

# **Simulation on Logistics Operations**

Allen Jiao Logistics Research Center, Nankai University

- System Description
  - Produce two different sealed electronic units (A, B)
  - Arriving parts: cast metal cases machined to accept the electronic parts
  - Part A, Part B separate prep areas
  - Both go to Sealer for assembly, testing then to Shipping (out) if OK, or else to Rework
  - Rework Salvaged (and Shipped), or Scrapped

- Part A Description:
  - Interarrivals: expo (5) min.
  - From arrival point, go immediately to Part A Prep Area
    - Process = (machine + deburr + clean) ~ tria (1,4,8) min.
  - Go immediately to Sealer
    - Process = (assemble + test) ~ tria (1,3,4) min.
    - 91% pass, go to Shipped; Else go to Rework
  - Rework: (re-process + testing) ~ expo (45) min.
    - 80% pass, go to Salvaged; Else go to Scrapped

- Part B Description:
  - Interarrivals: *batches* of 4, expo (30) min.
  - Upon arrival, batch breaks into 4 individual parts
  - Proceed immediately to Part B Prep area
    - Process = (machine + deburr + clean) ~ tria (3,5,10)
  - Go to Sealer (The same machine as part A sealed)
    - Process = (assemble + test) ~ weib (2.5, 5.3) min. , *different* from Part A, though at same station
    - 91% pass, go to Shipped; Else go to Rework
  - **Rework:** (re-process + test) = expo (45) min.
    - 80% pass, go to Salvaged; Else go to Scrapped

# **Goals (Run Conditions, Output)**

- Start empty & idle, run for 32 hours
- Collect statistics for each work area on
  - Resource utilization
  - Number in queue
  - Time in queue
- For each exit point (Shipped, Salvaged, Scrapped), collect total time in system (a.k.a. cycle time)

#### **Model Analysis**

• Formulate the model representation by draw a graph



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#### **Model Analysis**

- Key points
  - Entities are the individual parts (two types)
  - Separately Create modules for two part types
  - Separately Process modules for each Prep area
  - Process modules for Sealer and Rework, each followed by a Decide module (2-way by Chance)
  - Depart modules for Shipped, Salvaged, Scrapped
  - Attribute *Sealer Time* assigned after Creates in Assign modules (since parts have *different* times at *the* Sealer)
  - Record modules just before Departs for time in system

### **Clear the way for modeling**

- What is Expo()?
  - Shanghai Expo? No, Exponential not Exposition
  - Good for simulating inter-event times in random arrival
  - And good for breakdown process
  - Not good for process delay times
- What is Tria()?
  - When exact form distribution is not known, but estimates (or guesses) for the minimum, maximum, and most likely values are available
  - 3 parameters for min, mode and max.

### **Clear the way for modeling**

- What is weib()
  - Weibull (Beta, Alpha)
  - Weibull distribution is widely used in reliability models to represent the lifetime of a device.
  - If a system consists of a large number of parts that fail independently, and if the system fails when any part fails, then the time between successive failures can be approximated by the Weibull distribution.
  - Also used to represent non-negative task times

#### **Clear the way for modeling**

- What is two way by chance?
  - It's what decide module build for.
- Arena collects and reports many output statistics by default, but sometimes not all you want
- Want time in system (average, maximum) of parts sorted by their exit point (Shipped, Salvaged, Scrapped)
- Record module can be placed in flowchart to collect and report various kinds of statistics from within model run as entities pass through it

For Tally-type output performance measures



#### • See file: Model4 Electronic Assembly-Test System.doe



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### **Run > Setup** for Run Control

- Without this, model would run forever no defaults for termination rule
  - That's part of modeling, and generally affects results!
- Project Parameters tab:
  - Fill in Project Title, Analyst Name
  - Defaults for Statistics Collection, but we cleared the check box for Entities
    - Not needed for what we want (we installed our own Record modules), and would slow execution
- Replication Parameters tab:
  - **Replication length:** *32*, accept *Hours* default for Time Units
  - Base Time Units: *Minutes* for inputs without Time Units option, internal arithmetic, and units on output reports

## **Running the Model**

- Check 🖌 (if desired)
  - Find button to help find errors
- Go **b** (will automatically pre-Check if needed)
  - Some graphics don't show during run ... will return when you End your run ... control via *View > Layers*
  - Status Bar shows run progress replication number, simulatio n time, simulation status
- Animation speed
  - Slider bar at top, or increase (> key), decrease (< key)
- Pause ( ) or Esc key;
  to resume
- *Run > Step* () to debug *Run > Fast-Forward* () to turn off animation
  - Run > Run Control > Batch Run (No Animation) is fastest

### **Viewing the Results**

- Counters during animation for modules
  - Create, Dispose, Decide incremented when entity leaves
  - Process number of entities currently in the module
- Asked at end if you want to see reports
  - What you get depends on *Run > Setup > Project Parameters* 
    - Looks like the Rework area is a bottleneck ... more later
  - Navigate through report with browsing arrows, tree at left
  - Tally, Time-Persistent, and Counter statistics
  - Avg, Min, Max, and 95% Confidence Interval half-widths
    - Confidence intervals are for steady-state expectations
    - May not be produced if run is not long enough for reliable stats

Generally difficult/unreliable to draw conclusions from just one run ... more later

- Rework system actually operates two shifts a day, and on the second shift, there are two operators assigned to the re work operation.
- Periodically, the sealer machine breaks down, every Expo( 120) minutes; the time to repair also follows an expo(4) minutes.
- How to build the function into the exited model?



#### **Schedules**

- In Resource Data module (spreadsheet view)
  - For Rework Resource, change Type from Fixed Capacity to Based on Schedule
  - Two new columns Schedule Name and Schedule Rule
  - Type in a Schedule Name (Rework Schedule)
  - Select a Schedule Rule details of capacity decrease if the Reso urce is allocated to an entity
    - *Wait* Capacity decrease waits until entity releases Resource, and "break " will be full but maybe start/end late
    - *Ignore* Capacity goes down immediately for stat collection, but work goes on until finished ... "break" could be shorter or gone
    - Preempt Processing is interrupted, resumed at end of "break"

#### **Schedules Rules**



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- Define the actual Schedule the Resource will follow Sche dule data module
  - Row already there since we defined **Rework Schedule**
  - Format Type is Duration for entries based on elapsed time past simulation start time
  - Type is Capacity, for Resource schedule (more later on Arrival Type)
  - Click in Durations column, get Graphical Schedule Editor
    - *X*-axis is time, *Y*-axis is Resource Capacity
    - Click and drag to define the graph
    - Options button to control axis scaling, time slots in editor, whether sched ule loops or stays at a final level forever
    - Can use Graphical Schedule Editor only if time durations are integers, w ith no Variables or Expressions involved

- Usually for unplanned, random downtimes
- Can start definition in Resource or Failure module (Advanced Process panel) ... we'll start in Failure
- Attach Advanced Process panel if needed, single-click on F ailure, get spreadsheet view
- To create new Failure, double-click add new row
- Name the Failure
- Type Time-based, Count-based (we'll do Time)
- Specify Up Time, Down Time, with Units for both

- Attach this Failure to the correct Resource
  - Resource module, Failures column, Sealer row click
  - Get pop-up Failures window, pick Failure Name Sealer Failure from pull-down list
  - Choose Failure Rule from Wait, Ignore, Preempt (as in Schedules)
- Can have multiple Failures (separate names) acting on a resource
- Can re-use defined Failures for multiple Resources (opera te independently if they involve random variables)



# ThanksQ&A

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### **Approaching the reality**

- Adding some new features
  - Pointed out that this is only the first shift of a two-shift day on second shift there are two operators at Rework (the bottleneck station) ... 16-hour days
  - Pointed out that the Sealer fails sometimes
    - Uptimes ~ expo (2) hours
    - Repair times ~ expo (4) min.
  - Wants to buy racks to hold rework queue
    - A rack holds 10 parts
    - How many racks should be bought?
  - Run for 10 days (16-hour days)

#### See model changing

• Using Resource Schedules, Schedule, Failures, Run Parameters