Contents

About This Book ix

Introduction xv

Chapter 1. Computer Simulation of Discrete Flows 1

1.1. Introduction 1
1.2. Worked example 1
1.2.1. Map of the resort 2
1.2.2. Problem statement and design brief 3
1.3. Setting up the project in the ExtendSim 9 software 5
1.3.1. Definition of the principal parameters 5
1.3.2. Designing the model and inputting constraints 7
1.3.3. Definition of flows 22
1.3.4. Running the simulation 22
1.3.5. Creation and allocation of resources 24
1.3.6. Rerunning the simulation 28
1.3.7. Generating a report and analysis 29
1.3.8. Development, enhancement and improvement 31
1.3.9. Hierarchy 38
1.3.10. Appearance design 40
1.4. Conclusion 44

Chapter 2. Simulation of Mixed Flows 47

2.1. Mixed Flows 47
2.2. An example of modeling mixed flows 48
2.2.1. Problem statement and specifications 48
2.3. Creating and inputting the project in ExtendSim 52
2.3.1. Definition of the principal parameters 52

2.3.2. Soda production and bottling 53
2.3.3. Transport, carbonation and labeling 80
2.3.4. Packaging and storage 85
2.3.5. Maintenance and cleaning 93
2.3.6. Finishing touches 98
2.4. Conclusion 108

Chapter 3. 3D Flows and Evacuation Simulation 109

3.1. 3D flows 109
3.2. The Pathfinder software 110
3.3. Evacuation of a building with PathFinder 111
3.3.1. Importing and formatting the first floor plans 113
3.3.2. Creating the different first floor rooms 117
3.3.3. Creating the first floor doors 120
3.3.4. Populating with occupants 122
3.3.5. Simulation and results for the first floor evacuation 123
3.3.6. Incorporating furniture 126
3.3.7. Importing and formatting the second floor plans 128
3.3.8. Creating rooms, doors and populating with occupants 129
3.3.9. Creating the stairs 130
3.3.10. Simulation and results for evacuation of the whole building 134
3.4. Extensions 146
3.4.1. Moving to SFPE mode 146
3.4.2. Groups of occupants 148
3.4.3. Managing the elevators 148
3.4.4. Creating viewpoints 154
3.4.5. Creating camera tours 156
3.4.6. Further possibilities 158

Chapter 4. 3D Flows, Distribution and Warehousing 159

4.1. Product distribution 159
4.2. The FlexSim software 159
4.3. Basic concepts of the FlexSim software 160
4.3.1. General appearance of FlexSim 160
4.3.2. Libraries 162
4.3.3. Mouse-based functions 164
4.3.4. Connections between objects 165
4.4. Worked example 166
4.4.1. Description of the warehouse 167
4.4.2. Warehouse operation 168
4.4.3. Modeling stage 1 170
4.4.4. Modeling stage 2 178

4.4.5. Modeling stage 3 184
4.5. Detailed flow and task executer management 194
4.5.1. Generation of containers with several types of content 194
4.5.2. A fixed resource for task executers 198
4.5.3. Shared task executers 200
4.5.4. Pulled and pushed flows and more 204
4.5.5. Naming items 210
4.5.6. Timetables, groups and resources 216
4.6. Experimenter 231
4.6.1. Constructing the model 231
4.6.2. Adding the dashboard 232
4.6.3. Configuring the Experimenter 235
4.7. Concluding remarks 239

Conclusion 241

Glossary 245

Bibliography 251

Index 259