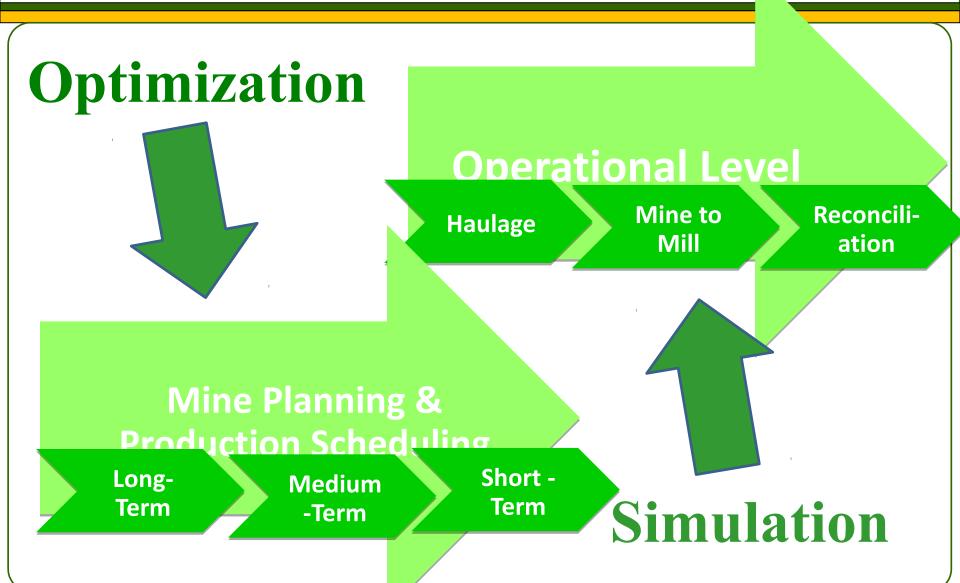
## Industrial Strength Mine & Extraction Simulation



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Hooman Askari, PhD, PEng Mohammad Tabesh, PhD Shiv Upadhyay, PhD Mahdi Badiozamani, PhD Ali Moradi, MSc

#### Mining Optimization Laboratory U of A





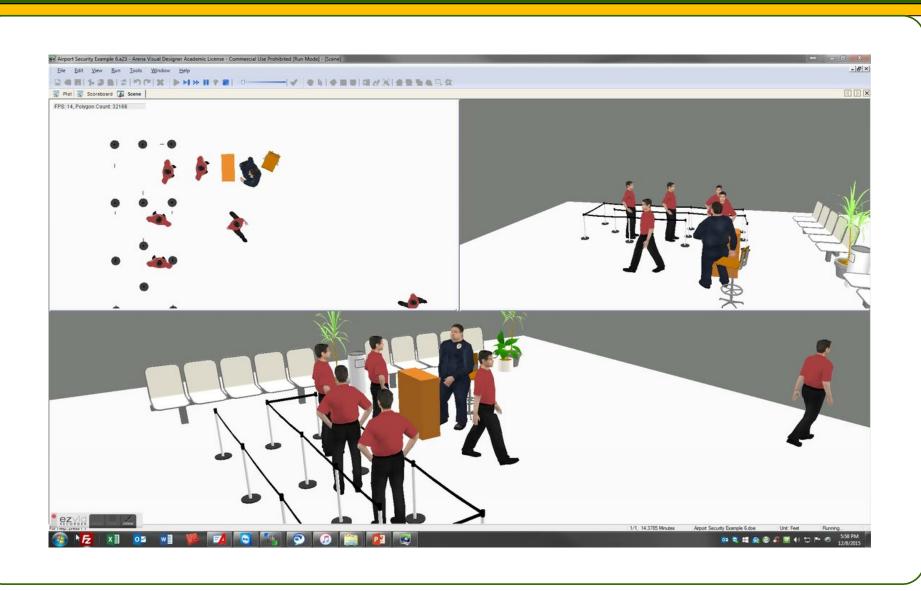
# Background & Introduction



### What is Discrete Event Simulation?

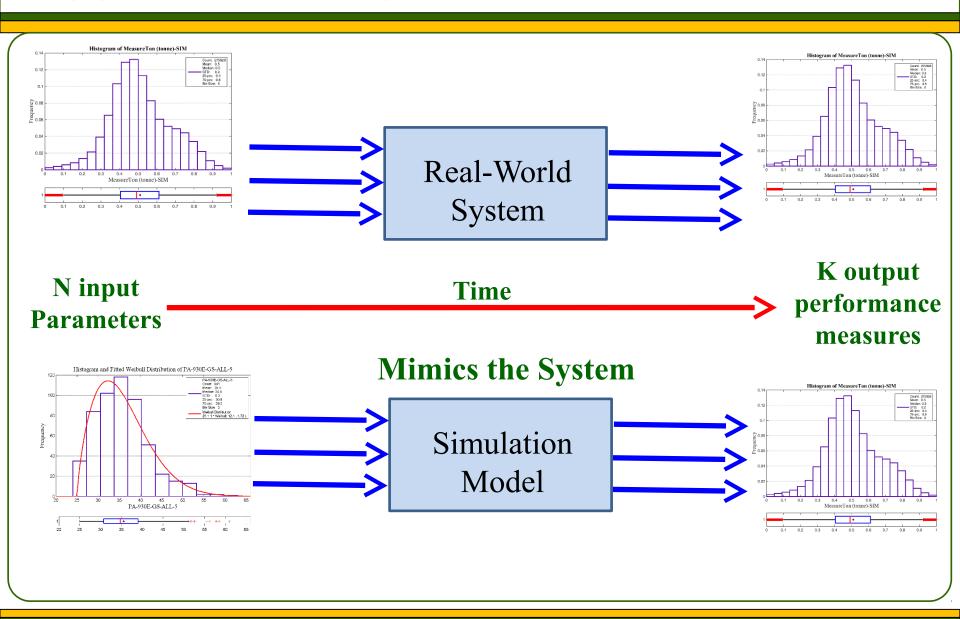


#### **Airport Check In Model - Animation**





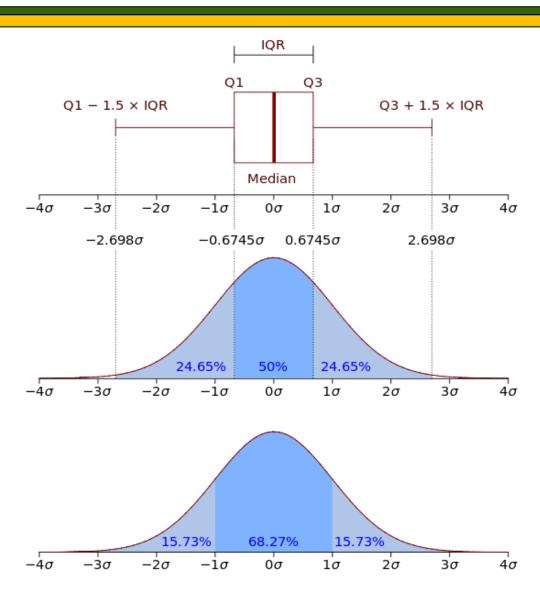
#### **Discrete Event-Simulation**





#### **Uncertainty**

#### ---->Simulation



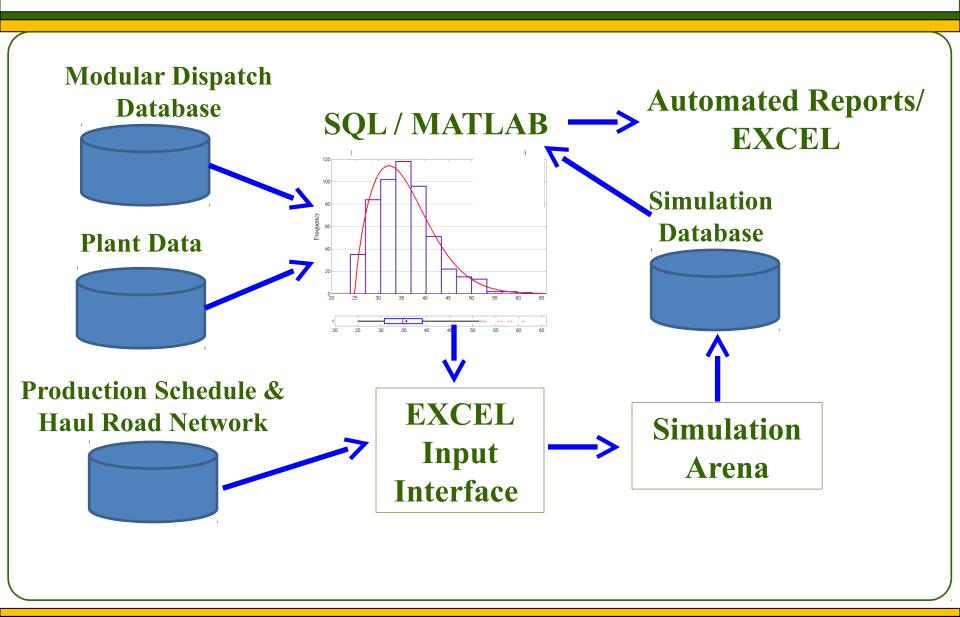
#### **Boxplots**



## Mine & Extraction Simulation

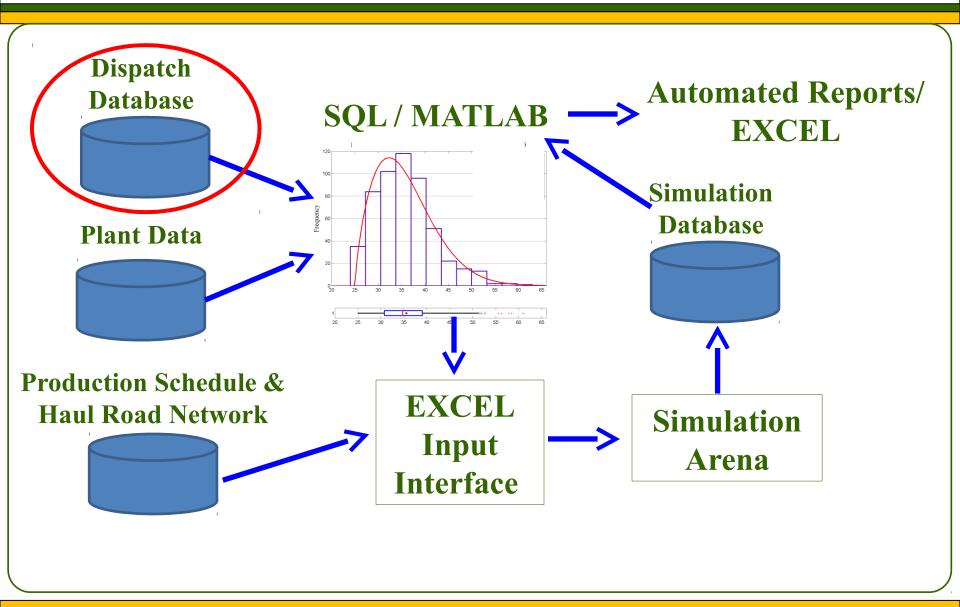


#### **General Workflow**





#### Historical dispatching data





#### **Historical Dispatch - Production Database**

- Time (Day, Hour, Shift),
- Queue Time,
- Spot Time,
- Load Time,
- Bucket Tonnage,
- Haulage Time Full & Empty,
- Effective Flat Haul Loaded & Empty
- Truck Speed Loaded & Empty
- Backup Time,
- Cycle Time,
- Shovel Location,
- Dump Location,
- Grades / Recovery,
- Interrupted Haul / Non Interrupted Haul

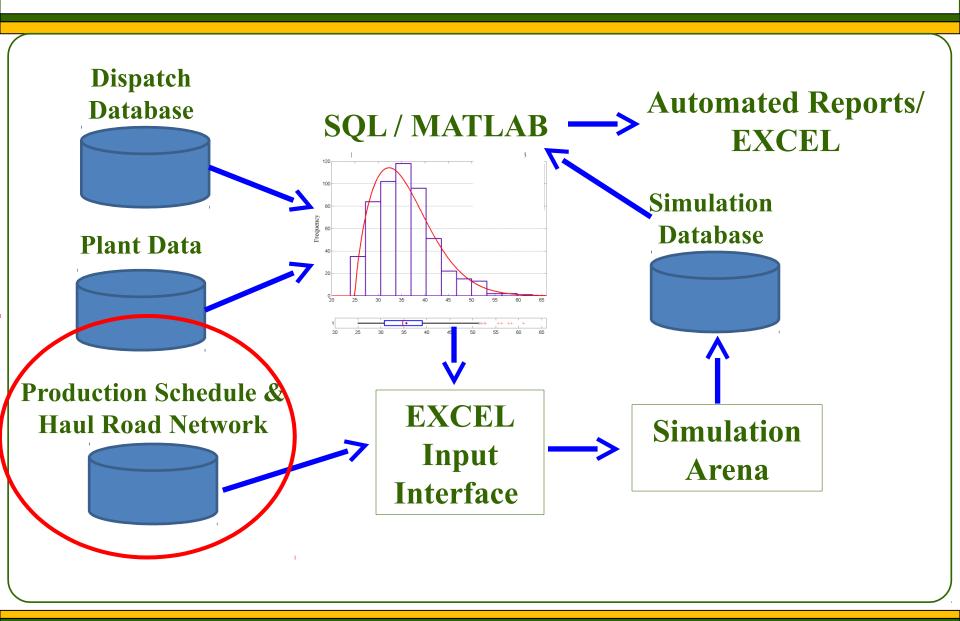


#### **Historical Dispatch – Activity Database**

- Time Stamp
- Equipment Type & Unit
- Start time End Time / Duration
  - Uptime & Downtime (MTBF / MTTR)
- Reason Codes + M Regrouped into N New Groups
- Categories 8 Categories
  - 2 Ops Delay
  - 3 Ops Stand By
  - 4 Short Down
  - 5 Down for Service
  - 6 Down Technical
  - 7 Down Waiting
  - 8 Out of System

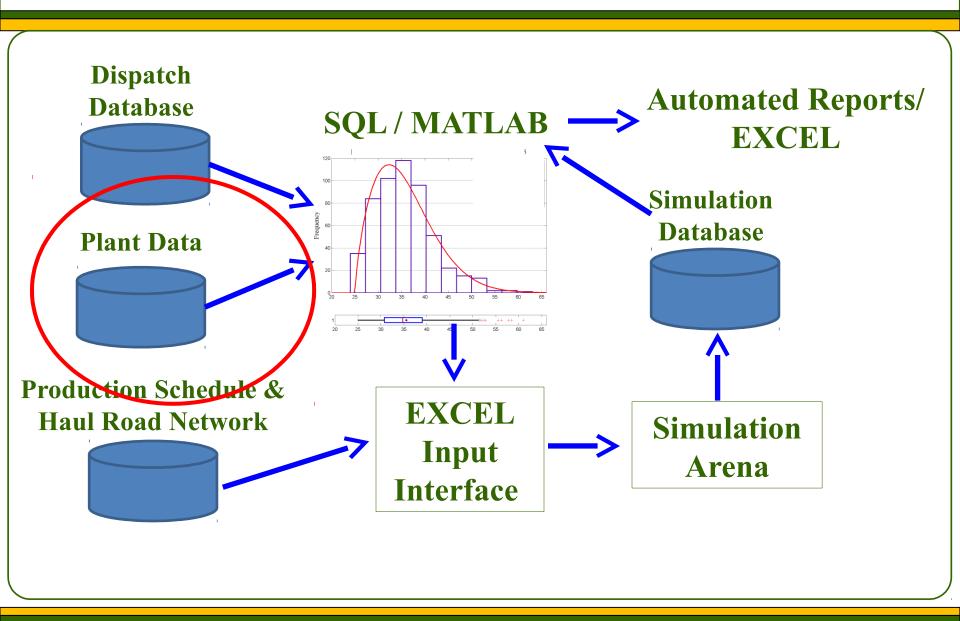


#### **Short-term Mine Plans / Haul Roads**



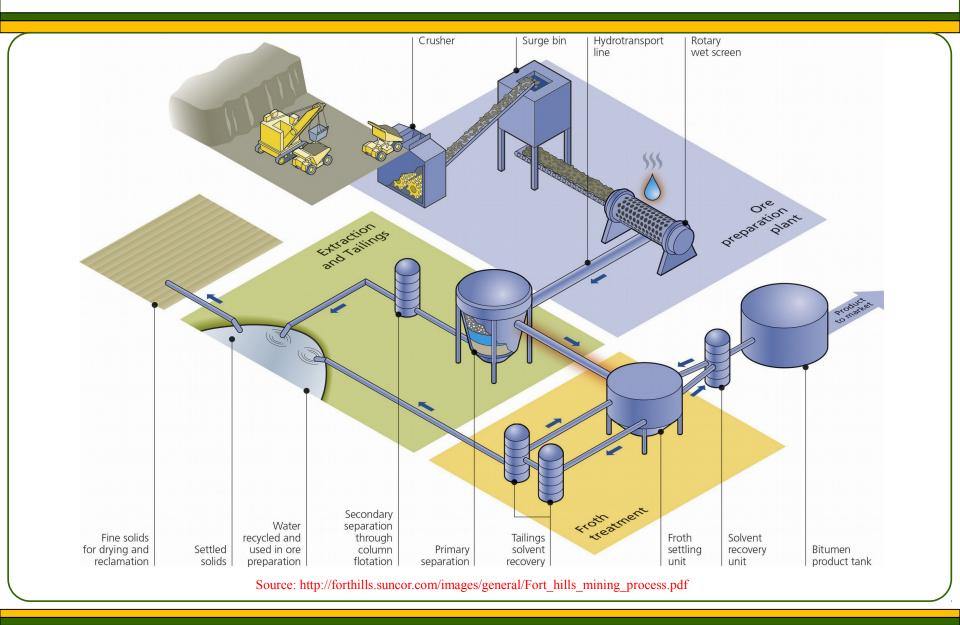


#### **Crusher and Plant Information**



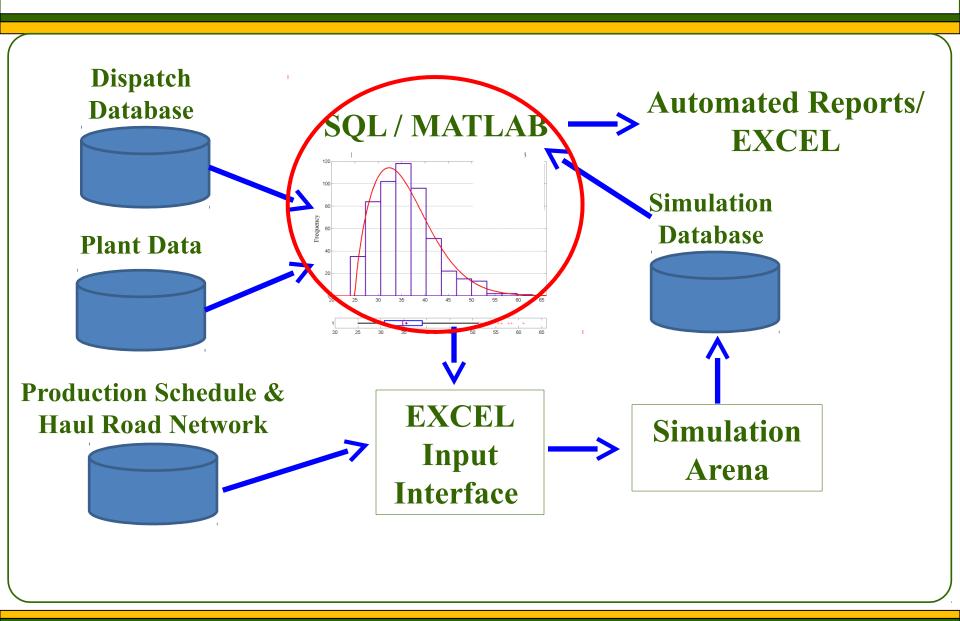


#### **Plant Data**

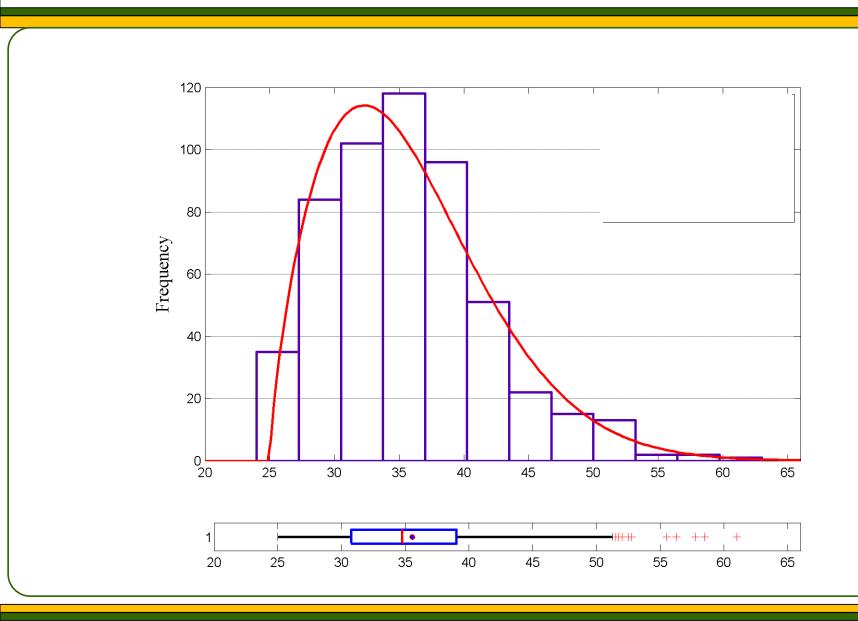




#### **Fitted Distributions on Data**







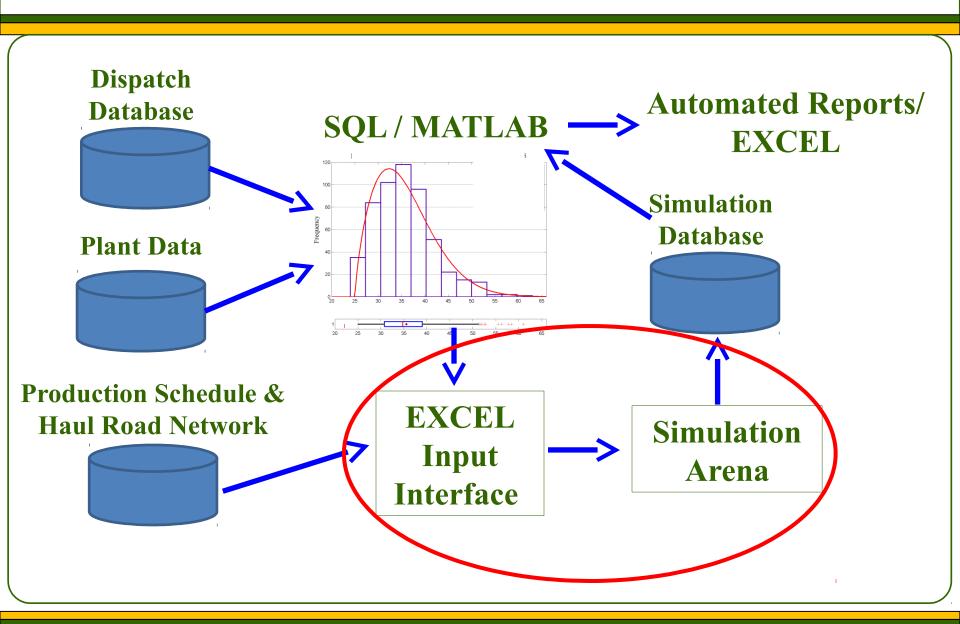


Parameter	Based on (Filters)	Num
Truck – Shovel Prob	Shovels types	12 (D)
Truck – Material Type	Material types Prob	9 (D)
<b>Dump Times</b>	Truck types & N Dumps	75 (C)
Truck (Down/Up Times)	N Truck types & M Failure types	168 (C)
Shovel (Up/Down Times)	N Shovel types & M Failure types	152 (C)
<b>Spot Times</b>	N Shovel types & M Truck types	12 (C)
Bucket Count Probabilities	Shovel – Truck – Material – Bucket Count – Season	288 (D)



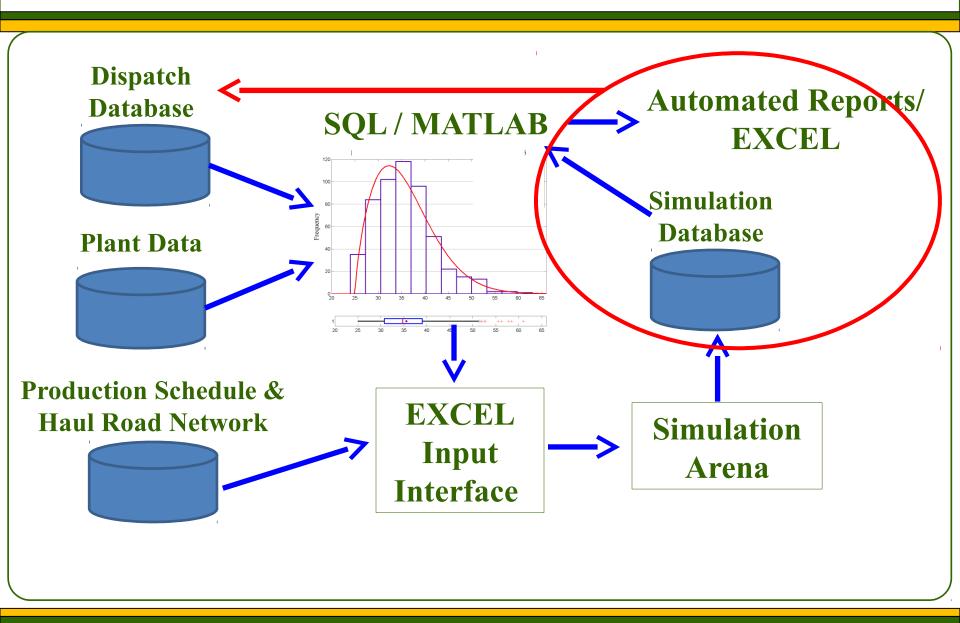
Parameter	Based on (Filters)	Num
<b>Loading Cycle</b>	Shovel – Truck – Material – Bucket Count – Season	288 (C)
<b>Bucket Tonnage</b>	Shovel – Truck – Material – Bucket Count – Season	288 (C)
Truck Speeds	N Truck types (Empty & Loaded)	6 (C)
Throughputs		11 (C)
Processing Plant Failures	Scheduled and Unscheduled Uptime / Downtime	22 (C)
	<b>Total Number of Distributions</b>	1331







#### **Simulation vs Data Validation**

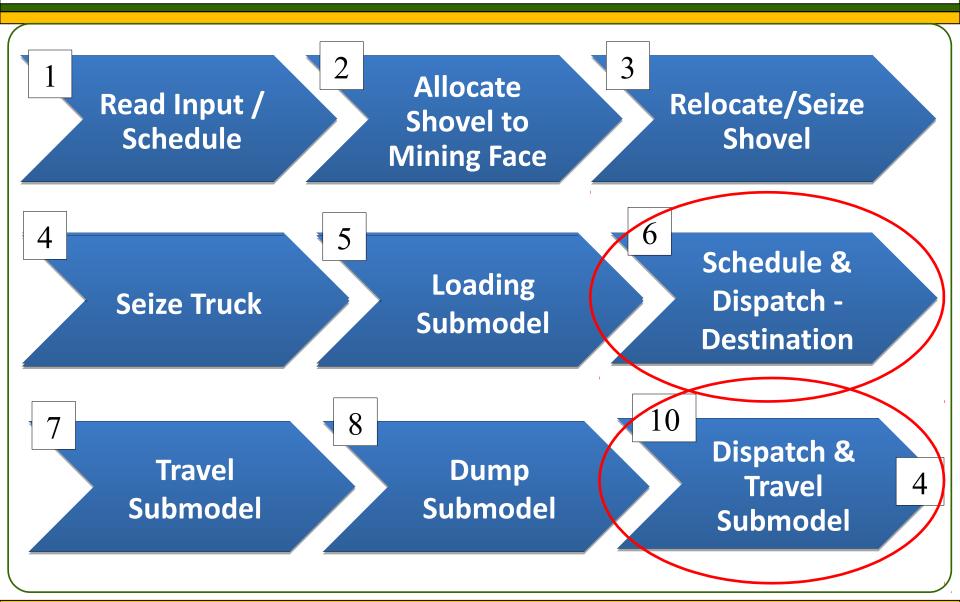






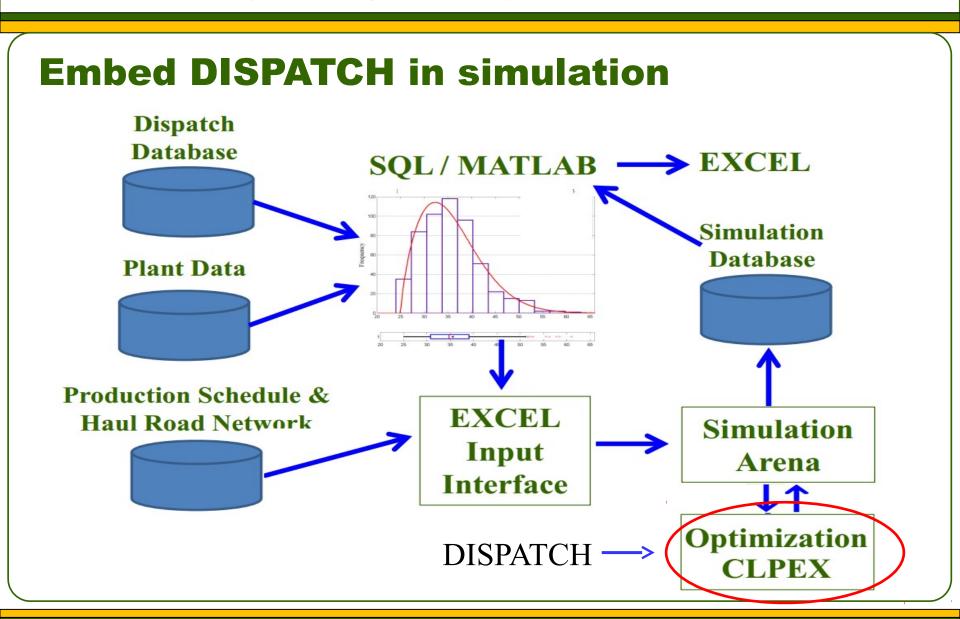


#### **Simulation High Level Logic**



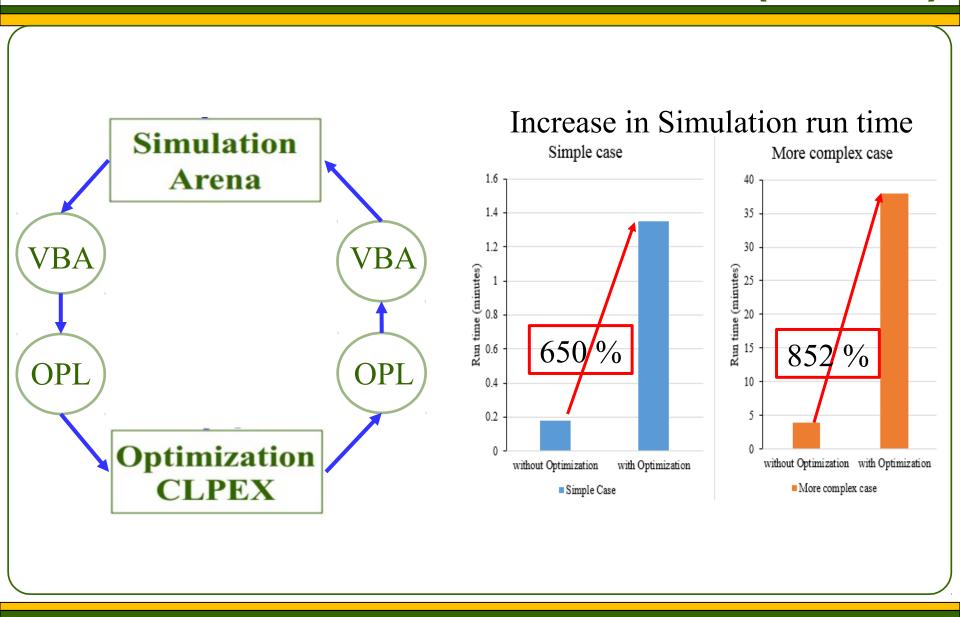


#### **Embed DISPATCH in simulation**



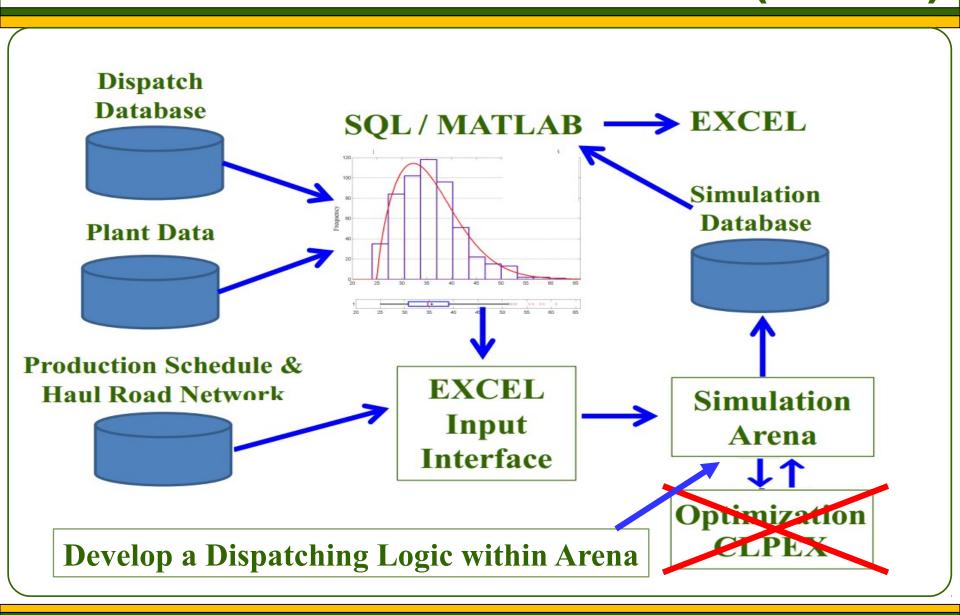


#### **Embed DISPATCH** in simulation (cont'd.)





#### **Embed DISPATCH** in simulation (cont'd.)

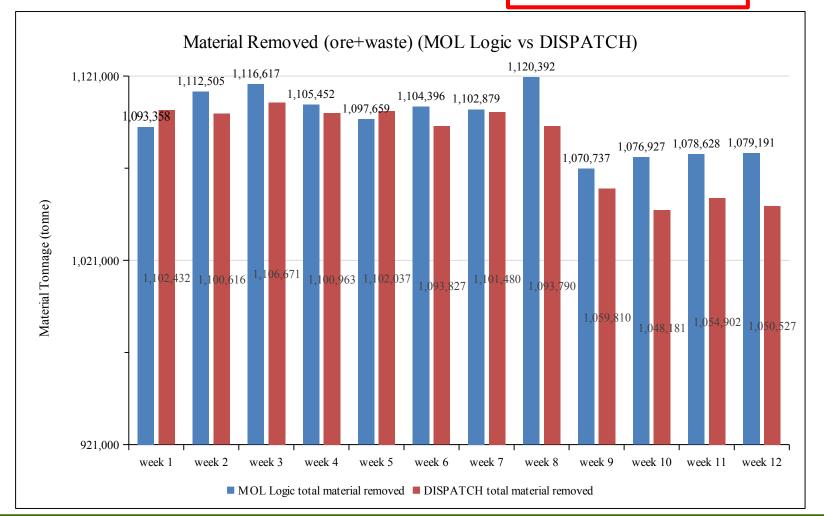




#### Sim Logic vs DISPATCH

Total material removed

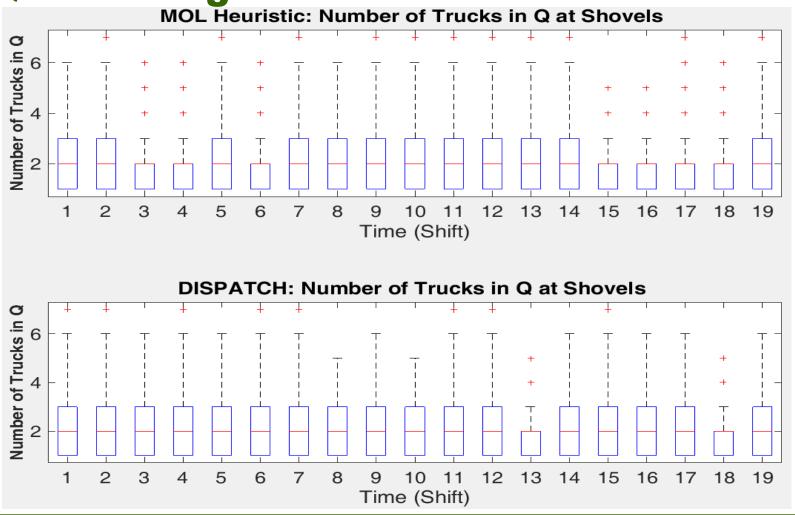
0.9% difference





#### Sim Logic vs DISPATCH (cont'd.)

Queue Length at shovels

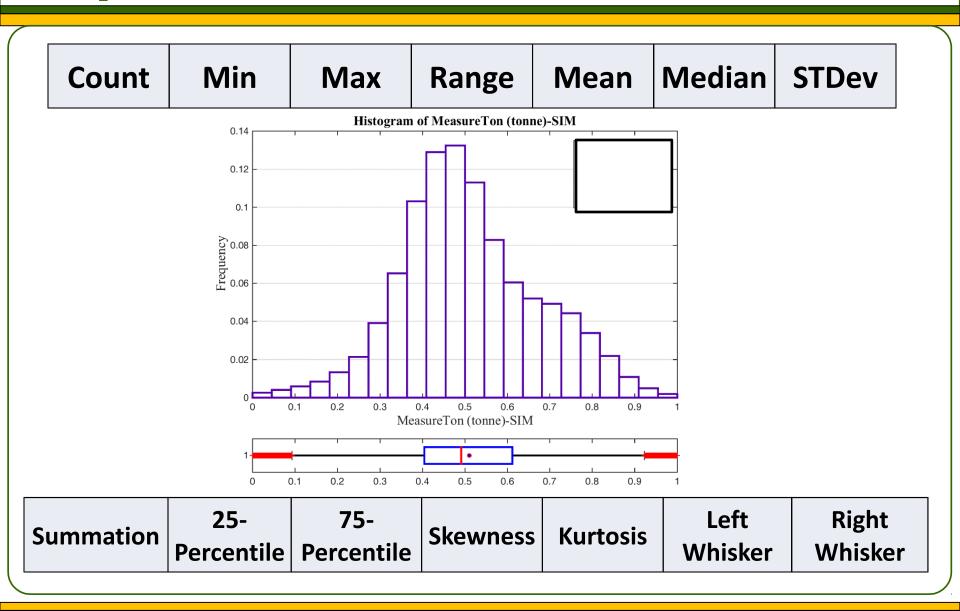




Validated Results Simulation vs Data **Normalized Results Presented Quarterly Runs** 

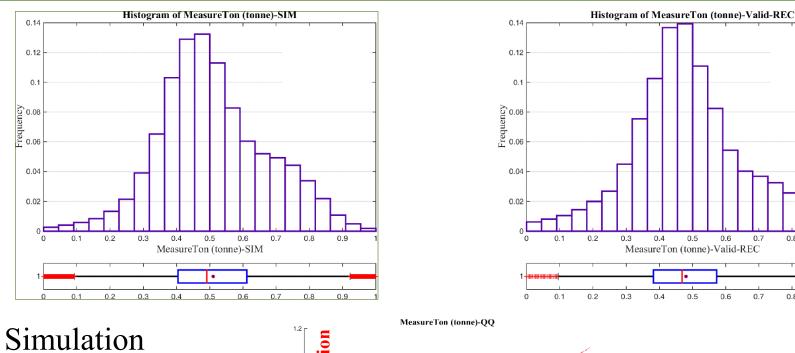


#### **Output Results**

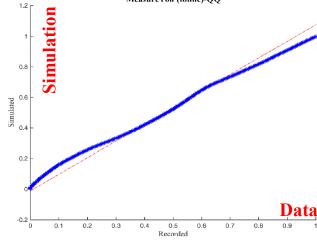




#### **Measured Tonne – Truck Loads**









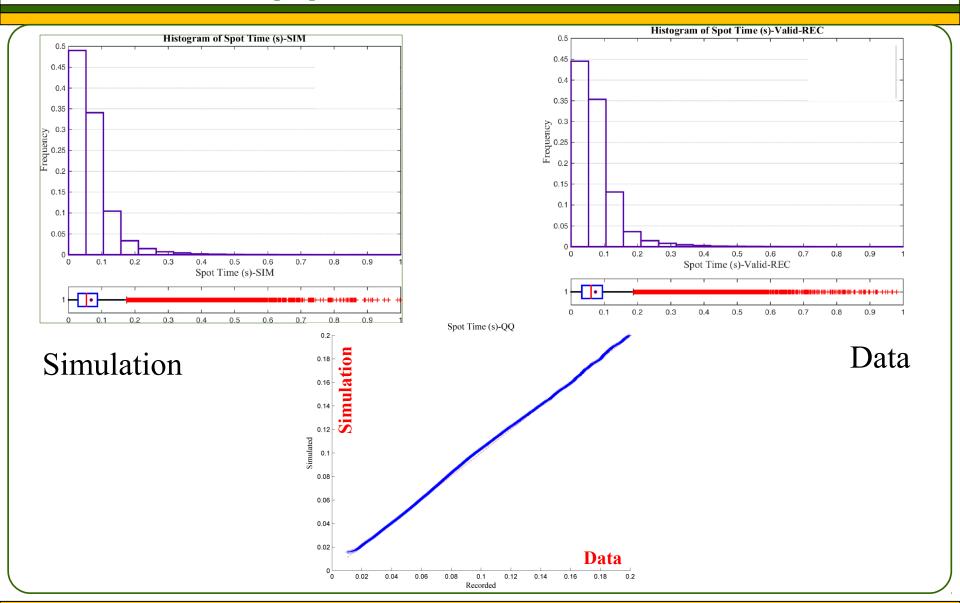
0.7

8.0

0.9

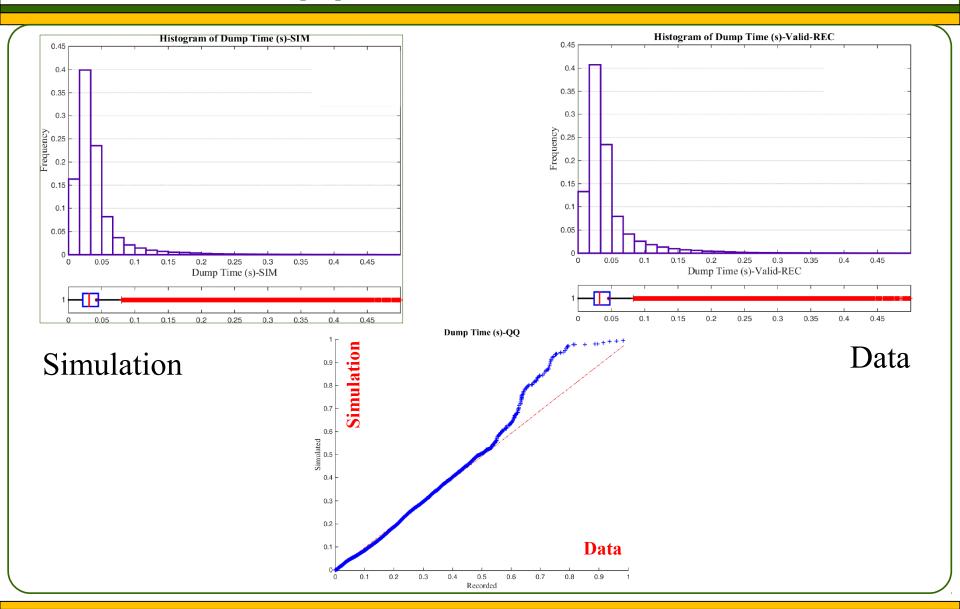
Data

#### **Spot Time (s)**



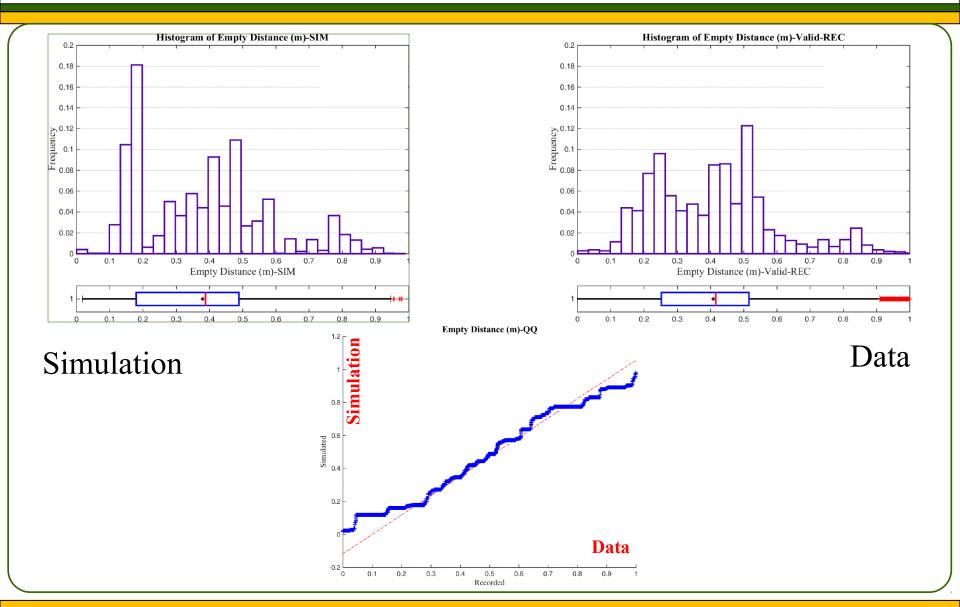


#### **Dump Time (s)**



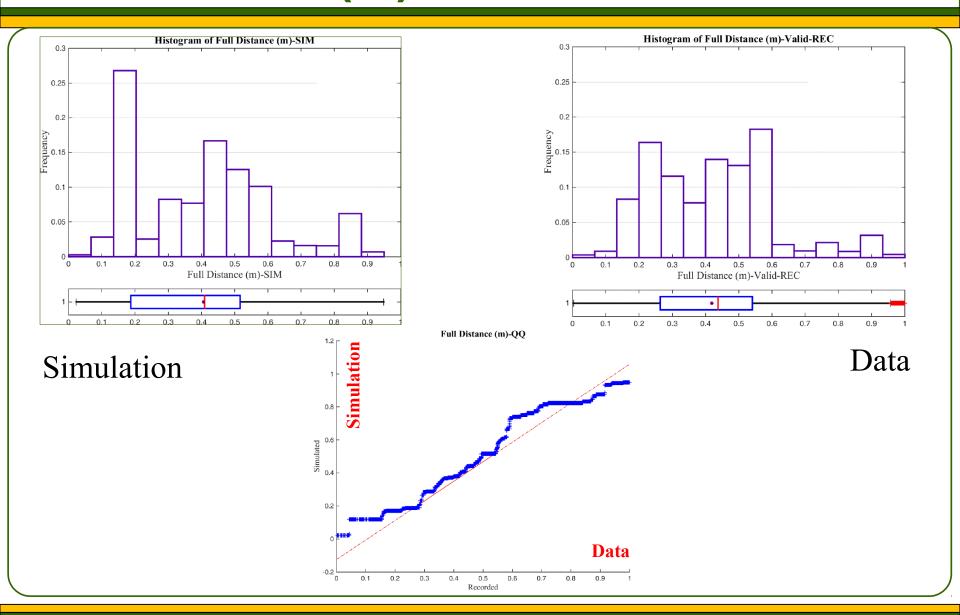


#### **Empty Distance (m)**



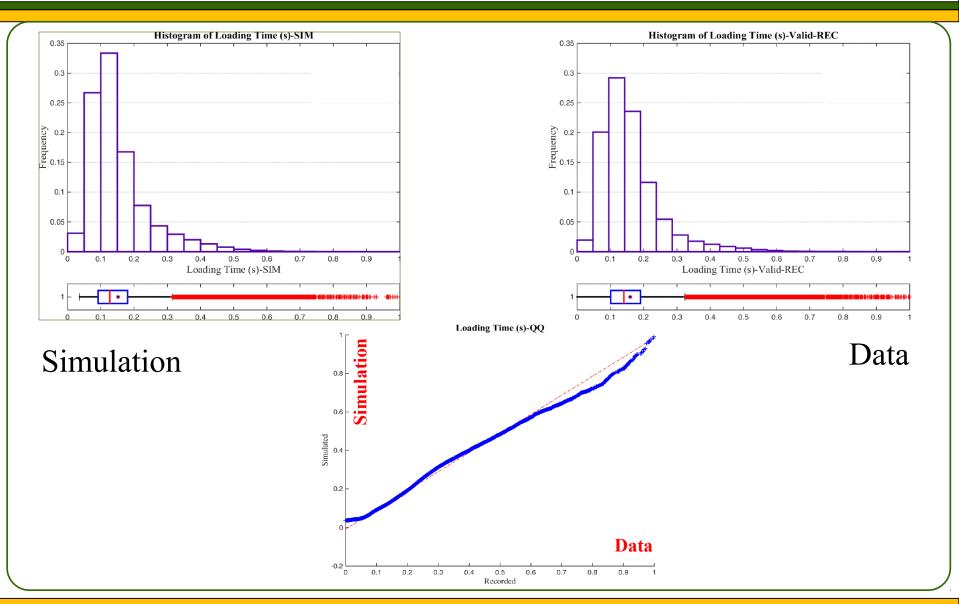


#### **Full Distance (m)**



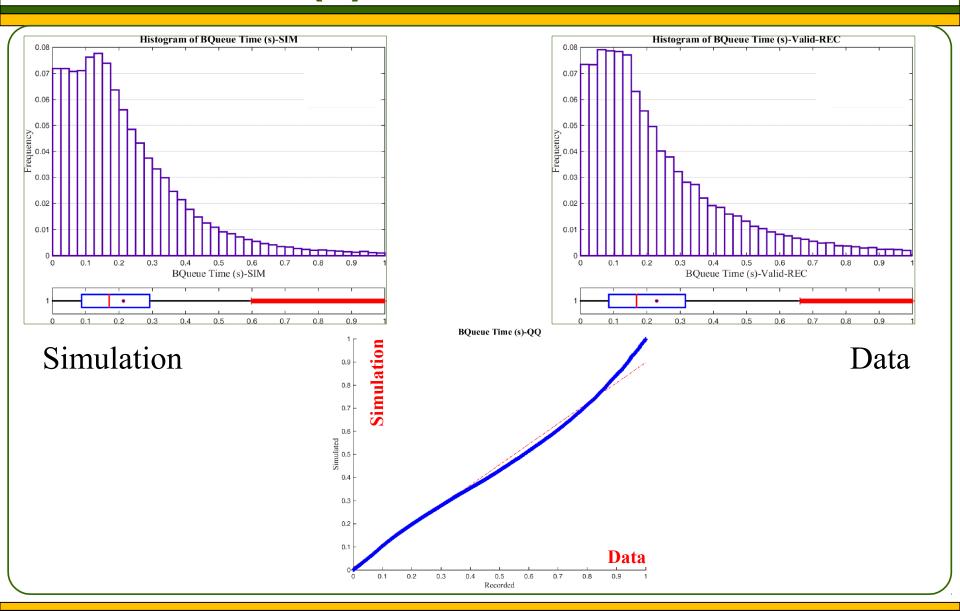


#### **Loading Time (S)**



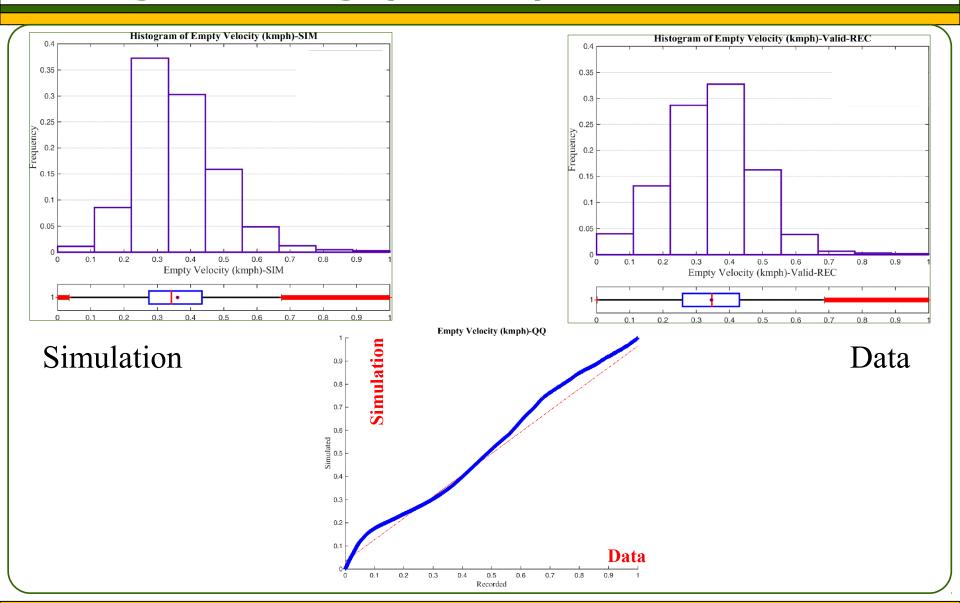


## **Queue Time (s) at Shovels**





#### **Empty Velocity (Km/hr)**





#### **Simulation vs. Data Validation – Dispatch Records**

	Count	Min	Max	Range	Mean	Median	STDev	Sum	25-Perctl.	75-Perctl.
Measure Ton (tonne)-Diff%	1%	0%	0%	0%	2%	1%	0%	1%	1%	2%
Empty Distance (m)-Diff%	5%	5%	-2%	-4%	-4%	-1%	8%	6%	-31%	-3%
Full Distance (m)-Diff%	0%	50%	-3%	-6%	0%	4%	14%	1%	-27%	-3%
Empty Velocity (kmph)-Diff%	1%	0%	0%	0%	2%	2%	-2%	1%	5%	3%
Full Velocity (kmph)-Diff%	8%	0%	0%	0%	<u>1%</u>	0%	16%	2%	-4%	4%
Empty Travel Time (s)-Diff%	1%	0%	0%	0%	-4%	-4%	15%	0%	-31%	2%
Full Travel Time (s)-Diff%	2%	0%	-14%	-15%	-3%	-2%	18%	3%	- <b>7</b> %	11%
Spot Time (s)-Diff%	8%	0%	2%	2%	1%	-1%	2%	5%	-1%	1%
Loading Time (s)-Diff%	1%	12%	0%	-4%	0%	-2%	-1%	3%	-1%	-1%
BQueue Time (s)-Diff%	10%	0%	0%	0%	5%	6%	-3%	8%	30%	18%
Dump Time (s)-Diff%	11%	0%	0%	0%	-1%	-3%	18%	7%	-25%	-4%



#### **Truck KPIs**

	Mean	Median	Summation
Ops Delay-Diff%	1%	0%	1%
Ops Standby-SIM	-2%	-8%	-2%
Short Down-Diff%	-3%	7%	-3%
Down Service-Diff%	1%	4%	0%
Down Technical-Diff%	0%	5%	0%
Down Waiting-Diff%	-2%	-2%	-1%
Operations Time (Available Time)-Diff%	0%	-1%	0%
Maintenance Time (Down Time)-Diff%	0%	7%	0%
Gross Operating Hours-Diff%	1%	0%	1%
Physical Availability-Diff%	0%	-2%	0%
Use of Availability-Diff%	0%	0%	1%
Operating Efficiency-Diff%	1%	2%	3%
Effective Utilization-Diff%	0%	0%	1%
Calculated t/NOH-Diff%	-2%	-2%	-2%



Validated Model - Run New Scenarios

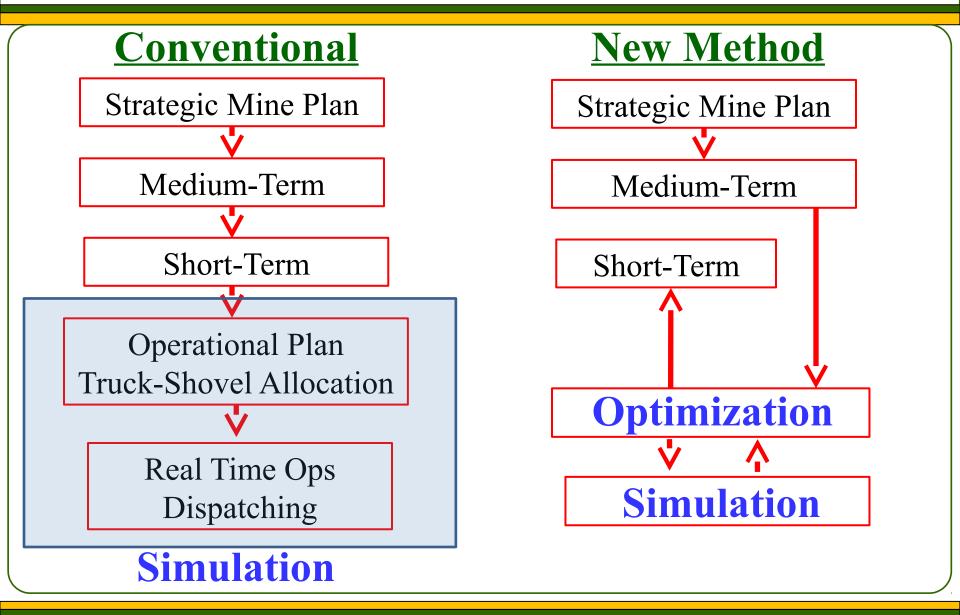
# Autonomous Haulage System



## New Developments Simulation-Optimization



#### **Simulation-Optimization Approach**



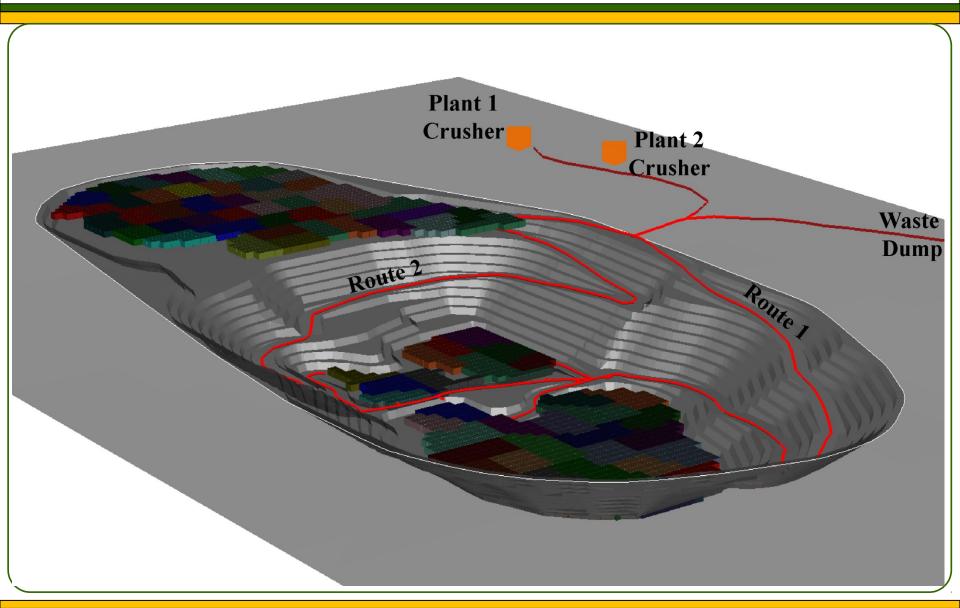


#### **Simulation-Optimization**

- -Maximize Production
- Minimize the deviation in tonnage supplied to the processing plants compared to desired tonnage feed
- Minimize the grade deviations at ore destinations compared to desired grades
- -Minimize shovel movements

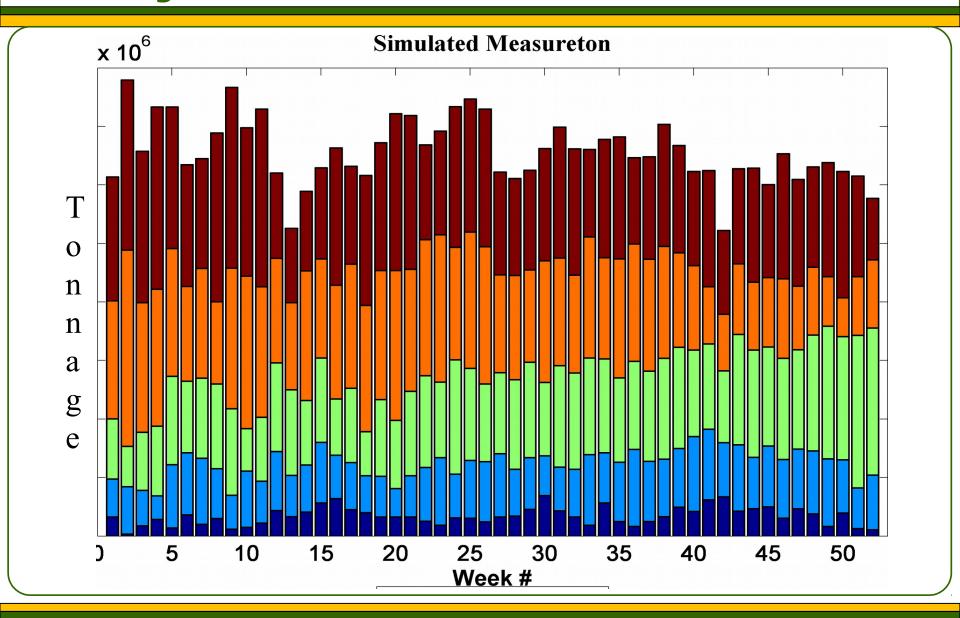


## Implementation - Haulage Planning



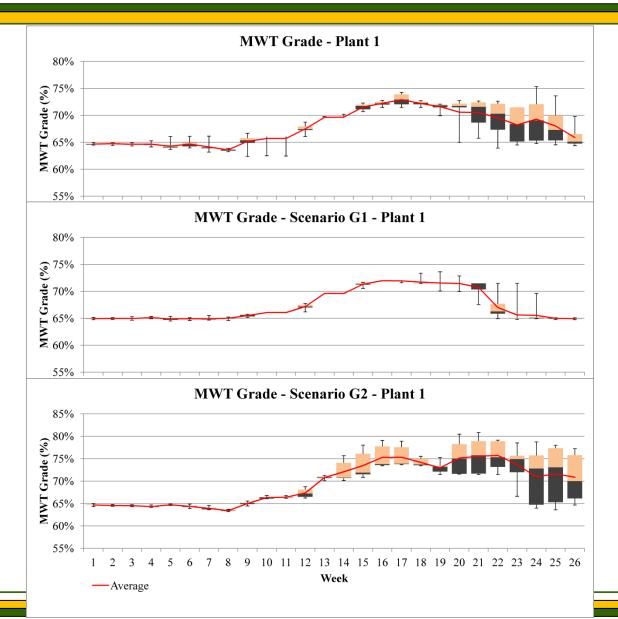


#### **Weekly Simulated Production**





#### Implementation - Grade blending



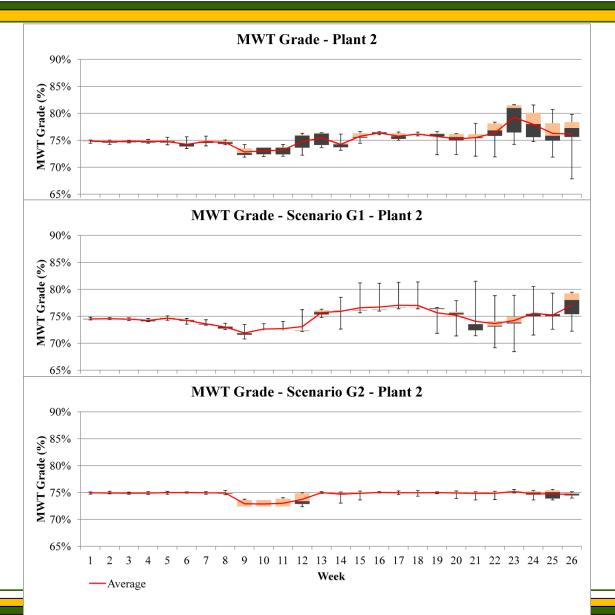
Base Case – Equal Priority to Plants

Priority to Plant 1

Priority to Plant 2



#### Implementation – Grade blending



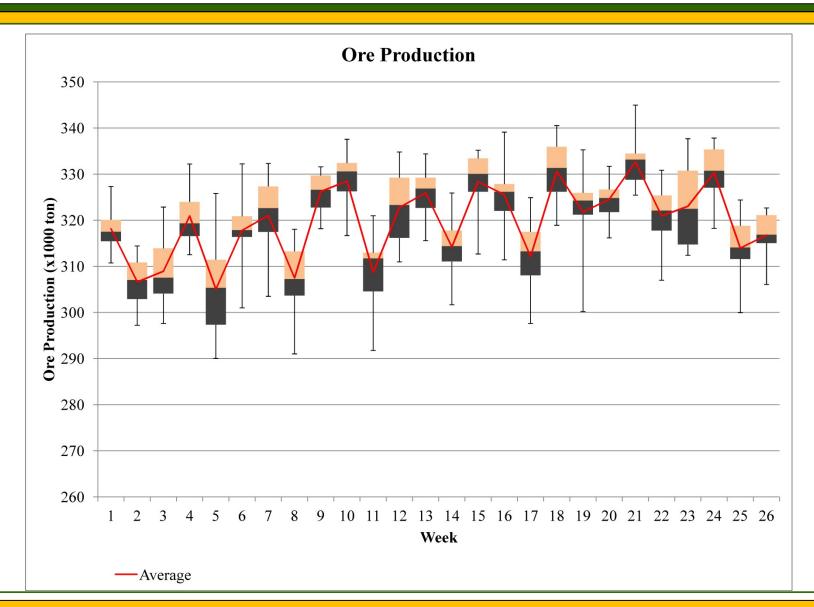
Base Case – Equal Priority to Plants

Priority to Plant 1

Priority to Plant 2

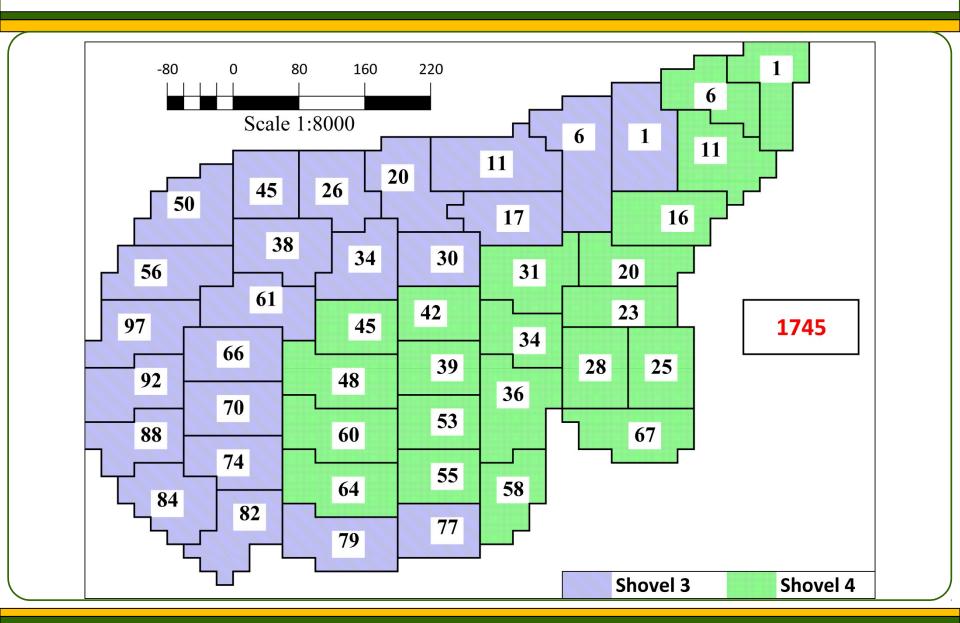


### **Short term planning**



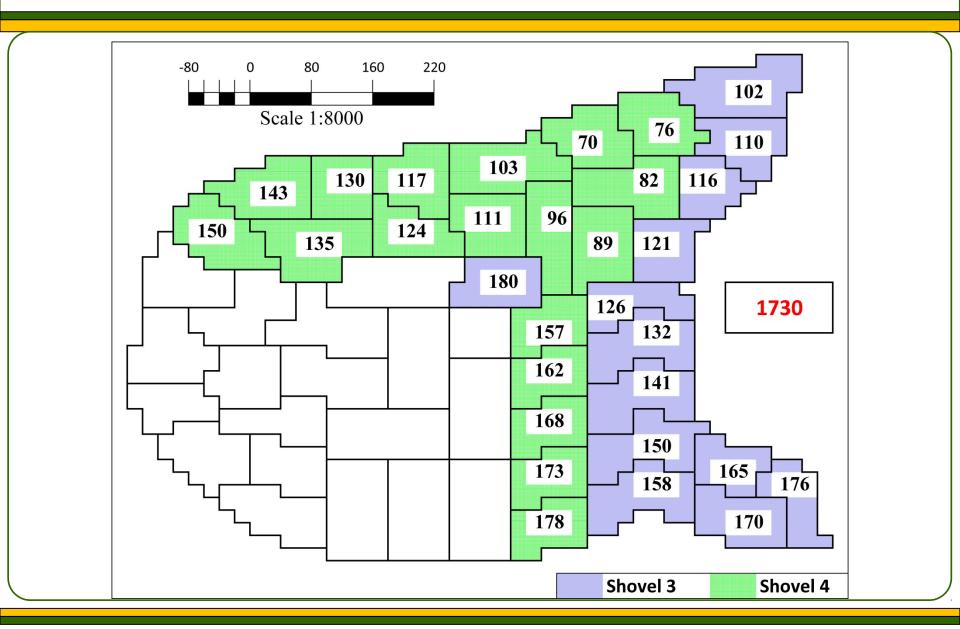


#### **Results - Schedule**





#### **Results - Schedule**







## **Thank You - Questions**

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