



**Faculty of Mechanical and Manufacturing Engineering
Technology**

**PRODUCTIVITY PLANNING TO REDUCE WASTE BY
SIMULATION IN MANUFACTURING SYSTEM**

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DEDICATION

To my beloved parents

ABSTRACT

Industrial revolution 4.0 has been broadly deliberated for most global industries which production will become more specialized and complex. Hence, line efficiency and productivity is crucial in manufacturing industry. In manufacturing industry, the production process consist of wastes are the critical problem faced in many industries nowadays. Waste is any activity which adds cost or time, consume resources more than necessary to produce the product but doesn't add value to a product. Lean manufacturing plays an important role to eliminate non-value added activities which is wastes. In this case study is conducted at electronics and mechanical assemblies. This project focuses on the assembly's production line of product big rack. The problem statements of the production line are having uneven cycle time, different workload in the workstations and the abilities of operators that cause the unbalance line. Line balancing has been use for balance the operator workload in the workstations to minimize work load of stations and enhance output efficiency. The workstations of production line big rack has been reduce from 14 workstations to 8 workstations. Then, Arena simulation use to study assembly production line of big rack. Arena simulation use for simulate before and after line balancing show the result of number of operator reduce 1 person and the output increases from 121 units to 149 units in 3 hours production line run. Simulation results based on variables parameter such as number of operator and number of workstations gives option to company make a decision making on the productivity improvement on the big rack production line.

ABSTRAK

Revolusi industry 4.0 telah dibincangkan secara meluas untuk kebanyakan industry global disebabkan pengeluaran semakin menjadi lebih khusus dan kompleks. Oleh itu, kecekapan dan produktiviti talian adalah penting dalam industri perkilangan. Dalam industri pembuatan, proses pengeluaran yang mempunyai bahan buangan adalah masalah kritikal yang dihadapi dalam kebanyakan industri pada maa kini. Bahan buangan adalah aktiviti yang tidak menambah nilai kepada produk dengan menambah kos atau masa, penggunaan sumber lebih daripada yang diperlukan untuk menghasilkan produk. Pengilangan lean memainkan peranan penting untuk menghapuskan aktiviti yang merupakan sisa buangan. Projek ini mengkaji dalam kilang pengabungan elektronik dan mekanikal. Projek ini memberi tumpuan kepada masalah yang berlaku dalam bidang pengeluaran produk rak besar. Penyata masalah dalam barisan pengeluaran adalah masa kitaran yang tidak sekata, beban kerja yang berbeza di stesen kerja dan kebolehan pengendali yang menyebabkan barisan pengeluaran tidak seimbang. Pengimbangan larian telah digunakan untuk menyeimbangkan beban kerja pengendali di stesen kerja untuk meminimumkan beban kerja stesen dan meningkatkan kecekapan pengeluaran. Stesen kerja barisan pengeluaran produk rak besar telah mengurangkan dari 14 stesen kerja ke 8 stesen kerja. Kemudian, penggunaan simulasi Arena untuk mengkaji pemasangan barisan pengeluaran rak besar. Penggunaan simulasi arena untuk mensimulasikan sebelum dan selepas mengimangi baris menunjukkan hasil bilangan pengendali mengurangkan 1 orang dan peningkatan output dari 121 unit menjadi 149 unit dalam 3 jam kerja. Hasil simulasi membuat keputusan berdasarkan parameter pembolehubah seperti bilangan orang kerja dan stesen kerja untuk kilang memebuat keputusan tentang meningkatkan hasil kerja.

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TABLE OF CONTENT

	PAGE
DECLARATION	
APPROVAL	
DEDICATION	
ABSTRACT	i
ABSTRAK	ii
ACKNOWLEDGEMENTS	iii
TABLE OF CONTENTS	iv
LIST OF TABLES	vii
LIST OF FIGURES	viii
LIST OF APENDICES	ix
LIST OF ABBREVIATIONS	x
CHAPTER	
1. INTRODUCTION	
1.0 Introduction	1
1.1 Background	1
1.2 Problem Statement	3
1.3 Objectives	3
1.4 Project Scope	4
1.5 Organization of report	4
1.6 Expected Result	5
2. LITERATURE REVIEW	
2.0 Introduction	6
2.1 Productivity	6
2.2 Productivity planning	7
2.2.1 Factor of affects productivity	8
2.3 Connection between productivity and lean manufacturing	9
2.4 Lean Manufacturing	10
2.5 Process of lean manufacturing	11
2.6 Wastes in lean manufacturing	14
2.6.1 Overproduction	14
2.6.2 Waiting	15
2.6.3 Transportation	15
2.6.4 Inventory	16
2.6.5 Motion	16
2.6.6 Over processing	17
2.6.7 Defects	18
2.6.8 Underutilized people	19

2.7	Lean Tools and Techniques	24
2.8	Line balancing	31
2.8.1	Assembly line system	31
2.9	Problem in industries	33
2.10	Role of lean manufacturing	35
2.11	Interconnection between Lean Production and Industry 4.0	36
2.12	Industrial Revolution 4.0	38
2.12.1	Cyber-Physical System	40
2.12.2	Internet of Things	41
2.12.3	Cloud	41
2.12.4	Big data	42
2.12.5	Autonomous Robot	42
2.12.6	Additive manufacturing	43
2.12.7	Simulation	43
2.12.8	Horizontal and vertical system integration	44
2.12.9	Augmented Reality(AR)	44
2.13	Smart factory	45
3.	METHODOLOGY	
3.0	Introduction	46
3.1	Overall Project Planning	46
3.1.1	Overall Project Planning Flow Chart	47
3.2	Overview of Study	48
3.2.1	Flow of project	51
3.3	Research Methodology	53
3.3.1	Problem Formulation	53
3.3.2	Define Objectives	54
3.3.3	Focus of Project	55
3.3.4	Data Collection	55
3.3.5	Model Conceptualization	56
3.3.6	Line balancing	56
3.3.7	Model Translation	56
3.3.8	Model Verification	57
3.3.9	Model Validation	57
3.3.10	Simulation run and analysis	57
3.3.11	Decision making for repeat simulation	57
3.3.12	Propose the suitable Lean tools and techniques	58
3.3.13	Conclusion	58
4.	RESULT AND DISCUSSION	
4.0	Introduction	59
4.1	Industry Background	59
4.1.1	Product big rack	59
4.1.2	Layout of production line	61
4.1.3	Process for each workstations	62
4.1.4	Cycle time of assembly big rack	69
4.1.5	Graph of cycle time	70
4.1.6	Time study of assembly big rack	71
4.1.7	Capacity Requirement Planning	72
4.2	Precedence Table (Initial)	74

4.2.1	Precedence diagram (Initial)	75
4.2.2	Precedence Table (After)	75
4.2.3	Precedence diagram (After)	76
4.2.4	Compare of workstations before and after	77
4.2.5	Technical approach	79
4.2.6	Construction element of new workstations	82
4.2.7	Line Balancing & Line efficiency (Before)	87
4.2.8	Line Balancing & Line efficiency (After)	88
4.3	ARENA Simulation	89
4.3.1	Verification of Arena Simulation model	90
4.3.2	Validate simulation	91
4.3.3	Compare the Arena Simulation (before and after)	93
4.3.4	Decision making	98
5.	CONCLUSION AND RECOMMENDATIONS FOR FUTURE RESEARCH	
5.0	Introduction	99
5.1	Project summary	99
5.2	Conclusion	100
5.3	Recommendation	100
	REFERENCES	101
	APPENDICES	
	Appendix A	106
	Appendix B	112
	Appendix C	114
	Appendix D	115
	Appendix E	116

LIST OF TABLES

TABLE	TITLE	PAGE
2.1	Sources of wastes	20
4.1	Cycle time of assembly big rack	69
4.2	Time study	71
4.3	Precedence table (Initial)	74
4.4	Precedence table (After)	75
4.5	Compare of workstations before and after	77
4.6	Technical approach	81
4.7	Construction element of new workstations	82
4.8	Validate simulation results	91
4.9	Comparison initial and final simulation	95

LIST OF FIGURE

FIGURE	TITLE	PAGE
1	Five key principles	11
3.1	Overview of study	50
4.1	Big rack	60
4.2	Layout of assembly big rack	61
4.3	Graph of cycle time	70
4.4	Precedence diagram (Initial)	75
4.5	Precedence diagram (After)	76
4.6	Graph of line balancing (Before)	87
4.7	Graph of line balancing (After)	88
4.8	ARENA Simulation model (Initial)	89
4.9	Output big rack (Initial)	90
4.10	ARENA simulation model (Initial)	93
4.11	Output of initial model	93
4.12	ARENA simulation model (Final)	94
4.13	Output of final model	94
4.14	Graph of improvement initial and final simulation	97

LIST OF APPENDICES

APPENDIX	TITLE	PAGE
A	Bill of material (BOM list)	107
B	Validate simulation results	112
C	Grant chart FYP I	114
D	Grant chart FYP II	115
E	ARENA simulation results	116

LIST OF ABBREVIATIONS, SYMBOLS AND NOMENCLATURE

AR	Augmented Reality
CM	Cellular Manufacturing
CPS	Cyber-Physical System
FYP	Final Year Project
IoT	Internet of Things
NVA	Non-value added activities
PLT	Production Lead-time
SMED	Single Minutes Exchange of Dies
SOP	Standard Operating Procedures
TPM	Total Productive Maintenance
TPS	Toyota Production System
VSM	Value Stream Mapping
WIP	Work-in-progress

CHAPTER 1

INTRODUCTION

1.0 Introduction

The introduction will described about the project background, problem statement, objectives, scope, and limitation. Introduction also gives briefly explanation of summary of this project. This allow reader understand the flow and process of the overall study.

1.1 Background

In 1913, Henry Ford synthesised interchangeable parts with using standard work and move the conveyors and created flow production. The manufacturing lines in process has been aligned for provide components assemble into vehicles in short time. Then, Kiichiro Toyoda, Taiichi Ohno and others revisited the Ford's thinking and invented Toyota Production System (TPS) at Toyota. In 1990, James P. Womack, Daniel Roos and Daniel T. Jones have described lean process in the book "The Machine That Changed the World". Therefore, James P. Womack and Daniel T. Jones have distilled those lean principles in 1996. Lean manufacturing have developed by Japanese automotive industry which is Toyota to improve the Japanese economy after World War II.

Lean manufacturing can be known as Lean production. Nowadays, Lean manufacturing became the most popular paradigms in different manufacturing and service industry for waste elimination. Lean manufacturing is a strategy that oriented towards achieving the shortest possible cycle time by eliminating wastes. Besides that, implement

lean manufacturing in any type of company become competency for competitiveness and sustainable manufacture. In lean manufacturing, wastes can define as non-value added activities (NVA) which are overproduction, over processing, motion, transportation, inventory, waiting and defects. According to Natasya et al. (2013) stated that lean manufacturing have eight types of waste which is utilization people.

The successful for implementing Lean tools and techniques in various sector of company or industry need to focus on all aspects such as Cellular Manufacturing(CM), Single Minutes Exchange of Dies (SMED), Value Stream Mapping (VSM), Kanban, Kaizen, 5S concept, Total Productive Maintenance (TPM), Line balancing, Inventory control and so on.

Value stream mapping is the framework of lean manufacturing. According to Kamle et al. (2018) mentioned that Value stream mapping as function of identify the wastes and bottleneck processes. 7 wastes can be identified and solution will be suggested. In value stream mapping, the takt times, production lead times, processing time are different attributes that simulated and analysed by both current and future state stream mapping. There are few steps to start the Value stream mapping (VSM) which are define product, current state, future state and implementing. First step of VSM is identifying the product or product family due to the process and the resources need in production process. Secondly, identify the wastes of process by current state map. It is the design flow for production flow of raw material. Next, draw the future state map which has eliminated waste of the process. Lastly, implementing is the important process for achieved the future state map.

According to Azizi et al. (2015) stated that Value Stream Mapping (VSM) eliminate wastes in Small Medium Enterprise (SME) and also brings improvement of productivity. In this case study, SMED and Kaizen techniques have been implemented in the future state map of the Value Stream Mapping (VSM) to reduce the work in process (WIP) and lead time. According to Sharma et al. (2017) team work, communication, wisely use of resources, and continuous improvement can be improve and encourage through Lean principles.

1.2 Problem statement

Based on the factory visit LIKOM, manufacturing industry faced the problem of unbalance line in production line. According to Salonits et al. (2017) the top management is key factor in all industry or big organization. In some company has face problem but do not have good management to solve the problem. Through literature review, the commitment of the top management and the strong leadership ability to exhibit excellent project management style is play an important role.

The problem statements of the production line are having uneven cycle time, different workload in the workstations and the abilities of operators that cause the unbalance line. From the case study, most company use lean tools to achieve the improvement their productivity and quality of product. Lean tools are the effective to identify non-value added activity and eliminate it. Then, ARENA simulation software use simulation in this project. Nowadays, most of the SME Company has a vision and mission further to Industry 4.0. Thus, apply ARENA simulation as the improvement to Industry 4.0.

1.3 Objectives

Generally, the objective of this project is to analyse the productivity performance based on line balancing technique, to propose a suggestion to improve the current production line and to simulate an effective theory by Arena Simulation. The objectives needed to support the project to ensure that the project is successfully accomplished include:

1. To analyse the productivity performance based on line balancing technique.
2. To propose a suggestion to improve the current production line.
3. To simulate an effective theory by Arena Simulation.

1.4 Project scope

In this project, the main scope of project is focus on one product from family product in industry. Identify the waste of the product in the production line by adopt lean tools. The selection of the suitable simulation software to be implemented in the industry is made.

1.5 Organization of report

The Final Year Project (FYP) has a total combination of five chapters in a whole thesis. There are total five chapters in this report and each chapter has their own information needed to be presented.

First chapter of this project research is introduction. In this chapter, the general view of study has been explained. The problem, objectives and the scope was stated and written in this part.

Next chapter is followed by the literature review which is focusing on existing concept and theories of related research. The review is developed by collecting the idea from different resources such as a journal, book or the internet.

The third chapter for this research study is the methodology which describe on the process flow of this project in order to achieve the goal.

The result and discussion is in chapter four, mainly in analysing the result of the study. Besides, the result is including in examining and comparing the operation performance of selected industry.

The last chapter for this research study is conclusion and recommendation. This chapter has stated out the achievable of objectives. Moreover, some suggestions have given toward the overall study for future development.

1.6 Expected Result

Based on literature review and online resources, I can expect that Lean manufacturing has been one of the most popular paradigms in waste elimination in the manufacturing and service industry. Line balancing is the lean tools and techniques that assign the task equal over the workstations with minimize the workstations and operator of the assembly big rack process. ARENA simulation software is used to simulation model that can eliminate waste and improve the productivity of the production line.

CHAPTER 2

LITERATURE REVIEW

2.0 Introduction

This chapter will mainly discuss on the concept of lean manufacturing. The role of lean manufacturing is discussed in this chapter. The importance of adopt the lean manufacturing in industries is focused in this chapter to show the necessity of the lean manufacturing eliminate wastes in the industries to improve productivity. Besides, this chapter also reviewed on the case study by implement lean manufacturing tools and techniques in the industries. This chapter will be discussing on the Industry Revolution 4.0 at last.

2.1 Productivity

Productivity is the ratio of the output related to input. According to Wacker et al. (2006) stated that the definition of productivity is amount of output produced with the combination of input resources which included capital, labour and other resources. Higher productivity produces with lower of the input resource. According to Beheshti et al. (2010) productivity is generally considered to be the efficient utilisation of organisational resources and is measured in terms of the efficiency of a worker, company or nation. Productivity measures divide into which are multi-factor productivity and labour productivity.

$$\mathbf{Productivity} = \frac{\mathbf{output}}{\mathbf{input}} \quad (2.1)$$

2.2 Productivity planning

Productivity planning defined as consist a specific plan designed to improve productivity. Typically for productivity plan which are operational planning, tactical planning and strategic planning.

Operational planning defines as who, what, and when the things can be done. Operational planning outlining who do the job and when as well as to evaluate everyone have the interaction with other. When use the planning in productivity plan coordination of suppliers vendors, materials and daily work activities need to be included make sure workers get the necessary resources to do their works.

Tactical planning defines as include systematically organizing and short-term of activities plan which consistent with overall strategic goals. This productivity plan needs mention that who has the responsibility to achieve objectives of each area of productivity planning.

Strategic planning also one of the element of productivity plan with consist of development and implementation of policies. It also has procedures designed to align daily work activities mission of organization. Organization leader determine the future vision by set the objectives such as improving productivity.

Individual productivity usually use for organization planning and also use in improve the worker productivity. Individual productivity can define as set the productivity goals for individual workers with provide training to improve communication skills, eliminate time waters and manage time for the workers.

2.2.1 Factor of affects productivity

There are some factors that affects the productivity is the input.

1. Man

Based on some research, man is one factor that affects productivity. In the production area, researchers observed that some operators not focus on their task and do conversations with others. Besides, some operators loss concentration in job by use wrong tools for the assembly process.

2. Machine

Machine also one of the factor affects productivity due to the machine is old and has fixed number of outputs. This will contribute the company's low efficiency rate.

3. Environment

Environment of work place should always light to allow operators to see clearly and also safety issues. If production area in a dark condition will affected the performance of operators and the efficiency of the production line.

4. Method

The factor that affects productivity is method. When the setup of the production has an uneven takt time of process resulting in workload accumulation so it will cause the company cannot obtain the demand output per day.

2.3 Connection between productivity and lean manufacturing

Based on the case study Rosa et.al (2017), the assembly lines of the steel wire-ropes improves by applies the Lean tools and PDCA method. It has achieved the objective which eliminates wastes by Lean tools in the different areas such as problem in supply, operator movement, the reliability of equipment, balancing of tasks, definition and standardization of work methods. Besides that, the company have increases in productivity of 41% in assembly line. Thus, Lean tools and technique play an important role in the company to improve of productivity.

According to Choomlucksana et al. (2015) study in sheet metal stamping process has determine the process obtain motion waste, worker performance, and total processing time. These wastes can define as non-value added activities to process. The company have improve the efficiency of production processes and identify the opportunities area for waste reduction by take advantages of lean and others improvements tools and techniques which are visual control, Poka-Yoke, and 5S. Therefore, the processing time has been reduced and non-value activities also reduce from 1,086 activities to 261 activities after applying lean manufacturing principles. Thus, non-value activities that exist in company need to eliminate for improvement. Non-value added activities play an important role to success the business because satisfaction of customer dependent upon the amount of value-added activities versus the non-value added activities.