STEEL MANUFACTURING MODEL

Process Modeling and Simulation

Steel Manufacturing
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Introduction (Alexandra)

The goal of this assignment is to simulate the manufacturing of steel. Steel is mainly used while constructing buildings, infrastructure, tools, ships, automobiles, machines, appliances and weapons. The main steps that are involved in the manufacturing of steel are: melting of scrap, degassing, compact strip production, cold strip milling. Our report consists of a 2D animation, graphs and diagrams for total production, slab processing time, number of slabs and coils produced, and a graph showing different products. We also discuss important parameters of the system, we run an optimization experiment where we change the input rate, a maintenance model and develop a system dynamics model.

Question 1 (Joelle and Nada)

The model below shows the steel manufacturing plant. Steel is manufactured through different processes. The steel plant produces galvanized and galvannealed sheets, cold rolled fully processed sheets, hot rolled plates, and cold rolled full hard sheets).

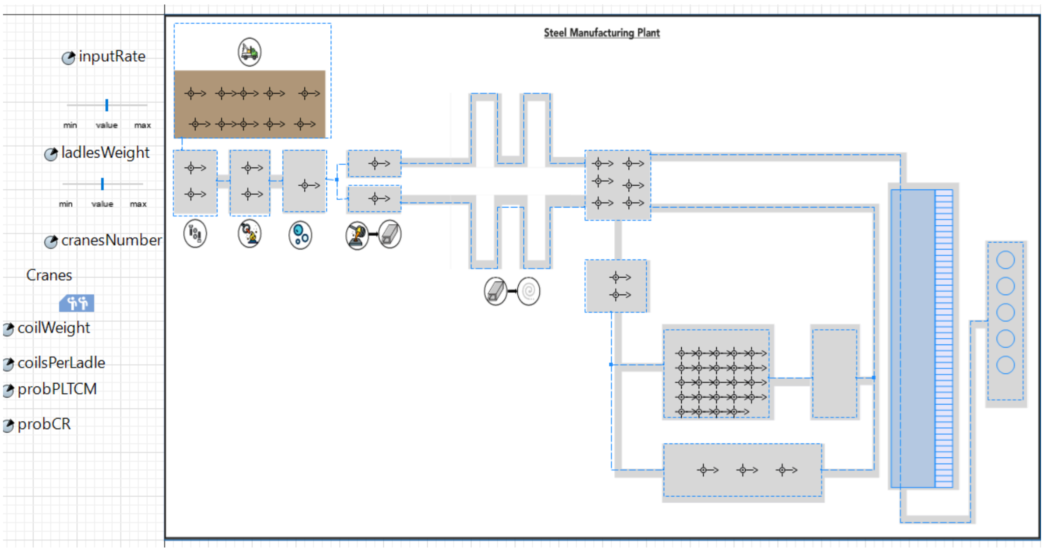


Fig.1 Steel Plant

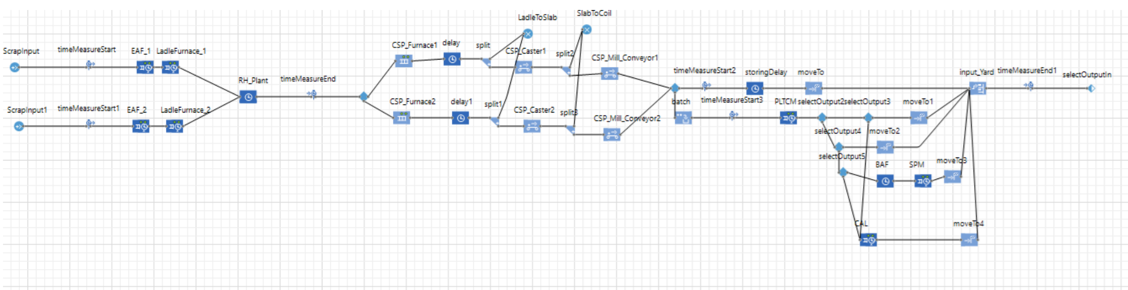


Fig.2 Production flow

Question 2 (Hala)

First graph: Total production

In order to visualize the total production at the steel plant we added a time plot graph and named it"Total Production". We used a time plot specifically to show us the total production over time. It is very important to note that the total production also considers the amount of slab produced in earlier stages as well as coil production, hence our total production consists of (steel slabs, Coil, hot rolled HR, cold rolled hard sheet, GIGA, CRFP, HRP, CRFH).

Total production = amount produced * LadlesWeight

The amount of each product produced is taken from the output. Hence, in the time plot and under "value" we add up all the outputs for all the products and then we multiply them with the ladles weight which is in tons. The graph on the right shows an increasing graph because as more time passes we are producing more products.

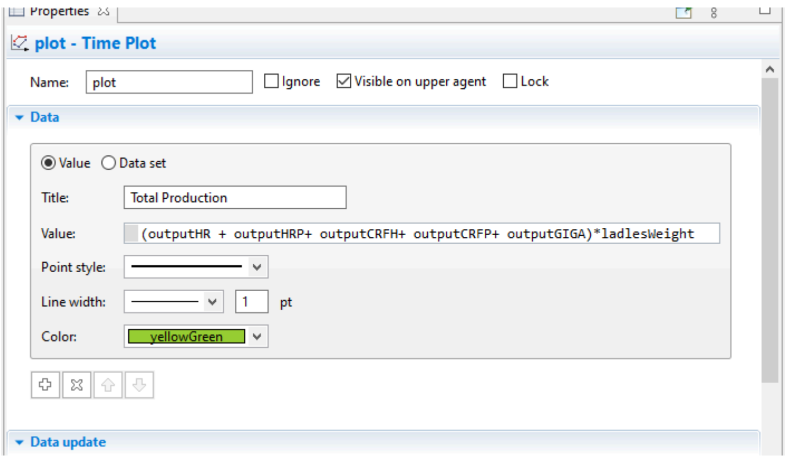


Fig.3 Time plot properties

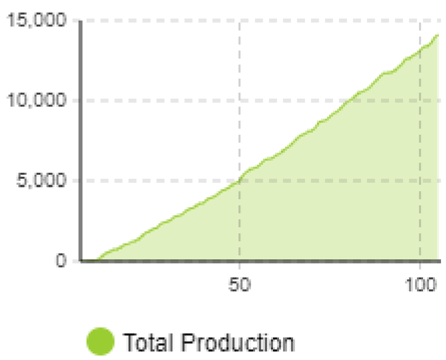


Fig.4 Amount produced in tons over time

Second graph: It is for the slab processing time, for this we need to consider the timeMeasureEnd as it measures the time. We use the histogram graph and change the properties in it. We put "timeMeasureEnd.distribution" and we name the graph "Slab processing time". Finally, we notice that the mean slab processing time is 3.6.

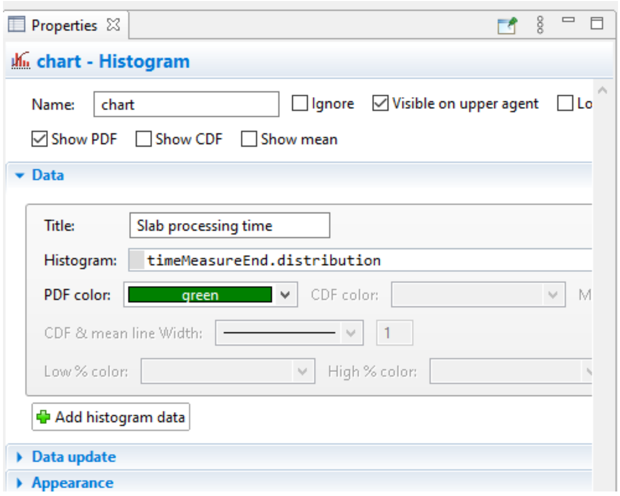


Fig.5 Histogram Properties

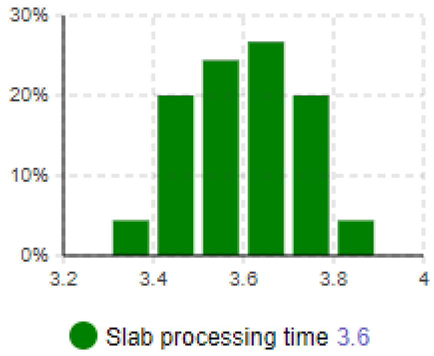


Fig.6 Distribution slab processing time

Third graph: Number of slabs produced

First, we create a bar chart and assign it to the name "Number of slabs produced" Then we set the value in the data to "LadleToSlab,count()" This will count the slabs at the sink because that is the total amount of steel slabs produced. The number of steel slabs produced is 15,373 and that is the amount reached when the max number of agents is reached.

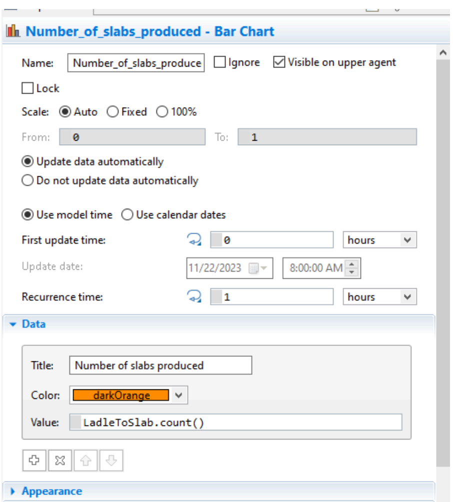


Fig .7 Bar chart properties

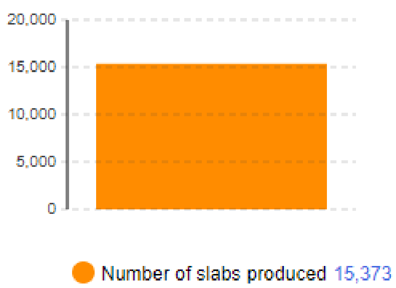


Fig. 8 Total amount of slabs produced

Fourth graph: Number of coils produced

we add another bar chart. This time we want to count the number of coils produced. Hence, we consider the sink "SlabToCoil" where the total amount of coil produced is collected. We use a count function to measure the total number of coils produced in this steel plant. We notice that the total amount is 15,364.

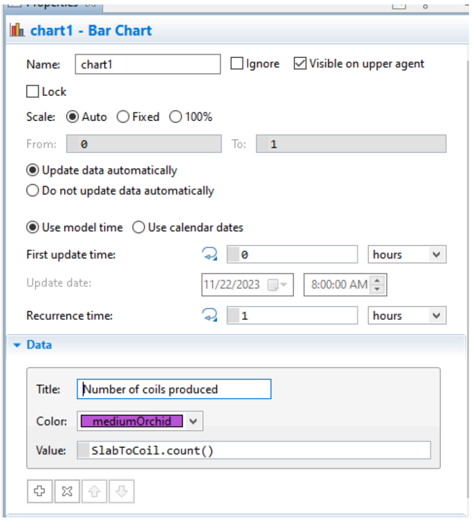


Fig.9 Bar chart properties

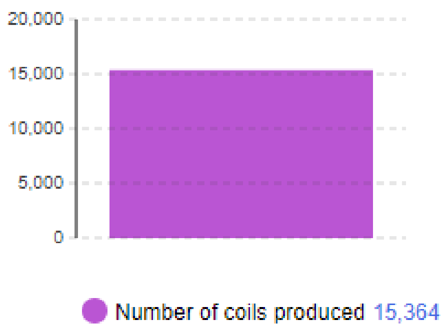
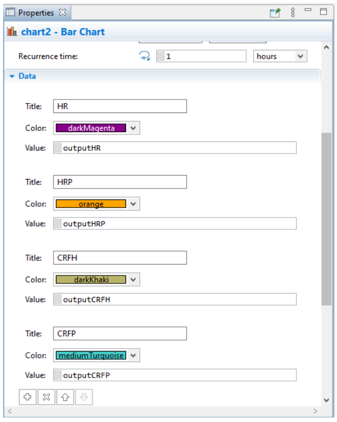


Fig.10 Bar Chart for total amount of coils produced

Fifth graph: Variations of products at the plant

The given flow chart in the assignment shows the total amount of products produced at the steel plant. However, it is still better to visualize them. Therefore, we added a bar chart and we added 5 products (HR,HRP,CRFH,CRFP,GIGA). Each has a different color to help distinguish between them, the values are different according to the product produced. Notice how at the beginning of the simulation, the amount of products produced is 0 since there is a process that needs to happen before it starts producing the products, but as they move from the conveyor, the products will start to show in the graph and the graph displays the following numbers.



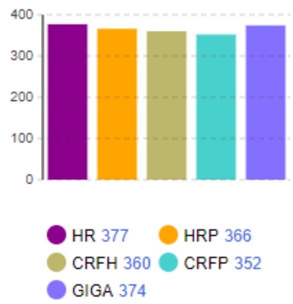


Fig.11 Bar Chart Properties **Fig.12 Different products at the plant**

Question 3 (Joelle)

To show the changes in different stages and highlight the different results from various processes, we included two statecharts in this model: one for the ladle and another for the coil.

1. **Ladle state chart**

To enhance the ladle diagram in our model, we introduced an oval shape at the top. This oval alternates between the colors blue, cyan, dodger blue and yellow Green, representing different phases the ladle undergoes. Our statechart outlines four main states: Delivery, Scrap, Molten Steel, and Post-Degassing, with transitions between these states initiated by specific messages.

The statechart starts in the Delivery state, moving to Scrap upon receiving the "delivering" message. This transition is programmed in the EAF_1 and EAF_2 blocks, where the function `send("delivering", agent)` is activated in the On Enter section. Similarly, the Molten Steel state is initiated by the "melting" message from the LadleFurnace_1 and LadleFurnace_2 blocks.

The final phase, Post-Degassing, is reached from the Molten Steel state through a transition triggered by the "degassing" message. This message is sent by the RH_Plant block using the function `send("degassing", agent)` in its On Enter section.

To visually track these transitions, we implemented the `oval.setFillColor(Color)` function in the Entry and Exit actions of each state. This ensures the oval changes color corresponding to each state transition, vividly illustrating the progress through each step of the process.

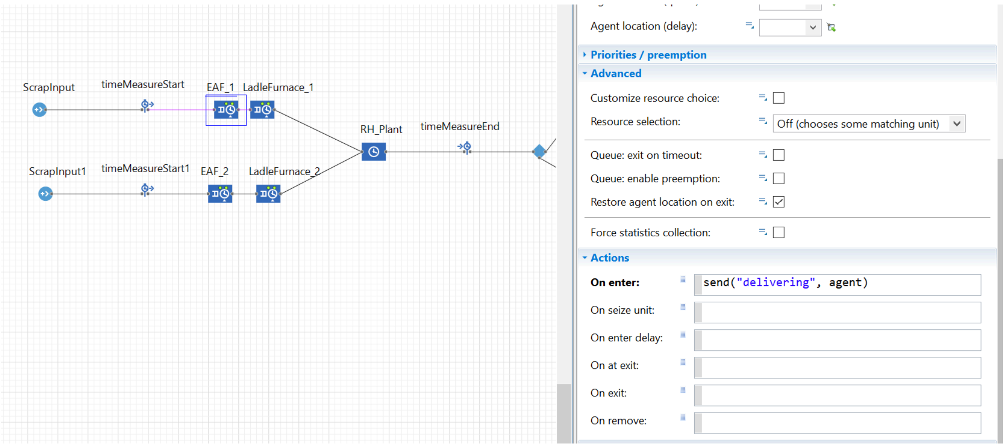


Fig.13 EAF_1 and EAF_2 actions

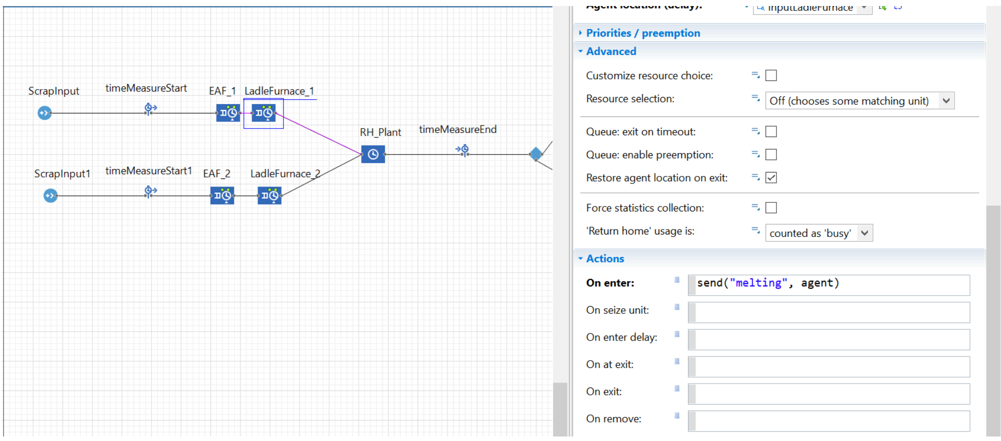


Fig.14 LadleFurnace_1 action

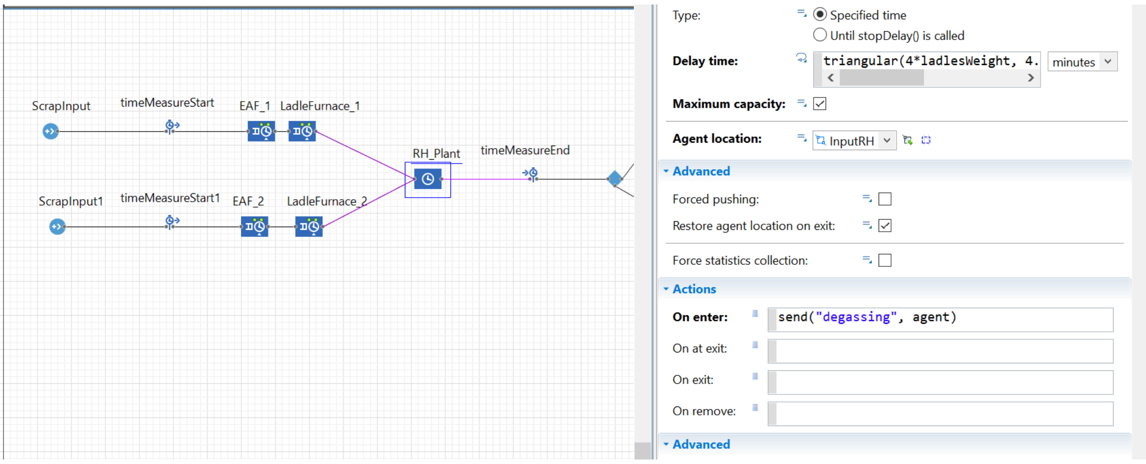


Fig.15 RH_Plant action

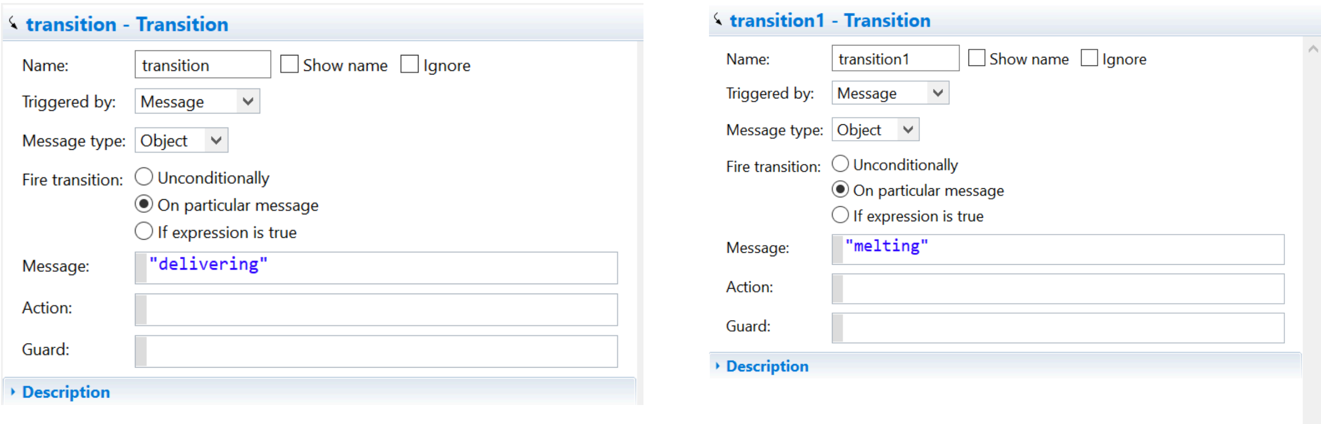


Fig 16+17 Transition

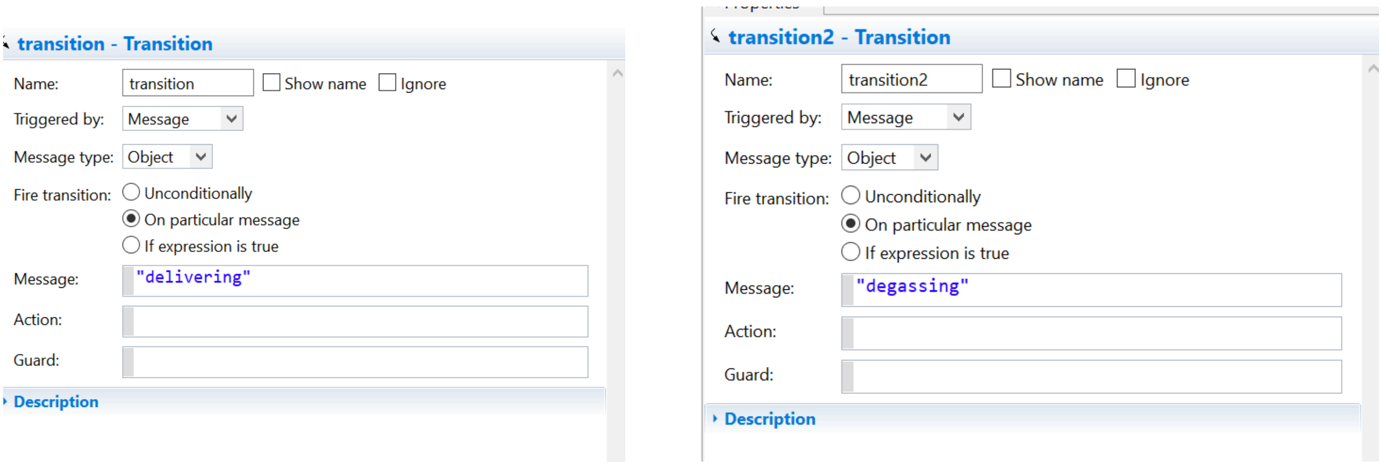


Fig 17+18 Transitions

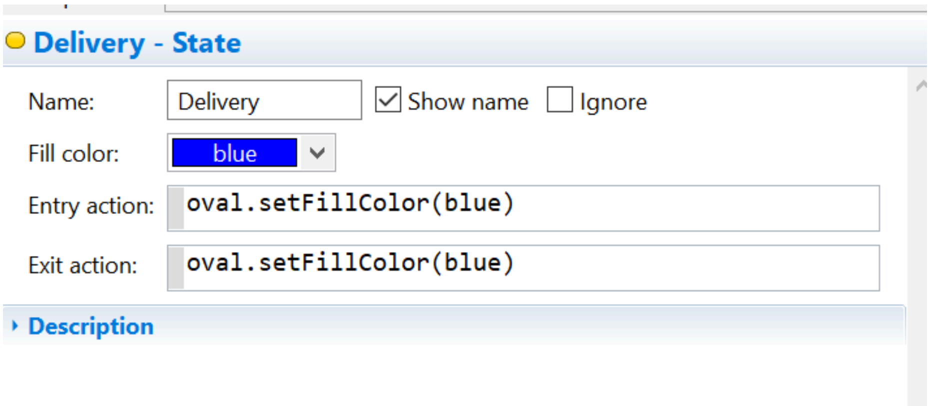


Fig.19 Example of State

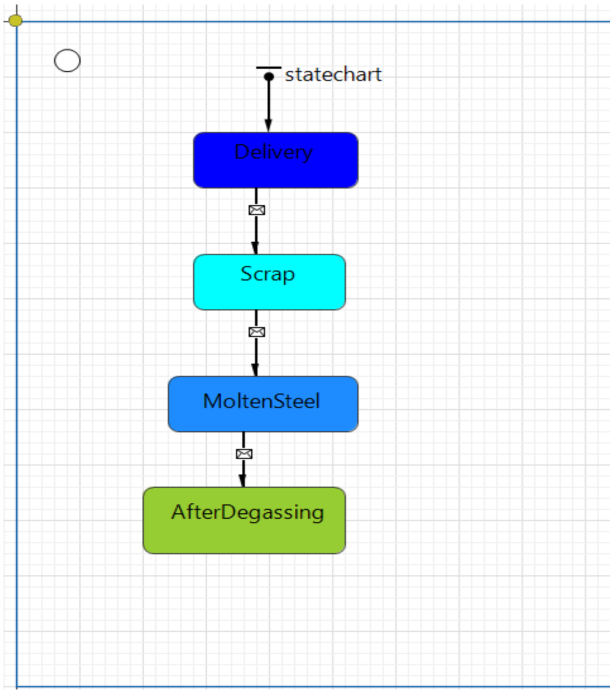


Fig.20 state chart

2. Coil state chart

Here, we are adding colors to the 3D boxes in our model using a statechart with 6 states and 5 transitions. These transitions are activated by 'String' type messages, set up so that the Fire transition responds to specific messages. The statechart begins at the "Coils" state and includes two transitions activated by messages, leading to either the HR or HRP states. The transition between “Coils” and “HR” is a message and in particular message “HR”, As for the transition between “Coils” and “HRP” it is also a message and in particular message “HRP”. As for the main chart I put “send("HR", agent)” on enter action in storingDelay. We added “send("HRP", agent)” on enter action in PLTCM. From HRP, transitions lead to either GIGA or CRFH states. For the transition between HRP and GIGA it is a message with one particular message “GIGA” and the same logic for the transition between HRP and CRFH with the message being “CRFH”. As for the main chart I put “send("GIGA", agent)” on enter action in CAL and I added “send("CRFH", agent)” on enter action in BAF. The final transition moves from CRFH to CRFP with a message transition of “CRFP” and “send(“CRFP”, agent)” as an on enter action in SPM.

The statechart uses colors like powderBlue,mediumPurple,orchid,salmon,lightGrey and yellowGreen. We apply these colors using the `shapeBox.setFillColor(Color)` function in each state's Entry action. This setup ensures that the box colors change dynamically, reflecting the current process stage of the steel and differentiating various outputs by color.

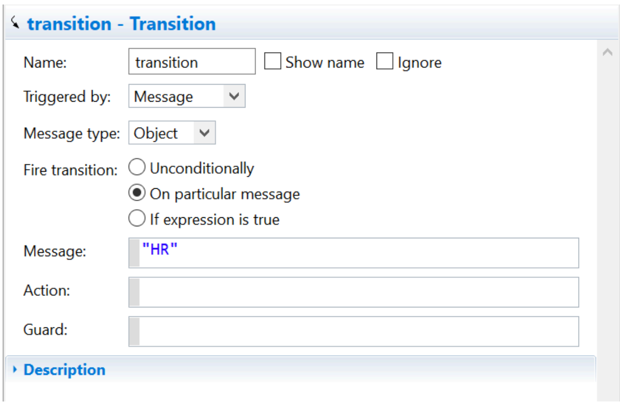
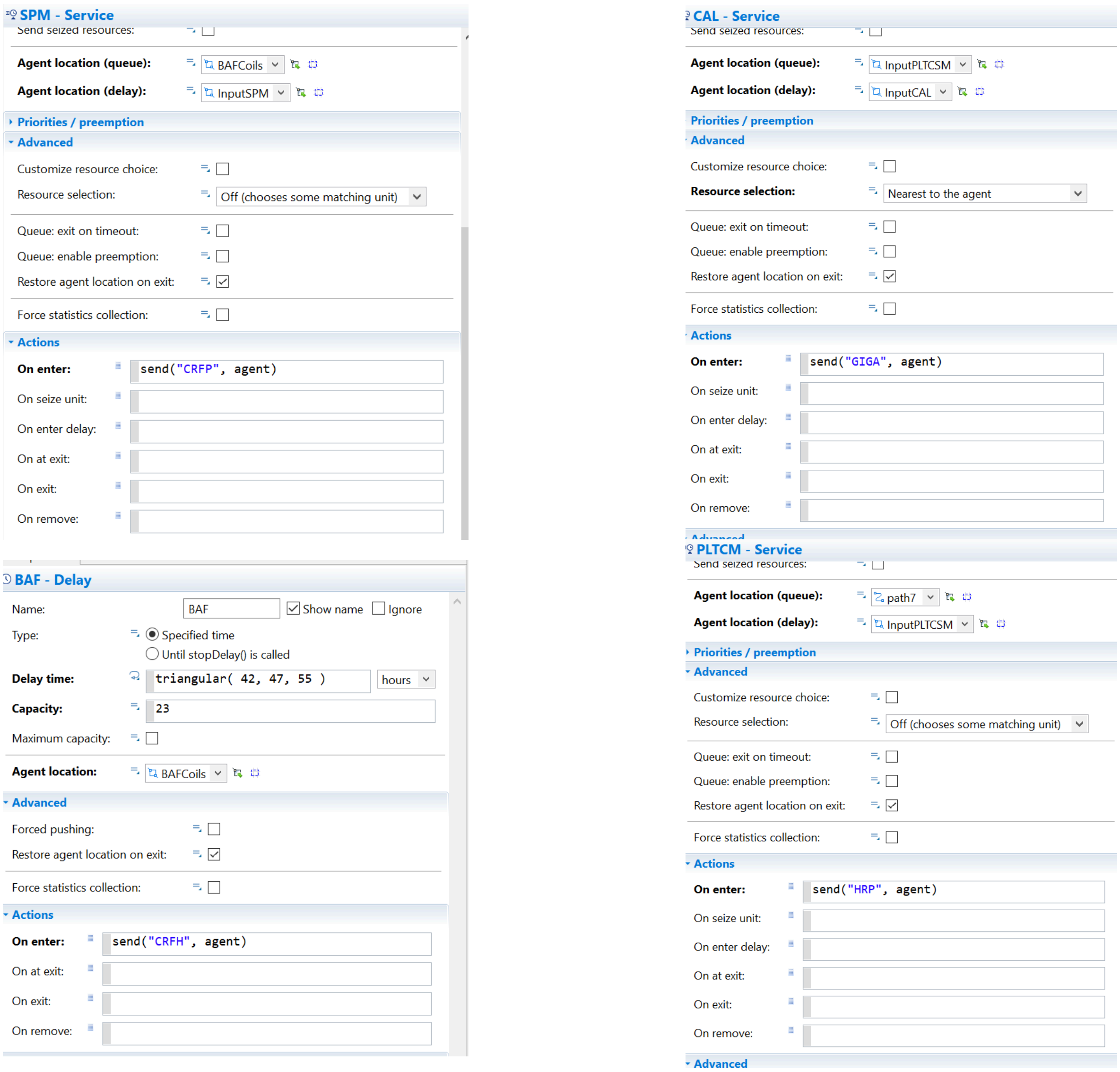
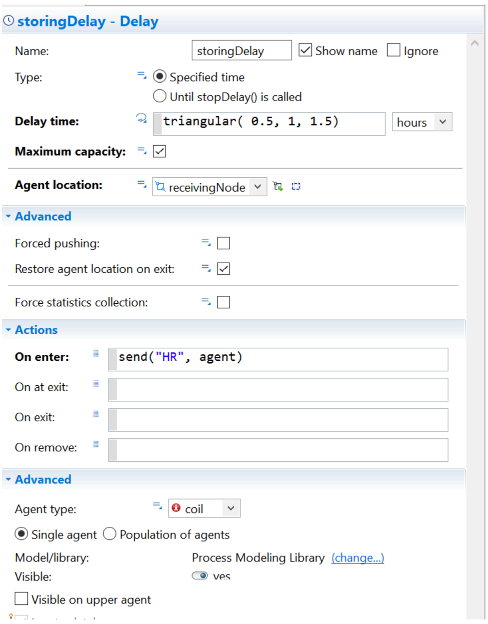


Fig.21 Transition example





Figs.22 till Figs 26 are all on enter actions

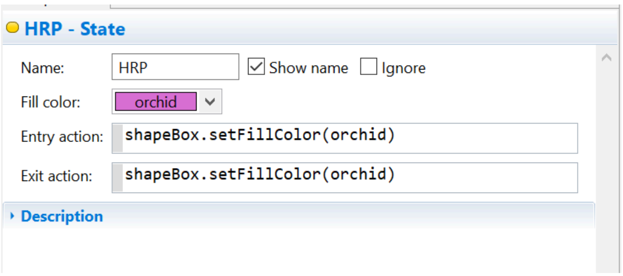


Fig.27 HRP state example

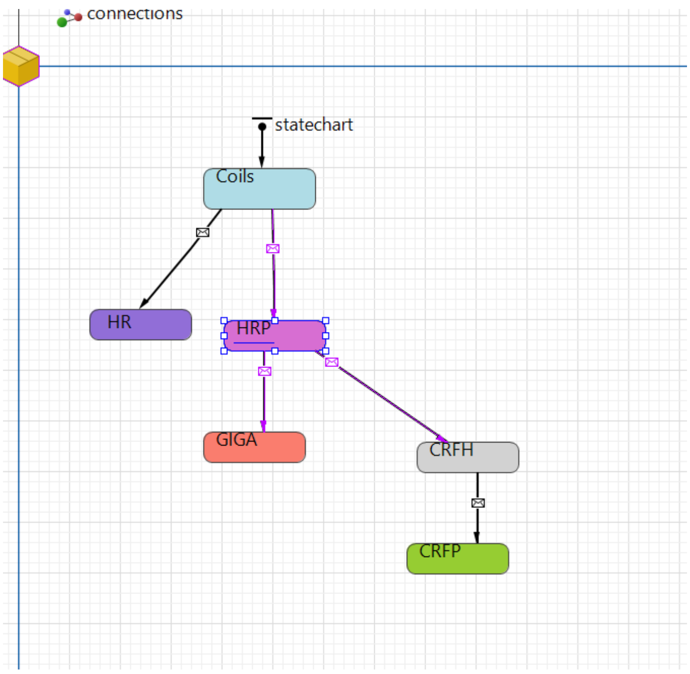


Fig.28 State charts