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MULTI-OBJECTIVE WORKFORCE ALLOCATION FOR OFF-SITE CONSTRUCTION ASSEMBLY USING PARALLEL SIMULATED ANNEALING

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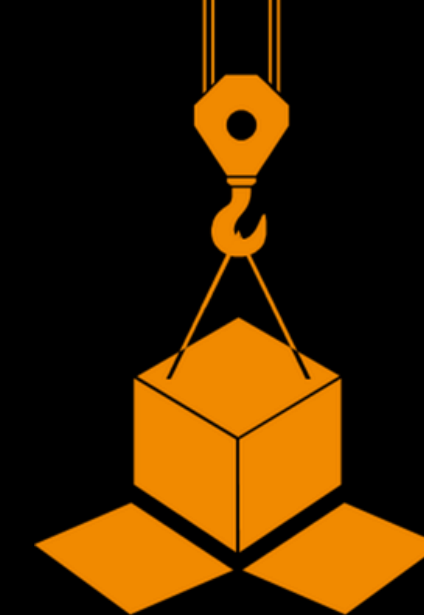


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Agenda



1

Background

Why may data driven production scheduling improve off-site construction?

2

Problem Description

How to address workforce dimensioning in construction assembly?

3

Optimizer

How parallel Simulated Annealing and custom neighbour move works?

4

Results

What are the operational benefits for decision-makers?

5

Final Remarks

Conclusions and further research opportunities



Background



Why is Off-site Construction (OSC) operationally challenging?

- »»» Highly project-based and variable
- »»» Dependent on manual, labour-intensive assembly
- »»» Constrained by delivery deadlines linked to site installation
- »»» Limited visibility of workforce utilisation and process deviations
- »»» Poor staffing decisions increase tardiness, cost, and disruption

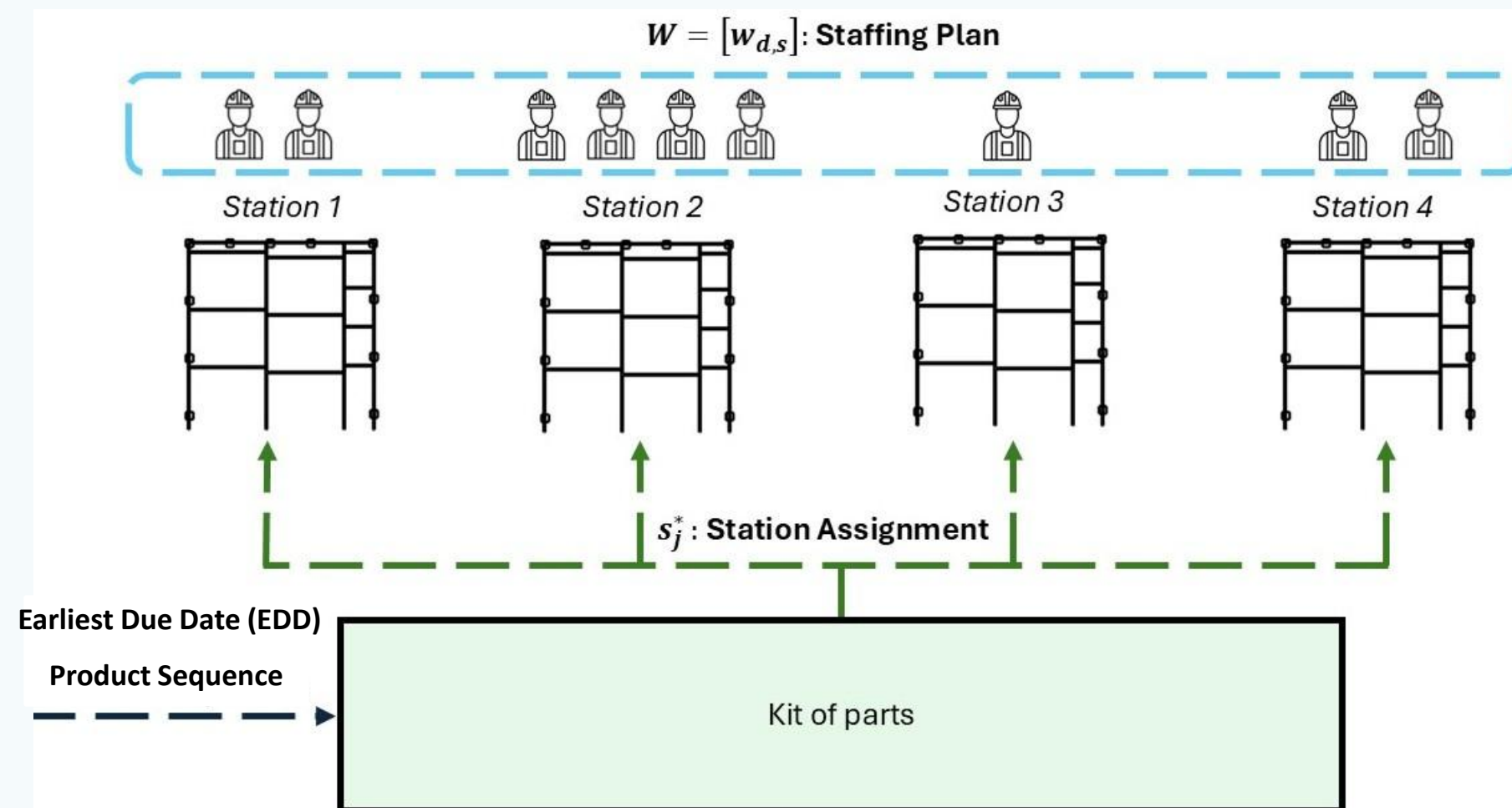
The Role of Optimisation Models in OSC Production Control

- »»» Job sequencing
- »»» Daily workforce allocation
- »»» Workstation assignment
- »»» Capacity balancing across stations
- »»» Trade-offs between labour cost, tardiness, and delay severity



Problem Description

The off-site job shop assembles final products from kit of parts across multiple stations



Minimise

Σ Tardiness $\rightarrow$ Sum of production delay

£ Cost $\rightarrow$ Total labour Cost

μ Delay severity $\rightarrow$ Average delay



Problem Description

The OSC job shop is modelled by different information

Decision Variable

- Products sorting by **EDD**
- Daily **staffing matrix** to assign workers to assembly stations
- Fixed **workstation assignment**

Parameters

- **Assembly jobs**, available workstations and working days within the planning horizon
 - **Job-specific workload** based on the required number of screws
 - **Delivery deadline** associated with each assembly job
 - **Average screw installation** time under standard working conditions
- **Maximum daily working** time per operator and staffing limit per workstation
- **Workforce efficiency** factor accounting for coordination and workspace limitations
 - **Hourly labour cost** associated with workforce utilisation

Operational Constraints

- **Integer and bounded worker allocation** at each station and working day
- **Productivity increases** with collaborative staffing but with diminishing returns
 - **Full completion** of each product workload **within the planning horizon**
 - Daily station **workload** cannot exceed the **available processing capacity**
- Each product is **assigned** to one station based on **earliest feasible completion**
- Products follow the fixed EDD sequence **without overlapping** at the same station



Optimizer



The framework workflow is structured into 5 main steps before convergence

Initialisation

- Sort products by EDD
- Assign 2 workers to 2 stations
- Calculate objectives

Build Context

- Evaluate
- **Pressure:** Delayed product
 - **Slack:** Positive margin before deadline
 - Utilisation

Parallel Search

- For each temperature iter M
- Evaluate candidates via neighbour move
 - Batch Evaluation

Pareto Acceptance

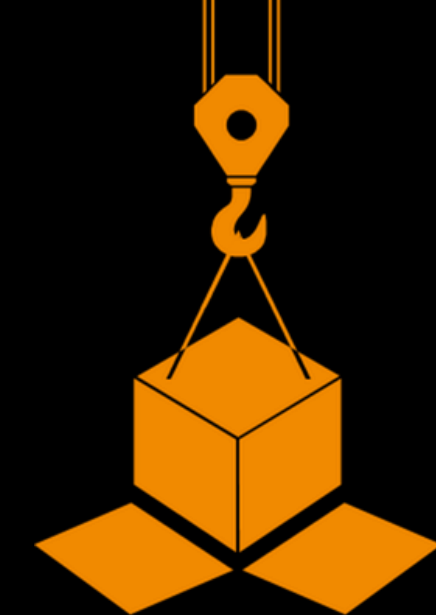
- **Dominating:** Accept deterministically
- **Non-dominated:** Probabilistic acceptance

Pareto Archive

- Stores non-dominated solutions
- Early termination for objective plateau



Optimizer: Neighbor Moves



The neighbourhood operator perturbs the staffing matrix by probabilistically selecting one of three move families

Family	Operator	Operator Probability	Staffing Change	Station assignment
Redistributi on	Rebalance Day	38%	Transfers one worker between two active stations on the same day	Reused
	Shift Same Station	30%	Moves one worker for the same station from a slack day to a higher-pressure day.	Reused
	Single Station	22%	Increases or decreases one active station-day by one worker.	Reused
	Station Block	10%	Increases or decreases one active station over a consecutive 2–3-day block.	Reused
Opening	Station Day	35%	Activates an unused station on one high-pressure day.	Recomputed
	Station Block	65%	Activates an unused station over a consecutive 2–3-day block.	Recomputed
Closing	Station Day	85%	Deactivates a low-risk station- day while keeping another station active.	Recomputed
	Station Block	15%	Deactivates a station over a low-pressure 2–3-day block.	Recomputed

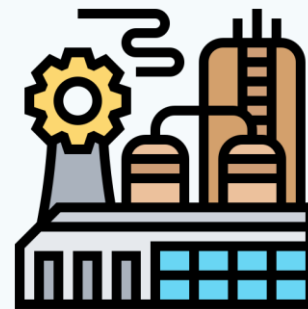


Case Study



The optimization framework has been tested and validated in an OSC job shop in the North Est of England

OCS



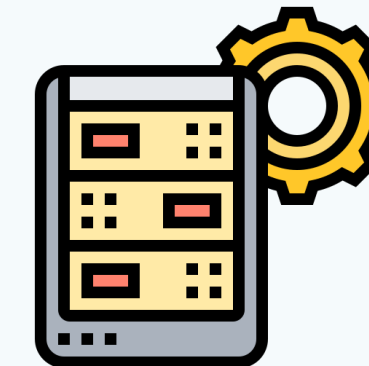
- Products: 1769
- Screws $\in [2, 204]$
- Workday: 8 h
- Deadlines: 5 date
- Unitary time; 60 sec/(screw*op)
- Parallel factor: 0.9
- Labor: 20 £/h, 4 max op/station
- Stations: 4
- Production Start: 5/05/2025

Simulated Annealing



- p_0 : 80%
- M: 50 iterations
- N: 17690 iterations
- α_{cool} : 80%

Workstation



- AMD Ryzen 5
- 6 cores with 2 threads per core
- 16 GB RAM



Results



Three different parallel SA configurations are benchmarked against the initial greedy solution that sorts the products by EDD and assigns 2 workers to 2 stations.

Run ID	Redistribute	Opening	Closing	Tardiness (h)	Cost (£)	Severity (h)	Run Time (h)
Initial	-	-	-	176955.22	30720	139	-
R1	100	0	0	50836.57	31200	106.13	2.01
R2	80	20	0	0	32160	0	1.6
R3	70	15	15	0	31200	0	2.18



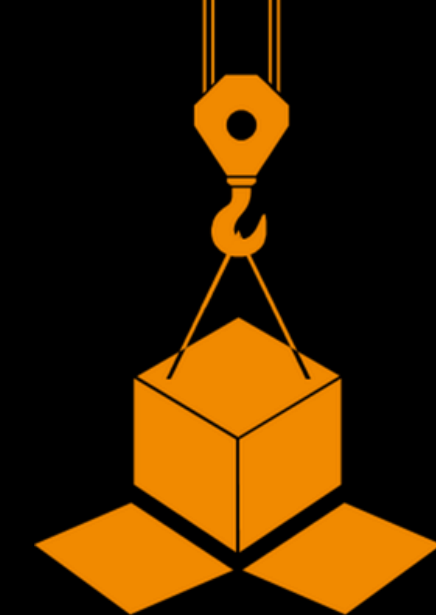
Neighbour moves effectively **minimise** production objectives



R3 has a **higher run time** due to a higher share of job to station re-evaluation

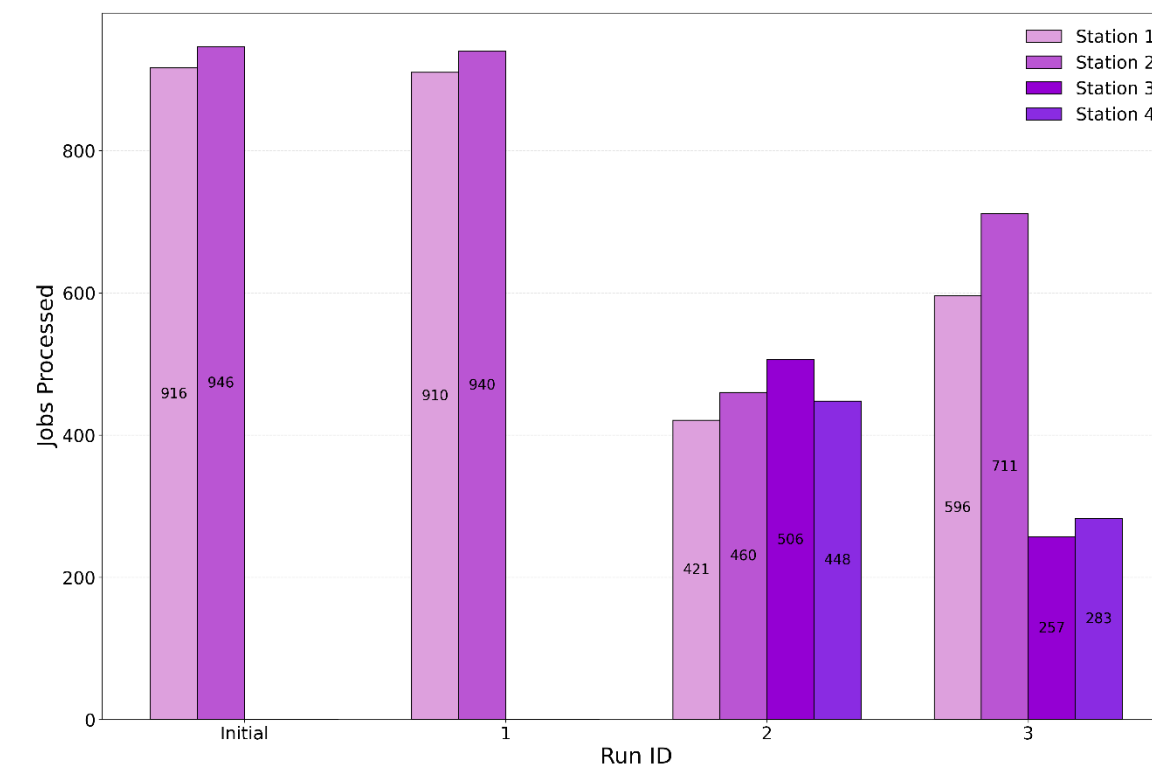
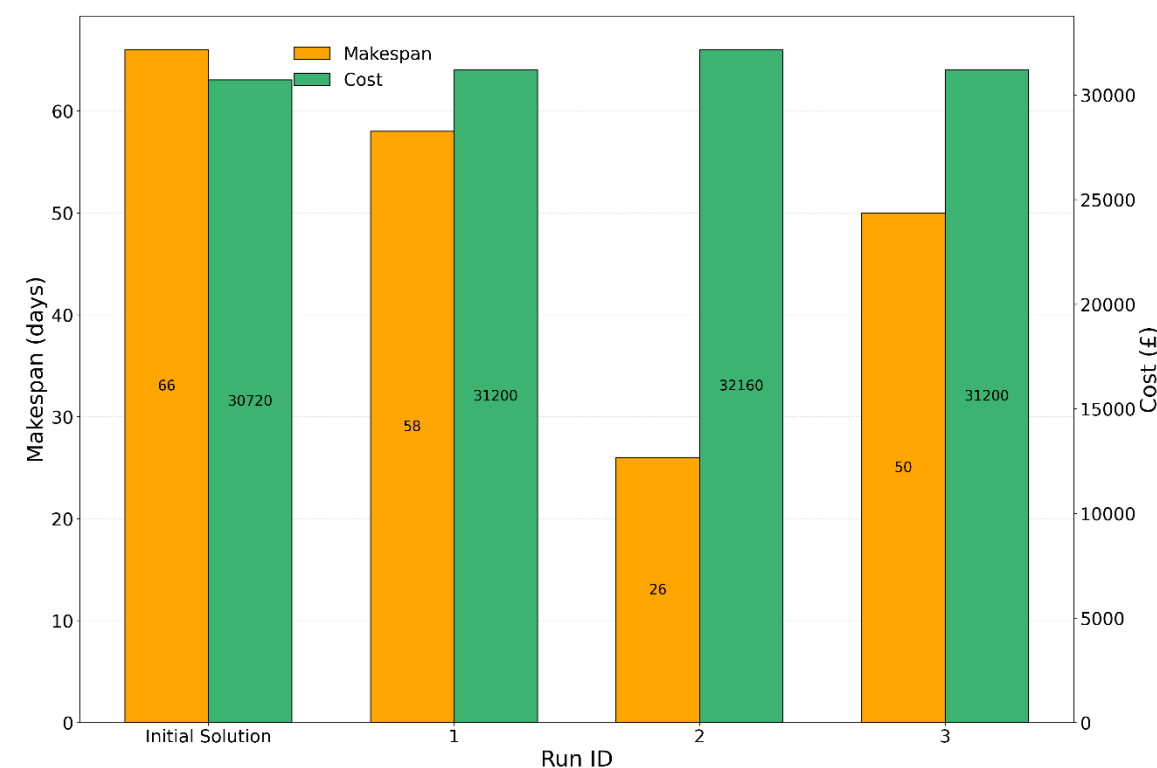
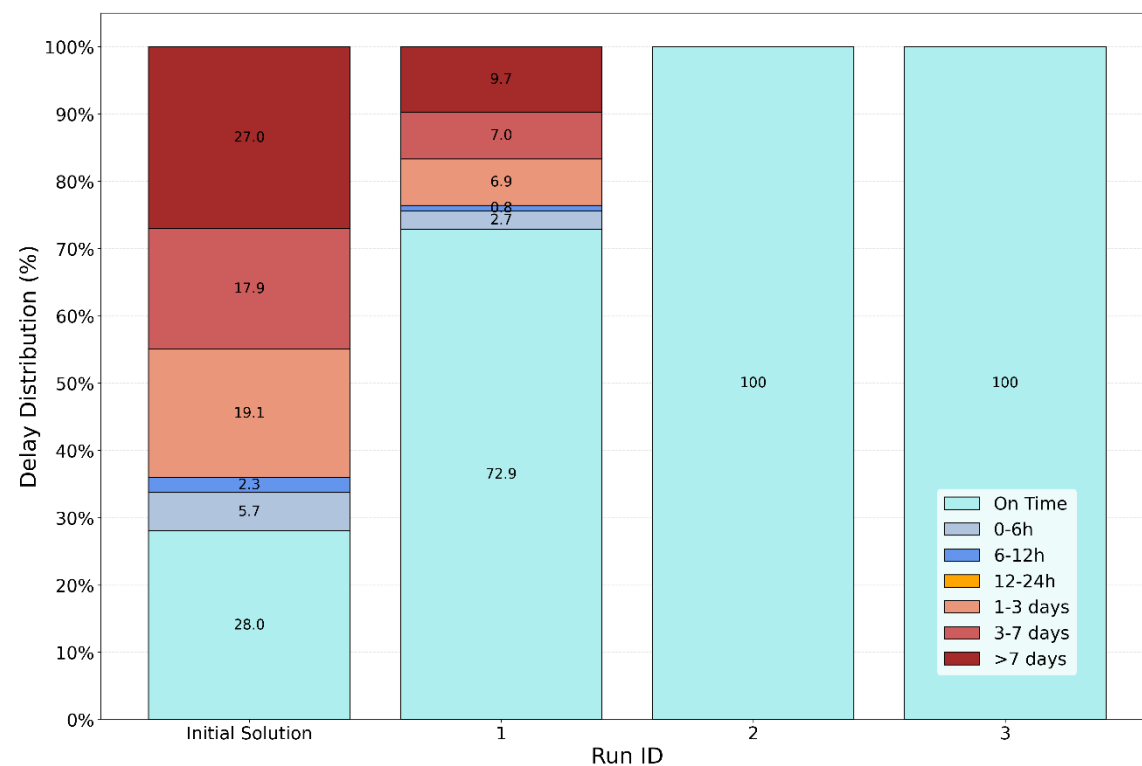


R3 is the **most performing configuration** with no production delays and lowest labour cost



Results

How optimization factors translate to operational Key Performance Indicators?



From more than **60%** products late, R2 and R3 achieve **full-on time delivery**



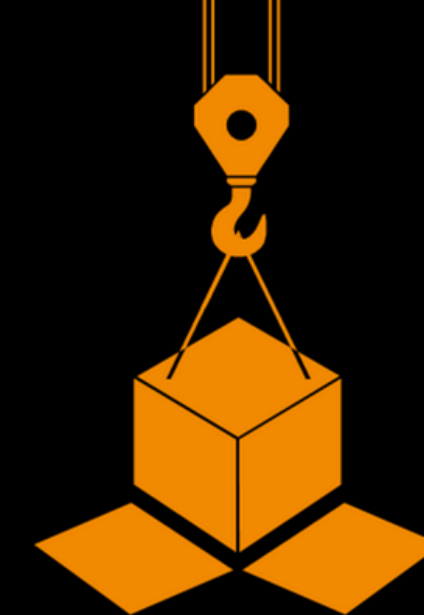
R3 has a **greater makespan** compared to R2 but **lowest labour cost**



The optimiser introduces new resources but **station utilisation** is always greater than **98.7%**



Final Remarks



Conclusions



OSC job shops productivity

Tend to suffer from cost overruns and constantly delayed deadlines due to poor operations management



Validated human centric optimizer

Parallel Simulated Annealing to dimension workforce and minimize labour cost and production delays



Increased schedule reliability

Slashed production delays from more than 60% to zero with minimal cost increase

Further Research

1

Stochasticity

Capture operator variability, learning effect and reworks

2

Software Integration

Integrate the optimizer into the company software ecosystem

3

Construction 5.0

Model workers physical resilience such as fatigue