## 1. Task (SW ARENA)

## Production line with a belt conveyor

The production line comprises 10 stations. Transportation between stations relies on a belt conveyor moving at the speed of $20 \mathrm{~m} / \mathrm{min}$. The distance between stations is 15 metres. A product must pass sequentially through all 10 stations. No more than 8 machines may be allocated to a single station. An unlimited number of products may be stored at each station.
Hourly production cost for one machine:

|  | Machine works | Machine waits |
| :--- | :---: | :---: |
| Working place 1 | 300 | 200 |
| Working place 2 | 500 | 250 |
| Working place 3 | 700 | 500 |
| Working place 4 | 100 | 80 |
| Working place 5 | 300 | 250 |
| Working place 6 | 750 | 560 |
| Working place 7 | 1500 | 1000 |
| Working place 8 | 200 | 100 |
| Working place 9 | 320 | 200 |
| Working place 10 | 500 | 300 |

Hourly cost of a product's presence in the production shop equals CZK 20/hour.
Processing times at individual stations:

|  | Distance [min] |
| :--- | :---: |
| Working place 1 | NORM $(20,3)$ |
| Working place 2 | TRIA $(15,20,23)$ |
| Working place 3 | $\operatorname{TRIA}(8,10,14)$ |
| Working place 4 | TRIA $(17,19,22)$ |
| Working place 5 | TRIA $(20,22,24)$ |
| Working place 6 | $\operatorname{TRIA}(15,2)$ |
| Working place 7 | $\operatorname{TRIA}(8,10,11)$ |
| Working place 8 | $\operatorname{TRIA}(13,15,16)$ |
| Working place 9 | $\operatorname{TRIA}(15,17,18)$ |
| Working place 10 | $\operatorname{NORM}(20,2)$ |

## Simulation Objectives

Determine the interval between arrivals of jobs at production site and the numbers of machines for individual stations for:

- one-shift operation (8 hours per day) for 7 days/week
- two-shift operation (16 hours per day) for 7 days/week
- three-shift operation (24 hours per day) for 7 days/week

The objective of the simulation is to manufacture as many products as possible during the specified time at lowest possible cost.

## 2. Task of the lecture

Create a search simulation tools for discrete simulation. Describe and explain the principles of discrete simulation.

