ARRANGING MACHINES IN A GT CELL

Arranging machines in a Group Technology (GT) cell follows a systematic approach to optimize production efficiency, minimize material handling, and improve workflow. Here's a structured method to arrange machines in a GT cell:

1. Identify Part Families

- Use production flow analysis (PFA) or coding and classification systems (e.g., Opitz, MICLASS) to group similar parts.
- Ensure that parts in each family require similar machining processes.

2. Determine Process Requirements

- Identify the sequence of operations needed for each part family.
- Ensure that machines can handle the variety of parts within the cell.

3. Select and Position Machines

- Arrange machines according to the sequence of operations to create a smooth material flow.
- Minimize transportation distances and backtracking.

4. Layout Types for GT Cells

Based on the production type, choose a suitable machine arrangement:

- U-Shaped Layout: Improves operator efficiency and flexibility.
- Linear Layout: Used when flow is straightforward.
- Loop Layout: Suitable for flexible movement and re-routing.
- Cellular Layout: Machines are arranged in small clusters with minimal movement.

5. Consider Operator and Material Flow

- Ensure easy access to machines and minimize excessive walking.
- Use one-piece flow or small batch processing to reduce waiting time.

6. Minimize Material Handling

- Use conveyors, robots, or AGVs (Automated Guided Vehicles) if necessary.
- Optimize placement of tools and fixtures to reduce non-productive time.

7. Implement Flexible Automation

- Use CNC machines, robots, or flexible manufacturing systems (FMS) for adaptability.
- Consider automated tool changers and pallets for efficiency.

8. Optimize Workstations and Ergonomics

- Provide proper lighting, ventilation, and workspace organization.
- Minimize worker fatigue by positioning machines at an ergonomic height.

9. Test and Refine the Layout

- Run a trial production to identify bottlenecks.
- Make adjustments based on actual production performance.

