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## Applications of Virtual Reality in Design and Simulation of Holonic Manufacturing Systems A Demonstration in Die-Casting Industry

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#### Overview

- Key Concepts
- □ Holonic Manufacturing Systems (HMS)
- Virtual Reality (VR)
- ☐ The VR-HMS methodology
- Modeling and Operations
- Implementations
- Conclusions

#### **Agility**

- Defined as; the capability of surviving and prospering in a competitive environment of continuous and unpredictable change by reacting quickly and electively to changing markets.
- an agile manufacturing system is required to be scalable, robust and re-configurable to cope with the <u>disturbances</u> within the market demands and the manufacturing system itself.

### Holonic Manufacturing Systems

- An intelligent manufacturing paradigm developed for agility in manufacturing.
- Organizing manufacturing activities in decentralized control architecture to meet the agile, scalable and fault tolerant requirements.
- Overcomes many difficulties faced by existing conventional CIM systems.

### Holonic Manufacturing Systems

- Behavior is not deterministic
- Direct experimental testing is expensive
- The implementation requires,
  - High investment
  - A lot of expertise
  - Careful decisions to ensure that the highly automated system will successfully satisfy the demands.

### The Virtual Reality (VR)

- is a synthetic environment providing a sense of reality and an impression of 'being there'.
- an environment to understand the statistical outcome of the simulation with realistic modeling of implementation.
- Helps solving problems in manufacturing applications before being employed in practice,
- prevents costly mistakes.

#### VR Applications in Manufacturing

- Simulation of Manufacturing Operations, Offline Robot Programming, CAD, CAPP, Facility layout planning, training...
- □ Packages available such as; DELMIA<sup>TM</sup>: QUEST, IGRIP, VisFactory<sup>TM</sup>...
- Applications designed for <u>centralized control</u> <u>architectures</u>.

#### The VR for HMS Simulation

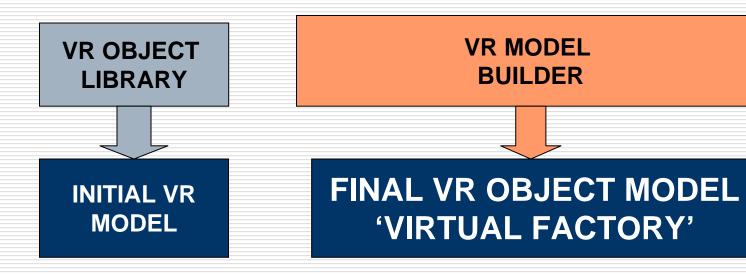
### **OPERATIONS ENVIRONMENT DESIGN ENVIRONMENT MULTI AGENT SYSTEM VIRTUAL REALITY MODEL OPERATIONS ENVIRONMENT VIRTUAL REALITY** MODEL **USER INTERACTION**

## Holonic control system design environments

- The holonic agent in this research is an extended JADE agent.
- □ JADE: Java Agent DEvelopment Framework, an open source agent platform that provides a library of Java classes that allow creating agents with application-specific attributes and behaviour with capabilities to send and receive FIPA messages (<a href="http://jade.cselt.it/">http://jade.cselt.it/</a>).
- fully implemented in Java language.

#### **VR Modeling Environment**

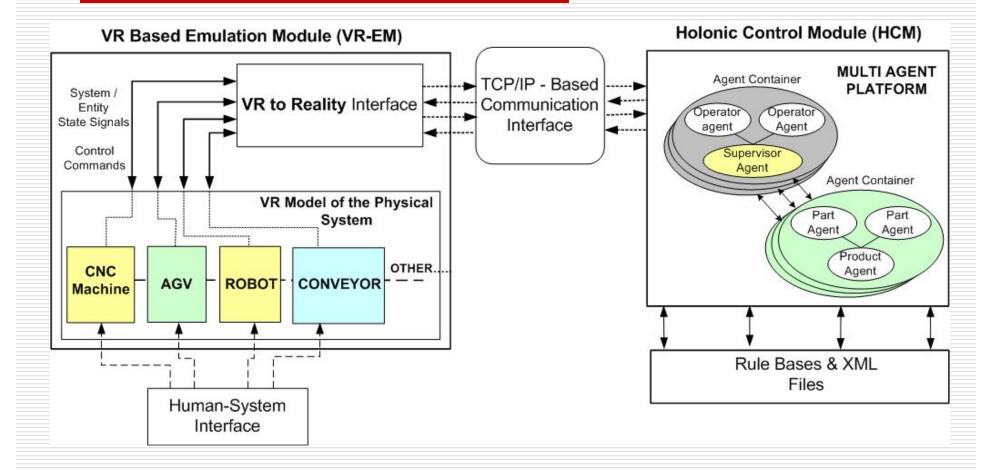
The VR model is constructed in a way to represent the current physical operations within the factory.



#### **Operations Environment**

- simulates the designed system model for the various operating conditions in a digital platform.
- bounds the holonic control architecture models into the VR models of the manufacturing devices.
- Failure generation schemes are applied for understanding the robustness of the designed system model with decentralized control architecture

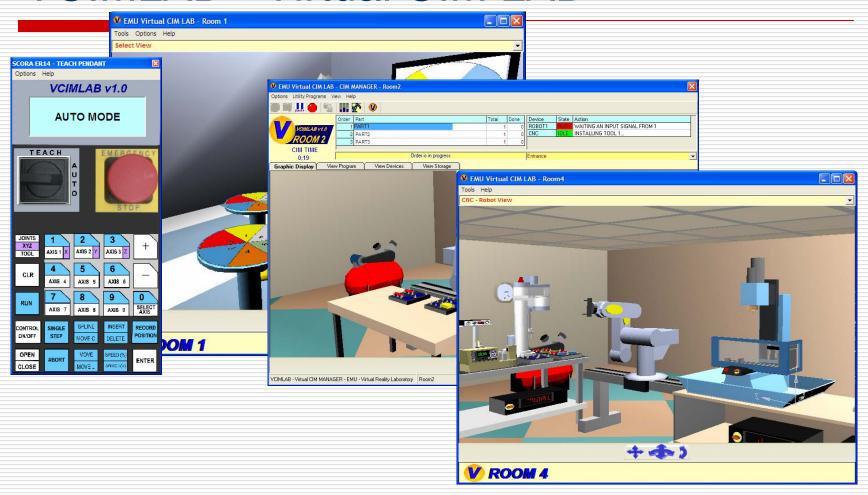
### **Operations Environment**



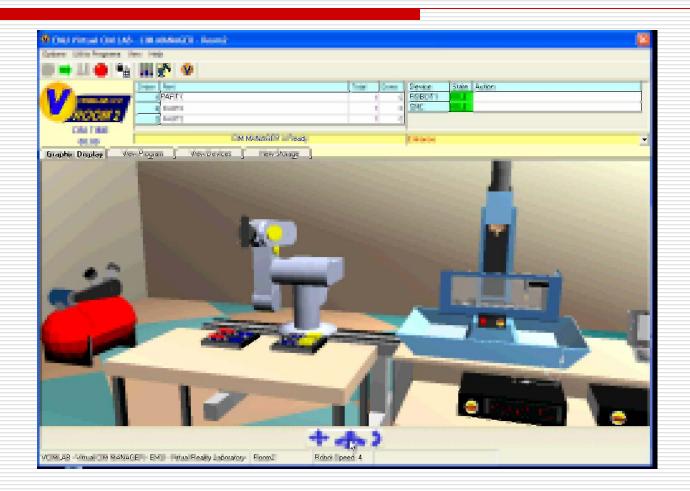
#### **Implementation**

- □ A prototype tool VCIM-HOLONIC has been developed to realize the features outlined in the methodology
- ☐ Built on top of Open GL in C++ and JADE in Java
- □ A sample implementation has been performed in a mediumsize die casting manufacturing factory in Turkey.
- The existing manufacturing system has been modelled and simulated for the implementation of fully automated die casting cells.
- A Holonic control architecture has been implemented for self-organization of the die-casting cells in the case of breakdowns and rush orders.

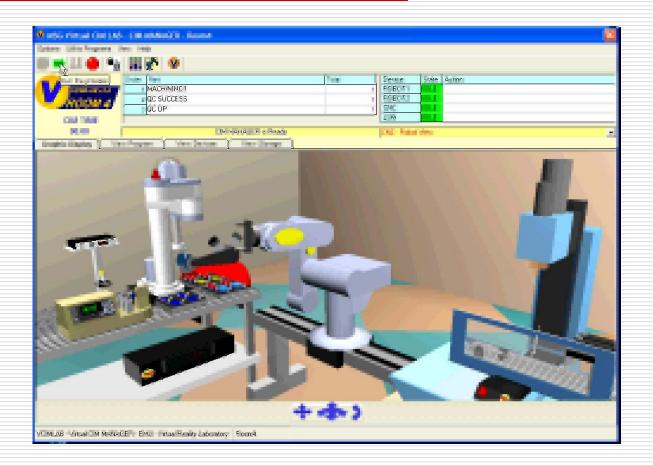
#### **VCIMLAB - Virtual CIM LAB**



#### **VCIMLAB to VCIM-HOLONIC**



#### VCIMLAB to VCIM-HOLONIC



#### Conclusions

- □ VR enhances the design, analysis and testing phases of automation and system implementations into manufacturing enterprises.
- □ VR environment provides visual animation where certain patterns (e.g. inventory build-up, blockages in flow) can be quickly seen. This is an important feature, especially in demonstrating the response of HMS to the factory management.
- physical configuration of the floor and study the effects of changes (e.g. distance between machines, speed of material handling systems) can be done easily.
- ☐ The framework provides an ability to quickly conduct controlled and repeatable experiments for comparative visual feedback on the operational differences.

#### Thank You

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