

Simulating for Better Performance of Cosira Manufacturing

Using Simulation Modelling to Improve
Manufacturing System and Flow

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ABSTRACT

Since the economic downturn in 2009 Cosira International found that the order winning criteria came down to supply price. The order qualifying criteria became reliable delivery and quick response times.

This project will look at the Cosira Vulcan manufacturing plant and its operation. This workshop will be optimised through computer simulation in order to streamline the manufacturing process and thus increasing the potential profitability of the manufacturing division.

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INTRODUCTION

BACKGROUND OF COSIRA INTERNATIONAL

- 1988:** John da Silva Senior has the vision to start a small, entrepreneurial, family-owned business in Heriotdale, Johannesburg, occupying just one portion of what later became known as Cosira Shop 1. The business starts off with only three staff members, as a second tier supplier to larger fabricators. Through John da Silva Senior's inspired leadership and his recognition of the need for personalised, flexible, reliable service, the business quickly becomes known as a reputable supplier to the steel industry in South Africa. Built on the strong cornerstones of quality, timely delivery and correct pricing, the Cosira Group starts to grow.
- 
- The logo for Cosira Group features a large, stylized blue 'G' on the left. To its right, the words 'COSIRA GROUP' are written in a bold, black, sans-serif font. Below this, the phrase 'CONSTRUCTION SOLUTIONS' is written in a smaller, black, sans-serif font. At the bottom of the logo, there is a signature that reads 'Silva' in a cursive script, with 'GROUP HOLDINGS' written in a very small font underneath it.
- 1999:** This was a significant growth point for the group as it became a first tier supplier for the Anglo Platinum Waterval 400 KTPM concentrator. This led to the award of other key projects including Maandagshoek concentrator and the Pietersburg smelter; all of which bear testimony to Cosira's ability to not only operate successfully at a new level, but indeed to set the industry benchmark for project execution.
- 2000:** Cosira enters the new millennium as an industry-leading first tier supplier to the South African steel industry, and doubles its turnover year-on-year from 2000 to 2006.
- 2001:** Cosira decides to change its vision from that of only being a steel fabricator to a construction company, otherwise known as 'the construction solutions group'. This precipitates the establishment of Cosira Developments, the retail and industrial property construction and development project arm which later became a separate group within the Silva Group Holdings group of companies called Moreland Investments.
- 2002:** Cosira sees the need to develop a fully integrated approach to structural steel detailing and fabrication. Despite the prevailing economic slump in the industry at the time, Cosira strikes out and invests substantially in a draughting facility with

CAD/CAM technology, making it possible to own the process at all stages of the manufacturing cycle.

Cosira handles all aspects of project management, planning, detailing, fabrication, corrosion protection and finishing, site erection, commissioning and construction management, thereby offering turnkey solutions at optimum efficiency.

Cosira also invests in its first CNC (Computer Numerically Controlled) equipment.

Furthermore, in 2002, Cosira acknowledges that, for the company to continue on its successful growth path, it must offer the industry the full range of services, from detailing and fabrication, right through to commissioning of projects. Cosira employs key leaders and skills in site construction and thereby establishes a site construction SMPP arm to the business.

2003: Cosira sees the need to operate as a fully South African company, and to this end initiates negotiations with the TIH Group.

2004: In January 2004, following the conclusion of a black empowerment deal with the TIH Group, the company became the first major black empowered structural steel fabrication, mechanical, platework and piping construction company in South Africa. Now officially, the 'Cosira Group', it is initially accredited by the South African Mining Preferential Procurement Forum (SAMPPF).

The Group has one structural steel shop in operation. Over the next two years, a further three steel shops are opened and become operational, further testimony to Cosira's successful growth trajectory over this time period.

2005: In 2005, the Cosira Group initiates further diversification into related industries with the establishment of Cosira IMS (Industrial and Mining Solutions), which provides solutions and equipment for the industrial and mining sector.

In the same year, Cosira Towers is established as a transmission line and cellular tower business, targeting the tremendous opportunities taking place on the African continent in the cellular and electricity transmission and distribution markets.

2006: The Group wins the Export Category Steel Award for the Dangote Cement Conveyer Project exported to Nigeria.

2007: In response to the significant personnel and skills shortages in South Africa, the Cosira Group concludes a strategic supply partnership with Paradigm HR Solutions in order to secure reliable source of quality, skilled resources.

The Group wins the Export Category Steel Award for the Snap Lake Diamond Recovery project exported to Canada.

2008: Cosira proudly makes a ground breaking investment and starts construction of state-of-the-art facilities, such as the new Vulcania premises – 'Cosira Vulcan'.

Cosira is one of the winners of the overall Steel Award for 2008, for their structural steelwork on Soweto's ground breaking Maponya Mall.

Communications tower supplier, Cosira Towers, grows to the stage where it becomes an independent subsidiary of the Cosira Group, known as Cosira Towers.

A new subsidiary is founded - Cosira Electrical and Instrumentation Projects – to broaden the comprehensive turnkey offering of the Cosira Group.

2009: The Cosira Group celebrates its 21st anniversary, with the launch in October 2009 of Cosira Vulcan, the Group's flagship fabrication investment, a world-class, state-of-the-art facility, which is one of the most technologically-advanced, efficient structural steel fabrication facilities today.

The Group also wins the largest single contract to date, and the first in the all-important South African power generation sector – the Turbine Hall Contract for the Medupi Power Station project by Eskom, managed by Alstom.

Cosira is also awarded ISO9001:2008 accreditation and Level 6 Empowerdex BBBEE certification.

2011: Cosira Manufacturing hit a milestone by producing more than 2500 tonnes in the month of October from its Cosira Vulcan plant and almost 3000 tonnes from all plants and sub-contractors combined.

(Cosira International, 2012)

PROJECT AIM

PROBLEM STATEMENT

Early in 2012 the shareholders and top management of the Cosira Group informed all staff members of the acquisition of Cosira Group by First Tech Group. This handover will be gradual over the following 18 months. The reason for the transaction is not clear at all, however from the inside there is some evidence that Cosira was on the verge of going under. When looking at the five steps of a great company's "death" according to Jim Collins' How the Mighty Fall (Collins, 2009)

:

- Step 1: Hubris born of success – As is evident from Cosira’s background; it is no surprise that Cosira will have a positive attitude about their performance.
- Step 2: Undisciplined pursuit of more – Recent expansions to the workshop were done and brand new equipment was installed to the value of R50’000’000 without considering the current market trends.
- Step 3: Denial of risk and peril – For the past two years Cosira was unsuccessful in being awarded any significant new contracts. However the contracts running at the moment is still enough to keep the company going for a few years and thus the company appears to be doing well.
- Step 4: Grasping for salvation – In 2011 Cosira started the process of looking for a willing buyer with large enough infrastructure and reach to bring in new work to the company.
- Step 5: Capitulation to irrelevance or death – This step is not reached yet by Cosira and according to Jim Collins a company can still survive and prosper when it has not yet reached this step.

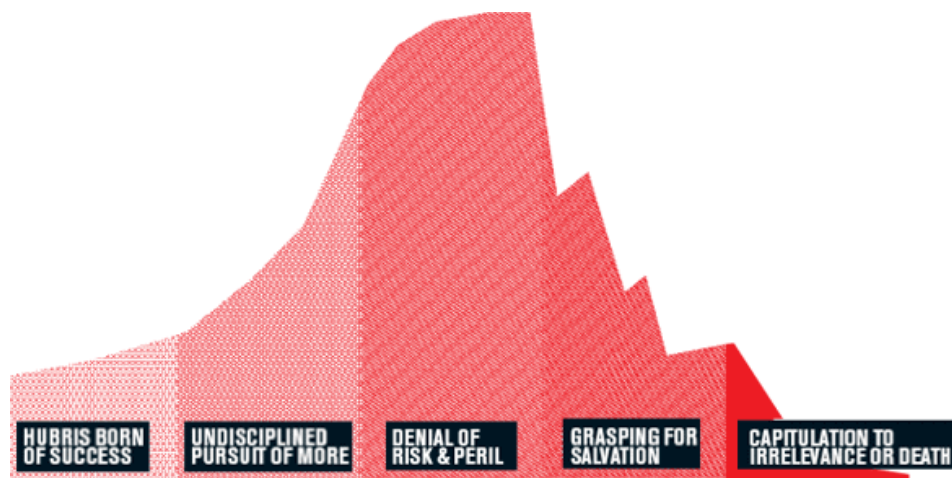


Figure 1 - How the Mighty Fall (5 steps)

The reason why Cosira has not been successful in being awarded contracts is purely financially rooted. Cosira is not able to tender for the same price as the competitors; it is even more cost effective to tender using the fabrication facilities of sub-contractors.

Cosira’s manufacturing division is bulky, non-reactive and ineffective. With the initial analysis showing that the resources are not properly balanced and that there are unwanted bottlenecks in the workshop which may be a result of the layout of the workshop.

PROJECT GOAL

The main goal of this project is improving the profitability of the manufacturing division of Cosira International.

PROJECT OBJECTIVES

The following objectives will contribute to achieving the main goal of the project:

- Determine the real current capacity of the workshop based on the actual operation of the workshop.
- Streamlining the resource balance of the manufacturing division.
- Improving the throughput time of work in the workshop.
- Increasing the potential capacity of the workshop.

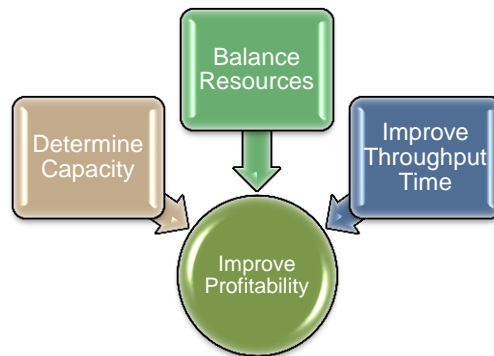


Figure 2 - Project Purpose

PROJECT APPROACH

The first part of the project was to observe and evaluate the manufacturing department of Cosira. Based on this evaluation possible problems were then identified.

The next step was to research, describe and compile a literature review of the problems that were identified. This is followed by the collection and initial analysis of any relevant data that will be used later to confirm the assumptions of the current problems.

Part of the data analysis process is to determine the nature of the processes in terms of process times, material handling speed, time and discipline, resource usage and movements, etc. This information will be used in the next step; which is the development of an Arena Simulation Model that resembles the current status of the Cosira Manufacturing workshop. This model will be used to confirm whether the data collected is accurate, and if the problems identified in the initial stages of the project were correct.

In an attempt to improve the performance of the workshop, and to eliminate to a large extent the problems within the workshop, the simulation model will be adjusted a few time focussing on a specific problem at a time.

These models will then be scrutinised and a single model will then be designed based on the sum of best sections of each of the previous models. This model will then be used to compile a possible performance improvement report, as well as the implementation plan to accomplish the improvements in a sustainable method.

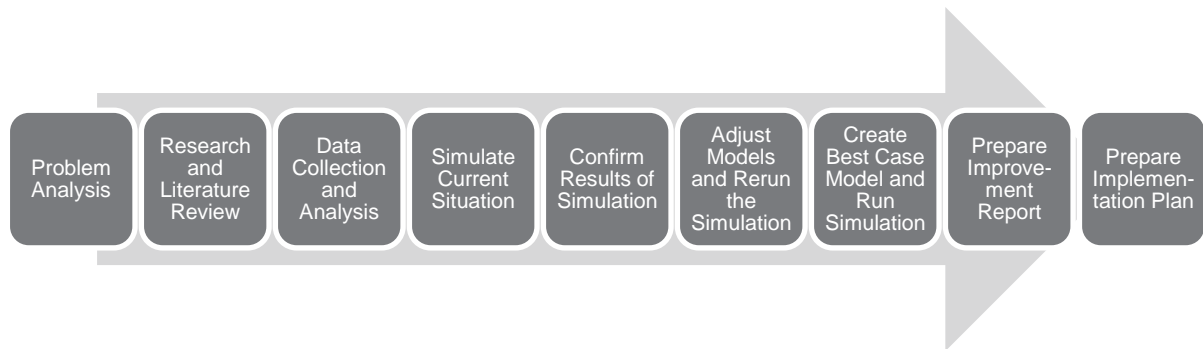


Figure 3 - Project Approach and Implementation

LITERATURE REVIEW

INTRODUCTION TO LITERATURE REVIEW

The literature review will firstly attempt to define the environment of the problem, as well as various technical aspects related to the specific environment. This will be followed by the industrial engineering techniques that are available for addressing issues in the specific environment, as well as the selection of the appropriate techniques for this project.

PROJECT ENVIRONMENT: JOB SHOP

DEFINITION OF A JOB SHOP

The following definition of a job shop is given in (Aquilano, Chase, & Jacobs, 2006):

“Production of small batches of a large number of different products, most of which require a different set or sequence of processing steps.”

The figure below shows the positioning of the job shop relative to other manufacturing environments: (NetMBA.com)

	Project	Job Shop	Batch Process	Assembly Line	Continuous Flow
Flow	None	—————	—————	—————	—————> Continuous
Flexibility	High	—————	—————	—————	—————> Low
No of Products	High	—————	—————	—————	—————> Low
Capital Investment	Low	—————	—————	—————	—————> High
Variable Cost	High	—————	—————	—————	—————> Low
Labour Content	High	—————	—————	—————	—————> Low
Labour Skill	High	—————	—————	—————	—————> Low
Volume	Low	—————	—————	—————	—————> High

Table 1 - Manufacturing Environment Comparison

Cosira Manufacturing is the perfect example of a job shop with an average of 2'000 tonnes of structural steel assemblies being dispatched every month from the 30'000m² workshop. This equates to between 4'500 and 9'000 assemblies (based on work mix for the month) of which 95% are different from any other assembly worked on. Each assembly is made up of a number of parts that need to be produced in the same workshop, this means that the workshop needs to produce up to 40'000 parts, in addition to assembling them, of which more than 80% are different from the rest.

CHARACTERISTICS OF A JOB SHOP

LAYOUT AND ROUTING

In a job shop layout, similar machines and operations are usually grouped together. This means that a part will have to be routed from one area to another according to the processes needed to be performed on the specific part. This might result in a part having to visit a certain area of the workshop more than once. The layout of the workshop needs to be designed to minimise material handling costs and inventory build-up. (Aquilano, Chase, & Jacobs, 2006), (Answers.com)

EMPLOYEES

The employees in a job shop are usually highly skilled employees with the correct training to operate the machines in the workshop. (Answers.com) Job shops also employ more employees than most other manufacturing environments due to the "random" nature of the work being performed.

INFORMATION

Information is the most curtail part of a job shop business. Information is required to do everything in the business; from quoting/tendering, generating works orders, routing, scheduling the project, etc.

Information is gathered using job sheets and time cards in order to perform labour and production cost calculations. The records with this information should be kept up to date to assist with quoting of future jobs. (Answers.com)

SCHEDULING

In a job shop a job is characterised by its route / processing requirements and its priority. In a job shop the job mix determines the routing of the jobs, this means that the jobs will not necessarily be completed in the same order they arrived, but in such an order as to minimise machine set-ups and change-overs. (Answers.com)

PROJECT ENVIRONMENT: FABRICATION SHOP

DEFINITION OF A FABRICATION SHOP

A fabrication shop (like Cosira's manufacturing workshop) is in a sense a specialised job shop.

Fabrication is an industrial term that refers to the building of metal structures by preparing parts (cutting, drilling, punching, shearing, and sawing) and building metal assemblies from these parts (Wikipedia.org). The building of the assemblies always requires a high level of skill with initial assembly being performed by a trained artisan (like a boiler maker).

AVAILABLE INDUSTRIAL ENGINEERING METHODS, TOOLS AND TECHNIQUES

Many industrial engineering techniques and tools are available to investigate and improve the output of fabrication facilities. The following techniques were considered for this project:

LEAN MANUFACTURING

Lean is a production control technique for eliminating waste from the organisation. (Lean Manufacturing Japan.com)

The implementation of lean manufacturing are guided by the following five steps: (Lean.org)

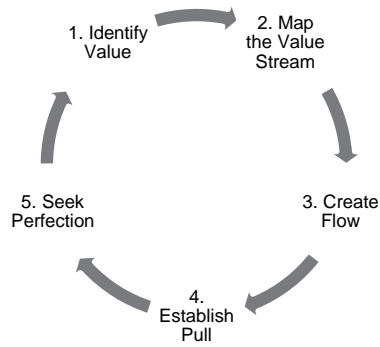


Figure 4 - Principles of Lean

1. Specify the value of the output relative to the end user's perception of value
2. Identify that value stream of production, and try to eliminate those steps that do not add value, and are not necessary for production
3. Tighten the sequence of occurrence of these steps in order to create smooth flow
4. Allow customers to "pull value" from the upstream activities (this is the value refinement stage)
5. In this step the refined value definition is introduced into the value stream and the process repeats itself into infinity

JUST-IN-TIME MANUFACTURING

Just-In-Time (JIT) manufacturing is one method of achieving lean manufacturing. The aim of JIT manufacturing is to reduce waste. According to (Tompkins, White, Boser, & Tanchoco, 2003) the seven types of waste are:

- Waste arising from overproduction
- Waste arising from time on hand (waiting)
- Waste arising from transporting
- Waste arising from processing itself
- Waste arising from unnecessary stock on hand
- Waste arising from unnecessary motion
- Waste arising from producing defective goods

The reduction of waste is achieved by providing the right amount of the right material, in the right condition (quality), at the right place (routing), at the right time (scheduling), in the right position, in the right sequence (job sheet), and for the right costs (budget), by using the right method. (Tompkins, White, Boser, & Tanchoco, 2003)

LINE/RESOURCE BALANCING

Line balancing is an operations research method of assigning operations to workstations in an assembly line, in such a way that the assignment be optimal in some way (Falkenauer). Line balancing aims at reducing bottlenecks as well as excess capacity (Six Sigma Material).

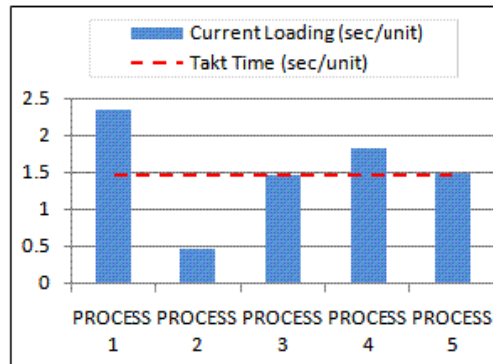


Figure 5 - Unbalanced Line

Figure 5 above shows the processing time of a general 5 process assembly line that has not been balanced. The result of this unbalanced line will cause some form of wastes mentioned in the previous section. Looking at the graph in figure 5, process 2 will wait for material from process 1. If process 2 receives material as and when required it will over supply to process 3, which will in turn create large WIP build-up and another form of waste. Process 3 and 5 are almost in balance and should not cause too much wastage. But process 4 is again taking too long. The idea is to redesign the processes and divide tasks between the processes (or add resources to processes) that will cause the processes to have close to the same duration.

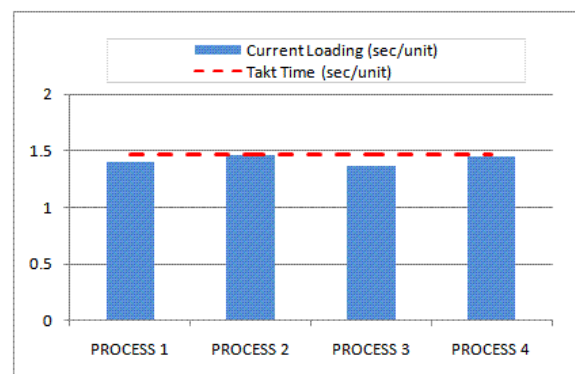


Figure 6 - Balanced Line

Figure 6 above shows the processing time for a newly defined four process assembly line with balanced activity durations.

“A chain is only as strong as its weakest link.”

The theory of constraints (TOC) applied this idiom to processes, divisions and businesses (Wikipedia.org). The TOC are explained very well by Eliyahu M. Goldratt in his book “The Goal”. The Goal demonstrates the TOC in an everyday situation in a language that everyone will understand. The following key points are highlighted in this book (Goldratt, 2004):

TOC is also a cycle of on-going improvement as is displayed below.

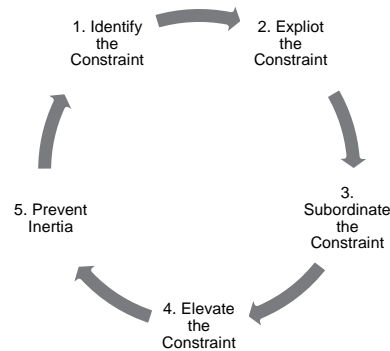


Figure 7 - Process of On-going Improvement (TOC)

1. A practical way to identify a constraint is to look for the largest pile of idle WIP, in most cases the constraint will be the process immediately following the idle WIP.
2. There are various ways to exploit the constraint; the main objective is to have the process constraining the system work as hard as possible with the available resources.
3. The objective here is to find other processes (non-constraints) in the workshop that can assist the constraining process to catch up the production requirements.
4. Here the constraining process should permanently be improved, again there are a few ways to achieve this, some ways are buying new / more equipment that can do the job, reengineer the process, change the layout of the workshop, etc.
5. To prevent inertia there needs to be a system regulating the speed of production. This system is described as the “Drum-Buffer-Rope” system in the book.
 - a. The constraint is the drum. It keeps the beat for the rest of the production to follow.
 - b. Buffer stock should be maintained just after the constraint in case of a system failure.
 - c. The processes following the constraint are the rope, they will indicate when the constraint is failing to produce as required.

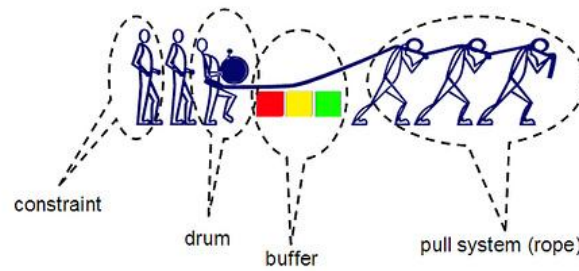


Figure 8 - Drum - Buffer - Rope System

SIMULATION MODELLING

Simulation modelling is an important part of engineering design, used for training purposes, to save time and money, to optimise a system, to predict performance, to enhance understanding of system behaviour, and to examine worst case scenarios (Hewitt).

Simulation also refers to a wide collection of methods and tools to “copy” the behaviour of real systems; simulation is usually done with computer based software (Kelton, Sadowski, & Sturrock, 2004).

Simulation packages, such as Arena and Simio, are good tools to use in the simulation of fabrication facilities, since the simulation model is based on basic flow chart procedures and since most companies have their processes mapped out, it can be imported into the simulation package.

SELECTION OF APPROPRIATE INDUSTRIAL ENGINEERING METHODS, TOOLS AND TECHNIQUES

After evaluating the mentioned techniques, the following techniques were selected for the project:

LINE/RESOURCE BALANCING

Initial investigations have shown that there are a resource balance issue within the assembly department. Line balancing will resolve a lot of in-department throughput problems. Line balancing however would probably not work for the whole workshop.

THEORY OF CONSTRAINTS

In investigating TOC, it became clear that this would be a very convenient production improvement project for the whole manufacturing workshop. The main reason for this is that

the constraint can be artificially selected and maintained in order to regulate the effective flow of work through the workshop applying the Drum-Buffer-Rope principal.

SIMULATION MODELING

Since physical experiments in a production shop are very expensive and disruptive to production, and it takes a long time to see results (not yet knowing if the results will be positive or negative), computer based simulation will be the ideal tool to design and evaluate the possible production improvement projects. This project will evaluate the current and possible improvement models of the Cosira manufacturing workshop using Arena simulation software.

DEVELOPMENT OF SUPPLEMENTARY METHODS, TOOLS AND TECHNIQUES

The techniques and tools discussed in the previous section are sufficient for this project, and thus no supplementary methods will be required.

DATA AND INFORMATION GATHERING AND ANALYSIS

MATERIAL FLOW

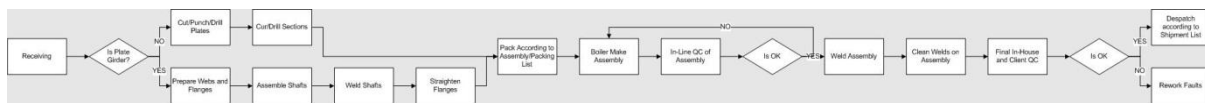


Figure 9 - Material Flow of Cosira Manufacturing (See Appendix A for Larger Image)

The diagram above shows a very simple flow of material through the Cosira Manufacturing plant. A larger (more legible) version of this flow diagram was included in an appendix to this document.

DECISIONS AND ASSUMPTIONS

After looking at the material flow through the workshop, and before doing intensive data analysis, some decisions and assumptions pertaining to the simulation model need to be specified in order to know what data to collect and how to analyse the data. These decisions and assumptions are listed below.

DECISION 1 - ARENA: STUDENT OR FULL VERSION

The first decision regarding the gathering and analysis of data was to decide on the version of Arena that would be used for simulating the manufacturing department of Cosira, and how this would influence the data analysis. There are two versions to be considered, the free

student version, and the full version which requires a license dongle to work. The main difference between the versions is the number of entities running in the simulation. The student version allows for 150 entities, and the full version for unlimited entities. After considering the logistical issues in trying to use the full version of the software the decision was taken to simulate using the limitations of the student version. The following step was to determine how to simulate with the restrictions of the student version of Arena while still representing accurate information.

COUNTER DECISION - ARENA: STUDENT OR FULL VERSION

As mentioned in Decision 1, the student version would be used to model. After several attempts to make the simulation work failed the decision was reversed to using the full version. A licence for the full version of the software was borrowed from the University of Pretoria.

DECISION 2 – SIMULATING OVERHEAD CRANES

The standard version of Arena does not allow for the overhead crane as a type of transporter, there are an after-market crane simulation module available from a company in Argentina, this however is not a free version and will not be considered. Since craning is not considered to be a restraint in Cosira’s manufacturing plant, it does not have to be modelled in great detail. Only simple routing will be used for material movement in the workshop.

DECISION 3 – JOB SIZE / COMPLEXITY

Although each contract / job that is processed by Cosira is unique, they can be categorized into a couple of simple work types as the diagram below shows:

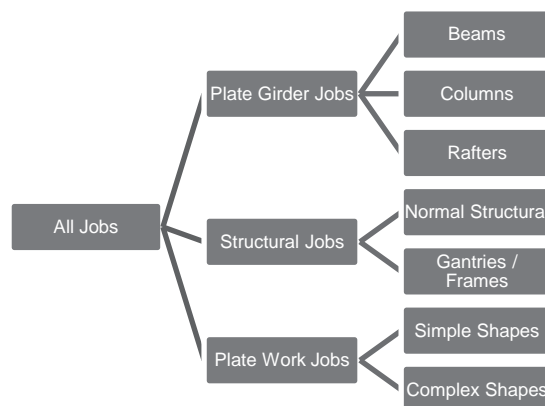


Figure 10 - Cosira Work Types

Each of these seven work types have sub types based on average assembly masses. The decision that needed to be made was how to simulate the workshop using generalisations on work type, but still portray an accurate view of the workshop. The decision was made easier by looking at the order book of Cosira for the foreseeable future with a job mix as in the table below:

Main Work Type	% of Order Book	Work Type	% of Order Book
Plate Girders	5%	Beams	2%
		Columns	2%
		Rafters	1%
Structural	55%	Normal	35%
		Gantries	20%
Plate Work	40%	Simple Shapes	30%
		Complex Shapes	10%

Table 2 - Cosira Work Type Mix

Based on the work type mix the decision was made to only simulate for four types of work; both structural and both Plate Work types.

DECISION 4 – WORKSHOP AREAS TO SIMULATE

The initial plan was to simulate the whole workshop, but based on decision 1 (using the student version of Arena and adapting the model to fit the limitations of the student version) not all areas of the workshop can be simulated. When looking at the layout of the workshop, there are two main departments; prep / supply department and fabrication department.

The prep / supply department again consists of the CNC department with all the machines to cut, punch, drill, and shape material, and a Plate Girder Shaft Assembly department, the latter was not simulated based on Decision 3, but all the CNC machines will be simulated.

The fabrication department consists of four fabrication bays all doing all types of work, but in different ratios. For that reason only one bay was simulated (as a general fabrication bay) where a quarter of all the jobs flowing through the workshop were processed by this bay.

All work not processed by the general fabrication bay was only discarded from the simulation after prep / supply to stay within the limitations of the student version of Arena.

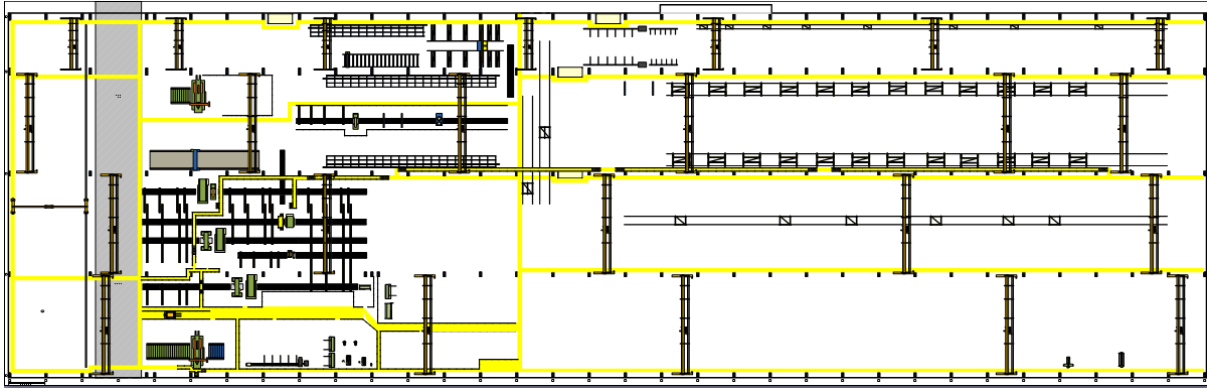


Figure 11 - Cosira Vulcan Workshop Layout

DECISION 5 – ANIMATING THE SIMULATION

Since all the results from the simulation will be analysed and presented in this report, a decision was made to only animate the simulation after all academic parts of the project is completed.

Animation will only be done to improve the aesthetic feel of the simulation and will not be considered a priority.

ASSUMPTION 1 – MATERIAL SUPPLY IS PERFECT

The first major assumption for this project is that the supply of material is “perfect”. In other words all material required for a job is delivered in full and on time. Although this does not reflect reality, partial delivery can be viewed as an assignable cause of variation and should be handled by management.

ASSUMPTION 2 – MATERIAL HANDLING IS EFFECTIVE

As mentioned in Decision 2, the assumption is that material handling can be considered as effective and sufficient. It will not be considered as a constraint and will therefore not form part of the proposed improved solution.

ASSUMPTION 3 – MACHINE BREAKDOWNS ARE NEGLIGIBLE

Although breakdowns do occur currently, the implementation of a scheduled maintenance plan should decrease the possibility of the machines breaking down and causing unplanned down time. Since the aim of the project is to find ways of improving throughput time, the ideal workshop would be simulated and any improvement from there would be carried over to the real world workshop.

ASSUMPTION 4 – ABSENTEEISM IS NEGLIGIBLE

Again as mentioned above, the idea is to simulate the ideal workshop and improve throughput thereof. The assumption of absenteeism is aimed at making the simulation of resources simpler.

DATA GATHERING

PRODUCTION TRACKING SHEETS

A vast amount of raw data has been collected from Cosira's production tracking and MRP systems. This data shows clearly the duration each part/assembly spends at any particular are in the workshop. The images on the next page show a section from the production tracking sheets for the parts up to the staging area, and the assemblies from the staging area up the dispatch (each phase of each contract has a set of sheets like this).

The only problem with these sheets is that the idle time of the material could not be identified, further investigation was needed to determine idle vs. value adding time.

0737BC Selection		13.53 Ton, 517 parts.		13.53 Ton, 517 parts.																	
Job No	Asy No	Part No	Part Qty	Main Member	Section	Size	Length	Mass	Grade	Optimizer	Phase	Pack List	P.O Number	Drawings Received	OTG Date	Expected	Receiving	Machine	Prepping		
																	Planned	Actual	Planned	Actual	
			517					13532.5													
0737BC	183	1	1	X	EA	150x150x12	240	6.66	350WA	0	I'ANG	0	40737BC-00002	22 Nov 11	05 Dec 11	23 Nov 11	22 Nov 11	Ficcep 206	25 Nov 11		
0737BC	204	204	1	X	EA	70x70x6	200	1.28	350WA	0	I'ANG	0	USE OFF CUTS	03 Feb 12	07 Mar 12	07 Feb 12	17 Feb 12	Ficcep 116	10 Feb 12		
0737BC	204	204	1	X	EA	70x70x6	200	1.28	350WA	0	I'ANG	0	USE OFF CUTS	03 Feb 12	07 Mar 12	07 Feb 12	17 Feb 12	Ficcep 116	10 Feb 12		
0737BC	204	204	1	X	EA	70x70x6	200	1.28	350WA	0	I'ANG	0	USE OFF CUTS	03 Feb 12	07 Mar 12	07 Feb 12	17 Feb 12	Ficcep 116	10 Feb 12		
0737BC	204	204	1	X	EA	70x70x6	200	1.28	350WA	0	I'ANG	0	USE OFF CUTS	03 Feb 12	07 Mar 12	07 Feb 12	17 Feb 12	Ficcep 116	10 Feb 12		
0737BC	208	208	1	X	UB	406x140x46	4914	226.04	350WA	15	I'HR	PL1	40737BC-00001	03 Feb 12	07 Mar 12	07 Feb 12	16 Feb 12	Manual March	10 Feb 12		
0737BC	209	209	1	X	UB	254x146x37	5617	207.63	350WA	0	I'HR	PL1	40737BC-00001	03 Feb 12	07 Mar 12	07 Feb 12	16 Feb 12	Manual March	10 Feb 12		
0737BC	210	210	1	X	PLT	8mm	233	1.03	350WA	0	I'ANG	0	ZKNCPL	03 Feb 12	07 Mar 12	07 Feb 12	15 Feb 12	Galloitine	10 Feb 12		
0737BC	210	210	1	X	PLT	8mm	233	1.03	350WA	0	I'ANG	0	ZKNCPL	03 Feb 12	07 Mar 12	07 Feb 12	15 Feb 12	Galloitine	10 Feb 12		
0737BC	212	212	1	X	EA	90x90x8	150	1.64	350WA	0	I'ANG	0	USE OFF CUTS	03 Feb 12	07 Mar 12	07 Feb 12	17 Feb 12	Ficcep 116	10 Feb 12		
0737BC	212	212	1	X	EA	90x90x8	150	1.64	350WA	0	I'ANG	0	USE OFF CUTS	03 Feb 12	07 Mar 12	07 Feb 12	17 Feb 12	Ficcep 116	10 Feb 12		
0737BC	212	212	1	X	EA	90x90x8	150	1.64	350WA	0	I'ANG	0	USE OFF CUTS	03 Feb 12	07 Mar 12	07 Feb 12	17 Feb 12	Ficcep 116	10 Feb 12		
0737BC	212	212	1	X	EA	90x90x8	150	1.64	350WA	0	I'ANG	0	USE OFF CUTS	03 Feb 12	07 Mar 12	07 Feb 12	17 Feb 12	Ficcep 116	10 Feb 12		
0737BC	31	31	1	X	EA	60x60x10	1371	11.91	350WA	0	I'ANG	0	40737BC-00002	22 Nov 11	05 Dec 11	23 Nov 11	22 Nov 11	Ficcep 206	25 Nov 11		
0737BC	32	32	1	X	EA	60x60x10	3166	27.69	350WA	0	I'ANG	0	40737BC-00002	22 Nov 11	05 Dec 11	23 Nov 11	22 Nov 11	Ficcep 206	25 Nov 11		
0737BC	33	33	1	X	EA	60x60x10	2977	25.87	350WA	0	I'ANG	0	40737BC-00002	22 Nov 11	05 Dec 11	23 Nov 11	22 Nov 11	Ficcep 206	25 Nov 11		
0737BC	34	34	1	X	EA	60x60x10	1825	15.86	350WA	0	I'ANG	0	40737BC-00002	22 Nov 11	05 Dec 11	23 Nov 11	22 Nov 11	Ficcep 206	25 Nov 11		
0737BC	35	35	1	X	EA	60x60x10	1660	16.16	350WA	0	I'ANG	0	40737BC-00002	22 Nov 11	05 Dec 11	23 Nov 11	22 Nov 11	Ficcep 206	25 Nov 11		
0737BC	36	36	1	X	EA	60x60x10	2088	18.14	350WA	0	I'ANG	0	40737BC-00002	22 Nov 11	05 Dec 11	23 Nov 11	22 Nov 11	Ficcep 206	25 Nov 11		
0737BC	37	37	1	X	EA	60x60x10	2084	18.11	350WA	0	I'ANG	0	40737BC-00002	22 Nov 11	05 Dec 11	23 Nov 11	22 Nov 11	Ficcep 206	25 Nov 11		
0737BC Selection		219		13532.08										36.95		3.519		24.64		2.347	
13.53 Ton at 175.97 Hours for Area.														36.95		3.519		24.64		2.347	
13.53 Ton at 175.97 Hours for Selection.														36.95		3.519		24.64		2.347	

Bay	Job No	Asy No	Asy Qty	Mass	Assy Name	Work Type	Time Allowed	Phase	Pack List	Drawings Received	Packed	Fabrication Complete	Welding Complete	Fettling Complete	Despatch
										Planned	Actual	Planned	Actual	Planned	Actual
Bay 1	0737BC	1	1	27.93	HB	Hot Rolled - Medium	175.97	I'ANG	PL10	22 Nov 11	28 Nov 11	07 Dec 11	03 Dec 11	04 Dec 11	05 Jan 12
Bay 1	0737BC	10	1	154.44	Beam	Hot Rolled - Medium	0.36	I'HR	PL2	22 Nov 11	28 Nov 11	03 Dec 11	03 Dec 11	04 Dec 11	05 Dec 11
Bay 1	0737BC	11	1	163.66	Beam	Hot Rolled - Medium	2.13	I'HR	PL2	22 Nov 11	28 Nov 11	03 Dec 11	03 Dec 11	04 Dec 11	05 Dec 11
Bay 1	0737BC	12	1	1327.22	Beam	Hot Rolled - Medium	17.25	I'HR	PL3	22 Nov 11	28 Nov 11	03 Dec 11	03 Dec 11	04 Dec 11	05 Dec 11
Bay 1	0737BC	13	1	85.15	Beam	Hot Rolled - Medium	1.11	I'HR	PL6	22 Nov 11	28 Nov 11	03 Dec 11	03 Dec 11	04 Dec 11	05 Dec 11
Bay 1	0737BC	14	1	90.79	Beam	Hot Rolled - Medium	1.18	I'HR	PL6	22 Nov 11	28 Nov 11	03 Dec 11	03 Dec 11	04 Dec 11	05 Dec 11
Bay 1	0737BC	15	1	79.15	Beam	Hot Rolled - Medium	1.03	I'HR	PL6	22 Nov 11	28 Nov 11	03 Dec 11	03 Dec 11	04 Dec 11	05 Dec 11
Bay 1	0737BC	16	1	84.56	Beam	Hot Rolled - Medium	1.11	I'HR	PL6	22 Nov 11	28 Nov 11	03 Dec 11	03 Dec 11	04 Dec 11	05 Dec 11
Bay 1	0737BC	17	1	106.57	Beam	Hot Rolled - Medium	1.41	I'HR	PL6	22 Nov 11	28 Nov 11	03 Dec 11	03 Dec 11	04 Dec 11	05 Dec 11
Bay 1	0737BC	18	1	6.96	Chisel	Hot Rolled - Medium	0.09	I'ANG	PL10	22 Nov 11	28 Nov 11	03 Dec 11	03 Dec 11	04 Dec 11	05 Dec 11
Bay 1	0737BC	19	1	85.15	Beam	Hot Rolled - Medium	1.11	I'HR	PL6	22 Nov 11	28 Nov 11	03 Dec 11	03 Dec 11	04 Dec 11	05 Dec 11
Bay 1	0737BC	20	1	398.99	Column	Hot Rolled - Medium	4.8	I'HR	PL2	22 Nov 11	28 Nov 11	03 Dec 11	03 Dec 11	04 Dec 11	05 Dec 11
Bay 1	0737BC	21	1	79.15	Beam	Hot Rolled - Medium	1.03	I'HR	PL6	22 Nov 11	28 Nov 11	03 Dec 11	03 Dec 11	04 Dec 11	05 Dec 11
Bay 1	0737BC	22	1	103	Beam	Hot Rolled - Medium	1.34	I'HR	PL6	22 Nov 11	28 Nov 11	03 Dec 11	03 Dec 11	04 Dec 11	05 Dec 11
Bay 1	0737BC	23	1	357.3	Beam	Hot Rolled - Medium	4.46	I'HR	PL6	22 Nov 11	28 Nov 11	03 Dec 11	03 Dec 11	04 Dec 11	05 Dec 11
Bay 1	0737BC	24	1	173.08	Beam	Hot Rolled - Medium	1.47	I'HR	PL6	22 Nov 11	28 Nov 11	03 Dec 11	03 Dec 11	04 Dec 11	05 Dec 11
Bay 1	0737BC	25	1	173.08	Beam	Hot Rolled - Medium	1.47	I'HR	PL6	22 Nov 11	28 Nov 11	03 Dec 11	03 Dec 11	04 Dec 11	05 Dec 11
Bay 1	0737BC	26	1	18.43	Beam	Hot Rolled - Medium	0.24	I'HR	PL4	22 Nov 11	28 Nov 11	03 Dec 11	03 Dec 11	04 Dec 11	05 Dec 11
Bay 1	0737BC	27	1	18.43	Beam	Hot Rolled - Medium	0.24	I'HR	PL4	22 Nov 11	28 Nov 11	03 Dec 11	03 Dec 11	04 Dec 11	05 Dec 11
Bay 1	0737BC	28	1	20.04	Beam	Hot Rolled - Medium	0.26	I'HR	PL4	22 Nov 11	28 Nov 11	03 Dec 11	03 Dec 11	04 Dec 11	05 Dec 11

Figure 12 - Production Tracking/Planning Sheet

CNC PERFORMANCE

The foreman of the CNC department captures each day's performance of each machine in a file that forms part of the monthly management report. From this file, the following CNC machines were analysed to get the part processing time:

- All CNC Saws
- All CNC Plasma Machines (for plate preparation)
- All Angle- and Flat Bar Machines

This file gives an accurate figure for daily output from each machine.

FABRICATION PERFORMANCE

As mentioned earlier, the production tracking sheets don't indicate the actual value adding time of each discipline vs. the idle time of the material in that section of the workshop. Since batch processing is used in some areas of the workshop, it is inevitable to have material waiting to be processed.

Time studies along with interviews of the artisans and their supervisors yielded the following VA matrices for the boiler making and welding in the fabrication department.

Work Type			Mass of Assembly	No of Parts on Assembly	Activity		Duration to Complete Activity
St	PG	PW			BM	WLD	
X			586 KG	7	X		2 H 45 Min
X			280 KG	4	X		1 H 36 Min
X			635 KG	14		X	4 H 28 Min
	X		2340 KG	22	X		11 H 50 Min
X			238 KG	17	X		2 H 13 Min
X			137 KG	4		X	1 H 10 Min
X			552 KG	13		X	4 H 16 Min

Figure 13 - Time Studies Sheet

Platework Matrix (Hours/Ton) for Artisans			
	UNDERPANS [Incl deckplates, etc]	NORMAL [Head shoots, etc.]	COMPLEX [Conical / rolled / bevelled curves, tubular]
LIGHT P/W [3mm - 5mm plate]	106.25	67.03	76.35
MEDIUM P/W [6mm - 8mm plate]	67.46	33.33	37.50
HEAVY P/W [10mm + plate]	42.83	20.00	24.94

Table 3 – Plate work VA Matrix

Hot Rolled Hours / Ton for All Artisans						
0		1	2	3	4	5
		0 - 0.2 Ton/Assy	0.2 - 0.5 Ton/Assy	0.5 - 1.5 Ton/Assy	1.5 - 4 Ton/Assy	4 + Ton/Assy
W	1 Part/Assy	0.83	0.33	0.25	0.15	0.11
A	2 - 5 Parts/Assy	12.00	4.57	2.80	1.75	0.91
B	6 - 10 Parts/Assy	22.67	10.93	5.95	2.68	1.58
C	11 - 20 Parts/Assy	38.00	19.00	9.03	4.15	2.58
D	20 + Parts/Assy	140.00	48.57	18.50	8.00	5.14

Table 4 - Structural VA Matrix

DATA ANALYSIS

The data analysis was a tedious task, extrapolating information from the planning/tracking sheets, time studies and other production update sheets, and finding a logical work matrix with acceptable duration distributions to use as the inputs and parameters of the model.

CNC MACHINES

The information from the CNC update files were analysed for a period of three months with similar job mix than was decided to use for the simulation, and yielded the following results.

SAWS

Cosira Operates 3 CNC saws, as well as one manually operated saw that forms part of the CNC configuration of saws, the data shows the following items per hour data; where the blue curve shows a normal distribution using the mean and standard deviation obtained from the captured data, and the purple curve shows the actual data gathered. Saw 28 has a much flatter line, and deviates the furthest from the normal curve, the fact that this is the manually operated saw might be the reason for this.

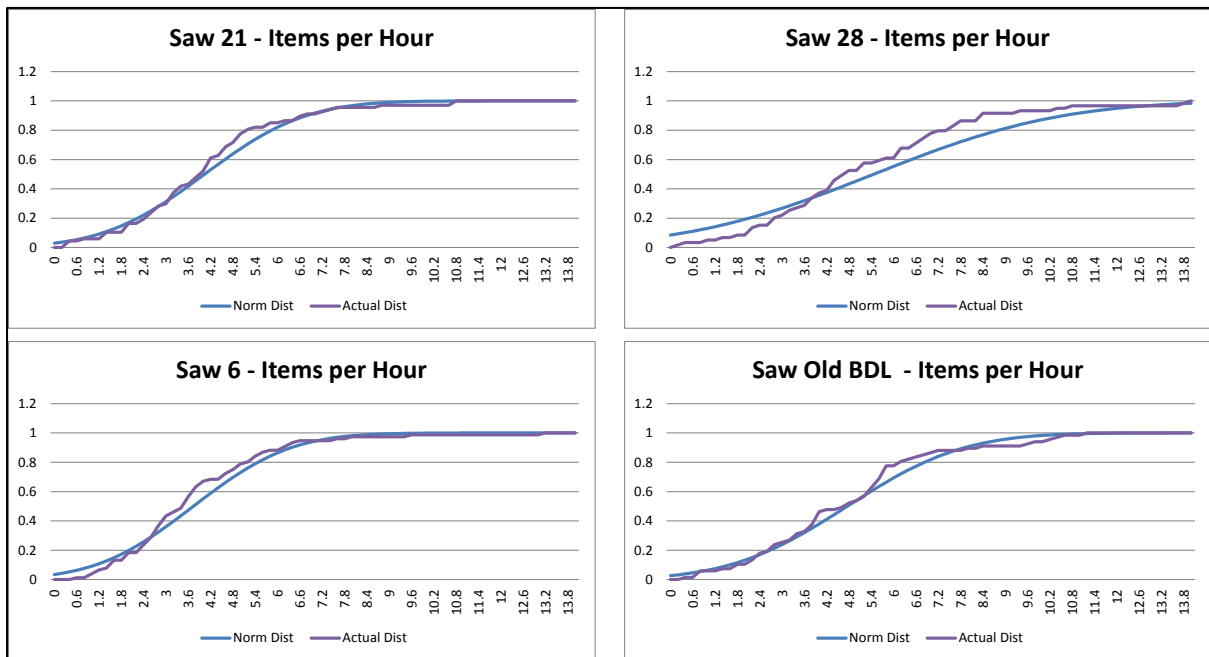


Figure 14 - Individual Saw Performance Curves

Since the data for the saws included cutting of plate girders, which takes a very long time, the simulated jobs will be allocated with a complexity factor to accommodate for the size of the sections being cut.

The data that was used to create the graphs above was sufficient to allocate cutting times to the machines being simulated using the following distributions for each saw:

- Saw 21: Parts leave the machine in a Poisson distribution with a mean of 25.21 minutes per part.
- Saw 6: Parts leave the machine in a Poisson distribution with a mean of 21.92 minutes per part.
- Saw 28: Parts leave the machine in a Poisson distribution with a mean of 22.85 minutes per part.
- Saw Old BDL: Parts leave the machine in a Poisson distribution with a mean of 19.98 minutes per part.

It is important to note that these times include setup times of the machines as well as possible maintenance that were done during the time period, making assumption 3 possible for the simulation.

Saw 28 will however not be used for simulation purposes as was only recently converted to a CNC Saw, and used to be run as a manual saw to cut the odd small part or batch.

CNC PLASMA MACHINES

The following graphs are similar to the graphs for the saw, and were obtained using the data from the same timeframe as for the saws. It is clear that the plasma machines are not as predictable in terms of cutting a part as the saws.

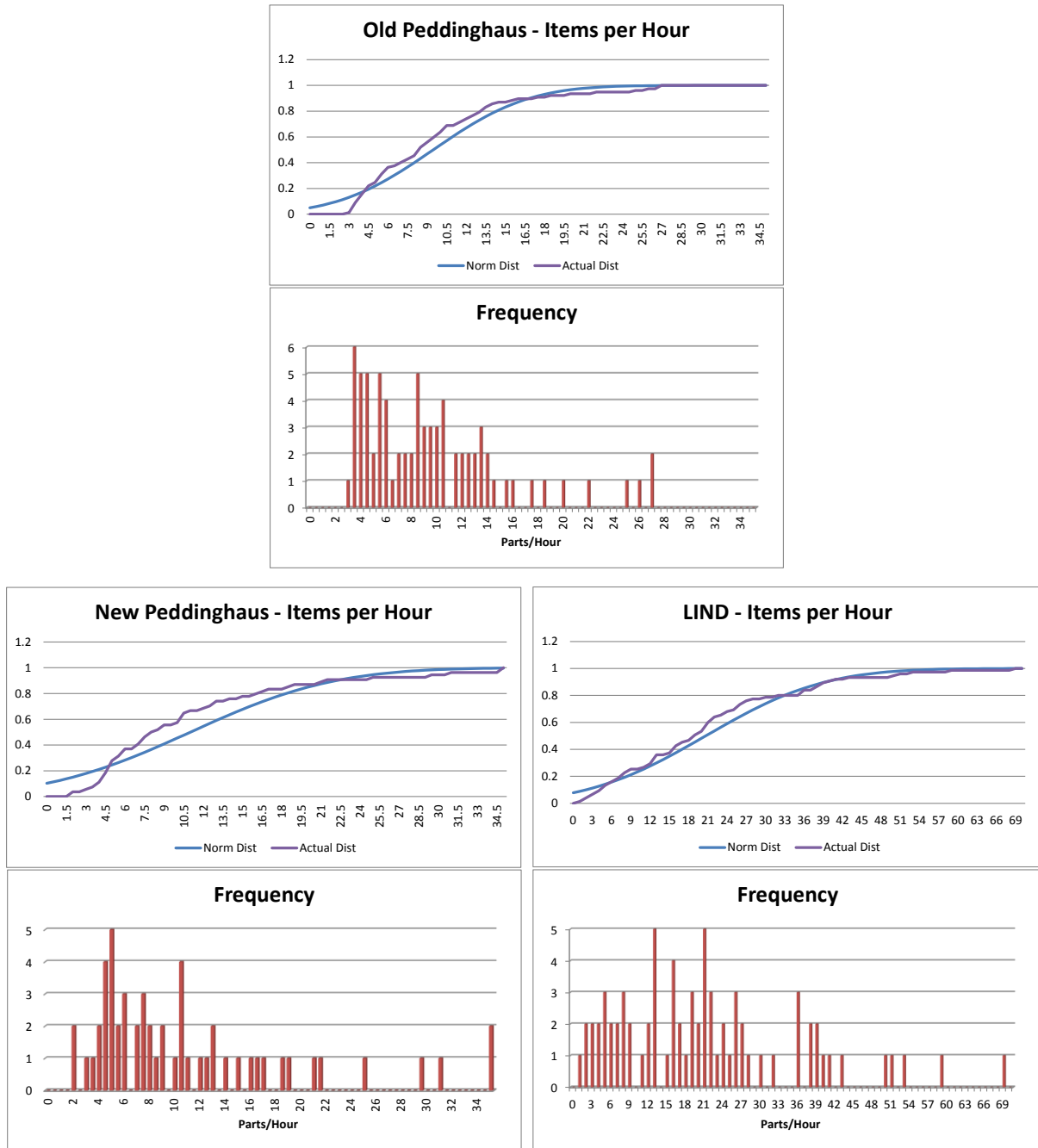


Figure 15 - CNC Plasma Machine Performance Graphs

For the sake of the simulation, the cutting times can be approximated as follows:

- Old Peddinghaus Plasma: Parts leave the machine in a Poisson distribution with a mean of 8.80 minutes per part.
- New Peddinghaus Plasma: Parts leave the machine in a Poisson distribution with a mean of 9.07 minutes per part.
- Lind Plasma: Parts leave the machine in a Poisson distribution with a mean of 7.61 minutes per part.

As with the saws, it is important to note that these times include setup times of the machines as well as possible maintenance that were done during the time period, making assumption 3 possible for the simulation.

ANGLE MACHINES

The angle machines are exclusively used for gantry jobs, and the following graph shows the output of the two machines. Data from the same timeframe was used to get these graphs.

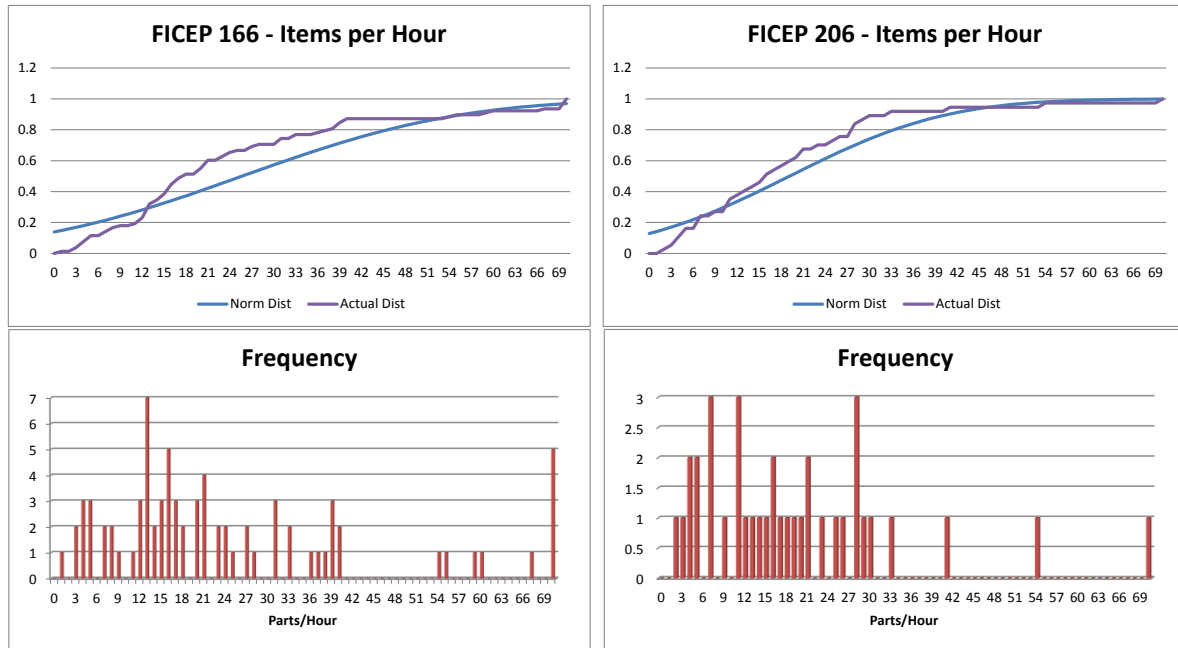


Figure 16 - Angle Machine Performance Graphs

As with the plasma machines, the angle machines does not give the most predictable performance figures, but was also be roughly extrapolated to give the following output distributions that was used in the simulation:

- FICEP 166: Parts leave the machine in a Poisson distribution with a mean of 5.42 minutes per part.
- FICEP 206: Parts leave the machine in a Poisson distribution with a mean of 6.53 minutes per part.

As with the saws and plasma machines, it is important to note that these times include setup times of the machines as well as possible maintenance that were done during the time period, making assumption 3 possible for the simulation.

FABRICATION

As mentioned in a previous section, certain performance matrices were defined for fabrication based on time studies and interviews with artisans as well as their supervisors. Since the decision was made to only simulate four work types, a fabrication time must have been selected for these four work types that would work in the simulation. These times are as follows (for a generic assembly that was simulated):

Work Type	Boiler Maker Time	Welder Time
Structural – Normal	1h45m (Normally Distributed)	2h30m (Normally Distributed)
Structural – Gantries	5h00m (Normally Distributed)	9h00m (Normally Distributed)
Plate Work – Normal	12h00m (Normally Distributed)	24h00m (Normally Distributed)
Plate Work - Complex	28h00m (Normally Distributed)	50h00m (Normally Distributed)

Table 5 - Work type fabrication times

The fact that the times are fluctuating (normal distribution) allows for realistic conditions as not all assemblies are the same, however, most assemblies of a certain job type are similar to a degree.

QUALITY CONTROL

Cosira Manufacturing does 100% inspection at two stages of production, one is just after the boiler maker completed the assembly, and the next is just before despatch, the latter might include client inspection as the contract requires.

According to the data analysed, the first in-line inspection rejects an average of 5% of assemblies. When a reject occurs the boiler maker needs to redo his work at 150% of the original duration to complete the assembly.

It was calculated that about 1% of assemblies inspected at the final inspection stage are rejected for welding mistakes. This work must be redone by the welder at the same duration as he originally worked to complete the job.

DESIGN AND PROBLEM SOLVING

BASE MODEL

Using all the data collected and defined in the previous section of this report, the base model was simulated. The results from this model were then used to determine where to improve the “process” and to compare the results from the improved model to the base model.

After running ten replications of one month each the average throughput time for work scheduled for bay 2, was 195.6 hours, as can be seen in Appendix 4A, from being loaded onto the machines up to the point where the jobs were ready to be dispatched. This result

made a lot of sense since this had been accomplished before. It is however not the current norm in the workshop.

SUPRISING RESULTS

Although visual inspection of the workshop would suggest that the major problem was the time it took the artisans to do their work, the model painted a different picture where not all artisans could be kept busy all the time. The model showed that as soon as work was packed into packing list for fabrication it flowed relatively smooth through the rest of the workshop, with occasional delays between boiler making and welding, and between welding and cleaning. The graph below was taken from the report generated by Arena and shows the value-add times for the various processes over a period of one month. Please note that the first eight bars indicate the eight boilermakers (each assigned to his own workstation).

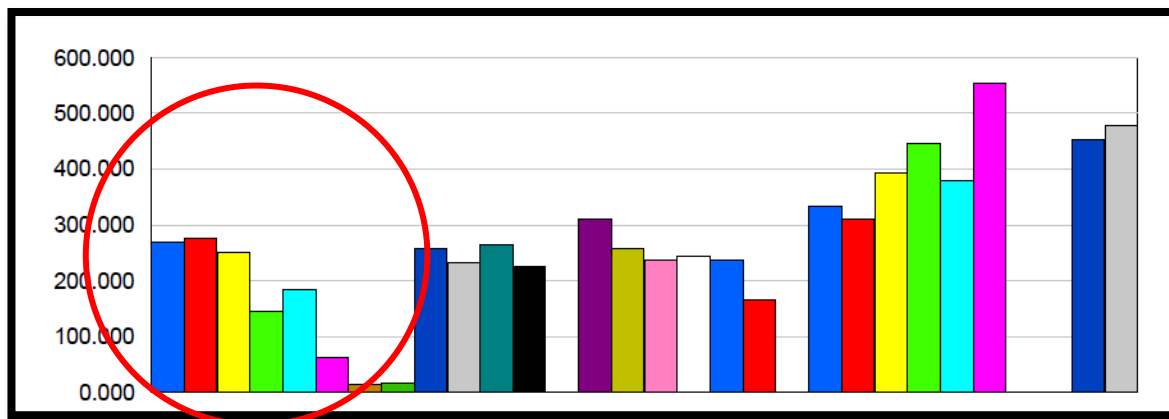


Figure 17 - VA Time for Workshop Processes

The simulation assigned work to the first available resource looking sequentially at the options, that is why they are not equally busy all the time.

The reason for this discrepancy is discussed in the next section.

PRODUCTIVITY ANALYSIS

In 2009 Mr Gavin Smith, an industrial engineer working for Cosira, conducted productivity studies by randomly walking through the workshop, and noting how many people were adding value (busy actually working), and how many people were not adding value.

The numbers that were generated by this study was shocking and revealed that on average only about 40% of the artisans were busy adding value at any time of day. This experiment was repeated in 2012 after the management of Cosira announced that the company had

been sold. This experiment yielded even lower value-add time than before. More people were having small informal “meetings” rather than working/adding value.

COULD IT BE BETTER

The results from the simulation were a true revelation as to the inherent potential that there still is to improve the throughput time of the workshop, and ultimately improving the profitability of the organisation.

The improved models are discussed in more detail in the next sections of this report.

IMPROVED MODEL – LINE BALANCING

The following picture shows part of the report that was generated by Arena for Queues (All reports relating to queues are included as Appendices to this report) in front of processes, and one place where there was a serious bottleneck or delay was in the laydown area between welding and fettling, as seen in the report.

Seize Crane 9 W5.Queue	5.6891	(Insufficient)	0.00	14.4687
Seize Crane 9 W6.Queue	5.6310	(Insufficient)	0.00	15.6667
Seize Forklift at AM.Queue	4.4506	(Insufficient)	0.00	14.0311
Seize Forklift at LIND.Queue	4.9165	(Insufficient)	0.00	13.9810
Seize Forklift at New Plasma Queue	4.3402	(Insufficient)	0.00	13.6817
Wait for Fettle Station.Queue	102.19	(Insufficient)	0.00	201.08
Wait for Machine 1.Queue	20.0145	(Insufficient)	0.00	56.2707
Wait for Machine 2.Queue	22.0186	(Insufficient)	0.00	62.3183
Wait for Machine 3.Queue	19.1675	(Insufficient)	0.00	44.6908
Wait for Machine 4.Queue	18.5288	(Insufficient)	0.00	50.8185
Wait for Machine 5.Queue	22.3112	(Insufficient)	0.00	67.5722
Wait for Machine 6.Queue	18.0954	(Insufficient)	0.00	67.9476

Model Filename: C:\Users\PJvGinkel\My Studies\2012\Sem 2\BPJ 410 - 420\Simulation\Cosira Page 2

Figure 18 - Part of Arena Generated Report 01

This clearly stood out as an area that could benefit if the resources were more balanced. This however was not the only problem, cranes operators are not trained to recognise what movements are more critical than others. For example, material moved from a laydown area to a production area is more important than material moving into a laydown area.

The reason why this investigation focussed on the queues in the laydown areas is because this is where things go wrong very easily. Steel assemblies are big and heavy, which causes these laydown areas to become piles of steel, where the new work gets stacked on the old work, and thus results in the new work being lifted off first as well, leaving the old work

sometimes for months without moving from the same laydown area. This fact was not modelled, but would dramatically affect the throughput time of some of the jobs.

LINE BALANCING MODEL 1

The first change that was made towards balancing the line was to add one more fettling area and one more fettler to the line, as this also is the cheapest resource in the workshop. Another change was to change the priority of the movement by the crane as mentioned above, achieving this only requires some training in operating procedures.

Appendix 4B shows the results of this change on throughput time. Again ten replications of one month each was run. This simulation yielded a throughput time of 184.6 hours, an improvement of about 6%. This also had a tremendous impact on the time work waited in the laydown area before fettling as can be seen in the image taken from the simulation report.

Seize Crane 9 W6.Queue	13.5456	(Insufficient)	0.00	41.1349
Seize Forklift at AM.Queue	4.3070	(Insufficient)	0.00	13.8910
Seize Forklift at LIND.Queue	4.9139	(Insufficient)	0.00	13.7292
Seize Forklift at New Plasma.Queue	5.4700	(Insufficient)	0.00	13.9476
Wait for Fettle Station.Queue	0.5906	(Insufficient)	0.00	15.7500
Wait for Machine 1.Queue	21.2888	(Insufficient)	0.00	71.7963
Wait for Machine 2.Queue	19.6793	(Insufficient)	0.00	76.7745
Wait for Machine 3.Queue	16.9086	(Insufficient)	0.00	64.4769
Wait for Machine 4.Queue	25.3411	(Insufficient)	0.00	82.8423
Model Filename: C:\Users\PJvGinkel\My Studies\2012\Sem 2\BPJ 410 - 420\Simulation\Cosira Page 26				

Figure 19 - Part of Arena Generated Report 02

This change in the crane behaviour did have a negative effect on the time material had to wait to be moved from the welding area to the fettling laydown area. But as can be seen by the results, the overall result is an improvement of the throughput time of the workshop.

This change did not affect the boiler making in any sense, and the utilisation of the boiler makers remained unchanged.

The next area of concern was the laydown area before the welders, looking as the image below, it does only have an average waiting time of 20 hours, the maximum waiting time for the simulation was over 100 hours, and material waiting that long only costs the company money.

Waiting Time	Average	Half Width	Minimum Value	Maximum Value
Wait for Machine 5.Queue	25.4799	(Insufficient)	0.00	63.2120
Wait for Machine 6.Queue	23.4160	(Insufficient)	0.00	73.2438
Wait for Machine 7.Queue	7.0601	1.88032	0.00	23.6897
Wait for Machine 8.Queue	9.5729	(Insufficient)	0.00	34.8892
Wait for Weld Station.Queue	20.4868	(Insufficient)	0.00	104.64
Weld at Station 1.Queue	8.6777	(Insufficient)	0.00	40.8464
Weld at Station 2.Queue	7.2576	(Insufficient)	0.00	27.6304
Weld at Station 3.Queue	9.0623	(Insufficient)	0.00	31.3968
Weld at Station 4.Queue	7.9272	(Insufficient)	0.00	34.3194
Weld at Station 5.Queue	5.7997	(Insufficient)	0.00	30.5969
Weld at Station 6.Queue	7.0842	(Insufficient)	0.00	32.4087
Other				

Figure 20 - Part of Arena Generated Report 03

LINE BALANCING – MODEL 2

The numbers shown in Figure 20 above regarding the wait time for jobs to go to the welding indicated yet another resource imbalance. This resulted in another improved line balancing model, where one welder was added, and the rules for the crane movements as explained for the first line balancing model was expanded for the crane moving steel between the boiler makers and the welders. The changes that were made in the line balancing 1 model remained the same for this model.

As can be seen in Appendix 4C, this change resulted in further improvement of the throughput time from 195.6 for the base model, and 184.6 hours for the first line balancing model to 164.3 hours, which translates to an improvement of about 16% in throughput time.

This also reduced waiting time in the laydown area for welding by a large degree, as can be seen in the next image, as taken from the report for the simulation.

Waiting Time	Average	Half Width	Minimum Value	Maximum Value
Wait for Machine 5.Queue	18.4111	(Insufficient)	0.00	50.8594
Wait for Machine 6.Queue	20.3335	(Insufficient)	0.00	57.6863
Wait for Machine 7.Queue	9.8039	(Correlated)	0.00	35.4314
Wait for Machine 8.Queue	16.3772	(Insufficient)	0.00	45.6793
Wait for Weld Station.Queue	0.9739	(Insufficient)	0.00	17.2063
Weld at Station 1.Queue	5.5207	(Insufficient)	0.00	15.0780
Weld at Station 2.Queue	5.5889	(Insufficient)	0.00	20.0592
Weld at Station 3.Queue	6.0808	(Insufficient)	0.00	18.1938
Weld at Station 4.Queue	2.4801	(Insufficient)	0.00	15.3036
Weld at Station 5.Queue	0.8858	(Insufficient)	0.00	10.5000

Figure 21 - Part of Arena Generated Report 04

These changes still did not address the imbalance when it comes to the utilisation of the boiler makers as can be seen in Figure 22, showing the VA times for the various processes in the workshop, with the first eight columns representing the times for the boiler makers. From this it is almost justifiable to let go one or two boiler makers in exchange for the additional labour introduced at welding and fettling, but it is also to be noted that the next section will focus on improving the delivery of work to the boilermakers and might yet result in much better utilisation of the boiler maker (the most expensive worker in the workshop).

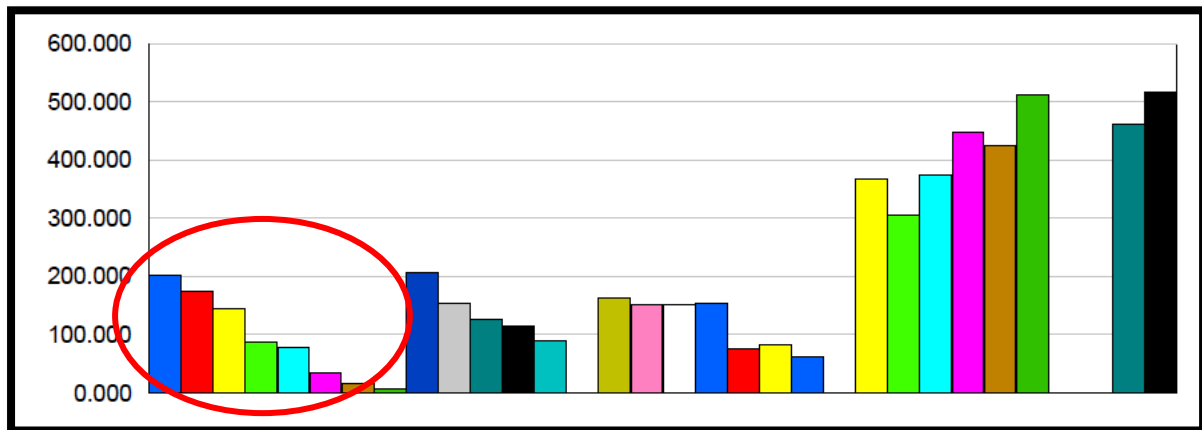


Figure 22 - VA Time for Workshop Processes 02

IMPROVED MODEL – TOC

One clear constraint in the workshop is the packing since it is the area with the largest amount of work waiting to be processed. This however is only half accurate, since the packing department rely on different parts coming from different machines, they can only pack what they have available to pack. It is clear from this statement that the synchronisation between the machines (planning of the machines) is a problem. Line balancing will not be feasible in this case as this would influence the number of machines (high capital items). TOC seems to be a good method to apply here.

TOC – MODEL 1

Currently the general rule is to send one job to one machine (e.g. all the plates of the job to New Plasma, all the angles to Ficep A166, and all the sections to Saw 6) which results in all parts waiting in a line to be processed, this created long queues of raw steel as some machines and much shorter queues at other machines. The first idea to be simulated was to distribute the job between all the machines, thus reducing the time a job needs to wait for a machine to be processed.

Using the initial base model as the base for this model, and ignoring the changes that were made when using line balancing, this simulation yielded the following results:

As per Appendix 4D, throughput time improved from 195.6 hours for the base model to 185 hours for the TOC 1 model, this translates to an improvement of about 5% on throughput time. This however did not improve the situation in the packing area; it only resulted in a shorter wait for the machines and more effective utilisation of the machines.

TOC – MODEL 2

The problem with TOC 1 model was that it did not address the real constraint in the part preparation area, namely the synchronisation of the parts. To understand this better, one needs to understand the rules of planning the current workshop processes; work is being set out for specific machines in advance, and all processes in the preparation area are performed in the same sequence. This means then some jobs are scheduled for a machine that is busy processing a very time consuming job, and as a result the planned job needs to wait a long time for the machine to finish its current job. It also means that some jobs plates will be cut way in advance to the sections or angles (as an example). This next model looked at the time each machine would take to prepare a job and based on this, each job's preparation operation sequence will be different, always starting the preparation of the job at the process with the longest lead time. The following table shows the calculation for the different jobs' preparation lead times per operation:

Job Type	Structural	Gantries	Plate Work - Simple	Plate Work - Complex
No of Plates	4	8	10	10
Parts per Plate	20	13	4	4
Time to Process Plate Part	00:08:30	00:08:30	00:08:30	00:08:30
Total Prep Time for all Plate Parts	11:20:00	14:44:00	05:40:00	05:40:00
No of Sections	15	8	5	5
Parts per Section	5	2	4	4
Time to Process Section Part	0:15:40	0:13:25	0:13:25	0:13:25
Total Prep Time for all Section Parts	19:35:00	3:34:40	4:28:20	4:28:20
No of Angles	0	16	10	10
Parts per Angle	0	4	8	8
Time to Process Angle Part	0:05:59	0:05:59	0:05:59	0:05:59
Total Prep time for all Angle Parts	0:00:00	6:22:56	7:58:40	7:58:40

Table 6 - Preparation Times per Operation

The table shows that the sequence for the preparation operations for the different job types are as follows:

- Structural: Saw Sections → Cut Plates
- Gantries: Cut Plates → Cut Angles → Saw Sections
- Plate Work (Both): Cut Angles → Cut Plates → Saw Sections

These sequences are based on the average job selection for the simulation, and in reality each job's sequence should be individually determined.

Another change to the planning rule would be that no job's preparation would start before the process with the longest lead time does not have a machine available to process this job. This means that all the jobs (job cards) will be queued in front of its slowest process, and will only be started as soon as there is space on a machine for that process. The job cards for the subsequent processes will be added to the queues of that process as soon as the slowest process has started. This ensures that work will be distributed equally between machines and will suffer the shortest possible waiting time before being processed.

These rules were applied to the base model, again ignoring any previous changes to the model and according to Appendix 4E yielded an improvement in throughput time from 195.6 hours for the base model to 184.1 hours for this improved model; which translates to an improvement of 6% in throughput time.

Although some parts still waited a long time to be packed, it did decrease the amount of material in the CNC area (waiting on the conveyors) and increased the control over material being prepared.

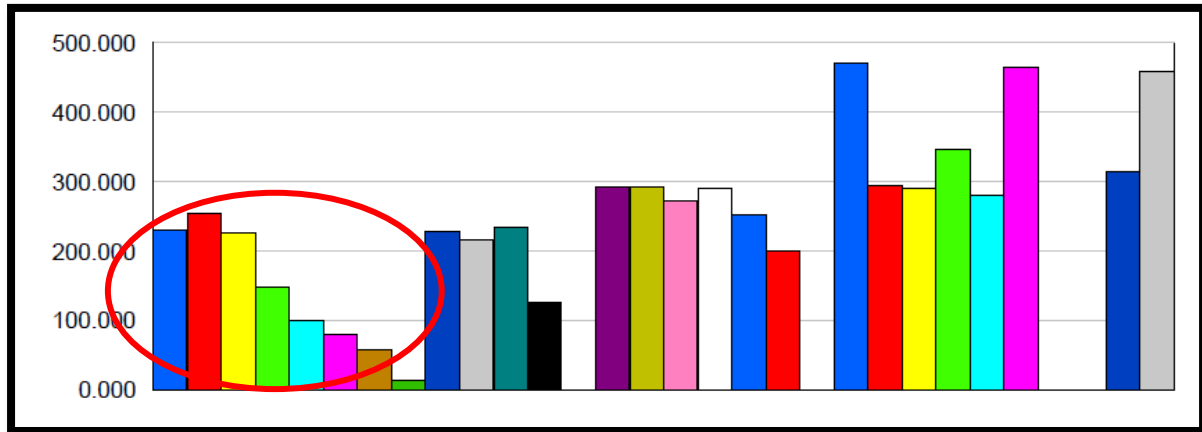


Figure 23 - VA Time for Workshop Processes 03

Figure 23 above also shows some improvement in the utilisation of the boiler makers when compared to Figure 22.

FINAL MODEL – A HOLISTIC IMPROVEMENT

For the final model, the TOC 2 model, which focussed on the synchronisation of preparation functions were combined with the Line Balancing 2 Model, which focussed on reducing the laydown/wait times after boiler making and welding.

Appendix 4F shows the resulting average throughput time for the ten replications over a one month period and yields an average throughput time for work scheduled for bay 2 of 154.4 hours. Which is a 21% improvement from the base model's 195.6 hours.

DESIGN AND SOLUTION EVALUATION

The final model as discussed above included the following operational changes:

- Operational Rule Changes:
 - Crane operators to focus on moving work towards waiting processes, before moving work from processes to laydown areas
 - Preparation process sequence to be changed to start with sequence with longest lead time, and end with process with shortest lead time, to be calculated per job
 - Job cards to be queued before each process and sent to the first available machine for that process to ensure faster processing times and better distribution of workload to machines
- Operation Structure Changes:
 - One additional welder and one additional fitter per workshop fabrication bay

Most of the changes are operating procedure changes and can be implemented through some basic training.

PROJECT IMPLEMENTATION AND BENEFITS

IMPLEMENTATION

The implementation of this proposal will be very simple and could include the following activities:

- Training of Crane Operators: This should not take more than 2 to 3 hours per crane operator and can be done with a group of crane operators at once, depending on operational needs of the manufacturing department.
- Training of Preparation Programmer: This training is more involved as it would include the calculations of lead times for each job, and then how to create and queue the job cards for the new procedure. This would take about one week per programmer and should be done one-on-one and not in a group
- Employing of Extra Staff: This part of the improvement is the only part that will cost the company money, the improvement gained from this would definitely be worth it. Since there are many people looking for employment in the sector, finding the correct candidate should not take long.

IMPROVEMENT EXPECTATION

Like any new procedure, results will not be evident overnight, but if these changes are implemented, the throughput time for jobs in the workshop could increase by as much as 21% creating the opportunity to introduce more work into the workshop, improving customer satisfaction and improving possible profitability.

CONCLUSION

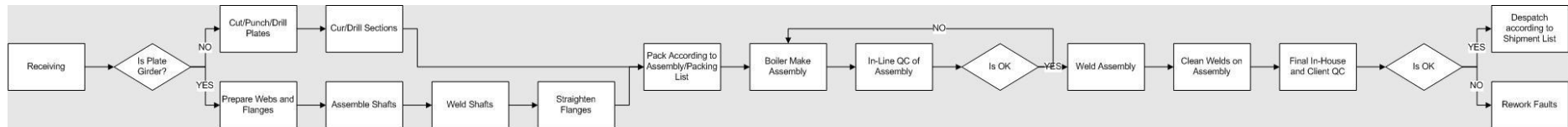
This report showed the results of simulation models of Cosira's manufacturing facility and the possible improvements that can be seen within the facility by implementing small yet effective changes in the operation. It however remains to be said that these are not the only ways Cosira could improve throughput and production figures and that these changes will only result in improvements if it is supported by top management and effectively "enforced" to the general worker level.

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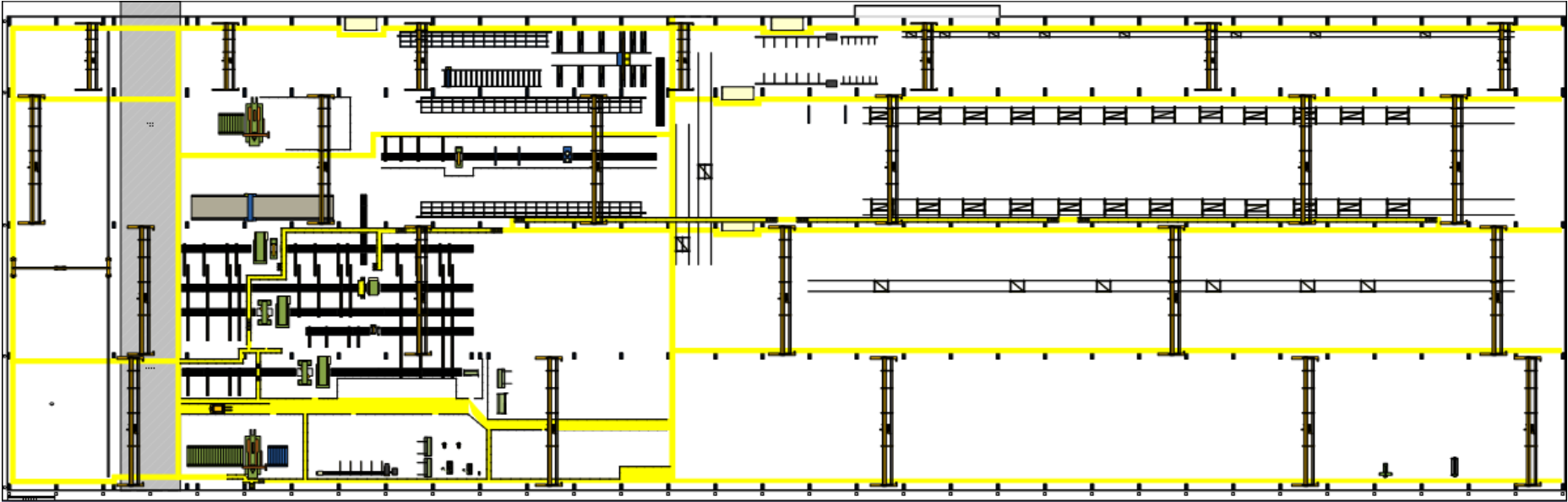
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APPENDICES

APPENDIX 1 – MATERIAL FLOW DIAGRAM



APPENDIX 3 – COSIRA VULCAN WORKSHOP LAYOUT



APPENDIX 4 – THROUGHPUT TIME REPORTS FROM SIMULATIONS

APPENDIX 4A – BASE MODEL SIMULATION

06:37:28AM		User Specified			October 12, 2012	
COSIRA Model V1				Replications: 10		
Replication 1 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours						
Tally						
<u>Expression</u>	<u>Average</u>	<u>Half Width</u>	<u>Minimum</u>	<u>Maximum</u>		
TPTIME	138.68	(Insufficient)	51.2066	272.07		
Replication 10 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours						
Tally						
<u>Expression</u>	<u>Average</u>	<u>Half Width</u>	<u>Minimum</u>	<u>Maximum</u>		
TPTIME	221.79	(Insufficient)	39.8205	386.62		
Replication 2 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours						
Tally						
<u>Expression</u>	<u>Average</u>	<u>Half Width</u>	<u>Minimum</u>	<u>Maximum</u>		
TPTIME	149.66	(Insufficient)	46.0269	281.87		
Replication 3 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours						
Tally						
<u>Expression</u>	<u>Average</u>	<u>Half Width</u>	<u>Minimum</u>	<u>Maximum</u>		
TPTIME	299.19	(Insufficient)	88.3800	414.05		
Replication 4 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours						
Tally						
<u>Expression</u>	<u>Average</u>	<u>Half Width</u>	<u>Minimum</u>	<u>Maximum</u>		
TPTIME	199.25	(Insufficient)	67.3074	451.00		
Replication 5 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours						
<hr/>						
Model Filename: C:\Users\PJvGinkel\My Studies\2012\Sem 2\BPJ 410 - 420\Simulation\Cosira Page 1 of 3						

06:37:28AM		User Specified			October 12, 2012	
COSIRA Model V1				Replications: 10		
Replication 5 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours						
Tally						
<u>Expression</u>	<u>Average</u>	<u>Half Width</u>	<u>Minimum</u>	<u>Maximum</u>		
TPTIME	136.04	(Insufficient)	28.7262	290.71		
Replication 6 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours						
Tally						
<u>Expression</u>	<u>Average</u>	<u>Half Width</u>	<u>Minimum</u>	<u>Maximum</u>		
TPTIME	201.15	(Insufficient)	37.5690	397.56		
Replication 7 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours						
Tally						
<u>Expression</u>	<u>Average</u>	<u>Half Width</u>	<u>Minimum</u>	<u>Maximum</u>		
TPTIME	226.21	(Insufficient)	73.1053	372.19		
Replication 8 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours						
Tally						
<u>Expression</u>	<u>Average</u>	<u>Half Width</u>	<u>Minimum</u>	<u>Maximum</u>		
TPTIME	161.47	(Insufficient)	40.7767	355.19		
Replication 9 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours						
Tally						
<u>Expression</u>	<u>Average</u>	<u>Half Width</u>	<u>Minimum</u>	<u>Maximum</u>		
TPTIME	226.74	(Insufficient)	66.2525	483.96		
Unnamed Project				Replications: 1		
Replication 1 Start Time: 24.00 Stop Time: 360.00 Time Units: Hours						
Model Filename: C:\Users\PJvGinkel\My Studies\2012\Sem 2\BPJ 410 - 420\Simulation\Cosira Page 2 of 3						

APPENDIX 4B – LINE BALANCING MODEL 1 SIMULATION

01:33:23 PM

User Specified

October 12, 2012

COSIRA Model V2_1

Replications: 10

Replication 1

Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	154.33	(Insufficient)	49.1500	302.26

Replication 10

Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	181.27	(Insufficient)	30.5454	473.29

Replication 2

Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	190.69	(Insufficient)	49.5147	407.74

Replication 3

Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	237.77	(Correlated)	54.0300	432.63

Replication 4

Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	147.13	(Correlated)	62.7205	254.99

Replication 5

Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

01:33:23 PM

User Specified

October 12, 2012

COSIRA Model V2_1

Replications: 10

Replication 5

Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	128.30	(Insufficient)	47.7626	276.99

Replication 6

Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	197.75	(Insufficient)	34.6273	388.80

Replication 7

Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	301.33	(Insufficient)	80.6094	506.21

Replication 8

Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	121.2405	(Insufficient)	43.0149	246.28

Replication 9

Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	190.68	(Correlated)	51.7632	533.91

APPENDIX 4C – LINE BALANCING MODEL 2 SIMULATION

02:31:36PM

User Specified

October 15, 2012

COSIRA Model V2_2

Replications: 10

Replication 1 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	196.49	(Correlated)	41.6255	404.31

Replication 10 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	145.43	(Insufficient)	20.2556	367.36

Replication 2 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	230.73	(Insufficient)	36.4584	452.33

Replication 3 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	168.83	(Insufficient)	72.4054	378.31

Replication 4 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	176.84	(Correlated)	69.2802	324.18

Replication 5 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

02:31:36PM

User Specified

October 15, 2012

COSIRA Model V2_2

Replications: 10

Replication 5 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTIME	168.08	(Correlated)	53.9317	402.49

Replication 6 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTIME	154.28	(Correlated)	46.1320	353.06

Replication 7 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTIME	131.64	(Correlated)	43.3199	301.08

Replication 8 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTIME	147.50	(Insufficient)	24.7754	364.94

Replication 9 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTIME	128.23	(Insufficient)	21.2960	276.91

APPENDIX 4D – TOC MODEL 1 SIMULATION

03:12:08PM **User Specified** October 12, 2012

COSIRA Model V3_1 Replications: 10

Replication 1 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	140.14	(Insufficient)	30.5108	352.07

Replication 10 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	197.79	(Insufficient)	43.4822	406.19

Replication 2 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	253.78	(Insufficient)	108.74	435.81

Replication 3 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	124.86	(Insufficient)	34.5474	253.61

Replication 4 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	118.46	(Insufficient)	33.4465	242.72

Replication 5 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

03:12:08PM		User Specified			October 12, 2012	
COSIRA Model V3_1				Replications: 10		
Replication 5 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours						
Tally						
<u>Expression</u>	<u>Average</u>	<u>Half Width</u>	<u>Minimum</u>	<u>Maximum</u>		
TPTime	199.44	(Insufficient)	39.6610	370.44		
Replication 6 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours						
Tally						
<u>Expression</u>	<u>Average</u>	<u>Half Width</u>	<u>Minimum</u>	<u>Maximum</u>		
TPTime	137.69	(Insufficient)	60.8736	289.94		
Replication 7 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours						
Tally						
<u>Expression</u>	<u>Average</u>	<u>Half Width</u>	<u>Minimum</u>	<u>Maximum</u>		
TPTime	294.85	(Insufficient)	63.1063	426.09		
Replication 8 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours						
Tally						
<u>Expression</u>	<u>Average</u>	<u>Half Width</u>	<u>Minimum</u>	<u>Maximum</u>		
TPTime	183.81	(Insufficient)	39.7924	334.69		
Replication 9 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours						
Tally						
<u>Expression</u>	<u>Average</u>	<u>Half Width</u>	<u>Minimum</u>	<u>Maximum</u>		
TPTime	205.74	(Insufficient)	51.0286	430.46		
Model Filename: C:\Users\PJvGinkel\My Studies\2012\Sem 2\BPJ 410 - 420\Simulation\Cosira Page 2 of 2						

APPENDIX 4E – TOC MODEL 2 SIMULATION

01:30:16PM

User Specified

October 15, 2012

COSIRA Model V3_3

Replications: 10

Replication 1 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	191.84	(Insufficient)	67.2022	347.09

Replication 10 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	189.01	(Insufficient)	21.6827	446.04

Replication 2 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	178.98	(Insufficient)	69.2969	335.11

Replication 3 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	164.89	(Insufficient)	65.0383	362.19

Replication 4 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	160.87	(Insufficient)	39.7846	397.48

Replication 5 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

01:30:16PM

User Specified

October 15, 2012

COSIRA Model V3_3

Replications: 10

Replication 5 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	204.31	(Insufficient)	44.4015	347.23

Replication 6 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	208.08	(Insufficient)	52.3904	403.56

Replication 7 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	202.61	(Insufficient)	46.1461	460.29

Replication 8 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	202.46	(Insufficient)	28.0153	424.93

Replication 9 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	143.41	(Insufficient)	41.2275	288.39

APPENDIX 4F – FINAL MODEL SIMULATION

02:22:17PM

User Specified

October 15, 2012

COSIRA Model V4_1

Replications: 10

Replication 1 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	176.27	(Insufficient)	47.8209	316.92

Replication 10 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	128.58	(Insufficient)	34.7394	260.58

Replication 2 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	190.16	(Insufficient)	54.6595	427.95

Replication 3 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	195.80	(Insufficient)	48.0831	501.64

Replication 4 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTime	178.53	(Insufficient)	29.6128	435.18

Replication 5 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

02:22:17PM

User Specified

October 15, 2012

COSIRA Model V4_1

Replications: 10

Replication 5 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTIME	116.63	(Insufficient)	42.7647	290.30

Replication 6 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTIME	117.61	(Insufficient)	31.8794	293.29

Replication 7 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTIME	181.64	(Insufficient)	43.0967	350.24

Replication 8 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTIME	129.06	(Insufficient)	49.4433	275.38

Replication 9 Start Time: 120.00 Stop Time: 720.00 Time Units: Hours

Tally

Expression	Average	Half Width	Minimum	Maximum
TPTIME	134.52	(Insufficient)	43.9613	326.77

APPENDIX 5 – QUEUES OVERVIEW REPORTS FOR SIMULATIONS

APPENDIX 5A – BASE MODEL SIMULATION

07:14:40AM		Category Overview		October 12, 2012	
COSIRA Model V1					
Replications: 1		Time Units: Hours			
Queue					
Time					
Waiting Time	Average	Half Width	Minimum Value	Maximum Value	
Batch Ang Assy.Queue	0.7321	0.127187015	0.00	8.6295	
Batch Ang Pack List.Queue	0.3354	(Insufficient)	0.00	33.7134	
Batch Assemblies 5.Queue	0.3815	0.042404539	0.00	8.0508	
Batch Pack List 4.Queue	1.6679	0.211900052	0.00	11.6928	
Batch Pit Assemblies 1.Queue	0.6419	0.149140999	0.00	8.8411	
Batch Pit Assemblies 2.Queue	0.7217	(Correlated)	0.00	8.6193	
Batch Pit Assemblies 3.Queue	0.6676	0.141007034	0.00	8.8444	
Batch Pit Pack List 1.Queue	1.3747	0.117421858	0.00	9.2456	
Batch Pit Pack List 2.Queue	1.1864	0.170833083	0.00	8.7700	
Batch Pit Pack List 3.Queue	1.1856	(Insufficient)	0.00	9.2294	
BM at Station 1.Queue	11.6684	(Insufficient)	0.00	35.9299	
BM at Station 2.Queue	10.4569	(Insufficient)	0.00	35.6083	
BM at Station 3.Queue	10.7809	(Insufficient)	0.00	41.9842	
BM at Station 4.Queue	10.2404	(Insufficient)	0.00	28.8167	
BM at Station 5.Queue	14.1401	(Insufficient)	0.00	34.8371	
BM at Station 6.Queue	5.6561	(Insufficient)	0.00	21.2769	
BM at Station 7.Queue	6.6035	(Insufficient)	0.1531	10.2897	
BM at Station 8.Queue	10.7773	(Insufficient)	7.1498	16.3146	
CNC Old BDL.Queue	0.7576	0.124769659	0.00	8.3333	
CNC Saw 21.Queue	0.8743	0.173579806	0.00	9.0000	
CNC Saw 6.Queue	0.7727	0.113600855	0.00	8.4167	
Fettle at St1.Queue	6.6456	(Insufficient)	0.00	32.4984	
Fettle at St2.Queue	6.8082	(Insufficient)	0.00	35.4345	
Fettle at St3.Queue	6.8872	(Insufficient)	0.00	38.9802	
Fettle at St4.Queue	4.6200	(Insufficient)	0.00	33.2302	
Floep A166 Angle.Queue	0.3555	(Correlated)	0.00	8.0500	
Floep A206 Angle.Queue	0.5286	0.116039511	0.00	7.9000	
Hold for Bay 2.Queue	10.1133	(Insufficient)	0.00	40.9661	
Inspect at F1.Queue	6.2375	(Insufficient)	0.00	17.8982	
Inspect at F2.Queue	6.5375	(Insufficient)	0.00	21.3051	
Inspect at F3.Queue	6.1131	(Insufficient)	0.00	15.4886	
Inspect at F4.Queue	6.4410	(Insufficient)	0.00	22.3524	
Inspect BM ST 1.Queue	5.2035	(Insufficient)	0.00	15.3433	
Inspect BM ST 2.Queue	5.8643	(Insufficient)	0.00	17.5468	
Inspect BM ST 3.Queue	4.8383	(Insufficient)	0.00	14.1901	
Inspect BM ST 4.Queue	5.9082	(Insufficient)	0.00	14.3576	
Inspect BM ST 5.Queue	4.6223	(Insufficient)	0.00	12.3496	
Inspect BM ST 6.Queue	6.3979	(Insufficient)	0.00	13.9944	
Inspect BM ST 7.Queue	5.4255	(Insufficient)	0.00	10.8805	
Inspect BM ST 8.Queue	3.8005	(Insufficient)	0.02534979	13.8805	
LIND.Queue	1.1674	0.160274894	0.00	9.7167	
Match 1.Queue1	4.3462	(Correlated)	0.00	47.2234	

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Category Overview

October 12, 2012

COSIRA Model V1

Replications: 1 Time Units: Hours

Queue

Time

Waiting Time	Average	Half Width	Minimum Value	Maximum Value
Match 1.Queue2	6.2934	2.15044	0.00	46.9743
Match 2.Queue1	10.5056	(Insufficient)	0.00	51.2914
Match 2.Queue2	8.1777	(Insufficient)	0.00	47.9006
New Paddinghaus.Queue	1.3687	0.235911239	0.00	9.8167
Old Paddinghaus.Queue	1.4919	0.132207656	0.00	10.0167
PrePack Ang.Queue	1.3107	(Correlated)	0.00	7.9923
Prepack at LIND.Queue	0.00102267	0.000243235	0.00	0.04305938
Prepack at New	0.00105055	0.000340093	0.00	0.04607018
Peddinghaus.Queue				
Prepack at Old	0.00082669	0.000276803	0.00	0.04466766
Peddinghaus.Queue				
Prepack at Saws.Queue	0.00000397	0.000008522	0.00	0.01321217
Seaze ForkLift at Old	4.5710	(Insufficient)	0.00	13.8462
Plasma.Queue				
Selze Crane 7.Queue	0.2782	(Insufficient)	0.00	5.0285
Selze Crane 8 BM 1.Queue	4.5782	(Insufficient)	0.00	14.6505
Selze Crane 8 BM 2.Queue	4.3296	(Insufficient)	0.00	14.1750
Selze Crane 8 BM 3.Queue	3.8233	(Insufficient)	0.00	14.5760
Selze Crane 8 BM 4.Queue	3.9842	(Insufficient)	0.00	14.6207
Selze Crane 8 BM 5.Queue	5.1826	(Insufficient)	0.00	14.2871
Selze Crane 8 BM 6.Queue	2.2620	(Insufficient)	0.00	13.6712
Selze Crane 8 BM 7.Queue	0.4896	(Insufficient)	0.00	0.7888
Selze Crane 8 BM 8.Queue	9.9509	(Insufficient)	0.4006	14.5105
Selze Crane 8 for	2.3654	(Insufficient)	0.00	9.2508
Reweld.Queue				
Selze Crane 8 for Weld.Queue	0.9612	(Correlated)	0.00	14.4167
Selze Crane 9 for Fettle.Queue	1.8193	(Insufficient)	0.00	15.6667
Selze Crane 9 W1.Queue	6.8598	(Insufficient)	0.00	15.2466
Selze Crane 9 W2.Queue	5.9566	(Insufficient)	0.00	15.0897
Selze Crane 9 W3.Queue	6.0184	(Insufficient)	0.00	15.6151
Selze Crane 9 W4.Queue	6.7404	(Insufficient)	0.00	14.8823
Selze Crane 9 W5.Queue	5.6891	(Insufficient)	0.00	14.4687
Selze Crane 9 W6.Queue	5.6310	(Insufficient)	0.00	15.6667
Selze Forklift at AM.Queue	4.4506	(Insufficient)	0.00	14.0311
Selze Forklift at LIND.Queue	4.9165	(Insufficient)	0.00	13.9810
Selze Forklift at New	4.3402	(Insufficient)	0.00	13.6817
Plasma.Queue				
Wait for Fettle Station.Queue	102.19	(Insufficient)	0.00	201.08
Wait for Machine 1.Queue	20.8145	(Insufficient)	0.00	56.2707
Wait for Machine 2.Queue	22.0186	(Insufficient)	0.00	62.3183
Wait for Machine 3.Queue	19.1675	(Insufficient)	0.00	44.6908
Wait for Machine 4.Queue	18.5288	(Insufficient)	0.00	50.8185
Wait for Machine 5.Queue	22.3112	(Insufficient)	0.00	67.5722
Wait for Machine 6.Queue	18.0954	(Insufficient)	0.00	67.9476

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Category Overview

October 12, 2012

COSIRA Model V1

Replications: 1 Time Units: Hours

Queue

Time

Waiting Time	Average	Half Width	Minimum Value	Maximum Value
Wait for Machine 7.Queue	5.5569	1.39753	0.00	27.0159
Wait for Machine 8.Queue	11.3341	(Insufficient)	0.00	35.0530
Wait for Weld Station.Queue	9.5460	3.73914	0.00	40.4573
Weld at Station 1.Queue	9.4287	(Insufficient)	0.00	31.6265
Weld at Station 2.Queue	5.6192	(Insufficient)	0.00	23.7050
Weld at Station 3.Queue	6.1707	(Insufficient)	0.00	30.9343
Weld at Station 4.Queue	6.8163	(Insufficient)	0.00	30.9543
Weld at Station 5.Queue	5.7459	(Insufficient)	0.00	29.4086
Weld at Station 6.Queue	3.5800	(Insufficient)	0.00	16.8817

Other

APPENDIX 5B - LINE BALANCING MODEL 1 SIMULATION

01:38:08PM
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October 12, 2012

COSIRA Model V2_1

Replications: 1 Time Units: Hours

Queue

Time

Waiting Time	Average	Half Width	Minimum Value	Maximum Value
Batch Ang Assy.Queue	0.6529	0.063282806	0.00	7.3535
Batch Ang Pack List.Queue	0.1525	(Insufficient)	0.00	7.4345
Batch Assemblies 5.Queue	0.3981	0.032471494	0.00	8.1471
Batch Pack List 4.Queue	1.8474	0.258000189	0.00	13.0435
Batch Pit Assemblies 1.Queue	0.6366	(Correlated)	0.00	8.8210
Batch Pit Assemblies 2.Queue	0.5816	(Correlated)	0.00	7.8545
Batch Pit Assemblies 3.Queue	0.3691	(Correlated)	0.00	7.8890
Batch Pit Pack List 1.Queue	1.2152	0.198408253	0.00	9.4481
Batch Pit Pack List 2.Queue	1.2696	0.211990677	0.00	9.9042
Batch Pit Pack List 3.Queue	1.1371	0.140478396	0.00	9.0042
BM at Station 1.Queue	10.5765	(Insufficient)	0.00	34.5529
BM at Station 2.Queue	10.2626	(Insufficient)	0.00	34.9433
BM at Station 3.Queue	8.5426	(Insufficient)	0.00	42.4433
BM at Station 4.Queue	9.5606	(Insufficient)	0.00	26.5227
BM at Station 5.Queue	12.1435	(Insufficient)	0.00	28.5266
BM at Station 6.Queue	10.7735	(Insufficient)	0.00	30.2540
BM at Station 7.Queue	10.2255	(Insufficient)	0.00	20.3813
BM at Station 8.Queue	10.7073	(Insufficient)	0.00	20.5401
CNC Old BDL.Queue	0.7705	0.128897327	0.00	8.8333
CNC Saw 21.Queue	0.9167	0.094974933	0.00	8.7500
CNC Saw 6.Queue	0.8853	0.121706817	0.00	9.0000
Fettle at St1.Queue	4.2712	(Insufficient)	0.00	26.2599
Fettle at St2.Queue	4.3240	(Insufficient)	0.00	20.2780
Fettle at St3.Queue	2.7814	(Insufficient)	0.00	25.3465
Fettle at St4.Queue	3.0648	(Insufficient)	0.00	15.2238
Fettle at St5.Queue	4.3342	(Insufficient)	0.00	13.6927
Floep A166 Angle.Queue	0.4332	0.053602526	0.00	7.7000
Floep A206 Angle.Queue	0.5012	0.051123496	0.00	8.2167
Hold for Bay 2.Queue	14.8670	(Insufficient)	0.00	49.1227
Inspect at F1.Queue	6.8116	(Insufficient)	0.00	22.9241
Inspect at F2.Queue	6.4709	(Insufficient)	0.00	23.1019
Inspect at F3.Queue	5.4817	(Insufficient)	0.00	23.0925
Inspect at F4.Queue	5.4013	(Insufficient)	0.00	22.6203
Inspect at F5.Queue	4.4847	(Insufficient)	0.00	22.8231
Inspect BM ST 1.Queue	6.5857	(Insufficient)	0.00	14.1471
Inspect BM ST 2.Queue	4.8994	(Insufficient)	0.00	15.3317
Inspect BM ST 3.Queue	5.4679	(Insufficient)	0.00	13.3680
Inspect BM ST 4.Queue	5.2172	(Insufficient)	0.00	13.8482
Inspect BM ST 5.Queue	4.3428	(Insufficient)	0.00	12.9583
Inspect BM ST 6.Queue	5.8809	(Insufficient)	0.00	13.3716
Inspect BM ST 7.Queue	4.8218	(Insufficient)	0.00	13.9136
Inspect BM ST 8.Queue	12.1830	(Insufficient)	8.3300	15.4106

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Category Overview

October 12, 2012

COSIRA Model V2_1

Replications: 1 Time Units: Hours

Queue

Time

Waiting Time	Average	Half Width	Minimum Value	Maximum Value
LIND.Queue	1.3978	0.217579181	0.00	9.5833
Match 1.Queue1	5.8085	1.98959	0.00	53.8456
Match 1.Queue2	4.0447	1.54925	0.00	34.0245
Match 2.Queue1	2.5745	(Insufficient)	0.00	21.2988
Match 2.Queue2	10.6610	(Insufficient)	0.00	56.0003
New Paddlinghaus.Queue	1.4438	0.238788605	0.00	10.6333
Old Paddlinghaus.Queue	1.3934	0.249529073	0.00	10.0333
PrePack Ang.Queue	1.6397	(Correlated)	0.00	8.2308
Prepack at LIND.Queue	0.00107206	0.000260601	0.00	0.04677305
Prepack at New Paddlinghaus.Queue	0.00112328	0.000285733	0.00	0.04634434
Prepack at Old Paddlinghaus.Queue	0.00107604	(Correlated)	0.00	0.04514249
Prepack at Saws.Queue	0.00	0.000000000	0.00	0.00
Seize ForkLift at Old Plasma.Queue	5.4501	(Insufficient)	0.00	13.9864
Seize Crane 7.Queue	0.1691	(Insufficient)	0.00	4.7103
Seize Crane 8 BM 1.Queue	3.4772	(Insufficient)	0.00	20.4072
Seize Crane 8 BM 2.Queue	4.6057	(Insufficient)	0.00	17.9981
Seize Crane 8 BM 3.Queue	4.2745	(Insufficient)	0.00	19.9638
Seize Crane 8 BM 4.Queue	3.2105	(Insufficient)	0.00	18.3552
Seize Crane 8 BM 5.Queue	4.1025	(Insufficient)	0.00	17.3356
Seize Crane 8 BM 6.Queue	3.8074	(Insufficient)	0.00	16.9008
Seize Crane 8 BM 7.Queue	7.1115	(Insufficient)	0.00	18.1673
Seize Crane 8 BM 8.Queue	0.2002	(Insufficient)	0.00	0.7890
Seize Crane 8 for Reweld.Queue	3.8530	(Insufficient)	3.8530	3.8530
Seize Crane 8 for Weld.Queue	0.8656	(Insufficient)	0.00	14.4184
Seize Crane 9 for Fettle.Queue	1.0551	(Insufficient)	0.00	14.3777
Seize Crane 9 W1.Queue	13.6322	(Insufficient)	0.00	37.5485
Seize Crane 9 W2.Queue	14.0766	(Insufficient)	0.00	41.1973
Seize Crane 9 W3.Queue	12.9788	(Insufficient)	0.00	41.2294
Seize Crane 9 W4.Queue	12.9696	(Insufficient)	0.00	33.5130
Seize Crane 9 W5.Queue	14.2537	(Insufficient)	0.00	42.1413
Seize Crane 9 W6.Queue	13.5456	(Insufficient)	0.00	41.1349
Seize Forklift at AM.Queue	4.3070	(Insufficient)	0.00	13.8910
Seize Forklift at LIND.Queue	4.9139	(Insufficient)	0.00	13.7292
Seize Forklift at New Plasma.Queue	5.4700	(Insufficient)	0.00	13.9476
Wait for Fettle Station.Queue	0.5906	(Insufficient)	0.00	15.7500
Wait for Machine 1.Queue	21.2866	(Insufficient)	0.00	71.7963
Wait for Machine 2.Queue	19.6793	(Insufficient)	0.00	76.7745
Wait for Machine 3.Queue	16.9086	(Insufficient)	0.00	64.4769
Wait for Machine 4.Queue	25.3411	(Insufficient)	0.00	82.8423

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Category Overview

October 12, 2012

COSIRA Model V2_1

Replications: 1 Time Units: Hours

Queue

Time

Waiting Time	Average	Half Width	Minimum Value	Maximum Value
Wait for Machine 5.Queue	25.4799	(Insufficient)	0.00	63.2120
Wait for Machine 6.Queue	23.4160	(Insufficient)	0.00	73.2438
Wait for Machine 7.Queue	7.0601	1.88032	0.00	23.6897
Wait for Machine 8.Queue	9.5729	(Insufficient)	0.00	34.8892
Wait for Weld Station.Queue	20.4868	(Insufficient)	0.00	104.64
Weld at Station 1.Queue	8.6777	(Insufficient)	0.00	40.8464
Weld at Station 2.Queue	7.2576	(Insufficient)	0.00	27.6304
Weld at Station 3.Queue	9.0623	(Insufficient)	0.00	31.3968
Weld at Station 4.Queue	7.9272	(Insufficient)	0.00	34.3194
Weld at Station 5.Queue	5.7997	(Insufficient)	0.00	30.5969
Weld at Station 6.Queue	7.0842	(Insufficient)	0.00	32.4087

Other

APPENDIX 5C - LINE BALANCING MODEL 2 SIMULATION

01:46:47PM **Category Overview** October 12, 2012

COSIRA Model V2_2

Replications: 1 Time Units: Hours

Queue

Time

Waiting Time	Average	Half Width	Minimum Value	Maximum Value
Batch Ang Assy.Queue	0.9846	(Correlated)	0.00	51.5959
Batch Ang Pack List.Queue	0.1537	(Insufficient)	0.00	1.9838
Batch Assemblies 5.Queue	0.4037	0.037379248	0.00	8.2859
Batch Pack List 4.Queue	1.7008	(Correlated)	0.00	13.2750
Batch Pit Assemblies 1.Queue	0.5579	(Correlated)	0.00	7.5125
Batch Pit Assemblies 2.Queue	0.5891	0.117936702	0.00	8.3475
Batch Pit Assemblies 3.Queue	0.6306	(Correlated)	0.00	8.4392
Batch Pit Pack List 1.Queue	1.5460	0.197184949	0.00	9.6407
Batch Pit Pack List 2.Queue	1.2638	0.208099879	0.00	9.4831
Batch Pit Pack List 3.Queue	0.9534	(Insufficient)	0.00	8.9853
BM at Station 1.Queue	7.7263	(Insufficient)	0.00	24.3769
BM at Station 2.Queue	9.2205	(Insufficient)	0.00	21.3795
BM at Station 3.Queue	9.0727	(Insufficient)	0.00	23.9358
BM at Station 4.Queue	9.3965	(Insufficient)	0.00	24.4358
BM at Station 5.Queue	4.3282	(Insufficient)	0.00	11.1207
BM at Station 6.Queue	11.7817	(Insufficient)	0.00	24.1858
BM at Station 7.Queue	0.00	(Insufficient)	0.00	0.00
BM at Station 8.Queue	8.7231	(Insufficient)	0.00	20.0962
CNC Old BDL.Queue	0.8197	0.127245155	0.00	8.3333
CNC Saw 21.Queue	0.8121	0.166606991	0.00	9.4167
CNC Saw 6.Queue	0.8460	0.128523053	0.00	8.6667
Fettle at St1.Queue	5.0822	(Insufficient)	0.00	20.4437
Fettle at St2.Queue	6.1986	(Insufficient)	0.00	23.7421
Fettle at St3.Queue	3.6860	(Insufficient)	0.00	14.9652
Fettle at St4.Queue	4.8202	(Insufficient)	0.00	15.6730
Fettle at St5.Queue	4.5469	(Insufficient)	0.00	17.4680
Floep A166 Angle.Queue	0.4133	0.043871656	0.00	7.8833
Floep A206 Angle.Queue	0.5046	0.066586959	0.00	8.1833
Hold for Bay 2.Queue	3.5831	(Insufficient)	0.00	28.3786
Inspect at F1.Queue	3.6354	(Insufficient)	0.00	12.7322
Inspect at F2.Queue	5.1925	(Insufficient)	0.00	12.7748
Inspect at F3.Queue	2.7443	(Insufficient)	0.00	13.7633
Inspect at F4.Queue	3.6793	(Insufficient)	0.00	12.5441
Inspect at F5.Queue	3.2690	(Insufficient)	0.00	13.4884
Inspect BM ST 1.Queue	4.1636	(Insufficient)	0.00	14.1152
Inspect BM ST 2.Queue	5.6933	(Insufficient)	0.00	13.1534
Inspect BM ST 3.Queue	6.1269	(Insufficient)	0.00	14.2413
Inspect BM ST 4.Queue	5.5890	(Insufficient)	0.00	13.6448
Inspect BM ST 5.Queue	3.4926	(Insufficient)	0.00	8.2958
Inspect BM ST 6.Queue	6.8887	(Insufficient)	0.00	14.8660
Inspect BM ST 7.Queue	8.8956	(Insufficient)	8.8956	8.8956
Inspect BM ST 8.Queue	2.0828	(Insufficient)	0.00	5.2478

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Category Overview

October 12, 2012

COSIRA Model V2_2

Replications: 1 Time Units: Hours

Queue

Time

Waiting Time	Average	Half Width	Minimum Value	Maximum Value
LIND.Queue	1.0854	0.217904231	0.00	9.5000
Match 1.Queue1	5.5209	(Correlated)	0.00	65.3421
Match 1.Queue2	3.7153	1.71067	0.00	38.7706
Match 2.Queue1	19.0794	(Insufficient)	0.00	98.2116
Match 2.Queue2	1.5604	(Insufficient)	0.00	68.4478
New Paddinghaus.Queue	1.3789	0.177826256	0.00	10.0500
Old Paddinghaus.Queue	1.5312	0.216840021	0.00	10.5167
PrePack Ang.Queue	1.5246	(Correlated)	0.00	6.8393
Prepack at LIND.Queue	0.00119167	0.000251291	0.00	0.04215854
Prepack at New Peddinghaus.Queue	0.00100211	0.000291828	0.00	0.04810298
Prepack at Old Peddinghaus.Queue	0.00090361	0.000308073	0.00	0.04935368
Prepack at Saws.Queue	0.00	0.000000000	0.00	0.00
Seize ForkLift at Old Plasma.Queue	4.9050	(Insufficient)	0.00	14.0817
Seize Crane 7.Queue	0.3073	(Insufficient)	0.00	5.7711
Seize Crane 8 BM 1.Queue	9.5955	(Insufficient)	0.00	32.0157
Seize Crane 8 BM 2.Queue	7.5114	(Insufficient)	0.00	24.1459
Seize Crane 8 BM 3.Queue	7.2884	(Insufficient)	0.00	29.1674
Seize Crane 8 BM 4.Queue	10.7260	(Insufficient)	0.00	31.9029
Seize Crane 8 BM 5.Queue	17.7109	(Insufficient)	0.00	31.7472
Seize Crane 8 BM 6.Queue	8.4067	(Insufficient)	0.00	22.5371
Seize Crane 8 BM 7.Queue	0.00	(Insufficient)	0.00	0.00
Seize Crane 8 BM 8.Queue	3.1946	(Insufficient)	0.00	13.5499
Seize Crane 8 for Weld.Queue	0.4265	(Insufficient)	0.00	14.3594
Seize Crane 9 for Fettle.Queue	1.1322	(Insufficient)	0.00	14.3612
Seize Crane 9 W1.Queue	11.9819	(Insufficient)	0.00	37.5153
Seize Crane 9 W2.Queue	13.6559	(Insufficient)	0.00	37.9676
Seize Crane 9 W3.Queue	12.0659	(Insufficient)	0.00	35.5706
Seize Crane 9 W4.Queue	9.1159	(Insufficient)	0.00	38.0094
Seize Crane 9 W5.Queue	8.6768	(Insufficient)	0.00	27.8517
Seize Crane 9 W6.Queue	12.0545	(Insufficient)	0.00	35.6925
Seize Crane 9 W7.Queue	12.1046	(Insufficient)	0.00	35.4034
Seize Forklift at AM.Queue	4.5372	(Insufficient)	0.00	13.8031
Seize Forklift at LIND.Queue	4.7057	(Insufficient)	0.00	13.7641
Seize Forklift at New Plasma.Queue	4.5961	(Insufficient)	0.00	14.0601
Wait for Fettle Station.Queue	0.7947	(Insufficient)	0.00	15.2654
Wait for Machine 1.Queue	19.5606	(Insufficient)	0.00	62.7699
Wait for Machine 2.Queue	13.9038	(Insufficient)	0.00	45.6109
Wait for Machine 3.Queue	12.6357	(Insufficient)	0.00	39.6471
Wait for Machine 4.Queue	19.5654	(Insufficient)	0.00	54.4260

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Category Overview
October 12, 2012

COSIRA Model V2_2

Replications: 1 Time Units: Hours

Queue

Time

Waiting Time	Average	Half Width	Minimum Value	Maximum Value
Wait for Machine 5.Queue	18.4111	(Insufficient)	0.00	50.8594
Wait for Machine 6.Queue	20.3335	(Insufficient)	0.00	57.6863
Wait for Machine 7.Queue	9.8039	(Correlated)	0.00	35.4314
Wait for Machine 8.Queue	16.3772	(Insufficient)	0.00	45.6793
Wait for Weld Station.Queue	0.9739	(Insufficient)	0.00	17.2063
Weld at Station 1.Queue	5.5207	(Insufficient)	0.00	15.0780
Weld at Station 2.Queue	5.5889	(Insufficient)	0.00	20.0592
Weld at Station 3.Queue	6.0808	(Insufficient)	0.00	18.1938
Weld at Station 4.Queue	2.4801	(Insufficient)	0.00	15.3036
Weld at Station 5.Queue	2.2053	(Insufficient)	0.00	12.5008
Weld at Station 6.Queue	2.3516	(Insufficient)	0.00	15.3790
Weld at Station 7.Queue	4.5181	(Insufficient)	0.00	14.2555

Other

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APPENDIX 5D – TOC MODEL 1 SIMULATION

02:57:37PM

Category Overview

October 12, 2012

COSIRA Model V3_1

Replications: 1 Time Units: Hours

Queue

Time

Waiting Time	Average	Half Width	Minimum Value	Maximum Value
Batch Ang Assy.Queue	0.7067	0.156670353	0.00	17.8968
Batch Ang Pack List.Queue	0.3035	(Insufficient)	0.00	15.7130
Batch Assemblies 5.Queue	0.2415	(Correlated)	0.00	8.1822
Batch Pack List 4.Queue	0.9301	0.163026497	0.00	12.1182
Batch Pit Assemblies 1.Queue	0.8299	0.143822866	0.00	16.5944
Batch Pit Assemblies 2.Queue	0.8154	0.156154619	0.00	15.7111
Batch Pit Assemblies 3.Queue	0.6427	0.132988339	0.00	20.4089
Batch Pit Pack List 1.Queue	1.2293	0.162227007	0.00	10.1559
Batch Pit Pack List 2.Queue	1.4640	0.242698925	0.00	15.1947
Batch Pit Pack List 3.Queue	1.1612	0.196285616	0.00	17.3440
BM at Station 1.Queue	10.2098	(Insufficient)	0.00	25.1042
BM at Station 2.Queue	10.2749	(Insufficient)	0.00	31.1088
BM at Station 3.Queue	10.9209	(Insufficient)	0.00	28.1928
BM at Station 4.Queue	9.1714	(Insufficient)	0.00	21.6699
BM at Station 5.Queue	10.9210	(Insufficient)	0.00	27.4965
BM at Station 6.Queue	5.4587	(Insufficient)	0.00	23.7725
BM at Station 7.Queue	9.4812	(Insufficient)	0.00	19.8009
BM at Station 8.Queue	0.08402937	(Insufficient)	0.08402937	0.08402937
CNC Old BDL.Queue	0.7677	0.106561028	0.00	8.9167
CNC Saw 21.Queue	0.8676	0.125162585	0.00	8.5000
CNC Saw 6.Queue	0.8062	0.091273841	0.00	9.1667
Fettle at St1.Queue	8.9838	(Insufficient)	0.00	52.4287
Fettle at St2.Queue	5.6298	(Insufficient)	0.00	41.2532
Fettle at St3.Queue	8.0739	(Insufficient)	0.00	45.9663
Fettle at St4.Queue	6.6367	(Insufficient)	0.00	35.1203
Floep A166 Angle.Queue	0.4332	0.074901486	0.00	7.1333
Floep A206 Angle.Queue	0.5264	0.084058156	0.00	8.0667
Hold for Bay 2.Queue	58.1145	(Insufficient)	0.00	132.78
Inspect at F1.Queue	4.8133	(Insufficient)	0.00	28.5428
Inspect at F2.Queue	8.3301	(Insufficient)	0.00	32.5507
Inspect at F3.Queue	8.5705	(Insufficient)	0.00	32.8323
Inspect at F4.Queue	8.6512	(Insufficient)	0.00	25.9088
Inspect BM ST 1.Queue	6.5579	(Insufficient)	0.00	27.2567
Inspect BM ST 2.Queue	8.3800	(Insufficient)	0.00	28.4878
Inspect BM ST 3.Queue	7.2434	(Insufficient)	0.00	27.0606
Inspect BM ST 4.Queue	10.1955	(Insufficient)	0.00	30.8250
Inspect BM ST 5.Queue	8.5333	(Insufficient)	0.00	28.6089
Inspect BM ST 6.Queue	9.9738	(Insufficient)	0.00	26.9891
Inspect BM ST 7.Queue	5.8278	(Insufficient)	0.00	11.3721
Inspect BM ST 8.Queue	8.0825	(Insufficient)	8.0825	8.0825
LIND.Queue	1.3585	0.259371911	0.00	9.8667
Match 1.Queue1	1.3183	0.544616240	0.00	18.4975

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Category Overview

October 12, 2012

COSIRA Model V3_1

Replications: 1 Time Units: Hours

Queue

Time

Waiting Time	Average	Half Width	Minimum Value	Maximum Value
Match 1.Queue2	4.8711	1.66569	0.00	37.2333
Match 2.Queue1	14.2085	(Insufficient)	0.00	43.5341
Match 2.Queue2	2.1748	(Insufficient)	0.00	23.0888
New Paddinghaus.Queue	1.4489	0.232047628	0.00	10.9000
Old Paddinghaus.Queue	1.4611	0.242698058	0.00	10.1167
PrePack Ang.Queue	1.3691	0.293402261	0.00	4.5515
Prepack at LIND.Queue	0.00133473	0.000268520	0.00	0.05250958
Prepack at New	0.00132762	0.000390421	0.00	0.05091529
Peddinghaus.Queue				
Prepack at Old	0.00100360	0.000239258	0.00	0.04932401
Peddinghaus.Queue				
Prepack at Saws.Queue	0.00001242	0.000026252	0.00	0.03926745
Selze ForkLift at Old	4.6213	(Insufficient)	0.00	13.9209
Plasma.Queue				
Selze Crane 7.Queue	0.2156	(Insufficient)	0.00	7.0833
Selze Crane 8 BM 1.Queue	2.4701	(Insufficient)	0.00	13.6851
Selze Crane 8 BM 2.Queue	2.7197	(Insufficient)	0.00	12.7959
Selze Crane 8 BM 3.Queue	3.3276	(Insufficient)	0.00	14.2969
Selze Crane 8 BM 4.Queue	3.5295	(Insufficient)	0.00	13.8578
Selze Crane 8 BM 5.Queue	4.6539	(Insufficient)	0.00	13.7614
Selze Crane 8 BM 6.Queue	3.1936	(Insufficient)	0.00	11.5974
Selze Crane 8 BM 7.Queue	0.2611	(Insufficient)	0.00	0.8243
Selze Crane 8 BM 8.Queue	0.00	(Insufficient)	0.00	0.00
Selze Crane 8 for	3.3995	(Insufficient)	3.3995	3.3995
Reweld.Queue				
Selze Crane 8 for Weld.Queue	1.1243	(Insufficient)	0.00	14.3333
Selze Crane 9 for Fettle.Queue	1.4068	(Insufficient)	0.00	14.6667
Selze Crane 9 W1.Queue	5.0158	(Insufficient)	0.00	13.3643
Selze Crane 9 W2.Queue	5.0676	(Insufficient)	0.00	14.2367
Selze Crane 9 W3.Queue	6.7690	(Insufficient)	0.00	13.9055
Selze Crane 9 W4.Queue	4.8288	(Insufficient)	0.00	13.9675
Selze Crane 9 W5.Queue	4.0477	(Insufficient)	0.00	13.5833
Selze Crane 9 W6.Queue	3.3659	(Insufficient)	0.00	14.2960
Selze Forklift at AM.Queue	3.9494	(Insufficient)	0.00	13.9563
Selze Forklift at LIND.Queue	4.6897	(Insufficient)	0.00	13.8933
Selze Forklift at New	4.7088	(Insufficient)	0.00	13.9901
Plasma.Queue				
Wait for Fettle Station.Queue	4.4455	(Insufficient)	0.00	38.2754
Wait for Machine 1.Queue	13.1851	(Insufficient)	0.00	45.9598
Wait for Machine 2.Queue	12.8771	(Insufficient)	0.00	48.4264
Wait for Machine 3.Queue	10.1681	(Insufficient)	0.00	37.4764
Wait for Machine 4.Queue	14.2118	(Insufficient)	0.00	53.3347
Wait for Machine 5.Queue	14.6080	(Insufficient)	0.00	53.0180
Wait for Machine 6.Queue	12.8014	(Insufficient)	0.00	43.5598

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Category Overview

October 12, 2012

COSIRA Model V3_1

Replications: 1 Time Units: Hours

Queue

Time

Waiting Time	Average	Half Width	Minimum Value	Maximum Value
Wait for Machine 7.Queue	5.4169	(Insufficient)	0.00	16.2696
Wait for Machine 8.Queue	6.2168	(Insufficient)	0.00	20.6966
Wait for Weld Station.Queue	48.1005	(Insufficient)	0.00	166.11
Weld at Station 1.Queue	15.2672	(Insufficient)	0.00	119.24
Weld at Station 2.Queue	15.6832	(Insufficient)	0.00	97.9084
Weld at Station 3.Queue	16.0181	(Insufficient)	0.00	77.2082
Weld at Station 4.Queue	10.7125	(Insufficient)	0.00	87.8993
Weld at Station 5.Queue	11.1162	(Insufficient)	0.00	75.2206
Weld at Station 6.Queue	9.5192	(Insufficient)	0.00	68.1367

Other

APPENDIX 5E – TOC MODEL 2 SIMULATION

01:42:37PM

Category Overview

October 15, 2012

COSIRA Model V3_3a

Replications: 1 Time Units: Hours

Queue

Time

Waiting Time	Average	Half Width	Minimum Value	Maximum Value
Batch Ang Assy.Queue	0.5101	(Correlated)	0.00	5.6168
Batch Ang Pack List.Queue	0.2257	0.067480111	0.00	5.6916
Batch Assemblies 5.Queue	0.1860	0.014337321	0.00	5.6502
Batch Pack List 4.Queue	0.8046	0.131118106	0.00	8.8949
Batch Plt Assemblies 1.Queue	0.7919	0.107794834	0.00	31.7026
Batch Plt Assemblies 2.Queue	0.8326	0.124960706	0.00	22.5687
Batch Plt Assemblies 3.Queue	0.7243	0.135190276	0.00	36.4475
Batch Plt Pack List 1.Queue	1.3394	0.252471487	0.00	10.5834
Batch Plt Pack List 2.Queue	1.3098	0.203579777	0.00	13.9311
Batch Plt Pack List 3.Queue	1.1360	0.156751564	0.00	19.2730
BM at Station 1.Queue	10.6194	(Insufficient)	0.00	31.4168
BM at Station 2.Queue	9.1398	(Insufficient)	0.00	25.1046
BM at Station 3.Queue	10.3460	(Insufficient)	0.00	30.2474
BM at Station 4.Queue	10.3118	(Insufficient)	0.00	24.0078
BM at Station 5.Queue	11.0286	(Insufficient)	0.00	24.3088
BM at Station 6.Queue	7.8352	(Insufficient)	0.00	24.0298
BM at Station 7.Queue	12.7890	(Insufficient)	0.00	24.4797
BM at Station 8.Queue	11.9362	(Insufficient)	0.00	31.5978
CNC Old BDL.Queue	0.6973	0.133102876	0.00	8.9167
CNC Saw 21.Queue	0.8363	0.118207385	0.00	8.7500
CNC Saw 6.Queue	0.7130	0.108011748	0.00	8.5000
Fettle at St1.Queue	6.0336	(Insufficient)	0.00	24.4432
Fettle at St2.Queue	4.9290	(Insufficient)	0.00	17.4826
Fettle at St3.Queue	4.1584	(Insufficient)	0.00	15.9501
Fettle at St4.Queue	5.8175	(Insufficient)	0.00	27.5819
Ficop A166 Angle.Queue	0.3932	0.050442716	0.00	7.4167
Ficop A206 Angle.Queue	0.4895	0.063645726	0.00	7.3500
Hold 27.Queue	6.6652	(Insufficient)	0.00	25.9699
Hold 28.Queue	5.9166	(Insufficient)	0.00	24.9860
Hold 29.Queue	4.0675	(Insufficient)	0.00	17.7380
Hold 30.Queue	4.3101	(Insufficient)	0.00	21.1419
Hold 32.Queue	1.4763	(Insufficient)	0.00	8.6126
Hold 34.Queue	2.7968	(Insufficient)	0.00	23.8326
Hold for Bay 2.Queue	13.5574	(Insufficient)	0.00	51.0204
Inspect at F1.Queue	3.7522	(Insufficient)	0.00	13.9012
Inspect at F2.Queue	3.9355	(Insufficient)	0.00	13.7580
Inspect at F3.Queue	5.0382	(Insufficient)	0.00	13.8980
Inspect at F4.Queue	5.1779	(Insufficient)	0.00	13.9713
Inspect BM ST 1.Queue	5.2784	(Insufficient)	0.00	15.2008
Inspect BM ST 2.Queue	6.0026	(Insufficient)	0.00	13.7472
Inspect BM ST 3.Queue	5.7746	(Insufficient)	0.00	14.7111
Inspect BM ST 4.Queue	5.1802	(Insufficient)	0.00	14.1217

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Category Overview

October 15, 2012

COSIRA Model V3_3a

Replications: 1 Time Units: Hours

Queue

Time

Waiting Time	Average	Half Width	Minimum Value	Maximum Value
Inspect BM ST 5.Queue	6.1883	(Insufficient)	0.00	13.4809
Inspect BM ST 6.Queue	5.1362	(Insufficient)	0.00	13.5235
Inspect BM ST 7.Queue	5.9216	(Insufficient)	0.00	13.9700
Inspect BM ST 8.Queue	6.1288	(Insufficient)	0.00	12.8700
LIND.Queue	1.1888	0.177650029	0.00	10.0667
Match 1.Queue1	7.5815	(Correlated)	0.00	71.5041
Match 1.Queue2	3.3855	(Correlated)	0.00	32.0722
Match 2.Queue1	1.8849	(Insufficient)	0.00	18.3637
Match 2.Queue2	13.4932	(Insufficient)	0.00	73.5585
New Paddinghaus.Queue	1.4051	(Correlated)	0.00	10.4000
Old Paddinghaus.Queue	1.2788	(Correlated)	0.00	10.3500
PrePack Ang.Queue	2.8072	(Correlated)	0.00	11.3112
Prepack at LIND.Queue	0.00153792	0.000327766	0.00	0.05243055
Prepack at New	0.00124440	0.000275110	0.00	0.04781905
Peddinghaus.Queue				
Prepack at Old	0.00125174	0.000243780	0.00	0.04803755
Peddinghaus.Queue				
Prepack at Saws.Queue	0.00	0.000000000	0.00	0.00
Seize ForkLift at Old	4.6037	(Insufficient)	0.00	14.2066
Plasma.Queue				
Seize Crane 7.Queue	0.2062	(Insufficient)	0.00	6.1314
Seize Crane 8 BM 1.Queue	4.2503	(Insufficient)	0.00	14.5694
Seize Crane 8 BM 2.Queue	5.5263	(Insufficient)	0.00	14.4965
Seize Crane 8 BM 3.Queue	4.7112	(Insufficient)	0.00	14.8199
Seize Crane 8 BM 4.Queue	3.4957	(Insufficient)	0.00	14.8255
Seize Crane 8 BM 5.Queue	5.5774	(Insufficient)	0.00	13.9616
Seize Crane 8 BM 6.Queue	6.2258	(Insufficient)	0.00	13.8705
Seize Crane 8 BM 7.Queue	5.0802	(Insufficient)	0.00	13.7017
Seize Crane 8 BM 8.Queue	3.1826	(Insufficient)	0.00	13.9420
Seize Crane 8 for	0.8805	(Insufficient)	0.1121	1.6489
Reweld.Queue				
Seize Crane 8 for Weld.Queue	1.1211	0.145011912	0.00	14.5000
Seize Crane 9 for Fettle.Queue	2.1882	(Insufficient)	0.00	15.6667
Seize Crane 9 W1.Queue	7.7496	(Insufficient)	0.00	16.0177
Seize Crane 9 W2.Queue	6.4255	(Insufficient)	0.00	16.2330
Seize Crane 9 W3.Queue	7.9873	(Insufficient)	0.4121	15.8029
Seize Crane 9 W4.Queue	5.0124	(Insufficient)	0.00	15.8650
Seize Crane 9 W5.Queue	8.0187	(Insufficient)	0.5645	16.0278
Seize Crane 9 W6.Queue	4.6207	(Insufficient)	0.00	15.0504
Seize Forklift at AM.Queue	3.9769	(Insufficient)	0.00	13.8916
Seize Forklift at LIND.Queue	4.4133	(Insufficient)	0.00	13.9252
Seize Forklift at New	4.1202	(Insufficient)	0.00	14.0852
Plasma.Queue				
Wait for Fettle Station.Queue	115.60	(Insufficient)	0.00	251.82

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Category Overview

October 15, 2012

COSIRA Model V3_3a

Replications: 1 Time Units: Hours

Queue

Time

Waiting Time	Average	Half Width	Minimum Value	Maximum Value
Wait for Machine 1.Queue	5.9051	(Insufficient)	0.00	21.2000
Wait for Machine 2.Queue	5.7104	(Insufficient)	0.00	19.3626
Wait for Machine 3.Queue	4.3064	(Insufficient)	0.00	16.3167
Wait for Machine 4.Queue	5.9939	(Insufficient)	0.00	17.6415
Wait for Machine 5.Queue	6.1686	(Insufficient)	0.00	24.5085
Wait for Machine 6.Queue	4.6583	(Insufficient)	0.00	22.5833
Wait for Machine 7.Queue	3.2077	(Correlated)	0.00	11.3000
Wait for Machine 8.Queue	3.5316	0.470094261	0.00	12.6538
Wait for Weld Station.Queue	73.8459	(Correlated)	0.00	127.39
Weld at Station 1.Queue	10.8024	(Insufficient)	0.00	33.4534
Weld at Station 2.Queue	7.1267	(Insufficient)	0.00	40.8884
Weld at Station 3.Queue	7.1661	(Insufficient)	0.00	33.9576
Weld at Station 4.Queue	6.1478	(Insufficient)	0.00	22.0479
Weld at Station 5.Queue	6.7443	(Insufficient)	0.00	18.9829
Weld at Station 6.Queue	5.6521	(Insufficient)	0.00	33.9598

Other

APPENDIX 5F – FINAL MODEL SIMULATION

02:14:40PM

Category Overview

October 15, 2012

COSIRA Model V4_1

Replications: 1 Time Units: Hours

Queue

Time

Waiting Time	Average	Half Width	Minimum Value	Maximum Value
Batch Ang Assy.Queue	0.5551	0.059006895	0.00	7.7406
Batch Ang Pack List.Queue	0.3579	0.254709040	0.00	24.7703
Batch Assemblies 5.Queue	0.3998	0.027081726	0.00	8.1016
Batch Pack List 4.Queue	1.8531	0.192874336	0.00	12.4585
Batch Plt Assemblies 1.Queue	0.7375	0.153031577	0.00	8.7960
Batch Plt Assemblies 2.Queue	0.5810	0.145537671	0.00	8.6840
Batch Plt Assemblies 3.Queue	0.4680	0.089299269	0.00	7.4009
Batch Plt Pack List 1.Queue	1.2746	0.207603041	0.00	9.0971
Batch Plt Pack List 2.Queue	1.4381	0.209961602	0.00	10.0986
Batch Plt Pack List 3.Queue	1.2099	0.274313789	0.00	9.3220
BM at Station 1.Queue	12.7507	(Insufficient)	0.00	30.5604
BM at Station 2.Queue	9.4259	(Insufficient)	0.00	30.5604
BM at Station 3.Queue	9.5811	(Insufficient)	0.00	26.0644
BM at Station 4.Queue	9.6312	(Insufficient)	0.00	24.6757
BM at Station 5.Queue	11.3365	(Insufficient)	0.00	30.7574
BM at Station 6.Queue	10.4235	(Insufficient)	0.00	26.6641
BM at Station 7.Queue	12.1750	(Insufficient)	0.00	24.9257
BM at Station 8.Queue	9.8208	(Insufficient)	0.00	30.3538
CNC Old BDL.Queue	0.8152	0.103819923	0.00	8.4167
CNC Saw 21.Queue	0.9264	0.124107904	0.00	8.9167
CNC Saw 6.Queue	0.8445	0.099578584	0.00	8.4167
Fettle at St1.Queue	10.6853	(Insufficient)	0.00	64.9029
Fettle at St2.Queue	9.3958	(Insufficient)	0.00	39.9983
Fettle at St3.Queue	5.2471	(Insufficient)	0.00	36.7570
Fettle at St4.Queue	4.7633	(Insufficient)	0.00	41.5687
Fettle at St5.Queue	4.8840	(Insufficient)	0.00	19.4691
Ficop A166 Angle.Queue	0.4164	0.071320551	0.00	7.8667
Ficop A206 Angle.Queue	0.5142	0.066694040	0.00	7.7167
Hold 27.Queue	2.6846	(Insufficient)	0.00	12.2131
Hold 28.Queue	8.2046	(Insufficient)	0.00	37.5686
Hold 29.Queue	2.6790	(Insufficient)	0.00	17.1313
Hold 30.Queue	4.9839	(Insufficient)	0.00	31.4299
Hold 32.Queue	2.8914	(Insufficient)	0.00	13.3763
Hold 34.Queue	9.9378	(Insufficient)	0.00	47.9528
Hold for Bay 2.Queue	38.6333	(Insufficient)	0.00	107.63
Inspect at F1.Queue	6.4705	(Insufficient)	0.00	15.8835
Inspect at F2.Queue	6.9367	(Insufficient)	0.00	22.0205
Inspect at F3.Queue	5.1382	(Insufficient)	0.00	13.9153
Inspect at F4.Queue	6.5921	(Insufficient)	0.00	17.5143
Inspect at F5.Queue	8.5696	(Insufficient)	0.00	21.4003
Inspect BM ST 1.Queue	9.4215	(Insufficient)	0.00	21.2098
Inspect BM ST 2.Queue	8.8596	(Insufficient)	0.00	19.8482

02:14:40PM

Category Overview

October 15, 2012

COSIRA Model V4_1

Replications: 1 Time Units: Hours

Queue

Time

Waiting Time	Average	Half Width	Minimum Value	Maximum Value
Inspect BM ST 3.Queue	9.1242	(Insufficient)	0.00	20.5431
Inspect BM ST 4.Queue	8.3088	(Insufficient)	0.00	19.4932
Inspect BM ST 5.Queue	9.9970	(Insufficient)	0.00	22.6990
Inspect BM ST 6.Queue	7.2036	(Insufficient)	0.00	16.4581
Inspect BM ST 7.Queue	8.1682	(Insufficient)	0.00	20.2322
Inspect BM ST 8.Queue	9.7175	(Insufficient)	0.00	21.1134
LIND.Queue	1.2068	0.219828981	0.00	9.7833
Match 1.Queue1	29.4043	(Correlated)	0.00	158.37
Match 1.Queue2	3.2250	(Correlated)	0.00	34.1269
Match 2.Queue1	0.4589	(Insufficient)	0.00	9.2179
Match 2.Queue2	61.6313	(Insufficient)	0.00	146.42
New Paddinghaus.Queue	1.6300	0.208098108	0.00	10.6167
Old Paddinghaus.Queue	1.4006	0.203309156	0.00	10.2667
PrePack Ang.Queue	2.3313	(Correlated)	0.00	9.2442
Prepack at LIND.Queue	0.00110737	0.000246162	0.00	0.04167133
Prepack at New Peddinghaus.Queue	0.00107269	0.000254026	0.00	0.04614709
Prepack at Old Peddinghaus.Queue	0.00078824	0.000222834	0.00	0.04606954
Prepack at Saws.Queue	0.00000522	0.000011122	0.00	0.01519560
Seaze ForkLift at Old Plasma.Queue	4.8452	(Insufficient)	0.00	13.9060
Seize Crane 7.Queue	0.2577	(Insufficient)	0.00	4.9262
Seize Crane 8 BM 1.Queue	36.8147	(Insufficient)	0.00	98.9262
Seize Crane 8 BM 2.Queue	19.8609	(Insufficient)	0.00	94.0141
Seize Crane 8 BM 3.Queue	31.2461	(Insufficient)	0.00	93.8054
Seize Crane 8 BM 4.Queue	43.0614	(Insufficient)	0.00	98.8964
Seize Crane 8 BM 5.Queue	42.7920	(Insufficient)	5.8697	94.0309
Seize Crane 8 BM 6.Queue	46.5757	(Insufficient)	16.8642	92.0908
Seize Crane 8 BM 7.Queue	47.0803	(Insufficient)	0.05196119	96.4511
Seize Crane 8 BM 8.Queue	34.4643	(Insufficient)	0.2172	95.4175
Seize Crane 8 for Reweld.Queue	52.7908	(Insufficient)	35.0103	80.4792
Seize Crane 8 for Weld.Queue	0.9869	(Insufficient)	0.00	14.3544
Seize Crane 9 for Fettle.Queue	0.8472	(Insufficient)	0.00	14.3364
Seize Crane 9 W1.Queue	9.5235	(Insufficient)	0.00	52.7869
Seize Crane 9 W2.Queue	10.7232	(Insufficient)	0.00	46.6202
Seize Crane 9 W3.Queue	11.7700	(Insufficient)	0.00	52.2419
Seize Crane 9 W4.Queue	13.9369	(Insufficient)	0.00	52.3288
Seize Crane 9 W5.Queue	12.0665	(Insufficient)	0.00	52.8597
Seize Crane 9 W6.Queue	14.0153	(Insufficient)	0.00	53.0580
Seize Crane 9 W7.Queue	16.0138	(Insufficient)	0.06210748	53.2264
Seize Forklift at AM.Queue	4.7237	(Insufficient)	0.00	13.9585

02:14:40PM

Category Overview

October 15, 2012

COSIRA Model V4_1

Replications: 1 Time Units: Hours

Queue

Time

Waiting Time	Average	Half Width	Minimum Value	Maximum Value
Seize Forklift at LIND.Queue	5.1901	(Insufficient)	0.00	13.8599
Seize Forklift at New Plasma.Queue	4.8564	(Insufficient)	0.00	13.9592
Wait for Fettle Station.Queue	9.6067	(Insufficient)	0.00	44.7173
Wait for Machine 1.Queue	8.8427	(Insufficient)	0.00	32.9833
Wait for Machine 2.Queue	10.5060	(Insufficient)	0.00	39.7110
Wait for Machine 3.Queue	6.6611	(Insufficient)	0.00	31.8898
Wait for Machine 4.Queue	12.7730	(Insufficient)	0.00	43.8500
Wait for Machine 5.Queue	13.9383	(Insufficient)	0.00	41.1500
Wait for Machine 6.Queue	12.8098	(Insufficient)	0.00	39.2500
Wait for Machine 7.Queue	5.1123	0.682866950	0.00	17.1667
Wait for Machine 8.Queue	6.8523	(Insufficient)	0.00	20.0091
Wait for Weld Station.Queue	9.5697	(Insufficient)	0.00	52.7909
Weld at Station 1.Queue	12.3746	(Insufficient)	0.00	58.6376
Weld at Station 2.Queue	7.8692	(Insufficient)	0.00	45.6138
Weld at Station 3.Queue	7.8272	(Insufficient)	0.00	37.8384
Weld at Station 4.Queue	8.4860	(Insufficient)	0.00	55.2762
Weld at Station 5.Queue	5.4085	(Insufficient)	0.00	55.6026
Weld at Station 6.Queue	6.8389	(Insufficient)	0.00	43.6050
Weld at Station 7.Queue	6.9415	(Insufficient)	0.00	26.6224

Other