

COMSOAL

"Computer Method for Sequencing Operations for Assembly Lines"

This algorithm randomly generates a large number (e.g., 1000) of feasible solutions, and selects the one using the fewest stations.

As in the Kilbridge & Wester and the RPWM algorithms, a solution is constructed by assigning tasks to stations, starting with the first station.

The next task to be assigned is selected at random from those which are candidates i.e.,

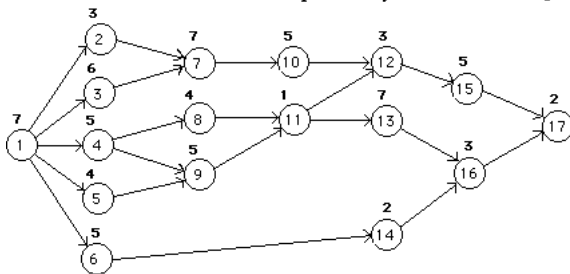
- performance time \leq idle time remaining
- all predecessors assigned already



©Dennis Bricker, U. of Iowa, 1997

©Dennis Bricker, U. of Iowa, 1997

Example: Cycle time = 15



©Dennis Bricker, U. of Iowa, 1997

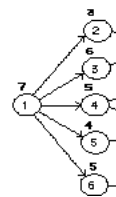
Trial 1

Station 1

Randomly select 1 from candidate list: 1

(task 1 is the only task which has no predecessor)

Randomly select 3 from candidate list: 2 3 4 5 6



tasks 2, 3, 4, 5, & 6 are the only tasks whose predecessors are already assigned, and whose times are less than the remaining idle time at station 1

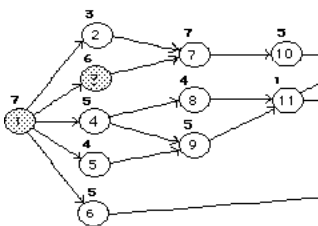
©Dennis Bricker, U. of Iowa, 1997

Station 2

Randomly select 2 from candidate list: 2 4 5 6

Randomly select 7 from candidate list: 4 5 6 7

Randomly select 10 from candidate list: 4 5 6 10



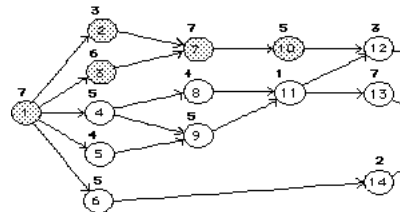
©Dennis Bricker, U. of Iowa, 1997

Station 3

Randomly select 6 from candidate list: 4 5 6

Randomly select 5 from candidate list: 4 5 14

Randomly select 4 from candidate list: 4 14



©Dennis Bricker, U. of Iowa, 1997

Station 4

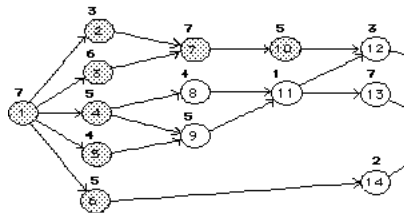
Randomly select 8 from candidate list: 8 9 14

Randomly select 9 from candidate list: 9 14

Randomly select 11 from candidate list: 11 14

Randomly select 12 from candidate list: 12 14

Randomly select 14 from candidate list: 14



©Dennis Bricker, U. of Iowa, 1997

Station 5

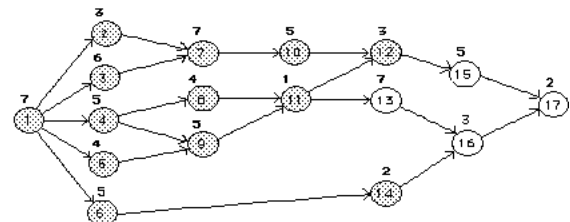
Randomly select 13 from candidate list: 13 15

Randomly select 16 from candidate list: 15 16

Randomly select 15 from candidate list: 15

Station 6

Randomly select 17 from candidate list: 17



©Dennis Bricker, U. of Iowa, 1997

Solution

Number of Stations: 6

Station	Idle time	Tasks
1	2	1 3
2	0	2 7 10
3	1	4 5 6
4	0	8 9 11 12 14
5	0	13 15 16
6	13	17

Balance delay: 0.177778

