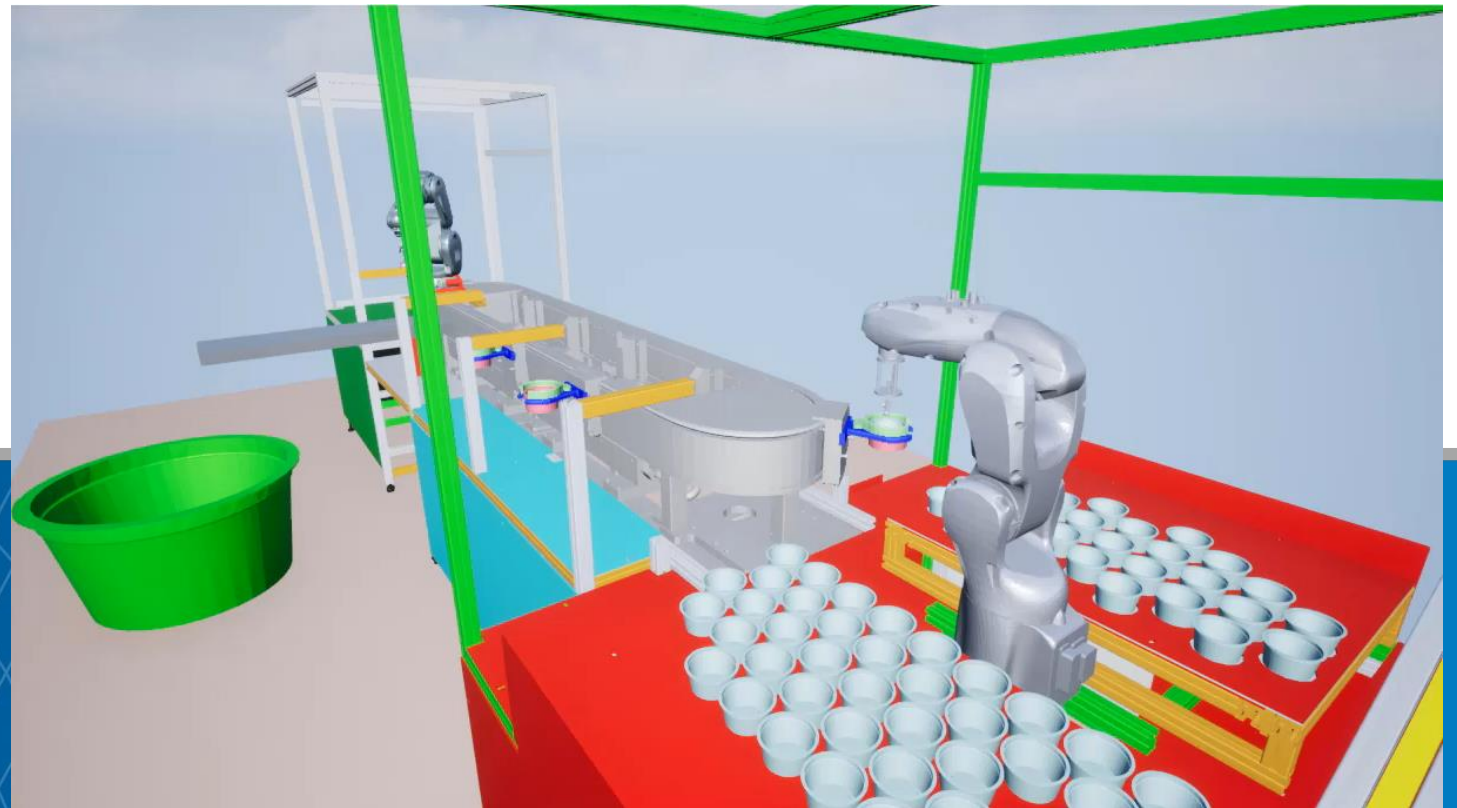


# Model-Based Design and Virtual Commissioning of Production Machinery

Jens Lerche  
Principal Application Engineering  
20240827



# Agenda

## Model-Based Design

1. Modelling Mechanical Systems at different Levels of Detail
2. Controls Design and automated Code Generation

## Virtual Commissioning

1. Co-Simulation with Unreal Engine for large scale 3D modelling
2. Accelerate Modelling by using CAD Import
3. Hardware in the Loop (HiL) Simulation

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## Model-Based Design

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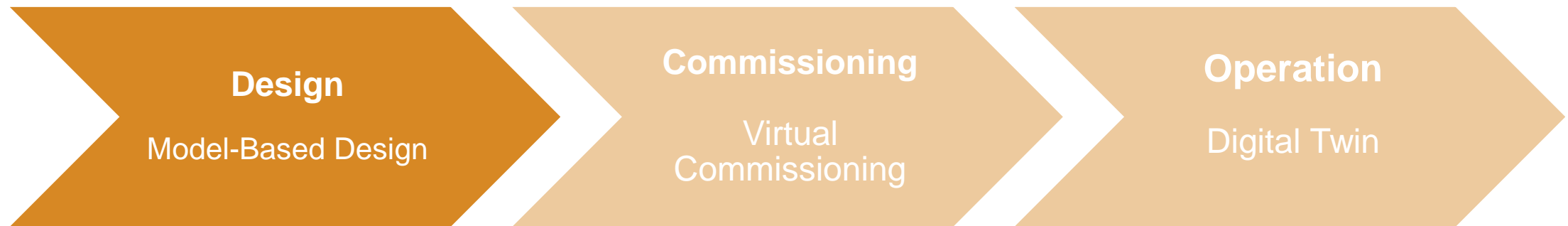
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# Life Cycle of Production Equipment



# Life Cycle of production Equipment



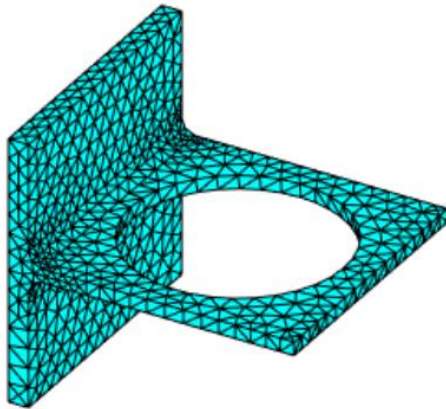
#1 Physical Plant

# Simulation of Mechanics – Levels of Detail

## PDE Toolbox

FEM-Simulation

Inside of mechanical Part



## Simscape Multibody

Multibody-Simulation

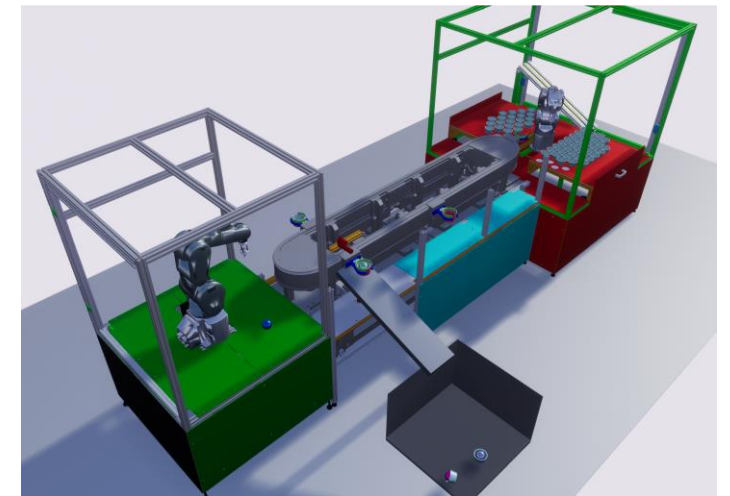
Between a limited # mechanical Part



## Simulink 3D Animation

Large-Scale 3D Simulation

Large System with several machine units



Performance

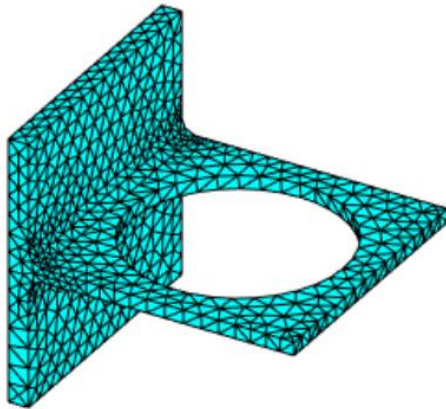
Physical Detail

# Simulation of Mechanics – Levels of Detail

## PDE Toolbox

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Inside of mechanical Part



## Simscape Multibody

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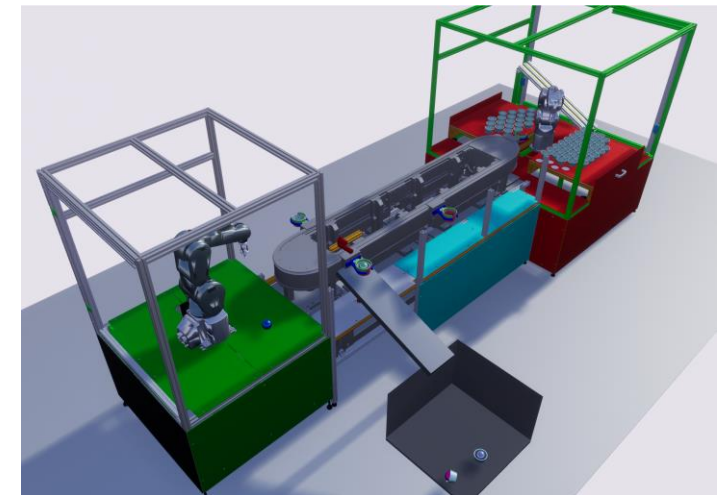
Between a limited # mechanical Part



## Simulink 3D Animation

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Large System with several machine units

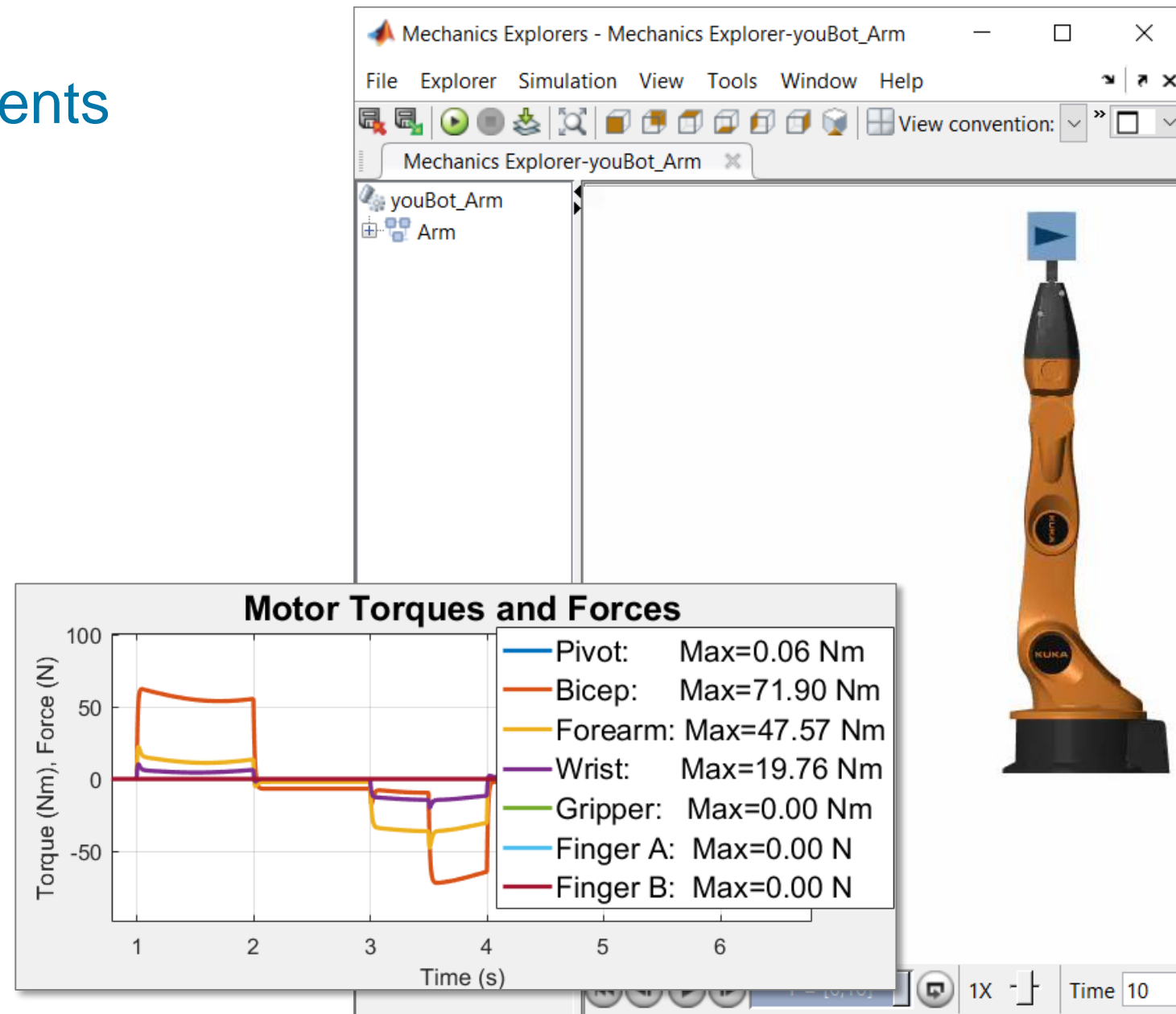


Performance

Physical Detail

## Example: Determine Motor Requirements

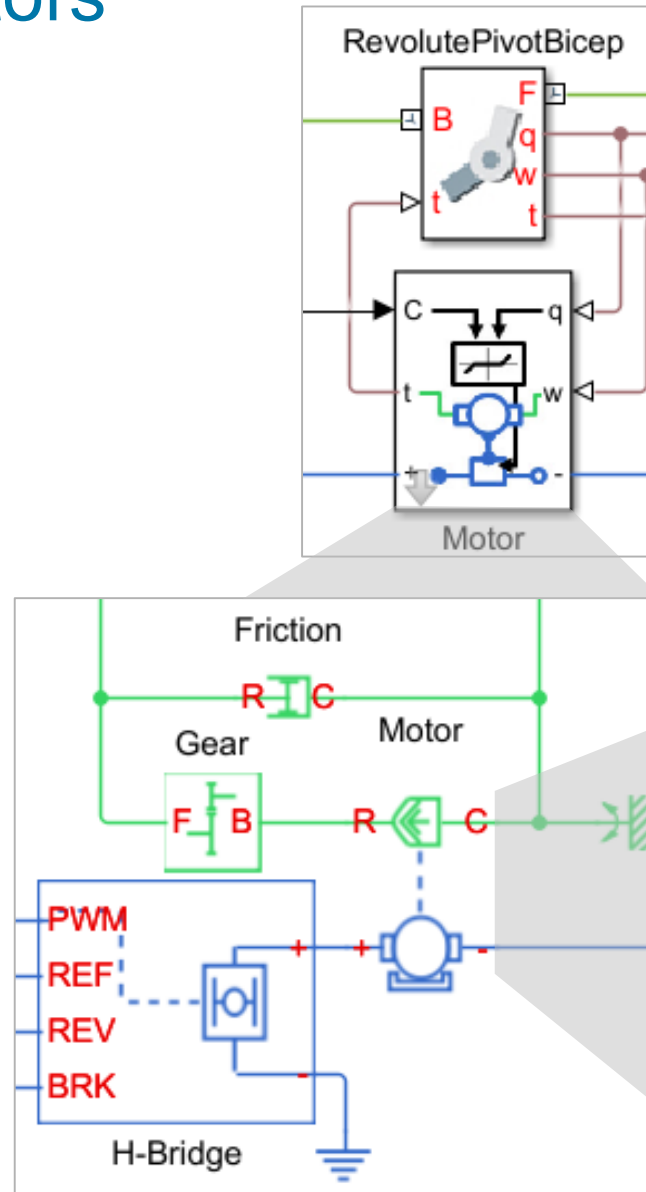
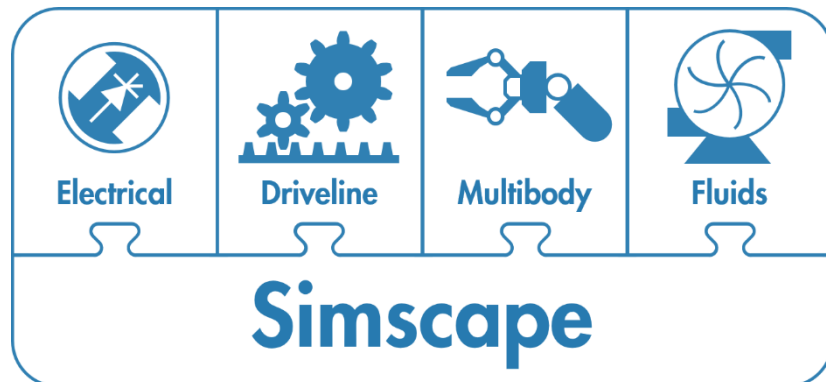
- Define and run a set of tests
  - Maximum payload, speed
  - Worst case friction levels
  - Full range of movement
- Use dynamic simulations to calculate required torque and bearing forces
- If design changes, automatically rerun tests and re-evaluate results





# Integrate Electrical Actuators

- Add motors, drive circuitry, gears, and friction
- Choose motors based on torque requirements
- Assign parameters directly from data sheets



### Motor Data

251601

#### Characteristics

Terminal resistance	$\Omega$	0.978
Terminal inductance	mH	0.573
Torque constant	mNm / A	33.5
Speed constant	rpm / V	285
Speed / torque gradient	rpm / mNm	8.32
Mechanical time constant	ms	11.8
Rotor inertia	gcm <sup>2</sup>	135

#### Electrical Torque

#### Mechanical

Model parameterization: Circuit parameters

Armature resistance: 0.978 Ohm

Armature inductance: 0.573 mH

Torque constant: 33.5 mN\*m/A

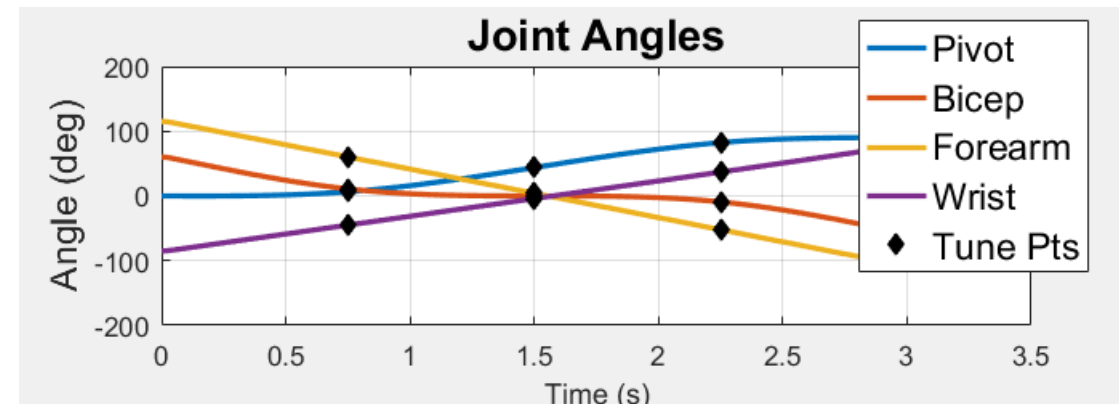
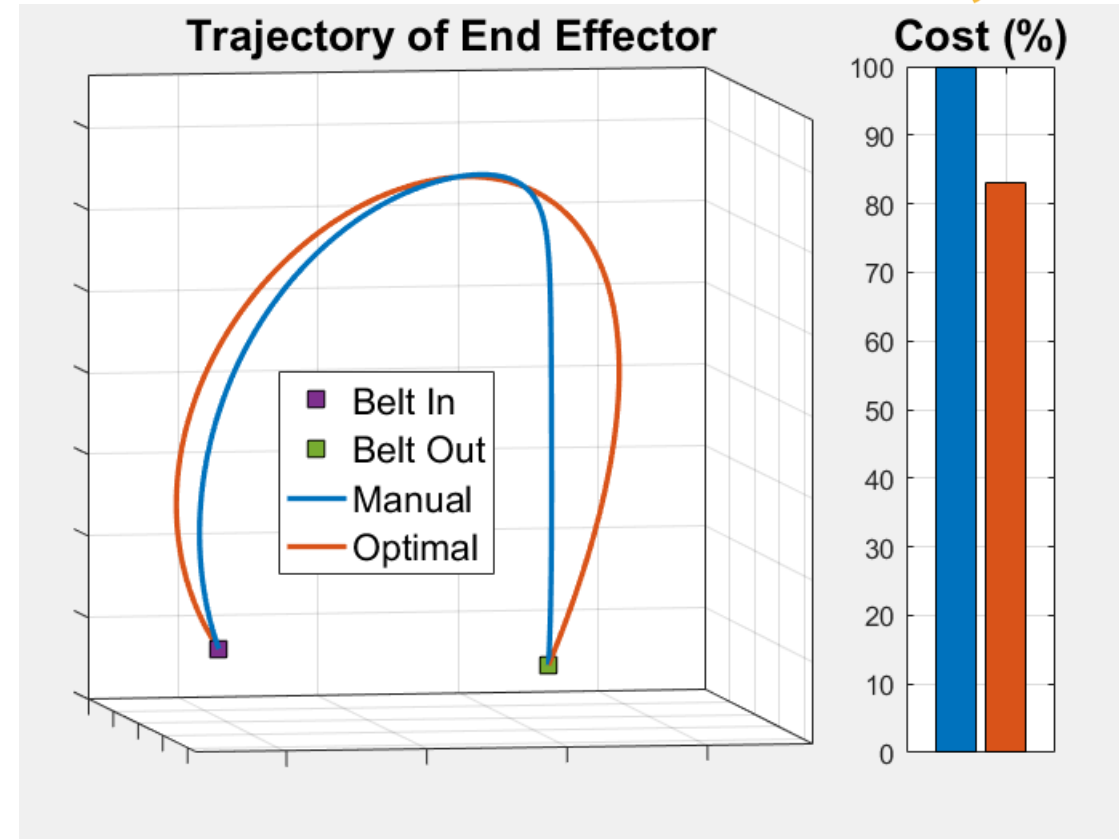
# Optimize Power Consumption

## Model:



**Challenge:** Identify arm trajectory that minimizes power consumption.

**Solution:** Use dynamic simulation to calculate power consumption, and use optimization algorithms to tune trajectory.



# Krones develops Digital Twin

## Challenge

Increase the performance of an automated beverage-packaging system by incorporating a dynamic tripod robot into the design

## Solution

Use Simulink and Simscape Multibody to create an **What** accurate digital twin that supports design optimization, fault testing, and predictive maintenance

## Results

- Robot performance increased
- Product development time shortened
- Testing time significantly reduced

## Why

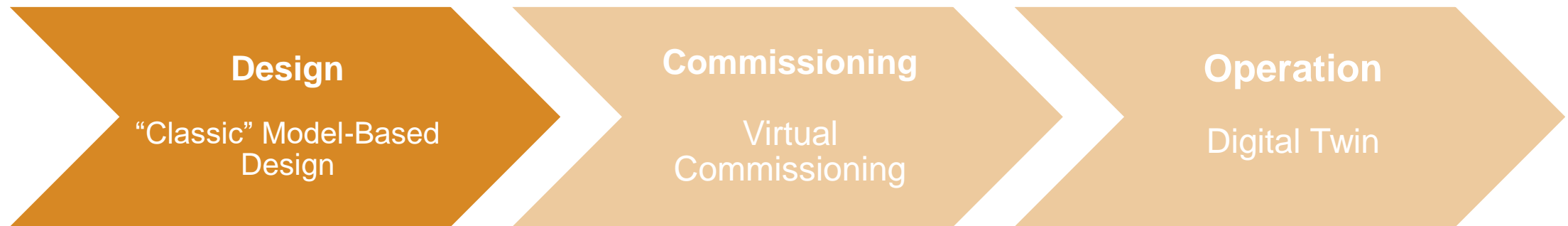
*“Simulations of the digital twin in Simulink enabled us to obtain data and insights that would be either impossible to get via hardware tests or simply too costly and time-consuming. Visualizing forces and moments helped us to understand the effects of individual components on a highly dynamic robot.”*  
- Benedikt Böttcher, Krones



The Krones Robobox T-GM package-handling robot.



# Life Cycle of production Equipment



#2 Controls

# Design Control Logic

Stateflow (chart) youBot\_Arm/Input/Control/Logic\* - Simulink

File Edit View Display Chart Simulation Analysis Code Tools Help

Logic

```

stateDiagram-v2
    state "1" as BeltIn
        state Empty
        state On
        state BoxReady
        state WaitClear
        Empty --> On : [BeltIn_Box == 1]
        On --> BoxReady : [BeltIn_LC == 0]
        BoxReady --> WaitClear : [BeltIn_LC == 1]
        WaitClear --> Empty : after(delayBeltClear,sec)

    state "2" as Robot
        state StartHome
        state GoBeltIn
        state BeltIn
        state GoBeltOut
        state BeltOut
        state GoingHome
        state Home
        StartHome --> GoBeltIn : GetBox
        GoBeltIn --> BeltIn : after(delayGripBox,sec)
        BeltIn --> GoBeltOut : MoveBox
        GoBeltOut --> BeltOut : after(delayDropBox,sec)
        BeltOut --> GoingHome : GoHome
        GoingHome --> Home : after(delayClose,sec)
        Home --> StartHome : GetBox

    state "3" as Gripper
        state Closed
        state Open
        state Tighten
        state Grip
        state Release
        Closed --> Open : OpenGrip
        Open --> Closed : Close
        Open --> Tighten : GripBox
        Tighten --> Grip : after(delayMoveBox,sec)
        Grip --> Release : DropBox
        Release --> Closed : [after(delayShipBox,sec)] {BeltOut.ShipBox}

    state "4" as BeltOut
        state Empty
        state WaitRelease
        state On
        state BoxReady
        state WaitClear
        Empty --> WaitRelease : [BeltOut_Box == 1]
        WaitRelease --> On : ShipBox
        On --> BoxReady : [BeltOut_LC == 0]
        BoxReady --> WaitClear : [BeltOut_LC == 1]
        WaitClear --> Empty : after(delayBeltClear,sec)
    
```

Running 100% ode15s

Mechanics Explorers - Mechanics Explorer-youBot\_Arm

File Explorer Simulation View Tools Window Help

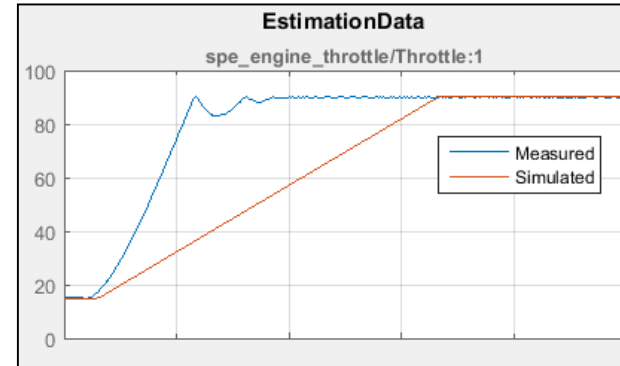
Mechanics Explorer-youBot\_Arm

0% 1X Time 0

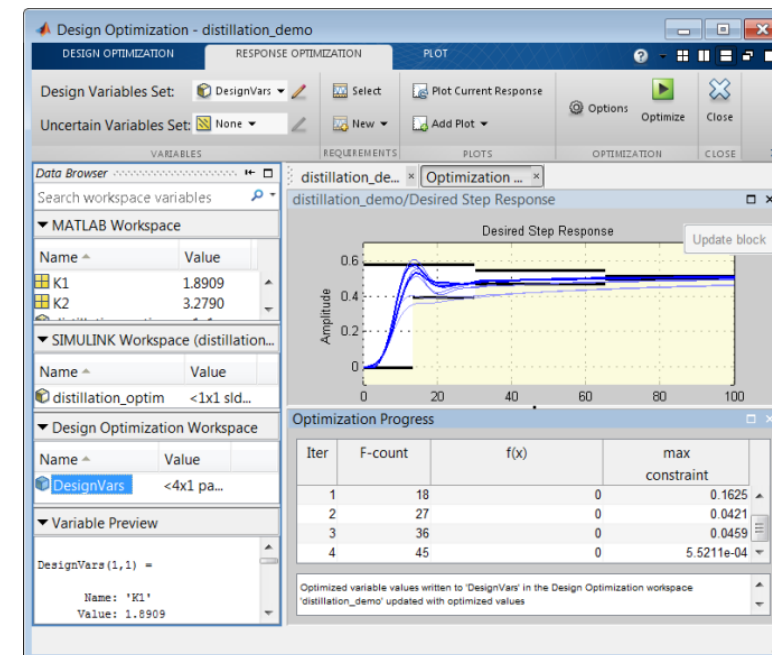
# Design Optimization

- Estimate and tune system parameters using numerical optimization
- Analyze system sensitivity to parameter variations
- Perform modeling and control design tasks:
  - Increase model accuracy by calibrating model parameters with test data
  - Automatically find system parameter values to meet design requirements
- Used by system engineers and control engineers to optimize physical system, controller, and overall design

Before



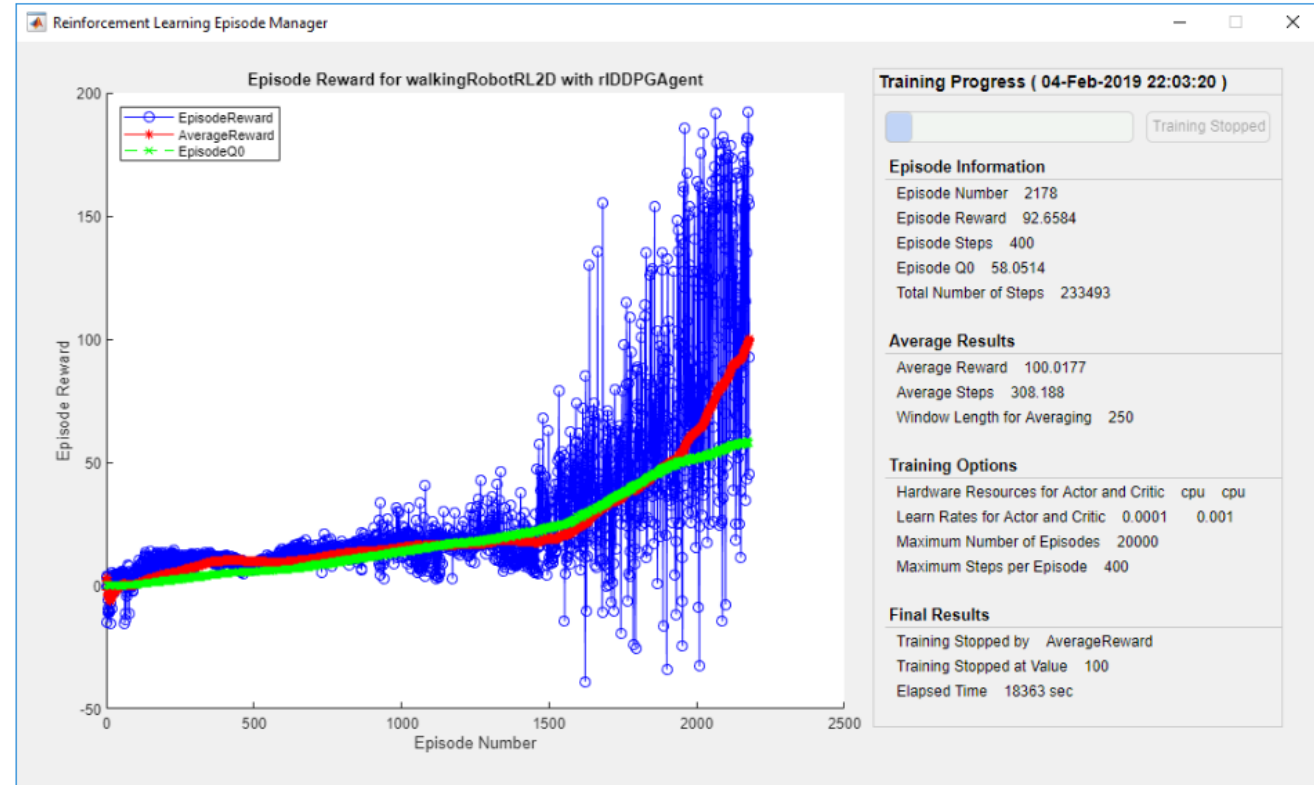
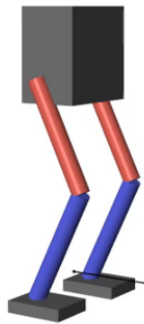
After



# Training an AI Agent via Reinforcement Learning



```
trainOpts.UseParallel = true;
trainOpts.ParallelizationOptions.Mode = 'async';
```



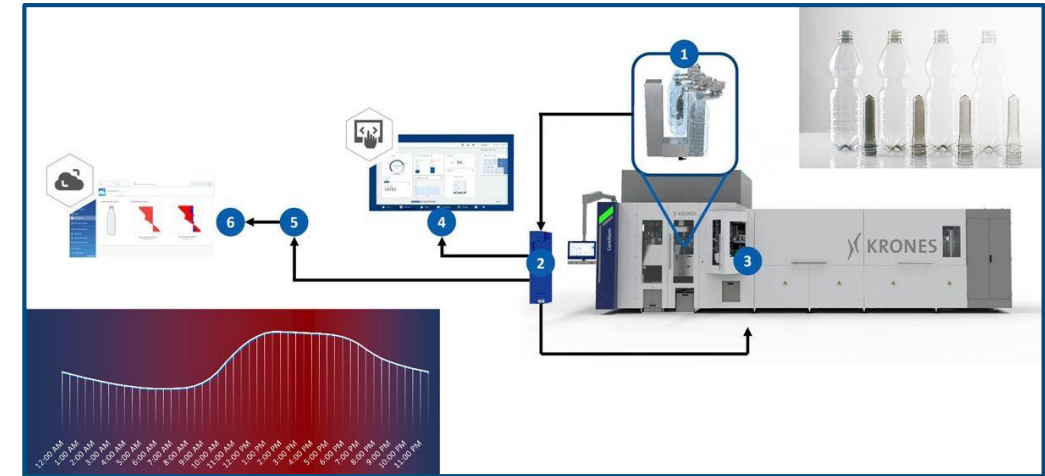


# Krones AG Builds Reinforcement Learning–Based Process Control in the Blow Molder Contiloop AI for PET and rPET Bottles

Using **Simulink** and **Reinforcement Learning** Toolbox, Krones AG designed the Contiloop AI blow molder **controller agent**, which uses parameters such as air temperature and humidity, light transmission, and material temperature to continuously adjust process parameters. The AI is trained for new material and conditions using the Krones IIoT platform

## Key Outcomes/Advantages:

- Improved bottle quality with less scrap through use of AI algorithms and monitoring
- Reduced number of operator interventions and manual errors
- Achieved continuous measurement of bottle quality and drift detection at an early stage
- Developed comprehensive workflow—from data analysis over embedding the plant model to deployment of trained agent—using Simulink and Reinforcement Learning Toolbox

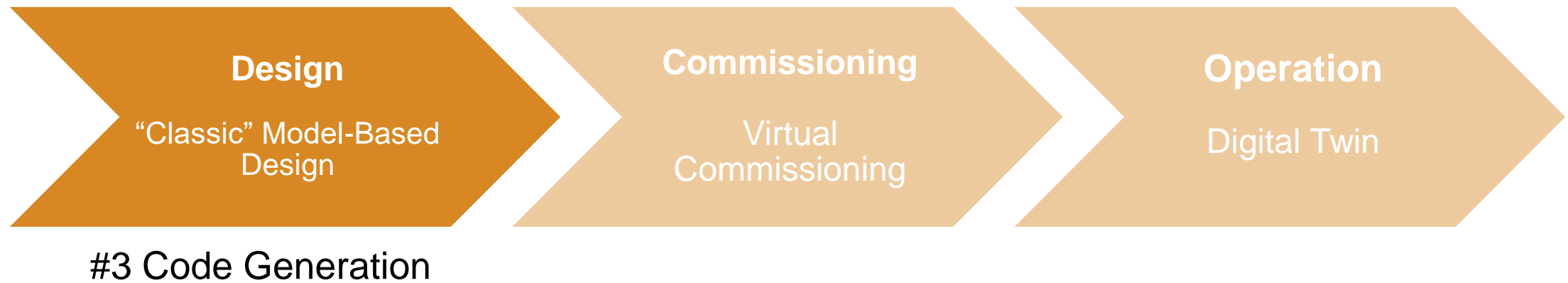


Contiloop AI with information flow for the blow process.

*“Our initial experience came from several use cases implemented with MATLAB and Simulink, and the exchange with MathWorks was very valuable to overcome the difficulties in development, generalization, and deployment of the closed-loop AI application.”*

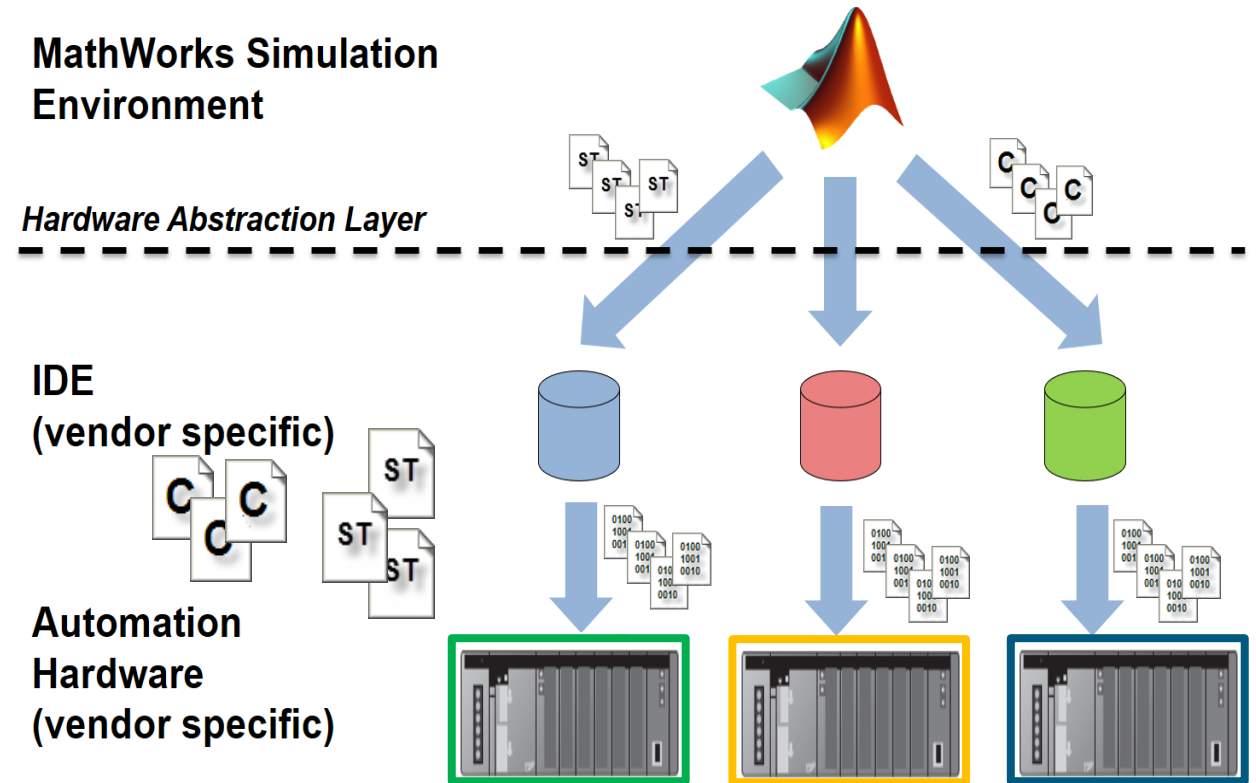
*- Benedikt Böttcher, Krones AG*

# Life Cycle of production Equipment



# Generate code automatically and integrate into your PLC IDE

- Design and test hardware independent functionality (C/C++, IEC 61131-3, HDL)
- Reduce errors introduced with manual coding



# Event-Based Modeling – Control Logic Deployment

- Generate IEC 61131-3 or C/C++ code
- Use Target Library interface for IDE integration

Vendor	IDE	IEC 61131-3	C/C++	Connections Partner
3S - Smart Software Solutions	CODESYS	✓		✓
B&R Industrial Automation	Automation Studio	✓	✓	✓
Bachmann Electronic	SolutionCenter	✓	✓	✓
Beckhoff Automation	TwinCAT	✓	✓	✓
Bosch Rexroth	IndraWorks	✓	✓	✓
Mitsubishi Electric	CW Workbench		✓	✓
Ingeteam	Ingesys IC3		✓	✓
Omron	Sysmac Studio	✓		✓
Phoenix Contact	PC WORX	✓	✓	✓
Rockwell Automation	RSLogix / Studio 5000	✓		✓
Schneider Electric	Unity Pro	✓		
Siemens	TIA Portal / STEP 7	✓	✓	✓

# Agenda

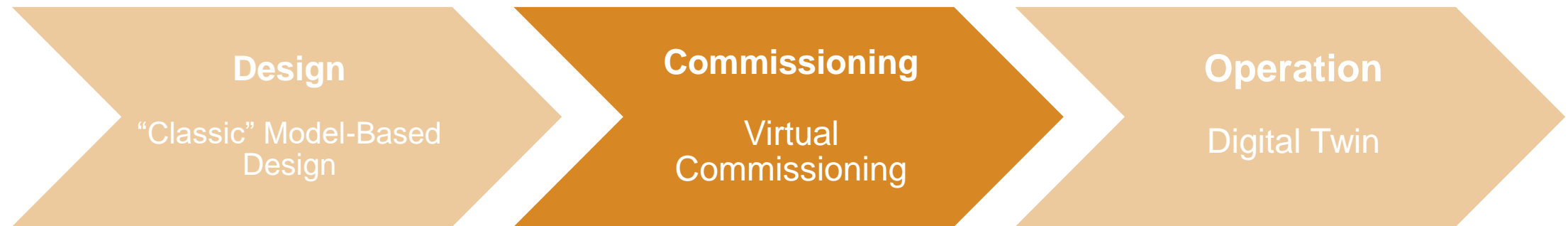
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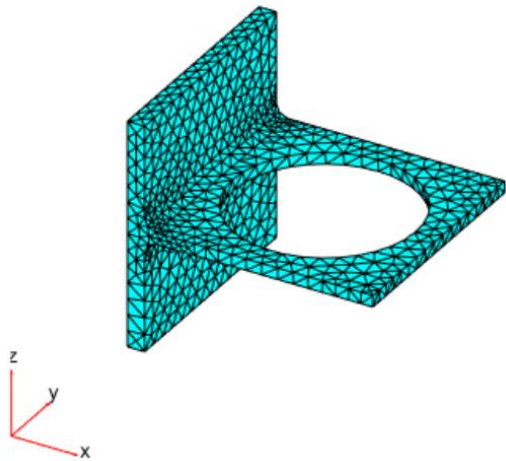


# Simulation of Mechanics – Levels of Detail

## PDE Toolbox

FEM-Simulation

Inside of mechanical Part



## Simscape Multibody

Multibody-Simulation

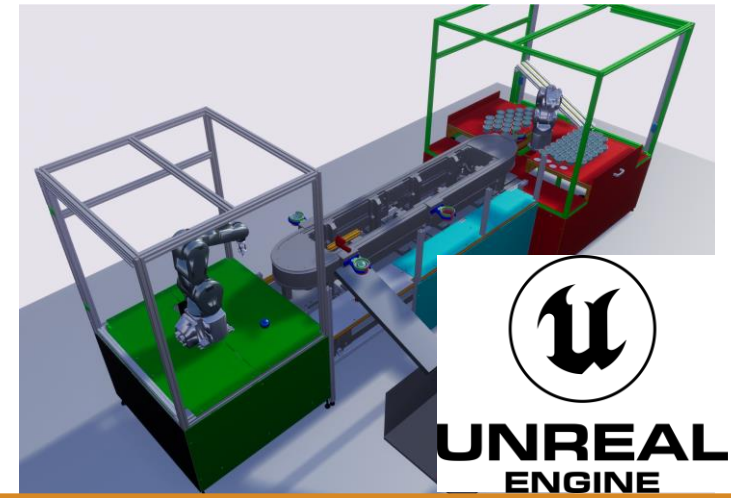
Between a limited # mechanical Part



## Simulink 3D Animation

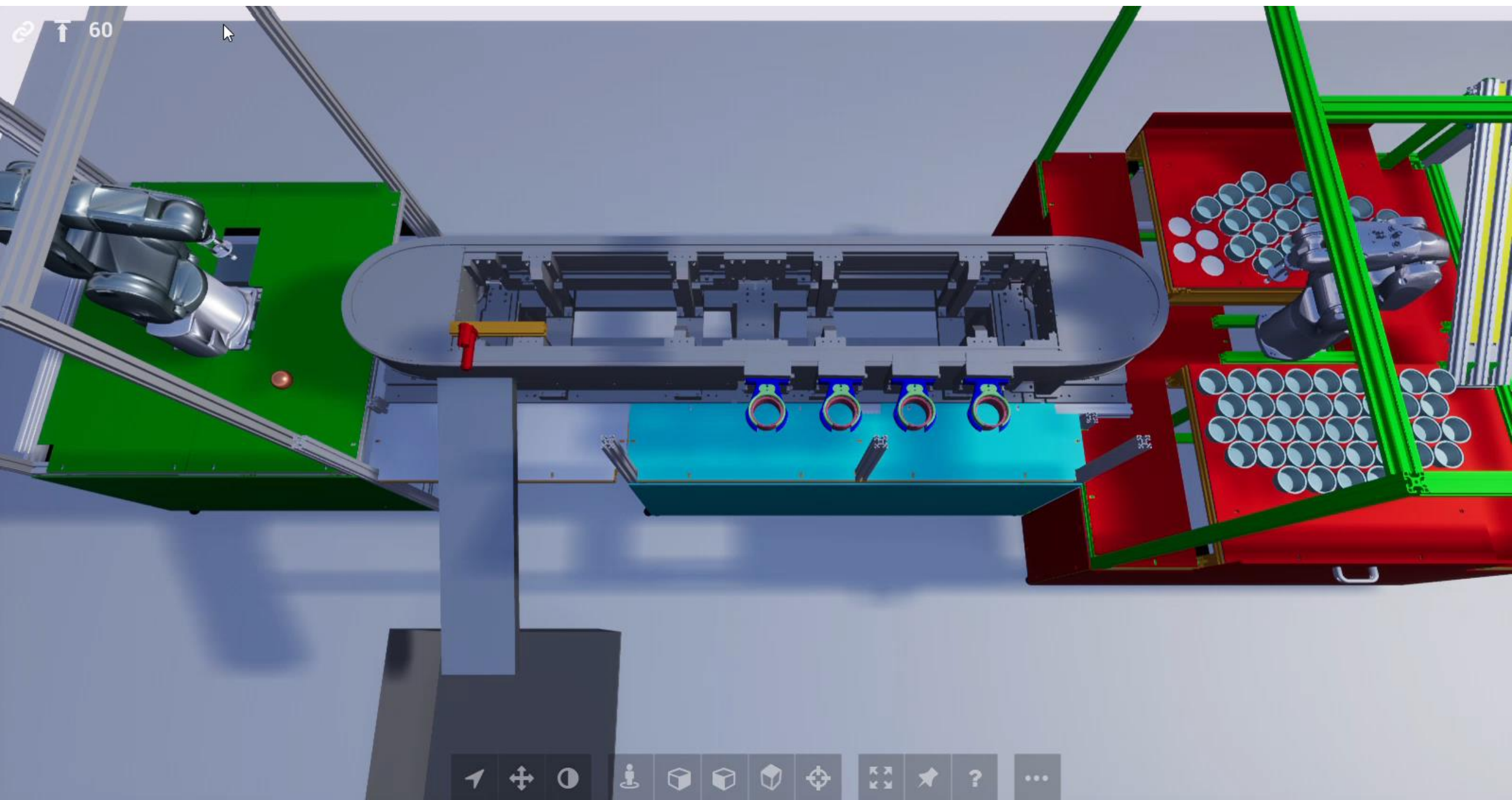
Large-Scale 3D Simulation

Large System with several machine units



Physical Detail

Performance



↑ 60

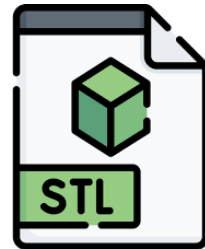




# Model Creation using CAD Files

CAD Tool

3D Format

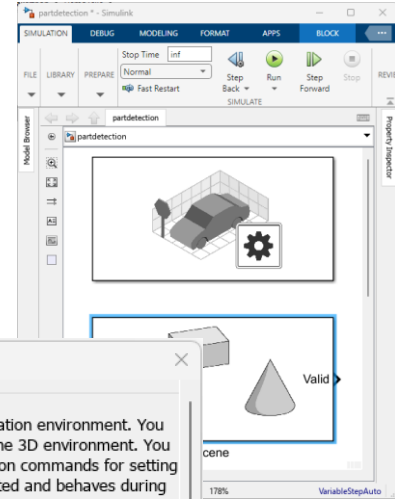
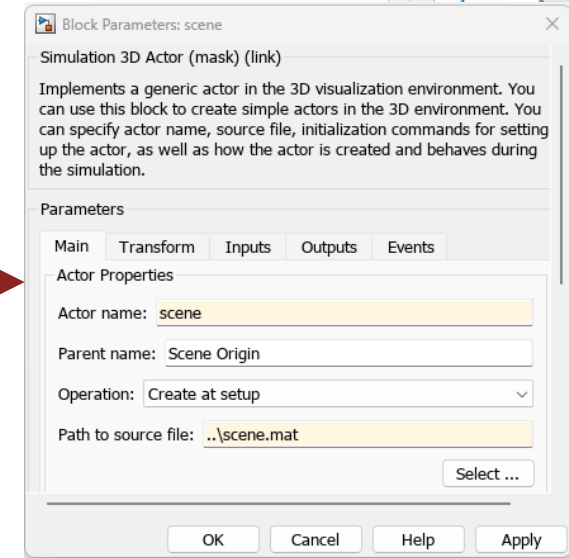


scene\_creation.m

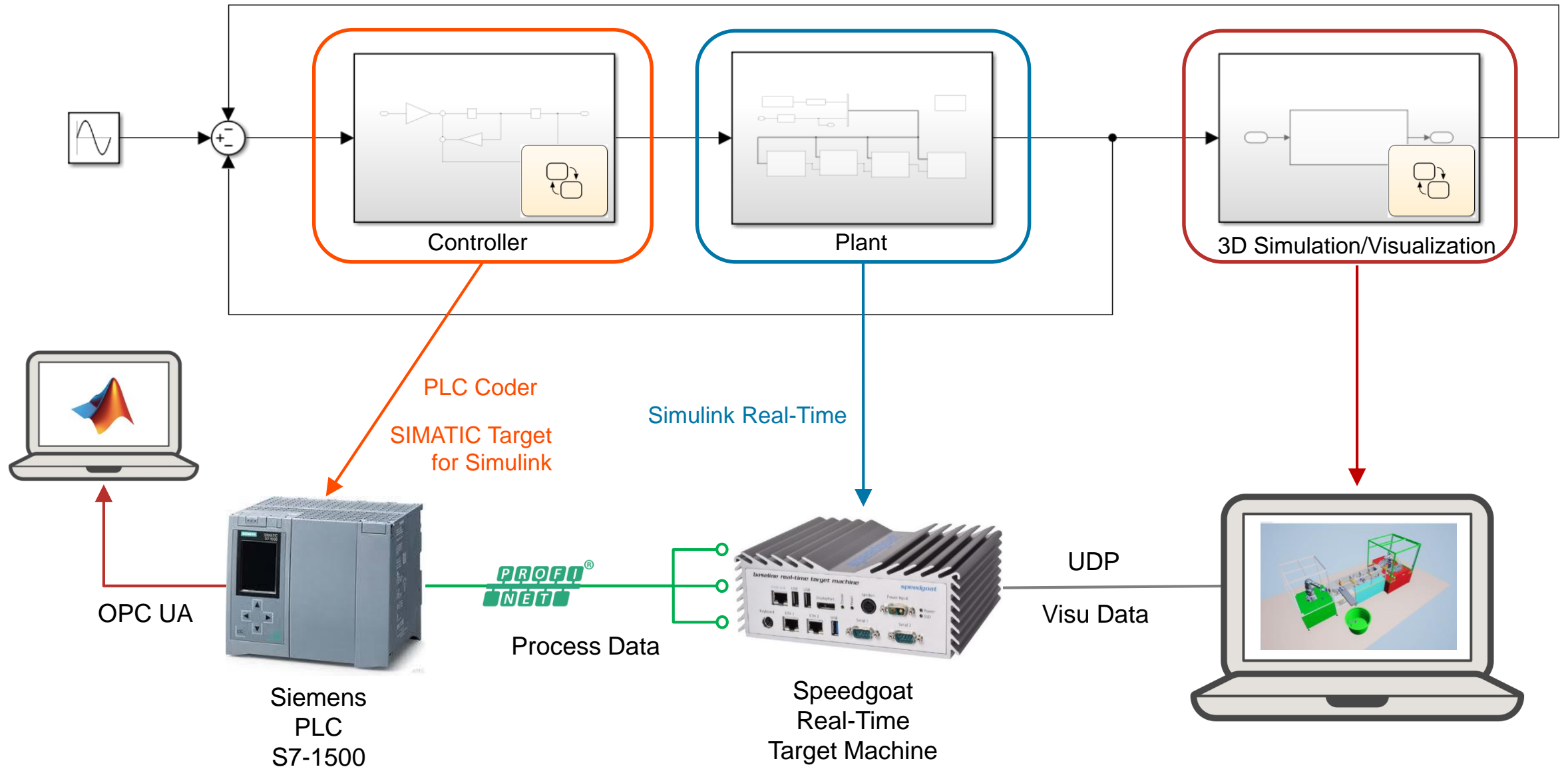
```
world = sim3d.World();
load(part1.fbx);
load(part2.stl);
create.Shape(box);
...
world.add(parts);
save(parts, 'scene.mat');
```



scene.mat

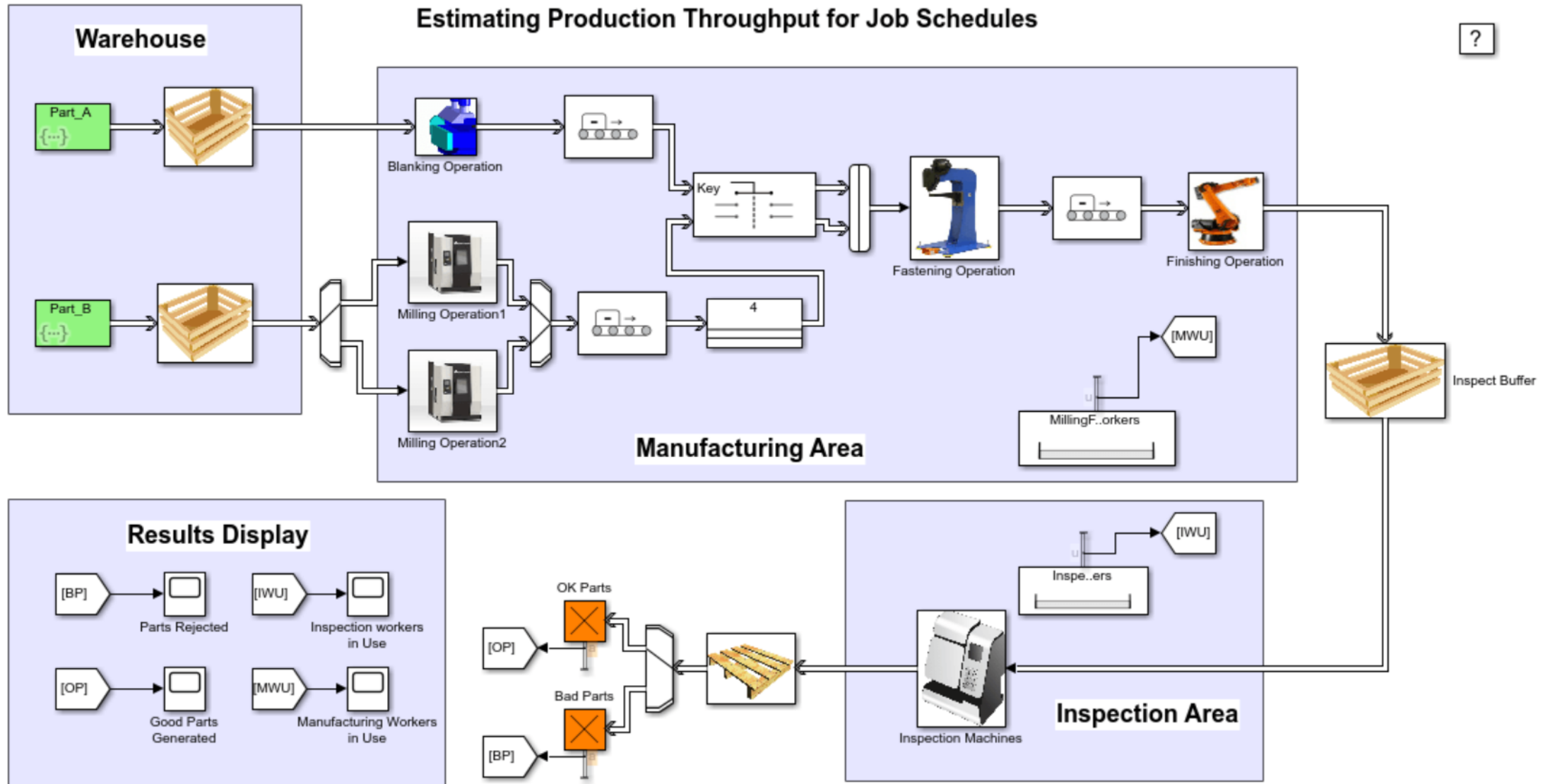


# Virtual Commissioning - Real-Time setup (example Siemens)

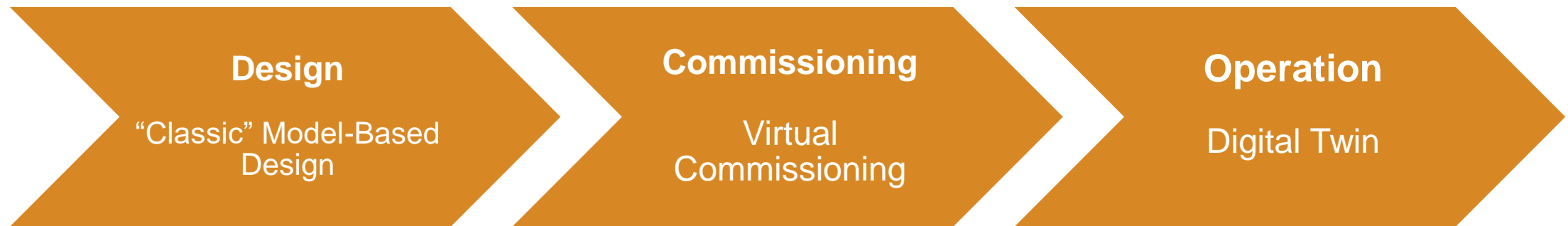


# Model a Job Shop using Throughput Analysis

?



# Summary



1. Models can help in each of these steps
2. Define the requirements for your model upfront
3. To get a high ROI start early using models