

Unattended Run Time_{scrap} = Build Unattended Time * Yield loss_{scrap}

Unattended Run Time_{rework} = Rework Unattended Time * Yield loss_{rework}

Cycle Time Per Lot_{theoretical} = (HPU_{theoretical} * Lot Size) + Build Unattended Time

Cycle Time Per Lot_{scrap} = ((HPU_{scrap} * Lot Size) + Unattended Run Time_{scrap})
* Cycle Time Adjustment

Cycle Time Per Lot_{rework} = ((HPU_{rework} * Lot Size) + Unattended Run Time_{rework})
* Cycle Time Adjustment

Cycle Time Per Lot_{total} = (Cycle Time Per Lot_{theoretical} * Cycle Time Adjustment)
+ Cycle Time Per Lot_{scrap} + Cycle Time Per Lot_{rework}

Cycle Time Per Lot_{TLMP} = [(HPU_{TLMP} * Lot Size) + Unattended Run Time_{scrap}
+ Unattended Run Time_{rework} + Build Unattended Time]
* Cycle Time Adjustment

Cycle Time Per Lot_{NVA} = ((HPU_{NVA} * Lot Size) + Unattended Run Time_{scrap}
+ Unattended Run Time_{rework}) * Cycle Time Adjustment

Cycle Time Per Lot_{% NVA} = (Cycle Time Per Lot_{NVA} / Cycle Time Per Lot_{total}) * 100