

#### Operation Management in Construction Lecture #2 LBMS planning intro

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#### **Topics, Lecture #2**

- Learning objectives of Lecture #2
- LBMS planning overview
- Interactive planning example (in contact session)
- Production System risk
- Production System cost
- Planning case studies

 Introduction of Assignment #1: Production Planning assignment



# Intended learning objectives for this lecture

- ILO 2: **Students can compare and contrast** the similarities and differences of different production planning and control methods
  - ILO emphasized for planning
- ILO 3: Students can calculate the production system cost of a schedule
  - ILO introduced: theory of production system cost
- ILO 4: **Students can explain** the factors related to production system risk of a schedule
  - ILO emphasized
- ILO 5: Students can explain the significance of work and labor flow and how flow can be achieved in construction
  - ILO introduced (planning)
- ILO 9: Students can analyze the quality of a location-based schedule
  - ILO introduced



#### **LBMS technical system**





#### **Location hierarchy**

Project 1											
Quadrant	Floor										
	Roof										
Carter	3										
Center	2										
	1										
	Roof										
Northeast	3										
Normwest	2										
	1										
	Roof										
Marthanat	3										
Northeast	2										
	1										
	Roof										
5 4	3										
Soumwest	2										
	1										
	Roof										
Southeast	3										
soumeast	2										
	1										

		ΙΥ
	Project 2	
Building	Floor	Area
	7	<u>B</u>
	6	B A
	5	B
	4	<u>B</u>
tesi denti al	3	B
	2	B
	1	B
	Basement	A Garage
	9	<u>B</u>
	8	B
	7	C
	/	<u>А</u>
	6	С В
		A C
Office	5	<u>B</u> A
	4	C B
		A C
	3	<u>B</u>
	2	C B
	1	A B
	*	Α

Floor	Area	1				
			2	3	4	
Tower Roof	STR C					
Level 12	STR C	1			Area C&D	
	STR B	1		Level 4	Area A&R	
Tower Roof	STR A	1				
	STR B	1		Level 3	Area C&D	
Level 12	STR A	1			Area A&B	
Level 11	STR C	1	IINTI		Area C&D	1
Level 10	STR C	1	1	Level 2	Area ARE	
Level 09	STR C	1			Alea Aug	
Level 08	STR C	]		Level 1	Area C&D	
1	STR B	]			Area A&B	
Lever 11	STR A	]			Area C&D	]
Laural 40	STR B	]		Lower Level	Area A&B	
Lever to	STR A	]				
Level 09	STR B	]		East B@3	COORTINAD	
Level 03	STR A	1				
Lovel 09	STR B	]		South@3	South	
Lever oo	STR A	]				
Level 04	STR F	]	[EXT]		West B	
Level 03	STR F	1		West B@3		
Level 02	STR F	1		[		
Level 01	STR F	1		West A@3	West A	
Level 03	STR E	1				
Level 02	STR E	1		North@3	North	
Level 01	STR E	1			Area D	
Level 04	STR D	1			Area C	
Level 03	STR D	1		Level 4	Area B	]
Level 02	STR D	1			Area D	
Level 01	STR D	1		Level 2	Area C	
Level 07	STR C	1		Levers	Area B	
Level 06	STR C	1	[SUP]		Area D	
Level 05	STR C	1		Level 2	Area C	
Level 04	STR C	1		Level 2	Area B	
	STR B	1			Area A	
Level 07	STR A	1		Level 1		]
	STR B	1				j
Level 06	STR A					
	STR B	1			Area D	
Level 05	STR A					
	STR B	1				
Level 04						
1		ł			Area C	
Level 03	SIRC	ł	191191			
Level 02	STRC		[000]	Lower Level		
Level 01	STRO	{			Area B	
Level 03	SIKB					of Civil Engineering
	STPP	{				1/8/2021
Level 02	STRA					1/0/2021
	STD P	{			Area A	5
Level 01						
	SIRA	1				



### Some LBS guidelines

- Locations must be physical and clearly defined
- Top level locations
  - Structurally independent sections (building / part of building) that can be completed as one entity
  - Separate buildings or separated by module lines / joints
- Lowest level locations
  - Small areas where only one **space-critical** task happens at the same time



#### **Example of LBS of one floor**





#### **Quantities**

- Estimated by location
  - Manually time consuming
  - BIM-based enables automated updates of quantities
- Related quantity items can form a task IF the work
  - Can be done at the same time in one location
  - Has the same logic outside the task
  - Can be completely finished in one location before moving to the next location



#### **Location-based quantities**

Same all iter	crew performs ns	Section:	A					В					
	Man-hours/unit	Floor:	1	2	3	4	Roof	1	2	3	4	Roof	
Code	Item	Consumption											Unit
365116	Fit prefabricated balcony post units	2,25	7	7	7	7		7	7	7	7	5	NO
355125	Install room-size/square panels	1,8	8	1	1	1		10	1	1	1		NO
335107	Install precast concrete floor slabs	0,6		2	2	2	3		2	2	2	3	NO
345115	Install prefabricated staircases	1,98	1	1	1			1	1	1	1		NO
355115	Install load-bearing room-size/square panels	1,8	8	1	1	1		9	1	1	1	19	NO
335108	Install prefabricated beams	1		32	32	32	32		32	32	32	32	NO
365135	Fit prefabricated balcony roof units	0,62					5					5	NO
355145	Install thin-shell panels	1,8		17	17	17	19	17	17	17		19	NO
365125	Fit prefabricated balcony floor units	1,85		5	5	5			5	5	5		NO
325125	Top layer finishing to concrete floor slabs	1,84	14	6	6	6		14	6	6	6		NO
325115	Install precast dividing walls	1,84	10	15	15	15		16	16	16	16		NO
235150	Install precast concrete hollow core slabs	0,61	28					32					NO
	Total man-hours		108	133	133	131	71	157	135	135	105	117	

### **Consumption rates and optimum crew**

- Building construction
  - Consumption rate in manhours / unit or machine hours / unit
    - Consumption is the inverse of productivity (units / manhour)
  - Assumes optimum crew
    - Minimum number of people working together to achieve optimum production
    - Several optimum crews can be deployed to increase production rate (units / day)
- Infrastructure / roads etc.
  - Typically more machines
  - **Production rate** = units / day
  - Each machine type can have a different production rate / day for the same work.



### Which labor consumption to use?

-	Total time (T4)		
4			
4	Method time (T2)		
Basic time (T1)	Non-productive time (TL1)	Non-productive time (TL2)	Non-productive time (TL3)

- "Effective time" 10-20% more than Method time
  - Includes "normal" disruptions of less than 1 hr
- Total time T4, 10-30% more than Effective time
- = a lot of waste in productivity estimates!

#### Source: Koskenvesa, Koskela et al. (2010)



#### **From quantities to duration**











#### Flowline Diagram – Overhead MEP



### Flowline Diagram



#### Flowline Diagram



18

![](_page_18_Figure_1.jpeg)

![](_page_19_Figure_1.jpeg)

![](_page_20_Figure_1.jpeg)

![](_page_21_Figure_1.jpeg)

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27

![](_page_27_Figure_1.jpeg)

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![](_page_30_Figure_1.jpeg)

![](_page_31_Figure_1.jpeg)

![](_page_32_Picture_0.jpeg)

Video 2

## Layered CPM Logic – elaborated in the contact session

Layer 1: Location-based link Layer 2: Location-based on higher level

![](_page_33_Figure_2.jpeg)

![](_page_33_Picture_3.jpeg)

#### **Production system cost**

#### Production system costs are functions of the schedule

- Direct labor costs
- Overhead costs

#### Measures the efficiency of the plan

• Better schedule – lower overall production system costs

#### Motivator for trade contractors to follow the plan

• Trade contractors pay for direct labor costs and any improvement in production system cost affects their bottom line

![](_page_34_Picture_8.jpeg)

#### **Production system cost components**

- Working time
- Mobilization / demobilization
- Waiting time
- Moving around
- Logistics
- Overhead

![](_page_35_Picture_7.jpeg)

#### **Production system cost example**

![](_page_36_Figure_1.jpeg)

#### **Calculation test**

Floor	Nov		D	ec				Jan			Feb										
		47	48	49	50	51	52	1	2	3	4	5	6	7	8						
	14151613	7 18 21 22 23 24	25 28 29 30 1	25678	9 12 13 14 15	16 19 20 21 22 2	23 26 27 28 29 3	2345	3 9 <sup>10</sup> 1112	13 16 17 18 1920	2324252627	<sup>30</sup> <sup>31</sup> 1 2 3	67891	13141516	17 20 21 22 23 24						
5		Calcu with	late pr	oductior llowing i	n systen parame	n cost ters:							1	1							
4		50€/ Task 1 Task 2 8 hour	hr : 2 reso : 4 reso s / day	ources																	
3		Direct (De)mo resource Waiting	cost? ob cost ce for ( g cost?	? (assur de)mob	ne 4 hr: )	s/															
2																					
1			1694-1		1994 C																

![](_page_37_Picture_2.jpeg)

### **Production system risk**

- Construction has high variability
  - Most of the variability is coming from external issues (70%)
  - Worker skills / work methods explain a small amount of variability (30%)
- Variability can be analyzed with risk analysis. LBMS divides variability to:
  - Variability in start dates
  - Variability in durations
  - Variability in productivity
  - Variability in resource availability
  - Variability caused by return delays

all	Design issues Material logistics Previous tasks Weather Resources Communication
	Work methods Skill differences Standardization
	Optimum productivity

![](_page_38_Picture_11.jpeg)

#### **Variability in start dates**

![](_page_39_Figure_1.jpeg)

#### **Variability in durations**

![](_page_40_Figure_1.jpeg)

#### Variability in productivity

Area	Mar Apr																																					
	Mar	4	2	3	4	5	6	7	8	0	10	11	12	13	14	15	16	Apr 17	18	10	20	21	22	23	24	25	26	27	28	20	30	31	32	33	34	35	36	37
5	-1		4		rio 1	2	0	1	0	3	10		12	13	14	10	10		10	19	20	21		23	24	20	20		20	2	2		52	<u>JJ</u>	24	30	20	<u></u>
4			P lo	roduc catio	slov	ver tha	an pla w in a	anned all the	1.																	•												
3	Project start																																					
2																																						
1	1	ASK				_	_		TAS.		/																											
Target:		_		Actua	altere			Fored	cast: —		-																											
Design m	ode																																					
Schedule	Dianne	c v2 2	0.64	664																																		-

**Aalto University School of Engineering** 

#### Variability of resource availability

![](_page_42_Figure_1.jpeg)

![](_page_42_Picture_2.jpeg)

#### Variability caused by return delays

![](_page_43_Figure_1.jpeg)

# Buffers to protect against risk – capacity buffer

- If variability / risks cannot be removed, buffers are needed
- CAPACITY BUFFER is one way of buffering
  - Plan with fewer resources than are available for the project OR
  - Plan with lower production rate
- "Buffer resources" can work on non-critical tasks
- Potential problem: setting goals low may result in low production (Parkinson's law)

![](_page_44_Picture_7.jpeg)

## Buffers to protect against risk – time buffer

- Time buffers can be added between tasks, construction phases or end of the project
- In LBMS, primarily between tasks
- Time buffers give time to react to deviations and prevent cascading delays
- However, they increase project duration

![](_page_45_Figure_5.jpeg)

![](_page_45_Picture_6.jpeg)

#### **Planning example #1**

![](_page_46_Figure_1.jpeg)

![](_page_46_Picture_2.jpeg)

## Model-based Scheduling – 20 % duration compression

![](_page_47_Figure_1.jpeg)

#### Planning example (Olivieri et al. 2018)

![](_page_48_Figure_1.jpeg)

### Thank you Questions & Comments

![](_page_49_Picture_1.jpeg)