















## 5 Concluding Remarks

A novel strategy for simulation-based learning of a rule-based policy has been presented, which deals with automated repair in real time schedules using reinforcement learning in the Soar cognitive architecture. The policy generates a sequence of local repair operators to achieve rescheduling goals in order to handle abnormal and unplanned events such as inserting an arriving order with minimum tardiness based on a symbolic first order representation of schedule states using repair operators. The proposal efficiently use and represent large bodies of symbolic knowledge, as it dynamically combines available knowledge for decision-making in the form of production rules with learning mechanisms, and it can compile the rescheduling problem solving into production rules, so that the schedule repair process is replaced by rule-driven decision making which can be used reactively in real-time in a straightforward way. Finally, relying on an appropriate and well-designed set of template rules, the approach enables the automatic generation through reinforcement learning and chunking of rescheduling heuristics that can be naturally understood by an end-user.

## References

1. Zaeh, M., Reinhart, G., Ostgathe, M., Geiger, F., Lau, C.: A holistic approach for the cognitive control of production systems. *Adv. Eng. Informatics*, 24, 300–307 (2010).
2. Aytug, H., Lawley, M., McKay, K., Mohan, S., Uzsoy, R.: Executing production schedules in the face of uncertainties: A review and some future directions. *European Journal of Operational Research*, 161, 86–110 (2005)
3. Vieira, G., Herrmann, J., Lin, E.: Rescheduling Manufacturing Systems: a Framework of Strategies, Policies and Methods. *J. of Scheduling*, 6, 39 (2003)
4. Novas, J. M., Henning, G.: Reactive scheduling framework based on domain knowledge and constraint programming. *Comp. and Chemical Engineering*, 34, 2129–2148 (2010)
5. Palombarini, J., Martínez, E.: SmartGantt – An Intelligent System for Real Time Rescheduling Based on Relational Reinforcement Learning. *Expert Systems with Applications* vol. 39, pp. 10251- 10268 (2012)
6. Trentesaux, D.: Distributed control of production systems. *Engineering Applications of Artificial Intelligence*, 22, 971–978 (2009).
7. Laird, J. E.: *The Soar Cognitive Architecture*. MIT Press, Boston(2012)
8. Nason, S., Laird, J. E.: Soar-RL: integrating reinforcement learning with Soar. *Cognitive Systems Research* 6, 51–59 (2005)
9. Wray, R.E., Laird, J. E.: An architectural approach to consistency in hierarchical execution. *Journal of Artificial Intelligence Research*, 19, 355-398(2003)
10. Sutton, R., Barto, A.: *Reinforcement Learning: An Introduction*. MIT Press (1998)
11. Nuxoll, A. M., Laird, J. E.: Enhancing intelligent agents with episodic memory. *Cognitive Systems Research* 17–18, 34–48(2012)
12. Rolón, M., Martínez, E. Agent-based modeling and simulation of an autonomic manufacturing execution system. *Computers in Industry*, 63, 53–78 (2012)
13. Soar Suite. URL <https://code.google.com/p/soar/wiki/Downloads?tm=2>. Retrieved: 11/02/2014
14. Palombarini, J., Martínez, E.: SmartGantt – An interactive system for generating and updating rescheduling knowledge using relational abstractions. *Computers and Chemical Engineering*, 47, 202-216 (2012)