

The Modeling of Pull-Driven Scheduling for Pipe-Spool Installation as a Lean Construction Method

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ABSTRACT: Many construction processes include installation of unique materials in specific locations in the facility being built: materials and locations must match before installation can take place. Mismatches due to delay and uncertainty in supplying materials or completing prerequisite work at those locations hamper field productivity. This is illustrated here using a model of a materials-management process with a matching problem that typifies fast-track process-plant projects. The uniqueness of materials and locations combined with the unpredictability in duration and variation in execution quality of various steps in the supply chain allow for different ways to sequence material delivery and work area completion. Several alternatives are described. Their impact on process

execution is illustrated by means of probabilistic process models. One model reflects total lack of coordination between delivery and work area completion prior to the start of construction; a second one describes perfect coordination. The corresponding materials staging buffers and construction progress are plotted based on output from discrete-event simulation models. A third probabilistic model then illustrates the use of the lean construction technique called pull-driven scheduling. Real-time feedback regarding the status of progress on site is provided to the fabricator off site so process steps can be re-sequenced opportunistically. This yields smaller buffers and earlier project completion and, when properly accounted for, increased productivity.

INTRODUCTION

Construction involves installing materials according to project specifications in the facility being built. By tracking the flow of materials through their supply chain (i.e., describing when and where materials are being engineered, fabricated, transported, staged, etc.) installation work can be most effectively

planned and executed. Flow data must be more or less detailed depending on whether the material of concern will be available in large quantities of identical, interchangeable units (e.g., concrete blocks, electrical conduit, nuts and bolts); in modest quantities, possibly with some degree of interchangeability (e.g., windows, structural steel, timber in pre-cut lengths), or in small quantities of units with unique properties (e.g., engineered materials such as pipes, spools or a custom-designed main entrance door).

Field installation crews, responsible for the final step in the materials flow process, must find resources that match among those available to them; they must ensure that the right material gets put in the right place. For instance, they must identify the location where installation is to take place (e.g., area AR-123), then find the matching material (e.g., pipe spool SP-123)

and retrieve the correct installation accessories (e.g., attachments and supports). An integral part of their work, time and again, is to solve the

called "matching problem." In facilities that comprise thousands of materials of which many are unique, tackling the matching problem is a non-trivial task. Nevertheless, those performing installation have no way around it.

In contrast, those responsible for engineering and design, fabrication, delivery, and site storage of materials, as well as construction managers overseeing the project often overlook the matching problem that installation crews face. Dealing with materials on an item-by-item basis means paying attention to minute details. It is a tedious task, largely irrelevant to their own. Accordingly, matching problem details are selectively abstracted away by each party so that they can focus on problems of more direct, contractual concern to them. For example, structural designers do not worry about vendors' ability to deliver specialty valves or nuts-and-bolts because it is outside of their scope of work. Pipe-spool fabricators optimize production schedules to suit their plant's fabrication constraints and other projects' needs. Shipping agents optimize travel by choosing vehicles to meet delivery schedules; they package materials to ensure that loads are stable and meet weight and dimensional constraints during transportation. Laydown yard personnel group materials by shipment, type, or final installation destination to ease tracking. Project managers control progress based on percentages-of-total-of-materials-engineered, delivered to the site, or installed. The

corresponding planning systems must therefore allow for abstraction or detail as needed.

Because of this abstraction, installation crews rarely have the data they need to optimally schedule and thus execute their work. They must rely on the numerous assumptions that are embedded in pre-construction schedules. How much of a problem this creates depends on the extent to which uncertainties in their supply manifest themselves during project execution. If pre-construction

in completing prerequisite site work lead to mis-matches that foul up scheduled work sequences. This lowers the installation crew's productivity and extends the project duration.

In order to increase understanding of these issues, a model was created of a process that is characteristic of the process-plant sector of the construction industry. Alternative strategies for sequencing materials deliveries are presented in this paper and their execution was simulated so computer data supports the comparison between them.

RELATED WORK IN LEAN CONSTRUCTION

Matching problems and process uncertainties pose unique requirements on construction planning systems. An analogy with manufacturing production systems is appropriate to explain what these are. Specifically, the lean production philosophy is relevant (Ohno 1988). Lean production focuses on adding value to a raw material as it proceeds through various processing steps to end up as a finished product. It advocates the avoidance, elimination, or at least reduction of waste from this so-called value stream. By considering waste not only in or produced by individual operations but in the value stream at large, lean production adopts a systems view.

The late Taiichi Ohno first articulated this philosophy and implemented it in Toyota's production system. He classified sources of waste as follows (8 added by Womack and Jones 1996): (1) Defects in products; (2) Overproduction of goods not needed; (3) Inventories of goods awaiting further processing or consumption; (4) Unnecessary processing; (5) Unnecessary movement of people; (6) Unnecessary transport of goods; (7) Waiting by employees for process equipment to finish its work or for an upstream activity to complete; and (8) Design of goods and services that fail to meet user's needs.

The lean production philosophy, since it emerged in the 1950s, has provided major competitive advantage to Japanese manufacturing companies. Its benefits gradually became known outside of Japan. In the 1980s, US manufacturing companies began to convert their operations to implement lean production techniques and, consequently, also improved their operations dramatically (Womack and Jones 1996). Some lean production techniques are: (1) Stopping the assembly line to immediately repair quality defects; (2) Pulling materials through the production system to meet specific customer demands; (3) Reducing overall process cycle time by minimizing each machine's change-over time; (4) Synchronizing and physically aligning all steps in the production process; (5) Clearly documenting, updating, and constantly reporting the status of all process flows to all involved.

Though no one will doubt that there is much waste in

schedules were well thought-out and steps preceding installation had no uncertainty in duration or execution quality associated with them, then matching would be easy. In practice, unfortunately, this is not the case. Many projects are executed on a fast track, so construction starts before design has been completed or materials deliveries have been properly sequenced. Installation crews and equipment are often kept waiting because of delays in material supply and delays

construction, lean production has only recently become a subject of interest in our industry. Since the publication of Koskela's (1992) seminal report, researchers around the world have been studying its applicability to construction (e.g., Alarcon 1997). Unfortunately, translating lean concepts from manufacturing to construction is not automatic because of the unique characteristics of the architecture/engineering/construction (AEC) industry in addition to the geographic diversity among projects.

Researchers in construction have begun to realize that construction management must include production control systems (e.g., Bernold and Salim 1993, Melles and Wamelin 1993) to complement the project management systems currently in use. Control systems must include not only activities being performed at the project site but also those that make up the entire supply chain (O'Brien 1995). The work described here belongs to this school of thought.

Some lean concepts have already been translated to construction. Howell et al. (1993) discussed how buffers of materials can alleviate the dependencies and worker idle time otherwise incurred when process sub-cycles interact with one another. Ballard formalized the Last Planner to shield installation crews from uncertainties in work flow and demonstrated its successful implementation on actual projects (Howell and Ballard 1996, Ballard and Howell 1997). Phair et al. (1997) reported how equipment manufacturers are reducing set-up time by changing product designs (e.g., buckets and other attachments). In the same vein, this paper describes how the pull technique with feedback regarding progress on site to fabricators off site can improve construction process performance (Tommelein 1997a, 1997b).

PUSH-DRIVEN VS. PULL-DRIVEN PROCESS MANAGEMENT

Push-Driven Process Management

Construction work traditionally is planned by articulating activities and dependencies between them, then assigning durations and resources to each activity. As a schedule is developed by calculating early and late activity start and finish using the Critical Path Method (CPM). Resource leveling or allocation algorithms may yield some adjustments to the early-start schedule, but upon project execution, activities are expected to start at their earliest possible date in order not to delay succeeding activities or the project as a whole.

Project control aims at adhering to the resulting schedule. It is assumed that all resources required to perform an activity that is about to start will indeed be available at that activity's early-start time. In this so-called "push-driven" approach, each activity passively waits for its ingredients (instructions, labor, materials, equipment, and space) to become available, e.g., by being

released upon completion of predecessor activities. When some have become available but others needed at the same time have not, those available will wait in a queue or buffer for the combination of resources—the set of "matching parts"—in its entirety to be ready. While it may be possible to start work with an incomplete set of resources, chances are this will negatively affect productivity (e.g., Thomas et al. 1989, Howell et al. 1993).

dealt with in real time. At that point, rigorously adhering to the initial schedule may not be the best approach for successful project completion as network characteristics and resource availability will deviate from those assumed when that schedule was generated.

Moreover, traditional CPM schedules do not necessarily show individual resources and their allocation to activities. Certainly, procurement schedules highlight milestone delivery dates of major items, but most materials will arrive in multi-unit shipments. If a schedule reflects only groupings, then it is too coarse to guide work that involves unique parts. When missing parts are identified during the on-site allocation process, it is much too late to prevent delays.

In addition, current expediting practice is to regularly touch base, e.g., with the engineering design firm or fabricator of whom goods or services are expected. Contact is made prior to the deadline of completion of their work, in order to make sure the target delivery date, e.g., of key materials or pieces of equipment, will be met. Yet, most expeditors fail to (e.g., are not authorized to) reschedule activities when it can be anticipated that deadlines will not be met. Accordingly, the traditional, push-driven approach to scheduling prior to the start of construction with no corrective re-scheduling as work progresses leads to process inefficiencies and less-than-optimal project performance.

Pull-Driven Process Management

The main objective of a "pull-driven" approach is to produce finished products as optimally as possible in terms of quality, time, and cost, so as to satisfy customer demand. Achieving high process throughput while minimizing operating expenses including in-process inventories is key. Keeping busy by processing just any one of the resources in the input queue of an activity requiring a combination of resources is insufficient. To pull means that resources must be selectively drawn from queues—so the activity that processes them will be busy just the same—but chosen so that the activity's output is a product needed further downstream in the process, and needed more so than its output using other resources in the queue would have been. Resources' wait time in queues should be minimized.

To implement a pull-driven approach, selective control is needed over which resources to draw for any given activity. This selection is driven by information not solely about resources in the queues immediately preceding the activity under consideration, but also about work-in-progress and resources downstream (successor queues and activities) in the process. Resources will get priority over others in the same queue if they are known to match up with resources forecast to be or already available in queues further downstream in the process. This way, those downstream resources will not unduly await their match

Because of uncertainty in duration as well as variation in execution quality and dependency logic of activities, schedules are bound to change as construction progresses. It may be possible to model this uncertainty during the planning stage, as is done by using probabilistic distributions to characterize activity durations in the Program Evaluation and Review Technique (PERT). However, the actual manifestation of uncertainty is known only upon plan execution and must thus be

and be in process for any time longer than needed, though their planned processing sequence may be violated.

EXAMPLE PROCESS SCENARIO: PIPE-SPOOL INSTALLATION

Constructing an industrial process facility, such as an oil refinery, involves installing many hundreds or thousands of unique pipe spools. This process is simplified here as comprising two chains of activities: pipe spools are designed and fabricated off site while work areas are prepared on site. After spools have been shipped to the site, the chains merge with the installation of spools in their designated areas.

Pipe spools are fabricated off site according to the availability of engineering design information, the fabricator's plant production capacity, etc. Individual tags denote that each spool has unique properties and each has a designated destination in the facility under construction as shown in the project specifications. Spools are subject to inspection before leaving the fabricator's plant. The outcome of the inspection activity is that a spool will be found fit-for-installation with an $x\%$ likelihood, and, thus, that there will be a problem with $(100 - x)\%$ of them. In the latter case, the fabricator must rework the spool to rectify the problem, prior to shipping.

Concurrently with this off-site process, construction is under way on site. Roads are built, temporary facilities are brought in, foundation systems are put in place, structural steel is being erected, etc. Crews of various trades must complete their work in each area where spools are to be hung, prior to spool installation. When a specific set of ready-for-installation spools is available on site, and all prerequisite work in the matching area has been completed, spools can be installed. Completion of an area's installation work then signals to other trades that subsequent work can start.

INDUSTRY PRACTICE

The Business Roundtable (BRT 1982) identified the piping process as being critical to the success of numerous industrial projects. However, research into improving practice has been lagging until only a few years ago CII conducted a detailed investigation (CII 1996, Howell and Ballard 1996, O'Connor and Liao 1996, O'Connor and Goucha 1996). Major causes for problems were found in the engineering development process, specifically in three areas: (1) piping and instrumentation diagram (P&ID) problems are caused by inefficient sequencing of prioritization, inefficient procedures for P&ID development and review, and inefficient communication of P&ID uncertainty; (2) problems in the supplier data process pertain to communication, coordination, and selection duration; and (3) problems in the packaged units process pertain to supplier quality and design. Whereas O'Connor et al. developed policies, procedures, and checklists to enhance the overall efficiency

of these processes, Howell and Ballard studied the impact of uncertainty on downstream performance.

Industry practitioners know that construction is plagued by uncertainties. In their most interesting study, Howell and Ballard (1996, p. 6) describe prevailing methods for managing them in the piping function: "Piping success requires minimizing the extent and effects of uncertainty during fabrication and installation. At present, uncertainty in the timing

buffersto assure progress despite variations in the timing, sequence, and quality of resources from upstream suppliers. Buffers dampen the effects of variations in the flow of resources and allow flexibility in the choice of work."

Howell and Ballard characterize common practice for moving pipe spools from engineering through off-site fabrication to erection. "When engineering falls behind schedule, fabrication will be delayed, thereby also delaying installation work." "The order in which drawings are provided to the fabricator and the sequencing in which spools are output by the fabrication process may bear little relationship to site needs, therefore requiring re-sequencing for site delivery provided that priority information be available." "Time delays and out-of-sequence work make the supply of material to the job site unpredictable. This leads to inefficiencies because work cannot be adequately planned and executed, and thus results in low productivity."

Figure 1 charts commodity curves from 1 of 24 projects on which Howell and Ballard collected data. This specific project (Project B) required installation of 2,080 pipe spools in a 57-week duration, measured from start of engineering to end of installation. It was characterized as "Design well established. Rash of client changes late in project." As can be seen, scheduleslippages (deviation of actual from planned) occurred in completing isometric drawings (ISOs) and in fabricating spools. Nonetheless, installation work progressed nearly as planned.

causes and possible solutions. They point out "Fast track project. Schedule main concern. Manpower levels above projected." (p. 73). One can only speculate that uncertainty contributed to occurrence of matchin problems, hampering installation work, but apparently successfully overcome. In conclusion, Howell and Ballard recommend that piping backlogs be used to buffer on-site from off-site activity ("successful projects have at least 60% of all pipe on hand when 20% has been installed"), and that the principles of the Last Planner be applied to shield installation from remaining uncertainties.

The present paper builds on this work by focusing on two uncertainties in the pipe-spool process: (1) uncertainty in duration of fabrication and transporta

they will be drawn first (they have been waiting for the longest time). In contrast, last-in-first-out (LIFO) places those arriving later at the front.

First-in-Order Based on a Property of Resources in Single Queue:

When resources can be ordered based on a property or on some externally-defined numbering system, that order

of deliveries of intermediate products from one continuing activity to another defines the production planning and management problem.

Lacking tools to minimize the uncertainty in these flows, managers strive for flexibility so that the project can proceed in the face of erratic deliveries and unexpected problems. On piping extensive projects, they rely on

tion and (2) quality failure in fabrication resulting in delay of shipment due to rework. It shows how matching affects the productivity of installation crews and the overall project duration.

PROCESS MODELING

Process-Model Representation

In order to describe and then experiment with alternative planning sequences, the pipe-spool installation process has been modeled using the STROBOSCOPE computer system for discrete-event simulation (Martinez 1996). Table 1 summarizes the functionality of the STROBOSCOPE symbols that are used here, but note that their simplicity belies the expressiveness of the associated programming language.

One major feature of STROBOSCOPE is that resources can be characterized and individually tracked as they reside in various network nodes during a simulation run. When a queue's resources are indistinguishable, there is only one way in which to draw them from that queue; only 1 draw sequence exists. However, when a queue has n distinguishable resources, $n!$ draw sequences are possible. In general n will change in the course of a simulation run as resources join the queue (unless the queue is a source) and leave it (sink). Being able to distinguish resources and to draw those needed for processing when needed is necessary when one sets out to model matching problems and pull techniques.

The sequence in which characterized resources will be drawn from a queue during simulation depends on (1) the ordering of incoming resources relative to those already in the queue, and (2) the criteria applied in selecting resources for withdrawal from the queue. To achieve the desired system behavior, a STROBOSCOPE programmer can define draw sequences by specifying respectively [items in CAPS denote STROBOSCOPE programming statements]: (1) a queue's so-called DISCIPLINE and (2) conditions on the link emanating from the queue (e.g., using RELEASE ORDER and DRAW WHERE with FILTER-expressions). Example draw sequences (implemented by ordering, selection criteria, or a combination thereof) are:

1. First-In-First-Out or Last-In-First-Out:

The ordering criterion is resource time of arrival in the queue. First-in-first-out (FIFO) places resources arriving earlier at the front of the queue, so by default

can define draw priority. For example, trucks of varying size can be sorted by their loading capacity, where it may have been decided that larger ones will be loaded first; an engineer may have numbered footingsto specify the order in which concrete is to be placed, where those with lower numbers will be placed first. Selection is thus based on comparing an individual resource's "capacity" or "placement number" property with that of

others in the same queue. Other examples are "easiest to install first" and "highest ratio of earned-to-expended effort first" (Howell and Ballard 1996), "materials covered by or buried in others first," and "those that can easily be damaged last."

Model B-Coordinated Sequencing

Model B's Parameters

Model B describes perfect coordination. The fabrication crew and the installation crew plan before starting their work and decide on the sequence in which to draw resources. Cut sheets and areas are assigned sequence numbers so they can be dra

B's Pipe-spool Buffer Size

Model B results in minimal space needed to stage spools on site. Staged Spool peaks at 200 in Figure 3 (Right, Lower-middle). Nonetheless, some spools will accumulate on site because deliveries get out of sequence when uncertainty manifests itself during fabrication and shipping, and the need for rework arises occasionally.

Model B's Productivity of Installation Crew

Despite expedient project completion, the installation crew (which starts to work as soon as work is available and stays idle in-between activities, when materials are in short supply) was not able to work as productively as before (the Area Done line of balance is not straight but bends to the right). This is no coincidence! The writer crafted the model's basic template to show how materials shortages might arise so that their impact on production could be shown. While the activities Design, Fabricate, Prereq Work, and Install can process resources at the same average rate of 1 area/10 days or 4 spools/day, uncertainty in the Fabricate, Rework, and Transport activities results in a Staged Spools slope much smaller than the Cut Sheet or Work Area Ready slope. Consequently, the Area Done slope is smaller as well (note that in Model A the Area Done slope was not really affected by the slow delivery rate because of the large build-up of spools prior to its start). Because Field Work starts 85 days after Off Site Work, the Staged Spool and Work Area Ready lines of balance cross.

Model B's Project Duration

Perfect coordination leads to project completion in the shortest duration of 275 days (Figure 3, Left, Lower-middle).

Model C-Pull-driven Sequencing

Model C's Parameters

Model C augments model A's random sequencing with a pull mechanism, which includes the Feedback queue, the Update combination activity, and four links to tie them into the existing network. Cut Sheets initially are processed in random order relative to work areas, but as soon as an area is ready for spool installation, area-availability feedback is transmitted and used to update their status. Cut sheets that match this feedback are checked accordingly so that they will get priority over others to be fabricated, that is, they are "pulled" to the site. In the single iteration that is depicted, a total of 291 updates were performed.

Model C's Pipe-spool Buffer Size

Relatively few spools accumulate on site (250 maximum, Figure 3, Right, Bottom). The buffer is not as small as it was with perfect coordination, but it certainly does not get as much out of hand as it did with random sequencing either!

win FIFO order (STROBOSCOPE's default discipline). Cut Sheets 1 through 40 will go to fabrication before 41 through 80, and soon. Similarly, Area 1's prerequisite work will be performed prior to Area 2's, and soon.

While perfect coordination reflects an idealized situation, for many reasons it will never materialize. It is seldom a contractual requirement and it also is too restrictive to the various parties involved in the process (e.g., fabrication shops are not set up to tolerate one-piece flows, that is, to change machine setups in order to meet each spool's unique fabrication requirements).

Model C's Productivity of Installation Crew

Starting off with random sequencing and then improving the sequencing based on feedback penalizes the crew in terms of field productivity relative to the perfect-coordination case. The slope of Area Done has decreased further than it already had in model B. Luckily, this performance can be anticipated and improved. The crew can be ordered to start later (e.g., start at

time 150 or 175, see Figure 4, Top Left), when more spools are on site so workers will be able to progress at their fastest possible rate, or it can be scaled down in size.

Model C's Project Duration

The project duration remains fairly short, at 304 days (Figure 3, Left, Bottom).

IMPLEMENTATION HARDWARE AND SOFTWARE

All models were run in STROBOSCOPE (version 1,2,2,0) on a Pentium 200-MHz computer running Windows® 95. A single iteration takes on the order of 1 minute. Source code is available (Tommelein 1997a) so readers can reproduce and further experiment with alternative input to this model.

Other draw sequences and feedback mechanisms could have been implemented and their impact studied on, for instance, crew productivity and project completion. The feedback mechanism as shown does not lead to optimal system performance. Readers may accept this observation as a challenge.

DISCUSSION AND CONCLUSIONS

The lean-production "pull" technique has been shown to improve performance of a construction process. It is particularly well-suited for fast-track projects that require assembly of unique parts and that are plagued by uncertainties. Such projects are difficult to schedule accurately and in detail in advance. The nature of the anticipated matching problems must determine the complexity and detail required of the planning system. As uncertainties manifest themselves during project execution, the pre-construction schedule will have to be adjusted in a flexible manner for field work to progress efficiently and for work-in-progress inventory to remain small.

The pull technique suggests that real-time feedback from construction be used to drive the sequencing of off-site work, and vice versa. By choosing upstream to process "matching parts" first, the downstream process will proceed in a more expedient fashion, and completed units will be available sooner than would be the case otherwise. Wireless communication technologies, appropriate to implement this technique, are readily available today.

The pull technique assumes that all participants in the project supply chain are willing and able to respond to each other's needs in order to optimize overall project performance, not just their own. This requires rethinking of contractual relations and providing appropriate incentives. Processes also must become more transparent. Participants who can 'see' the other's needs, can better plan to accommodate them. A somewhat paradoxical situation exists today, with the proliferation of specialist firms believing that they have optimized their own operations. Local

important issue. Many pull links could be created, but each costs money to implement and the effects of one may offset those of another. Investigation of this issue must be supported by collection of process data that describes activities and durations, resources, and path-flow uncertainties of the system that is to be improved. Discrete-event simulation can help the decision maker understand the system's behavior and gauge the impact pull links may have. Using the simulated data, a cost-benefit analysis can then be performed prior to physically establishing those links. The collection of process data in and by itself is a worthwhile endeavor. Knowing where uncertainties exist and how large they are will help focus on reducing those uncertainties. It should be obvious from the limited work that has been conducted to date on implementing production control in construction is as advocated by the lean production philosophy, that process-level analysis of construction is promising area of research, development, and application.

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optima may have been reached, but at best, those are based on numerous assumptions about other project participants' performance. Many process uncertainties and resulting waste stem from ignorance. Increased process transparency among participants may aid not just the project's but also the individual firm's performance. Only one pull link was shown in the model discussed here. Obviously, choosing where, when, and how to pull is an

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