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# Optimization of foundry production processes

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Eötvös Loránd Tudományegyetem June 6, 2025

Solution method

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#### Foundry processes

casting: shaping molten metal by pouring it into molds





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## Summary

- 1. IP model
- 2. LP relaxation  $\rightarrow$  column generation + dynamic programming
- 3. Rounding
- P: set of products
- A,C: sets of assembly and casting shifts
- ▶  $\forall p \in P S_p$ : feasible schedules
- ► the cost of a schedule s<sub>pi</sub> ∈ S<sub>p</sub> − c<sub>pi</sub> : sum of the idle time between consecutive tasks and the time between the completion of the order and the deadline

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## IP model

$$\min \sum_{p \in P} \sum_{s_{p_i} \in S_p} c_{p_i} x_{s_{p_i}} + \sum_{c \in C} k_c y_c$$

$$x_{s_{p_i}} \in \{0, 1\} \qquad \forall p \in P, \forall s_{p_i} \in S_p$$

$$y_c \in \{0, 1\} \qquad \forall c \in C$$

$$\sum_{s_{p_i} \in S_p} x_{s_{p_i}} = 1 \qquad \forall p \in P$$

$$\sum_{p \in P} \sum_{\substack{s_{p_i} \in S_p \\ a \in s_{p_i}} t_p x_{s_{p_i}} \leq T_a \qquad \forall a \in A$$

$$\sum_{p \in P} \sum_{\substack{s_{p_i} \in S_p \\ c \in s_{p_i}} w_p x_{s_{p_i}} - W_c y_c \leq 0 \qquad \forall c \in C$$

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#### LP relaxation

$$\min \sum_{p \in P} \sum_{s_{p_i} \in S_p} c_{p_i} x_{s_{p_i}} + \sum_{c \in C} k_c y_c$$

$$0 \le x_{s_{p_i}} \le 1 \qquad \forall p \in P, s_{p_i} \in S_p$$

$$0 \le y_c \le 1 \qquad \forall c \in C$$

$$\sum_{s_{p_i} \in S_p} x_{s_{p_i}} = 1 \qquad \forall p \in P$$

$$\sum_{p \in P} \sum_{\substack{s_{p_i} \in S_p \\ a \in s_{p_i}} t_p x_{s_{p_i}} \le T_a \qquad \forall a \in A$$

$$\sum_{p \in P} \sum_{\substack{s_{p_i} \in S_p \\ c \in S_p}} w_p x_{s_{p_i}} - W_c y_c \le 0 \qquad \forall c \in C$$

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## Dual

#### Variables:

$$\alpha_p \in \mathbb{R} \quad \forall p \in P$$

$$\beta_a \ge 0 \quad \forall a \in A$$

$$\gamma_c \ge 0 \quad \forall c \in C$$

#### Dual:

$$\min \sum_{p \in P} \alpha_p + \sum_{a \in A} \beta_a T_a$$
$$c_{p_i} + \alpha_p + \sum_{a \in S_{p_i}} \beta_a t_p + \sum_{c \in S_{p_i}} \gamma_c w_p \ge 0 \quad \forall p \in P, s_{p_i} \in S_p$$
$$k_c - \gamma_c W_c \ge 0 \quad \forall c \in C$$

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### Column generation - pricing problem

$$\min_{\boldsymbol{s}_{p_i} \in \boldsymbol{S}_p} \left\{ \boldsymbol{c}_{p_i} + \alpha_p + \sum_{\boldsymbol{a} \in \boldsymbol{s}_{p_i}} \beta_{\boldsymbol{a}} \boldsymbol{t}_p + \sum_{\boldsymbol{c} \in \boldsymbol{s}_{p_i}} \gamma_{\boldsymbol{c}} \boldsymbol{w}_p \right\}$$

this is equivalent to finding a schedule with the lowest total cost

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## Pricing problem - DP algorithm

- optimal mold-core-assembly schedule O(|A|)
  - compute best core + assembly
  - compute best mold + assembly
  - compute best mold + core + assembly
- optimal schedule  $O(|A| \cdot |C|)$ 
  - check all possible assembly shifts for every casting shift before the deadline

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# Rounding

- after the initial column generation: fractional optimum
- in each round:
  - select K highest value x variables
  - fix the best to 1, fix all the others for the same product to 0

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- fix the corresponding y to 1
- update columns, column generation
- update shift capacities
- repeat until all products are scheduled

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## Implementation and Results

#### Implementation:

- ► C++
- LEMON

#### **Runtime:**

- Few minutes for smaller cases
- ~ 1 hour for about a month's worth of orders



Figure: Change in objective value with the number of columns

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## Thank you for your attention!