# MULTI-AGENT BASED DYNAMIC SCHEDULING SYSTEM FOR MANUFACTURING

G.B. Prabash Darshanapriya

168280B

Degree of Master of Science in Artificial Intelligence

Department of Computational Mathematics

University of Moratuwa Sri Lanka

April 2019

## MULTI-AGENT BASED DYNAMIC SCHEDULING SYSTEM FOR MANUFACTURING

G.B. Prabash Darshanapriya

168280B

Thesis submitted in partial fulfilment of the requirements for the degree of Master of Science in Artificial Intelligence

Department of Computational Mathematics

University of Moratuwa Sri Lanka

April 2019

### **Declaration**

I declare that this is my own work and this thesis does not incorporate without acknowledgement any material previously submitted for a Degree or Diploma in any other University or institute of higher learning and to the best of my knowledge and belief it does not contain any material previously published or written by another person except where the acknowledgement is made in the text.

Also, I hereby grant to University of Moratuwa the non-exclusive right to reproduce and distribute my thesis/dissertation, in whole or in part in print, electronic or other medium. I retain the right to use this content in whole or part in future works (such as articles or books).

Name of Student	
G.B. Prabash Darshanapriya	
Signature of Student:	Date:
The above candidate has carried out research	for the Master's Dissertation under my
supervision.	
Name of Supervisor	
Prof. A.S. Karunananda	
Signature of Supervisor:	Date:

### Acknowledgements

I would like to express my sincere gratitude to my supervisor Prof. A.S. Karunananda for providing his invaluable guidance, comments and feedback throughout the entire project. I would also like to acknowledge him for constantly motivating me to work harder to make this project a success.

Furthermore, I would like to thank my parents, fellow colleagues, and all the lecturers of the Department of Computational Mathematics for the help and support they have given me over the course of this project.

### **Abstract**

Manufacturing scheduling is considered one of the hardest scheduling problems due to its highly dynamic and uncertain nature. The existing approaches for dynamic scheduling with machine learning techniques require a large amount of past-data to be analysed, which results in a substantial amount of time taken to generate schedules.

This study aims to discuss the DynoSchedule system in resolving this highly complex scheduling problem in manufacturing organizations with the help of Multi Agent Technology. In the developed system, depending on the structure of the organization, Agents are generated dynamically for handling of Orders, Machinery (Work-centres). Each of these Agents communicate in an advanced market-like negotiation mechanism considering different factors and try to schedule operations of an order while meeting the required constraints in a greedy manner. However, there's a Manager Agent who oversee the communication and prioritize the requests by evaluating a set of criteria. In addition, the DynoSchedule system introduces the novel concept of Prioritized-Adaptive Scheduling mechanism, an extension to the existing Adaptive Scheduling algorithm, alongside the market-like negotiation mechanism, which makes dynamic scheduling more efficient and effective. The developed DynoSchedule system has been critically evaluated by comparing it with a dataset acquired from a different scheduling system that uses a combination of manual and dynamic scheduling to solve issues that arise due to planned and unplanned interruptions on work centres, or part unavailability. Various indicators such as the percentage of orders to-be-completed on-time, the percentage of tardy orders, work centre availability, Overall Equipment Effectiveness (OEE) and the amount of time taken for the dynamic scheduling process, were considered when evaluating the system. From the obtained results, it was evident that the DynoSchedule system delivers well in terms of the number of orders delivered on-time, the work centre utilization as well as the OEE, providing impressive results.

## **Table of Contents**

Declaration	i
Acknowledgements	ii
Abstract	iii
List of Figures	vii
List of Tables	viii
Chapter 1	1
Introduction	1
1.1. Prolegomena	1
1.2. Aims & Objectives	1
1.3. Background & Motivation	2
1.4. Problem in Brief	2
1.5. Proposed Solution	3
1.6. Resource Requirements	3
1.7. Structure of the Thesis	4
1.8. Summary	5
Chapter 2	6
Dynamic Scheduling in Manufacturing – Developments and Challenges	6
2.1. Introduction	6
2.2. History of Multi Agent Technology	6
2.3. Application of Multi Agent Technology in Scheduling	9
2.4. Functional Issues	9
2.5. Technical Issues & Opportunities	10
2.6. Summary	22
Chapter 3	24
Technology	24
3.1. Introduction	24
3.2. Multi Agent Technology	24
3.3. Popular Frameworks for Multi Agent System Development	
3.4. Other Technologies Used in DynoSchedule System	27
3.5. Summary	30
Chapter 4	
A Multi-Agent Based Approach to Dynamic Scheduling in Manufacturing	31
4.1. Introduction	31

4.2. Hypothesis	31
4.3. Inputs	31
4.4. Outputs	31
4.5. Process	32
4.6. Features	33
4.7. Users	34
4.8. Summary	34
Chapter 5	35
Design of the Multi-Agent Based DynoSchedule System	35
5.1. Introduction	35
5.2. Architecture of the System	35
5.3. Shop Order Evaluation Criteria	39
5.4. Class Diagram	41
5.5. Database Diagram	42
5.6. Novel Concepts Introduced in the DynoSchedule System	43
5.7. Summary	44
Chapter 6	45
Implementation of the DynoSchedule System	45
6.1. Introduction	
6.2. Shop Order Agent	45
6.3. Work Centre Agent	49
6.4. Manager Agent	51
6.5. Implementation of the System	54
6.6. Summary	
Chapter 7	69
Evaluation of the DynoSchedule System	69
7.1. Introduction	69
7.2. Experimental Design	69
7.3. Evaluation Strategy	72
7.4. Experimental Results	73
7.5. Summary	
Chapter 8	
Conclusion and Future Work	
8.1. Introduction	
8.2 Conclusion	78

8.3. Limitations of the System	80
8.4. Future Work	80
8.5. Summary	81
References	82
Bibliography	84
Appendix A	85
Evaluating the DynoSchedule system using the Test Dataset	85
Appendix B	89
Code Sections of Different Agent Types, UIs and Message Space Screenshots	89