

Throughput optimization for micro-factories subject to failures

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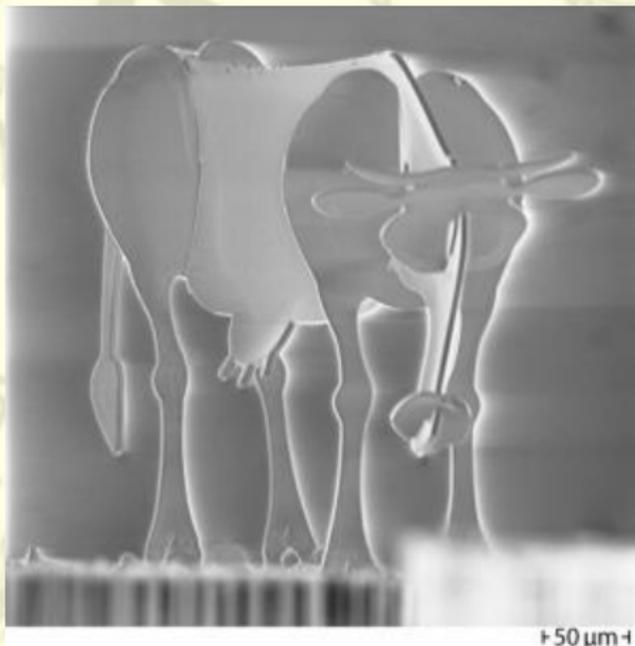
Summary

- 1 Introduction
 - The micro-factory
- 2 Framework
- 3 Heuristics
- 4 Simulation results
- 5 Future works

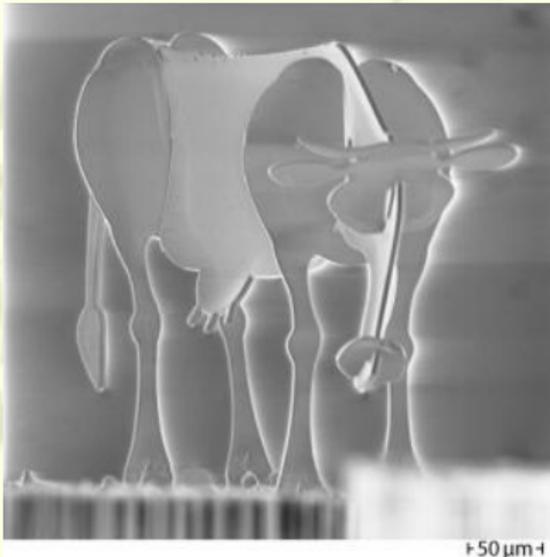
Introduction

- Mapping several tasks onto a set of machines
- Failure attached to tasks not to machines
- A study case of the micro-factory

The micro-factory



The micro-factory



- Pieces composed of micro-metric elements
- Use of dynamic modules of production
- Still in laboratories (mechanical aspects, elementary actuators as piezo-electric beams ...)
- Nothing on scheduling
- Particular DAG (in-tree)

Summary

- 1 Introduction
- 2 Framework
 - Application Framework
 - Platform
 - Failure model
 - Optimization problem
- 3 Heuristics
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Application

- a set \mathcal{N} of n tasks: $\mathcal{N} = \{T_1, T_2, \dots, T_n\}$
- a set \mathcal{T} of p task types with $n \geq p$ and a function $t : [1..n] \rightarrow \mathcal{T}$
- in-tree

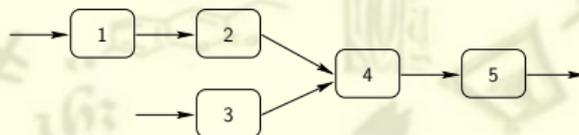


Figure: Example of application.

Platform

- a set \mathcal{M} of m machines: $\mathcal{M} = \{M_1, M_2, \dots, M_m\}$
- fully connected graph
- machine M_u can perform the task T_i in a time $w_{i,u}$

Failure model

- Failure attached to the task
- $F_i = \frac{a_i}{b_i}$
- $r_i = b_i - a_i$ is the number of successful products
- b_i is called the period of the task
- two tasks of the same type fails with the same rate
 $\forall i, i' \in [1, n] \quad t(i) = t(i') \Rightarrow f_i = f_{i'}$

Example

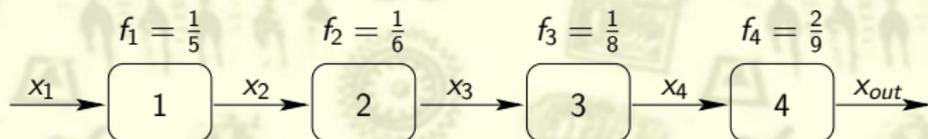


Figure: Example of a linear chain application with failures.

$$x_i = x_{i+1} + a_i \times \left[\frac{x_{i+1}}{r_i} \right]$$

Objective functions

- find an allocation function $a : [1..n] \rightarrow [1..m]$
- possible objectives : reliability, throughput ...
- Period : time between the output of two products
- Average number of products : $\bar{x}_i = \frac{b_i}{r_i} \times \bar{x}_{i+1}$

$$period(M_u) = \sum_{a(i)=u} \bar{x}_i W_{i,u}$$

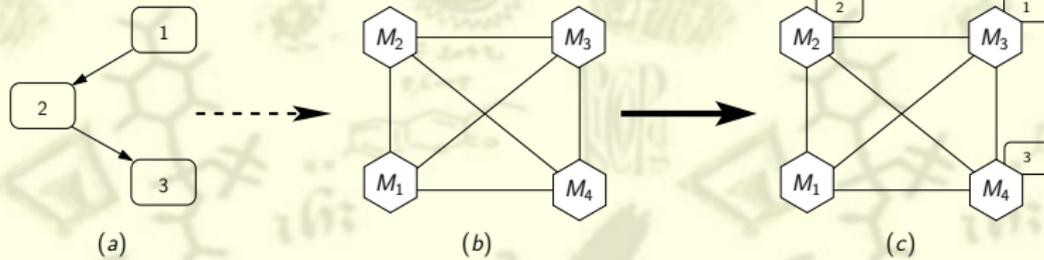
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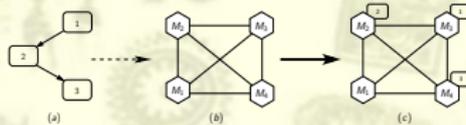
Rules of the game

- One-to-one mapping

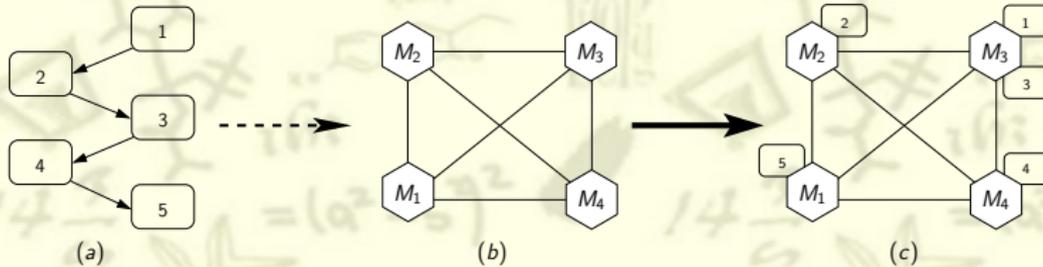


Rules of the game

- One-to-one mapping



- Specialized mapping



$$t(1)=t(3)=t(5)=1 \text{ and } t(2)=t(4)=2$$

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 - H1 and H2
 - H3, H4 and H5
- 4 Simulation results
- 5 Future works

Heuristics H1 and H2

H1 - Random assignment

- One constraint : respect the specialized mapping

H2 - Task group heuristic

- Uses all possible machines
- Create p groups of tasks, putting all tasks of the same type in the same group
- while $m > p$, split the biggest group in two and distribute the load to another machine

H3, H4 and H5 - Binary search heuristics

H3 - Potential optimization

- Assign to the machine a set of tasks that it is efficient for.
- Make the best use of each machine

H4 - Fastest machine

- For a given task, we choose the fastest machine available

H5 - Heterogeneity level

- Sort the machines by their heterogeneity level
- Assign first the more heterogeneous ones

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 - m and p fixed
 - m and n fixed
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Configuration

- m is the number of machines
- p the number of types
- n the number of tasks
- average value of 50 simulations where the $w_{i,u}$ randomly chosen between 100 and 1000 ms,
- failure rates f_i ($1 \leq i \leq n$) randomly chosen between 0.5 and 2 % (i.e., 1/200 and 1/50)

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m and p fixed - Behavior of H1

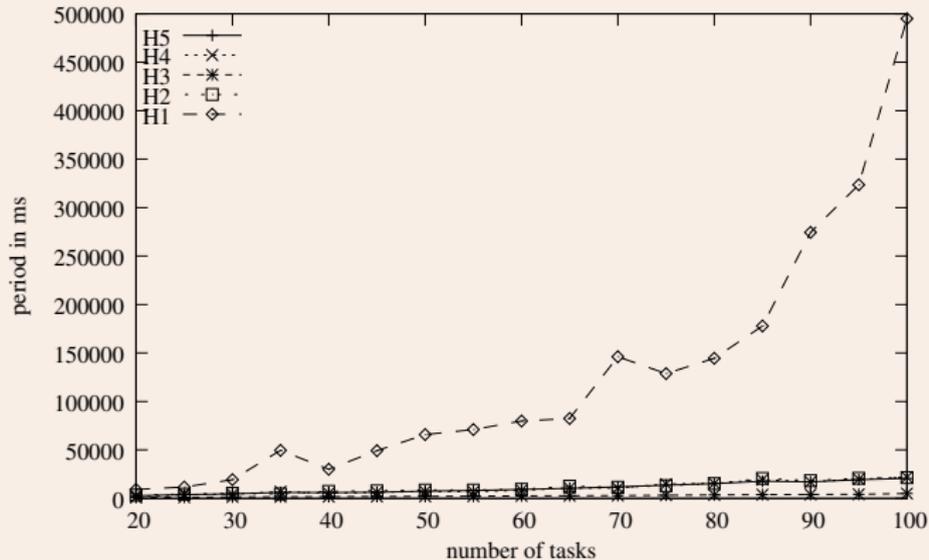


Figure: $m = 10$, $p = 5$.

m and p fixed - Platform heterogeneity

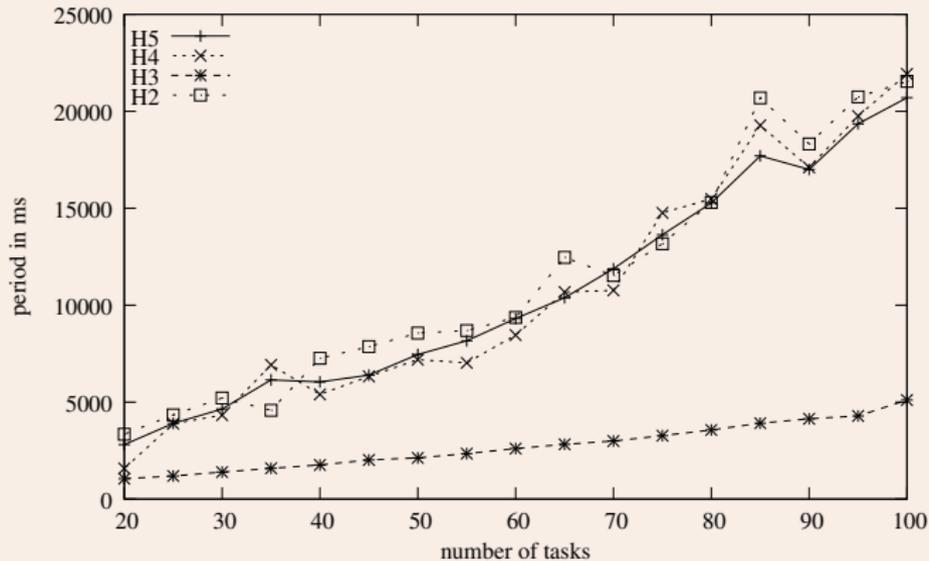


Figure: $m = 10$, $p = 5$. $100 < w_{i,u} < 1000$.

m and p fixed - Platform heterogeneity

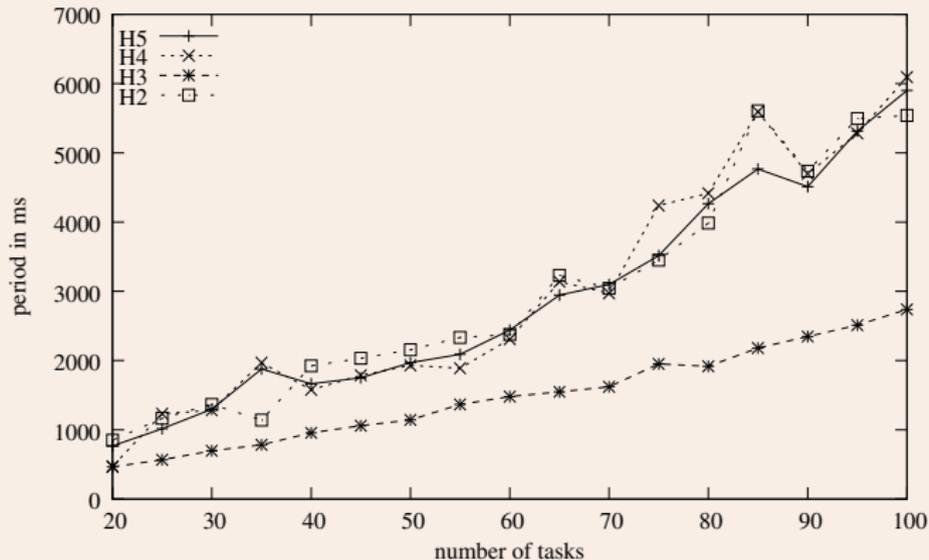


Figure: $m = 10$, $p = 5$. $100 < w_{i,u} < 200$.

m and *p* fixed - Platform heterogeneity

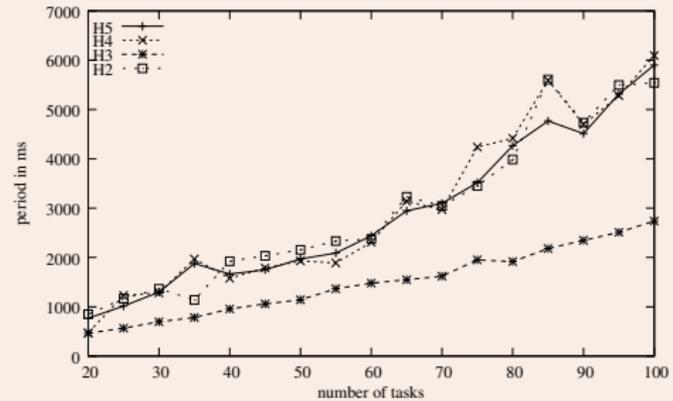
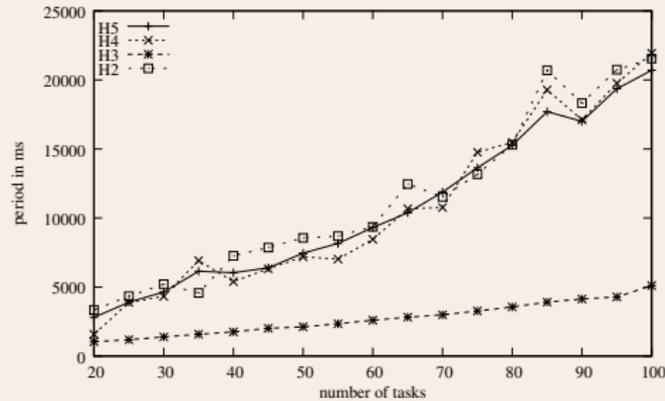


Figure: *m* = 10, *p* = 5. 100 < *w_{i,u}* < 1000

Figure: *m* = 10, *p* = 5. 100 < *w_{i,u}* < 200.

m and p fixed - Size of groups

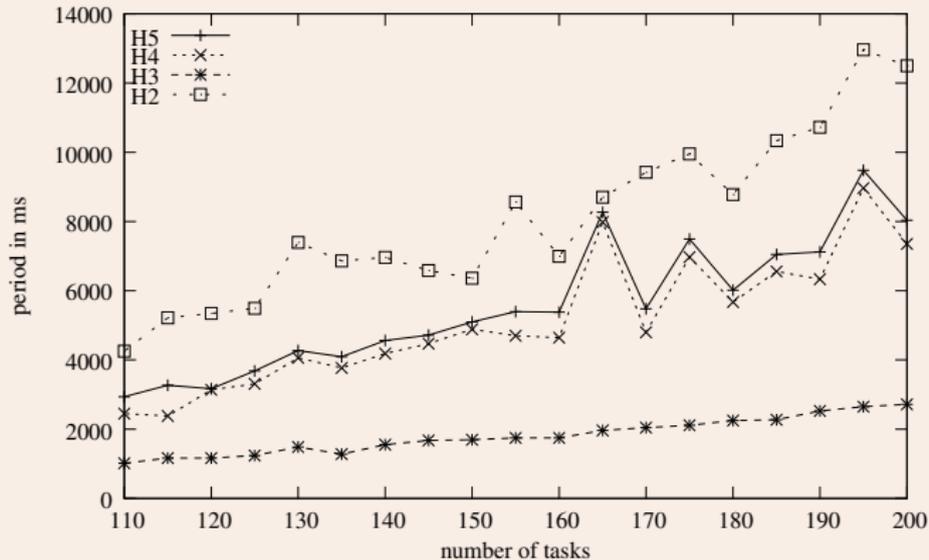


Figure: $m = 100$, $p = 90$.

m and p fixed - Size of groups

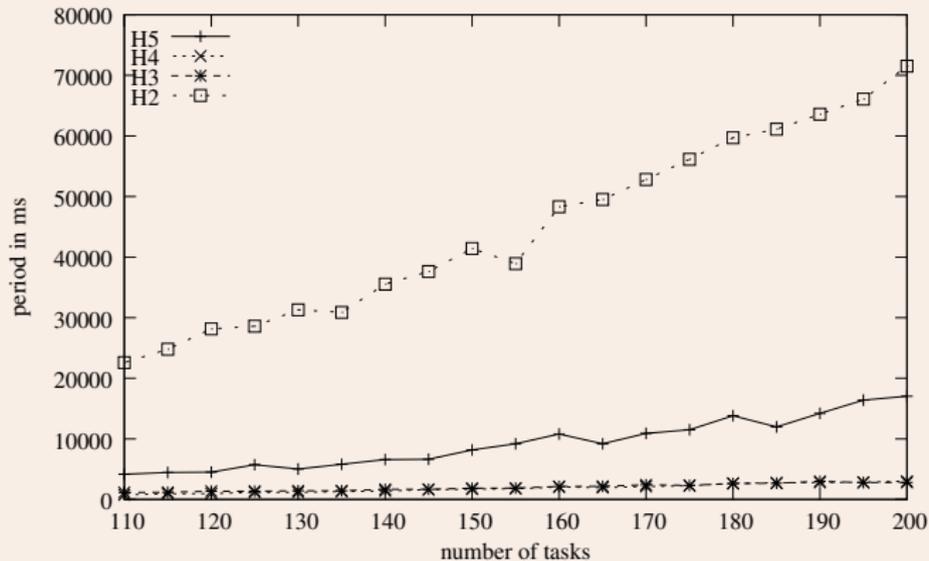


Figure: $m = 100$, $p = 5$.

m and n fixed

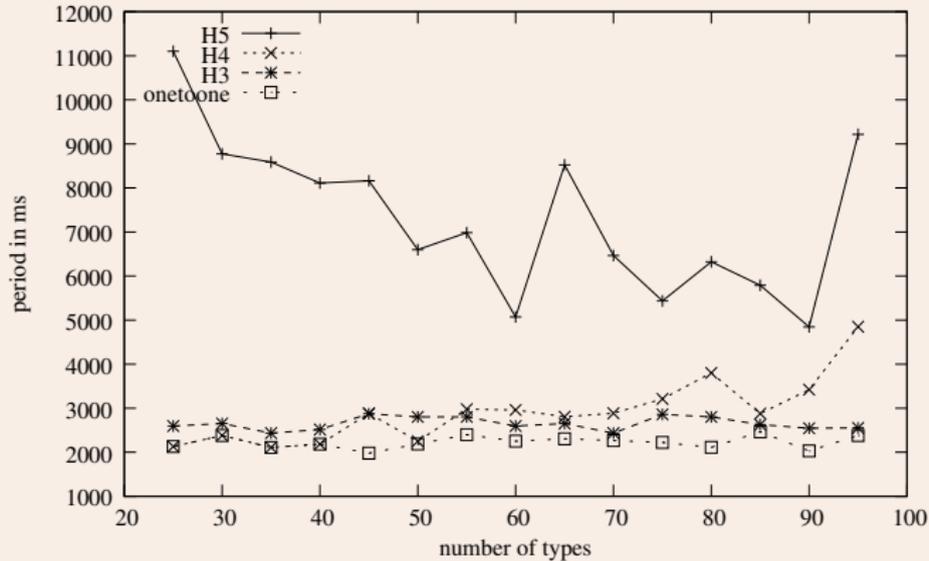


Figure: $m = n = 100$, with $w_{i,u} = w_{i,u'}$.

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Future works

- $f_i \rightarrow f_{i,u}$
- A task could be executed by different machines
- Consider the *general* mapping, with reconfiguration cost

Questions ...