

A COMPUTER SIMULATION OF  
A PACKAGING LINE

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JAMES RANDOLPH STONEMAN  
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This is to certify that the  
thesis entitled

A COMPUTER SIMULATION OF A PACKAGING LINE

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## ABSTRACT

### A COMPUTER SIMULATION OF A PACKAGING LINE

By

James Randolph Stoneman

This thesis and its computer program are designed to simulate the operation of a high speed beverage canning line such as a beer or soft drink line. The packaging line chosen for this study is composed of five machines and a connecting conveyor system. Through detailed time studies, accurate data has been collected on the speeds and relevant downtimes of these machines and programmed into the simulation procedure. Treating these as constants, the lengths of the interconnecting conveyor lines can be altered and their effect on total line production can be examined. An optimum conveyor length, matching capital investment against production, can be arrived at without having to spend the money or take the risk of actually making a physical change in the line.

A COMPUTER SIMULATION OF A  
PACKAGING LINE

By

James Randolph Stoneman

A THESIS

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## CHAPTER I

### INTRODUCTION

The purpose of this thesis is to duplicate the operation of a high speed beer or soft drink canning line. The typical beverage line is comprised of five machines and a connecting conveyor system. These machines include:

1. Depalletizer - to remove the bottomless empty cans from the incoming pallets.
2. Filler - to fill the empty cans with product.
3. Seamer - to attach the bottoms in an air tight double seam.
4. Packer - to place the containers in convenient packs of six and eight.
5. Traymaker - to place the packs in corrugated trays for easy loading and shipment.

The interaction of these machines becomes very complex as each operates at different speeds, has different capacities, and different patterns of breakdown. Consequently, direct analytical techniques are inadequate in reproducing such a system. The computer, then, is necessary to simulate the operation of various designs of such a high speed line.

A computer model is simply defined as a mathematical model expressed or written according to a particular set of rules so that the model may be processed by the computer.<sup>1</sup>

Simulation is defined as dynamic representation achieved by building a model and moving it through time.<sup>2</sup>

Simulation models have been used to date for purposes of experimentation or evaluation, that is, in trying to predict the consequences of changes in conditions, or methods without having to spend the money or take the risk of actually making the change in real life.<sup>3</sup> Models cannot replace the real world; at best they reduce a complex system to manageable proportions or serve to crystallize our thinking and perception.<sup>4</sup>

Soft drink and beer canning lines lend themselves well to the modern mass-production system of high speed assembly lines in meeting the large demands of the consuming public. However, mistakes in assembly line design can be costly in terms of idle time, lost production, and

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<sup>1</sup>McMillan and Gonzalez, Systems Analysis - A Computer Approach to Decision Models (Homewood, Ill.: R. D. Irwin, 1968), p. 12.

<sup>2</sup>William Arthur, "To Simulate or Not to Simulate: That Is The Question," Educational Data Processing Newsletter, XII, No. 4 (1968), 9

<sup>3</sup>Dimetris N. Chorafas, Systems and Simulation (New York: Academic Press, 1965), p. 17.

<sup>4</sup>McMillan and Gonzalez, p. 9.

excess capital investment. Computer simulation can be used in predicting the performance of a proposed line design, and can, therefore, be useful in avoiding costly mistakes in the installation and operation of an inadequate assembly line.<sup>5</sup>

The packaging line chosen for this study is composed of five machines and a connecting conveyor system. Each machine or station contributes to the work of the previous station, resulting in the production of the finished product at the end of the assembly line. The main program PKGLINE simulates the principle of this high speed line with packages entering and exiting at each operating station. Through exacting time studies the speeds and breakdown frequencies of these machines have been recorded and incorporated into the simulation program through the use of the subroutine DOWN.

These processing machines include (1) depalletizer, (2) filler, (3) seamer, (4) packer, and (5) traymaker. They will be examined in detail.

#### Depalletizer

Nine foot high pallet loads of bottomless empty cans are unloaded from semitrailers. The pallets are

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<sup>5</sup>Janis Church, Simulation as a Tool in Assembly Line Design (Dearborn, Michigan: Society of Manufacturing Engineers, 1971), p. 10.

pushed on a set of rollers built into the truck beds directly onto another set of rollers that feed into the depalletizing machine. A hoist raises the pallet into position and a sweep arm automatically pushes each layer of cans onto an accumulation table. This procedure is repeated for each layer of cans until the pallet is emptied. It is then automatically moved into a bin with other empty pallets and is replaced in the hoist by a full one. The accumulation table can hold a full pallet width of cans. These cans are then fed into circular discs which send them singly onto a cable-driven conveyor line. The modern day depalletizer used in high speed beverage lines is capable of handling 1500 cans per minute (cpm) and costs about \$18,000 on today's market.

While moving on the conveyor the cans are turned upside-down and rinsed with water to free them from any extraneous matter, such as fragments of fiber or other loose material.<sup>6</sup> This process does not require a machine but simply a twist in the conveyor line. Consequently it has not been included in the operation of the simulation program.

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<sup>6</sup>Morris B. Jacobs, Manufacture and Analysis of Carbonated Beverages (New York: Chemical Publishing Co. Inc., 1959).

### Filler

The cans proceed directly to the filler, a large circular-pyramid shaped machine. It rotates automatically, slowing down when there are gaps in the line of cans on the infeeding conveyor and speeding up to top rotation velocity when the maximum number of cans are being received from the depalletizer. Filler speed is approximately 1300 cpm. This is the slowest machine in a high speed canning or bottling line. The cost of a large high speed filler is \$150,000. Production and output efficiency of the packaging line is gauged on this machine.

### Seamer

The seamer is usually situated very close to the filler because the loss of carbon dioxide between the time the cans are filled until they are sealed directly affects the shelf life of the product. The greater the loss of CO<sub>2</sub> the sooner the product loses its drinkability.

An operator hand feeds a tube of 408 closures (bottoms) at a time into this machine which seals the filled containers in an airtight double seam created by interlocking the curl of the lid and the flange of the can.<sup>7</sup> The seamer runs at the same speed and capacity as the filler. It costs about \$90,000.

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<sup>7</sup>National Canners Association, The Canning Industry (Washington, D.C.: Communications Services, 1971), pp. 21-27.

At this point, the filled and closed cans must be warmed to room temperature and preferably higher to aid drying and to prevent sweating after casing. When dealing with beer lines this is not a problem as the cans are pasteurized, or cooked in steam ovens. As far as soft drink beverage lines are concerned, however, the product and metal container must be treated. Cans that are cased while they are wet, or which sweat after they are cased, are more subject to external rusting and may damage the cases. Such warming may be accomplished by warm water sprays. This serves the double purpose of washing away any of the beverage that may have spilled on the outside of the cans.<sup>8</sup>

#### Packer

Cans are brought via conveyor into the packing and cartoning area. The packer divides the cans into groups of six or eight and places a set of clear plastic rings around the top of each pack, separating them permanently into six or eight packs for further processing. The packer runs at about 1500 cpm and costs in the neighborhood of \$150,000 not installed.

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<sup>8</sup>Jacobs, p. 6.



Traymaker

The six and eight packs are grouped together in fours and threes respectively and die cut corrugated board is folded and glued with hot melt adhesive to form a tray around the containers. Filled trays are transported on conveyors to the dock area to be loaded onto pallets and into semitrailer trucks. A traymaker costs \$130,000 and can handle 1700 cpm. This is the fastest machine on the line from the standpoint of cans handled per minute.

The costs of these five machines are for the capital investment only and do not take into account the charges for installing them in running position on the line. We can assume at least a 50% increase for installation.

Conveyors today cost \$100.00 per running foot. These cost figures and capacities are current as of the first six months of 1975.

## CHAPTER II

### PROBLEM STATEMENT

When applying simulation the following steps are taken. The first is to isolate, define, and quantify the important features of the system to be simulated. Then these features are represented in terms of a model which is programmed for the computer. The model is then tested to make sure it is functioning correctly by making it reproduce known conditions. This validation stage enables the model-builder to check that all relevant factors have been included in the model and that the laws of behavior have been correctly represented therein. The last stage consists of running the model to simulate the effects of various proposed system configurations, so as to assess relative costs and benefits.<sup>9</sup>

The packaging line chosen for this study is a complex system with many components. It involves several machines and a variety of transfer equipment that is arranged and laid out to form a complete high speed beverage canning line. Because of this complexity and because

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<sup>9</sup> John Smith, Computer Simulation Models (London: Griffin, 1968), p. 3.

the elements can have a random or variable nature, direct analytical techniques are inadequate in selecting or designing the optimum packaging line. Simulation is chosen when the overall performance of a system cannot be estimated analytically and observation of the actual system is not practical. Trial-and-error changes to an operating packaging line can be expensive. With simulation, the performance of a proposed line, or changes to an existing line, are estimated without installing and operating the line.<sup>10</sup>

The computer is used to simulate the operation of various designs of such a high speed line. The machines interact with one another through their capacities, expressed in containers per minute (cpm), and downtimes thus affecting the production of other machines as well as total line output. By studying an actual high speed line pertinent data was gathered concerning machine capacities and relevant downtimes. Treating these as constants, the lengths of the interconnecting conveyor lines can be altered and their effect on total line production can be examined.

For purposes of this paper we assume:

1. A continuous infeed of cans into the first machine, the depalletizer.

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<sup>10</sup>Church, p. 5.

2. An infinite amount of storage space capable of accepting all the output of the last machine, the traymaker.
3. No downtime due to conveyor malfunctions. All downtime is attributed to the machines in the line.

Without being redundant it should again be mentioned that capital costs of the various machines in a high speed beverage line are substantial. With this computer program, line production efficiency can be set against conveyor cost to design the most efficient line at the lowest net cost.

The program, written in FORTRAN, uses variable names to describe the machines (stations), downtimes, and conveyors (buffers). It is relatively easy to change the number and locations of the stations, the number, location, and size of the buffers, the distribution of operating time, and the probabilities of rejects and jams to simulate other assembly lines.

## CHAPTER III

### SIMULATION MODELING

The problem and an abstract model of the theory behind the simulation program have been examined in previous sections. Now the simulation model will be examined in detail.

Figure 3.1 isolates a machine and its entering and exiting conveyor mechanisms. The variables are defined:

$C_{(I)}$ :	entering conveyor to machine I.
$M_{(I)}$ :	machine I.
$C_{(I+1)}$ :	exiting conveyor from machine I carrying units to machine I+1.
$ICM_{(I)}$ :	maximum number of units conveyor I can hold. This is a holdup on the line.
$ICP_{(I)}$ :	actual number on conveyor I from previous cycle $0 \leq ICP \leq ICM$ .
$NMM_{(I)}$ :	maximum number of units machine I can hold. This is the quantity $Q(I)$ multiplied by the change in time and is also a holdup on the packaging line.
$NMP_{(I)}$ :	actual number in machine I. These will exit if exit conveyor I+1 is open. $0 \leq NMP \leq NMM$
$MD_{(I)}$ :	machine downtime if $MD > 1$ machine I is down if $MD = 0$ machine I is operating.

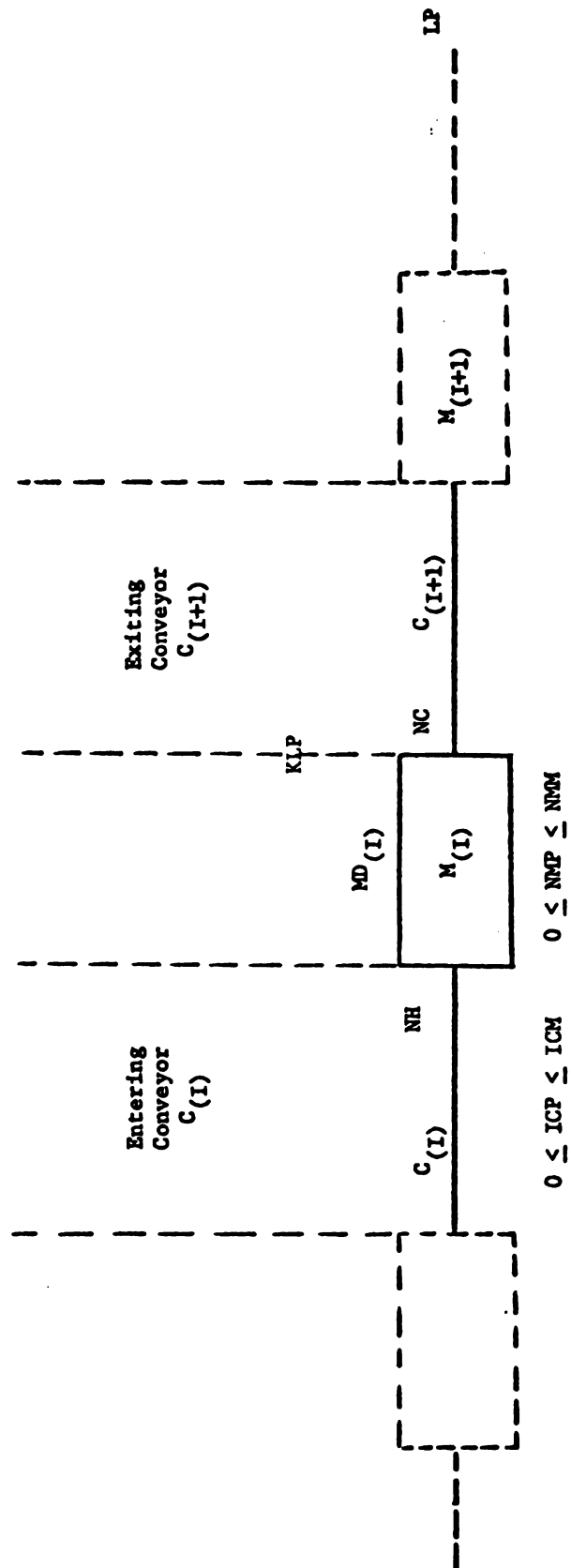


Figure 3.1.--Block Diagram for Simulation Model.

- $KLP_{(I)}$ : the production for machine I.
- $NH_{(I)}$ : the number of packages to leave conveyor I to enter machine I. It is the smaller of the machine capacity and the conveyor content.
- $NC_{(I)}$ : the number of packages to leave machine I to enter conveyor I+1. It is the smaller of the conveyor capacity and the machine content.

The simulation program can be divided into two parts: (Figure 3.2):

- I. the exiting packages from  $M_{(I)}$
- II. the entering packages to  $M_{(I)}$

#### I. The exiting packages

- A. A check is run on the station machine  $M_{(I)}$  to see if it is down.
  1. If yes: no units will exit, output = 0
  2. If no: the machine is operating. The number of packages (units) in this machine from the previous cycle will exit on this cycle if the exit conveyor  $C_{(I+1)}$  is open.
- B. A check is made to see if the empty space on the conveyor  $C_{(I+1)}$  is capable of holding all the packages exiting from the machine  $M_{(I)}$ .
  1. If no: the number on the conveyor is incremented by the number of packages it can accept (denoted by NC) and the number in the machine is lessened by a similar amount, or

$$ICP_{(I+1)} = ICP_{(I+1)} + NC$$

$$NMP_{(I)} = NMP_{(I)} - NC$$

2. If yes: the number on the conveyor is incremented by the entire quantity in the machine and the machine is left empty.

Equations

$$ICP_{(I+1)} = ICP_{(I+1)} + NMP_{(I)}$$

$$NC = NMP_{(I)}$$

$$NMP_{(I)} = 0$$

show this operation.

Machine I can now accept packages from conveyor I.

## II. The entering packages

- A. A check is run to see if the empty space in the machine  $M_{(I)}$  is capable of holding all the packages exiting from the conveyor  $C_{(I)}$ .

1. If no: the number in the machine is incremented by the number of packages it can accept (denoted by NH) and the number on the conveyor is lessened by a similar amount, or,

$$ICP_{(I)} = ICP_{(I)} - NH$$

$$NMP_{(I)} = NMP_{(I)} + NH$$

2. If yes: the number in the machine is incremented by the entire quantity on the conveyor and the conveyor is left empty.
- Equations

$$NMP_{(I)} = NMP_{(I)} + ICP_{(I)}$$

$$NH = ICP_{(I)}$$

$$ICP_{(I)} = 0$$

show this operation.



The following are mathematical equations for the simulation model.

1.  $0 \leq ICP \leq ICM$

2.  $0 \leq NMP \leq NMM$

3.  $MD = 0$  if the machine is operating.

$= 1, 2, 3, \dots, 7$  if the machine is down.  
The whole number indicates the length of time in minutes the machine is not running.

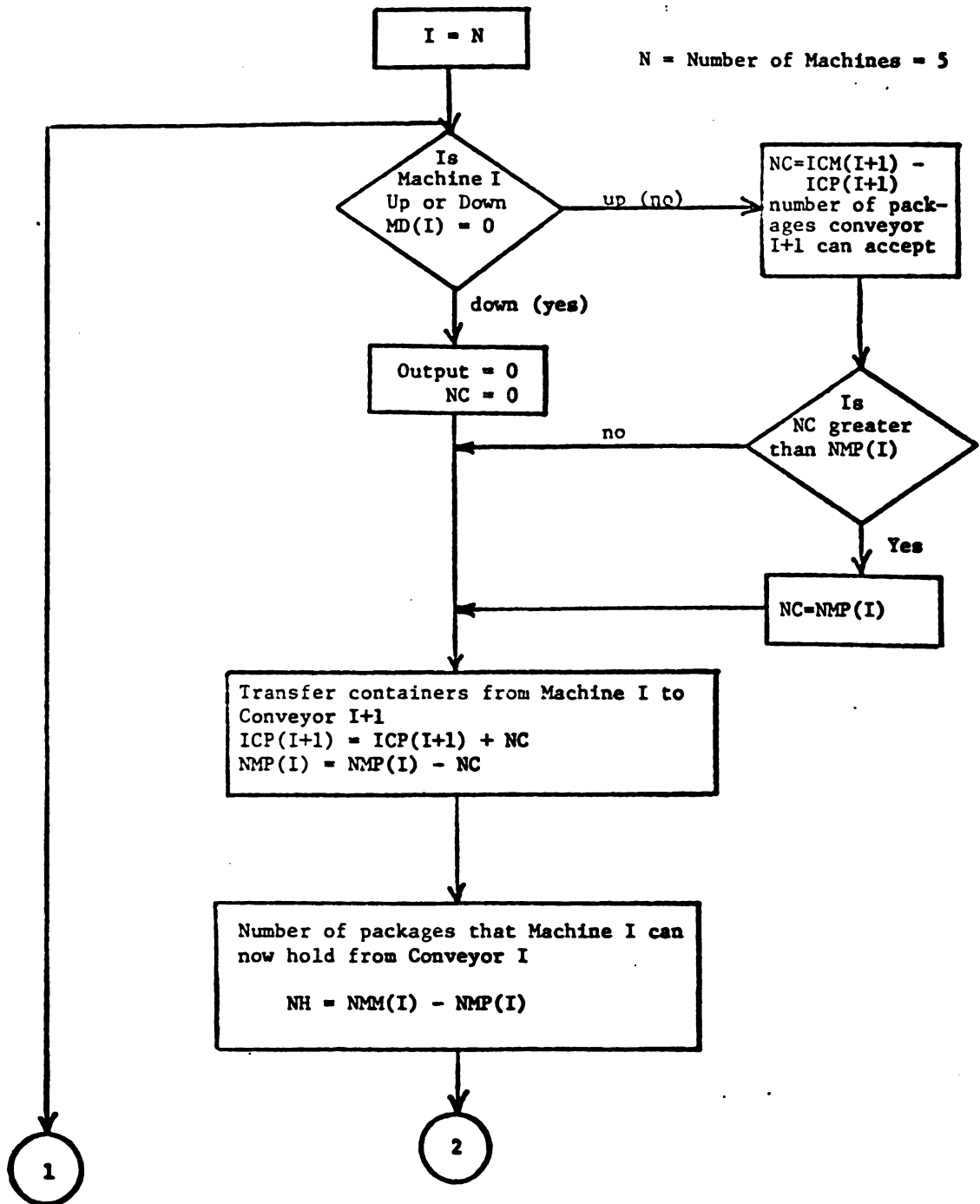


Figure 3.2.—Flow Chart for the Simulation Model, Part I

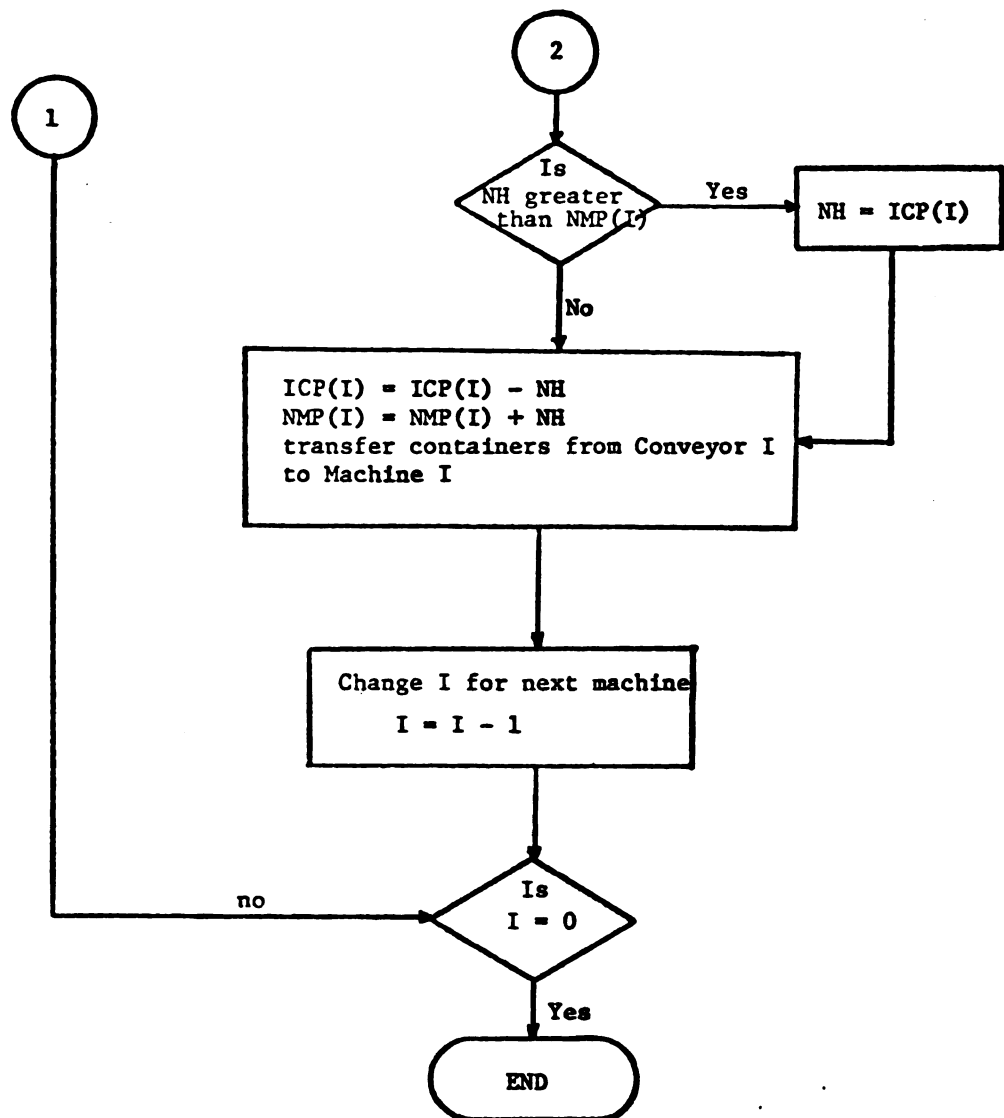


Figure 3.2.--Flow Chart for the Simulation Model, Part II

## CHAPTER IV

### DOWNTIME VALIDATION

Data for the subroutine evaluating the frequency and size of the downtimes occurring in the packaging line was gathered from detailed time studies made in a high speed beverage canning plant over a period of three weeks. This entailed 90 hours of actual observation. The operation times were observed and for each station the distributions of those times were determined from a stopwatch study. The actual data and the appropriate bar graphs are presented for the depalletizer, filler, and seamer in the line. Downtime data and bar graphs for the packer and traymaker were estimated by Bill Weatherston, Superintendent of Canning for a large Great Lakes brewery.

#### Depalletizer Downtime Data

<u>Time</u>	<u>Reason</u>
7"	trouble with pallet infeed
1' 21"	broken pallet
2'	pallet caught on edge of hoist
2' 22"	something caught under pallet at hoist
3' 54"	broken pallet

17"	slow infeed
54"	hoist not raise pallet
1' 6"	edge of pallet caught on hoist
36"	hoist not raise pallet
14"	pallet change
8"	pallet change
1' 16"	inspection of equipment
3' 2"	switch lines
1' 41"	personnel switch
1' 23"	personnel switch
2' 29"	personnel switch
14"	pallet not lock into place
54"	personnel switch
8"	personnel switch
22"	personnel switch
56"	personnel switch
47"	pallet change
54"	pallet change
29"	pallet change
50"	pallet change
1' 56"	chip board jam
10"	jammed caps
42"	grip fingers missed chipboard
14"	grip fingers missed chipboard
12"	grip fingers missed chipboard
21"	grip fingers missed chipboard

10" grip fingers missed chipboard  
10" grip fingers missed chipboard  
43" grip fingers missed chipboard  
12" grip fingers missed chipboard  
12" grip fingers missed chipboard  
1' 4" grip fingers missed chipboard  
8" grip fingers missed chipboard  
18" chipboard jam  
56" chipboard jam  
54" chipboard jam  
2' 54" chipboard jam  
55" chipboard jam  
1' chipboard jam  
48" grip fingers missed chipboard  
36" grip fingers missed chipboard  
32" grip fingers missed chipboard  
18" grip fingers missed chipboard  
1' 3" grip fingers missed chipboard  
2' 16" grip fingers missed chipboard  
1' 14" grip fingers missed chipboard  
1' 49" grip fingers missed chipboard  
3' 8" grip fingers missed chipboard  
34" grip fingers missed chipboard  
44" grip fingers missed chipboard  
28" grip fingers missed chipboard

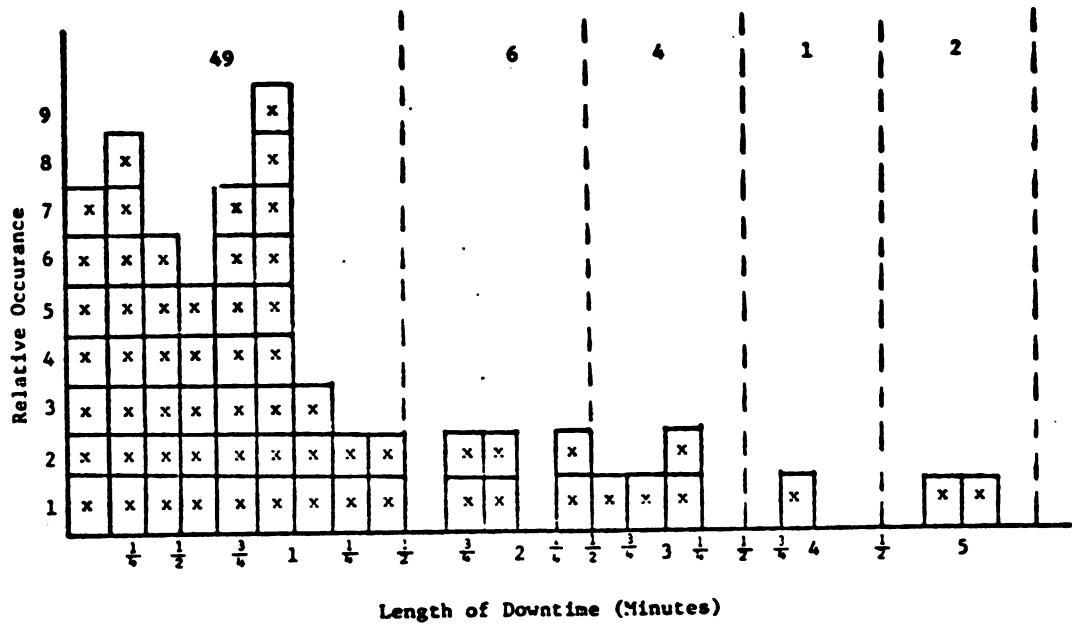


Figure 4.1.--Depalletizer Downtime.

4'45"	chip jam in hopper
4"	suction cup malfunction
26"	jam at disc outfeed
30"	loose chip - not lower
50"	jam at disc outfeed
1'	inspector
40"	jam at disc output

Filler Downtime Data

3'	jam in exiting tunnel
15"	jam in exiting tunnel
41"	jam in exiting tunnel
12"	high can switch malfunction
4"	high can switch malfunction
7' 24"	low level oil
10"	tipped can at filler output
24"	jam at filler infeed
2'	jam in tunnel
19"	bent can
41"	jam in tunnel
2' 24"	bent can in worm gear
7"	output-one can gap
57"	jam in tunnel
16"	can partially filled
28"	can partially filled
30"	can partially filled



1' 12"	can partially filled
1' 2"	can partially filled
22"	no grease - one hour-light
2' 34"	no CO <sub>2</sub> light
1' 10"	clean filler with water
6' 20"	can partially filled
4"	jam in tunnel
1'	bent can at high can limit
1' 2"	jam in tunnel
8"	no CO <sub>2</sub> gas
7' 4"	low oil level
2'	jam in tunnel
2' 12"	jam in tunnel
1' 30"	jam in tunnel
54"	jam in tunnel
1' 35"	jam in tunnel
50"	jam in tunnel
42"	jam in tunnel
1'	jam in tunnel
1' 26"	jam in tunnel
56"	jam in tunnel
50"	no grease one hour-light
40"	no grease one hour-light
2'	can jam at infeed
1'	no grease one minute-light
1'	bent can at high can limit

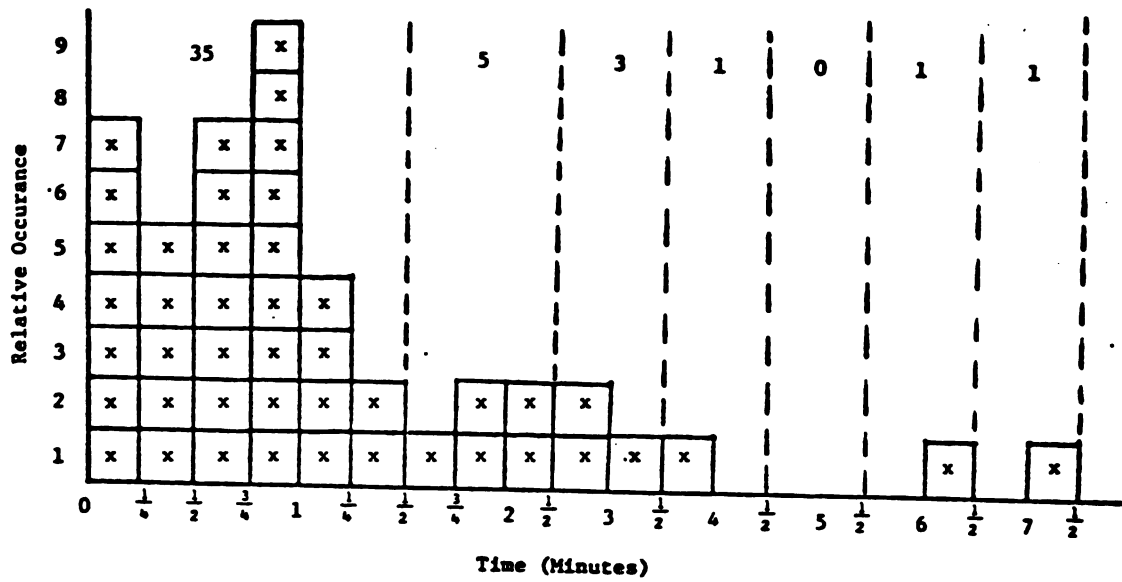


Figure 4.2.--Filler Downtime.

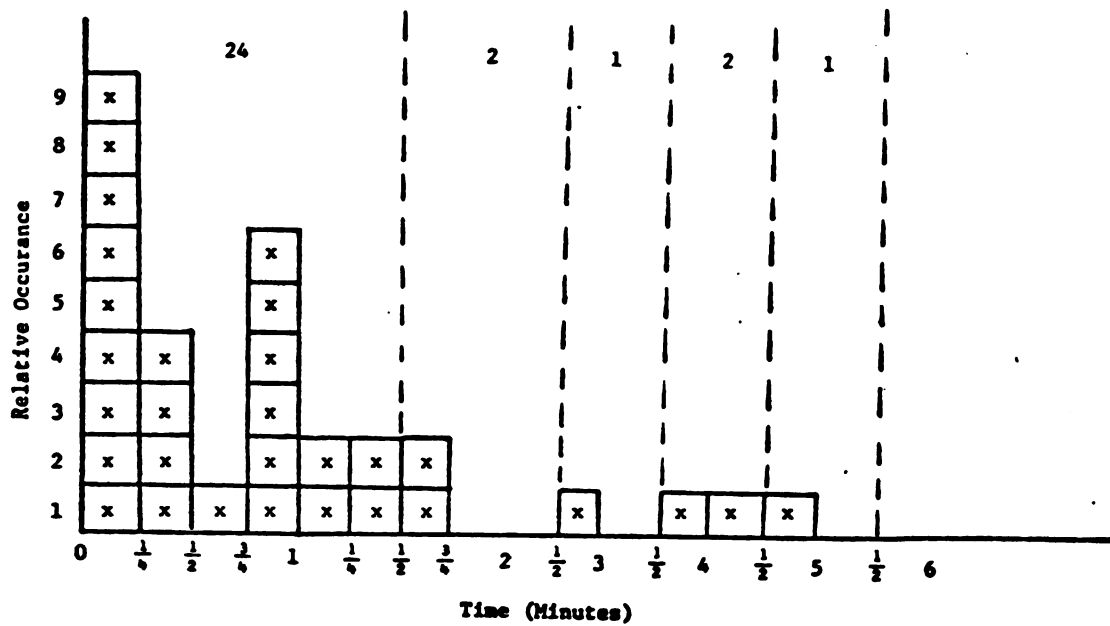


Figure 4.3.--Seamer Downtime.

1'	no grease one minute-light
4"	jam in tunnel
1'	no grease one minute-light
1'	bent can
1'	bent can
3'	jam at rinser

Seamer Downtime Data

32"	jam at discharge rail
3' 38"	bent lid in seamer head
1' 32"	bent can in seamer
1'	can jam in seamer output
3"	seamer missed lid
30"	seamer missed lid
11"	seamer missed lid
1' 17"	jam seamer output
2' 42"	seamer output-machinist
4"	missed lid
4"	missed lid
50"	seamer output jam
1'	seamer input jam
1'	seamer output jam
2'	can jam
5'	transfer chain jammed
1'	seamer output jam
8"	seamer missed lid

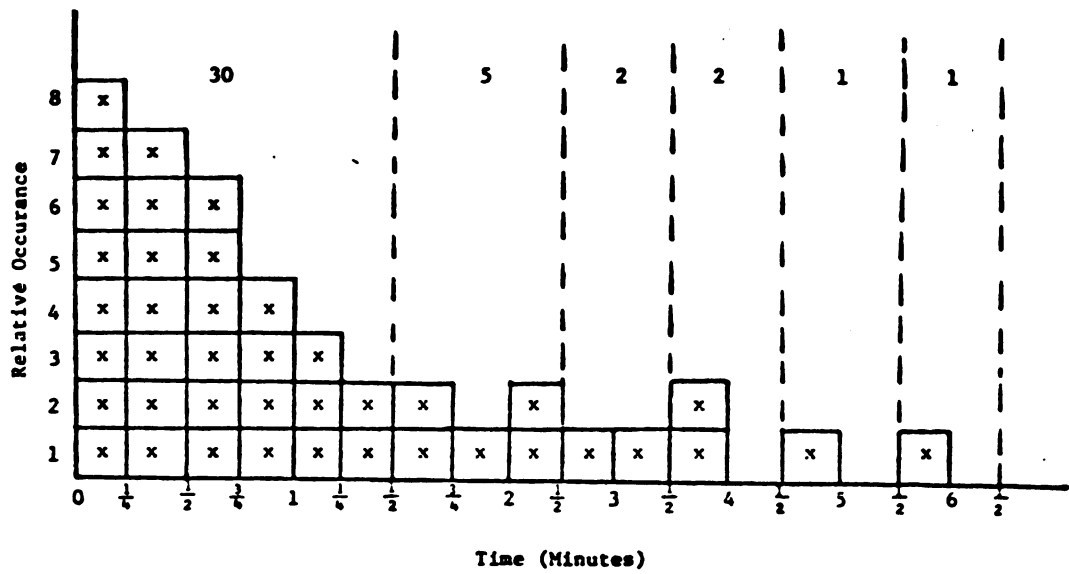


Figure 4.4.--Packer Downtime.

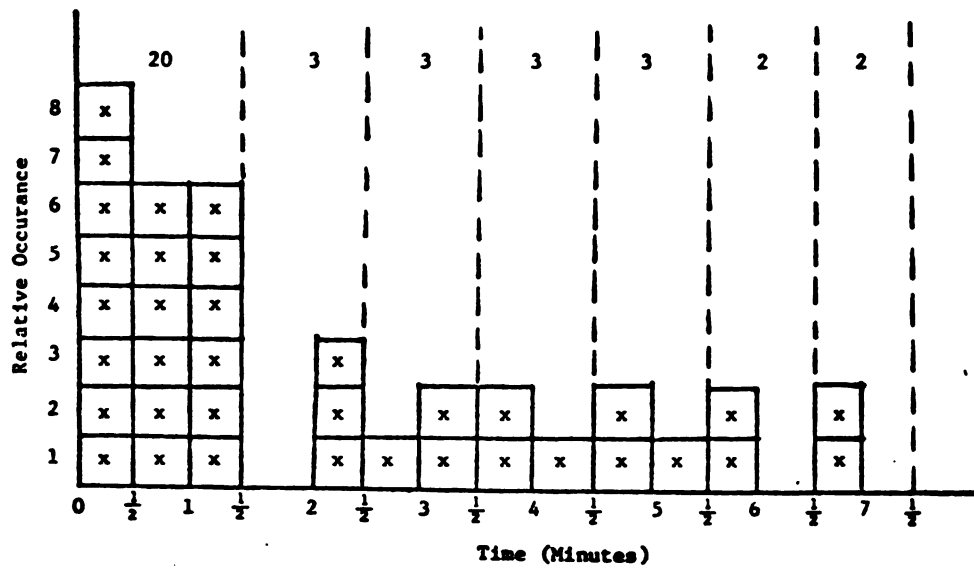


Figure 4.5.--Traymaker Downtime.

22"	jam seamer output
5"	seamer missed lid
10"	seamer missed lid
4"	seamer missed lid
24"	seamer missed lid
1' 34"	jam at output
4' 6"	output conveyor - air nozzle
1' 10"	output conveyor - air nozzle
24"	seamer input jam
15"	seamer input jam
1' 30"	seamer input jam
1' 10"	seamer input jam
1'	bent can at seamer

In order to use this data in a subroutine and make it applicable to this simulation program the number of occurrences of downtime in each minute time frame were counted and rounded to the nearest whole minute. The size of the breakdowns range from one to seven minutes. Each minute for all five machines is represented by one data card for a total of seven cards in all. The card representing the first minute is shown:

DATA (NX(1,K), K=1,5) / 49,35,24,30,20/

This translates to mean:

- 49 - one minute breakdowns for the depalletizer
- 35 - one minute breakdowns for the filler
- 24 - one minute breakdowns for the seamer
- 30 - one minute breakdowns for the packer
- 20 - one minute breakdowns for the traymaker

The depalletizer data for all seven minutes is broken down as follows:

1 minute - 49 occurrences	total time 49 minutes
2 minute - 6 occurrences	12 minutes
3 minute - 4 occurrences	12 minutes
4 minute - 1 occurrence	4 minutes
5 minute - 2 occurrences	10 minutes
6 minute - 0 occurrences	0 minutes
7 minute - 0 occurrences	0 minutes
	<hr/>
	87 minutes

It was decided to operate this line at approximately 80% efficiency, therefore 87 minutes or 20% of the total running time, the depalletizer is down. This would signify a total simulation time of  $87 \div .20 = 435$  minutes. The total simulation run to insure 80% efficiency for all five machines is shown in an eighth data card:

DATA NTOT / 435,355,220,325,440 /

435 minutes is the total simulation run for the depalletizer  
 355 minutes is the total simulation run for the filler  
 220 minutes is the total simulation run for the seamer  
 325 minutes is the total simulation run for the packer  
 440 minutes is the total simulation run for the traymaker

At what point in time a machine breaks down and how long it remains down is determined by a random number generator (RANF(X)) subroutine in the computer that generates a number sequence between 0.0 and 0.99...9. This sequence is found to be randomly and uniformly distributed based on chi-squared testing.

An example of this downtime generation is shown for the depalletizer.

$$\begin{aligned}
 \text{Equation: } M &= \text{NTOT}(K) * \text{RANF}(0.5) + 1.0 \\
 &= 435 * (0.130...) + 1.0 \\
 &= 57.6 \dots
 \end{aligned}$$

A different random number value for M is determined for the depalletizer as well as for each of the other machines at the beginning of each one minute time period. This value is then run through the first column of the seven data cards. Referring to the Subroutine DOWN in Appendix A, it is seen that 57.6 is greater than 55 but smaller than 59, thus denoting the depalletizer will go

down for a period of three minutes. Should M be larger than 62, as it will be 80% of the time, the machine would remain in operation.



## CHAPTER VI

### COMPUTER PROGRAMMING

#### 5.1 Flow Chart

The computation process consists of a main program and two subroutines.

The main program, PKGLINE, is concerned with simulating the movement of a high speed assembly line. Each station (machine) is handled individually with its entering and exiting conveyor systems. Checks are run on each station to see if it is operating and to see how many packages each machine is capable of accepting from the entering conveyor. Likewise a check is made to see how many packages the exiting conveyor is capable of accepting from its machine.

The subroutine DOWN analyzes and delegates downtime to the various line machines in accordance with observed data gathered from actual high speed assembly line observations and estimates.

The subroutine PLINE used in Proof Model 4 uses fields of symbols to present a unique visual "picture" of the units as they are processed through the line. It was written by Dr. Wayne Clifford, Assistant Professor

at the School of Packaging for presentation at a brewery packaging technology seminar at Kellogg Center.

A complete simulation run is eight hours. The time increments are one minute each, totaling 480. The program computes the line status each six seconds and prints out the current standing of each machine and corresponding entering conveyor at the end of each minute. The subroutine PLINE prints its visual every six seconds.

Flow charts have been drawn to show both the main program PKGLINE, and the subroutine DOWN:

Figure 5.1.1 for PKGLINE and Figure 5.1.2 for DOWN.

The variable names used in the main program:

ICP:	number of packages on each conveyor.
ICM:	maximum capacity of each conveyor.
NMP:	number of packages being processed at each station.
NMM:	maximum capacity of each station.
MD:	machine down = 0 if machine is running. = 1,2,...7 if machine is down.
KLP:	production of each machine.
KPT:	distinguishes the individual machines (depalletizer, filler, seamer, packer traymaker)
UPD:	indicates if machine is operating or not by printing UP or DN.

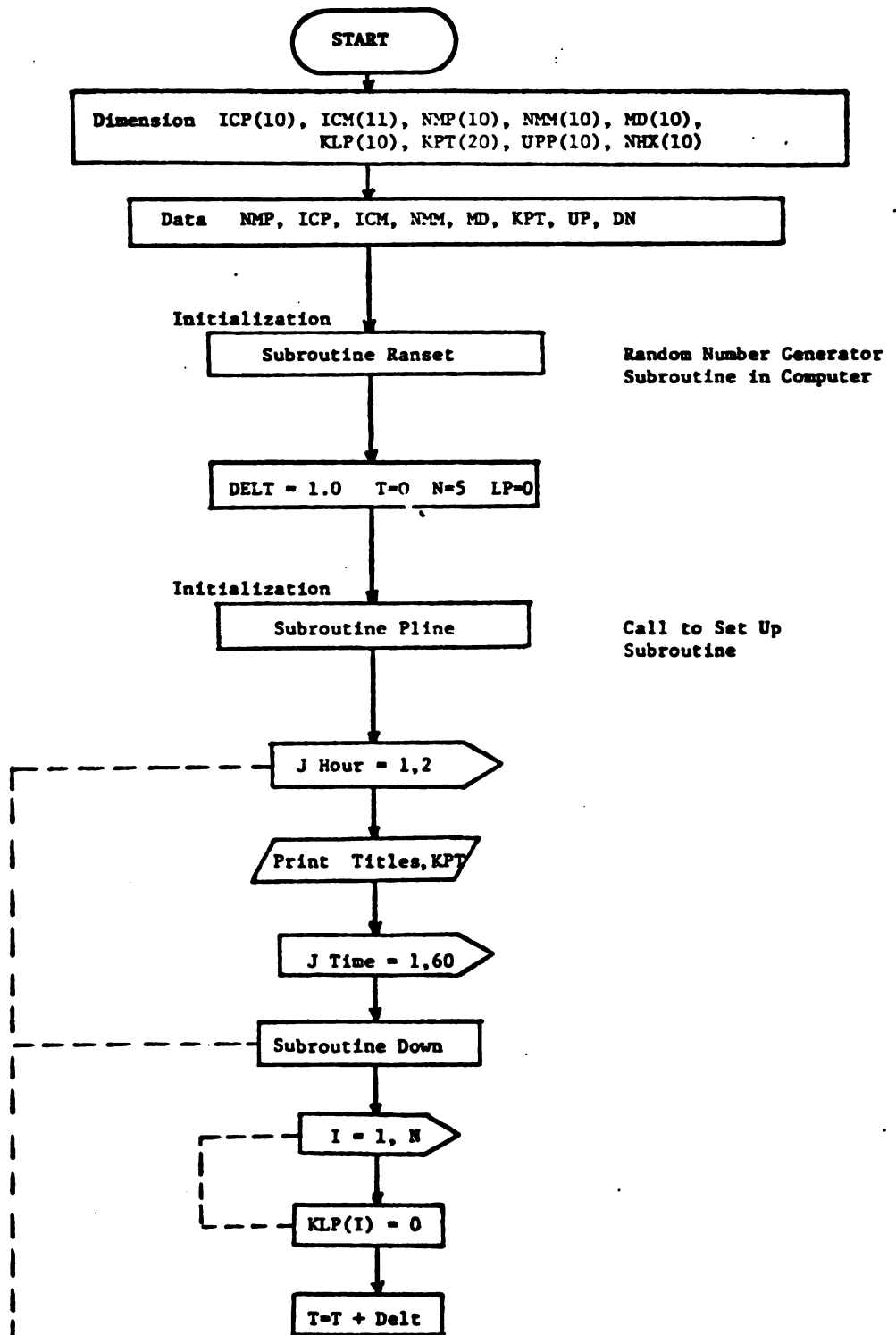


Figure 6.1.1.—Program PKGLINE, Part I

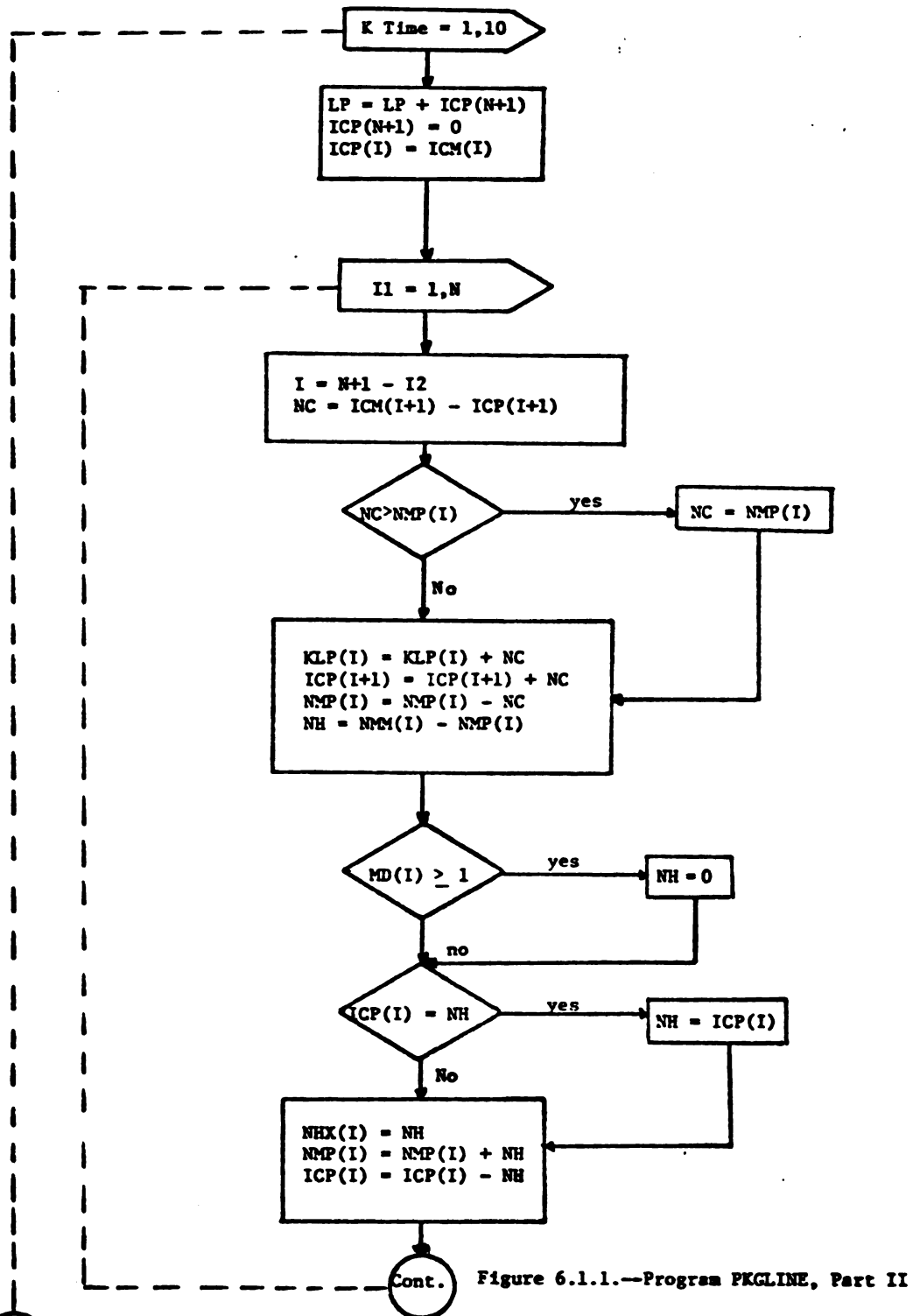


Figure 6.1.1.—Program PKGLINE, Part II

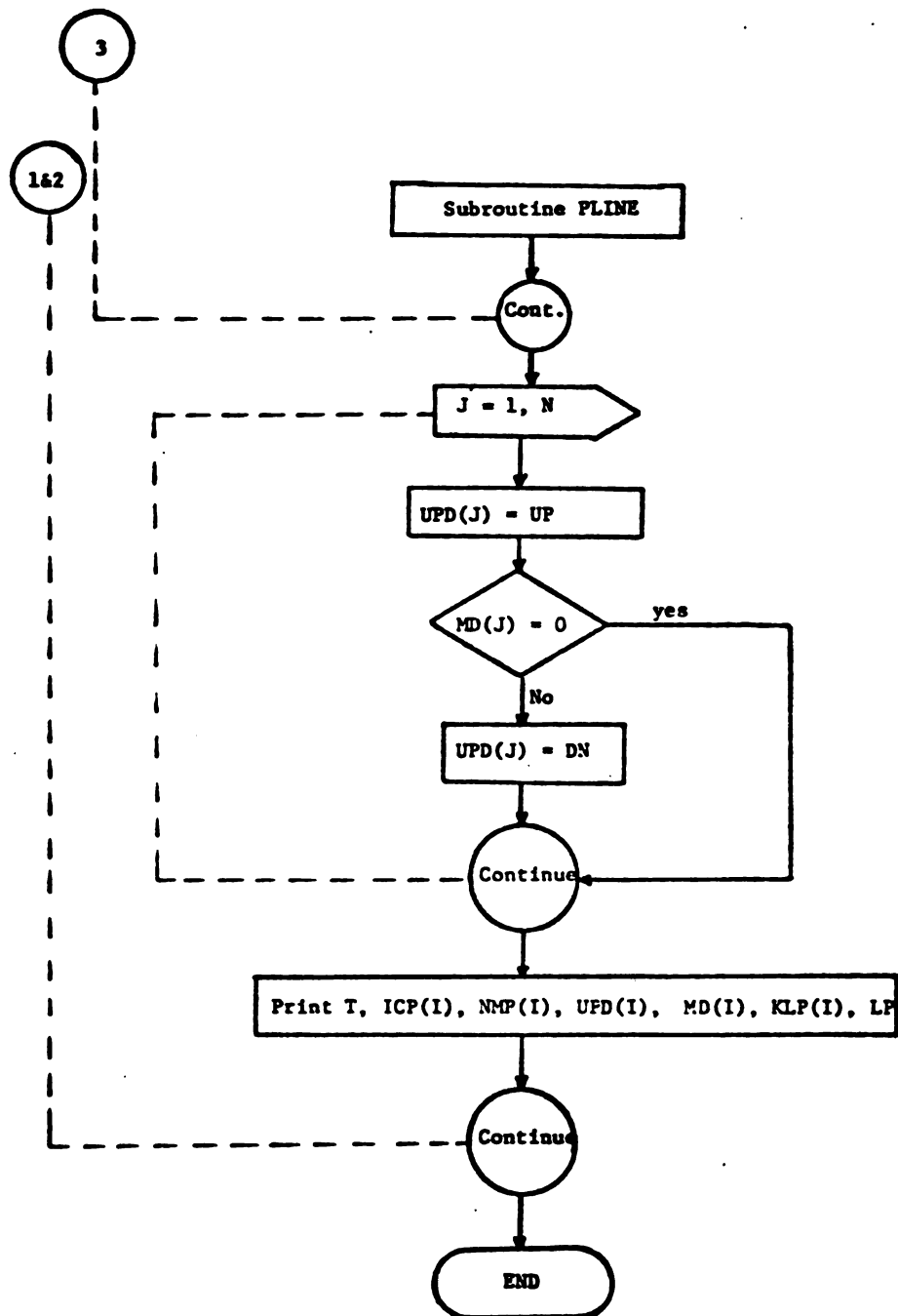
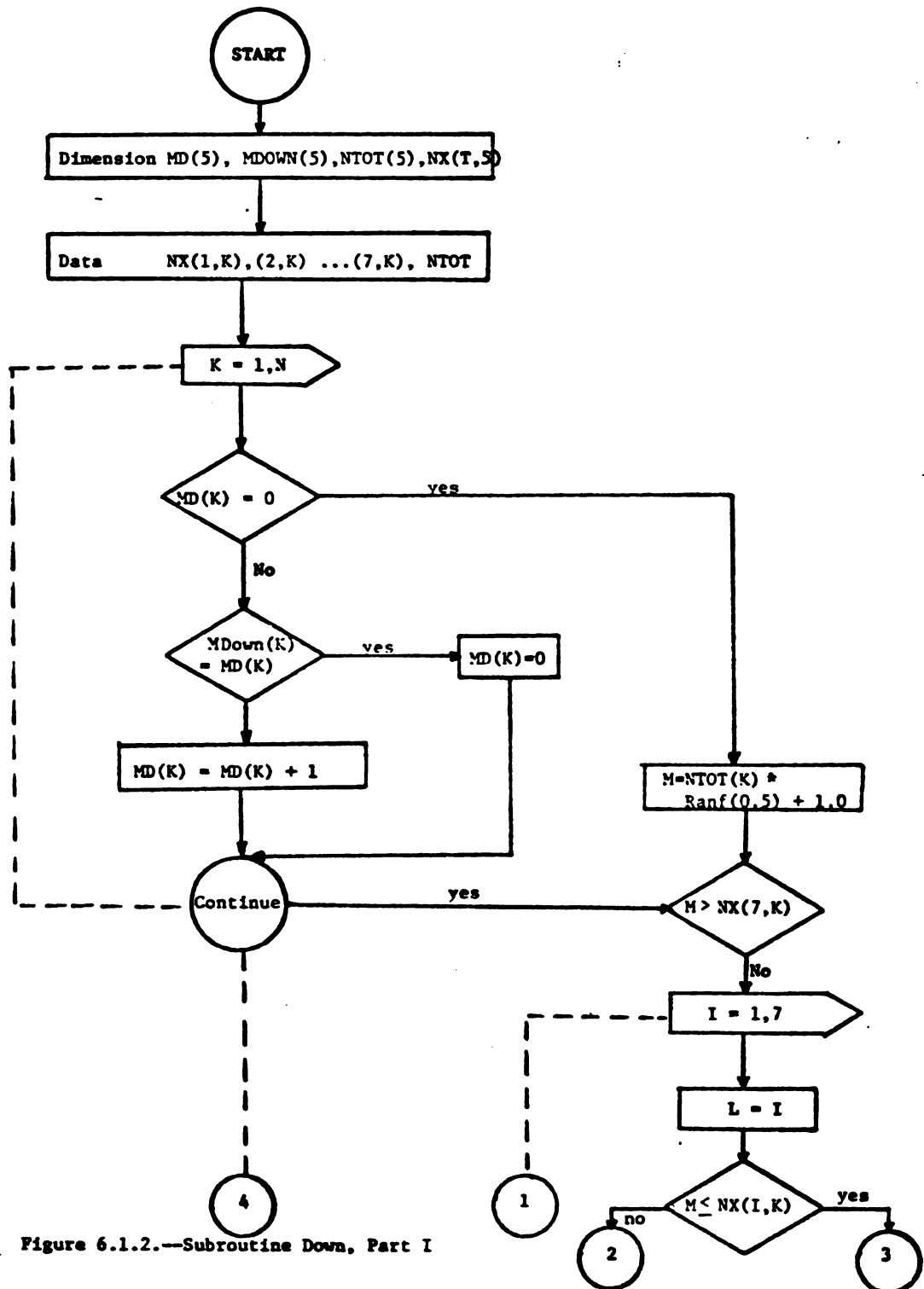


Figure 6.1.1.—Program PKGLINE, Part III



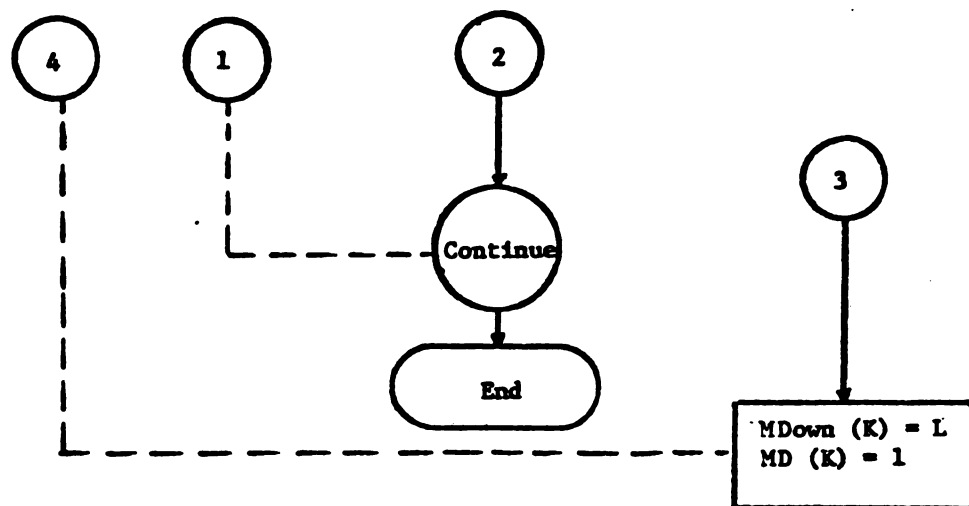


Figure 5.1.2.—Flow Chart for Subroutine DOWN, Part II

NHX:           array necessary for PLINE subroutine  
 DELT & T:   time in minutes  
 N:            number of machines in the line (5)  
 LP:           total line production  
 NC:           number of packages to exit machine and  
               enter conveyor  
 NH:           number of packages to exit conveyor  
               and enter machine

The variable names used in DOWN:

DOWN:          stores the time in minutes the machine  
               is down  
 NTOT:          running time from which random selector  
               picks downtime  
 NX:           two dimensional array used in matching  
               length of downtime to machine

In the computer numerous computations occur in a simulation run, the number of which depends on the length of the run. In this case when simulating a beverage line for a greater period of time than one eight hour shift, 20 minutes of downtime must be allowed for the entire line for lubrication.

Assumptions used in the program:

1. Perpetual infeed to the conveyor entering the depalletizer.
2. Infinite storage space available to accept all the output from the traymaker.
3. All downtime is attributable to the five stations. The conveyors are trouble free.



4. In the actual downtime data studies, large downtimes not characteristic with normal downtime problems were ignored.
5. The incremental revenue on a single unit is assumed to be \$0.03. To simplify matters in this paper, the entire amount will be applied to the capital investment in the conveying mechanisms.



## CHAPTER VI

### PROOF OF THE COMPUTER PROGRAM

Four models are examined:

1. A model with infinitied (500,000 units) conveyor lengths between the stations.
2. A model with very small (140,140,120,140, 160,160) conveyor lengths between the stations. These lengths correspond to the larger machine capacities at either end of each conveyor.
3. A model with different size conveyor lengths between the stations. It will try to optimize output production at the lowest cost of conveying mechanisms.
4. Similar to model three but with the addition of the subroutine PLINE.

In each model the cost versus production aspect will be examined.

The optimum conveyor capacities could be found with a sophisticated trail and error subroutine, such as Rosenbrock's HCLMB.<sup>11</sup> However, the routine requires numerous multiple runs and its cost makes it prohibitive for this exercise. If one were designing a real assembly

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<sup>11</sup>H.H. Rosenbrock and C. Storey, Computational Techniques for Chemical Engineers (New York: Pergamon Press, 1966), pp. 64-68.

line for a company this subroutine would be vital to pinpointing the optimum conveyor lengths.

### 6.1 Proof Model 1

This model forms a coupling of the five machines in a series as shown in Figure 6.1. It is designed with very large (500,000 unit) conveyor lengths or reservoirs between the machines. Each reservoir is half full of units at the beginning of the simulation run.

Because of the very large reservoirs each machine operates independently of line capacities and downtimes of the others. There is no idling time due to the inability of the entering conveyor to transport units (cans) or the existing conveyor to accept them. Therefore, each machine is expected to yield its full catalog efficiency of operation and the line efficiency will equal that of the last machine.

The simulation result of the proof model is shown in Table 6.1. Each machine turns over its stock of units every six seconds or ten times every minute. At the end of each minute there is a summary of the current status of each entering conveyor and corresponding machine.

Example:

TIME	C1	M1	D1	P1	.....	C5	M5	D5	P5	TOTAL
------	----	----	----	----	-------	----	----	----	----	-------

TIME:            the time in minutes.

C1...C5:        indicates the number of units on the conveyor as it is about to enter the station (depalletizer, filler, seamer, packer, traymaker).

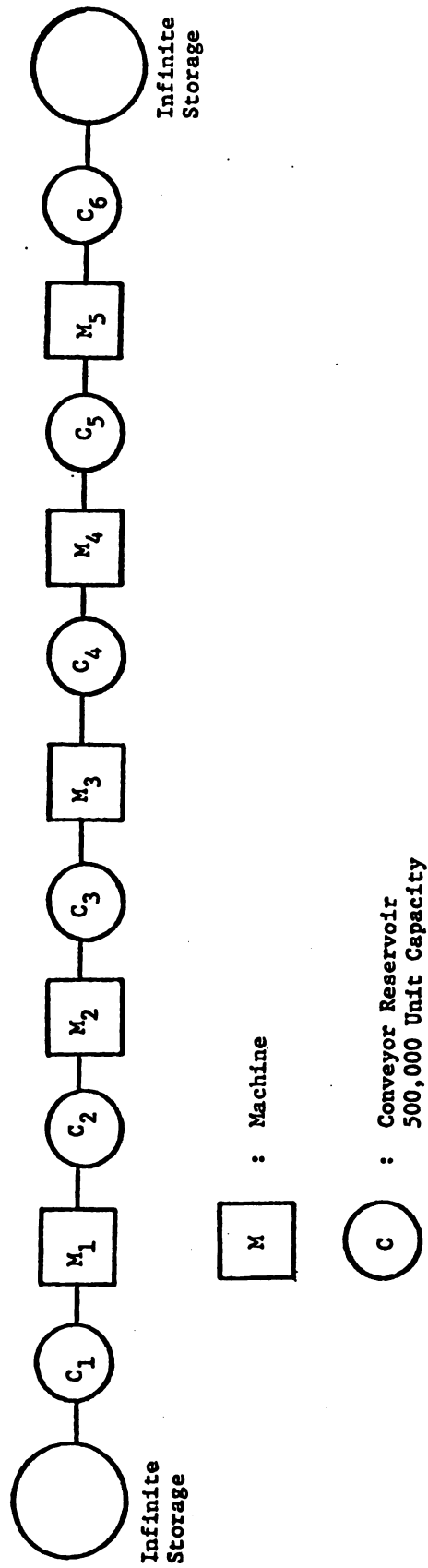


Figure 6.1.—Proof Model 1.

TABLE 7.1.--Proof Model 1, Part I

TABLE 7.1.--Proof Model 1, Part II

- M1...M5: indicates the number of units currently in the machine.
- D1...D5: shows whether the machine is operating or not. Example:  
     UP 0 indicates the machine is operating.  
     DN 1,2,...7 signifies the number of minutes the machine has been down.
- P1...P5: indicates the total production of the station at the end of that particular minute.
- TOTAL: total line production.

Only the first two pages of the simulation are presented here. It is felt these will show the results equally as well as the entire printout and much less space will be required.

Comments about Table 6.1:

1. The efficiency of the line is assumed to be approximately 80%.

2. The efficiency of each machine, excluding idling time can be found by adding the downtimes of each over the eight hour simulation run, subtracting each from eight hours and figuring the result as a percentage of the total shift.

Examples:

A. Depalletizer                      Total Downtime = 85 minutes

$$\frac{480 \text{ min} - 85 \text{ min}}{480 \text{ min}} \times 100 = 82.292\%$$

B. Filler                                  Total Downtime = 101 minutes

$$\frac{480 - 101}{480} \times 100 = 78.958\%$$



C. Seamer Total Downtime = 94 minutes

$$\frac{480 - 94}{480} \times 100 = 81.875\%$$

D. Packer Total Downtime = 87 minutes

$$\frac{480 - 87}{480} \times 100 = 81.875\%$$

E. Traymaker Total Downtime = 118 minutes

$$\frac{480 - 118}{480} \times 100 = 75.417\%$$

The overall line efficiency, based on machine downtimes is

$$\frac{82.292 + 78.958 + \dots + 75.417}{5} = 79.792\%$$

This figure is very close to the expected 80%.

Another way of showing line efficiency is based on the number of units produced over time. For this first model, efficiency is gauged on the last machine, the traymaker.

Total Production:	185,280 units
Length of Run:	150 minutes
Last Machine:	1600 cpm (cans per minute)

$$\frac{185,280 \text{ units}}{150 \text{ min} \times 1600 \text{ cpm}} \times 100\% = 77.2\%$$

3. Filler idling time is as small as possible.

Idle time as a percent of total running time is:

$$\frac{19 \text{ min}}{150 \text{ min}} \times 100\% = 12.7\%$$

This idle time is due to the 6 second start-up time step of the filler while it is being loaded with cans.

## 4. Conveyor cost versus production:

Conveyor Capacity: 500,000 units/conveyor  
 Each Unit (can): 2.5 inches in diameter  
 Cost of Conveyor: \$100.00 per running foot

## Capital Cost:

$$\frac{500,000 \text{ units}}{\text{conveyor}} \times 5 \text{ conveyors} \times \frac{2.5 \text{ in}}{\text{unit}} \times \frac{1 \text{ ft}}{12 \text{ in}} \times \frac{\$100.00}{\text{ft}} = \$52,083,333$$

Total Output: 185,280 units (cans)  
 Incremental Revenue  
     per unit of  
     Output: \$0.03  
 Length of Run: 150 minutes

Incremental  
Profit:

$$185,280 \text{ units} \times \frac{480 \text{ min}}{150 \text{ min}} \times \frac{\$.03}{\text{unit}} = \$16,786.88/\text{eight hour shift}$$

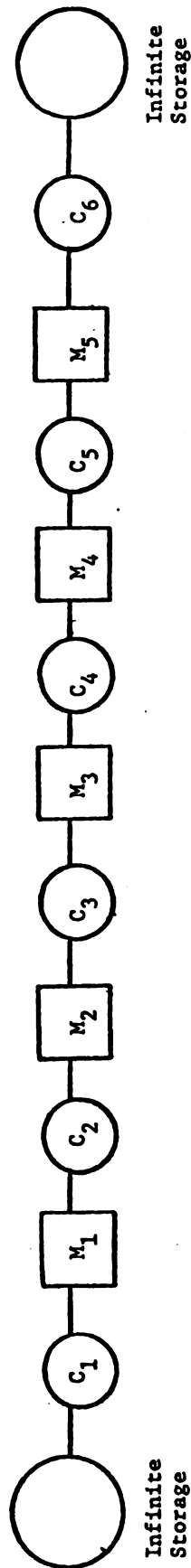
Necessary time to return investment with 3, eight hour  
 shifts per day working five days per week:


$$\frac{\$52,083,333}{\$17,786.88} \times \frac{1 \text{ shift}}{3 \text{ shifts/day}} \times \frac{1 \text{ year}}{250 \text{ working days}} = 3.9 \sim 4 \text{ yrs.}$$


6.2 Proof Model 2

This proof model is the same as Model 1 except for the length of the transfer mechanisms between the machines. These very small conveyor lengths (140,140,120,140,160) correspond to the larger machine capacities at either end of each conveyor (Figure 6.2). The model run is started with each conveyor half full.





 : Machine

 : Conveyor

$C_1$	140 Unit Capacity
$C_2$	140 Unit Capacity
$C_3$	120 Unit Capacity
$C_4$	140 Unit Capacity
$C_5$	160 Unit Capacity
$C_6$	160 Unit Capacity

Figure 6.2.--Proof Model 2.



Interaction between the machines occurs almost 100% of the time which means every breakdown of a machine affects the operation of all the others. It is expected that the efficiency of each machine and the entire line will decrease markedly. The line efficiency for this model is based on the slowest machine, the filler.

Table 7.2 shows the computer printout. Some comments follow:

1. The efficiency of each machine, excluding idling time is the same as that discussed in comment (2) of Proof Model 1. The line efficiency based on the number of units produced is very low.

Total Production:	65,760 cans
Length of Run:	150 minutes
Slowest Machine:	M <sub>(2)</sub> -Filler 1200 cpm

$$\frac{65,760 \text{ cans}}{150 \text{ min} \times 1200 \text{ cpm}} \times 100 = 36.53\%$$

2. Machine idling time is large. Idle time as a percent of total running time for the filler is

$$\frac{68 \text{ min}}{150 \text{ min}} \times 100\% = 45.33\%$$

This compares to zero idle time for Proof Model 1. Idle time is defined as the number of minutes the filler did not produce its full machine capacity during the simulation run. Downtimes are ignored.



TABLE 7.2.--Proof Model 2, Part I



TABLE 7.2.--Proof Model 2, Part II

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3. The assumption that no units will enter or exit a station if its corresponding entering or exiting conveyors are full is in evidence in this model. It can be seen that the capacities and downtimes of each machine materially affect the production of the machines before and after them. A maximum of 1400 and 1600 units per minute can be carried on the entering conveyors to machines 4 and 5, respectively. However, this quantity never rises this high when both machines are running because of the line bottleneck, the filler and seamer machines. Although the packer and traymaker are capable of producing 1400 and 1600 units respectively, it is of no consequence if the cans are not available.

4. From a cost versus production point of view:

Conveyor Capacity:  $140+140+120+140+160 = 700$  units  
 Each Unit (Can): 2.5 inches diameter  
 Cost of Conveyor: \$100.00 per running foot

Capital Cost:

$$700 \text{ units} \times \frac{2.5 \text{ in.}}{1 \text{ unit}} \times \frac{1 \text{ ft.}}{12 \text{ in.}} \times \frac{\$100.00}{1 \text{ ft.}} = \$14,583.33$$

Incremental Revenue:

Total Output:	65,760
Incremental Revenue per	
Unit of Output:	\$0.03
Length of Run:	150 minutes

$$65,760 \text{ units} \times \frac{480 \text{ min}}{150 \text{ min}} \times \frac{\$0.03}{\text{unit}} = \$6,312.96/\text{eight hour shift}$$

Necessary time to recoup investment working 3, eight hour shifts per day, five days per week:

$$\frac{\$14,583.33}{\$6,312.96} \times \frac{1 \text{ shift}}{3 \text{ shifts/day}} = 77 \text{ working days.}$$

Models 1 and 2 were examined more to prove that the simulation model functions realistically as a high speed assembly line, given the stated assumptions in section six, rather than as a practical cost versus production example. However, there are important aspects to be noticed in this area. Model 1 produced more units but lost its profit in excessive capital investment in conveyor equipment. Model 2 spent too little on capital equipment and suffered from an inefficient line, loss of production and lost market position.

### 6.3 Proof Model 3

Proof Models 3 and 4 are designed in an effort to optimize production at the lowest capital investment in conveyor systems. Model 3 utilizes conveyor lengths of 10,000, 20,000, 15,000, 15,000, and 30,000 units (Figure 6.3). All four models are similar in that they are arranged in a coupling of five machines in a series and each simulation run is started with all conveyors half full.

Some comments follow concerning Table 6.3:

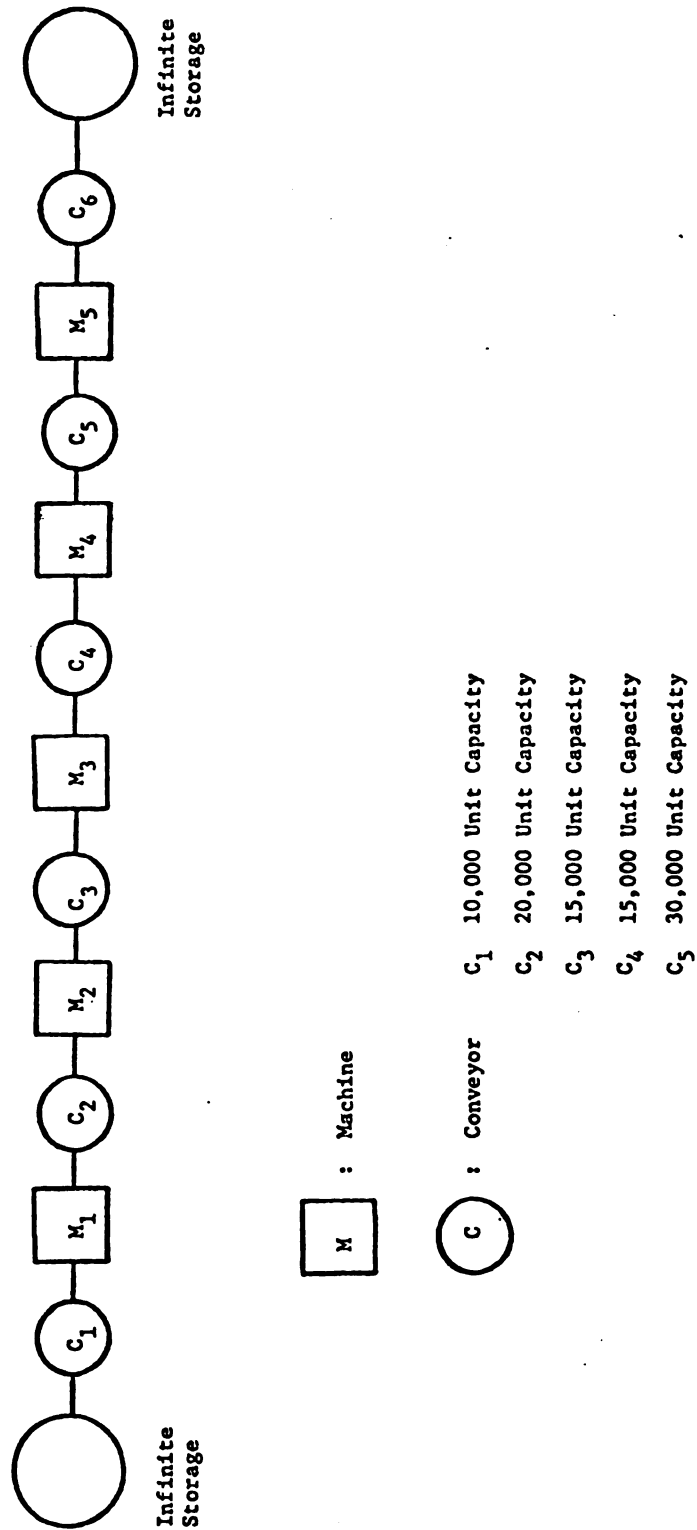


Figure 7.3.--Proof Model 3.

[illegible]

**TABLE 7.3.--Proof Model 3, Part II**

1. The efficiency of each machine, excluding idling time is the same as that discussed in comment (2) of Proof Model 1. The line efficiency based on the filler is

Total Production: 160,200 cans  
 Length of Run: 150 minutes  
 Slowest Machine: M<sub>(2)</sub>-Filler 1200 cpm

$$\frac{160,200 \text{ cans}}{150 \text{ min} \times 1200 \text{ cpm}} \times 100\% = 89\%$$

2. Filler idling time is as small as possible. Idle time as a percent of total running time is:

$$\frac{19 \text{ min}}{150 \text{ min}} \times 100\% = 12.7\%$$

This idle time is due to the 6 second start-up time step of the filler while it is being loaded with cans.

3. In analyzing the operation of this model it is found that the 20,000 can capacity of the conveyor entering the filler never falls below 5,000 cans. This section of conveyor forms a 'permanent' storage area for cans. If the size of this conveyor is reduced by  $\leq 5,000$  cans it is logical to expect no loss in efficiency from this machine. It was noted previously that the filler is the heart of the high speed beverage line. It is of paramount importance to keep this machine at optimum efficiency.



The conveyor entering the seamer can handle 15,000 units per minute. The seamer itself produces 1200 cpm. The only time its conveyor runs below this 1200 can machine capacity is the 77.0 to 83.0 minute range. This is due to a six minute downtime in the filler. The conveyor never accumulates more than 11,000 cans at any time in the run, therefore a decrease in capacity to  $\leq 11,000$  cans is warranted.

The packer can handle 1400 cpm. Its conveyor in this particular model can accommodate 15,000. Only in the 83.0 to 86.0 minute time frame does it fill up. This is due to a six minute jam in the packer. In the 123.0 to 130.0 minute range the machine shows idle capacity due to lack of cans. A larger conveyor seems warranted in this case.

The traymaker is the fastest machine on the line, handling 1600 cpm. Its feeding conveyor was set at a 30,000 unit capacity. The most cans it accumulates (except at the startup) is 9,220 in the 141.0 minute of operation. Although it has idle capacity for a total of 43 minutes because of no cans, little can be done other than to increase the size of conveyor C4 entering the packer.

## 4. Conveyor Cost and production figures:

Total Conveyor Capacity: 90,000 cans  
 Each Unit: 2.5 inches  
 Cost of Conveyor: \$100.00 per running foot

## Capital Cost:

$$90,000 \text{ cans} \times \frac{2.5 \text{ in}}{\text{can}} \times \frac{1 \text{ ft}}{12 \text{ in}} \times \frac{\$100.00}{\text{ft}} = \$1,875,000$$

Total Output: 160,200 cans  
 Incremental Revenue per Unit of Output: \$0.03  
 Length of Run: 150 minutes  
 Incremental Revenue:

$$160,200 \text{ cans} \times \frac{480 \text{ min}}{150 \text{ min}} \times \frac{\$0.03}{\text{can}} = \$15,379.20/\text{eight hour shift}$$

Necessary time to return investment working 3, eight hour shifts per day, 5 days a week:

$$\frac{\$1,875,000}{\$15,379.20} \times \frac{1 \text{ shift}}{3 \text{ shifts/day}} = 40.7 \sim 41 \text{ days}$$

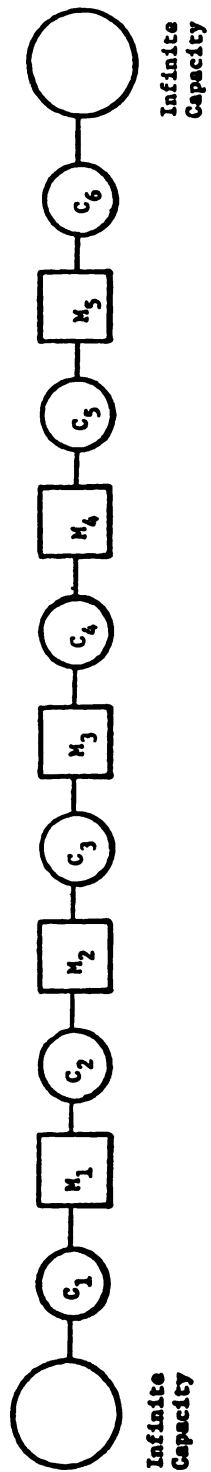
6.4 Proof Model 4

Proof Model 4 utilizes conveyor lengths of 10,000, 17,000, 11,000, 17,000 and 15,000 units (Figure 6.4).

An analysis of Table 6.4 follows:

1. The efficiency of each machine according to accumulated downtime over an eight hour simulation run is again the same as comment (2) of Proof Model 1. The line efficiency based on the filler is:

Total Production: 152,700 cans  
 Length of Run: 150 minutes  
 Slowest Machine: 1200 cpm



M : Machine

C : Conveyor

C <sub>1</sub>	10,000 Unit Capacity
C <sub>2</sub>	17,000 Unit Capacity
C <sub>3</sub>	11,000 Unit Capacity
C <sub>4</sub>	17,000 Unit Capacity
C <sub>5</sub>	15,000 Unit Capacity

Figure 7.4.--Proof Model 4.



[illegible]

**TABLE 7.4.--Proof Model 4, Part II**



$$\frac{152,700 \text{ cans}}{150 \text{ min} \times 1200 \text{ cpm}} \times 100\% = 84.8 \sim 85\%$$

2. Filler idling time is the same as in Proof Model 3.

3. The conveyor  $C_2$ , entering the filler has been reduced to a 17,000 can capacity. The filler still produces at its peak output but the cost of its conveyor has been reduced by \$62,500.

Conveyor  $C_3$ , entering the seamer has been lowered to 11,000 cans as recommended in Model 3. The six minute idletime in Model 3 has increased to 20 minutes because the simulation run started with only 4500 cans versus 7500 in Model 3. However, the most units  $C_3$  ever accumulates is 8,980. A judgment is needed by management at this point concerning conveyor investment as opposed to machine idle time.

The packer has an entering conveyor capacity of 17,000 as compared to 15,000 in the last model. Only in the 86.0 minute does it completely fill up. It shows idle capacity in the 123.0 to 131.0 and 145.0 to 150.0 time frames. A small increase in this conveyor based on changes in conveyor  $C_3$  should be experimented with.

Conveyor  $C_5$  accumulates 53 minutes of idle time as opposed to 43 in the previous model but its length has been cut by one half.

#### 4. Conveyor cost and production figures:

Total Conveyor Capacity: 70,000 cans  
 Each Unit: 2.5 inches  
 Cost of Conveyor: \$100.00 per running foot

Capital Cost:

$$70,000 \text{ cans} \times \frac{2.5 \text{ in}}{\text{can}} \times \frac{1 \text{ ft}}{12 \text{ in}} \times \frac{\$100.00}{\text{ft}} = \$1,458,333$$

This is a savings of \$416,667 over Model 3.

Total Output: 152,700 cans  
 Incremental Revenue per Unit of Output: \$0.03  
 Length of Run: 150 minutes

Incremental Revenue:

$$152,700 \text{ cans} \times \frac{480 \text{ min}}{150 \text{ min}} \times \frac{\$0.03}{\text{can}} = \$14,659.20/\text{eight hour shift}$$

Necessary time to return investment working 3, eight hour shifts per day, 5 days a week:

$$\frac{\$1,458,333.00}{\$14,659.20} \times \frac{1 \text{ shift}}{3 \text{ shifts/day}} = 33.2 \sim 33 \text{ days}$$

5. Table 6.5 shows the simulation program with the addition of the subroutine PLINE. The regular program calculates the position of the assembly line each six seconds or ten times each minute and prints a numeric summary of the status of the line at the end of each minute of operation. With the addition of the subroutine PLINE the line status is not only calculated each six seconds but is also printed out in a unique visual 'picture', one line for each six seconds. Due to the space needed by this printout only six minutes can be shown per page. Two









pages are included for a total of 12 minutes. The print-out for an eight hour shift would be lengthy but trends in the line can be spotted very easily by virtually anyone.

Four symbols are used in this picture:

1. \$
2. O (alphabetic symbol)
3. S
4. 0 (numeric symbol)

1. Each \$ represents 1300 units moving on a conveyor to a station.

2. Each O (alphabetic symbol) represents 1300 units on a conveyor that are stationary. This is due to a breakdown in one or more of the succeeding machines.

3. Each S represents 20 units (cans) that are moving through the machine.

4. Each 0 (numeric symbol) represents 20 units that are stationary in the machine. This machine is running but its exiting conveyor is full. The packages are not moving due to a breakdown in one or more of the succeeding machines. When a machine goes down all the units it contains are emptied into the exit conveyor if this conveyor has the space available to accept them.

In this model 1300 and 20 units are represented. It is very easy to change the amounts to suit the user.

Each machine is distinguishable because of the letter that follows its symbols:



- A - depalletizer
- B - filler
- C - seamer
- D - packer
- E - traymaker

In analyzing the line during the first minute of operation machines  $M_1$ ,  $M_2$ , and  $M_4$  have gone down. Machine  $M_3$  is producing cans that move to conveyor  $C_4$  and machine  $M_5$  produces units that are counted in the total line production. Looking over the entire 12 minutes conveyor  $C_2$  entering the filler tends to decrease its can supply. Conveyor  $C_4$  has become well stocked with cans due to the six minutes of downtime in the packer and the traymaker ( $M_5$ ) soon exhausts its supply which never rises above 140 cans in the 12 minutes.

## CHAPTER VII

### SUMMARY

A high speed beverage line is a complex system with many interacting components. It involves a variety of expensive line machines and transfer equipment. Because of this complexity and the variable nature of the machines in terms of breakdowns and idle activity, analytic techniques are inadequate in selecting or designing the optimum assembly line. Simulation models then, are necessary in trying to predict the consequences of changes in conditions, or methods without having to spend the money or take the risk of actually making the change in real life. Models are not perfect, they cannot replace the real world, but they can reduce a complex system, in this case a high speed beverage line, to manageable proportions.

It can be seen from the Proof Models that there is a trade off between conveyor equipment investment and efficient line production. A larger capital investment, however, does not necessarily mean a more efficient line and vice versa. This balance is different for each company depending on the objectives and attitudes of its higher management.

It was found, while talking to managers of two different high speed brewing lines, that there is a ready market for as much product as can be produced. In this case then, the manufacturer would want to make as efficient use of his packaging line as possible, meaning increased conveyor investment. Without the use of a simulation program, such as this, a company could easily invest more money than is necessary for efficient production, thus tying up capital needlessly which could be used to purchase other assets that would better serve its goals in the competitive business arena. Working closely with higher management and running several test models similar to those shown in Proof Models 3 and 4, it is relatively easy to narrow down the ranges of optimum conveyor length to get the most for the capital invested.

A computer program for the simulation model has been developed and, given the assumptions in section six, has been proven to work successfully. If a high speed packaging line can be described by Figure 3.1 or any combined form of it, this simulation program will be found useful in designing a more cost efficient line.



## **APPENDIX**

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## APPENDIX

Figures A1, A2 and A3 show the actual computer program. The main program, PKGLINE is a general representation of a packaging line. As mentioned previously the substitution of different numbers, speeds, and capacities of the machines as well as the conveyors is relatively simple. The subroutine DOWN is more specific and is accurate only for a high speed beverage packaging line. The subroutine PLINE is a visual aid to understanding the workings of PKGLINE and DOWN,



```

C      PROGRAM PKGLINE(INPUT,OUTPUT)
C
C      ICP=ACTUAL NUMBER ON CONVEYOR FROM PREVIOUS CYCLE.
C      ICM=HOLDUP=MAXIMUM NUMBER ON CONVEYOR
C      NMP=HOLDUP=NUMBER IN MACHINE FROM PREVIOUS CYCLE (THESE WILL EXIT ON THIS
C      CYCLE IF THE EXIT CONVEYOR C(I+1) IS OPEN)
C      NMM=MAXIMUM HOLDUP=MAXIMUM NUMBER IN THE MACHINE THIS IS Q(I)*(CHANGE IN T)
C      MD=MACHINE DOWN IF =1, RUNNING IF =0
C      KLP=PRODUCTION FOR EACH MACHINE
C      KPT=1..2..3..4.. IT DISTINGUISHES THE INDIVIDUAL MACHINES
C      NC=THE NUMBER OF PKG TO LEAVE MACHINE I TO ENTER CONVEYOR I+1. IT IS THE
C      SMALLER OF THE CONVEYOR CAPACITY AND THE MACHINE CONTENT.
C      NH=THE NUMBER OF PKG TO LEAVE CONVEYOR I TO ENTER MACHINE I
C      IT GOES TO ZERO IF MD(I) IS =CN*. IT IS THE SMALLER OF THE MACHINE
C      CAPACITY AND THE CONVEYOR CONTENT.
C      DELT=1.0 MINUTE INCREMENTS      T=TIME IN MINUTES
C      N=NUMBER OF MACHINES=5
C      LP=TOTAL LINE PRODUCTION
C
C      DIMENSION ICP(11), ICM(11), NMP(10), NMM(10), MD(10), KLP(10)
C      DIMENSION KPT(20), UP(10), NHX(10)
C      DATA NMP,ICP/10*1.5*250000,5*0/
C      DATA ICM/11*500000/
C      DATA NMM/100,120,120,140,160,5*0/
C      DATA MD/10*0/
C      DATA KPT/4*1,4*2,4*3,4*4,4*5/
C      DATA UP,ON/2HUP,2HON/
C      CALL RANSET(5)
C      DELT=1.0
C      N=5
C      LP=0
C      NPAGE=75
C      KPRINT=0
C      T=0
C      CALL PLINE(ICM,NMM,MD,N)
C      DO 150 JTIME=1,150
C      KPPRINT=KPRINT+1
C      IF(KPPRINT.EQ.NPAGE) KPRINT=0
C      IF(KPRINT.EQ.1) GO TO 220
C      GO TO 240
C      PRINT 200
C      200  FORMAT(*1,* TIME*,6X,*DEPALLETIZER*,13X,*FILLER*,13X,*SEAMER*,
C      120X,*PACKER*,13X,*TRAYMAKER*)
C      PRINT 210, KPT
C      210  FORMAT(*1,* MIN*,1X,5(4X,*C*,I1,3X,*M*,I1,3X,*D*,I1,4X,*P*,I1),
C      1 5X,*TOTAL*)
C      240  CALL DOWN (MD,T,N)
C

```

TABLE A1.--Main Program PKGLINE, Part I

```

C      CHECK IF ICM(I+1)-ICP(I+1).GE.NMP(I)
      IF YES, ICP(I+1).EQ.ICP(I+1)+NMP(I), EMPTY MACHINE NMP(I).EQ.0
      IF NO   NC.EQ.ICM(I+1)-ICP(I+1)
              ICP(I+1).EQ.ICP(I+1)+NC
              NMP(I).EQ.NMP(I)-NC

      CHECK IF MD(I).EQ.1 (MACHINE IS DOWN)
      IF YES  NMP(I).EQ.NMP(I)
      IF NO   NH.EQ.NMH(I)-NMP(I) (NUMBER MACHINE COULD TAKE)
      CHECK IF ICP(I).GE.NH
      IF YES  NMP(I).EQ.NMP(I)+NH
              ICP(I).EQ.ICP(I)-NH
      IF NO   NMP(I).EQ.NMP(I)+ICP(I), EMPTY CONVEYOR ICP(I)=0

      DO 105 I=1,N
      KLP(I)=0
105  CONTINUE
      T=T+DELTA
      DO 160 KTIME=1,10
      LP=LP+ICP(I+1)
      ICP(I+1)=0
      ICP(I)=ICM(I)
      DO 170 I1=1,N
      I=N+1-I1
      NC=ICM(I+1)-ICP(I+1)
      IF (NC.GT.NMP(I)) NC=NMP(I)
      KLP(I)=KLP(I)+NC
      ICP(I+1)=ICP(I+1)+NC
      NMP(I)=NMP(I)-NC

C      NH=NMH(I)-NMP(I)
      IF (MD(I).GE.1) NH=0
      IF (ICP(I).LT.NH) NH=ICP(I)
      NHX(I)=NH
      NMP(I)=NMP(I)+NH
      ICP(I)=ICP(I)-NH
170  CONTINUE
      CALL PLINE(ICP,NMP,NHX,N)
160  CONTINUE
      DO 130 J=1,N
      UPD(J)=UP
      IF (MD(J).EQ.0) GO TO 180
      UPD(J)=DN
180  CONTINUE
      PRINT 250, T, (ICP(I),NMP(I),UPD(I),MD(I),KLP(I),I=1,N),LP
250  FORMAT(*,F5.1,5(1X,I7,I4,1X,A2,I2,I5),I10)
150  CONTINUE
      END

```

TABLE A2.--Main Program PKGLINE, Part II

```

SUBROUTINE DOWN (MD,T,N)
C
C PROBLEM OF SHUTDOWNS
C ONE SHIFT=60*8=480 MINUTES, .90*480=404 MIN. AND 76 MIN DOWNTIME
C MDOWN=COUNTS THE AMOUNT OF DOWNTIME BY MINUTES, 1,2,...,7
C NX=THE DOWNTIME DATA FOR EACH OF THE FIVE MACHINES
C NTOT=THE TOTAL DOWNTIME TO INSURE 80 PERCENT MACHINE EFFICIENCY
C RANF=THE RANDOM NUMBER SELECTOR SUBROUTINE IN THE COMPUTER
C
C DIMENSION MD(5),MDOWN(5)
C DIMENSION NTOT(5),NX(7,5)
C DATA (NX(1,K),K=1,5) /49,35,24,30,20/
C DATA (NX(2,K),K=1,5) /55,40,26,35,23/
C DATA (NX(3,K),K=1,5) /59,43,27,37,25/
C DATA (NX(4,K),K=1,5) /60,44,29,39,29/
C DATA (NX(5,K),K=1,5) /62,44,30,40,32/
C DATA (NX(6,K),K=1,5) /62,46,30,41,36/
C DATA (NX(7,K),K=1,5) /62,47,30,41,36/
C DATA NTOT /435,355,220,325,440/
C
C DO 300 K=1,N
C IF (MD(K).EQ.0) GO TO 310
C IF (MDOWN(K).EQ.MD(K)) GO TO 340
C MD(K)=MD(K)+1
C GO TO 300
C THE NUMBER OF MINUTES DOWN
310 M=NTOT(K)*RANF(0.5)+1.0
C IF (M.GT.NX(7,K)) GO TO 300
C
C DO 320 I=1,7
C L=I
C IF (M.LE.NX(I,K)) GO TO 330
320 CONTINUE
330 MDOWN(K)=L
C MD(K)=1
C GO TO 300
340 MD(K)=0
300 CONTINUE
C RETURN
C END

```

TABLE A2.--Subroutine DOWN.





```

SUBROUTINE PLINE(IC,NM,MO,K)
C
C K=THE NUMBER OF MACHINES
C NPER=THE NUMBER PER SYMBOL FOR THE CONVEYORS
C NMAS=THE NUMBER PER SYMBOL FOR THE MACHINES
C L(I,J)=THE LOCATION OF THE ITH MACHINE OR CONVEYOR IN THE OUTPUT
C VECTOR, SL
C S(K)=THE SYMBOL VECTOR, SYMBOLS USED ARE $ 0 S 0
C S=UNITS MOVING ON THE CONVEYORS
C O (ALPHABETIC)=UNITS STATIONARY ON THE CONVEYORS
C S=UNITS MOVING IN THE MACHINES
C O (NUMERIC)=UNITS STATIONARY IN THE MACHINES
C A B C D E INDICATE MACHINES 1 2 3 4 5
C
C DIMENSION IC(10),NY(10),MO(10),S(15),SL(125),L(10,2)
C DATA LQO,NPER,NMAS/0,1200,20/
C IF (LQO.GT.0) GO TO 120
C NP2=NPER/2
C READ 200,S
C PRINT 210,S
200 FORMAT (15A1)
C INITIAL CALL FOR SET-UP
C M=0
C DO 100 I=1,K
C M=M+IC(I)/NPER+3
C L(I,1)=M
C M=M+NM(I)/NMAS+2
C L(I,2)=M
100 CONTINUE
C IF (L(K,2).GT.125) PRINT 220,L(K,2)
C LQO=5
C
C DO 130 I=1,125
C SL(I)=S(5)
130 CONTINUE
C
C DO 160 I=1,K
C JM=(IC(I)+NP2)/NPER
C M=L(I,1)
C LET=1
C IF (MO(I).EQ.0) LET=2
C IF (JM.EQ.0) GO TO 145
C DO 140 J=1,JM
C M=M-1
C SL(M)=S(LET)
140 CONTINUE
145 LET=LET+2
C M=L(I,2)

```

```

      SL(M)=S(I+5)
      JM=NM(I)/NMA5
      IF(JM.EQ.0) GO TO 160
      DO 150 J=1,JM
      M=M-1
      SL(M)=S(LET)
150   CONTINUE
160   CONTINUE
C
      PRINT 210, SL
210   FORMAT(3X,125A1)
220   FORMAT(10X,*OVERRUN OF SL*,I5)
      RETURN
      END

```

TABLE A3.--Subroutine PLINE, Part II

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