

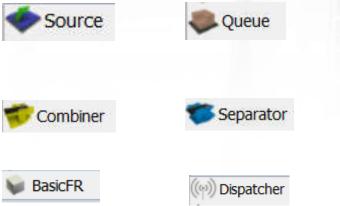
Estructura del Curso

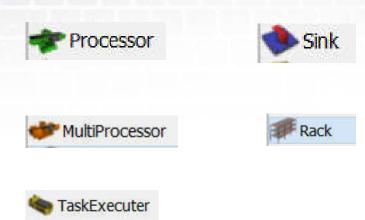


- 1.- Simulación
- 2.- Sistemas, Procesos y Modelos
- 3.- Recomendaciones para Proyectos
- 4.- Generación de Números Aleatorios
- 5.- Método de Montecarlo
- 6.- Generación de Variables Aleatorias
- 7.- Modelación de Datos de Entrada
- 8.- Modelo Conceptual Operacional
- 9.- Diseño de Experimentos

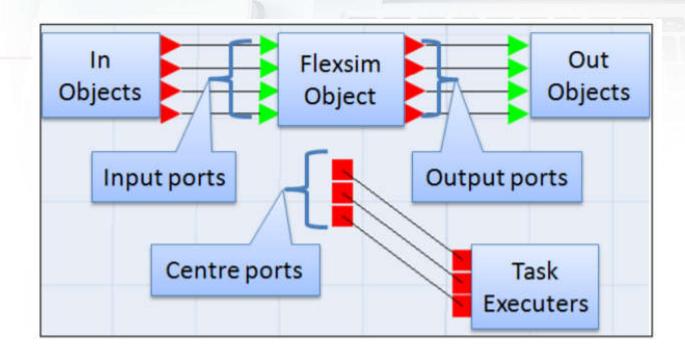
DATE DURIER DISTANCE ALLURE MEMARQUES REMARQUES CONTROL CHEST TO THE STATE OF THE S

Objetos de Flexsim

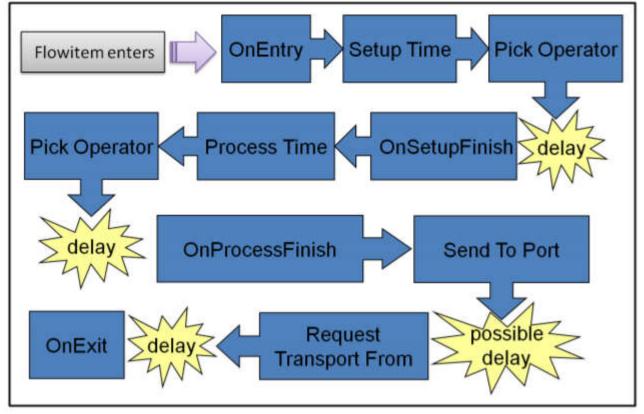






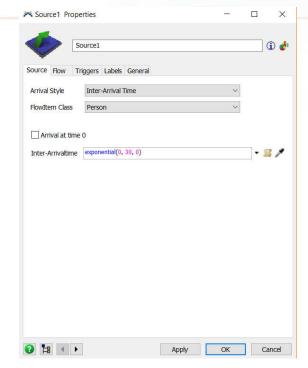


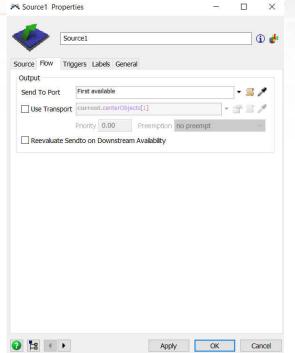


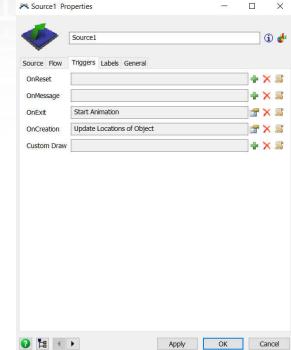




Source





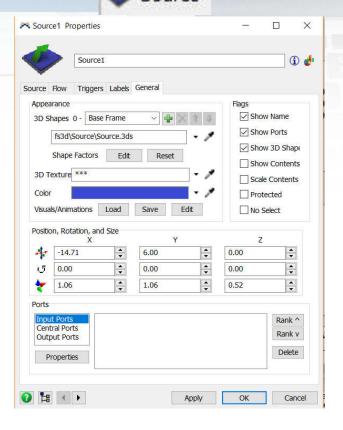




Source

14/4/14

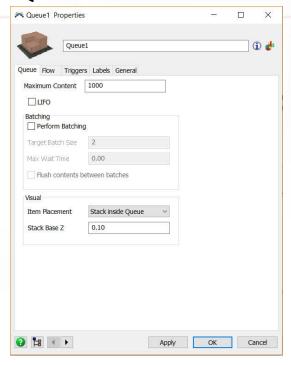
Source

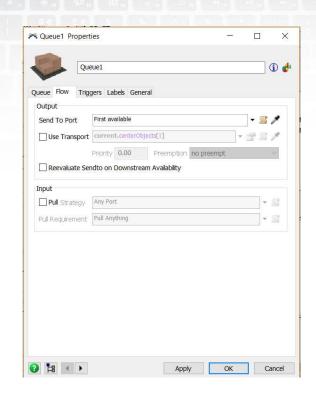




Queue

Queue

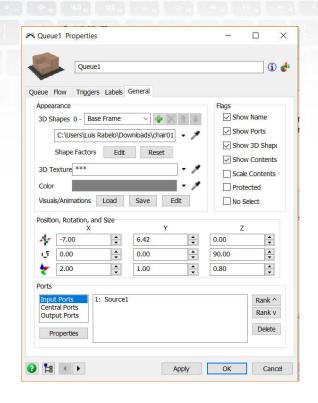






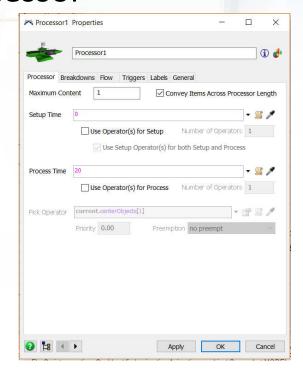
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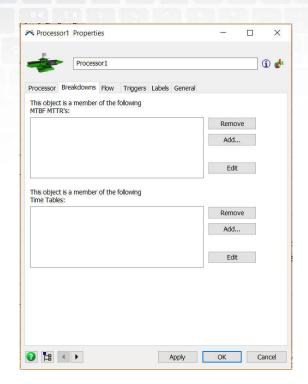






Processor

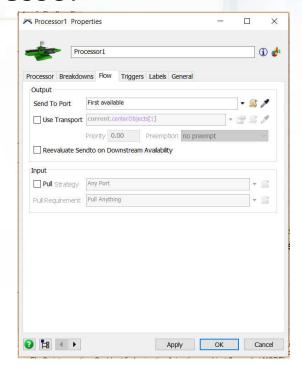






Processor

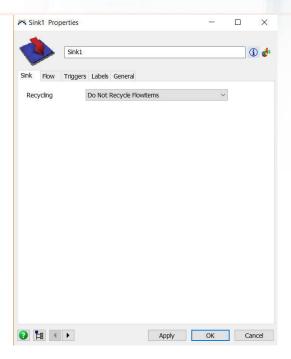
Processor

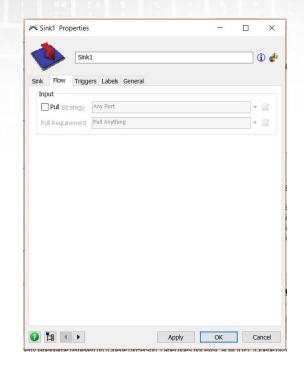




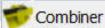


• Sink

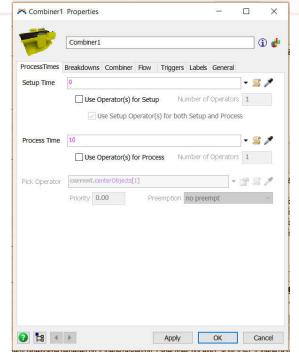




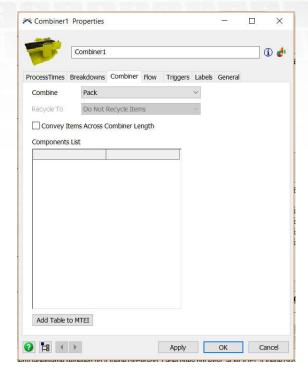




Combiner



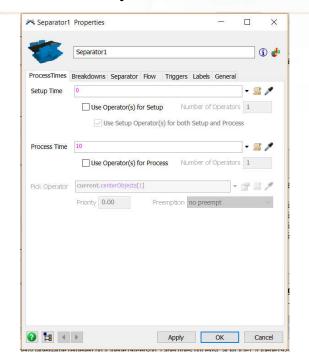


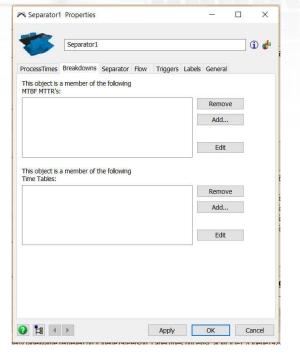




Separator

Separator

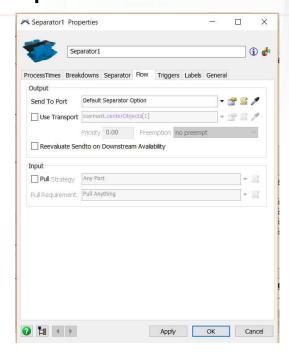


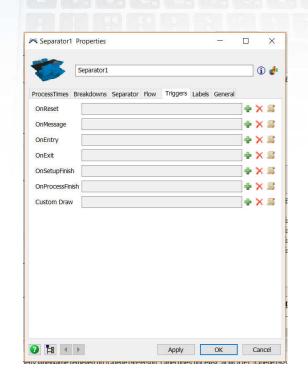






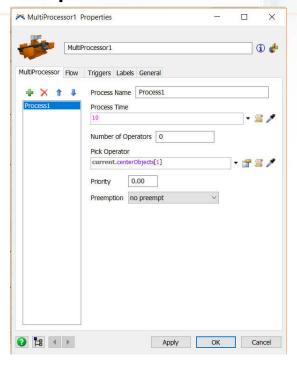
Separator

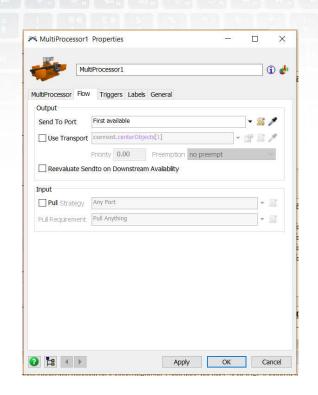






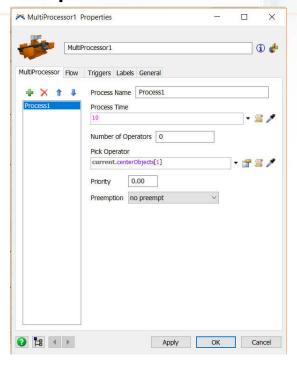
Multiprocessor

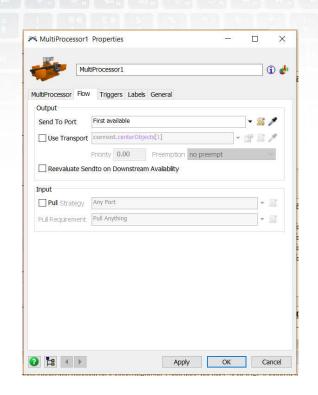






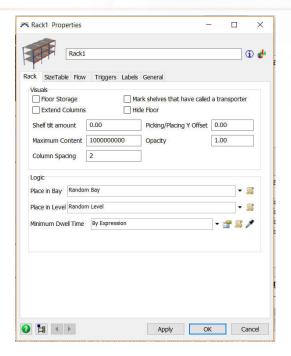
Multiprocessor

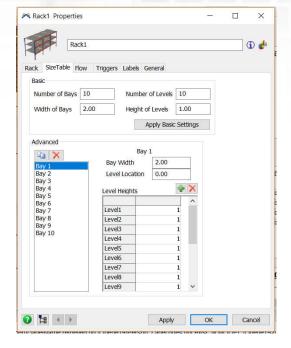


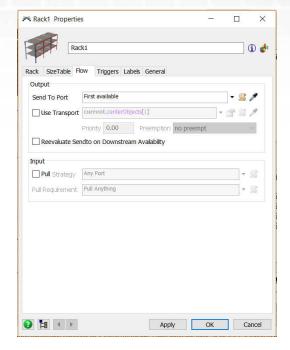




Rack

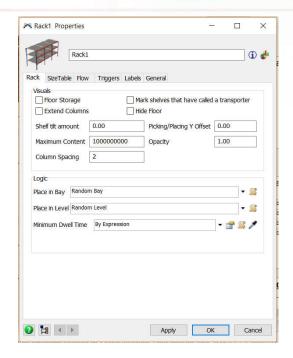


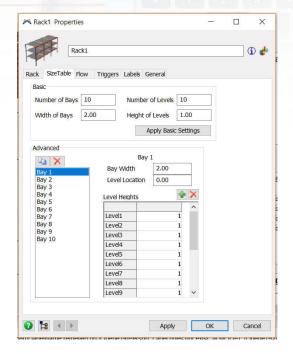






Rack







Flowitems

Objetos que se mueven a través del modelo. Pueden ser partes, pallets, ensambles, personas, órdenes, containers.

Labels

Son cadenas de caracteres que son almacenados en Flowitems y Objects. Pueden ser alterados dinámicamente a lo largo del proceso

Ports

Cada objeto de Flexsim tiene un número ilimitado de puertos a través de los cuales se puede comunicar con otros objetos



- Paso 1: Iniciar FlexSim
- Paso 2: Seleccionar Unidades
- Paso 3: Crear Objetos
- Paso 4: Conectar Objetos
- Paso 5: Definir parámetros de llegada
- Paso 6: Asignar a las entidades características partículares de acuerdo a su tipo
- Paso 7: Definir la capacidad máxima de la línea de espera
- Paso 8: Definir la ruta de acuerdo al proceso o las operaciones de cada tipo de entidad
- Paso 9: Definir tiempos de Proceso
- Paso 10: Resetear y correr el Modelo
- Crear un Dashboard
- Resultados

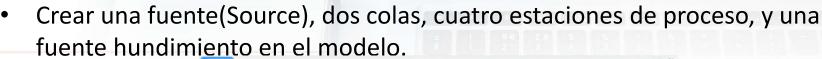


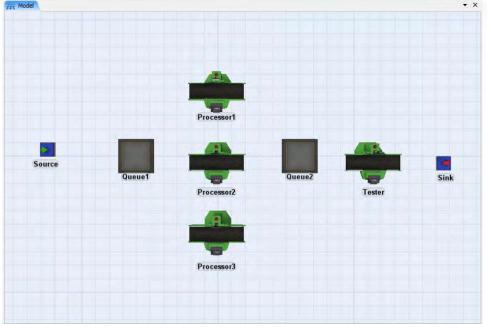




| Time Units | Seconds |
|------------------|--------------------------|
| Length Units | Meters |
| Fluid Units | Liters |
| Model Start Time | 8:00:00 AM |
| | Wed 4 Sep 2013 □▼ |
| Height = | Time 2.9 |
| Height = 1.8 | Time 2.9 = 00:00:02.9 |

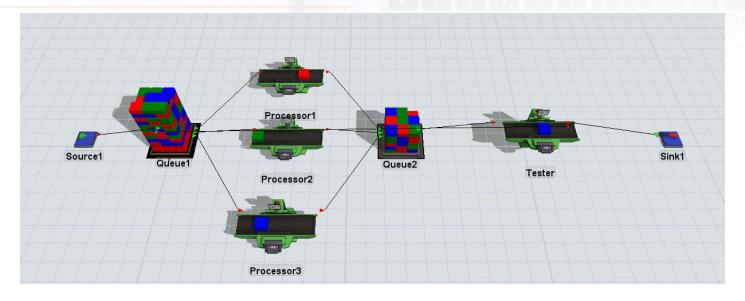
Pasos para el 1er mod







Layout



Ejemplos (Pg 135)



Modelo 1

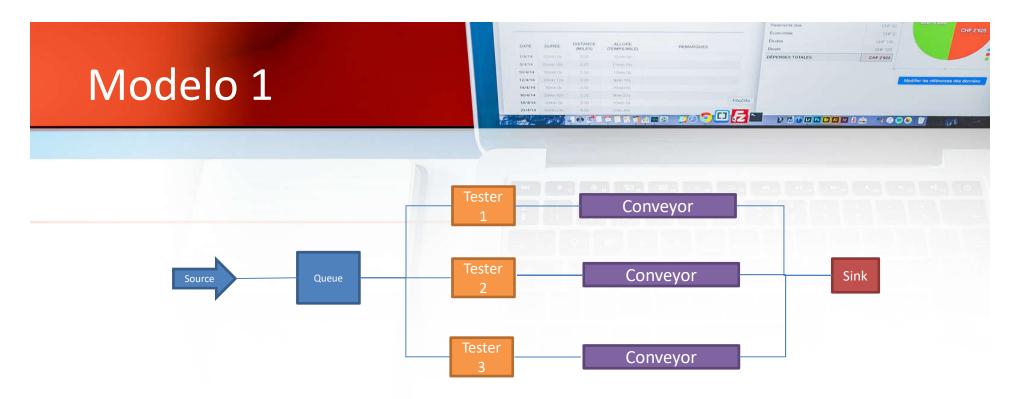
Crear un modelo de 3 procesos en paralelo con 3 tipos de items. Cada tipo de item con rutas de proceso diferentes .

Modelo 2

Utilizando el modelo 1, se debe añadir Operadores y transportadores al proceso. Se introducirán propiedades de objetos adicionales y conceptos de análisis estadístico.

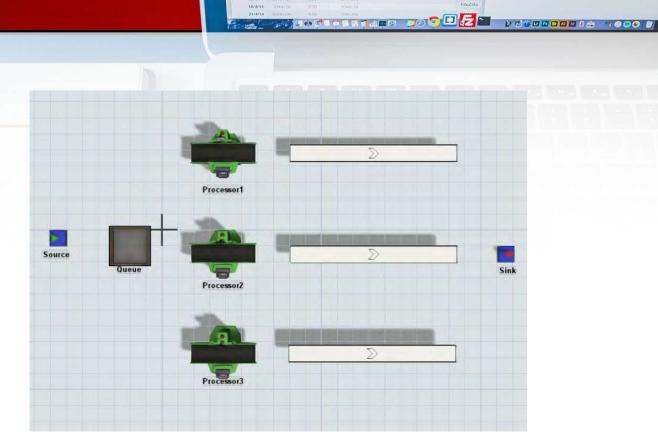
Modelo 2 Extra

Empleo de los gráficos 3D y tableros de datos además del empleo del objeto Visual Tool



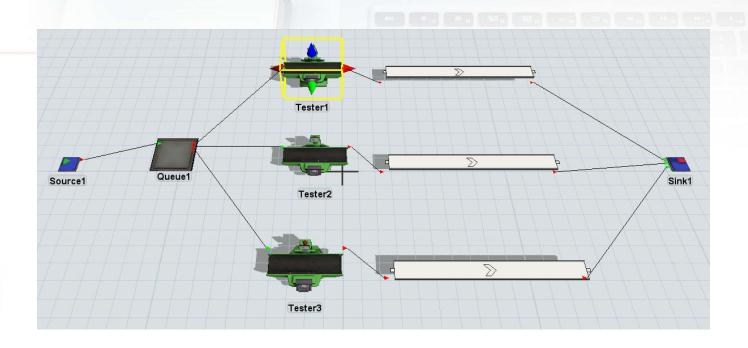
Source arrival rate: normal(20,2) seconds
Queue maximum size: 25 flowitems
Testing time: exponential(0,30) seconds
Conveyor speed: 1 meter per second

Flowitem routing: Type 1 to Tester 1, type 2 to Tester 2, type 3 to Tester 3









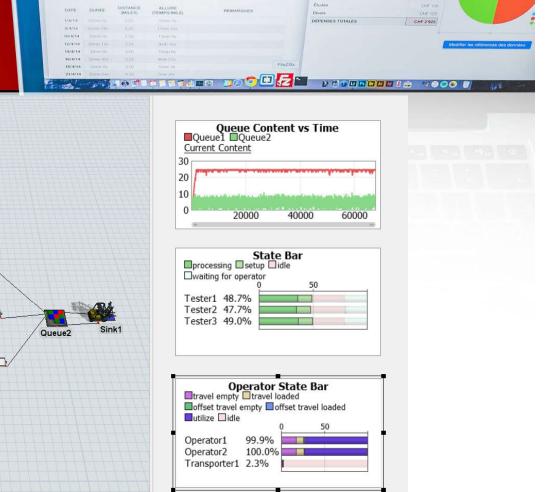
Source1

Disparcher1

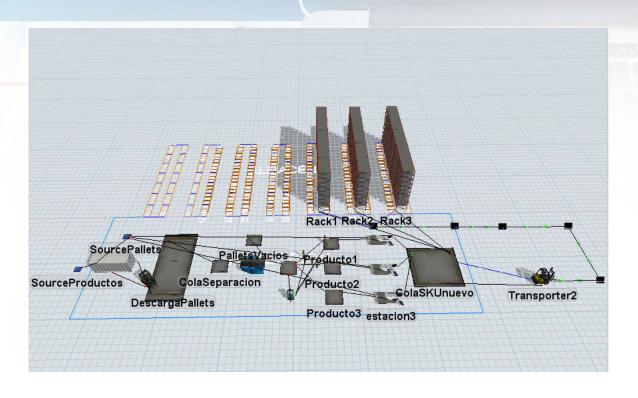
Tester1

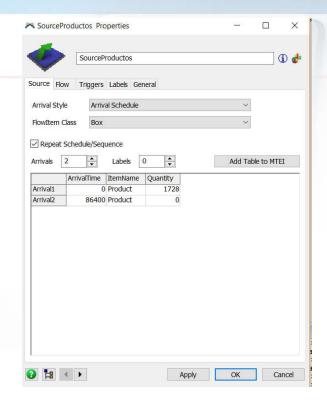
Tester2

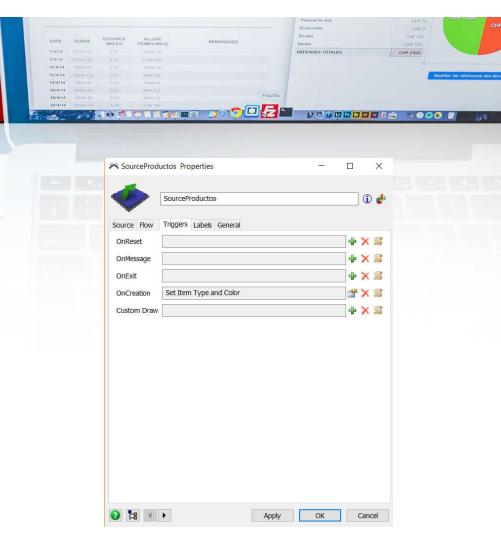
Tester3



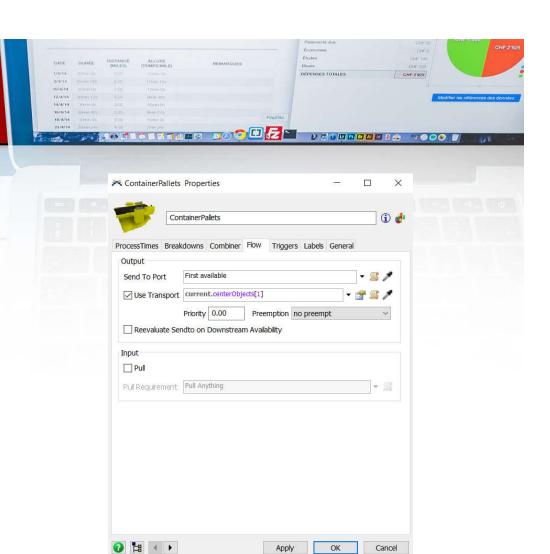


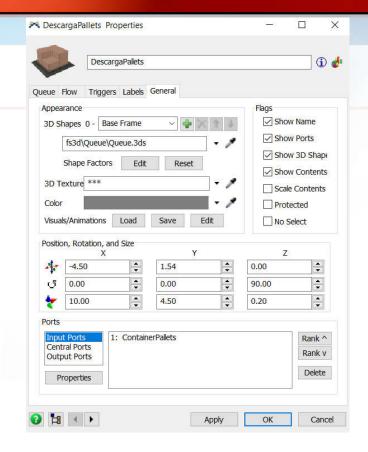


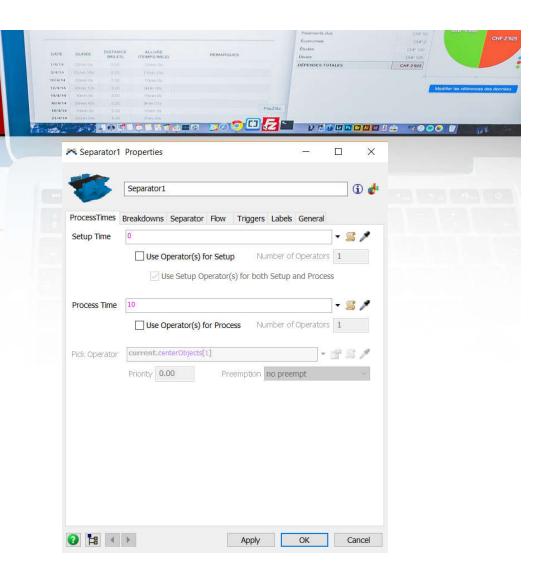




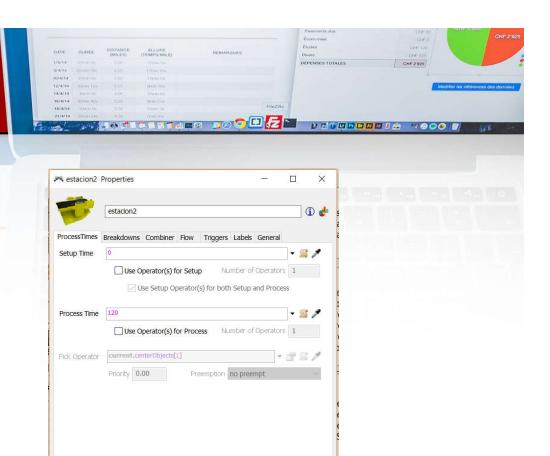












OK

Cancel

