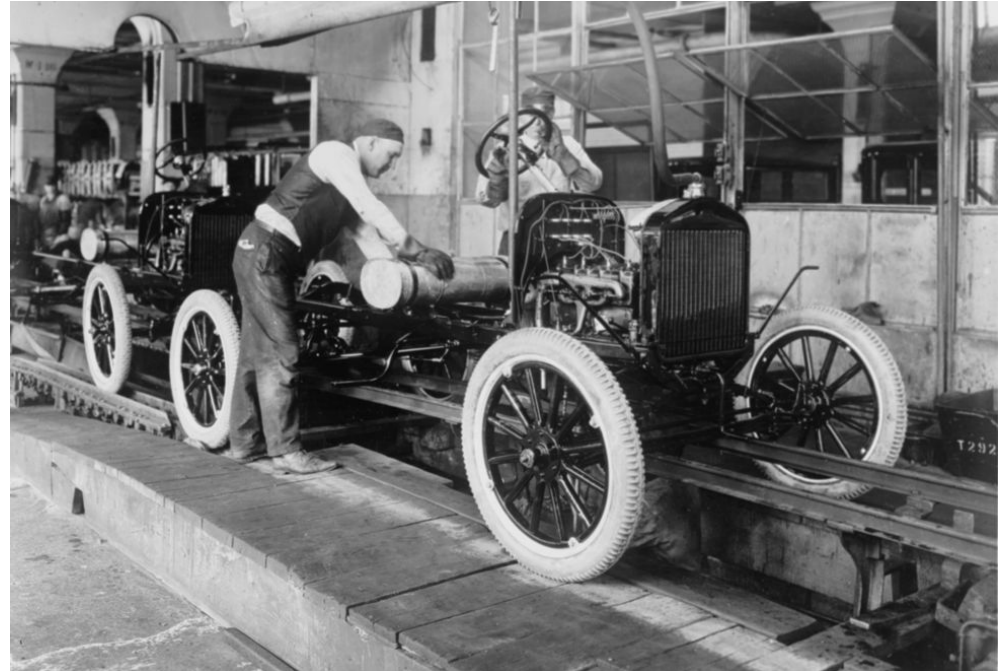
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# Research History

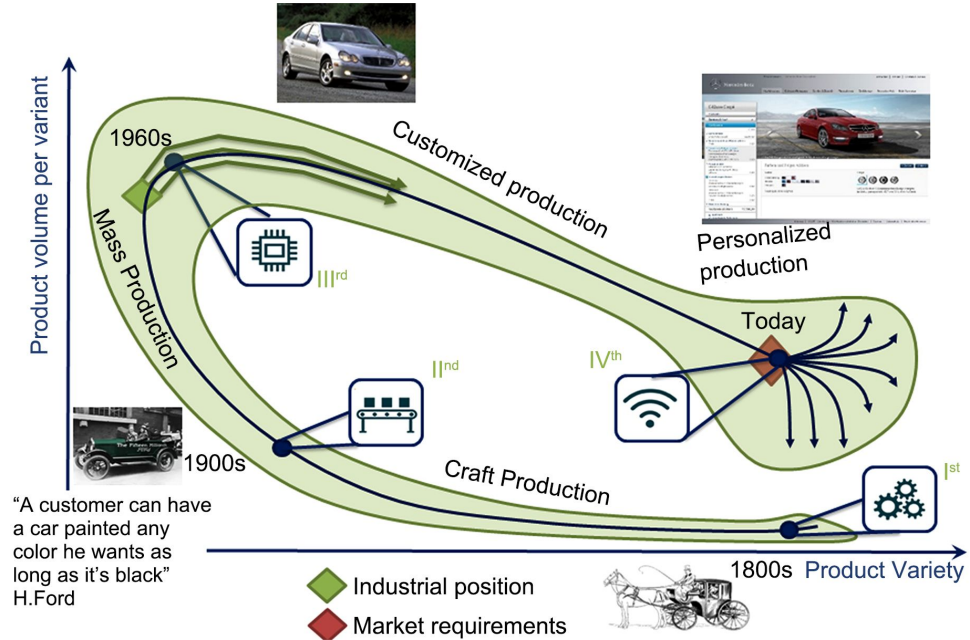
The problem of efficient manufacturing is not new.

However, the manufacturing landscape continues to change over time and new challenges emerge.



<https://www.thoughtco.com/henry-ford-and-the-assembly-line-1779201>

# Paradigm Shifts in the Industry



Asadollahi-Yazdi et al. (2020)

# Paradigm Shifts in the Industry



Challenges today:

- ❖ Increased product variety
- ❖ Shorter life cycles
- ❖ Smaller lot sizes
- ❖ Non-stable demand
- ❖ Increased manufacturing complexity

Asadollahi-Yazdi et al. (2020), Maganha et al. (2019)

# Influence on FLP and JSP

As a result of these paradigm shifts, many variants of FLP and JSP emerged and continue to emerge:



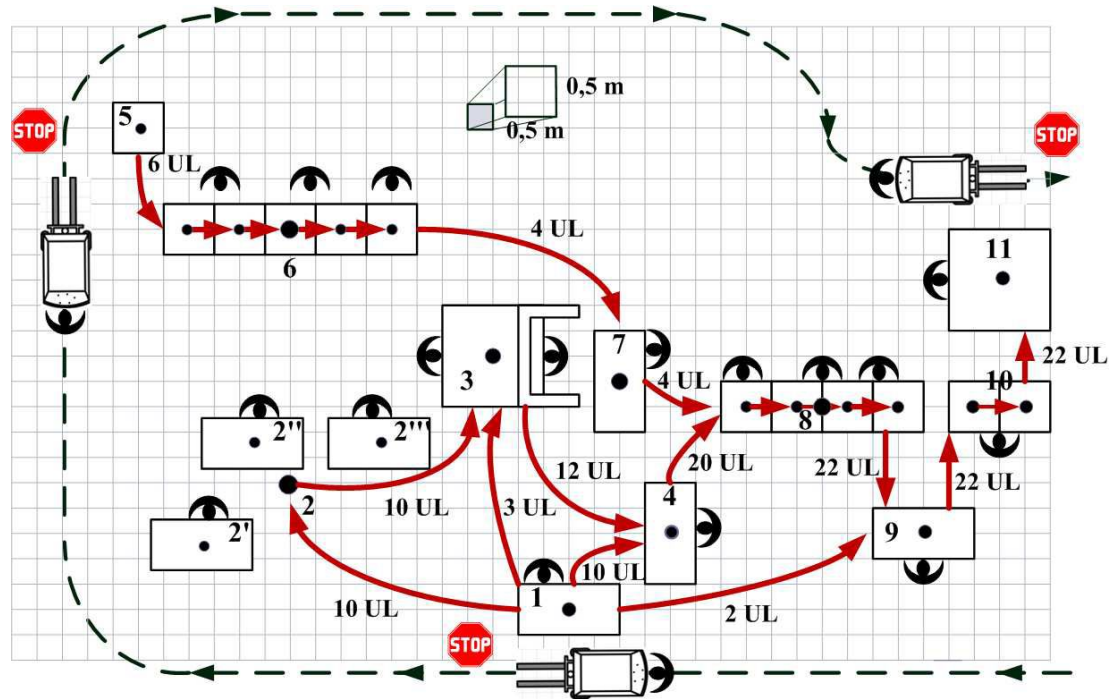
Hits for Google Scholar queries "Facility Layout Planning" & "Job Shop Scheduling" in two year intervals

# Examples of FLP variations

- ❖ Unequal Area FLP
- ❖ Qualitative constraints (adjacency factors)
- ❖ Multi-Facility Layout Planning
- ❖ Single-Period / Multi-Period Planning
- ❖ Workflow Interference
- ❖ ...

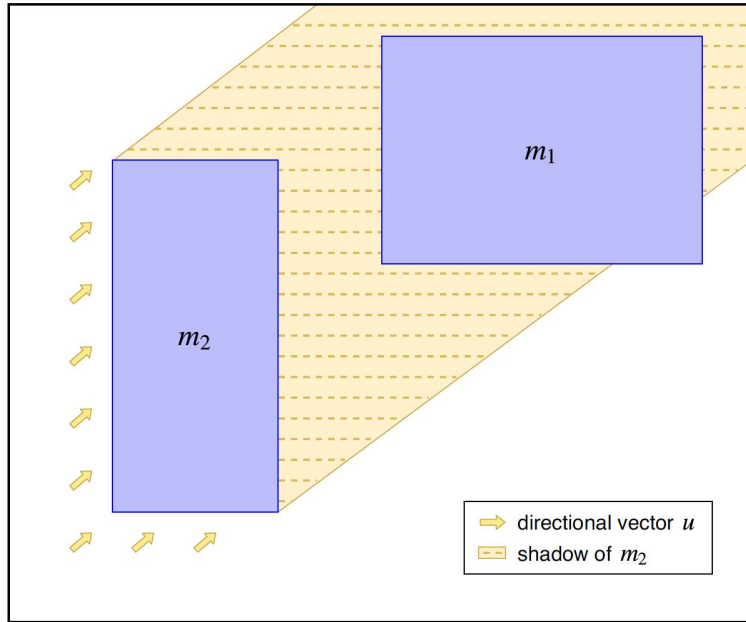
Let's take a short look.

# Unequal Area FLP



Kovács and Kot (2017)

# Constraints & Adjacency Factors



Geometrically Relative Order, Wen and Ting (2018)

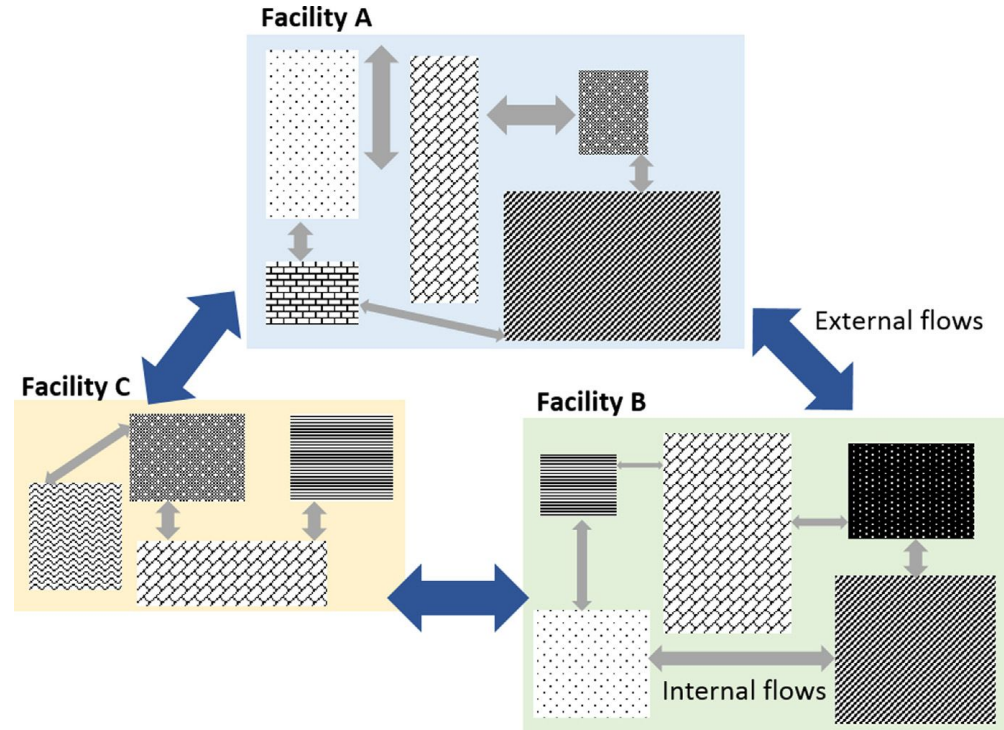
$i,j$	1	2	3	4	5	6
1	-	O	E	A	A	I
2	O	-	X	I	U	O
3	E	X	-	O	A	U
4	A	I	O	-	U	O
5	A	U	A	U	-	X
6	I	O	U	O	X	-

A: Absolutely necessary; E: Especially important; I: Important;  
O: Ordinary close; U: Unimportant; and X: Undesirable

Adjacency Matrix, Tayal and Singh (2019)

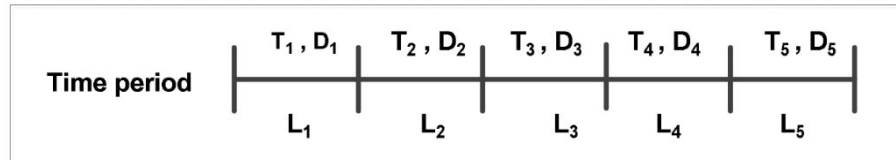


# Multi-Facility Layout Planning



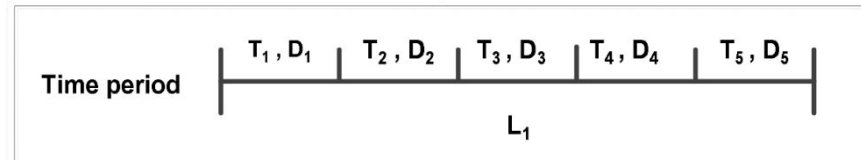
Azevedo et al. (2017)

# Multi-Period Layout Planning



a) Re-layout

Designing a new layout  
for each period

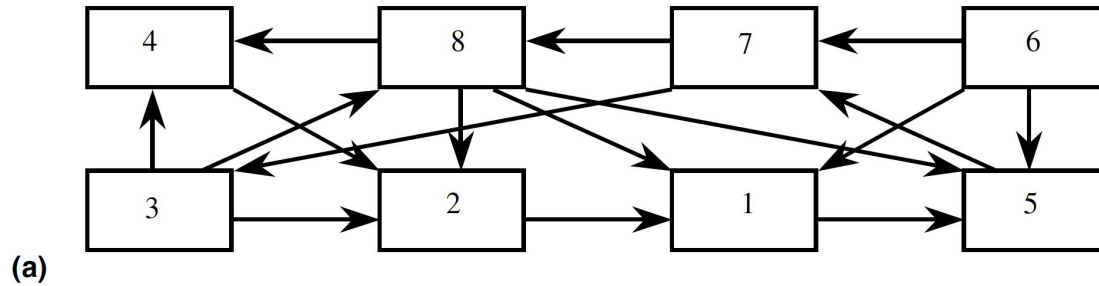


b) Robust layout

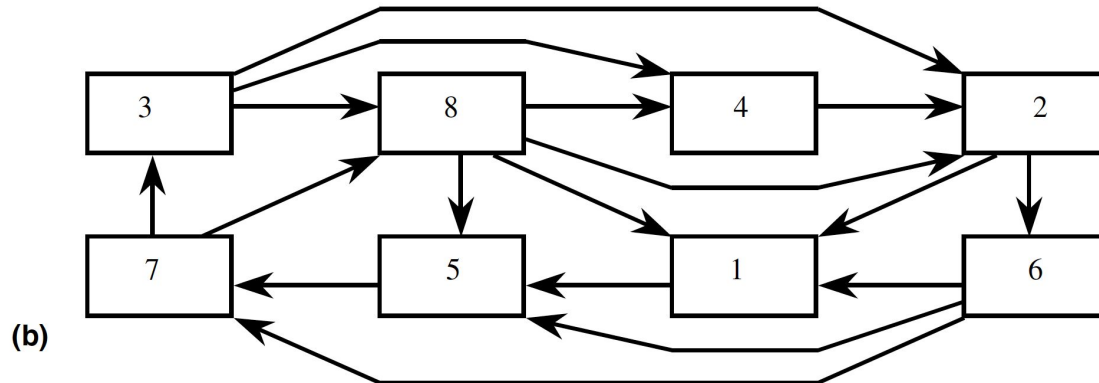
Designing a layout that  
works for all periods

Vitayasak and Pongcharoen (2015)

# Minimizing Workflow Interference



Many intersections:  
High Conflict Potential



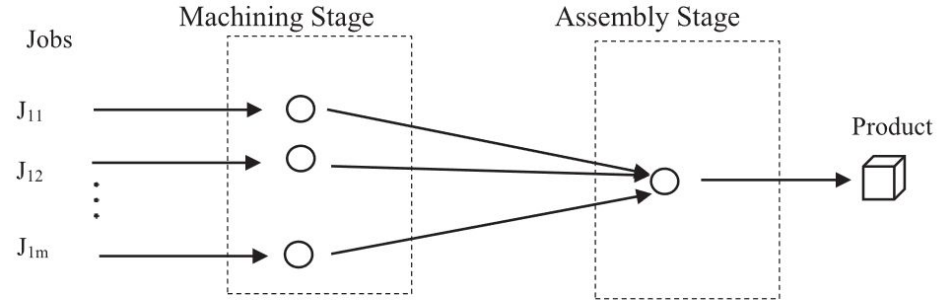
No intersections:  
Little Conflict Potential

# Examples of JSP variations

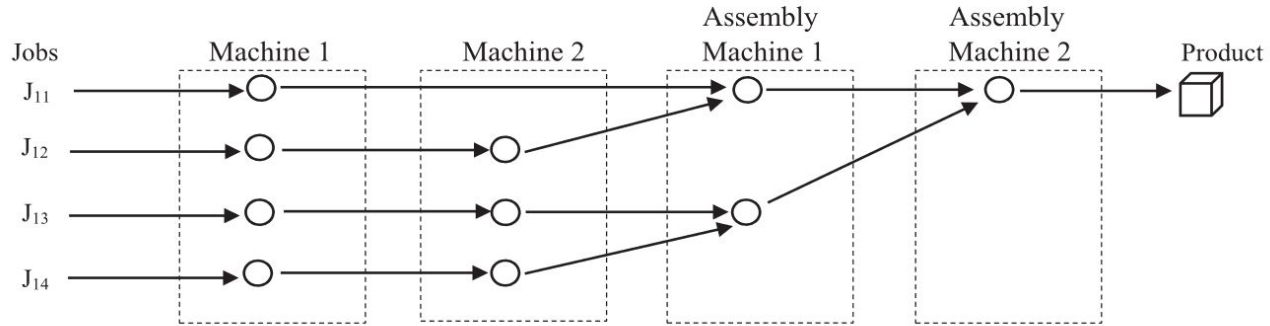
- ❖ Job interdependencies
- ❖ Flexible JSP
- ❖ Robust JSP
- ❖ Dynamic JSP
- ❖ Multi-fidelity Models
- ❖ ...

Let's take a short look.

# Job Interdependencies



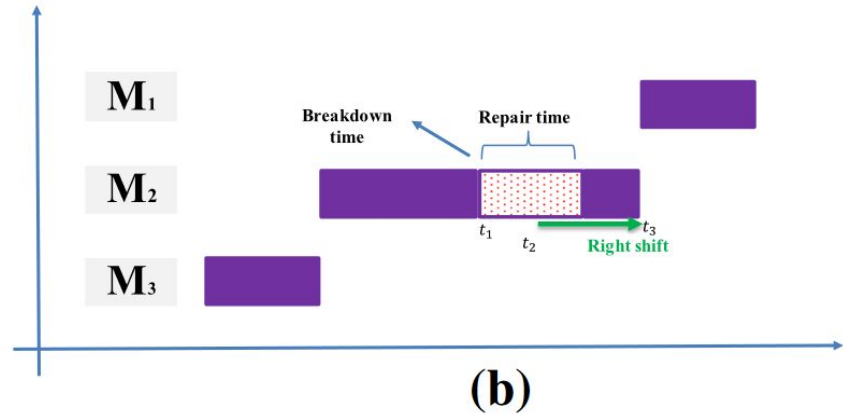
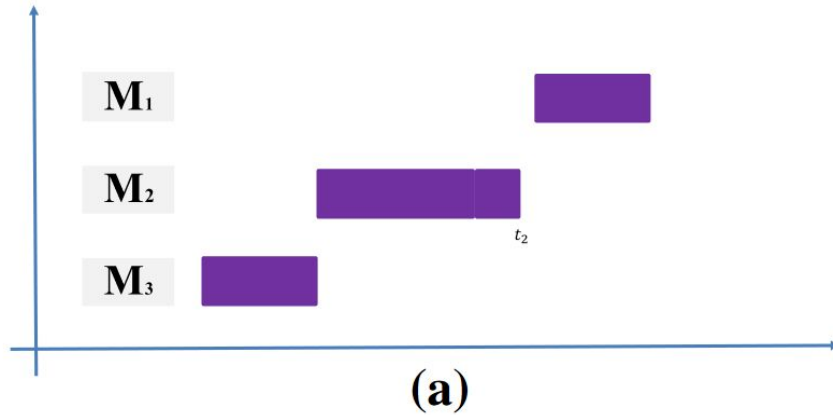
**a**



**b**

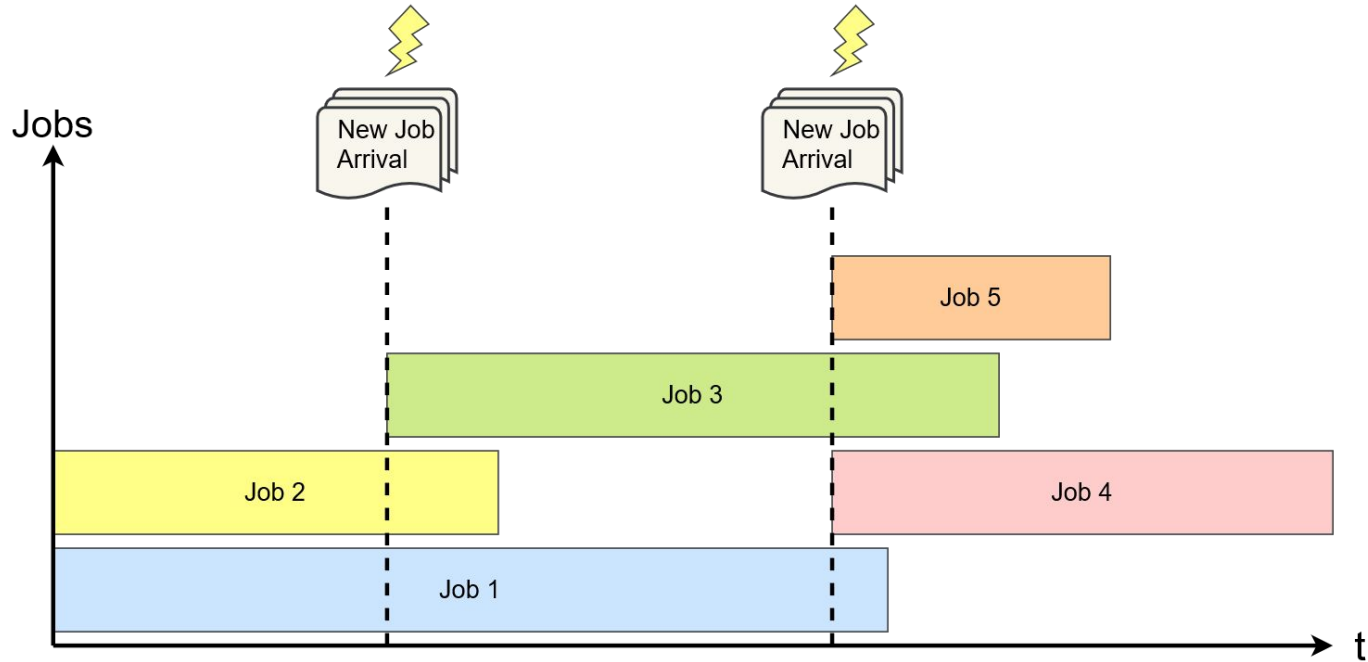


# Robust JSP



Teymourifar et al. (2020)

# Dynamic JSP

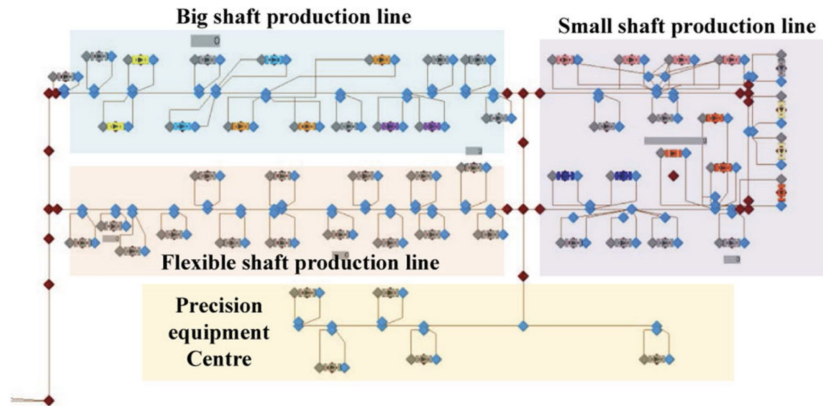


described by Kundakci and Kulak (2016) for example

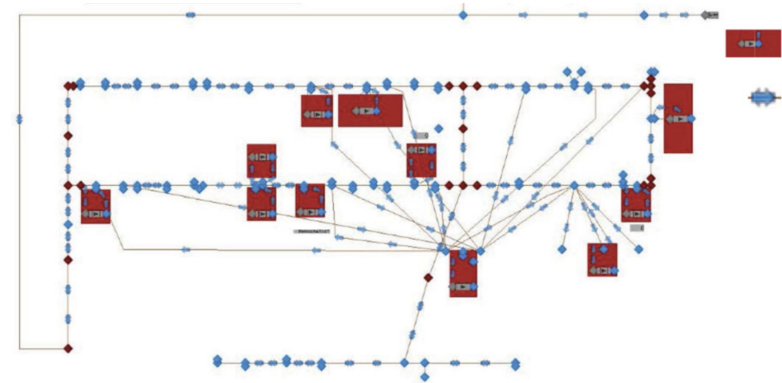


# Multi-Fidelity Models

## High-fidelity model



## Low-fidelity model



Zhang et al. (2022)

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# Project Partners



# Factory of the Future @ Arena2036



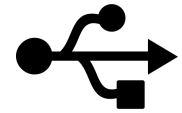
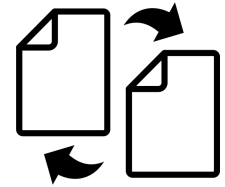
# Factory of the Future @ Arena2036



# The Vision

A big problem for industry 4.0 is the interoperability of systems:

- ❖ Much research aims at creating a universal interface
- ❖ Often realized via IoT networks (Internet of Things)
- ❖ This research field is very crowded
- ❖ Big players from the industry have much influence



# The Vision



In MOSAIK, we thought ahead:

- ❖ We assumed that a common interface is already established
- ❖ Focus on the challenges that lie beyond
- ❖ Large degree of automation and connectivity (cyber-physical system)
- ❖ Highly dynamic environment

→ How to make the most of it?

# The Vision



Due to the complexity, we focused only on the scheduling problem...

- ❖ A high fidelity simulation model was developed
- ❖ Multiple scheduling approaches were developed
- ❖ Several papers published

The facility layout problem remained.



I. Introduction

## II. The integrated FLP and JSP Problem

- **Problem Formulation**
- Modeling
- Solution Approach

III. Solving the Multi-Objective Optimization Problem

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# Problem Formulation: Challenges

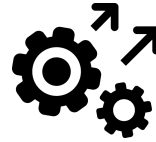
The FLP we now want to solve involves:

- ❖ Make to Order / Lot Size One
- ❖ Unstable demand
- ❖ Flexible manufacturing capabilities
- ❖ Job interdependencies
- ❖ Transporter management
- ❖ Machine selection
- ❖ Re-laying out of existing layouts
- ❖ Multiple conflicting objectives

# Problem Formulation: Objectives

The objectives we want to optimize are as follows:

- ❖ Re-laying out cost
- ❖ Flow time
- ❖ Idle time



# Problem Formulation: Integration

How to solve the FLP for this problem, when...

- ❖ Material flow is not static?
- ❖ Transportation times are not static?
- ❖ We don't know a priori how many machines of which type are ideal?
- ❖ Traditional FLP does not predict flow time and idle time?

→ We need to solve the scheduling problem for any given layout to evaluate it!

# Problem Formulation: Integration



- ❖ Multi-objective,
- ❖ robust multi-period,
- ❖ machine selection

- ❖ Flexible,
- ❖ dynamic,
- ❖ interdependent

**FLP**

**JSP**

Integration

Both are independently NP-hard

# Problem Formulation: Parameters

Let's formalize:

- ❖ Shopfloor is a grid  $s_x \times s_y$
- ❖ Workstations can be assigned to a set of cells  $P$
- ❖ Workstation types that can be assigned are in a set  $W$
- ❖ Workstation allocations are given by the set  $A$
- ❖ There is a number of transporters  $t_n$
- ❖ An allocation with transporters is a layout  $L$
- ❖ An original layout  $L_o$  exists

→ We need to find a new layout that improves upon  $L_o$  optimally

# Problem Formulation: Assumptions

We make the following assumptions:

- ❖ Number of orders at each time is constant
- ❖ All orders are random
- ❖ We have given:
  - a. Possible products
  - b. Precedence relations
  - c. Processing times
  - d. Transporter speeds
- ❖ Unlimited capacities, no collisions, no preemption, no malfunctions, ...

I. Introduction

## II. The integrated FLP and JSP Problem

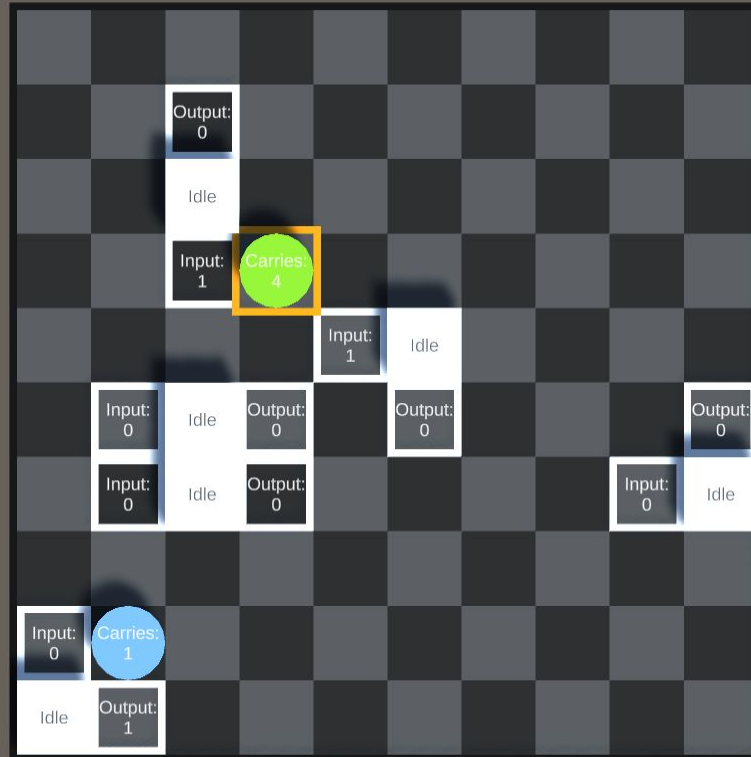
- Problem Formulation
- **Modeling**
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# Modeling



Initialize Start Step Stop

## Infobar

Transporter ID: Transporter2

Position: {4; 7}  
Size: {1; 1}  
Speed: 1.0  
Status: busy

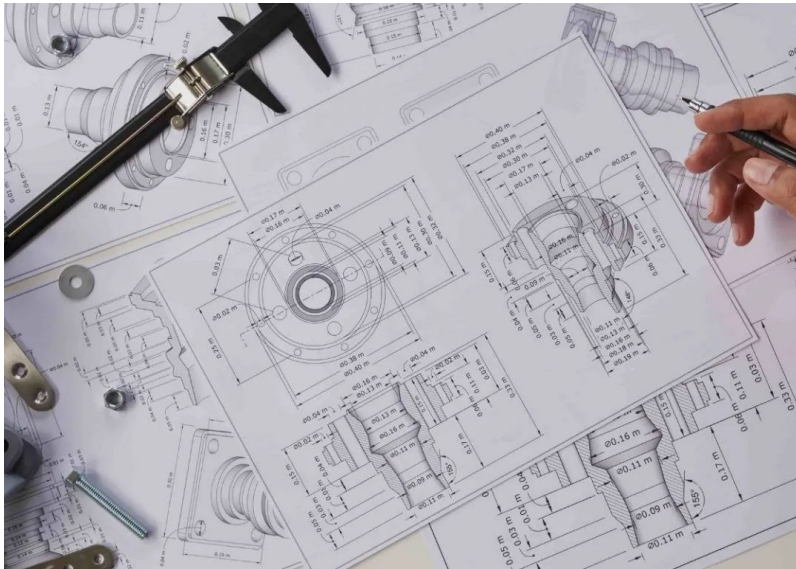
Capacity: 1001

Num Owned Products: 4  
1. Product42 (Smartphone)  
2. Product40 (Ram2Gib)  
3. Product47 (Ram4Gib)  
4. Product50 (Ram2Gib)

Active Task: TransporterTask456  
Task Backlog...  
1. TransporterTask456 ({9; 4})

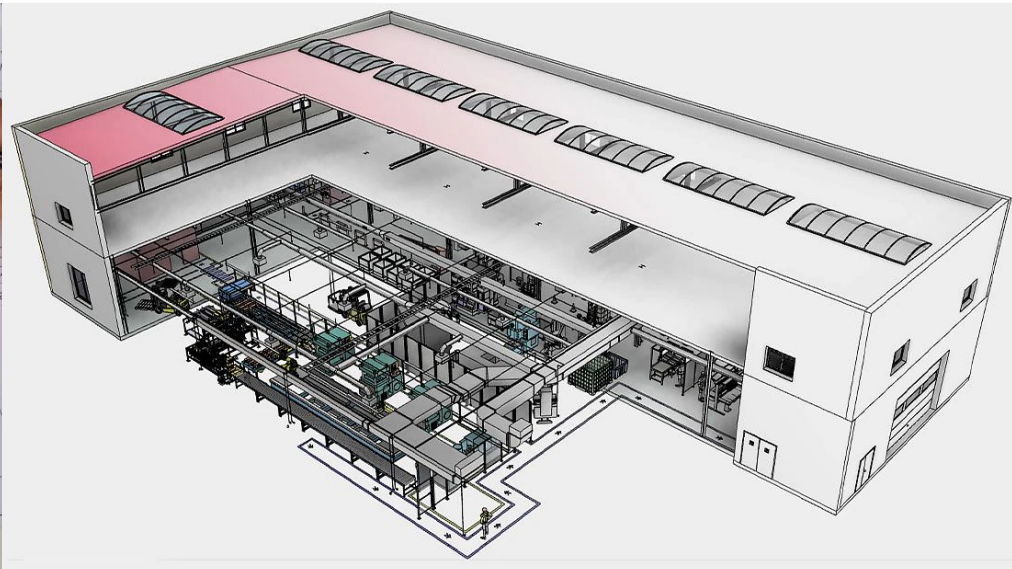
# Simulation Architecture

## Metamodel



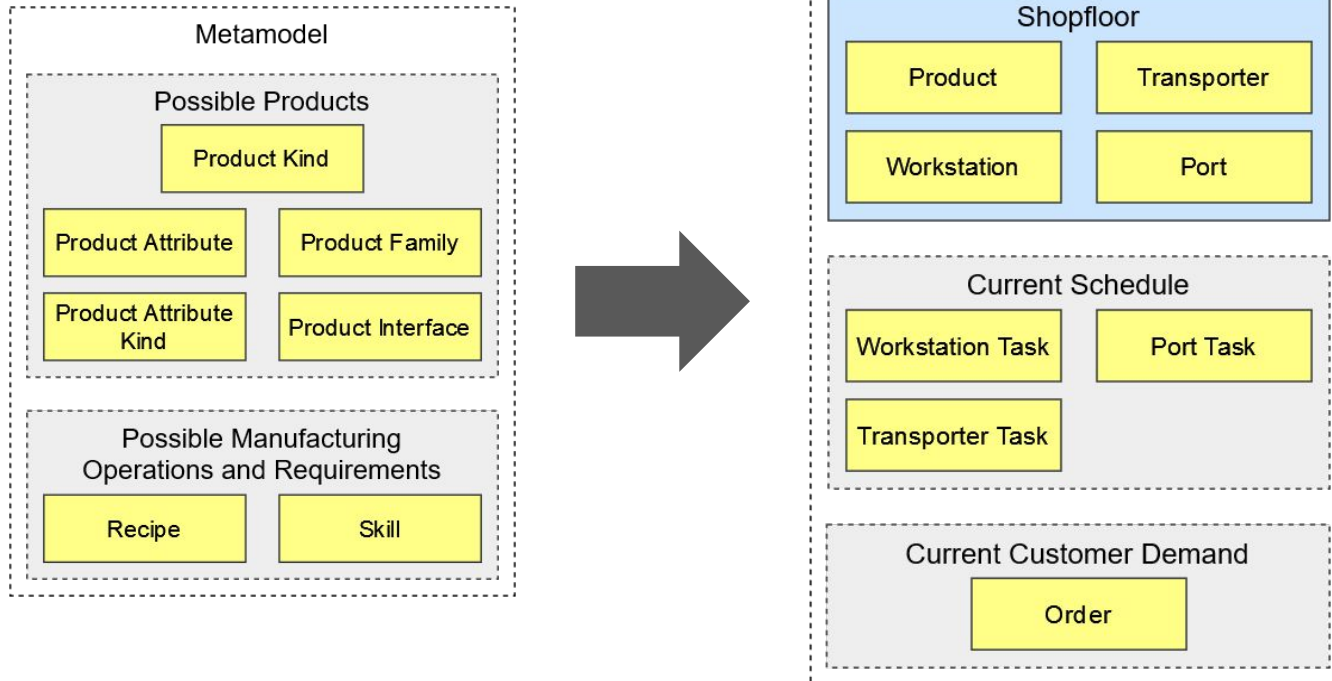
<https://katanamrp.com/blog/how-to-read-manufacturing-blueprints/>

## Physical Model

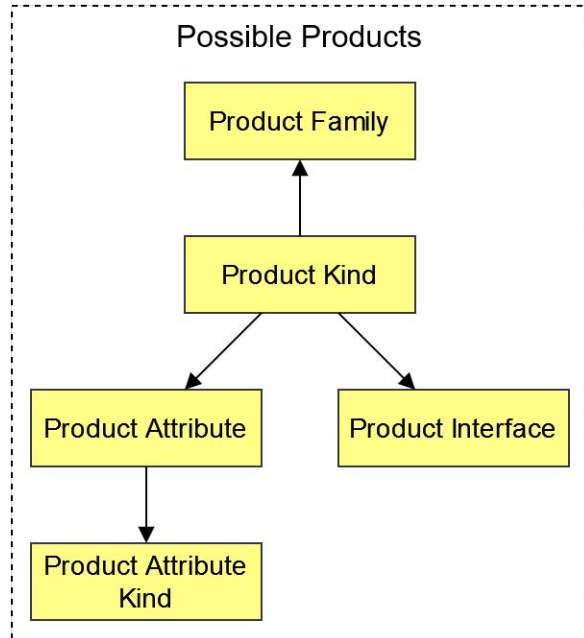


<https://www.autodesk.com/products/factory-design-utilities>

# Simulation Architecture



# Simulation Architecture: Metamodel

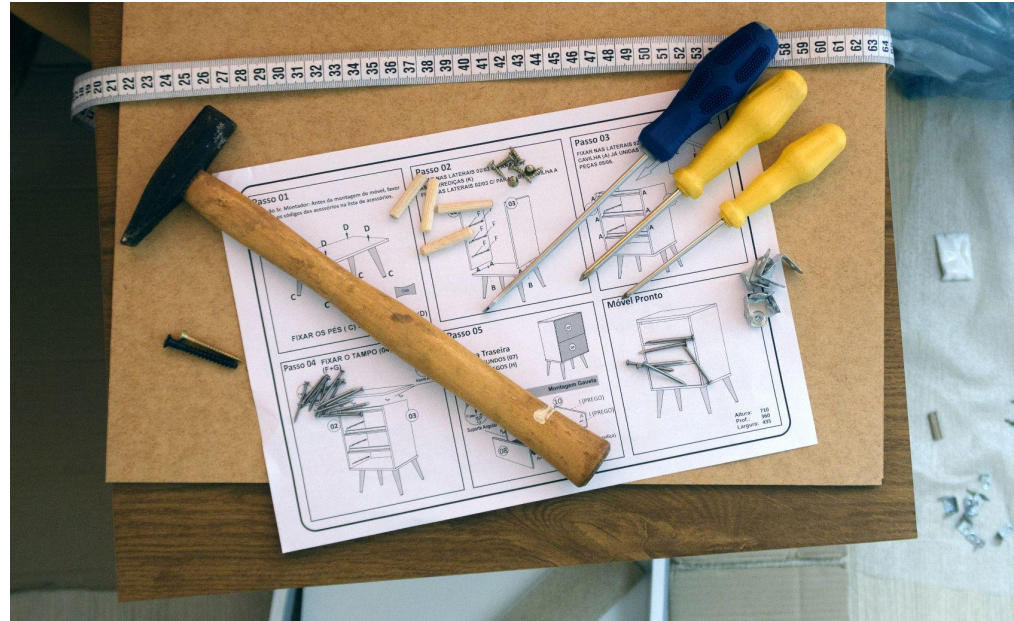


# Simulation Architecture: Metamodel

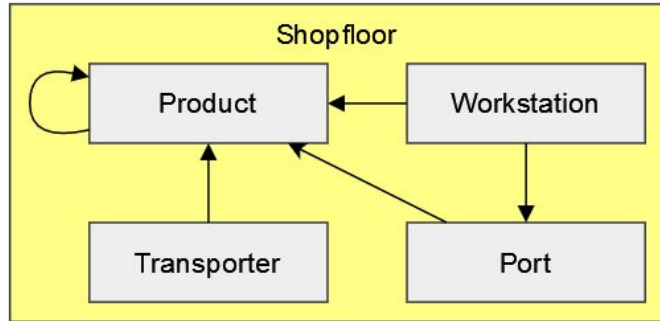
Possible Manufacturing  
Operations and  
Requirements

Recipe

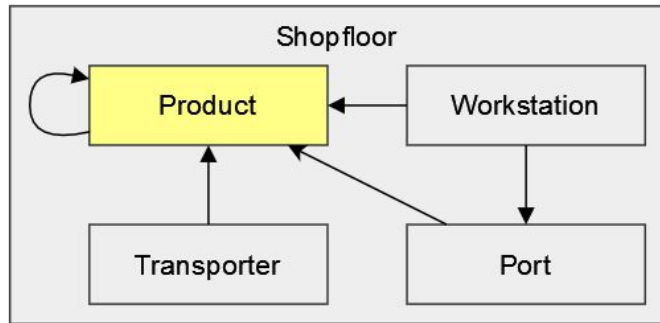
Skill



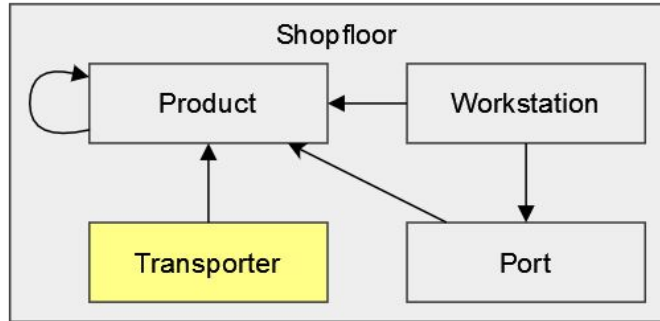
# Simulation Architecture: Physical Model



# Simulation Architecture: Physical Model

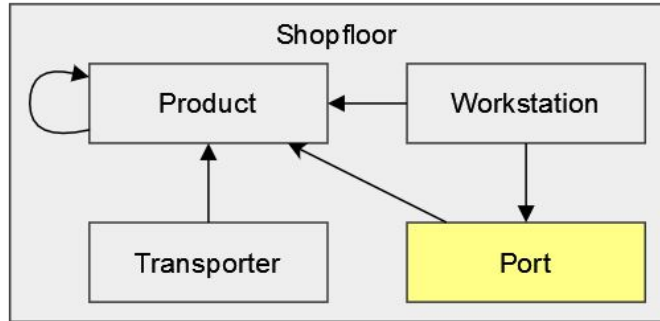


# Simulation Architecture: Physical Model

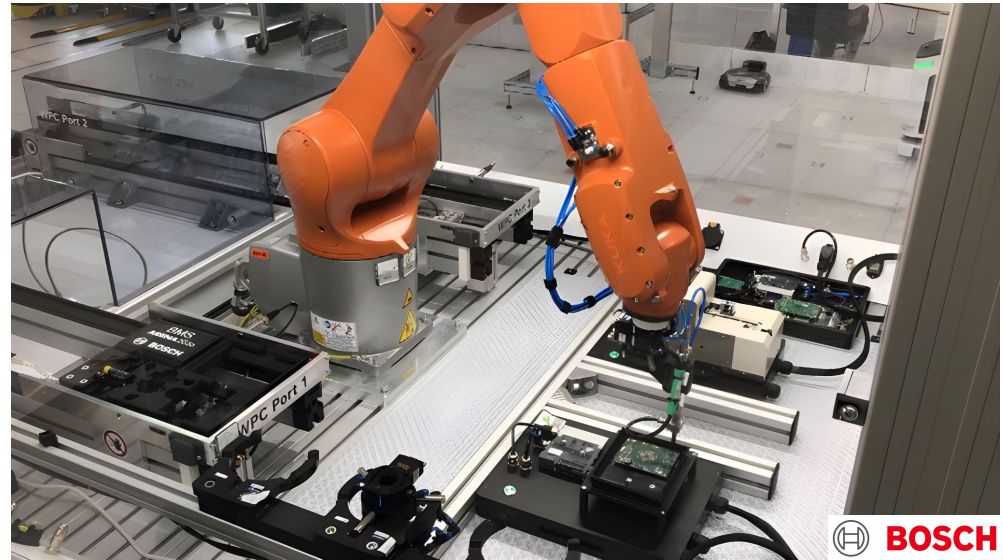
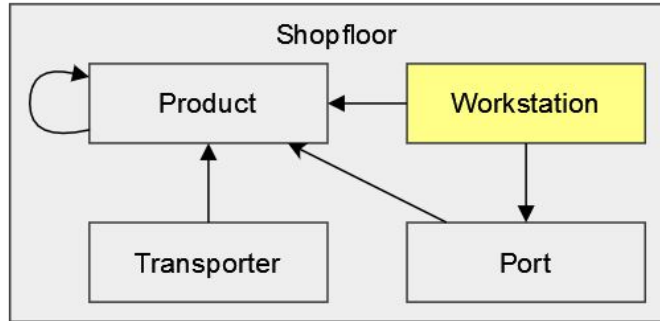




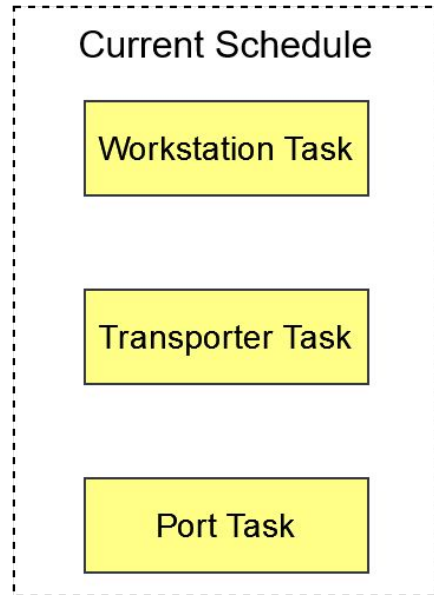
# Simulation Architecture: Physical Model



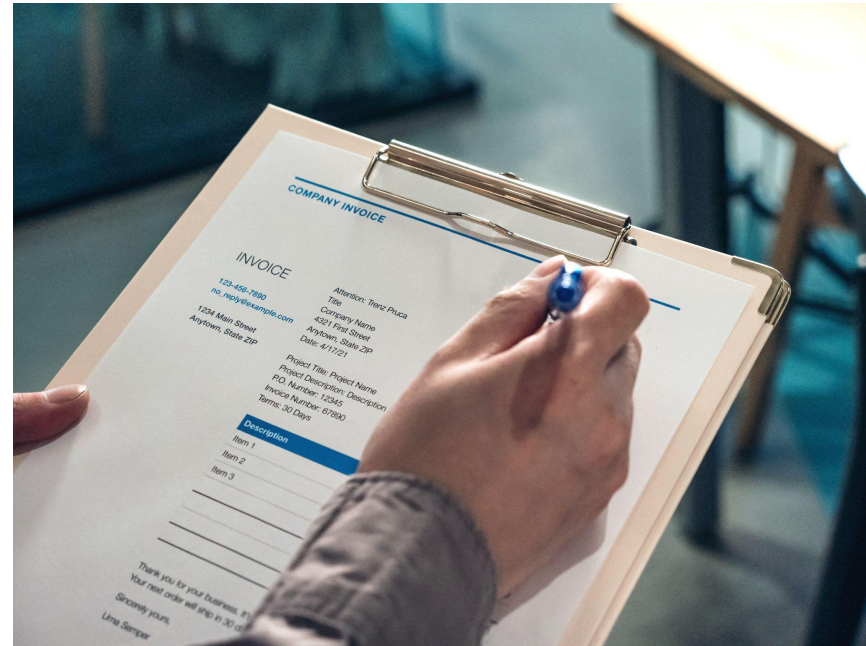
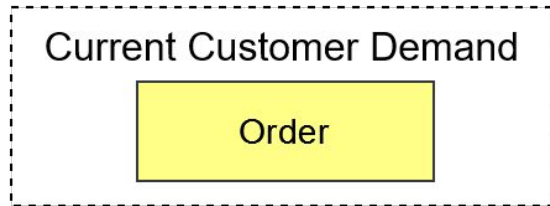
# Simulation Architecture: Physical Model



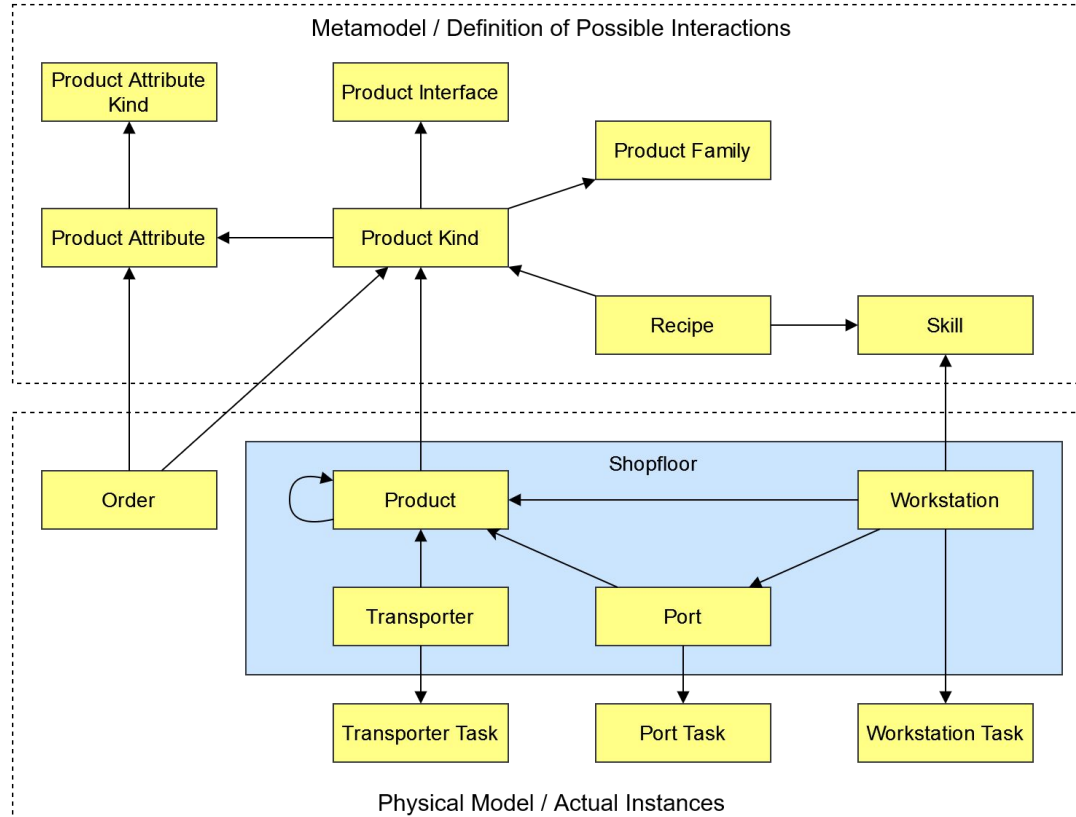
# Simulation Architecture: Physical Model



# Simulation Architecture: Physical Model



# Simulation Architecture



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# Solution Approach



We want to solve this FLP with multi-objective evolutionary algorithms.  
For every layout, we need to solve the JSP:

- ❖ Co-evolution of FLP and JSP difficult (strict layout dependency)
- ❖ Nested optimization causes prohibitive computing times

→ We use a simple heuristic scheduling algorithm

# Solution Approach

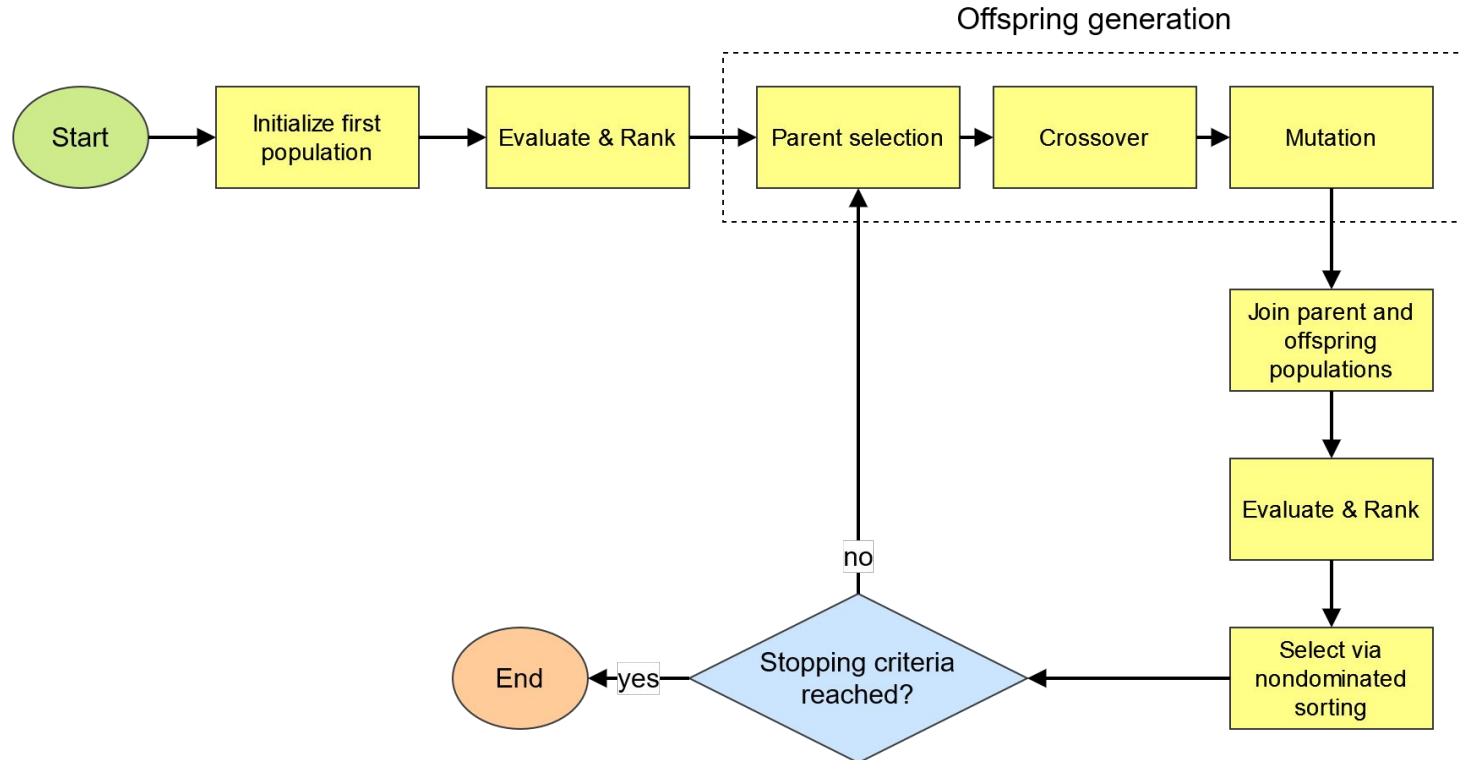


The simple heuristic scheduling algorithm...

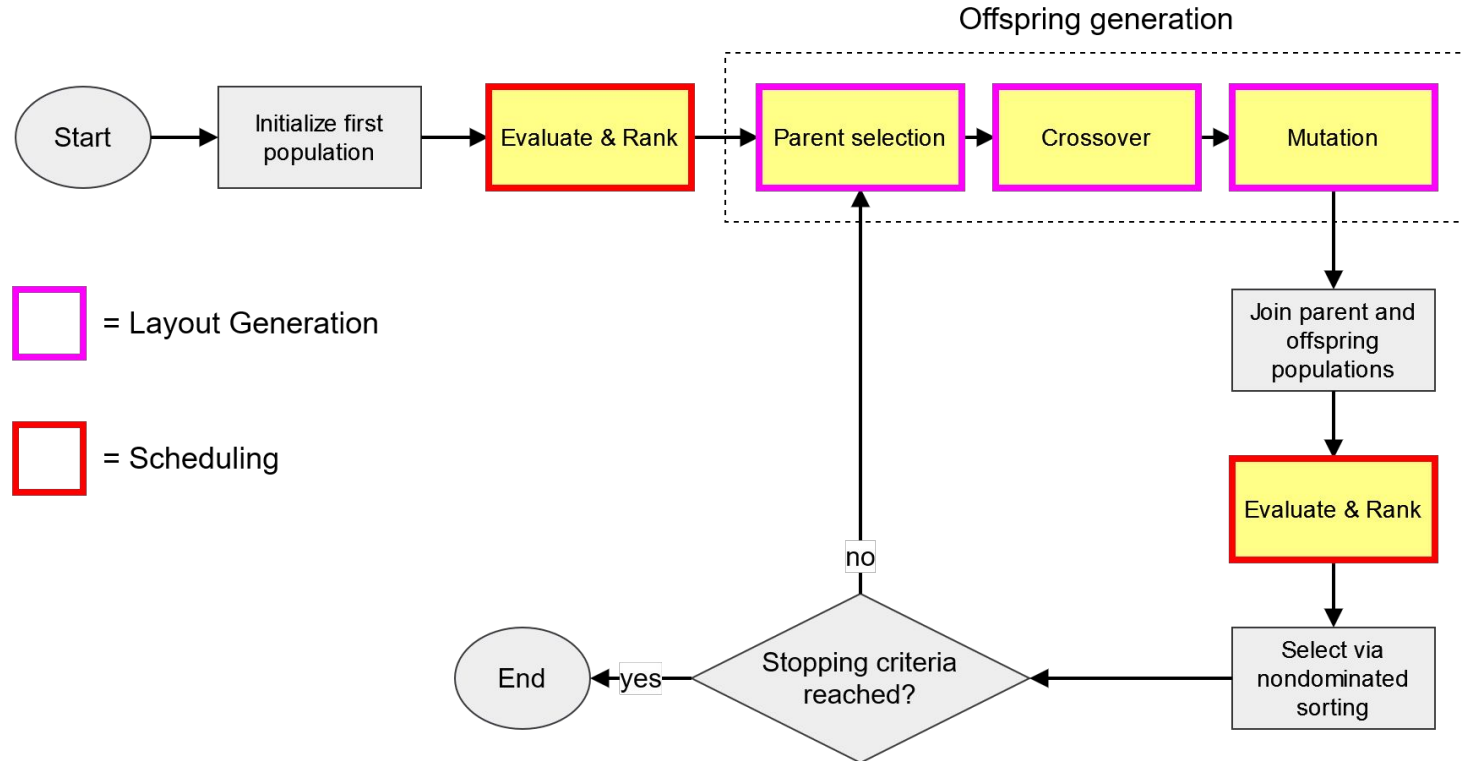
- ❖ was developed during MOSAIK
- ❖ is a system of dispatching rules
- ❖ works on a greedy first in, first out basis
- ❖ cannot guarantee optimal, or near-optimal, schedules
- ❖ is very fast to compute



# Solution Approach



# Solution Approach



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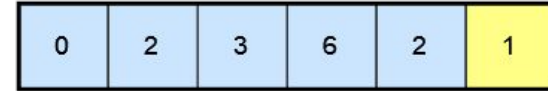
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# Encoding

- ❖ Sequence of integers
- ❖ Length is number of possible allocations +1
- ❖ The first  $n-1$  integers map machines to positions on the shop floor
- ❖ The final value represents the number of available transporters



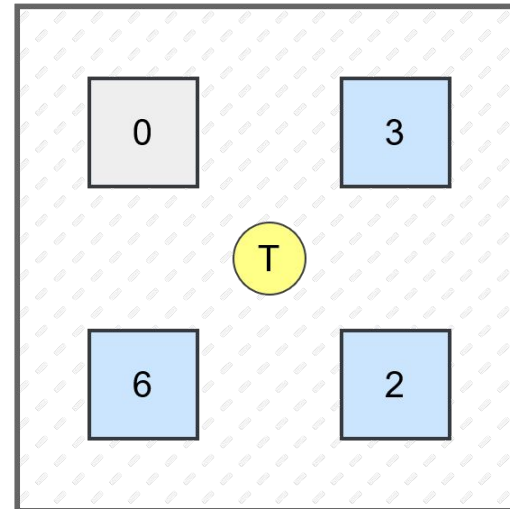
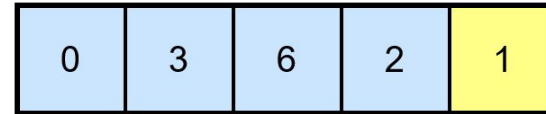
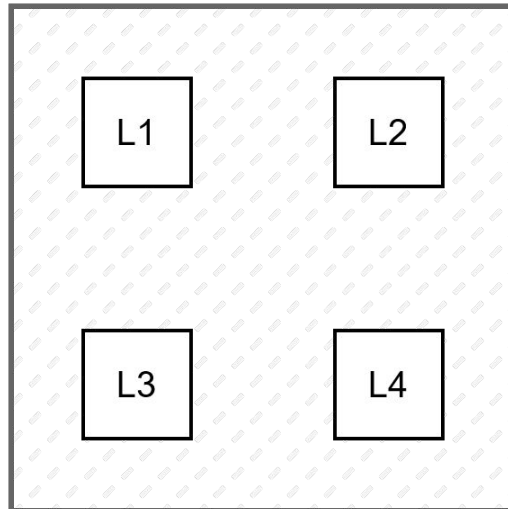
= Machine Selection & Placement



= Number of Transporters

# Encoding Example

Possible locations:



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IV. Conclusion

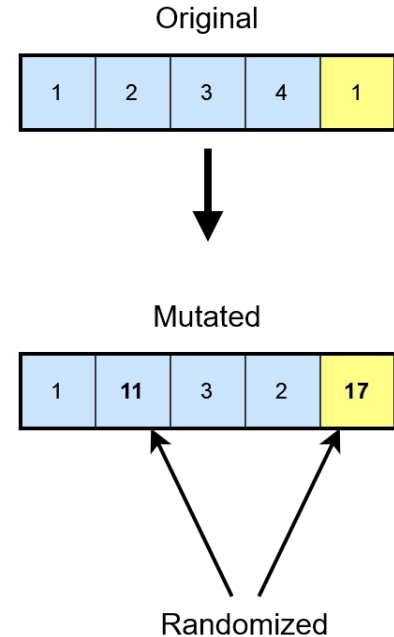
# Standard Uniform Random Mutation



Parameters:

1. Probability to randomize workstation allocation

**Randomizing:** Assign random integer



# Modified Mutation Operator

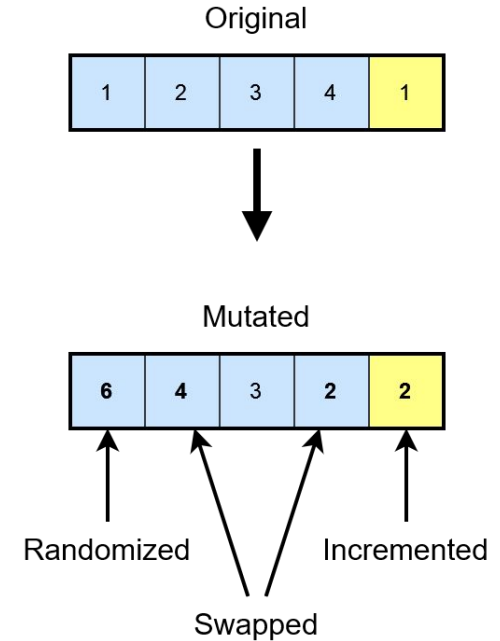
Parameters:

1. Probability to randomize workstation allocation
2. Probability to swap workstation positions
3. Probability to change the number of transporters

**Randomizing:** Equal chances to allocate 0 or a random integer

**Swapping:** Swap current value with random workstation

**Changing transporters:** Equal chances to add or subtract 1





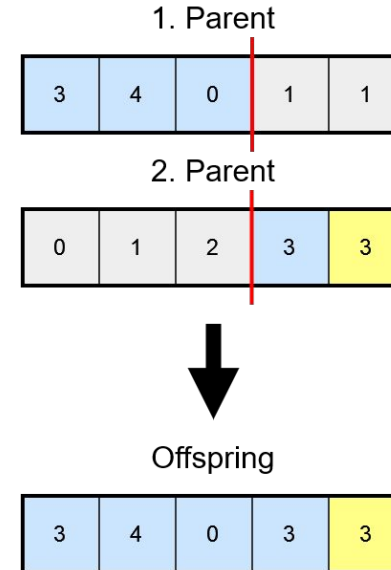
# Standard Single-Point Crossover



Parameters:

1. Probability for crossover

- ❖ Cut parents at common point
- ❖ Use one section from parent 1
- ❖ Use the opposite section from parent 2

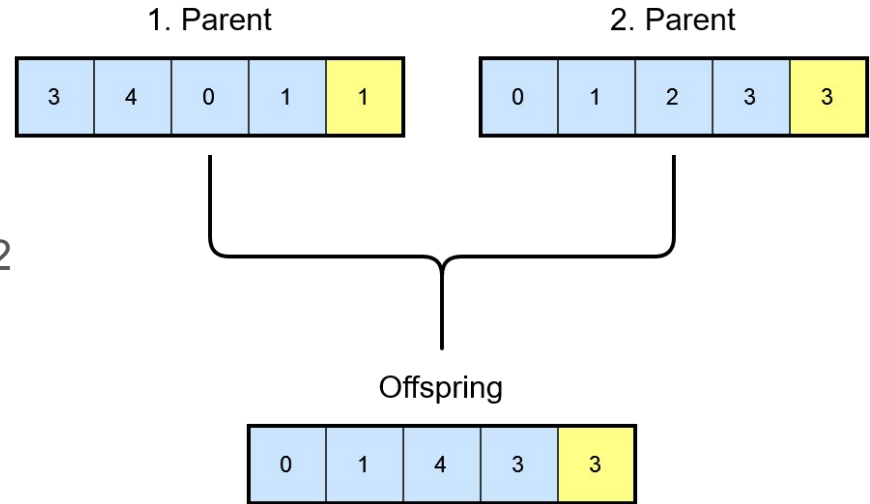


# Modified Crossover Operator

Parameters:

1. Probability for crossover

- ❖ Take workstations from parent 1
- ❖ Allocate them to positions like in parent 2
- ❖ Take transporters from parent 2



- I. Introduction
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  - Operators
  - **Results & Discussion**
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# Case Study Scenario

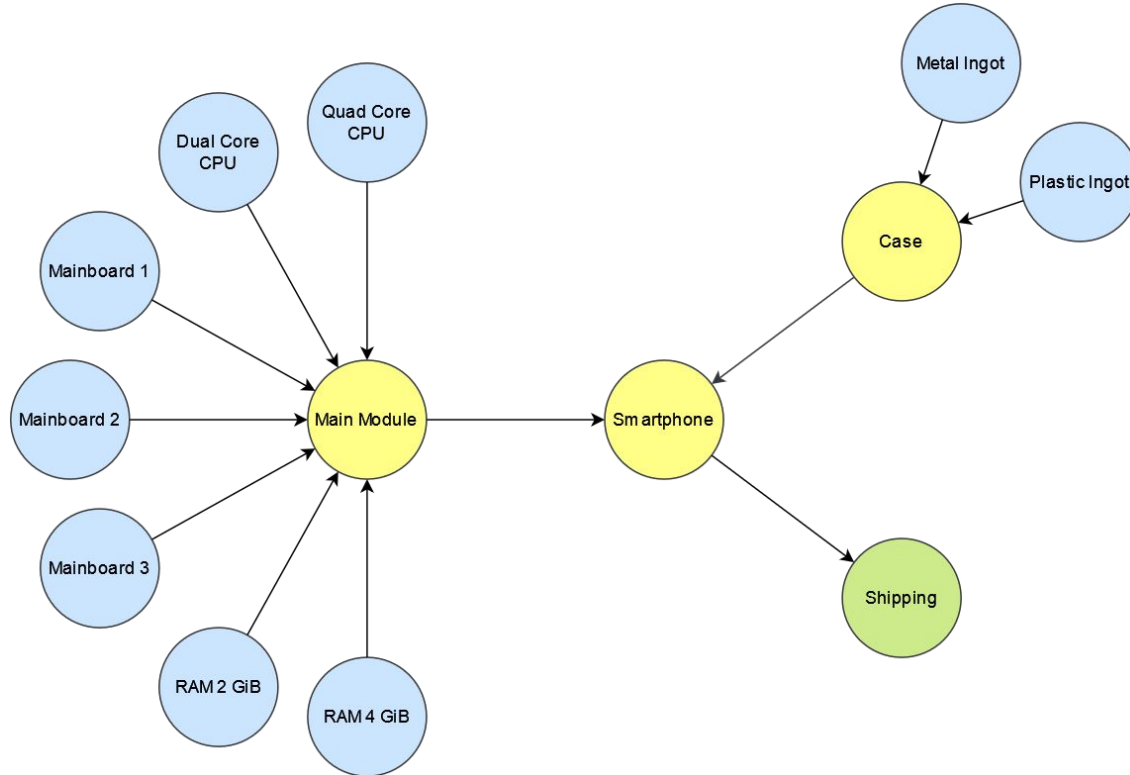
We use a synthetic smartphone production dataset with...

- ❖ 34 possible product variants
- ❖ 12 workstation types
- ❖ 20 locations for allocating workstations

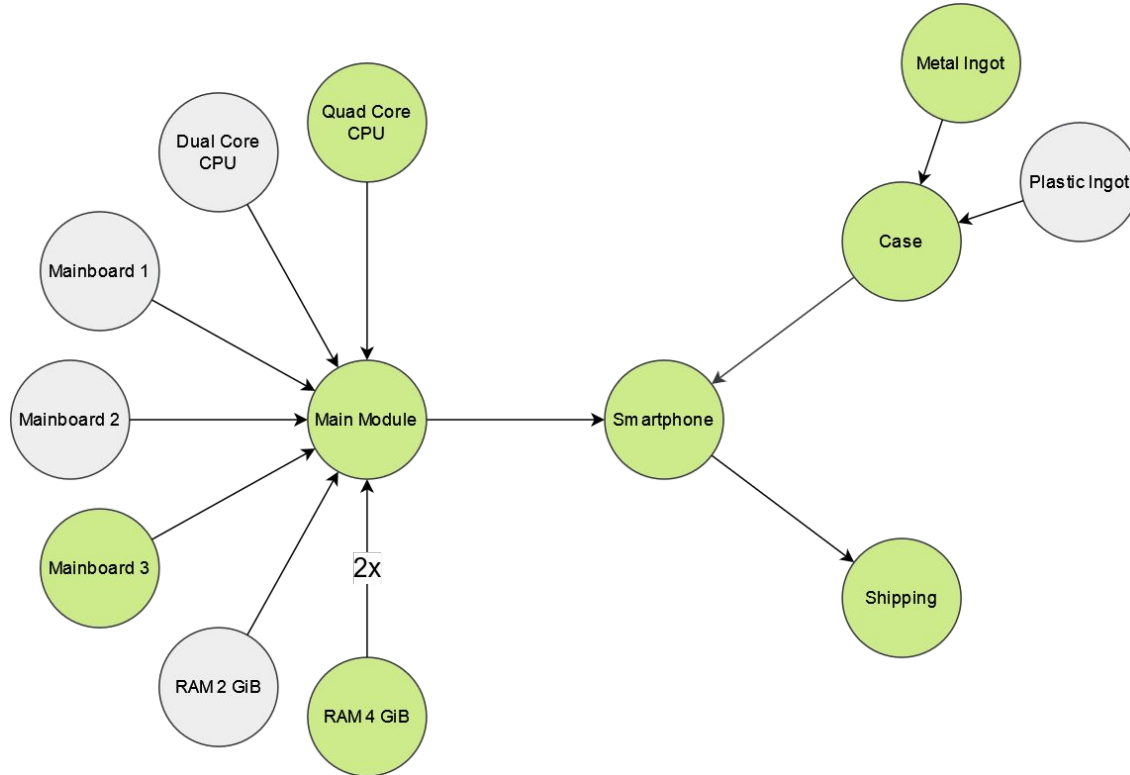
Layouts are evaluated as follows:

- ❖ The JSP is solved for 300 random orders on the layout
- ❖ 10 orders are being worked on simultaneously

# Case Study Scenario - Precedence Graph

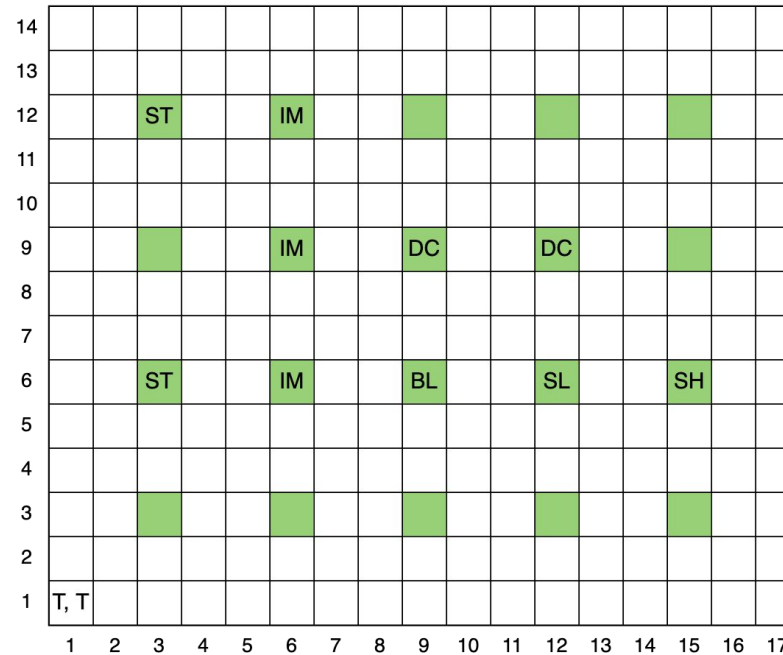


# Case Study Scenario - Precedence Graph

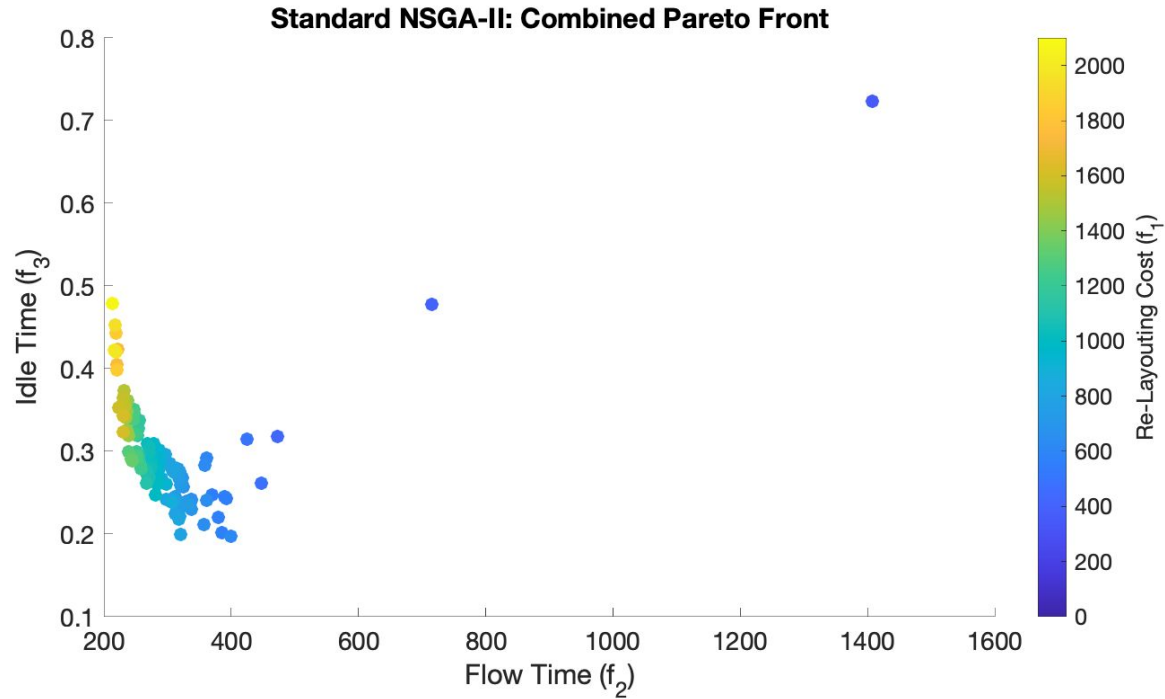


# Case Study Scenario - Initial Layout

0	0	0	0	0	1	3	5	2	9	0	3	4	4	0	1	3	0	0	0	2
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

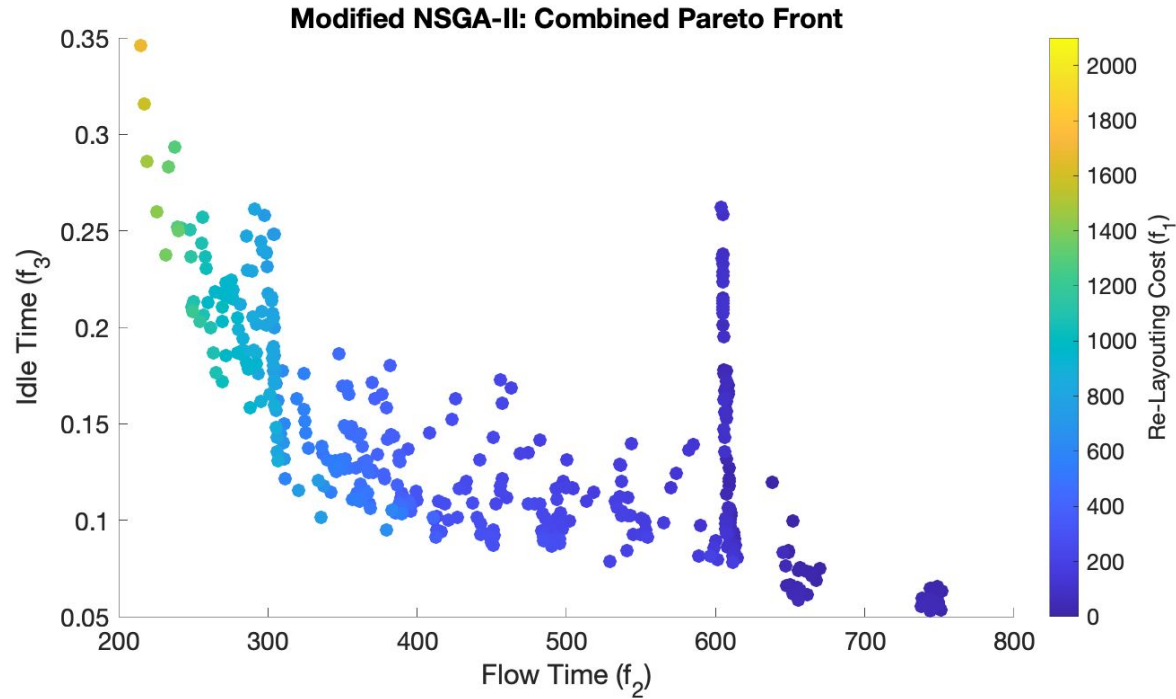


# Results: Standard Operators

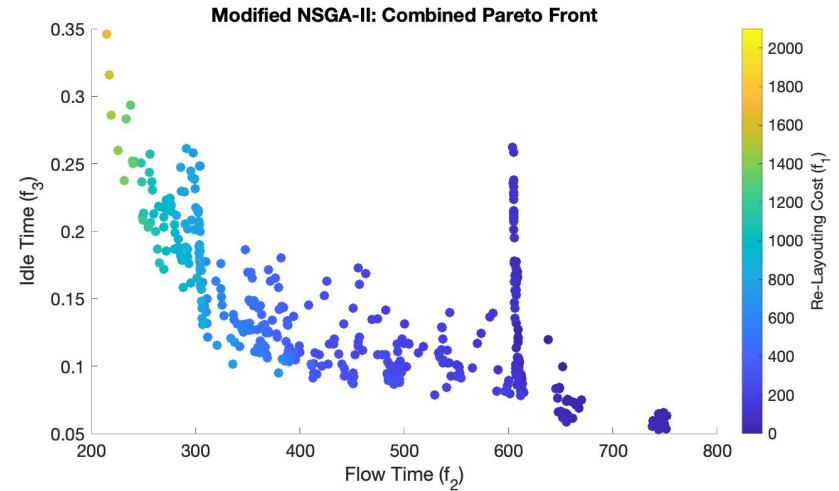
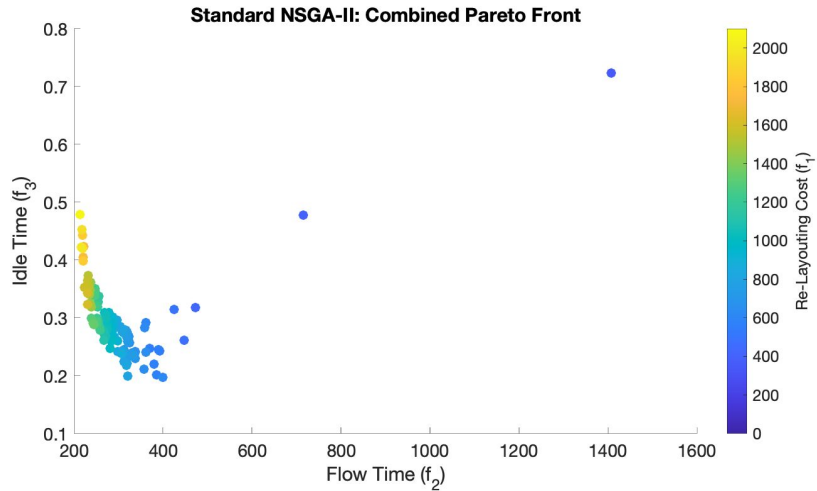




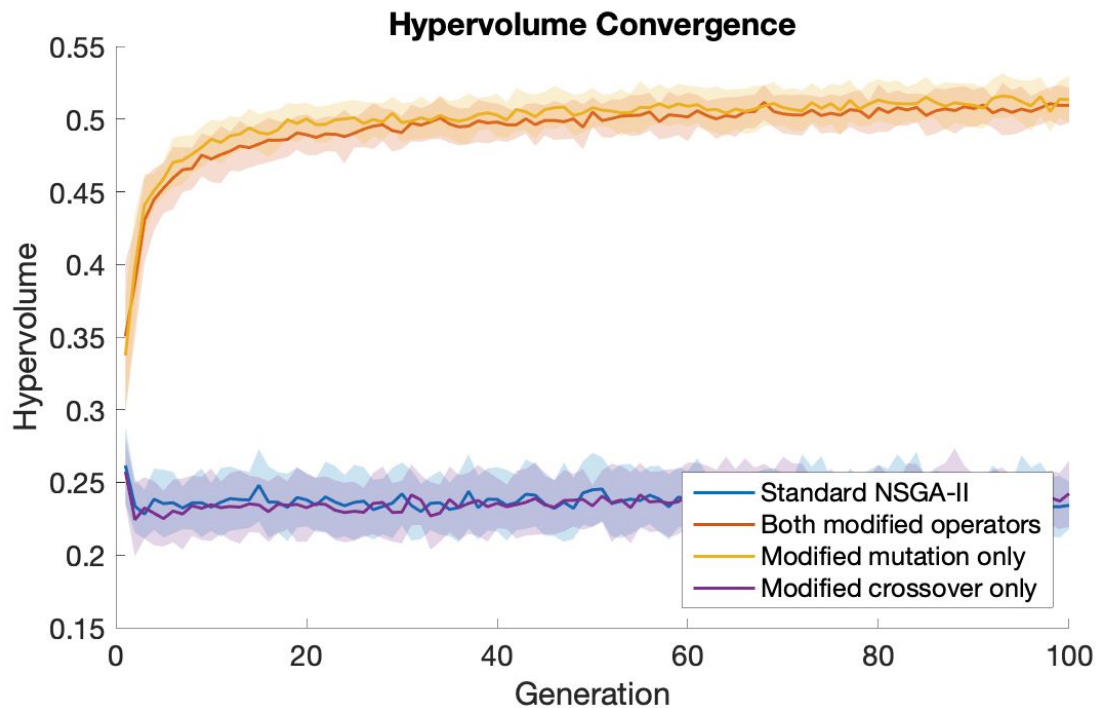
# Results: Modified Operators



# Results: Comparison



# Results: Hypervolume Convergence



# Discussion



## Observations:

- ❖ Standard operators produced lacking diversity
- ❖ Strong bias towards expensive layouts
- ❖ Uniform random mutation is responsible
- ❖ Single-point crossover works fine
- ❖ A modified mutation operator can restore diversity

# Discussion



Why does uniform random mutation introduce bias?

Consider our case study scenario:

- ❖ **12** workstations
- ❖ On each location, we allocate **0** (nothing), or **1 - 12** (a workstation)
- ❖ Uniform random mutation assigns a random integer within bounds
- ❖ **1/13** chance to allocate nothing, **12/13** to allocate a workstation

→ Mutation inflates the shopfloor with workstations

# Discussion



Our modified mutation operator randomizes in two steps:

- ❖ First, it decides if a workstation is placed or not
- ❖ **1/2** chance to allocate nothing, **1/2** chance to allocate a workstation
  
- ❖ Then, if a workstation should be placed:
- ❖ **1/12** chance for any specific workstation

I. Introduction

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# Increased Complexity

We can add several new influences into the simulation:

- ❖ Stochastic workstation failures
- ❖ Stochastic processing times
- ❖ Transporter collisions
- ❖ Limited port capacities
- ❖ Dynamic order prioritization (rush orders)
- ❖ Dynamic product sharing between orders



# Surrogate Functions



Function evaluations for flow time and idle time are costly.  
Surrogate functions can be used to estimate layout performance.

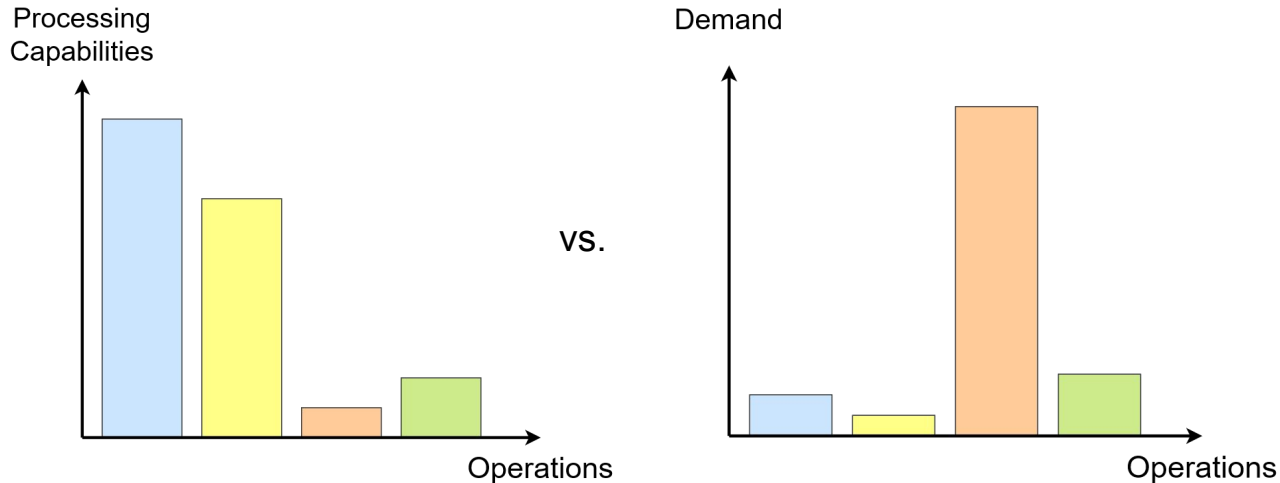
How to construct the surrogate functions?

- ❖ Black Box
- ❖ Expert Knowledge

# Surrogate Functions

An expert knowledge approach based on 3 measures proved successful:

- ❖ Layout imbalance (degree of bottle necking)
- ❖ Flow time transporter influence
- ❖ Idle time transporter influence



# Surrogate Functions



An expert knowledge approach based on 3 measures proved successful:

- ❖ Layout imbalance (degree of bottle necking)
- ❖ Flow time transporter influence
- ❖ Idle time transporter influence

No collisions → More transporters are always better

# Surrogate Functions

An expert knowledge approach based on 3 measures proved successful:

- ❖ Layout imbalance (degree of bottle necking)
- ❖ Flow time transporter influence
- ❖ Idle time transporter influence

Assumption: ideal number of transporters depends upon number of machines

Cache previous best combinations for idle time...

→ How far is current layout away from previous best?

# Surrogate Functions

- ❖ **Flow time** surrogate =  
scale  $\times$  (layout imbalance + weight  $\times$  flow time transporter influence)
- ❖ **Idle time** surrogate:  
scale  $\times$  (layout imbalance + weight  $\times$  idle time transporter influence)
- ❖ **Re-layouting** needs no surrogate (cheap to compute)

# Surrogate Functions

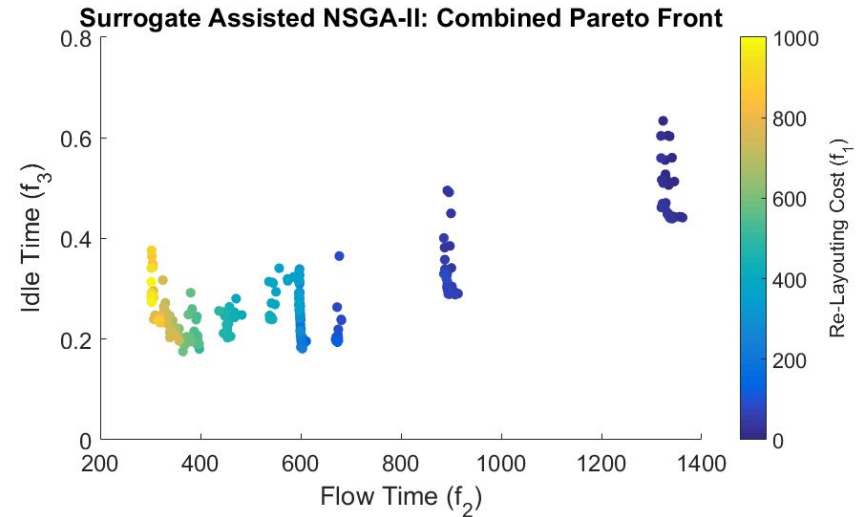
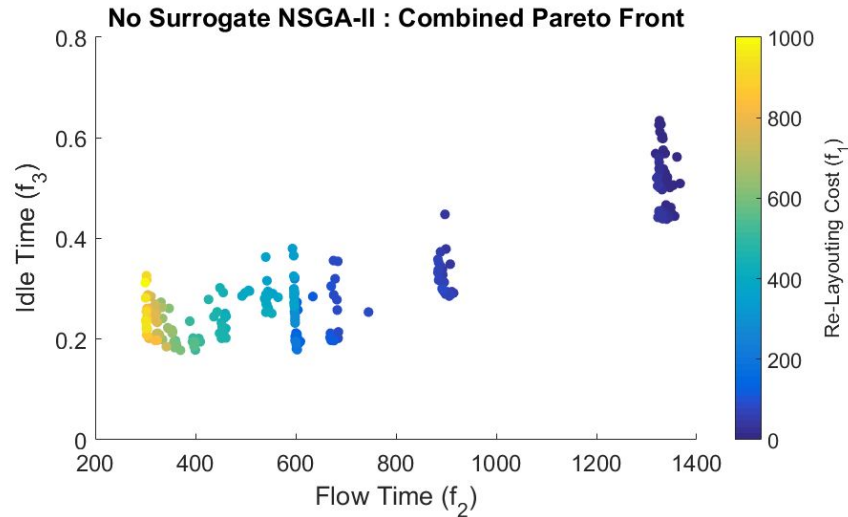


Constructing a surrogate assisted NSGA-II:

- ❖ First 500 solutions are fully evaluated → initial training set
- ❖ Scales and weights for the surrogate functions are set to fit the training set
- ❖ New solutions are only evaluated if their estimates are good
- ❖ Every fully evaluated solution adds to the training set

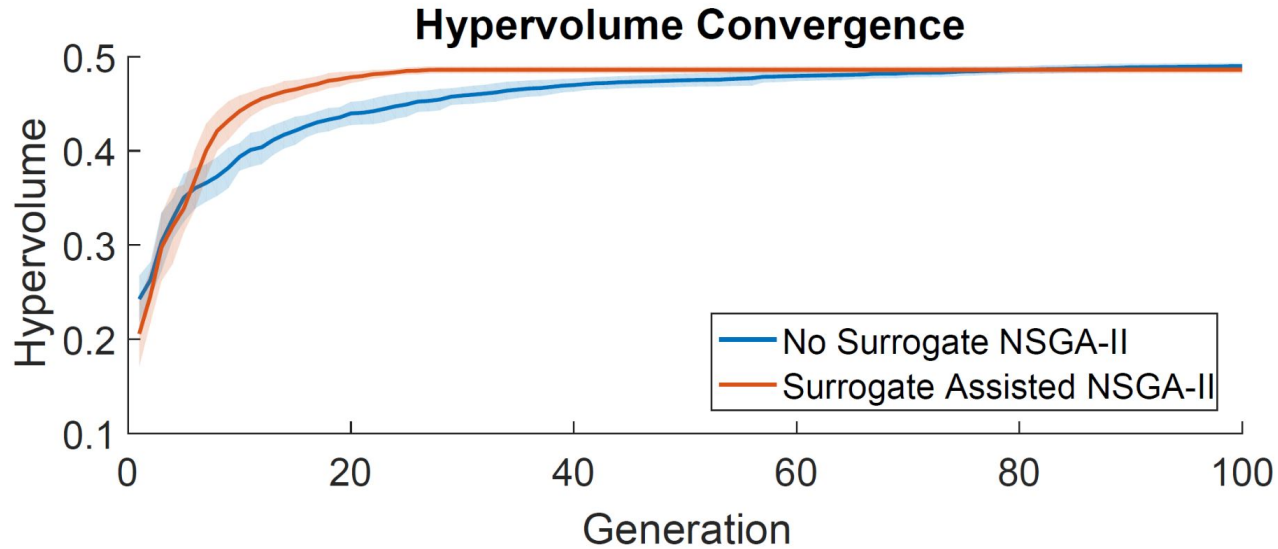
# Surrogate Functions

Results:



# Surrogate Functions

Results:





- I. Introduction
- II. The integrated FLP and JSP Problem
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## IV. Conclusion

# Conclusion



We covered:

- ❖ Fundamentals of FLP and JSP
- ❖ History and current challenges of manufacturing
- ❖ Advanced variants of FLP and JSP
- ❖ The formalization of an integrated FLP and JSP
- ❖ Modeling modern manufacturing environments
- ❖ Using MOEA's to solve the problem
- ❖ Designing custom operators
- ❖ Designing expert knowledge surrogate functions

# Conclusion



We learned:

- ❖ FLP's for modern manufacturing systems require new methods
- ❖ Uniform random mutation is not suited for this problem / encoding
- ❖ Introducing a new mutation without bias solves the problem
- ❖ Surrogates can be effective for this problem
- ❖ There is still a lot more to be done...

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# Questions?