






# Energy-Efficient Iterative Greedy Algorithm for the Distributed Hybrid Flow Shop Scheduling With Blocking Constraints

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**Abstract**— With the global energy shortage, climate anomalies, environmental pollution becoming increasingly prominent, energy saving scheduling has attracted more and more concern than before. This paper studies the energy-efficient distributed hybrid flow-shop scheduling problem (DHFSP) with blocking constraints. Our aim is to find the job sequence with low energy consumption as much as possible in a limited time. In this paper, we formulate a mathematical model of the DHFSP with blocking constraints and propose an improved iterative greedy (IG) algorithm to optimize the energy consumption of job sequence. In the proposed algorithm, first, a problem-specific strategy is presented, namely, the global search strategy, which can assign appropriate jobs to the factory and minimize the energy consumption of each processing factory. Next, a new selection mechanism inspired by Q-learning is proposed to provide strategic guidance for factory scheduling. This selection mechanism provides historical experience for different factories. Finally, five types of local search strategies are designed for blocking constraints of machines and sequence to be scheduled. These proposed strategies can further improve the local search ability of the QIG algorithm and reduce the energy consumption caused by blocking. Simulation results and statistical analysis on 90 test problems show that the proposed algorithm is superior to several high-performance algorithms on convergence rate and quality of solution.

**Index Terms**—Energy-efficient, distributed hybrid flow-shop scheduling, blocking constraints, iterative greedy algorithm, selection mechanism.

## I. INTRODUCTION

WITH the development of social economy and science, the demand for energy has expanded rapidly. Coal, oil and other non-renewable fossil resources are becoming more and more important. Sustainable development and energy conservation have become a matter of importance for countries [1], [2]. Manufacturing is an energy-intensive sector that consumes nearly one-third of the world's energy and produces 36% of the world's carbon dioxide [3]. As a part of the manufacturing industry, intelligent optimization and scheduling play a very important role in the machining process for the improvement of resource utilization and energy consumption [4], [5]. Refer to [6], [7], [8], for reducing the production cost and energy consumption, many enterprises begin to use intelligent optimization algorithms to find better scheduling sequences.

In real-world, to improve the productivity of production process, balance the flexibility of each processing stage and reduce the impact of the bottleneck stage [9], enterprises start to set identical parallel machines in each stage to process jobs. The production line scheduling problem is noted as the hybrid flow shop scheduling problem (HFSP) [10]. However, in some cases, due to limits of storage space, product characteristics, or technology [11], there is usually no buffer between any adjacent parallel machines in actual process of scheduling. This problem is also named as the blocking HFSP (BHFSP). In addition, with the increasing of market competition, the centralized manufacturing approach has been hard to meet the current market demand flexibly [12], [13], [14], [15]. Therefore, some companies begin using a distributed production scheduling mode to share the production pressure of the factory. Due to the emergence of distributed production mode, many scholars started to conduct extensive and in-depth research on the distributed flow shop (multi-plant) scheduling problem (DPFSP) [16], [17]. In DPFSP, companies set up multiple factories to process the same batch of products in parallel, and it allows for more efficient resource allocation, decentralization of companies' production pressure as well as reduction of product production cycles and risks [18], [19], [20].

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In this paper, the energy-efficient distributed hybrid flow-shop scheduling problem (DHFSP) with blocking constraints is studied. Due to the blockage of jobs, machines cannot perform normal machining operations, causing unnecessary energy consumption. This also directly leads to a decrease in processing efficiency and raises production costs for the company. Therefore, to reduce the occurrence of a job blocking, it is of great importance to design strategies that can seek a reasonable scheme and help factories find a near-optimal job sequence (i.e., the one with the lowest energy consumption) in a large and irregular job sorting.

However, the generation of blocking conditions usually changes uncertainly with the change of job sequencing in DHFSP, and these factors also lead to irregular changes in the optimal scheduling sequence. Thus, it is difficult to find a satisfactory solution in a short time using traditional mathematical methods. The intelligent optimization algorithm has been widely used by scholars to solve the flow shop scheduling problem for a long time and has achieved good results. This paper designs optimization methods for job sequencing under uncertainty for improving the productivity of enterprises and reducing energy consumption in sequence processing. Before designing corresponding strategies for DHFSP with blocking constraints, we first analyze existing challenges and difficulties in this problem, the details are as follows:

- 1) The quality of solution will change irregularly. Energy consumption of job sequence is affected by blocking constraints, resulting in irregular change and scope reduction of the sequence order in scheduling process. It is sometimes difficult to find a better feasible solution in a limited time.
- 2) Assigning jobs to factories while ensuring suitability and efficiency, simultaneously. In the allocation process, due to the inefficient strategies, it may result in huge energy consumption of factories and reduced enterprise productivity.
- 3) Each processing factory is usually enclosed and unrelated. In specific scheduling process, the processing environment of each factory is isolated from each other. Although the distributed scheduling mode shares part of the production pressure, such a closed processing environment is not conducive to factory processing to a certain extent.
- 4) Blocking conditions of factories are difficult to be improved. Blocking constraints limit the local search range of each factory, and there is a complex nonlinear relationship between these restrictions and job sequence. The scheduling sequence solution is easier to fall into local optimum if the job is blocked on the current machine.

To the best of our knowledge, there is little research on DHFSP with blocking constraints, but scholars have come to study the related scheduling problem. To determine the scheduling sequence and minimize the weighted completion time with a work shift, Nejati et al. [21] solve the HFSP with parallel machines. For minimizing the makespan and total flowtime, Marichelvam et al. [22] address the scheduling problem with parallel machines. Zhang et al. [23] utilized the shortest waiting time rule and a combined neighborhood search strategy to solve the HFSP

with lot-streaming. To solve the blocking HFSP (BHFSP), Qin et al. [24] designed the local and global perturbation strategies based on the blocking constraints to optimize the energy consumption. Aqil et al. [25] investigated the BHFSP under the sequence-dependent setup time constraint to minimize the earliness and total tardiness with parallel machines. For solving the DPFPSP, Bargaoui et al. [26] make the solution jump out of the local optimum and further improve the quality of the scheduling sequence. Wang et al. [27] analyzed the critical path of the job sequence and solve the distributed assembly permutation flow-shop scheduling problem (DAPFPSP). Then, Wang et al. [13] designed a mixed-integer linear programming model of the DHFSP with heterogeneous factories and used the bi-population cooperative memetic algorithm to solve this problem. Shao et al. [12] developed the DNEH (Nawaz–Enscore–Ham) with the smallest-medium rule and the multi-neighborhood iterated greedy method to solve the DHFSP.

Although the above-mentioned researches have made significant contributions to the optimized scheduling problems, they still have the following limitations:

- 1) They did not make targeted strategy design for blocking conditions. When consider the blocking condition of jobs, energy consumption of the scheduling sequence will alter irregularly with the change of arrangement order. The existing Intelligent optimization scheduling algorithms are not suitable for solving the DHFSP with blocking constraints.
- 2) Too long allocation time for jobs will reduce the search performance of the algorithm and production efficiency. It is difficult to reduce the impact of blocking constraints quickly in such a large search region and find the best allocation scheme.
- 3) Neither of them considers breaking the closed processing state between different factories. The scheduling environment is isolated, resulting in production occlusion among different factories.
- 4) They do not take the blocking conditions of parallel machines of factories into account. When blocking constraints are considered, the local search scope of the scheduled sequence is narrowed, which makes its solution easily fall into the local optimal in the iterative process.

For solving these problems mentioned above, we reviewed and compared the performance of different intelligent optimization algorithms [9], [28], [29], [30], [31], hoping to find a suitable algorithm and making further improvements based on the characteristics of DHFSP with blocking constraints. Finally, we learned that Iterated Greedy (IG) algorithm [32] shows its superiority in many scheduling problems compared to other intelligent optimization algorithms. It has fewer parameters and a simple structure, which makes it easy to be realized. Thus, in this paper, we propose an improved IG algorithm to reduce the energy consumption of DHFSP with blocking constraints.

The main contributions of this paper are given as follows.

- 1) In this paper, to satisfy the manufacture demands, we first design the mathematical model of DHFSP with blocking constraints for minimizing the energy consumption and use the gurobi to verify its correctness.

- 2) To explore the promising solution more quickly, this paper proposes a global search strategy with the consideration of job sequences in different factories. The proposed strategy can improve the global search ability of the algorithm, and further reduce energy waste by adjusting the job arrangement order.
- 3) A new selection mechanism inspired by Q-learning is integrated into the IG algorithm to break the closed state between factories. This selection mechanism realizes experience sharing and interaction between different factories. Experiments show that it can slightly improve the performance of the proposed algorithm.
- 4) To further improve the local search ability of IG algorithm, we present five local search strategies for reducing the energy consumption. These strategies can perform a wide range of adjustments to blocking jobs and help find better solutions.

The remainder of this paper is organized as follows. Section II reviews some existing literature that solve the related problems. In section III, the mathematical model of DHFSP with blocking constraints is formulated. Section IV proposed the framework and details of the improved IG algorithm. In Section V, comparison results show the performance of the proposed algorithm. Section VI gives the concluding remarks and directions for future research.

## II. LITERATURE REVIEW

The DHFSP with blocking constraints, to the best of our knowledge, has not been previously studied in the existing researches. Therefore, we review the closely related contributions, e.g., HFSP, BHFSP, DPFSP, DHFSP.

In recent years, many types of intelligent optimization algorithms have been proposed to solve the HFSP and its extension problem, BHFSP.

For solving HFSP, A hybrid iterated local search algorithm is proposed to solve the HFSP for economic lot-sizing and sequence [33]. Kurdi [34] designed an AC system with a novel Non-Daemon Actions procedure for multiprocessor task scheduling in HFSP. Liu et al. [35] designed the hybrid algorithm to solve the specialized two-stage HFSP with parallel batching machines. Ztop et al. [36] suggested four variants of iterated greedy algorithms and a variable block insertion heuristic for the HFSP with total flowtime minimization. For minimizing the completion time, Yu et al. [9] proposed a genetic algorithm to solve the HFSP with machine eligibility and unrelated machines. The above algorithms effectively solve the problem of HFSP, they did not consider the blocking constraints into the HFSP. However, this condition is very common in the real world, such as concrete blocks [37] and metalwork [38]. Therefore, later, we look for some currently published literature on HFSP with blocking constraints (BHFSP).

The presence of the BHFSP in manufacturing industry system has been the subject of many researches. Luo et al. [38] presented a genetic algorithm (GA) algorithm to investigate a two-stage BHFSP in real-world metal-working company, the objective of makespan is optimized in this literature. Nakkaew et al. cite

2016 Acom presented a GA and a discrete artificial bee colony (DABC) algorithm to solve the BHFSP with sequence dependent setup times with the minimization of the overall production time. Missaoui et al. [39] proposed a meta heuristic centered on IG method to investigate the BHFSP with optimizing the sum of the tardiness and earliness. The above studies are all carried out on BHFSP, and they have solved this problem well. However, in these problems, distributed scheduling environment is not considered, let alone the distributed HFSP (DHFSP) with blocking constraints with energy consumption as the optimization goal.

In order to meet the needs of the modern market, many enterprises will establish multiple factories to improve the processing efficiency of products, which has become a new research hotspot: DPFSP. Many scholars have designed a series of effective meta-heuristic algorithms to solve the DPFSP. Jian et al. [40] proposed a new tabu search algorithm to solve the DPFSP. Rifai et al. [41] proposed a multi-objective adaptive large neighborhood search algorithm to solve the distributed reentrant flow shop scheduling (DRPFS) problem with three objectives, the total cost, the maximum completion time, and the average delay. Pan et al. [20] proposed a series of algorithms based on construct heuristic and meta-heuristic frameworks to solve the DPFSP and the DAPFSP [42]. Ruiz et al. [43] used the IG algorithm to solve this problem and proved its effectiveness. Recently, Pan et al. [44] proposed an effective co-evolutionary algorithm to solve the distributed flow-shop group scheduling problems. Ochi et al. [45] designed the bounded search Iterated Greedy Algorithm BSIG to solve the DAPFSP problem. On the same problem, Huang et al. [46] proposed a group-think based IG algorithm (GIGA)) to optimize the total flow time. Recently, Shao et al. [47] proposed an efficient IG algorithm to solve DPFSP with blocking to minimize the maximum completion time. Similarly, Chen et al. [48] also used IG algorithm to solve DPFSP with blocking constraints. These algorithms effectively solve the multi-factory scheduling problem. However, the situation of the parallel machines is not included. Thus, next, we look for some literatures that integrate the distributed and parallel machine scheduling, and investigate whether the previously mentioned blocking constraints and energy consumption are considered as targets.

According to our survey, there are a few studies on DHFSP. For example, Ying et al. [49] proposed a self-tuning iterated Greedy (SIG) algorithm to optimize the maximum completion time of the job sequence. Lei et al. [50] proposed the Shuffled Frog-leaping algorithm with Memplex grouping (MGSFLA) to solve the distributed two-stage hybrid flow shop scheduling problem with sequence-dependent setup times (DTHFSP). Wang et al. [13] proposed a bi-population cooperative memetic algorithm (BCMA) for solving the heterogeneous factories of the DHFSP. Shao et al. [12] proposed the DNEH with sharmedium rule and the multi-neighborhood iterative greedy algorithm to solve the DHFSP. Li et al. [51] proposed the hybrid discrete artificial bee colony algorithm to solve a parallel batching DPFSP with deteriorating jobs. Zheng et al. [52] proposed a cooperative coevolution algorithm to solve the multi-objective fuzzy DHFSP with fuzzy machining time and fuzzy delivery time. The above studies comprehensively consider the



297 conditions of parallel machines and multiple factories. These  
 298 papers are very new and efficient, but they do not consider  
 299 the blocking condition of the jobs and energy consumption,  
 300 simultaneously. As a result, we find that none of the published  
 301 papers solve the DHFSP with blocking constraint with energy  
 302 consumption as the optimization objective.

303 The existing literature mentioned above only considers two  
 304 or three of conditions (e.g., the parallel machines, blocking con-  
 305 straints, distributed environment, energy consumption). How-  
 306 ever, all kinds of these situations widely exist in the real-world,  
 307 such as the production of glass and concrete. In this paper, we  
 308 study the problem with these four conditions simultaneously.  
 309 Then, we propose an improved IG algorithm to optimize energy  
 310 consumption. Based on the advantages of IG algorithm, we  
 311 design the global and local search strategies based on swap  
 312 operators for blocking constraints. The proposed strategies can  
 313 reduce the computational complexity of the algorithm and in-  
 314 crease the quality of solutions.

### 315 III. PROBLEM DESCRIPTION

316 This section first proposes the DHFSP model with blocking  
 317 constraints. Then it gives the mathematical definitions of the as-  
 318 sumptions, parameters, optimization objective, and constraints  
 319 of this problem in Section III-A. In Section III-B, it gives the  
 320 Gantt charts with and without blocking constraints to illustrate  
 321 the impact of restrictions on energy consumption.

#### 322 A. Problem Formulation

323 The DHFSP with blocking constraints is formulated as fol-  
 324 lows. It comprises  $F(f=1, \dots, F)$  factories and each factory  $f$   
 325 contains a set of parallel machines with  $S(s=1, \dots, S)$  stages. Each  
 326 stage has a different number of machines. A collection of  
 327  $J(j=1, \dots, J)$  jobs are assigned to any one of these factories to  
 328 process orderly. In all factories, there is no buffer between any  
 329 two continuous stages. When jobs are finished but all machines  
 330 in the next stage are in processing state, jobs will be blocked on  
 331 the current production line until one of the downstream machines  
 332 is available. Once the blocking condition occurs, it will affect  
 333 the overall production efficiency of the sequence and increase  
 334 the energy consumption. In this paper, the schedule problem  
 335 contains two parts: allocating all jobs to one of the  $F$  identical  
 336 factories and determining the processing order with minimum  
 337 energy consumption. According to the literature [10], [13], [53],  
 338 we give the assumptions, parameters, decision variables, objec-  
 339 tive, and constraints of the DHFSP with blocking constraints.

340 The problem can be solved in three parts: job processing en-  
 341 ergy consumption, blocking energy consumption, and machine  
 342 idle energy consumption. In the MILP model, the difference  
 343 between the departure time and the completion time of each  
 344 job on the same machine is the corresponding machine blocking  
 345 time. If the departure time of the job is greater than its completion  
 346 time, it means that the job is blocked on the current machine.  
 347 In this paper, when establishing the mathematical model, the  
 348 first step is to determine the factory allocation problem, and the  
 349 second step is allocating machines according to the relationship

between the completion time and the departure time of jobs, then  
 process the job sequence and calculate the objective value.

#### Assumptions:

- 1) All jobs and machines are available at time zero. 353
- 2) The processing time of each job is predefined. 354
- 3) Each job must choose exactly one factory to process and  
once a job is assigned in one factory, it cannot be assigned  
to other factories. 355-357
- 4) The processing order is determined in the first stage, and  
jobs in this order are processed from the first stage to the  
last stage. 358-360
- 5) Each job must pass through all stages, and at any given  
time, a job can only be processed on exactly one machine  
and each machine can only process one job. 361-363
- 6) There is no buffer between any two continuous stages. 364
- 7) Both blocking and idle states of machines are considered. 365
- 8) Once a job is completed at the current machine, it must  
be transported to the next stage immediately. 366-367
- 9) No interruption and pre-emption are allowed. 368
- 10) Other time-consuming operations are included in pro-  
cessing time. 369-370

#### 1) Parameters:

$J$ :	Number of jobs.	371-372
$F$ :	Number of factories.	373
$S$ :	Number of stages.	374
$\Gamma$ :	The set of jobs, $\Gamma \in \{1, 2, \dots, N\}$ .	375
$\Lambda$ :	The set of factories, $\Lambda \in \{1, 2, \dots, F\}$ .	376
$\Omega$ :	The set of stages, $\Omega \in \{1, 2, \dots, S\}$ .	377
$j, j_1, j_2$ :	Index of jobs, $j, j_1, j_2 \in \Gamma$ .	378
$f$ :	Index of factories, $f \in \Lambda$ .	379
$s$ :	Index of stages, $s \in \Omega$ .	380
$M_{f,s}$ :	Number of parallel machines at stage $s$ in factory $f$ .	381-382
$m$ :	Index of machines at stage $s$ in factory $f$ , $m \in$ $\{1, \dots, M_{f,s}\}$ .	383-384
$p_{j,s}$ :	Processing time of job $j$ at stage $s$ .	385
$EC_s^{Process}$ :	The energy consumption per unit time of a job which is processed at stage $s$ .	386-387
$EC_s^{Blocking}$ :	The energy consumption per unit time of a job which is blocked at stage $s$ .	388-389
$EC_s^{Idle}$ :	The energy consumption per unit time of a ma- chine which is in idle state at stage $s$ .	390-391
$h$ :	Sufficiently large positive number.	392

#### 2) Decision variables:

$C_{j,s}$ :	The completion time of job $j$ at stage $s$ .	394
$D_{j,s}$ :	The departure time of job $j$ at stage $s$ .	395
$E_{f,s,m}$ :	The shutdown time of machine $m$ at stage $s$ in factory $f$ .	396-397
$x_{j,f}$ :	Binary decision variable, 1 if job $j$ is assigned in factory $f$ , 0 otherwise.	398-399
$y_{j,f,s,m}$ :	Binary decision variable, 1 if the job $j$ is processed on machine $m$ at stage $s$ in factory $f$ , 0 otherwise.	400-401
$z_{j_1, j_2, s}$ :	Binary decision variables, 1 if both the job $j_1$ is processed before the job $j_2$ at stage $s$ , 0 otherwise.	402-403
$PEC$ :	The total energy consumption of machines when they stay at the processing state.	404-405

406 *BEC*: The total energy consumption of machines when they  
 407 stay at the blocking state.  
 408 *IEC*: The total energy consumption of machines when they  
 409 are at the idle state.

3) *Objective*:

Minimize ( $PEC + BEC + IEC$ )

$$\sum_{f=1}^F x_{j,f} = 1, \forall j \in \Gamma \quad (1)$$

$$\sum_{m=1}^{M_{f,s}} y_{j,f,s,m} = x_{j,f}, \forall f \in \Lambda, \forall s \in \Omega, \forall j \in \Gamma \quad (2)$$

$$C_{j,s} - p_{j,s} \geq 0, \forall j \in \Gamma, \forall s \in \Omega \quad (3)$$

$$D_{j,s} \geq C_{j,s}, \forall s \in \Omega, \forall j \in \Gamma \quad (4)$$

$$C_{j,s} = D_{j,s-1} + p_{j,s}, \forall s \in \Omega, \forall j \in \Gamma \quad (5)$$

$$z_{j_1,j_2,s} + z_{j_2,j_1,s} = 1, \forall s \in \Omega, \forall j_1, j_2 \in \Gamma, j_1 \neq j_2 \quad (6)$$

$$C_{j_2,s} \geq D_{j_1,s} + p_{j_2,s} + (y_{j_1,f,s,m} + y_{j_2,f,s,m} + z_{j_1,j_2,s} - 3) \cdot h, \quad (7)$$

$$\forall f \in \Lambda, \forall s \in \Omega, \forall m \in \{1, 2, \dots, M_{f,s}\},$$

$$\forall j_1, j_2 \in \Gamma, j_1 \neq j_2$$

$$E_{f,s,m} \geq D_{j,s} + (y_{j,f,s,m} - 1) \cdot h, \forall f \in \Lambda, \quad (8)$$

$$\forall s \in \Omega, \forall m \in \{1, 2, \dots, M_{f,s}\}, \forall j \in \Gamma$$

$$IEC = \sum_{s=1}^S EC_s^{Idle} .$$

$$\left( \sum_{f=1}^F \sum_{m=1}^{M_{f,s}} E_{f,s,m} - \sum_{j=1}^J p_{j,s} - \sum_{j=1}^J (D_{j,s} - C_{j,s}) \right) \quad (9)$$

$$PEC = \sum_{s=1}^S \sum_{j=1}^J (EC_s^{Process} \cdot p_{j,s}) \quad (10)$$

$$BEC = \sum_{s=1}^S \sum_{j=1}^J (EC_s^{Blocking} \cdot (D_{j,s} - C_{j,s})) . \quad (11)$$

$$x_{j,f} \in \{0, 1\}, \forall f \in \Lambda, \forall j \in \Gamma \quad (12)$$

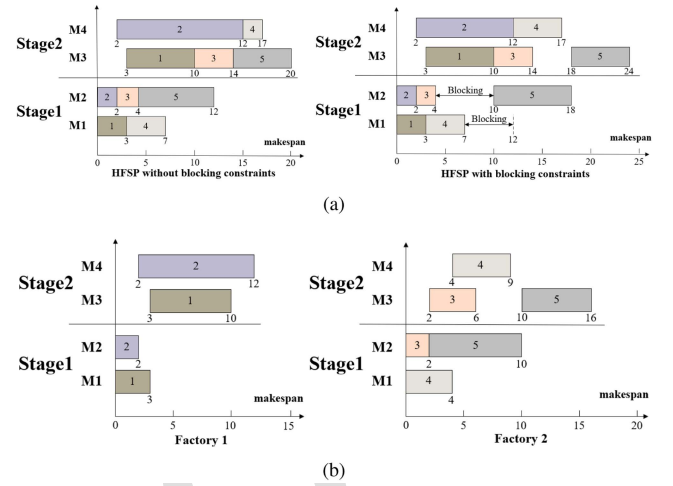


Fig. 1. (a) The Gantt diagram of HFSP with and without blocking constraints from the same factory. (b) The Gantt diagram of HFSP with blocking constraints in distributed environment.

$$y_{j,f,s,m} \in \{0, 1\}, \forall f \in \Lambda, \forall s \in \Omega, \forall j \in \Gamma, \quad (13)$$

$$\forall m \in \{1, 2, \dots, M_{f,s}\}$$

$$z_{j_1,j_2,s} \in \{0, 1\}, \forall s \in \Omega, \forall j_1, j_2 \in \Gamma \in \{0, 1\} \quad (14)$$

The objective is to minimize the total energy consumption of all machines. Eq. (1) ensures that each job can only be assigned to one factory for processing at most, and constraints (2) tell that each job can only be processed by one machine at each stage. Constraints (3) indicate that the completion time of each job should not be less than its processing time. Constraint set (4) ensures that due to the influence of blocking, the departure time of the job is greater than or equal to its completion time. Constraint set (5) defines that the completion time of a job in one stage is equal to the processing time in the same stage plus its departure time in the previous stage. Constraints (6) mean that there is only one sequence between jobs  $j_1$  and  $j_2$ . Constraint set (7) represents that the completion time of one job is not less than its processing time in the same stage plus its departure time of its precursor. Constraint set (8) ensures that the shutdown time of a machine at one stage is not less than the departure time of the jobs on the same machine. Eq. (9) computes the energy consumption of the machines which are at idle states. Eq. (10) calculates the energy consumption of processing jobs. Eq. (11) computes the calculation of the blocking time of machines. Constraint set (12) ensures whether the job is assigned to the factory. Constraint set (13) indicates whether the job is assigned to a machine at a certain stage of a factory. Constraint set (14) makes sure whether there is a sequence of two jobs processed in the same stage.

### B. Example Instance

To further illustrate different conditions with and without blocking constraints in more detail, Fig. 1(a) shows the Gantt

450 diagram of a simple example with five jobs and two stages in the  
 451 same factory, each of which consists of two parallel machines in  
 452 one stage. The horizontal axis is used to describe the completion  
 453 time of jobs, and the vertical axis is used to indicate stages and  
 454 machines. Relevant data are given as follows:

$$p_{j,s} = \begin{bmatrix} 3 & 7 \\ 2 & 10 \\ 2 & 4 \\ 4 & 5 \\ 8 & 6 \end{bmatrix} \quad EC_{f,s}^{Process} = [5 \quad 7]$$

$$EC_{f,s}^{Blocking} = [3 \quad 4] \quad EC_{f,s}^{Idle} = [2 \quad 1]$$

455  
 456 To expound the energy consumption with and without block-  
 457 ing constraints, we take the case that is in Fig. 1(a) to elaborate  
 458 processing status of the job sequence. Both the processing  
 459 energy consumption of two cases are  $19 \times 5 + 32 \times 7 = 319$ . The  
 460 idle energy consumption of the first case (without blocking  
 461 constraints) is  $5 \times 1 = 5$ , where the idle and blocking energy  
 462 consumption of the second case (with blocking constraints)  
 463 is  $9 \times 1 + 11 \times 3 = 42$ . Therefore, the energy consumption of  
 464 HFSP with and without blocking constraints are 361 and 324,  
 465 respectively. It can be seen that due to the blocking constraints,  
 466 these five jobs will waste 37 more energy consumption than the  
 467 case without the same restrictions. To show that the distributed  
 468 production environment can effectively reduce the energy waste,  
 469 we allocate these five jobs to two factories for processing. As  
 470 shown in Fig. 1(b), jobs 1 and 2 are assigned to factory 1, and  
 471 jobs 3, 4, 5 are assigned to factory 2. Blocking conditions are  
 472 eliminated after the allocation of 5 jobs. Moreover, the energy  
 473 consumption caused by idle states is  $5 + 10 = 15$ . Total energy  
 474 consumption of scheduling in distributed environment is  $319 + 15$   
 475  $= 334$ , which consumes 27 less energy than HFSP with blocking  
 476 constraints. The introduction of distributed scheduling mode can  
 477 reduce the energy consumption caused by blocking constraints.  
 478 Besides, with the increasing scale of jobs and stages, this kind  
 479 of energy waste will also increase [24]. It shows the importance  
 480 of a good scheduling strategy for the enterprise. Therefore, we  
 481 can design highly efficient search strategies across and within  
 482 factories to reduce blocking conditions.

#### 483 IV. PROPOSED ALGORITHM

484 This section describes the proposed QIG algorithm in detail  
 485 and it is divided into three main parts, i.e., initialization strategy,  
 486 global search strategy, and local search strategy. To make readers  
 487 understand this algorithm more clearly, the framework of QIG  
 488 is provided in Algorithm 1.

489 As shown in Algorithm 1,  $NEH\_F(\pi)$  initialization strategy  
 490 is used to allocate jobs to factories. The *GlobalSearchStrategy*  
 491 operates the arrangement order of jobs in different factories. In  
 492 the while loop, *SelectionMechanism* provides strategy selection  
 493 guidance for all factories. In *SelectionMechanism*, each factory  
 494 selects a certain local search strategy to execute, and the process  
 495 is performed sequentially by factory number. When the operation  
 496 of *SelectionMechanism* is finished, *GlobalSearchStrategy*

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#### Algorithm 1: The Framework of The QIG Algorithm.

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**Require:**  $\pi = \{\pi_1, \pi_2, \dots, \pi_J\}$ , parameters used in this  
 algorithm

**Ensure:**  $\pi^{\text{best}}$  and the corresponding energy consumption  
 $EC$

1: **Initialization:**

2:  $\pi^{\text{temp}} = NEH\_F(\pi)$

3: *GlobalSearchStrategy*( $\pi, \pi^{\text{temp}}$ )

4: **Algorithm Body:**

5: **while** the termination criterion is not satisfied **do**

6: *selectionMechanism*( $\pi^{\text{temp}}$ )

7: *GlobalSearchStrategy*( $\pi, \pi^{\text{temp}}$ )

8: **if**  $f(\pi^{\text{temp}}) < f(\pi)$  **then**

9:  $\pi = \pi^{\text{temp}}$

10: **if**  $f(\pi) < f(\pi^{\text{best}})$  **then**

11:  $\pi^{\text{best}} = \pi$

12: **end if**

13: **end if**

14: **end while**

---

for jobs, just as same as the strategy in initialization stage, will  
 497 execute again. At the end of the while loop, the current best  
 498 sequence is updated. If the termination condition is not reached,  
 499 the procedure will continue to execute the while loop.  
 500

#### A. Initialization Strategy

501  
 502 For the optimization of energy consumption in DHFSP with  
 503 blocking constraints, the quality of the initial solution will have a  
 504 direct impact on the later iteration. It can be seen from Algorithm  
 505 1 that QIG algorithm improves only one solution in the whole it-  
 506 erative process. Therefore, it is important to use a high-efficiency  
 507 initialization strategy to sort the job sequence. Nawaz, Ensore,  
 508 and Ham (NEH) [54] heuristic is an excellent heuristic algorithm  
 509 that is often embedded into some metaheuristics. Huang and Pan  
 510 et al. [55] used an algorithm, named *NEH\_F*, which is based  
 511 on NEH and characteristics of multiple factories to solve the  
 512 allocation problem of jobs, and finally achieved good results.  
 513 Thus, to get a better solution, this paper introduces the *NEH\_F*  
 514 method as the initialization strategy of QIG algorithm to allocate  
 515 jobs to all factories. The processing steps of *NEH\_F* are as  
 516 follows. (1) At the beginning of the *NEH\_F* strategy, a job  
 517 sequence  $= \pi = \{\pi_1, \pi_2, \dots, \pi_J\}$  is arranged in descending  
 518 order according to total processing time. (2) The first  $F$  jobs  
 519 are taken out from sequence and allocate them to  $F$  factories  
 520 one by one. (3) The remaining  $n-F$  jobs are extracted one by one  
 521 and inserted into the best position of all factories. The details of  
 522 *NEH\_F* heuristic algorithm are presented in Algorithm 2.

#### B. Global Search Strategy

523  
 524 Cross-factory operations using the insert strategy to allocate  
 525 jobs usually spend a lot of time. In the process of scheduling  
 526 for different factories, blocking constraints will directly influ-  
 527 ence the completion efficiency of processing task and energy  
 528 consumption. Thus, to reduce the occurrence of blocking in

**Algorithm 2:** NEH\_F Heuristic Algorithm.

---

**Require:**  $\pi = \{\pi_1, \pi_2, \dots, \pi_J\}$   
**Ensure:**  $\pi^{\text{temp}}$

- 1: Compute  $\sum_{s=1}^S p_{j,s}, j = 1, 2, \dots, n$
- 2:  $\pi^{\text{temp}} = \text{Sort\_descend}(\sum_{s=1}^S p_{j,s}), j = 1, 2, \dots, n$
- 3: **for**  $j = 1 \rightarrow F$  **do**
- 4:  $f_j = \pi_j^{\text{temp}}$
- 5: **end for**
- 6: **for**  $j = F+1 \rightarrow n$  **do**
- 7: **for**  $f = 1 \rightarrow F$  **do**
- 8: Extract the job  $\pi_j^{\text{temp}}$  from sequence  $\pi^{\text{temp}}$  and insert into all the positions of factory  $f$
- 9:  $Pos_j, EC_f$  % the best position and the minimum energy consumption
- 10: **end for**
- 11:  $Pos_j^{\text{best}} = \arg(\min_{f=1}^F EC_f)$
- 12: Insert  $\pi_j^{\text{temp}}$  into the position  $Pos_j^{\text{best}}$
- 13: **end for**

---

**Algorithm 3:** Global Search Strategy.

---

**Require:**  $\pi, \pi^{\text{temp}}$ , bool value  $flag = false$   
**Ensure:**  $\pi^{\text{temp}}$

- 1: **Set parameter:**  $f_{\max}$  %The factory that consumes the most energy
- 2:  $EC_{old} = EC(\pi)$
- 3: Randomly select a factory  $f_{\text{random}}$  that is different from the factory  $f_{\max}$
- 4: **for**  $j = 1 \rightarrow n$  **do**
- 5: Randomly select a job from the factory  $f_{\text{random}}$
- 6: Randomly select a job from the factory  $f_{\max}$
- 7: Swap positions of the two jobs in factories  $f_{\max}$  and  $f_{\text{random}}$
- 8:  $EC_{\text{new}} = EC(\pi^{\text{temp}})$
- 9: **if**  $EC_{\text{new}} < EC_{\text{old}}$  **then**
- 10:  $flag = true;$
- 11:  $\pi = \pi^{\text{temp}}$
- 12: **else**
- 13:  $\pi^{\text{temp}} = \pi$
- 14: **end if**
- 15: **end for**

---

529 job sequence as much as possible and find the near-optimal  
530 solution more quickly and efficiently, we propose a global search  
531 strategy based on swap operator to sort jobs across factories. The  
532 proposed strategy can arrange a large number of jobs in a short  
533 time and can help the algorithm find a good solution. The steps  
534 for the global search strategy are as follows. (1) Based on the job  
535 sequence assigned by *NEH\_F*, we first select the factory  $f_{\max}$   
536 with the highest energy consumption, and then randomly select  
537 another factory, denoted as  $f_{\text{random}}$ . (2) Randomly select one  
538 job from each of the two factories. (3) If the exchanged sequence  
539 is better than the original sequence, the original sequence is  
540 replaced. (4) After  $n$  iterations, the procedure ends. The pseudo-  
541 code of the global search strategy is shown in Algorithm 3.

**C. The New Selection Mechanism**

542

In the iterative process, the processing environments of different factories are independent and closed to each other. A factory may reduce more energy consumption through strategies that are instructional in character. When the factory chooses an inappropriate strategy, the quality of the solution is difficult to improve and it is easy to fall into the local optimal state. Reinforcement learning (RL) is an important machine learning algorithm [56]. RL uses scalar reinforcement reward to interact with the complex environment [57], which maps the actions executed to the environment, and continuously learns new knowledge through the feedback to obtain the maximum cumulative return. As a free mode learning method, algorithms inspired by Q-learning idea [58] has been successfully applied to optimization problems in recent years [31], [59]. In related research, each factory completes the scheduling work independently. The processing experience is difficult to share with other factories, which leads to the isolation among factories. To help enterprise break this isolated phenomenon, this paper proposes a new selection mechanism inspired by Q-learning to select appropriate the local search strategy for each factory with blocking constraints. This selection mechanism can effectively solve the occlusion problem among factories and improve their production efficiency. The process of this selection mechanism is described as follows:

Refer to [59], we first set up a new type of 'Q-value table' to store the policy selection data of the factory. In the 'Q-value table', row represents different processing factories, column represents different local search strategies. The local search strategy of each column corresponding to all factories is the same. At the beginning of the iteration, strategies are randomly selected and all values in the 'Q-value table' are set as 1. As the iteration continues, the 'Q-value table' is gradually updated according to the sequence of row(factory) number, and if the Q-value in the corresponding column changes, it indicates that the strategy is implemented by the current factory. In the selection mechanism, an execution step is performed by selecting strategies according to the fitness value of each factory. In this paper, the fitness value is set as the reciprocal of energy consumption. Similar to the setting in reference [59], the Q-value update function is indicated as  $Q(f_t, str_t) = (1 - \alpha)Q(f_t, str_t) + \alpha(r_{t+1} + \gamma \max_a Q(f_{t+1}, str_{t+1}))$ . The  $Q(f_t, str_t)$  value represents that factory  $f_t$  carry out the strategy  $str_t$ ,  $\alpha$  indicates the learning rate,  $\gamma$  indicates the discount rate,  $r_{t+1}$  represents the reward value after carrying out the strategy, in the paper, it shows the difference between the new and old fitness values.  $f_{t+1}$  and  $str_{t+1}$  represent the next factory number and corresponding strategy.  $Q(f_{t+1}, str_{t+1})$  represents that choose the maximum Q-value in factory  $f_{t+1}$  using strategy  $str_t$ .

After the implementation of the corresponding strategy in all factories, fitness values  $fitness_f$  of factory  $f$  should be calculated according to the equation  $fitness_f = 1/EC_f$ . Then, factory numbers should be arranged in descending order according to their fitness values, so that the factory with high fitness value can be used as the guidance object for the previous factory to provide strategy selection. After the sorting of fitness

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**Algorithm 4:** The New Selection Mechanism (Iteration == 1).

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**Require:**  $\pi^{\text{temp}}$ , strategy  $str \in \{0, 4\}$   
 $\pi^{\text{temp}_f}$ , % The sequence in factory  $f$   
 $fitnessold_f, f = 1, 2, \dots, F$ , % The fitness value of each factory  
**Ensure:**  $\pi^{\text{temp}}$   
1: **for**  $f = 1 \rightarrow F$  **do**  
2: Randomly select the strategy  $str$  for the  $\pi^{\text{temp}_f}$   
3:  $fitness_f()$  % Compute the fitness value of the factory  $f$   
4: **end for**  
5: Arrange in descending order according to the fitness value of each factory, and new fitness is recorded as  $fitnessnew_f$  **do**  
6: Execute the equation  $Q(f_t, str_t) = (1 - \alpha)Q(f_t, str_t) + \alpha(r_{t+1} + \gamma \max_a Q(f_{t+1}, str_{t+1}))$  to update the Q-value table  
7:  $fitnessold_f = fitnessnew_f$

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598 values, equation  $Q(f_t, str_t) = (1 - \alpha)Q(f_t, str_t) + \alpha(r_{t+1} +$   
599  $\gamma \max_a Q(f_{t+1}, str_{t+1}))$  is used to calculate the Q-value of each  
600 factory, which  $r_{t+1} = fitnessnew_f - fitnessold_f$ , if the  $r_{t+1}$   
601 value is greater than 0, it means that using the strategy brings  
602 positive reward accumulation, otherwise, it has a negative ac-  
603 cumulation. In addition, to prevent the accumulation of reward  
604 value for only one strategy, we set a larger probability parameter  
605 value, noted as  $p$ . From the second iteration, we first randomly  
606 generate a value of  $[0-1]$ . If the value is less than 0.5, the  
607 strategy with the largest reward value  $\max_a Q(f_{t+1}, str_{t+1})$  will  
608 be selected and executed. If not, a strategy will be randomly  
609 selected for execution. Through test results, we found that the  
610 method mentioned above can avoid the accumulation of reward  
611 value for only one strategy.

612 The pseudocode of the new selection mechanism is shown in  
613 Algorithms 4 and 5.

#### 614 D. Local Search Strategy

615 In the production scheduling workshop, the quality of the  
616 local solution also has a direct impact on the overall energy  
617 consumption. More efficient scheduling strategies can provide  
618 more possibilities for exploring broader search neighborhoods  
619 and finding better job sequences. To further improve the local  
620 search performance of the QIG algorithm, this paper presents  
621 five local search strategies to reduce the impact of blocking  
622 constraints on energy consumption. In the proposed local search  
623 strategies, there are four strategies based on swap operations,  
624 and two of these strategies are randomly are designed based on  
625 blocking constraints. The remaining two strategies are based  
626 on the randomness of the exchange of jobs. Finally, we in-  
627 troduce the destruction-reconstruction strategy of traditional  
628 IG algorithm as the fifth strategy. The proposed strategies can  
629 help the solution jump out of the local optimal and reduce the  
630 energy consumption of blocking by changing the order of the

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**Algorithm 5:** The New Selection Mechanism (Iteration != 1).

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**Require:**  $\pi^{\text{temp}}$ , strategy  $str \in \{0, 4\}$   
 $\pi^{\text{temp}_f}$ , % The sequence in factory  $f$   
 $fitnessold_f, f = 1, 2, \dots, F$ , % The fitness value of each factory  
**Ensure:**  $\pi^{\text{temp}}$   
1: **for**  $f = 1 \rightarrow F$   
2:  $p = rand(), p \in \{0, 1\}$   
3: **if**  $p < 0.5$  **then**  
4:  $str = \max_a Q(f_{t+1}, str_{t+1}), \pi^{\text{temp}_f} = carryout(str)$   
5:  $fitness_f()$  % Compute the fitness value of the factory  $f$   
6: **else**  
7: Randomly select a strategy for the  $\pi^{\text{temp}_f}$   
8:  $fitness_f()$  % Compute the fitness value of the factory  $f$   
9: **end if**  
10: **end for**  
11: Arrange in descending order according to the fitness value of each factory, and new fitness is recorded as  $fitnessnew_f$   
12: Execute the equation  $Q(f_t, str_t) = (1 - \alpha)Q(f_t, str_t) + \alpha(r_{t+1} + \gamma \max_a Q(f_{t+1}, str_{t+1}))$  to update the Q-value table  
13:  $fitnessold_f = fitnessnew_f$

---

sequence. Moreover, the choice of strategy requires the use of the new selection mechanism proposed in the previous subsection C to improve the performance of these strategies as much as possible.

As can be seen from Algorithms 6, 7 and 8, strategies 1 and 2 ( $str$  1 and 2 for short) are designed based on blocking jobs. In these two strategies, we first select two blocking jobs and exchange their positions, then we get sequence  $\pi^{\text{temp}_f_{\text{new}}}$ . If  $str$  1 is executed and the new sequence  $\pi^{\text{temp}_f_{\text{new}}}$  is better than the original sequence  $\pi^{\text{temp}_f}$ , the original sequence  $\pi^{\text{temp}_f}$  is directly replaced by  $\pi^{\text{temp}_f_{\text{new}}}$ ; If  $str$  2 is executed and the new sequence  $\pi^{\text{temp}_f_{\text{new}}}$  is better than the original sequence  $\pi^{\text{temp}_f}$ , it continues to iterate on the basis of the original sequence  $\pi^{\text{temp}_f}$ , at this time,  $\pi^{\text{temp}_f}$  is also replaced by  $\pi^{\text{temp}_f_{\text{new}}}$ . When implement  $str$  3 and  $str$  4, we first set the number of iterations as  $\lfloor \pi^{\text{temp}_f} \rfloor$ . In these two strategies, first, two jobs with unequal positions are randomly selected for exchange. If execute the  $str$  3 and a better sequence  $\pi^{\text{temp}_f'_{\text{interval}}}$  is get, we update the new sequence by  $\pi^{\text{temp}_f'} = \pi^{\text{temp}_f}$ , then continue to iterate until the end of the first level of the *for loop*. At the end of the loop, if  $f(\pi^{\text{temp}_f'_{\text{interval}}}) < f(\pi^{\text{temp}_f'})$ ,  $\pi^{\text{temp}_f'} = \pi^{\text{temp}_f'_{\text{interval}}}$ . If execute the  $str$  4 and get a better sequence  $\pi^{\text{temp}_f'_{\text{new}}}$ , the  $\pi^{\text{temp}_f'}$  is directly replaced by  $\pi^{\text{temp}_f'_{\text{new}}}$ .  $str$  5 uses destruction-construction strategy to change current solution. First,  $d$  random jobs are extracted from the original sequence  $\pi^{\text{temp}_f'}$  and inserted sequentially into all positions in the sequence  $\pi^{\text{temp}_f''}$  for testing, and finally,



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**Algorithm 6:** The Local Search Strategy (str == 1 or str == 2).

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**Require:**  $\pi^{\text{temp}_f}$ , bool  $flag = true$ , action  $str$ ,  
the number of the blocked jobs:  $count_{block}$ ,  
**Ensure:**  $\pi^{\text{temp}_f}$

- 1: **while**  $flag == false$  **do**
- 2:   **for**  $count = 1 \rightarrow count_{block}$  **do**
- 3:      $\pi^{\text{temp}_f}_{\text{new}} = \text{swap}(\pi^{\text{temp}_f})$  % Randomly swap  
two blocked jobs in the  $\pi^{\text{temp}_f}$
- 4:     **if**  $f(\pi^{\text{temp}_f}_{\text{new}}) < f(\pi^{\text{temp}_f})$  **then**
- 5:       **Case**  $str == 1$ :  $\pi^{\text{temp}_f} = \pi^{\text{temp}_f}_{\text{new}}$ ,  $flag = true$
- 6:       **Case**  $str == 2$ :
- 7:        $\pi^{\text{temp}_f}_{\text{interval}} = \pi^{\text{temp}_f}_{\text{new}}$ ,  $\pi^{\text{temp}_f}_{\text{new}} =$   
 $\pi^{\text{temp}_f}$ ,  $\pi^{\text{temp}_f} = \pi^{\text{temp}_f}_{\text{interval}}$ ,  $flag = true$
- 8:     **else**
- 9:        $\pi^{\text{temp}_f}_{\text{new}} = \pi^{\text{temp}_f}$
- 10:    **end if**
- 11: **end for**
- 12: **end while**

---

658 we select the sequence with the smallest energy consumption  
659 value as the new sequence  $\pi^{\text{temp}_{f'}}$ . If the energy consumption  
660 of  $\pi^{\text{temp}_{f'}}$  is better than  $\pi^{\text{temp}_f}$ ,  $\pi^{\text{temp}_f} = \pi^{\text{temp}_{f'}}$ .

## 661 V. EXPERIMENTAL RESULTS AND COMPARISONS

### 662 A. Experiment Settings

663 In this section, we evaluate the QIG algorithm for solving  
664 DHFSP with blocking constraints. To evaluate the performance  
665 of the new selection mechanism in this paper, we firstly com-  
666 pare the energy consumption with and without the selection  
667 mechanism. Then, we compare four existing classical intelligent  
668 optimization algorithms for solving related problems. Under the  
669 condition of the same running time, if the QIG can achieve the  
670 best results in most test cases, it can be proved that the pro-  
671 posed algorithm is effective to solve the DHFSP with blocking  
672 constraints.

673 Refer to reference [55], we set the test set in 90 dif-  
674 ferent scale instances, and make  $f \in \{2, 3, 4, 5, 6, 7\}$ ,  $n \in$   
675  $\{50, 100, 150, 200, 300\}$  and  $s \in \{5, 8, 10\}$ . For each  $f \times n \times s$   
676 combination, 30 replicas are generated and tested. The process-  
677 ing time  $p_{j,s}$  is uniformly distributed in the range of [1, 30]. The  
678 number of parallel machines at all stages in each factory equals  
679 two. The energy consumption per unit time for idle, blocking,  
680 and processing are from uniform distribution ranges [1, 2], [3,  
681 4], and [5, 7], respectively.

682 In the experiments, all the algorithms are coded in C++ in  
683 Visual studio 2019 and all the instances are run on a Pentium  
684 processor with 2.60 GHZ, Intel Core i7, and a 16 GB RAM  
685 under the Windows 10 operating system. For the sake of the  
686 comparison in reference [55], the stopping condition for all al-  
687 gorithms are set to the identical execution time, i.e.,  $t = \omega \cdot n \cdot s$   
688 milliseconds, as the termination condition. In the condition,  $\omega$   
689 is a predefined parameter value, it is a parameter that controls  
690 the length of running time. In this paper, two values are set for

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**Algorithm 7:** The Local Search Strategy (str == 3 or str == 4).

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**Require:**  $\pi^{\text{temp}_f}$ , bool  $flag = true$ , action  $str$ ,  
the number of the blocked jobs:  $count_{block}$ ,  
**Ensure:**  $\pi^{\text{temp}_f}$

- 1:  $\pi^{\text{temp}_{f'}}_{\text{interval}} = \pi^{\text{temp}_f}$
- 2: **for**  $j = 1 \rightarrow |\pi^{\text{temp}_f}|$  **do**
- 3:    $\pi^{\text{temp}_{f'}} = \pi^{\text{temp}_f}$
- 4:   **for**  $i = 1 \rightarrow |\pi^{\text{temp}_f}|$  **do**
- 5:     **if**  $j \neq i$  **then**
- 6:        $\pi^{\text{temp}_{f'}}_{\text{new}} = \text{swap}(\pi_j^{\text{temp}_{f'}}, \pi_i^{\text{temp}_{f'}})$
- 7:     **end if**
- 8:     **if**  $f(\pi^{\text{temp}_{f'}}_{\text{new}}) < f(\pi^{\text{temp}_{f'}})$  **then**
- 9:       **Case**  $str == 3$ :
- 10:       **if**  $f(\pi^{\text{temp}_{f'}}_{\text{new}}) < f(\pi^{\text{temp}_{f'}}_{\text{interval}})$  **then**
- 11:          $\pi^{\text{temp}_{f'}}_{\text{interval}} = \pi^{\text{temp}_{f'}}_{\text{new}}$ ,  
 $\pi^{\text{temp}_{f'}} = \pi^{\text{temp}_f}$
- 12:       **end if**
- 13:       **Case**  $str == 4$ :  $\pi^{\text{temp}_{f'}} = \pi^{\text{temp}_{f'}}_{\text{new}}$
- 14:     **end if**
- 15:   **end for**
- 16:   **Case**  $str == 3$ :
- 17:   **if**  $f(\pi^{\text{temp}_{f'}}_{\text{interval}}) < f(\pi^{\text{temp}_{f'}})$  **then**
- 18:      $\pi^{\text{temp}_{f'}} = \pi^{\text{temp}_{f'}}_{\text{interval}}$
- 19:   **end if**
- 20: **end for**
- 21: **if**  $f(\pi^{\text{temp}_{f'}}) < f(\pi^{\text{temp}_f})$  **then**
- 22:    $\pi^{\text{temp}_f} = \pi^{\text{temp}_{f'}}$
- 23: **end if**

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**Algorithm 8:** The Local Search Strategy (str == 5).

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**Require:**  $\pi^{\text{temp}_f}$ , bool  $flag = true$ , action  $str$ ,  
the number of the blocked jobs:  $count_{block}$ ,  
**Ensure:**  $\pi^{\text{temp}_f}$

- 1: **Case**  $str == 5$ :  $\pi^{\text{temp}_{f'}} = \pi^{\text{temp}_f}$
- 2:  $U_{i=1}^d = \text{extract}(\pi^{\text{temp}_{f'}})$
- 3: **for**  $j = 1 \rightarrow d$  **do**
- 4:    $\pi^{\text{temp}_{f''}} = \pi^{\text{temp}_{f'}} \setminus U_j$
- 5:    $\pi^{\text{temp}_{f''}} \leftarrow \underset{i=1 \text{ to } |\pi^{\text{temp}_{f'}}|}{\text{insert } ith \text{ position}} U_j$
- 6:    $\pi^{\text{temp}_{f'}} = \underset{i=1}{\text{argmin}}_{|\pi^{\text{temp}_{f'}}|} f(\pi^{\text{temp}_{f''}})$
- 7: **end for**
- 8: **if**  $f(\pi^{\text{temp}_{f'}}) < f(\pi^{\text{temp}_f})$  **then**
- 9:    $\pi^{\text{temp}_f} = \pi^{\text{temp}_{f'}}$
- 10: **end if**

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parameter  $\omega$ : 5, 10.  $n$  is the number of the job,  $s$  is the number  
of the stage. The performance measure is calculated by relative  
percentage increase (RPI) and the formula is shown in (15). The  
RPI is used to estimate the difference between the current value  
obtained and the best value.

$$RPI(i) = (c_i - c_{best}) / c_{best} \times 100 \quad (15)$$

where  $c_i$  is the average value of energy consumption obtained  
by the algorithm  $i$ ,  $c_{best}$  is the best energy consumption value

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TABLE I  
RESULTS FOR THE MILP MODEL

F_I_S	MILP					QIG	
	Time/s	Constraints	Gap	Lower bound	Energy Consumption	Time/s	Energy Consumption
2_8_2	3600	723	2.06%	1381	<b>1410</b>	0.32	1442
2_12_2	3600	1563	2.79%	2023	<b>2081</b>	0.48	2109
3_16_2	3600	3779	3.20%	2665	<b>2753</b>	0.96	2783
3_20_2	3600	5843	5.31%	3386	3576	1.2	<b>3524</b>
4_24_3	3600	18363	9.60%	5907	6534	2.88	<b>6514</b>
4_28_3	3600	24895	12.64%	6897	7872	3.36	<b>7600</b>
5_32_3	3600	39683	12.92%	7918	9093	4.8	<b>8722</b>
5_36_3	3600	50115	15.96%	8860	10542	5.4	<b>9755</b>
6_40_4	3600	103843	/	11801	/	9.6	<b>15130</b>
6_44_4	3600	125491	/	13006	/	10.56	<b>16574</b>
7_48_4	3600	172419	/	14219	/	13.44	<b>18216</b>
7_52_4	3600	202179	/	15464	/	14.56	<b>19659</b>

The bold entities represent the best values of all comparison algorithms.

698 that has been found in all of these compared algorithms. We first  
699 calculate RPI of each instance, and then compute the average  
700 values of RPI for all the instances. It is notable that the range  
701 of RPI value obtained by the different scale, respectively, has a  
702 little difference according to the simulation experimental results.  
703 Thus, in the following tables, “mean” value that is the average  
704 values of RPI of all the instances, and can be calculated to test the  
705 overall performance of algorithms. In addition, we give the best  
706 energy consumption of each algorithm in Tables II–V, where the  
707 best results of the algorithms are marked in bold.

### 708 B. Verification of the MILP Model

709 In this section, we run 12 instances to verify the MILP  
710 model and the performance of QIG algorithm. The MILP model  
711 of the DHFSP with blocking constraints is solved by Gurobi  
712 in PyCharm software, using the python as the programming  
713 language to find a feasible solution. The running time is set  
714 as 3600 s. Table I summarizes the simulation results of 12  
715 instances. In Table I, time represents the computation time cost  
716 of the instance. For each instance, the number of constraints  
717 is reported that indicates the complexity of the problem. The  
718 Energy consumption express the optimal value of the MILP and  
719 QIG algorithm. Symbol ‘/’ means that the solution cannot be  
720 found within 3600 s, and black bold font indicates the best  
721 results. Gap=0 indicates that the optimal solution is found.  
722 The smaller the Gap value, the better solution is. However,  
723 for a minimization model, Gap is computed as (ObjVal-lower  
724 bound)/ObjVal, where ObjVal is the objective value for the  
725 current solution, and the lower bound is a bound of the best  
726 possible objective obtained by using branch-and-bound method  
727 of Gurobi. Thus, if the gap is not equal to 0, it does not mean  
728 that no optimal solution is found.

729 As can be seen from Table I, due to the complexity of DHFSP  
730 with blocking constraints and time limit, both MILP and QIG  
731 algorithm can not find the same value as lower bound values.  
732 Except for these 2\_8\_2, 2\_12\_2, and 3\_16\_2 instances, the  
733 MILP model obtains better solutions than QIG algorithm, in  
734 the following 9 instances of different scales, the QIG algorithm  
735 achieves better objective values in much less time. With the  
736 number of jobs, factories and stages increasing, the number of  
737 constraints in MILP model is also increasing dramatically. Sim-  
738 ilarly, the Gap value is also increasing. Through the experiment,  
739 we found that in the last four large scale examples, the MILP  
740 model could not find a feasible solution in 3600 s, while QIG  
741 could still give a feasible solution in a relatively short time, which  
742 means that when the problem size increases to a certain extent,  
743 the MILP model is not suitable for solving, which is also a major

744 reason why we propose a meta-heuristic algorithm, i.e., the QIG  
745 algorithm, to solve the DHFSP with blocking constraints.

746 After experimental analysis, the reason why the QIG algo-  
747 rithm proposed in this paper can solve this problem may be:  
748 the idle and blocking state of machines become more, and the  
749 optimal solution is getting harder and harder to find. Moreover,  
750 all machines start at 0 time, when a job is assigned to a new  
751 machine, it is necessary to calculate the idle energy consumption  
752 of the machine from time 0 to process the first job. Therefore,  
753 the system will balance whether to vacate the machine to reduce  
754 the idle time of the machine. It is also the reason that greatly  
755 increase the computational complexity of the algorithm. From  
756 Table I, it is clear that the MILP model is able to find an optimal  
757 solution for small instances. However, when the scale becomes  
758 large, the model can not find the optimal solution in less time, or  
759 even can not find the feasible solution. Thus, we believe that the  
760 proposed QIG algorithm is more suitable than MILP for solving  
761 large-scale and complicated instances.

### 762 C. Performance Analysis of the QIG Variants

763 To investigate the effectiveness of the global search strategy  
764 and proposed selection mechanism, we compare the situations  
765 that do not include these strategies. In the variant without the  
766 selection mechanism, all local search strategies are selected by  
767 random seeds. Similarly, the variant without the global search  
768 strategy indicates that remove the strategy both in initialization  
769 stage and iterative while loop. Among these algorithms, None-  
770 Selection mechanism (NO\_S) represents the QIG algorithm  
771 without the new selection mechanism. None-Global search strategy  
772 (NO\_G) represents the QIG algorithm without the global  
773 search strategy. In Tables II and III, the number of factories ( $f$ ),  
774 jobs ( $n$ ) and stages ( $s$ ) are different, wherein the best values  
775 are marked in bold, respectively. For each instance, the termination  
776 criterion parameter  $\omega$  is set to 10. All algorithms are repeatedly  
777 executed 30 times, and the best value is selected for comparison.

778 As can be seen from results in Table II, compared to the NO\_S  
779 algorithm, QIG obtains 57 best results, NO\_S obtains 33 best  
780 results. The number of best values obtained by QIG is nearly  
781 double than that of the NO\_S algorithm. In the six mean sets,  
782 QIG gets 5 best results and NO\_S gets only 1 best result. The reason  
783 may be that the new selection mechanism effectively solves  
784 the problem of experience occlusion between factories and help  
785 them choose the appropriate strategy to improve their production  
786 efficiency. Under the mechanism of sharing experience in differ-  
787 ent factories, the energy consumption value of the factory can  
788 be reduced. By observing results shown in Table III, QIG shows  
789 outstanding performance and outperforms the NO\_G in all tests.  
790 The reason may be that the global search strategy can effectively  
791 explore the wide irregular range and promising neighborhood,  
792 and improve the search ability of the QIG algorithm. Energy  
793 consumption caused by blocking constraints is reduced.

794 According to above results and analysis, the main advantages  
795 of the proposed strategies are as follows:

- 796 1) The scheduling order of jobs in each factory is dif-  
797 ferent, which will cause varying degrees of energy  
798 consumption. The proposed local search strategies can

TABLE II  
RESULTS FOR THE ENERGY CONSUMPTION WITH AND WITHOUT SELECTION MECHANISM

Instance	nxs	QIG	NO_S	QIG	NO_S	
	50x5	<b>25087</b>	25097	50x5	<b>24698</b>	
	50x8	<b>43888</b>	44033	50x8	<b>47792</b>	
	50x10	<b>54536</b>	54730	50x10	<b>59790</b>	
	100x5	52840	<b>52781</b>	100x5	52394	
	100x8	80546	<b>80511</b>	100x8	<b>91511</b>	
	100x10	<b>109810</b>	109881	100x10	<b>108461</b>	
	150x5	<b>87076</b>	87190	150x5	74849	
	150x8	<b>130880</b>	131141	150x8	123303	
f=2	150x10	<b>164648</b>	164760	f=5	150x10	<b>159820</b>
	200x5	<b>98267</b>	98431	200x5	104022	
	200x8	176215	<b>175901</b>	200x8	<b>170633</b>	
	200x10	<b>219773</b>	220486	200x10	<b>210534</b>	
	300x5	<b>161974</b>	162360	300x5	<b>154908</b>	
	300x8	234025	<b>233663</b>	300x8	<b>259988</b>	
	300x10	340497	<b>339994</b>	300x10	296874	
	mean	<b>132004.13</b>	132063.93	mean	<b>129317.8</b>	
	50x5	22594	<b>22583</b>	50x5	<b>29692</b>	
	50x8	<b>39356</b>	39486	50x8	<b>44257</b>	
	50x10	<b>57007</b>	57138	50x10	<b>59289</b>	
	100x5	52711	<b>52584</b>	100x5	<b>54331</b>	
	100x8	<b>78140</b>	78380	100x8	<b>86994</b>	
	100x10	<b>114560</b>	114869	100x10	<b>114950</b>	
	150x5	72109	<b>71933</b>	150x5	<b>88661</b>	
	150x8	127465	<b>127091</b>	150x8	<b>123762</b>	
f=3	150x10	<b>147251</b>	147324	f=6	150x10	156256
	200x5	<b>103406</b>	103496	200x5	95597	
	200x8	165556	<b>165135</b>	200x8	<b>165556</b>	
	200x10	<b>216027</b>	216223	200x10	<b>213770</b>	
	300x5	<b>160533</b>	160744	300x5	<b>146358</b>	
	300x8	<b>242968</b>	243481	300x8	<b>260697</b>	
	300x10	<b>333630</b>	333724	300x10	<b>318973</b>	
	mean	<b>128887.53</b>	128946.07	mean	130656.2	
	50x5	<b>26652</b>	26690	50x5	<b>27348</b>	
	50x8	<b>39411</b>	39524	50x8	<b>50142</b>	
	50x10	<b>58341</b>	58431	50x10	<b>60472</b>	
	100x5	<b>54282</b>	54392	100x5	<b>51455</b>	
	100x8	80954	<b>80935</b>	100x8	<b>89578</b>	
	100x10	<b>110059</b>	110469	100x10	<b>108960</b>	
	150x5	<b>81159</b>	81241	150x5	<b>71876</b>	
	150x8	<b>119406</b>	119509	150x8	<b>136082</b>	
f=4	150x10	<b>168550</b>	168757	f=7	150x10	<b>170983</b>
	200x5	<b>99103</b>	99201	200x5	<b>111459</b>	
	200x8	177409	<b>177211</b>	200x8	<b>173060</b>	
	200x10	224228	<b>224067</b>	200x10	<b>214261</b>	
	300x5	<b>157040</b>	157111	300x5	<b>133149</b>	
	300x8	<b>251453</b>	251736	300x8	<b>254803</b>	
	300x10	319878	<b>319148</b>	300x10	<b>335510</b>	
	mean	<b>131195</b>	131228.13	mean	<b>132597.2</b>	

The bold entities represent the best values of all comparison algorithms.

TABLE III  
RESULTS FOR THE ENERGY CONSUMPTION WITH AND WITHOUT GLOBAL SEARCH STRATEGY

Instance	nxs	QIG	NO_G	QIG	NO_G	
	50x5	<b>25087</b>	25545	50x5	<b>24726</b>	
	50x8	<b>38008</b>	38215	50x8	<b>44756</b>	
	50x10	<b>53121</b>	53430	50x10	<b>58743</b>	
	100x5	<b>46811</b>	47093	100x5	<b>50579</b>	
	100x8	<b>83773</b>	84282	100x8	<b>87821</b>	
	100x10	<b>107767</b>	108959	100x10	<b>110134</b>	
	150x5	<b>81444</b>	82021	150x5	<b>77872</b>	
	150x8	<b>128755</b>	129369	150x8	<b>124359</b>	
f=2	150x10	<b>166609</b>	168012	f=5	150x10	<b>164659</b>
	200x5	<b>104791</b>	105449	200x5	<b>103088</b>	
	200x8	<b>173262</b>	173628	200x8	<b>172713</b>	
	200x10	<b>206127</b>	206561	200x10	<b>209126</b>	
	300x5	<b>166511</b>	167120	300x5	<b>150081</b>	
	300x8	<b>249191</b>	249280	300x8	<b>245829</b>	
	300x10	<b>335624</b>	335753	300x10	<b>295431</b>	
	mean	<b>131125.4</b>	131647.8	mean	<b>127809.13</b>	
	50x5	<b>28074</b>	28418	50x5	<b>29670</b>	
	50x8	<b>41762</b>	42669	50x8	<b>50181</b>	
	50x10	<b>55113</b>	55927	50x10	<b>59866</b>	
	100x5	<b>49015</b>	49689	100x5	<b>55779</b>	
	100x8	<b>92964</b>	94139	100x8	<b>85674</b>	
	100x10	<b>119284</b>	120888	100x10	<b>112597</b>	
	150x5	<b>72165</b>	72743	150x5	<b>69064</b>	
	150x8	<b>129206</b>	130520	150x8	<b>134731</b>	
f=3	150x10	<b>163899</b>	165996	f=6	150x10	<b>172427</b>
	200x5	<b>101573</b>	102327	200x5	<b>107406</b>	
	200x8	<b>152865</b>	154273	200x8	<b>166054</b>	
	200x10	<b>195881</b>	197075	200x10	<b>210306</b>	
	300x5	<b>163181</b>	164271	300x5	<b>152446</b>	
	300x8	<b>261920</b>	263272	300x8	<b>236520</b>	
	300x10	<b>324815</b>	326073	300x10	<b>328695</b>	
	mean	<b>130114.47</b>	131218.67	mean	<b>131427.73</b>	
	50x5	<b>28449</b>	28941	50x5	<b>23935</b>	
	50x8	<b>43826</b>	44758	50x8	<b>49590</b>	
	50x10	<b>61446</b>	62441	50x10	<b>70725</b>	
	100x5	<b>51594</b>	52141	100x5	<b>60171</b>	
	100x8	<b>89724</b>	90785	100x8	<b>82583</b>	
	100x10	<b>110097</b>	111980	100x10	<b>119147</b>	
	150x5	<b>77385</b>	77874	150x5	<b>81839</b>	
	150x8	<b>122008</b>	123449	150x8	<b>125359</b>	
f=4	150x10	<b>172106</b>	174746	f=7	150x10	<b>170619</b>
	200x5	<b>91792</b>	92754	200x5	<b>98028</b>	
	200x8	<b>174718</b>	176771	200x8	<b>165440</b>	
	200x10	<b>218970</b>	221119	200x10	<b>216192</b>	
	300x5	<b>145869</b>	146637	300x5	<b>145602</b>	
	300x8	<b>236842</b>	238357	300x8	<b>247366</b>	
	300x10	<b>314139</b>	315962	300x10	<b>334557</b>	
	mean	<b>129264.33</b>	130581	mean	<b>133483.53</b>	

The bold entities represent the best values of all comparison algorithms.

- 799 reduce the blocking conditions of jobs by adjusting the  
 800 sequence order appropriately with the selection me-  
 801 chanism. It can improve the performance of QIG algorithm in  
 802 big search neighborhoods, and increase the quality of the  
 803 solutions.  
 804 2) In different periods of the iteration, using a reasonable  
 805 local search strategy will produce a good result. The  
 806 new selection mechanism chooses the appropriate strategy  
 807 at the right time with the probability selection, which  
 808 can effectively improve the production efficiency of each  
 809 factory, reducing the energy consumption caused by the  
 810 blocking constraints.  
 811 3) Jobs in different factories will have a direct impact on the  
 812 energy consumption of the enterprise. Consider using a  
 813 strategy based on cross-factory swap operation of jobs,  
 814 which facilitates faster access to promising solutions in  
 815 a shorter period of time, greatly improving the efficiency  
 816 and performance of algorithm execution.

817 *D. Comparisons With the Presented Efficient Algorithms*

818 In this section, we compare energy consumption and RPI  
 819 values of different algorithms. The parameter  $\omega$  is set to 5 and 10,  
 820 respectively. All algorithms run in the same termination condi-  
 821 tion. The specific settings have been illustrated in subsection A.

To verify the performance of the proposed algorithm, we  
 compare the QIG algorithm to four different optimization al-  
 gorithms, i.e., the CRO [26], the IG [43] for DPFSP, the  
 DPSO [22] for HFSP, and the modeling and multi-neighborhood  
 IG (MN-IG) [12] for DHFSP. These comparison algorithms have  
 shown great performance in solving related problems. To show  
 the performance of these comparison algorithms, experiment  
 parameters are set according to the original literature. CRO  
 generates many solutions during initialization. In each solution,  
 the factory is assigned to the job. Among them, the initialization  
 of one solution uses *NEH\_F* heuristic, while the arrangement  
 order of other solutions is generated randomly, but the position of  
 job insertion is still based on the minimum energy consumption  
 value in all positions. Other operations are carried out according  
 to the original literature. IG and MN-IG algorithm also utilize the  
*NEH\_F* heuristic to get an initial solution, and other operations  
 are as same as the original paper. Due to the DPSO algorithm is  
 used for solving the HFSP, there is no factory assigned strategy  
 in the original literature. Thus, in this paper, we utilize some  
 methods for assigning the jobs to factories in these initial solu-  
 tions. For these solutions, one solution is generated by using the  
*NEH\_F* heuristic. The other one is to first assign a number of jobs  
 equal to the number of factories, then extract one remaining job  
 at a time and place it at the end of the sequence in all factories to  
 test which factory has the smallest energy consumption. Finally,  
 we choose the location with the smallest objective value to





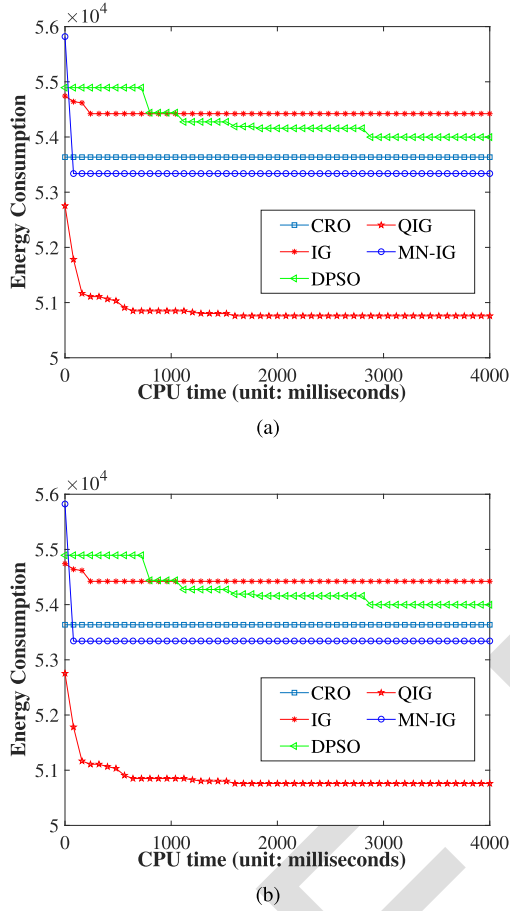


Fig. 2. The convergence curves of compared algorithms.

877 simulation results, the QIG algorithm substantially outperforms  
878 comparison algorithms.

879 These results mentioned above show advantages of the QIG  
880 algorithm, the reasons are as follows:

881 1) The proposed strategy improves the diversity of the algo-  
882 rithm while maintaining the local search ability of the original IG  
883 algorithm, and the reordering of jobs can greatly reduce blocking  
884 conditions.

885 2) The proposed global search strategy greatly improves the  
886 quality of the solution by exchanging jobs across factories  
887 quickly, and helps find a better solution in the big search neigh-  
888 borhood, so as to reduce the energy consumption.

889 3) The new selection mechanism embedded in the IG algo-  
890 rithm helps the factory choose the appropriate strategy at a  
891 reasonable time. It enables experience sharing and interaction  
892 among factories and reduces inappropriate policy choices.

893 *E. Convergence Curves and Confidence Intervals*

894 In this section, we further evaluate the performance of algo-  
895 rithms. To give the convergence graphic display of all compar-  
896 ison algorithms, we select two representative examples, where  
897 scales ( $f \times n \times s$ ) are  $5 \times 50 \times 8$ ,  $2 \times 100 \times 10$ , respectively. As  
898 shown in Figs. 2(a) and (b), convergence curves of these algo-  
899 rithms use different colors and symbols, ordinate represents the  
900 energy consumption value of the job sequence, and abscissa

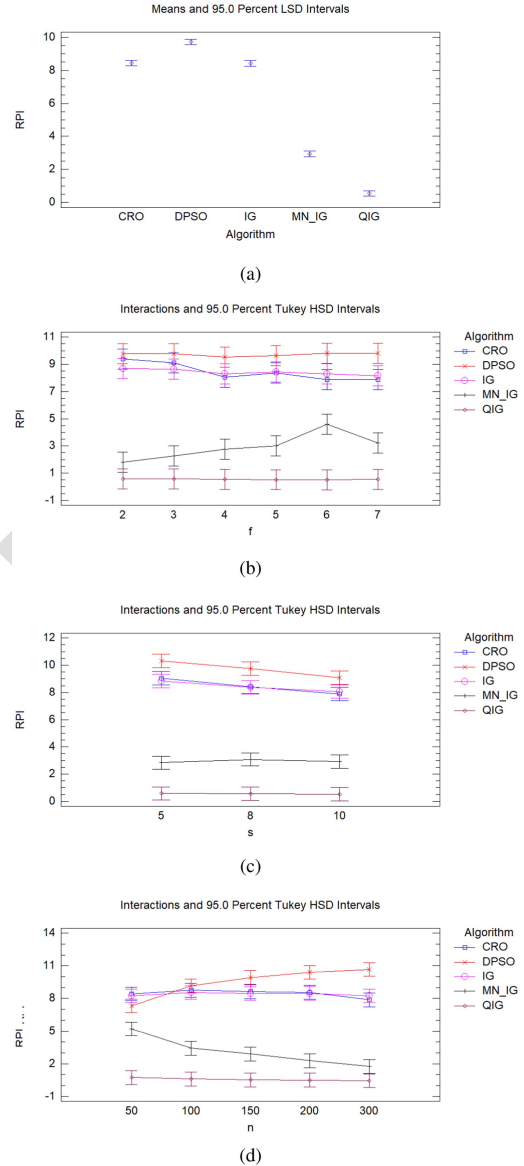


Fig. 3. Interactions for CRO, DPSO, IG, MIN\_IG, and QIG. (a) Interactions of all the compared algorithms. (b) Interactions of algorithms and factory. (c) Interactions of algorithms and stage. (d) Interactions of algorithms and the number of jobs.

901 represents the execution time of the algorithm (unit: millise-  
902 conds). These two examples represent changes in the convergence  
903 performance of algorithms respectively when the problem scale  
904 is continuously expanded.

905 To have a clear identification of results, we give the ANOVA  
906 analysis of all algorithms. As shown in Fig. 3(a)–(d), mean plots  
907 and interactions plots with 95% HSD intervals represent the  
908 average level and overall performance of algorithms. HSD is a  
909 method that can compare the average values of each pair. LSD  
910 uses t-test to perform all pairwise comparisons between group  
911 means. It verifies that there is a significant difference between  
912 two values. Subfigures 3(a), 3(b), 3(c), and 3(d) represent types  
913 of RPI, factory, stage and job number, respectively. RPI means  
914 the gap between different algorithms and the best value at each  
915 scale. All algorithms are executed when  $\omega = 10$ .

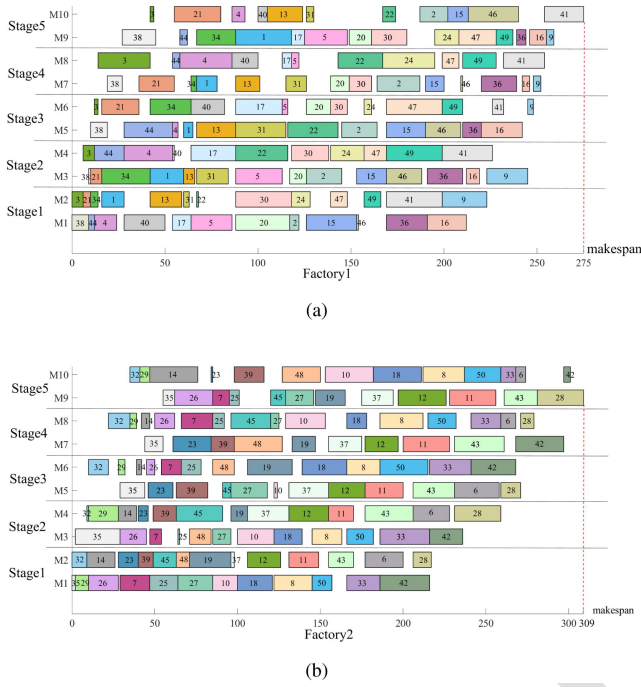


Fig. 4. Gantt charts of the QIG algorithm.

As can be seen from Fig. 2(a) and (b), the initial solution of QIG algorithm is better than other algorithms, because the global search strategy greatly improves the quality of the initial solution by swapping jobs across factories. In the whole iteration process, some algorithms, such as CRO, IG and MN-IG, which are easy to fall into local optimal, while the local search strategy selected by proposed selection mechanism improves the performance of the QIG algorithm. The QIG algorithm combines with the global search strategy, to a certain extent, it prevents the solution from falling into local optimum. In Fig 3(a), the difference of RPI value obtained by QIG algorithm between the best value and the worst value is very small, and it shows that the QIG is the best one among all algorithms. From Fig. 3(b)–(d), we can further see that the stability and performance of the proposed algorithm is superior than other comparison algorithms, then MN-IG, IG, CRO, DPSO follows with the good performance. Obviously, IG series of algorithms are better for solving the DHFSP with blocking constraints, and QIG algorithm achieve best results among them. All in all, through four test instance subgraphs, we can intuitively see that the proposed QIG gets the best energy consumption value of job sequence.

#### F. Gantt Charts of the QIG Algorithm

To intuitively observe the processing sequence and blocking status of jobs in different factories, we provide the Gantt charts of the  $2 \times 50 \times 5$  ( $f \times n \times s$ ) instance. The advantage of drawing Gantt chart is that it can provide the optimal scheduling scheme for the factory managers and help them make the right decisions. Fig. 4(a), and (b) show Gantt charts of two identical factories when  $\omega = 10$ , respectively. In these Gantt charts, the abscissa represents the completion time of jobs, and the ordinate represents different machine numbers at different

stages. Each job has unique color and number. Through the experimental test, the minimum energy consumption in this example is 25087. The order of the processing jobs in factory 1 is 38-3-21-44-34-4-1-40-13-17-31-5-22-20-30-2-24-15-47-46-49-36-41-16-9. The order of the processing jobs in factory 2 is 35-32-29-14-26-23-7-39-25-45-48-27-19-10-37-18-12-8-11-50-43-33-6-42-28. The completion times of the two factories are 275 and 309 respectively.

## VI. CONCLUSION

In this paper, we design an effective QIG algorithm to solve the DHFSP with blocking constraints with minimizing the energy consumption. This work contributes to the scheduling and allocation of the distributed hybrid flow shop. To solve the DHFSP with blocking constraints, we proposed an improved QIG algorithm. From extensive simulation tests, it can be seen that the QIG algorithm is superior to other compared algorithms in solution quality and search ability. The outperformance of the QIG algorithm is mainly attributed to the following aspects: 1) The proposed global search strategy helps the algorithm to generate a good initial solution, so that it has a greater probability to find the near-optimal solution than other algorithms in the iterative process. Moreover, the strategy improves the global search ability of the algorithm, and prevents the solution from falling into the local optimum: 2) A new selection mechanism inspired by Q-learning is embedded into IG algorithm to help factories make a reasonable strategy choice at the certain moment. It helps the enterprise break the closed states of each factory: 3) All five local search strategies are designed for blocking constraints in a single factory, and the energy consumption is reduced by continuously rearranging jobs. It demonstrates the effectiveness of the proposed strategies to solve the DHFSP with blocking constraints.

In future research, the proposed QIG algorithm can be further explored to solve other types of the DHFSP with various constraints, such as lot-streaming, setup time, assembly, and some uncertain scheduling problems. Besides, for the DHFSP, we will expand the optimization goal from single to multiple, such as the maximum completion time. However, the implementation of this algorithm is somewhat complicated, such as the combination of selection mechanism and local search strategy, which will be further optimized later. Next, we will redesign the appropriate strategies to solve the problem according to characteristics of the problem. It is also meaningful to integrate the intelligent method into the strategy to realize a self-learning mode.

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