



Ш

How to define a SC Risk Management Strategy?

Commonly any operations management policy/strategy aims at minimizing cost, maximizing ROI, etc...

Which risk management strategy is better?

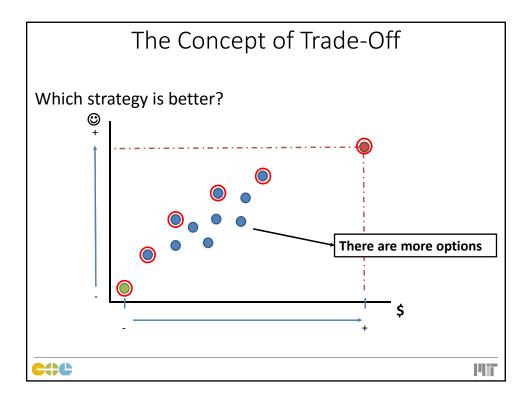


COC

But...what about service level in case of a disruption?
Which strategy is better?

"What is the ROI of a health insurance?"

you out of business!!! **



SCREAM Game

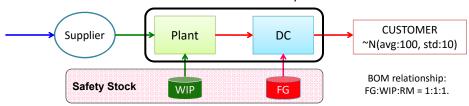
Objective: Design a risk mitigation strategy to minimize the total supply chain cost while maximizing the order fill rate over an <u>uncertain future</u>.

- Developed at MIT CTL from 2009 to 2012
- Based on project with a CPG manufacturing company
- · Many contributors....
 - Dr. Mahender Singh
 - Dr. Amanda Schmitt
 - Dr. Yukun Liu enhanced
 - Dr. Shardul Phadnis created SCREAM 2.0
 - Mr. James Rice, Jr.



Widget Supply Chain Overview

- Each team runs its own Widget supply chain which consists of:
 - Supplier: Receives raw material (RM) and converts into work-in-process (WIP)
 - Plant Converts the WIP into finished goods (FG)
 - Distribution Center Stores the FG for delivery to customers



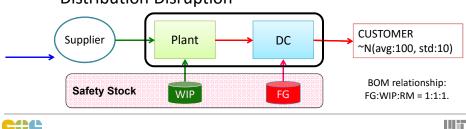
- You have control over the Plant and the DC, but not the supplier
- The demand for the finished goods are random and variable $^{\sim}$ 100 units per week +/- 10.
- The inventory policies at each facility are already established at the DC and Plant, and are very conservative.

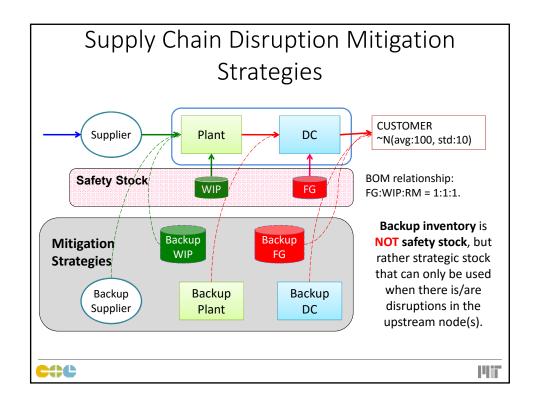


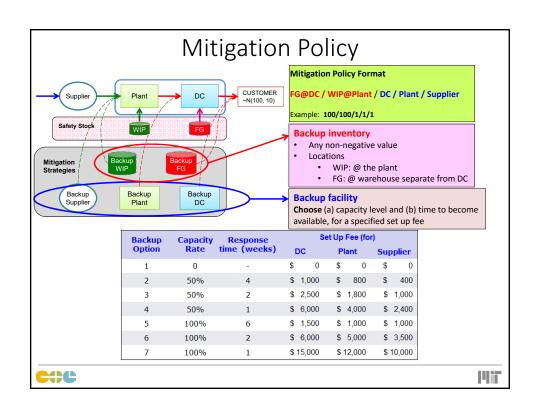
Ш

Widget Supply Chain Overview

- How does a supply chain handle "normal" volatility?
 - Demand & Lead time variability => Safety Stock
- What if the supply chain is severely disrupted?
 - Supplier Disruption
 - Manufacturing Disruption
 - Distribution Disruption





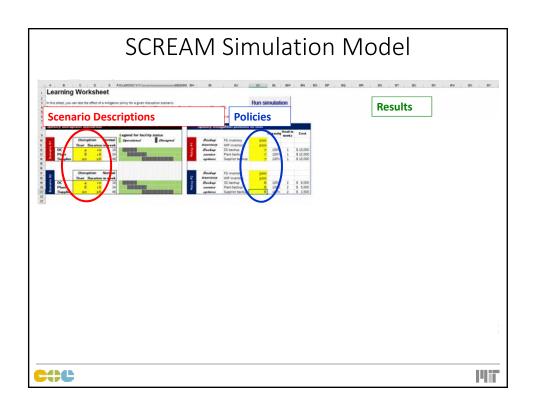


Objective of the Game

- Design a risk mitigation strategy to minimize the total supply chain cost while maximizing the order fill rate over an uncertain future.
- Costs:
 - Ordering Costs ~ \$16 to \$20 per order (for reference)
 - Holding Costs ~25% annually
 - Landed Product Costs (for reference)
 - Finished Goods \$100 /unit
 - WIP \$80 /unit
 - Raw Materials \$50 /unit
 - Selling Price \$225 per unit
 - No Stockout Costs
- Service Level
 - Order Fill Rate (OFR) at customer location
 - Under normal conditions, order fill rate is ~99%







SCREAM Simulation Model Details

- Users can define up to 2 disruption scenarios
 - Only enter in yellow cells
 - Define a Start and Duration of the disruption for each facility.
- Users can define up to 2 mitigation policies
 - Only enter in yellow cells
 - Enter 5 digit policy code
- Run Scenario
 - Press the "Run simulation" button
 - Run should take under 5 seconds
 - Scenario 1 runs against Policy 1, & Scenario 2 runs against Policy 2
- Review Results
 - Summary results (numeric and charts) on cover sheet
 - Scenario details on other tabs (S1 and S2)
 - Use this to compare policies or how different scenarios impact the same policy





Learn Using the Simulation Spreadsheet

- Work in 3-Person Teams
- Open up your SCREAM spreadsheet
 - Download the file SCREAM2 Student v6.xlsm
 - Make sure you allow/enable Macros
- Two ways to Use the Simulation
 - Use the same policy and run it against two different scenarios
 - Test two different policies and run it against the same scenario

Get a feel for how the different policies interact with each other
~15 minutes



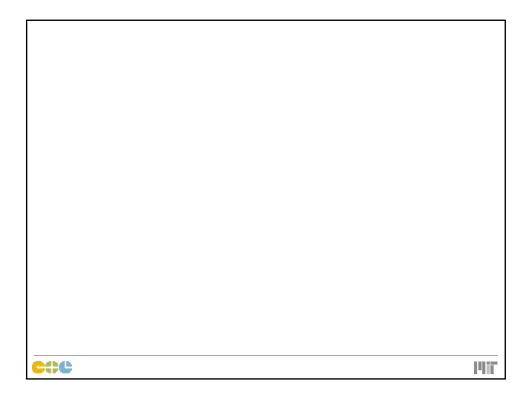


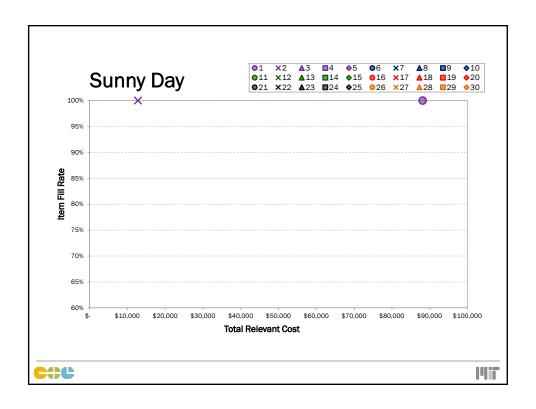
http://www.online-stopwatch.com/countdown-timer/

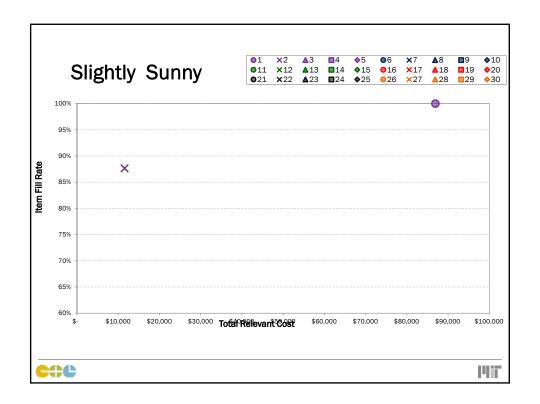
What the Results Look Like for 2 Policy Choices

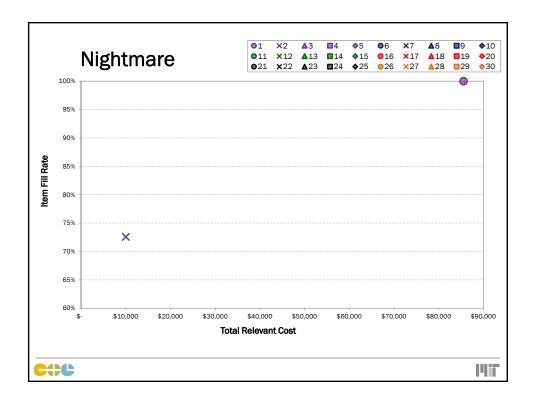
	Inven	itory	(Capacity	
Team	FGI	WIP	DC	Plant	Sup
1	1000	1000	7	7	7
2	100	100	2	2	2











Exercise Various Policies vs Various Scenarios

- Stay in your 3-Person Teams
- Test various policy choices against various scenarios
- Reminder: Two ways to Use the Simulation
 - Use the same policy and run it against two different scenarios
 - Test two different policies and run it against the same scenario

Recommend one mitigation policy for the Widget SC

~20 minutes. – Upload your solution to the Google Form

Note: This will be tested against a blend of several scenarios (arbitrary situations created by "experts")



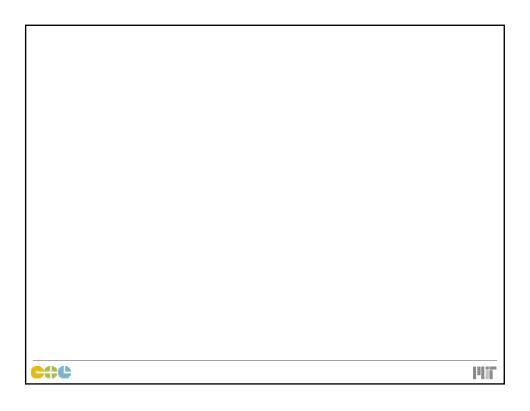


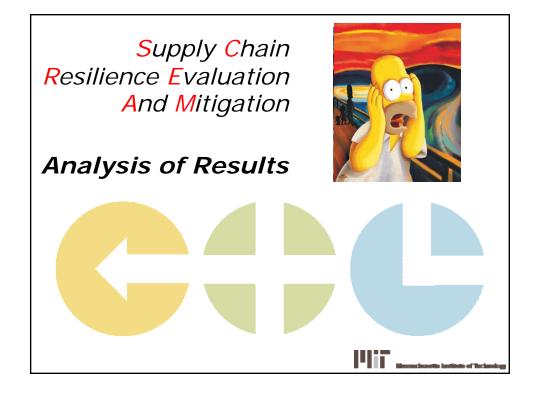
Some Questions to Consider

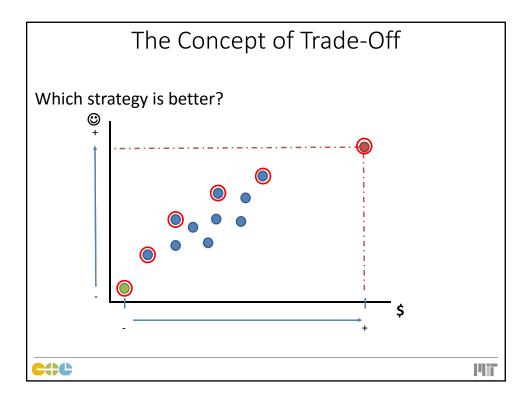
- How much is a stockout worth?
- Is **speed of response** more important than **capacity coverage**, or the other way around?
- When is it worth putting a policy in place?
- Is it important to have a uniform policy across the facilities?
- Is it better to place a full strength policy at one facility and partial at others? If so, which?
- Under what conditions is it better to use Strategic Stock versus Facility Backup plans?
- Which strategies seem to work best?











What is the policy for building resilience in SCs?

- A. Safety stock only
- B. Safety stock + Backup Inventory
- C. Safety stock + Backup Facility
- D. Safety stock + Backup Inventory + Backup Facility



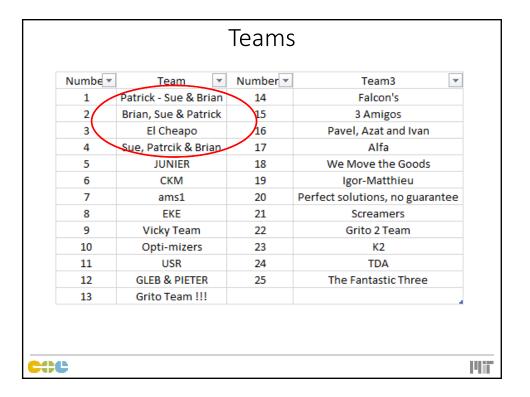
1411

What is the most important for developing mitigation policy? Least important?

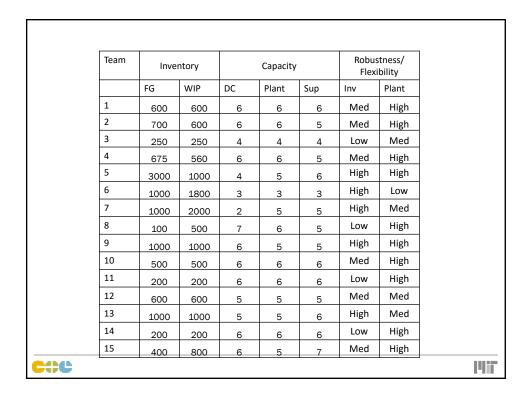
- A. Supplier Disruption
- **B.** Plant Disruption
- C. DC Disruption





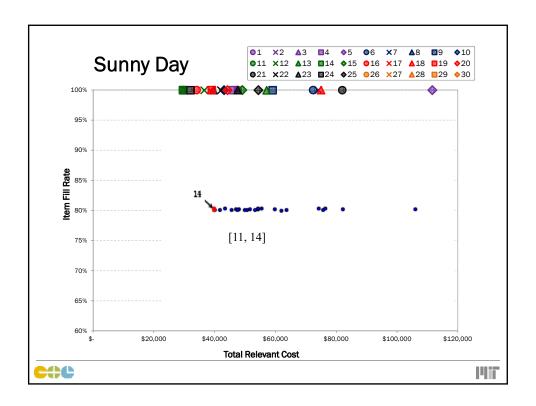


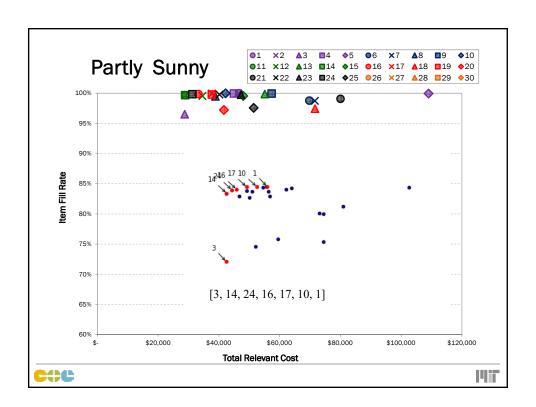
	Inventory Capacity Inv		Inven	Inventory		Capacity					
Team	FGI	WIP	DC	Plant	Sup	Team	FGI	WIP	DC	Plant	Sup
1	600	600	6	6	6	16	300	300	6	6	6
2	700	600	6	6	5	17	400	400	6	6	6
3	250	250	4	4	4	18	1500	1500	1	5	2
4	675	560	6	6	5	19	600	400	5	6	6
5	3000	1000	4	5	6	20	1185	200	1	5	6
6	1000	1800	3	3	3	21	1500	900	4	7	4
7	1000	2000	2	5	5	22	800	500	5	5	6
8	100	500	7	6	5	23	100	100	7	7	7
9	1000	1000	6	5	5	24	300	200	6	6	6
10	500	500	6	6	6	25	1400	400	1	3	6
11	200	200	6	6	6						
12	600	600	5	5	5						
13	1000	1000	5	5	6						
14	200	200	6	6	6						
15	400	800	6	5	7						

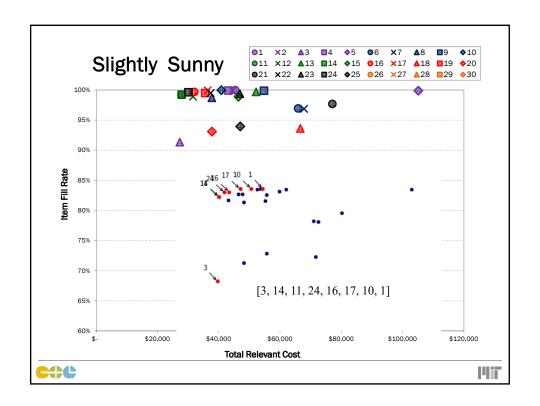


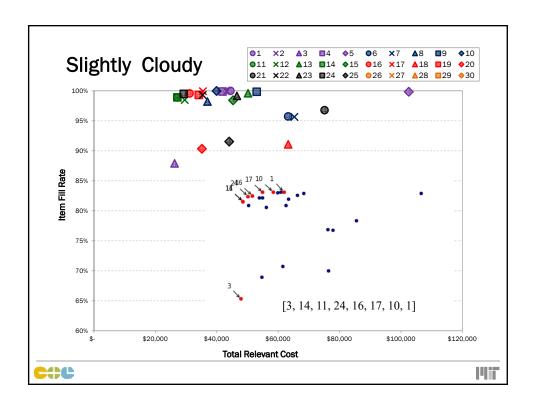
FG WIP DC Plant Sup Inv Plant 300 300 6 6 6 Low High 400 400 6 6 6 Med High 1500 1500 1 5 2 High Med 600 400 5 6 6 Med High 1185 200 1 5 6 Med Med 1500 900 4 7 4 High High 800 500 5 5 6 High High 100 100 7 7 7 Low High		Inver	ntory		Capacity			tness/ bility
400 400 6 6 6 Med High 1500 1500 1 5 2 High Med 600 400 5 6 6 Med High 1185 200 1 5 6 Med Med 1500 900 4 7 4 High High 800 500 5 5 6 High High 100 100 7 7 7 Low High		FG	WIP	DC	Plant	Sup	Inv	Plant
1500 1500 1 5 2 High Med 600 400 5 6 6 Med High 1185 200 1 5 6 Med Med 1500 900 4 7 4 High High 800 500 5 5 6 High High 100 100 7 7 7 Low High	16	300	300	6	6	6	Low	High
600 400 5 6 6 Med High 1185 200 1 5 6 Med Med 1500 900 4 7 4 High High 800 500 5 5 6 High High 100 100 7 7 7 Low High	17	400	400	6	6	6	Med	High
1185 200 1 5 6 Med Med 1500 900 4 7 4 High High 800 500 5 5 6 High High 100 100 7 7 7 Low High	18	1500	1500	1	5	2	High	Med
1500 900 4 7 4 High High 800 500 5 5 6 High High 100 100 7 7 7 Low High	19	600	400	5	6	6	Med	High
800 500 5 5 6 High High 100 100 7 7 7 Low High	20	1185	200	1	5	6	Med	Med
100 100 7 7 7 Low High	21	1500	900	4	7	4	High	High
100 100 1 1 1 1 -	22	800	500	5	5	6	High	High
Law Ulah	23	100	100	7	7	7	Low	High
300 200 6 6 6 LOW High	24	300	200	6	6	6	Low	High
1400 400 1 3 6 High Med	25	1400	400	1	3	6	High	Med

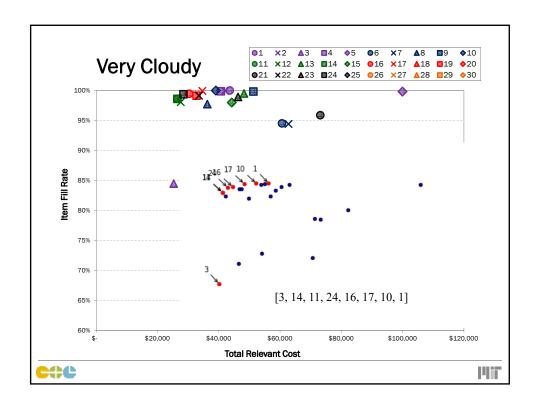
	DC	disrupt	ion	Plan	t disrup	tion	Suppl	ier disru	uption	
Scenario	Start	Duratn	Online	Start	Duratn	Online	Start	Duratn	Online	
1	1	0	1	1	0	1	1	0	1	
2	1	12	13	14	12	26	27	12	39	
3	26	12	38	26	12	38	26	12	38	
_				_			_		30	
4	1	0	1	12	36	48	1	0	1	
5	12	36	48	1	0	1	1	0	1	
6	1	0	1	1	0	1	12	36	48	
7	26	4	30	26	4	30	26	4	30	
8	40	4	44	15	4	19	1	4	5	
9	1	52	53	1	0	1	1	0	1	
10	1	0	1	1	52	53	1	0	1	
			_	Scen	-	33				
Sunny Day	100%	0%	0%	- 0%	0%	0%	0%	0%	0%	0
Partly Sunny	82%	2%	2%	2%	2%	2%	2%	2%	2%	2
Slightly Sunny	55% 37%	5% 7%	5% 7%	7						
Slightly Cloudy Very Cloudy	19%	9%	9%	9%	9%	9%	9%	9%	9%	9
Nightmare	0%	11%	11%	11%	11%	11%	11%	11%	11%	12
Short Overlapping	0%	0%	0%	0%	0%	0%	100%	0%	0%	0
Supplier Down Longterm	0%	0%	0%	0%	0%	100%	0%	0%	0%	0
DC Down Longterm	0%	0%	0%	0%	100%	0%	0%	0%	0%	0
Even Probability	10%	10%	10%	10%	10%	10%	10%	10%	10%	10

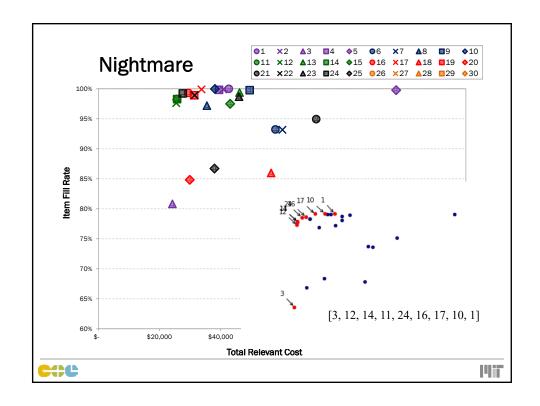


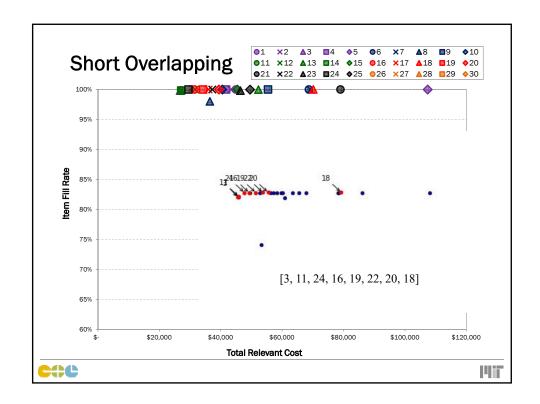


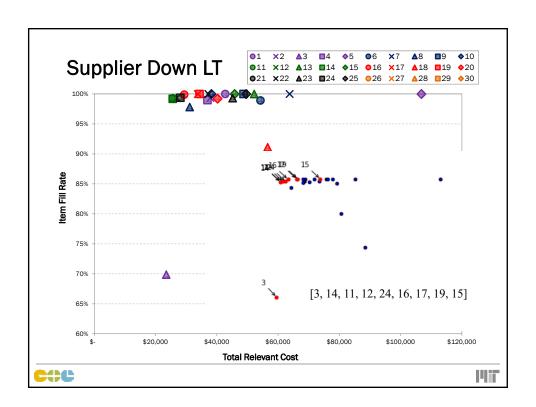


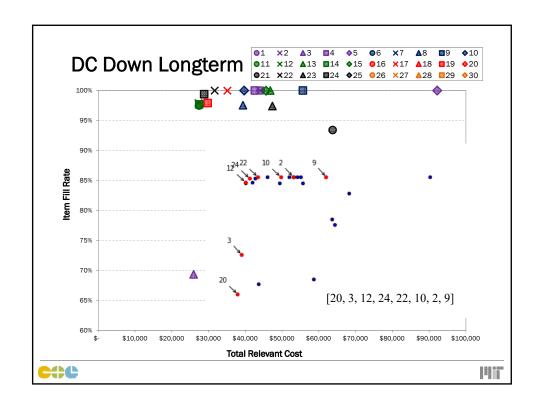


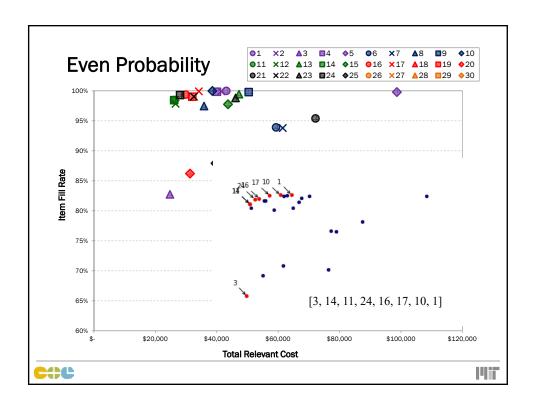












The	\ / /	in	n	er
1110	v v			\sim .

Team	Score	Team	Score
3	1	20	20
24	1	8	21
11	2	15	21
14	2	5	23
16	2	9	23
17	4	23	24
1	7	13	27
10	8	25	32
12	9	6	33
19	10	21	37
2	12	18	38
22	12	7	46
4	14		

- You have to pitch 1 minute to sell your approach
- Vote here: http://kahoot.it





Observations from the SCREAM Game

- Different policies do well under different scenarios
- Combination of Redundancy & Flexibility is typically a reasonable approach
 - Redundant inventory covers before backup capacity available
 - Flexibility (backup capacity) covers for longer term
- Understanding the **right scenario** portfolio is key
- Scenario creation is an informed process -Consider the vulnerabilities of your supply chain





Key learnings

- "What is the ROI of a health insurance?"
 - ROI is hard to assess in these type of problems –Communication of the <u>trade-offs</u> is key
- ..."Nobody gets credit for solving problems that didn't happen" –Repenning & Sterman (2001)
- Usually, the longer the lead time the more time you have to react/respond to disruptions
 - DC disruption might be the most dangerous
- The "optimality" condition of the SC Resilience problem Pareto Front





