

# Substitution in a hybrid remanufacturing system

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# Outline

Introduction - Product Recovery & Remanufacturing

Previous Literature

Modelling approach

Computational Experiments & Challenges

Conclusion & Future Directions

# Introduction - Product Recovery

## What is product recovery?

Used products are:

- ▶ returned to producer or specialised facility
- ▶ recovered (eg repaired, recycled, remanufactured)
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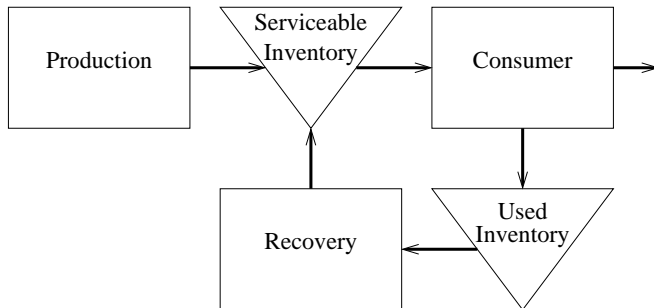
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## Industries



# A product recovery system



Key papers:

Schrady (1967); Teunter (2004); Simpson (1978); Inderfurth (1997)

# Remanufacturing

- ▶ Remanufacturing returns products to an “as-new” condition.
- ▶ Remanufactured products are typically cheaper than new products.
- ▶ Remanufactured products are typically sold with the same warranty as the equivalent new product.
- ▶ A hybrid remanufacturing system produces new goods and remanufactures used goods.

# Markets for Remanufactured Products

## Single Market

Remanufactured products are:

- ▶ as good as new
- ▶ sold alongside newly produced products

## Separate Markets

Remanufactured products are:

- ▶ functionally similar to newly produced products
- ▶ sold on a separate market
- ▶ perceived to be inferior to newly produced products



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# Operational issues in hybrid remanufacturing

## Different from production system

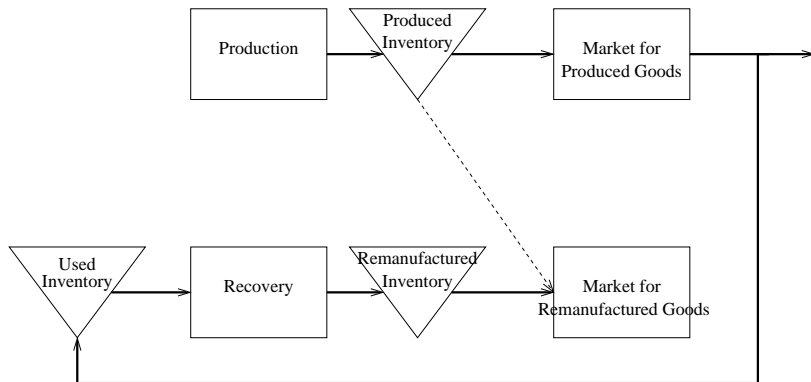
- ▶ additional inventories to manage
- ▶ coordinating returns and recovery
- ▶ option to offer substitution between markets

## Uncertainties

- ▶ quality, quantity and timing of returns
- ▶ demand for new and recovered goods
- ▶ willingness of customers to accept substitution

# Previous Literature

## A hybrid remanufacturing system with separate markets

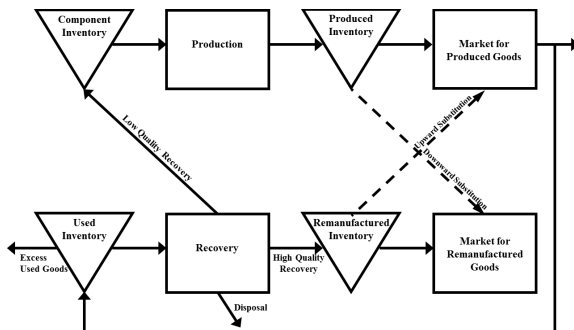


Key papers: Federgruen et al. (1984); Inderfurth (2004); Bayindir et al. (2007); Kaya (2010); Li et al. (2006); Jaber and El Saadany (2009); Piñeyro and Viera (2010)

# Previous literature – Summary

- ▶ Most assumes recovered goods are as good as new
- ▶ Only a few papers consider quality of returns
- ▶ Two types of substitution
  - ▶ downward substitution - superior product fulfils demand for inferior product
  - ▶ upward substitution - inferior product fulfils demand for superior product
- ▶ Most assumes one-way, downward substitution only
- ▶ Assumes acceptance of substitution is known

# Hybrid remanufacturing with two-way substitution

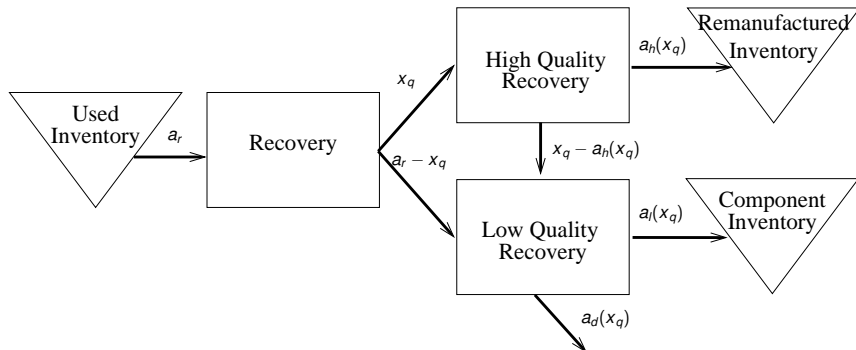


- ▶ Stochastic demand, returns, quality of returns
- ▶ High quality returns → recovered “in full”
- ▶ Low quality returns → recovered for components
- ▶ Two-way substitution, consumer acceptance is uncertain
- ▶ Substitution decisions: strategic and operational

# Hybrid remanufacturing with two-way substitution

When should production and recovery be performed and when should substitution be offered in order to maximise the total reward?

# Remanufacturing Process



# Semi-Markov Decision Process

<i>Elements</i>	<i>Product recovery with substitution</i>
<b>Decision Epochs</b>	when system is reviewed and a decision made (time between is stochastic)
<b>States</b>	inventory levels: $i_p, i_r, i_u, i_c$ outstanding orders: $i_{op}, i_{or}$
<b>Rewards/Costs</b>	production, recovery, ordering, and substitution costs; holding costs; lost-sales costs; sales revenue
<b>Transition Probabilities</b>	demand, returns, quality of returns, acceptance of substitution
<b>Actions</b>	production, recovery and buying: $a_p, a_r, a_b$ substitution: $a_u, a_d$

We want to find an optimal (reward-maximising) policy which specifies the action for a given state.

Strategic level substitution decision - none, down, up, two-way.



# Model Formulation

Let  $\delta(x) = 1$  if  $x > 0$  and 0 otherwise.

- ▶ Exponential inter-arrival time between decision epochs, independent Poisson processes with rates:
  - ▶ Completion of a production order  $\mu_p$
  - ▶ Completion of a recovery order  $\mu_r$
  - ▶ Demand for produced goods  $\lambda_p$
  - ▶ Demand for recovered goods  $\lambda_r$
  - ▶ Arrival of a batch of returns (size of batch is a random variable)  $\lambda_u$
- ▶ Expected time till next decision epoch  $\tau_i(a) = \frac{1}{\lambda(i,a)}$ , where  $\lambda(i, a) = \lambda_r + \lambda_p + \lambda_p + \delta(i_{op} + a_p)\mu_p + \delta(i_{or} + a_r)\mu_r$
- ▶ State will be updated depending on type of decision epoch
- ▶ If substitution is offered, accepted with probability  $\alpha_U, \alpha_D$

## Next State

The state of the system is:

(used, produced, remanufactured, components, outstanding production, outstanding recovery)

### Examples of state transitions:

If there is an outstanding production order (of size  $j_{op}$ ) and the next event is the **arrival of a production order** then the next state is:

$$(i_u, i_p + j_{op}, i_r, i_c + a_b - j_{op}, 0, j_{or})$$

If there is **demand  $d$  for a recovered item**, the next state is:

$$(i_u, i_p, i_r - d, i_c, j_{op}, j_{or}) \quad i_r \geq d$$

$$(i_u, i_p, i_r, i_c, j_{op}, j_{or}) \quad i_r < d, a_D = 0$$

$$(i_u, i_p, i_r, i_c, j_{op}, j_{or}) \quad i_r < d, a_D = 1 \text{ and substitution is rejected}$$

$$(i_u, i_p - d, i_r, i_c, j_{op}, j_{or}) \quad i_r < d, a_D = 1 \text{ and substitution is accepted}$$

# Value Iteration Algorithm

## Value Iteration Algorithm for MDP

**Step 0** Initialise  $v_0(s) = 0$  for  $s \in S$ ,  $n = 0$ .

**Step 1** For all states  $s \in S$ , compute  $V_n(s)$

$$V_n(s) = \max_{a \in A(s)} \left\{ R(s, a) + \sum_{s' \in S} p(s'|s, a) V_{n-1}(s') \right\}$$

and determine the policy  $\pi_n(s)$  for all  $s \in S$ , where

$$\pi_n(s) = \arg \max_{a \in A(s)} \left\{ R(s, a) + \sum_{s' \in S} p(s'|s, a) V_{n-1}(s') \right\}$$

**Step 2** Compute the bounds  $m_n = \min_{s \in S} \{ V_n(s) - V_{n-1}(s) \}$  and

$$M_n = \max_{s \in S} \{ V_n(s) - V_{n-1}(s) \}$$

**Step 3** Stop the algorithm with policy  $\pi_n$  if:  $0 \leq M_n - m_n \leq \epsilon$   
Otherwise, set  $n := n + 1$  and return to Step 1.

# Solution Methodology

## Optimal policy $\pi$

Specifies an action  $a = (a_p, a_r, a_b, a_U, a_D)$  that maximizes the long run average reward for each state  $s \in S$ .

## Finding an optimal policy

- ▶ Can use the well-established **value iteration algorithm** adjusted to “convert” to a discrete time model.

e.g.  $\bar{R}(i, a) = \frac{R(i, a)}{\tau_i(a)}$

# Computational Experiments

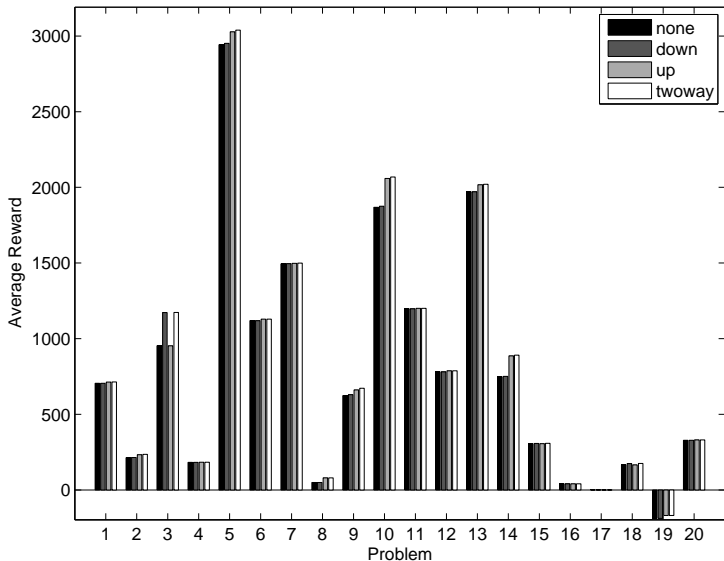
## Computational Burden

- ▶ State space and action space are very large
- ▶ e.g. max inventory = 20, then  $21^6 > 85$  million states.
- ▶ Limited number of problem scenarios investigated
- ▶ Value iteration algorithm is computationally intensive

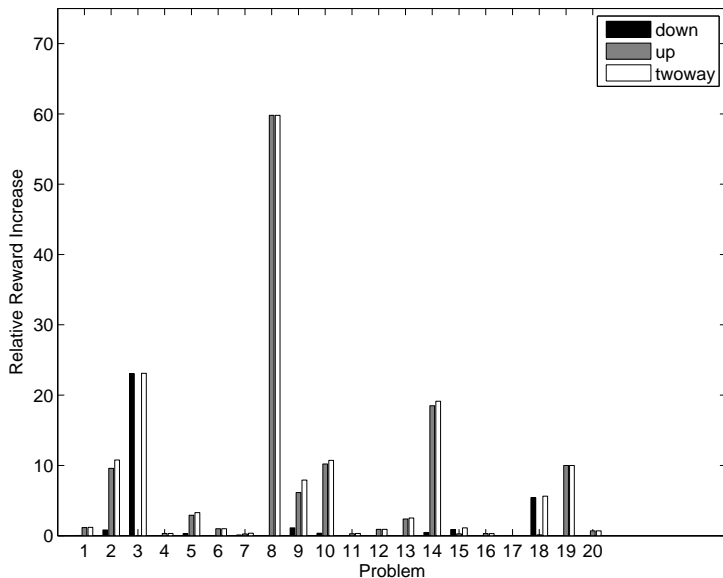
## Test problems

- ▶ 60 problems to address a range of situations - some adapted from Konstantaras and Papachristos (2008)
- ▶ Simplifications:
  - ▶ Fixed order size based on expected demand (20 problems x 3 order sizes)
  - ▶ Components only bought when needed
  - ▶ Customers arrive individually and demand a single good
- ▶ Most taking 10-15 min, some taking over 20 min

# Rewards across substitution strategies



# Relative reward increase from substitution



# Findings

## Substitution:

- ▶ upward substitution was almost always offered, whereas downward substitution was sometimes offered
- ▶ can allow firms to increase their profit
- ▶ can sometimes lead to an increase their fill-rates
- ▶ impacts the optimal policy:
  - ▶ downward sub  $\rightarrow$  recovery frequency  $\downarrow$
  - ▶ upward sub  $\rightarrow$  production frequency  $\downarrow$

Value of substitution: Offering substitution can improve system performance, (reward  $\uparrow$ ), but impacts the nature of the optimal policy.



# Limitations & Opportunities for Future Research

- ▶ Number and size of problems is small - a larger systematic computational study is required.
- ▶ Optimal policy structure is complicated so impractical to implement - heuristic policies?
- ▶ Limited insight into structure of policy
- ▶ Computational Burden – alternative solution methods?

# Thank you for your attention

## Questions?



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