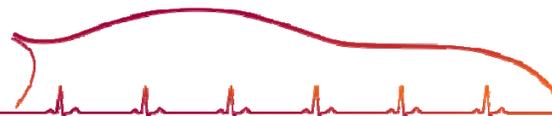


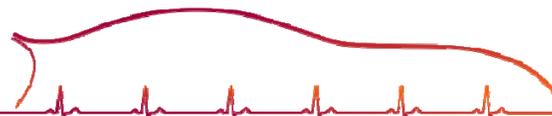
Development of a cost oriented grinding strategy and prediction of post grind IRI using improved grinder models

RPUG Annual Meeting
1st – 4th Nov 2016

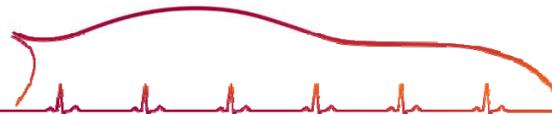
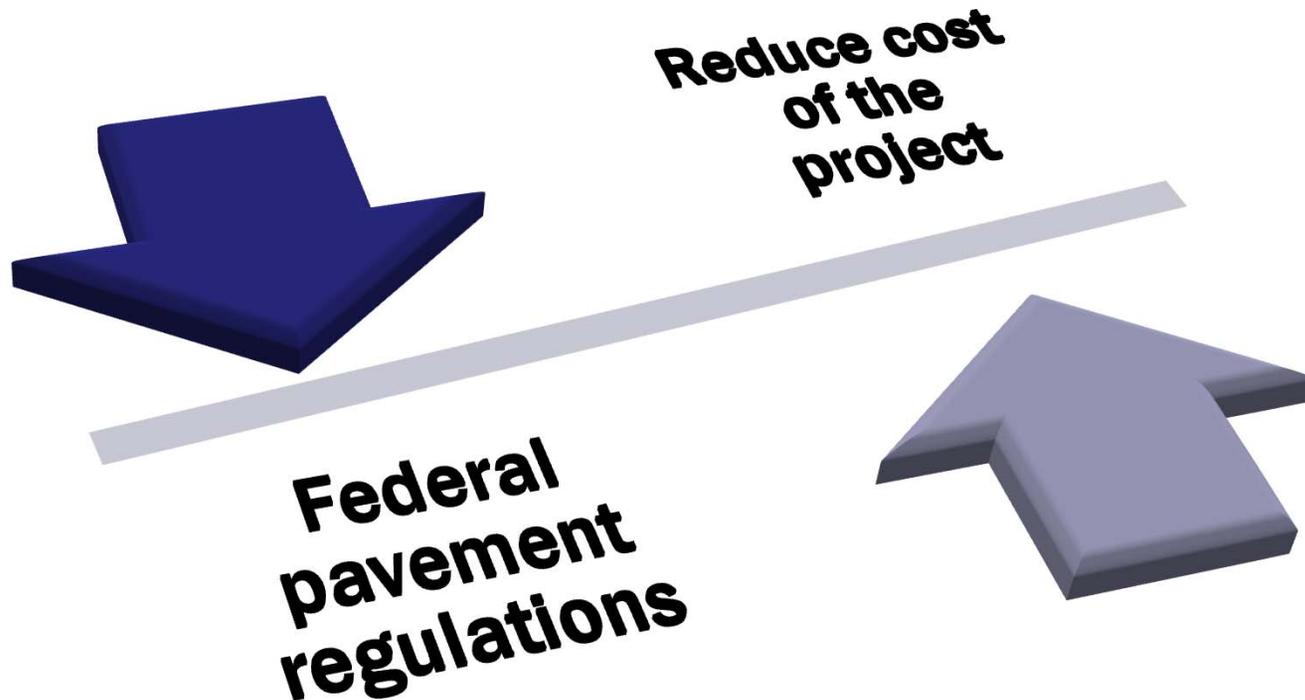


Introduction

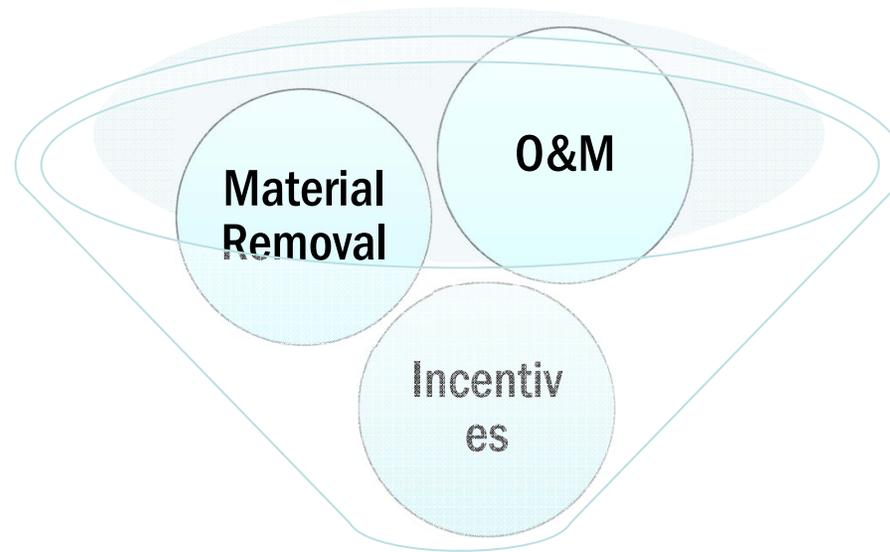
- The presentation proposes a method for cost oriented optimization algorithm to select a grinding strategy that can maximize contractor's monetary benefits
- Outline
 - Need for the proposed research.
 - Cost of grinding.
 - Grinder models.
 - Post grind elevation profile.
 - Optimization algorithm.
 - Summary.



Need for the Cost Oriented Grinding Strategy



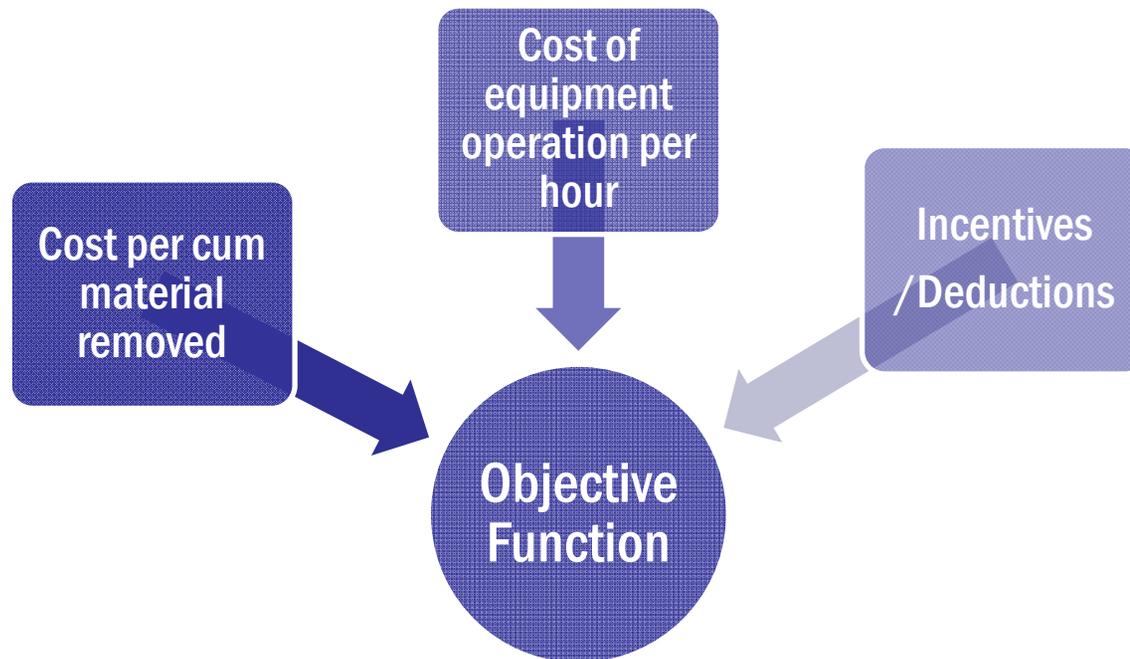
Grinding process costs



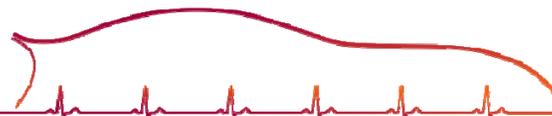
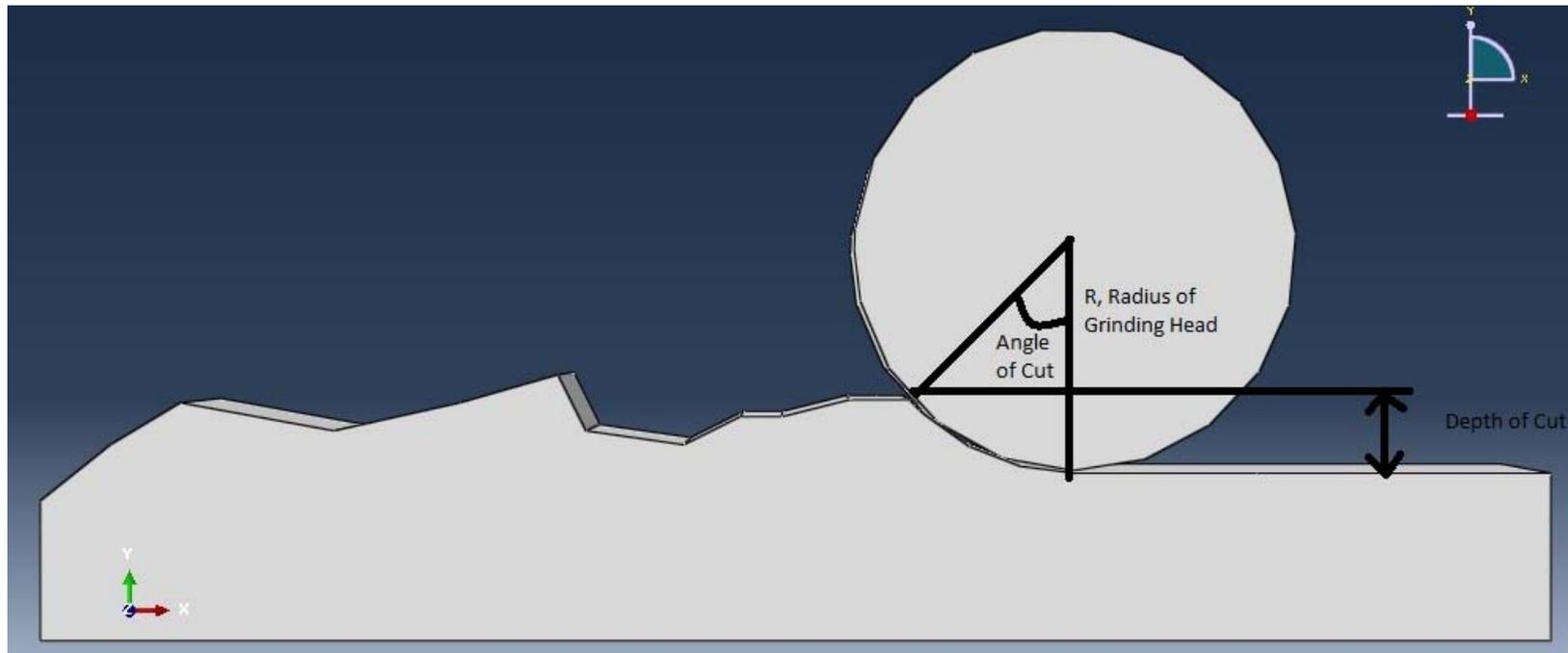
Total Grinding Cost

Setting up the Objective Function

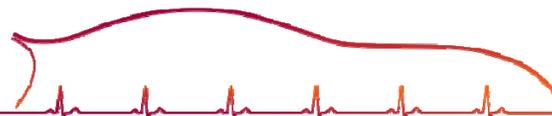
- We had decided to go with a linear objective function that minimizes the total grinding cost.



Predicting Actual Grind Depth



Need for improved grinder models



Grinder Models Revisited

If Actual Vertical Force is Less than Force on Grinding Head

- Normal Operation
- Non Compliant Grinder Model

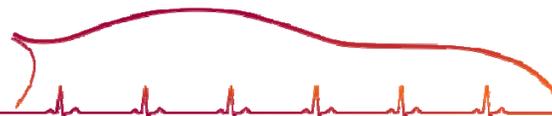
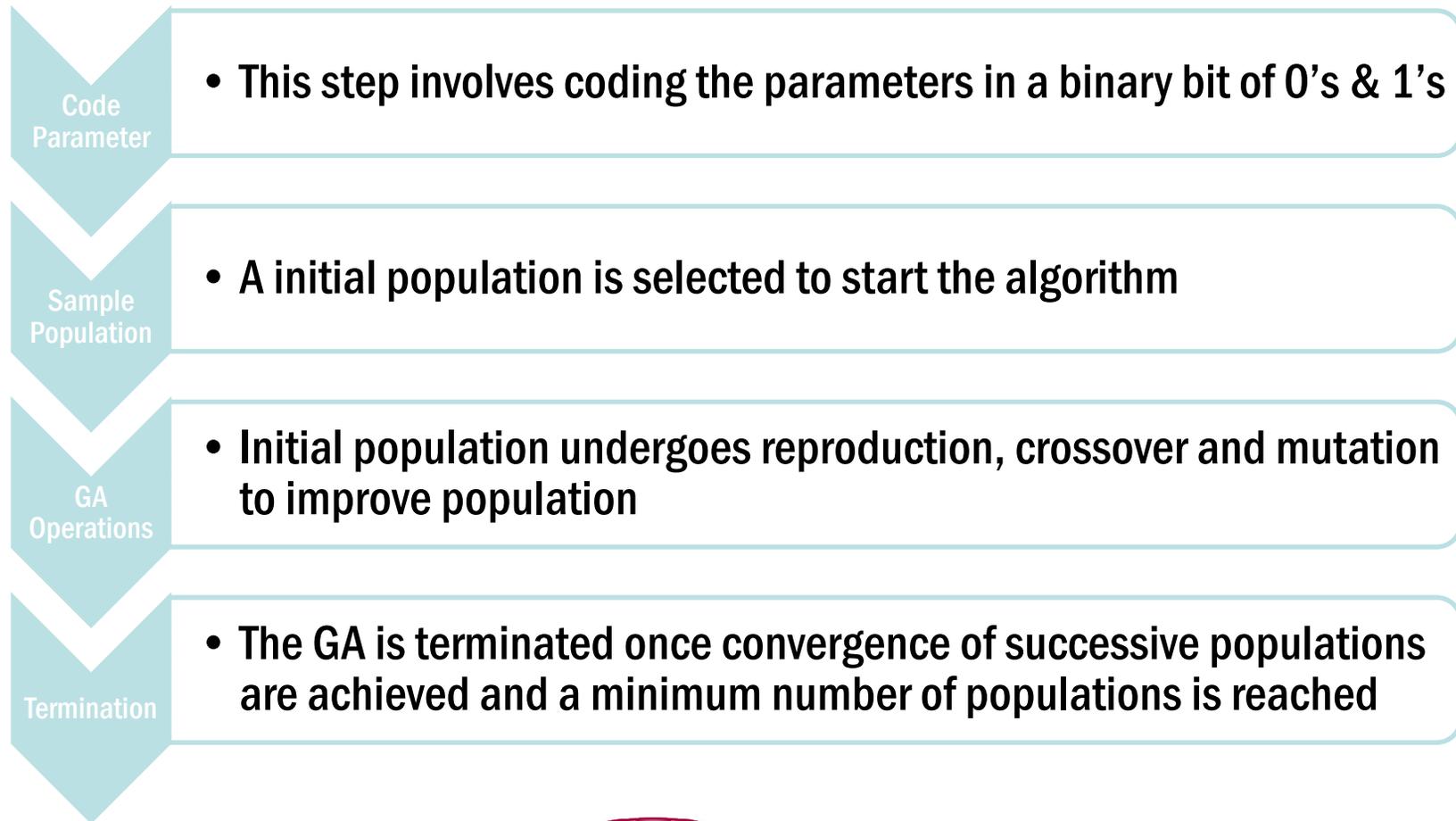
If Actual Vertical Force exceeds Force on Grinding Head

- High Speed, Heavy Cut
- Compliant Grinder Model

Critical Vertical Force



Genetic Algorithms – A Preview



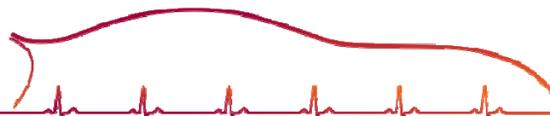
Example Genetic Alogorithm



Total Population – 256 possible alternative
Initial Population – 4 random alternative

- 11001011 - 8
- 11100010 - 6
- 01101001 - 18
- 00100111 – 13

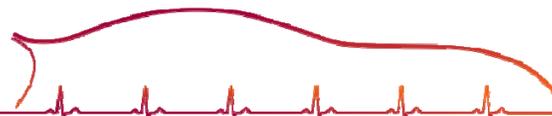
The fittest of the population are combined for fitter offspring's



Summary

- The grinding simulator being developed in this work addresses the major drawbacks of available grinding simulators by having a constraint cost function based grinding strategy.
- Also the development of a complaint grinder model will result in accurate post grind surface prediction.

Thank You!



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