

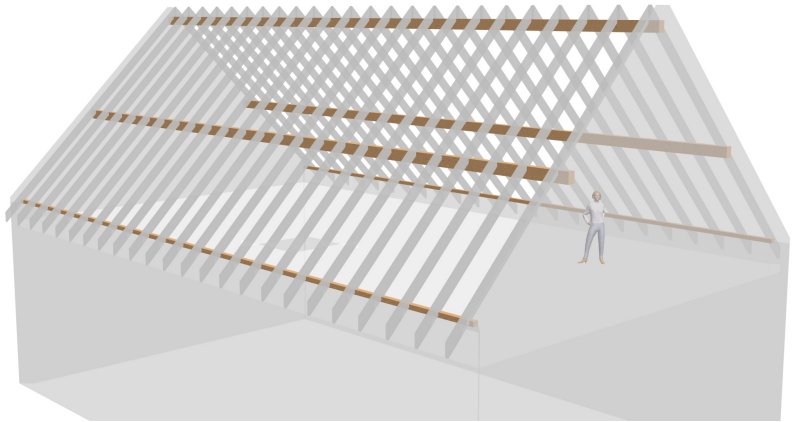
# Optimization of a purlin punching process

Jan Pöschko

Institute of Optimization and Discrete Mathematics



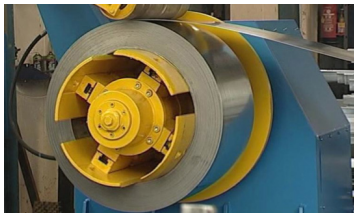
# Purlins



([http://de.wikipedia.org/w/index.php?title=Datei:Pfetten\\_in\\_Pfettendach.jpg](http://de.wikipedia.org/w/index.php?title=Datei:Pfetten_in_Pfettendach.jpg))

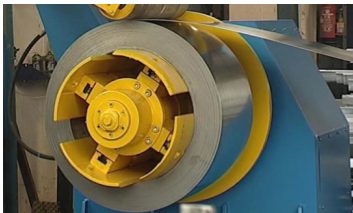
# Production

- 1 sheet of metal runs from coil



# Production

① sheet of metal runs from coil

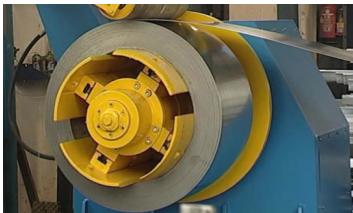


② holes are punched



# Production

① sheet of metal runs from coil



② holes are punched

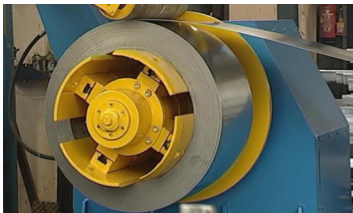


③ metal is cut



# Production

① sheet of metal runs from coil



② holes are punched



③ metal is cut



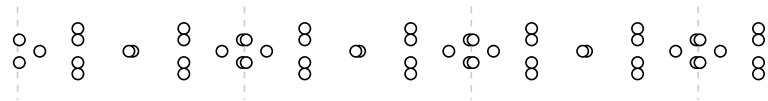
④ metal is folded





## Optimization problem

given holes by  $x_n \in \mathbb{R}$ ,  $t_n \in T \subset \mathbb{Z}$



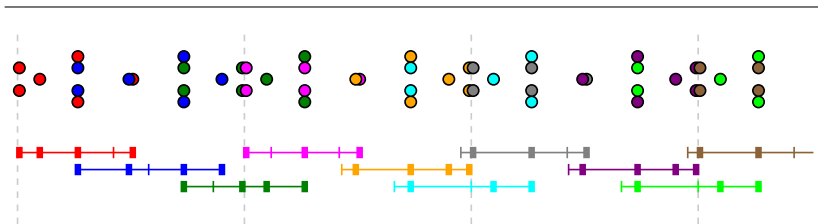
# Optimization problem

given holes by  $x_n \in \mathbb{R}$ ,  $t_n \in T \subset \mathbb{Z}$

find

- equipping of the machine:  $e_j \in T$ ,  $j \in S = \{1, \dots, 6\}$
- subsequent positions of stamps and punched holes:

$$s_{ij} \in \mathbb{R}, \quad h_{ijn} = \begin{cases} 1 & \text{hole } n \text{ punched by stamp } j \text{ in turn } i \\ 0 & \text{otherwise} \end{cases}$$



# Optimization problem

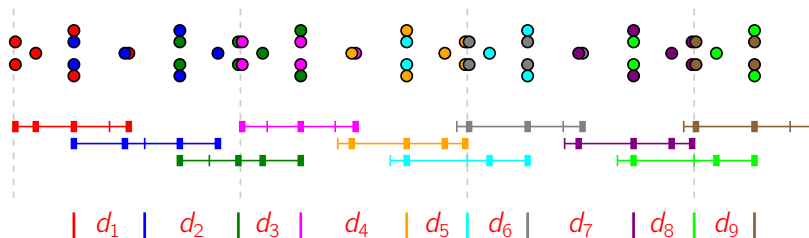
given holes by  $x_n \in \mathbb{R}$ ,  $t_n \in T \subset \mathbb{Z}$

find

- equipping of the machine:  $e_j \in T$ ,  $j \in S = \{1, \dots, 6\}$
- subsequent positions of stamps and punched holes:

$$s_{ij} \in \mathbb{R}, \quad h_{ijn} = \begin{cases} 1 & \text{hole } n \text{ punched by stamp } j \text{ in turn } i \\ 0 & \text{otherwise} \end{cases}$$

maximizing displacements  $d_i = s_{i,4} - s_{i-1,4}$



# Optimization problem

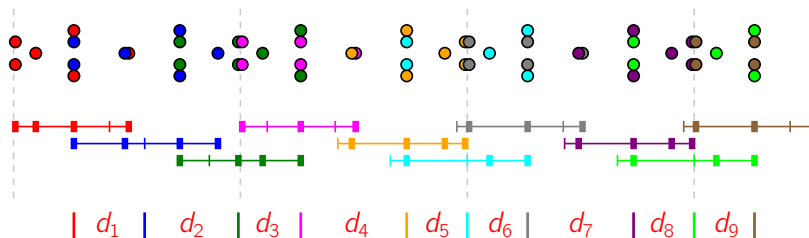
given holes by  $x_n \in \mathbb{R}$ ,  $t_n \in T \subset \mathbb{Z}$

find

- equipping of the machine:  $e_j \in T$ ,  $j \in S = \{1, \dots, 6\}$
- subsequent positions of stamps and punched holes:

$$s_{ij} \in \mathbb{R}, \quad h_{ijn} = \begin{cases} 1 & \text{hole } n \text{ punched by stamp } j \text{ in turn } i \\ 0 & \text{otherwise} \end{cases}$$

maximizing displacements  $d_i = s_{i,4} - s_{i-1,4}$ :  $\min \sum \frac{1}{d_i}$



## Program formulation

$$\min \sum \frac{1}{d_i}$$

s. t.

$$\sum_n t_n h_{ijn} = e_j \quad \forall i \forall j \in A_i \quad (\text{active stamps have correct tools})$$

$$\sum_n x_n h_{ijn} = s_{ij} \quad \forall i \forall j \in A_i \quad (\text{active stamps are on correct positions})$$

$$\sum_i \sum_{j \in A_i} h_{ijn} = 1 \quad \forall n \quad (\text{each hole is punched exactly once})$$

where  $A_i = \{j \mid \exists n : h_{ijn} = 1\}$  is the set of active stamps in turn  $i$

## Program formulation

$$\min \sum \frac{1}{d_i}$$

s. t.

$$\sum_n t_n h_{ijn} = e_j \quad \forall i \forall j \in A_i \quad (\text{active stamps have correct tools})$$

$$\sum_n x_n h_{ijn} = s_{ij} \quad \forall i \forall j \in A_i \quad (\text{active stamps are on correct positions})$$

$$\sum_i \sum_{j \in A_i} h_{ijn} = 1 \quad \forall n \quad (\text{each hole is punched exactly once})$$

where  $A_i = \{j \mid \exists n : h_{ijn} = 1\}$  is the set of active stamps in turn  $i$  and machine constraints

$$c_j \leq \bar{s}_{ij} - \bar{s}_{i,j-1} \leq C_j \quad (\text{distances between stamps are feasible})$$

$$|\bar{s}_{ij} - \bar{s}_{i-1,j}| \leq C \quad (\text{x-movement is not too large})$$

where  $\bar{s}_{ij} = s_{ij} - s_{i,4}$  is the relative stamp position

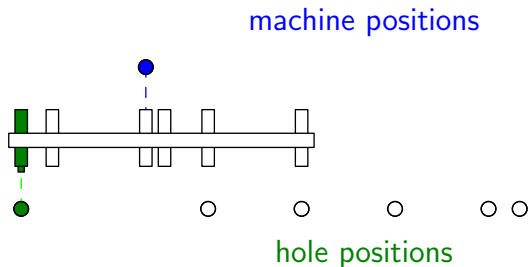
## Algorithm: determining a feasible starting solution

```
for all feasible equipplings  $E = (e_j) \in T^6$  of the machine do  
  for random fixed relative stamp positions  $S = (\bar{s}_j) \in \mathbb{R}^6$  do  
    determine a punching plan  $P_{ES}$  using a greedy algorithm  
  end for  
end for  
return  $\operatorname{argmin}_{P_{ES}} c(P_{ES})$ 
```

## Algorithm: determining a feasible starting solution

**for all** feasible equipplings  $E = (e_j) \in T^6$  of the machine **do**  
    **for** random fixed relative stamp positions  $S = (\bar{s}_j) \in \mathbb{R}^6$  **do**  
        determine a punching plan  $P_{ES}$  using a greedy algorithm  
    **end for**  
**end for**  
**return**  $\operatorname{argmin}_{P_{ES}} c(P_{ES})$

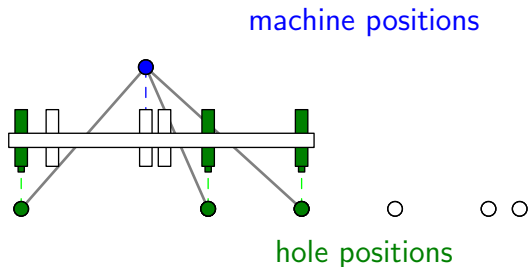
---



## Algorithm: determining a feasible starting solution

**for all** feasible equipplings  $E = (e_j) \in T^6$  of the machine **do**  
    **for** random fixed relative stamp positions  $S = (\bar{s}_j) \in \mathbb{R}^6$  **do**  
        determine a punching plan  $P_{ES}$  using a greedy algorithm  
    **end for**  
**end for**  
**return**  $\operatorname{argmin}_{P_{ES}} c(P_{ES})$

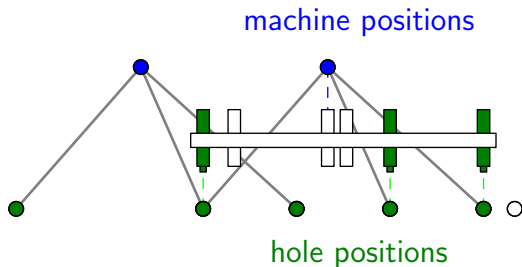
---



## Algorithm: determining a feasible starting solution

**for all** feasible equipplings  $E = (e_j) \in T^6$  of the machine **do**  
    **for** random fixed relative stamp positions  $S = (\bar{s}_j) \in \mathbb{R}^6$  **do**  
        determine a punching plan  $P_{ES}$  using a greedy algorithm  
    **end for**  
**end for**  
**return**  $\operatorname{argmin}_{P_{ES}} c(P_{ES})$

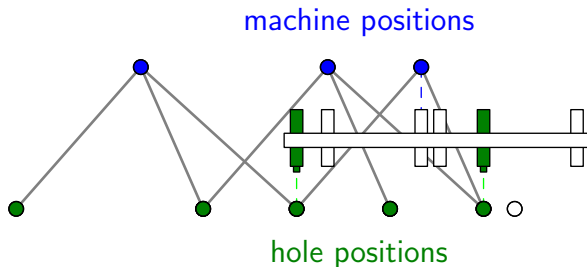
---



## Algorithm: determining a feasible starting solution

**for all** feasible equipplings  $E = (e_j) \in T^6$  of the machine **do**  
    **for** random fixed relative stamp positions  $S = (\bar{s}_j) \in \mathbb{R}^6$  **do**  
        determine a punching plan  $P_{ES}$  using a greedy algorithm  
    **end for**  
**end for**  
**return**  $\operatorname{argmin}_{P_{ES}} c(P_{ES})$

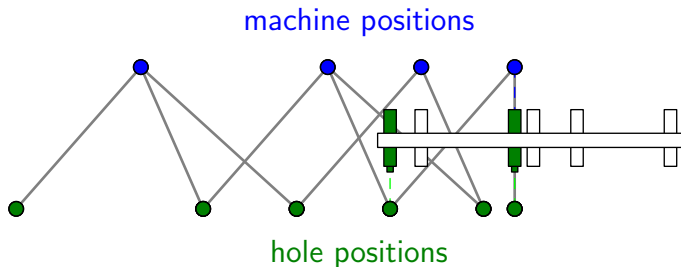
---



## Algorithm: determining a feasible starting solution

**for all** feasible equipplings  $E = (e_j) \in T^6$  of the machine **do**  
    **for** random fixed relative stamp positions  $S = (\bar{s}_j) \in \mathbb{R}^6$  **do**  
        determine a punching plan  $P_{ES}$  using a greedy algorithm  
    **end for**  
**end for**  
**return**  $\operatorname{argmin}_{P_{ES}} c(P_{ES})$

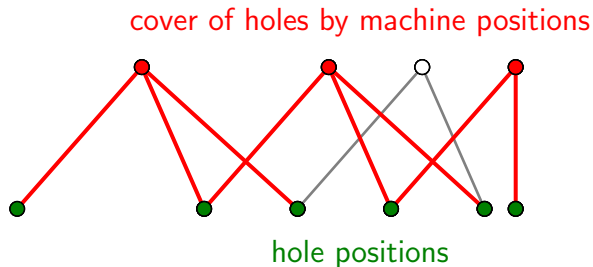
---



## Algorithm: determining a feasible starting solution

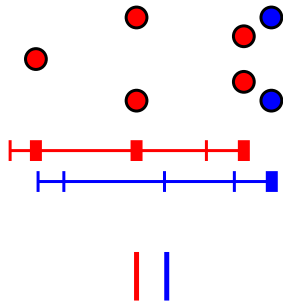
```
for all feasible equipplings  $E = (e_j) \in T^6$  of the machine do  
  for random fixed relative stamp positions  $S = (\bar{s}_j) \in \mathbb{R}^6$  do  
    determine a punching plan  $P_{ES}$  using a greedy algorithm  
  end for  
end for  
return  $\operatorname{argmin}_{P_{ES}} c(P_{ES})$ 
```

---



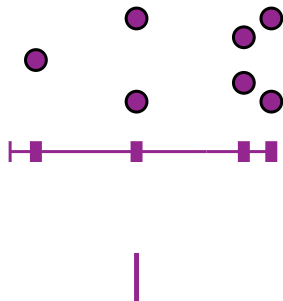
## Algorithm: local search for an improved solution

- combine punching steps
  - change stamp positions and assignments
  - exchange order of punching steps
- 



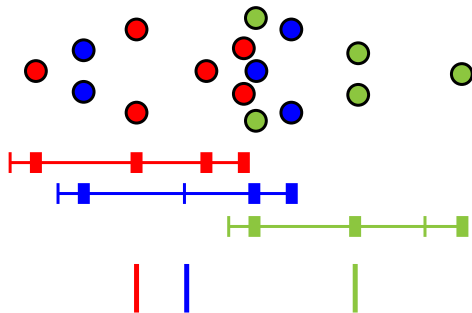
## Algorithm: local search for an improved solution

- combine punching steps
  - change stamp positions and assignments
  - exchange order of punching steps
- 



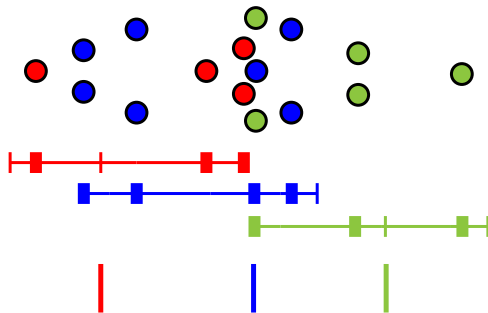
## Algorithm: local search for an improved solution

- combine punching steps
  - change stamp positions and assignments
  - exchange order of punching steps
- 



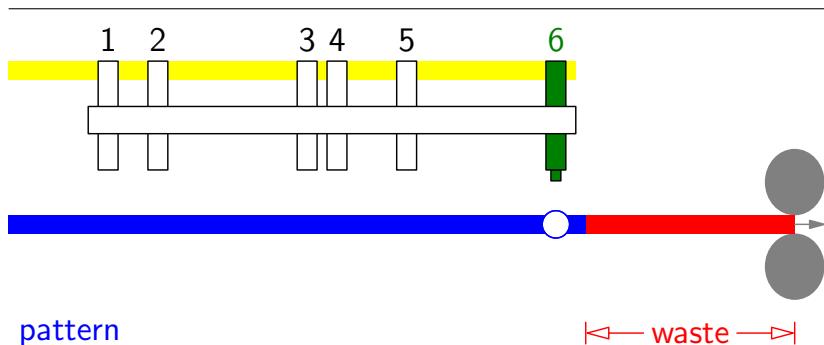
## Algorithm: local search for an improved solution

- combine punching steps
  - change stamp positions and assignments
  - exchange order of punching steps
- 



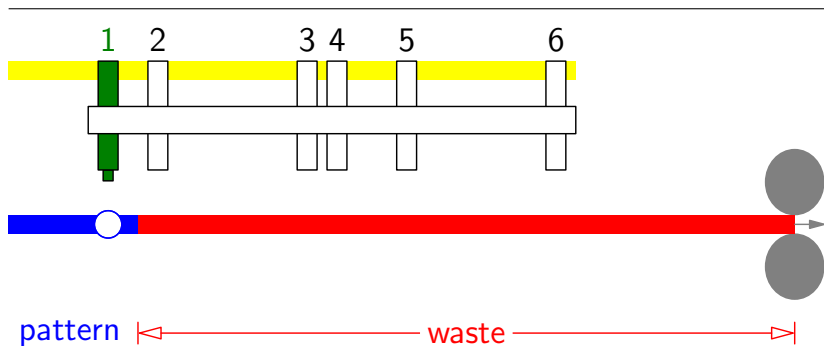
# Waste

waste results from used stamp and its position at first step



# Waste

waste results from used stamp and its position at first step



# Evaluation

- evaluated using 250 given test instances
- solution helps saving both time and material
- in production use in Austria, Poland, Iran, and India

Thank you for your attention!

---



Jan Pöschko

poeschko@tugraz.at

