

Technical considerations on Operator Training Simulation (OTS)

1 General considerations

Usually, an Operator Training Simulator (OTS) is installed at the production site before the commissioning of the real plant, so that it is possible to train operators and engineers before the actual plant start-up. Nonetheless, an OTS is valuable and beneficial for operator training (primarily control-room but also field operators) also when installed afterwards. Actually, several studies have shown that an OTS will give operators the equivalent of six years of on-the-job training and that periodic training, especially on emergency scenarios, will bring operator skill levels to their highest values. A recent study by the American Petroleum Institute identified more than USD 350,000 per year benefit for upgrading the skills of an average operator trained on a regular basis by an OTS. Actually, it is common practice in industrial sites, to keep the operators smart by refreshing their training through periodic OTS sessions.

Alongside an economic investment, which is not negligible, the added-value and return on investment are significant and rather short in time. Among the main issues achieved with an OTS, we find the detailed and deep process understanding but also the implementation of a system that allows systematizing the knowledge while keeping the experience, expertise, and skills inside the plant. Another OTS outcome is the equalization of operators in terms of intervention efficiency and prompt reply to unexpected events as well as scheduled operations. This is made possible by the OTS features that allow the operator to experience more operating situations in shorter periods. Training sessions can be easily repeated to monitor and assess the operator improvements.

2 Emulation vs Direct-link OTS

According to the most renowned software companies, which work in the field of operator training, there are at least three categories of dynamic simulators (DS) adopted for the implementation of an OTS. A common classification is:

- Tieback Simulators. These incorporate basic process models and implement very simple control loops to simulate the process.
- Medium-Fidelity Simulators. These incorporate a combination of basic process and wide-ranging process models and alternate between simple and detailed control loops to simulate the process.
- High-Fidelity Simulators. These are based on detailed and exhaustive process models and implement detailed control loops to get a plant-wide simulation of the process. The high-fidelity attribute makes the simulation quite convincing so that operators cannot often tell the difference with real plant dynamics.

Although training and capital investment costs play a *limiting role* in determining the extent of the simulation scope, in recent years there were some advances in the OTS conception, which reduced significantly the overall costs yet keeping high the fidelity for operator training.

The buyer can choose either to buy an OTS based on the emulation of the Distributed Control System (DCS) operator station or to buy an OTS interfaced to a real copy of the DCS equipment. For the sake of simplicity, the control system



representation either simulates the calculations that take place in the vendor's actual control system (emulation mode) or creates a direct link to a copy of the control solution (direct mode). The control solution normally includes a DCS, some Programmable Logic Controllers (PLC), an Emergency Shutdown Device (ESD), and hard-wired logic. Some OTS suppliers prefer to identify the direct link as *stimulation*.

Some OTS providers have recently introduced an intermediate software layer that is responsible for the connection of the simulated variables of the dynamic model to the corresponding input/output (I/O) points in the control system representation. This intermediate layer eases the maintenance of DCS database and increases the parallelization of software whenever it is needed.

There is not an aprioristic reason that makes the decision sharp and ineluctable. Actually, if we look at the records of some major software houses that work in the OTS field we can see a good balance between the alternatives. If we look at the reference list of major OTS providers, we can find an equal distribution of emulated and stimulated solutions. Some OTS providers (e.g. Emerson) also criticize the conventional approach to emulation and stimulation and propose an alternative (*innovative*) approach that is based on some simplifications aimed at reducing significantly the investment, implementation, configuration, commissioning, and maintenance costs. The drawbacks of this approach are a simplified approach to simulation that departs from the high-fidelity features of well-known OTS. Moreover, when making a technical alignment among different solutions the user should try not to take into consideration the commercial motivations that push the bidder to offer one solution instead of another. Often the reasons to prefer a solution respect to another depend on the Client expectations and specifications. Moreover, every provider implements either the direct link (stimulation) or the emulation solutions in some slightly yet significantly different ways. Before opting for a specific solution, a number of technical questions should be answered in detail. Since both the emulation and stimulation solutions comprise several alternatives that can be coupled and specifically implemented, the number of permutations can be quite large. Consequently, the final solution is not easy and must be taken once each bidder has answered to the aforementioned details.

One of the points that usually move the buyer toward the emulation solution is the cost of the whole contract. Many OTS providers maintain that the emulation solution is decidedly more convenient than the direct-link one. Nevertheless, the buyer should also consider the additional costs that must be borne for either the emulation or the stimulation solutions. For instance, these additional costs come from software maintenance, license renewal, software upgrade, hardware upgrade, and equalization of the DCS database.

The OTS providers that support the emulation solution usually cite the following pros respect to the stimulation alternative:

- very realistic representation of the DCS and controls;
- lower initial investment cost and reduced long-term maintenance costs;
- more functionality (e.g. multi-user capability, engineering applications).

A way to truly evaluate if the emulated solution has sufficient realism for the OTS is to actually see the product. The keyboard and pointing-device usability, screen displays, and graphics should be nearly identical to the actual DCS. In addition, the emulation should preferably be configurable with utilities to translate the synoptic charts from the real DCS as well as to enter and modify the basic DCS database. Finally, the control algorithms should be as much detailed and realistic as possible.



With reference to what concerns future updates of the DCS and incorporation of the same into the OTS, the emulation software requires far less updates since few of the DCS releases actually affect the operator interface. Conversely, an update to the DCS software may require extensive software updates to the interface software.

2.1 Emulation solution

High fidelity simulators used for operator training, plant design, and control strategy evaluation have become less expensive. This is due in part to improved computer price/performance ratios that allowed passing from the workstation paradigm to the personal computer one. Some of the biggest savings were achieved by using “software emulation” of the operator station and control systems. In today’s OTS, the most expensive hardware components are usually the DCS operator stations, the interface to the simulation computer, and associated control equipment. High-fidelity simulated stations (also called *emulated* operator stations) can significantly reduce the overall OTS cost without sacrificing realism at the operator station. At the same time, they greatly increase the training capabilities of the system.

If the OTS is based on the Emulation paradigm, the hardware usually consists of a Simulation Computer and Instructor Station (*i.e.* monitor, keyboard, mouse), while the Emulated Operator Stations, and Field Operator Station are standard personal computers networked to the Simulation Computer. A printer provides hardcopy documentation of the training session with various printouts such as files from instructor sessions with process reports, alarms logging, and a log of events that occurred during the training session comprising both instructor and operator actions.

The instructor controls the training session, monitors the process variables, simulates malfunctions, overrides instrument signals, changes operating conditions, measures the operator performance, and records the results of the training session. This allows also modulating the learning curve according to the operator experience and qualification. A user-friendly interface minimizes the need for instructor’s computer knowledge and allows the instructor focusing only on the training session. In addition, the instructor can change the time scale from slow motion to fast motion (if compared to wall clock). The fast- and slow-motion features allow the instructor running faster the operations characterized by slow dynamics (*e.g.* filling of tanks, heating and pressurizing phases, slow transients such as grade changes) or running slower some fast operations to analyze the critical situations (*e.g.* fast transients such as pressure swings, sudden disturbances, water hammers). Some OTS packages allow creating sophisticated instructor functions such as training scenarios, dispatch of text, audio, and video files to the student, and management of student training. The Emulated Operator Stations closely resemble the installed DCS and include monitors, keyboards, touch-screens, and pointing devices.

The keyboards can be emulated via software or actual keyboards can be used to increase the realism of the simulated control room. Usually, high-fidelity simulators replicate faithfully the man-machine-interface and include standard procedures, access hierarchies, trends, warning, fatal-errors, alarms, keyboard functions, and touch-targets. The graphic displays are duplicated accurately by using a software translator that imports the DCS configuration and integrates it into the emulated DCS software. Moreover, a significant part of the emulator includes simulation of the many and various control algorithms and functions available in the so-called DCS Control Processor. Lastly, the emulation software may include a set of utilities that allow the end-user changing the DCS configurations and control biuniquely how they are implemented in the real DCS.



The OTS may implement an optional Field Operator Station (FOS), which is configured to include the remote or field operated equipment not available from the main DCS operator station and also the Emergency Shutdown Device (ESD) and interlock functions based on graphics instead of hardwired panel displays in the control room. Usually, field equipment includes block and bypass valves, motor starters, local relays, and switch controls. Commonly, the FOS is physically located near the emulated operator stations to provide the operator more complete control of the simulated plant. Since the FOS is a subset of the instructor station, the same functionality is also available at the instructor station so that the presence of a field operator is not necessary to conduct a training session (focused on the control-room operator).

2.2 Stimulation solution

The stimulation solution shares the same high-fidelity model to simulate the process dynamics and the field instrumentation. Instead of using a high-fidelity model to emulate the control loops, the ESD and the hard-wired logic (as it happens in emulation mode), a virtual controller uses a copy of the DCS database to control the simulated process. Moreover, a trainee console similar to the plant DCS hosts and operates a copy of the plant graphic displays (*i.e.* synoptic charts). The virtual controller is a connecting environment between the high-fidelity dynamic simulator (DS) and the trainee console that provides process information to the operator and controls the process simulated by the DS. The virtual controller environment is very specific of each DCS vendor. In general, OTS providers have developed solutions for the implementation of either the emulation or stimulation solution for most diffused DCS suppliers such as ABB, Bailey, Emerson, Fisher, Foxboro, Honeywell, Siemens, Toshiba, and Yokogawa.

A drawback of direct link is that by using real control hardware it is not possible to speed-up, pause, or replay the controller actions. In addition, operator actions and learning are limited because of the constraints associated with using the actual copy of the installed DCS. As reported in previous sections, it is highly recommended to carry out a detailed analysis of proposed solution (either direct-link or emulation mode) so to deeply understand the different solutions offered by the bidders. If the economic question is not the main criterion of choice, then the single proposals should be analyzed in detail and further questions asked the bidders to know in detail the different nuances of the proposed OTS.

2.3 Pros and Cons of emulation and stimulation solutions

Here following are reported and discussed some differences between OTS emulation and stimulation.

2.3.1 OTS emulation

Control model is done with blocks that mimic DCS controllers and logic blocks; usually this control model runs on the simulation computer.

Pros

- OTS can run with or without DCS equipment;
- when running with DCS, DCS controllers are inactive, the simulation computer writes over DCS controller's PV, SP, and OP so it looks like DCS is running;
- when running without DCS, operator's HMI is managed by simulation computer;



- when simulation computer is powerful enough, the OTS can run on a single PC (or laptop), making it convenient for stand-alone training session or debugging; without DCS this system is cheaper to buy also.

Cons

- Control emulation accuracy depends on control block library provided with simulation software, it may be limited in its functionalities, and the task to interpret and configure control system may be large and complex;
- the calculation order of the control blocks may differ from the real plant control system;
- in emulation the operator keyboard is not always available from the DCS vendor or it is not fully emulated.

2.3.2 OTS stimulation

Process simulation computer is connected to DCS and it uses DCS control blocks to manage simulated process operations.

Pros

- Accuracy of control model as it usually comes from the real plant;
- use of real DCS equipment with plant's operator schematics;
- possibility to use built-in DCS features like APC, loop tuning, etc.

Cons

- Limited debugging capabilities when training DCS is unavailable (some simulation software has internal generic emulated controllers when DCS system is not available, assuming these internal controllers have been configured properly);
- expensive as it uses the same DCS configuration as the real plant (with numerous servers for control, PLC and ESD);
- sometimes the DCS controllers have to be retuned because their sampling rates are not coherent with the simulation computer step size, it may yield significantly different tuning parameters between the real plant and the OTS. For example, the simulator step size may be two (2) seconds, if a DCS controller is sampling faster it may lead to instabilities and phase shifts.

3 Acronyms

APC	Advanced Process Control
DCS	Distributed Control System
DS	Dynamic Simulator
ESD	Emergency Shutdown Device
FOS	Field Operator Station
HMI	Human Machine Interface
I/O	Input Output
OP	Output variables (controlled variables)
OTS	Operator Training Simulation



PLC Programmable Logic Controller
PV Process Variable
SP Set Point



An overview of OTS

Freely adapted from Trident Computer Resources

www.tridentusa.com/general/news/press_OTs%20advances%20profertil.html

This material is used only for teaching purposes within the master degree course of “Dynamics and Control of Chemical Processes”

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Actors

FertilPlant is the fertilizer plant that purchased and operated the OTS

DesignCo is the main contractor for the fertilizer plant

OTSSoft is the software company that developed the OTS for the FertiPlant installation

Introduction

FertilPlant is a fertilizer plant designed to produce 2100 t/d of ammonia and 3300 t/d of urea. The particular size and location of this new, grassroots complex suggested a significant investment in terms of training because most of the operators and local engineers had little or no experience with these complex processes and control system technologies. Classroom and in-the-field training in similar plants were carried out under the lead of DesignCo engineers, but a large portion of the training was conducted on an Operator Training Simulator (OTS) developed by OTSSoft. The OTS was commissioned and installed at FertilPlant site before the commissioning of the real plant, so that it was possible to train operators and engineers before the actual plant start-up.

Background

OTSs have long been recognized as the best method of training in the airline, nuclear power, aerospace and military industries. Other than governmental regulations, an important factor in using OTSs is the ability to safely train on unusual situations and emergency scenarios that are seldom encountered in real life. Since the mid-1970's, the Hydrocarbon Process Industries (HPI) have used OTSs starting with part-scope analog panel board simulators and digital simulators in the early 1980's. Accident prevention was a major focus in the HPI during this period, and recent data indicates that overall losses are being reduced.

OTS's are now viewed as an important, if not critical training tool for grassroots plants and process units being revamped or re-instrumented. As the computer power vs. cost ratio has dramatically improved, there are fewer limitations for developing full-scope, high-fidelity training models which are now capable of being utilized for engineering applications prior to training of operators. More and more, OTSs justified for “training” are now paying for themselves in engineering benefits prior to operator training. Training budgets and capital investment costs continue to be the “limiting factor” in determining the extent of the simulation scope, but there have been some advances in recent years which have reduced overall OTS costs yet have maintained the fidelity for training of operators.



On-the-Job training is also an important component of the overall training program, but has many limitations in training or testing operators on critical or emergency scenarios, use of ESD/Interlock systems. Site visits to similar process plants have similar limitations and could also have differences in the control system and equipment configuration. Several studies have shown that an OTS will give operators the equivalent of six years of on-the-job training and that periodic training, especially on emergency scenarios, will bring operator skill levels to their highest values.

Real-time dynamic simulators are recognized as the ultimate training tool because they allow experiencing in a “hands-on manner” virtually every type of operating condition which can be encountered including startup, shutdown, normal and emergency/unusual operating scenarios. In addition, there are now tools for the instructor to develop standard exercises for testing and evaluating each student’s performance as well as documenting the training session results.

In addition to the above advantages, simulator training is also one of the most cost-effective tools for operator training. An OTS allows the student to experience more operating situations in a relatively short period of training time, usually just before the plant is commissioned. An OTS thus represents the best method for running carefully supervised training exercises that will help to reduce personnel errors, and consequently maximize plant availability and, thus, increase plant productivity and improve product quality. Training sessions can be easily repeated to monitor and assess operator improvements.

In recent years, high fidelity simulators used for operator training, plant design and control strategy evaluation have become less expensive. This is due in part to improved computer price/performance ratios but some of the biggest savings are achieved by using “software emulation” of the operator station and control systems. In today’s OTS, the most expensive hardware component is usually the DCS operator stations, the interface to the simulation computer, and associated control equipment. High-fidelity simulated or “Emulated” operator stations can significantly reduce the overall OTS cost without sacrificing realism at the operator station, while at the same time, greatly increasing the training capabilities of the system. These will be discussed later in this paper.

Lastly, the engineering labor needed for the development of detailed dynamic simulations has been streamlined by the advent of user-friendly model development languages and tools. Other benefits from development of the OTS and dynamic process models during the Project Engineering Phase will be highlighted later.

FertilPlant Training Goals and Simulator Justification

The key justifications for FertilPlant OTS investment included the following:

- to have Safer Plant Operations;
- to avoid Unnecessary Plant Trips;
- to have Better Plant Performance while Maximizing Urea Production.

These are some of the foremost concerns due to the limited experience of the operators combined with the complexity of the process, controls, and ESD, plus the relative newness of the DCS. Additional justification included FertilPlant awareness of possible plant pollution problems; justifications that are difficult to quantify but must be considered in the OTS benefit calculations

FertilPlant had a total of about 40 operators to train using a variety of methods, including classroom and site visits to similar plants. Direct costs as well as travel and living costs for Operator Training in another country were also considered for the initial OTS investment.



Time and schedule constraints were a factor as there were a large number of candidates to be trained in a relatively short period of time prior to the plant commissioning. At the beginning of the OTS project, FertilPlant did not quantify their expectations for achieving specific training goals, however, their intention was that the OTS would be one of, if not the most important tool used in the overall operator training program. In addition to training, there were some known engineering benefits/justifications which FertilPlant expected to achieve. Since the OTS would be the first tool to integrate the plant design in a dynamic process model, the plant controls, the ESD system and the DCS configurations into one system which could be operated over a wide range of conditions, there were expectations that certain engineering benefits would be achieved.

During the OTS Factory Acceptance Test (FAT) the simulator system was used by DesignCo engineering personnel to evaluate and verify plant operating procedures, process controls, ESD Interlocks, and DCS configurations/graphics. The functionality of the graphic pages was thoroughly tested and checked before the commissioning of the DCS by performing all of the start-up and shut down procedures and also by testing some process malfunctions and equipment failures. As a result, DesignCo engineers suggested modifications to the original DCS displays in order to improve the functionality of the system. The DCS database was tested before commissioning and again corrections were suggested and performed. Specifically, some mistakes were discovered for configurations of split-range control loops which were resolved prior to the OTS being delivered to site.

The Advanced Process Control (APC) and logic were considered in the OTS as simplified algorithms for Operator familiarization and training. As a result, the APC Operator interface in the DCS was also improved. By using the OTS in this way, it was possible to save time and money since it was possible to make changes to the DCS and test other parts of the control system well before the DCS was commissioned at FertilPlant site.

DesignCo Support for OTS development

DesignCo, being the Process Licensor and Main Contractor, was fully involved in the OTS development, primarily during the plant model definition and during the OTS Factory Acceptance Test (FAT). DesignCo discussed the details of the project and process model definition with OTSSoft and fully verified the simulation results as part of the FAT. The Licensor's process know-how and involvement at the key stages in the project improved the quality of the mathematical model, resulting in a higher level of fidelity in the OTS.

DesignCo has extensive experience in fertilizer plants so, for the FertilPlant project, the OTS did not provide any new process feedback to DesignCo, however it served to confirm and verify the correctness of start-up/shut-down procedures and the operability of the plant during malfunction and emergency scenarios.

However, in other situations (mainly for new or unproven typologies of process plants), Dynamic Simulation is an important tool for identifying plant deficiencies and troubleshooting the design (*e.g.*, bottlenecks, control problems). The identification of problems in the engineering/design phase of the project allows early problem solution, thus minimizing the cost and the impact on the project design schedule and along with the plant commissioning phase.

In general, these engineering benefits are difficult to predict and quantify, but considering the potential delay and consequent cost due to design mistakes encountered during commissioning and start-up period, the cost of the dynamic simulator is more than justified.



Short Process Description

An ammonia/urea process is a quite complex combination of sophisticated process equipment, controls, ESD/Interlock logic as well as extreme operating conditions in addition to interesting process interactions.

Ammonia is produced from a mixture of hydrogen and nitrogen. The source of hydrogen is the process steam and the hydrocarbons in the feed natural gas and the source of nitrogen is the atmospheric air.

The natural gas is desulphurized and then is reformed with steam and air into the raw synthesis gas. The gas contains mainly hydrogen, nitrogen, carbon monoxide, carbon dioxide and steam. In the gas purification section CO is converted to CO₂ and H₂ with steam (shift reaction) in order to increase the H₂ yield. Then CO₂ is removed in the CO₂ removal section. The remaining CO and CO₂ are converted into methane by reaction with H₂ (methanation).

The synthesis gas is sent to the ammonia synthesis loop where it is converted to ammonia. The CO₂ separated in the CO₂ removal section is sent to the compression section of the urea plant and then to the synthesis reactor together with ammonia. Downstream the urea synthesis, the decomposition and relevant recovery of unconverted chemical reagents is carried out in three steps: High Pressure Decomposition, Medium Pressure Decomposition, and Low Pressure Decomposition. Urea is then concentrated in the Vacuum Concentration section before being fed to the granulation unit. The process condensate is treated in the waste water treatment section and is sent to the battery limit.

What is important to consider for operator training is that the process contains many fast-moving unit operations (*i.e.* compressors) coupled with interactions between the process and the steam which is generated from the excess heat of the process. Every action taken by the operator will have multiple effects in different parts of the process. Some equipment failures, such as an air compressor trip, can be recovered by quick operator action, thus saving a plant shut down and a much greater amount of lost production.

System Architecture

The FertilPlant OTS consists of the following major components:

- Simulation Computer;
- Dynamic Process Models;
- Instructor Station;
- Emulated Operator Stations;
- Field Operator Station.

The hardware consists of a Simulation Computer (Workstation) and Instructor Station (monitor, keyboard, mouse), while the Emulated Operator Stations, and Field Operator Station are standard personal computers networked to the Simulation Computer. A printer provides hardcopy documentation of the training session with various printouts such as files from instructor sessions with process reports, alarms logging, and a log of events that occurred during the training session, both instructor and operator actions.

The Simulation Computer is the heart of the system where the simulation executive, simulation models, instructor's software, and the operator station interface or emulation runs.

The instructor can control the session, monitor all the process variables, insert malfunctions, override instrument signals, change battery limit conditions, measure the student's performance, and record the results of the training



session. A user-friendly interface minimizes the need of instructor's computer knowledge and allows the instructor to be focused only on the training session. In addition, the instructor can change the time scale from 0.1 times to 10 times the real time. With this training feature the instructor can run faster operations that have been already examined or operations that need long time (filling of tanks, heating and pressurizing phases) or they can run the process slower than the real time to allow the student to carefully observe critical situations. More sophisticated instructor functions include creation of training scenarios, sending text or audio or video files to the student, and management of the student's training.

The Emulated Operator Stations closely resemble the DCS including monitors, keyboards, and touchscreen/pointing devices. The actual keyboards can be used as well as console cabinetry to maximize "control room realism". The man-machine-interface is faithfully represented for all operator related activities including operating groups, trends, alarms, graphics, keyboard functions, and touch-targets. The graphic displays are exactly duplicated by using a translator that uses the actual DCS configurations and integrates them into the Emulated DCS format with all the functional features such as windows, and control targets. In addition, a significant part of the emulator includes simulation of the many and various control algorithms and functions available in the Control Processor (CP). Lastly, the emulation software includes a set of utilities that allow the client to change the DCS configurations and control soft-wiring in a similar manner to how they are changed using the engineering configuration tools at the real DCS.

The overall result is a very high-fidelity representation of the operator station found in the control room. This product allows both the operator training to occur with maximum realism as well as engineering applications since the control algorithms are simulated in detail. The cost savings from using this approach are significant, both in the initial cost for the OTS as well as for the ongoing maintenance of the system. It is difficult if not impossible to discern which positions are emulated and which are interfaced to actual DCS.

The Field Operator Station (FOS) was configured to include the remote or field operated equipment not available from the main DCS operator station and the ESD/Interlock functions using graphics instead of the hardwired panel displays in the control room. Field equipment includes block and bypass valves, motor starters, local relay and switch controls and other types of digital and analog devices. The FOS was physically located near the Emulated DCS operator stations to provide the operator more complete control of the simulated plant. Since the FOS is a subset of the instructor station, the same functionality is also available at the instructor station so that the presence of a field operator is not necessary to conduct a training session.

Process Model Overview

The single most important component in an OTS is the mathematical model that should accurately simulate the dynamic behavior of the process. The overall fidelity of the model should ensure that operators can be trained to observe and respond correctly to a variety of operating conditions. A "high fidelity" model should be enough accurate to reproduce not only plant responses due to disturbances around the normal operating conditions, but also the dynamic behavior for non-designed operations including cold start-ups, process upsets and emergency conditions.

Models are derived from the First Principles of Chemical Engineering (conservation of mass and energy), thermodynamic properties, and equipment performance/design data to ensure accurate responses in all the possible conditions. Differential and algebraic (linear and non-linear) equations are developed for all plant equipment, which ensures that



individual unit responses as well as complex unit interactions are preserved. Process models are constructed using the algorithm library of equipment modules. Modules that simulate unit operations include compressors, distillation sections, drivers, heat exchangers, pumps, valves, and vessels. Distillation sections available in the simulator are trayed sections and draw trays. These modules perform VLE calculations on feed streams to determine the distribution of the components in the vapor and liquid streams exiting each tray. Other modules provide instrumentation and logic functionality such as control processors, level transmitter and compressor surge controller. Reactors or specific units, for instance where a reaction can occur or there are special mass-transfers occurring, are modeled with custom algorithms and the kinetic equations are sometimes rewritten to satisfy the need for faster than real-time computation. OTSSoft unit operation algorithm library, developed over several years and projects, has nearly every kind of equipment necessary for developing a custom process model.

For FertiPlant OTS project, the urea and ammonia process and the steam network sections were simulated rigorously and in detail, while other auxiliary systems such as lube & seal oil systems, cooling water and regeneration of catalyst were simulated in less detail since these areas were not the major focus of operator training.

Malfunctions and their effects were included in the model such as heat exchanger fouling, plugging, pump failure, electric power failure, cooling water supply failure, steam supply failure, natural gas supply to primary reformer failure, air to secondary reformer supply failure. All battery limit conditions such as ambient temperature, cooling water temperature, fuel gas heating value, as well as catalyst activity can be modified by the instructor to enhance the training session.

The main functionality and effects of multivariable process control implemented in the real plant have been included in the model although in less detail. The goal was to provide realistic scenarios for building operator confidence in using the APC application and to enable monitoring of the main effects of the APC. Also the DCS interface to the APC modules has been replicated so that the operator functionality (*i.e.* switching on and off the APC modules) is exactly reproduced. In summary, the quality and accuracy of the process model depended primarily on the experience of the simulation engineers implementing the dynamic model as well as the involvement of the process licensor during testing of the OTS.

Case study - Urea start-up

Start-up is one of the most difficult and critical operations of the plant, and training in the field could not allow new operators to witness or practice these operations. The only feasible way to build the operator's confidence is by intensive and repetitive "hands-on" training that could be performed on an OTS with realistic, high-fidelity models.

Particular attention was paid in the development and testing of the models in these areas of operation. Close cooperation between DesignCo process engineers with deep experience of the plant start-up and the OTSSoft simulation engineers was the key point for obtaining of a high-fidelity model which would respond faithfully over a wide range of conditions. All the steps of a cold start-up are reproduced, with the only assumption that the pre-start operations have been completed, such as testing, washing and purging of lines and equipment.

To perform a start-up from empty and ambient conditions, first the medium pressure section, isolated from the rest of the plant, is pressurized. This is done charging ammonia and then heating and evaporating it. The same operation has to be done in the low-pressure section. The reaction zone is then heated with steam to 160 °C before introducing process fluid and then pressurized with ammonia. During the *ammoniation* period, the CO₂ compressor, driven by a steam



turbine has to be put in service. Once all these conditions are reached it is possible to feed NH_3 and CO_2 to the reactor. From the moment the overflow of the reactor occurs the operator has to be skillful to quickly stabilize the plant condition and reach the design operating setpoints.

All these operations should be done within the ESD/logic sequence and bypassing some interlocks, so it is very important that the model exactly reproduces also the logic and that the hardwired panel functions are available.

Case study – Disturbance from normal operating condition

Operators needed to be trained to react quickly and properly to possible malfunctions or equipment failures. It was important to define the possible scenarios to be taken into account and simulated in the model. This was done during the development of the Functional Design Specification between DesignCo process engineers and OTSSoft simulation engineers.

An example of a possible disturbance that occurs in a urea plant is the condenser fouling. The presence of CO_2 in the upper section of the MP absorber is very dangerous because it reacts with ammonia to form ammonium carbamate and as a result, the downstream ammonia condenser will be plugged.

The instructor can monitor the CO_2 content since they have the full visibility of the model variables, while the operator does not have any indication of the overhead composition. When the CO_2 content reaches the high critical value, the instructor can decide to plug the ammonia condenser. This effect was not automatically included in the model since the instructor has more flexibility to enable this malfunction.

In order to avoid plugging, it is very important to control the temperature at the top of the absorber to inhibit the reaction. This variable is the only key variable that the operator can see as an index of CO_2 content. A possible exercise to test the operator's ability to react quickly to possible disturbance is to increase the fouling of the MP condenser upstream the absorber or to increase the cooling water supply temperature. The temperature at the top of the absorber increases and the operator should increase the reflux of fresh ammonia from the ammonia receiver to maintain the desired value.

Cost Benefits & Discussion of Emulated Operator Stations

FertiPlant had a choice of operator stations for the OTS: using emulated DCS operator stations or having the OTS interfaced to real DCS equipment. Emulated Operator Stations were chosen for a number of reasons, including:

- very realistic representation of the Foxboro MMI and controls;
- lower initial investment cost and reduced longer-term maintenance costs;
- more functionality (multi-user capability, engineering applications).

The only way to truly evaluate if the emulated approach has sufficient realism for the OTS is to actually see the product. The keyboard and pointing device usage, and screen displays should be nearly identical to the real DCS. The emulation should preferably be configurable with utilities for translating the graphics from the real DCS configurations as well as entering and modifying the basic DCS database. Of equal importance and often overlooked, the control algorithms should be included in as much detail as possible.



While realism and robustness of the operator station is important, the amount of training on the DCS usage represents only 20-30% of the total training on the OTS, with a far greater amount of training focused on the process model (*i.e.* startup, shutdown, emergency scenarios). From a cost/benefit point of view, it makes sense to use emulated operator stations and invest the cost savings into the dynamic model.

The cost savings from use of emulated operator stations is significant, depending on which DCS and the availability of interface products. For example, a typical set of DCS hardware costs about USD 100,000 plus (depending on the specific interface approach used) an additional USD 100,000 to 200,000 for communication software and software CPs. The total cost for two Emulated Operator Stations is about USD 30,000 to 40,000. Therefore, the cost comparison is quite easy.

Occasionally buyers will have concerns regarding future updates of the DCS and incorporating the same into the OTS. Ironically, the emulation has far less to be updated primarily because so few of the DCS releases actually impact on the operator interface. On the other hand, an update to the DCS version/software could require extensive software updates to the interface software.

Conclusions

Several benefits were achieved with this OTS project which included both operator training and engineering. The operator training simulator was successfully utilized to teach operators how to operate in critical conditions and to run the plant in a safe manner. It was also used to continuously test the operator performances in critical plant conditions, such as plant start-ups, normal and unscheduled shut-downs that otherwise, with traditional on-the-field training, are seldom tested. The results achieved were significant and could only be obtained through the intensive use of the OTS. As part of the training program, operators were trained in 8-hour shifts over a 24-hour period to simulate real plant operations and shift changes.

Plant engineers practiced and witnessed different plant scenarios, conducting what-if analyses and monitoring the dynamic process behavior.

While it is difficult to quantify the exact savings, typically one unscheduled shutdown, trip, or plant upset can be avoided each year. On this basis, the OTS essentially pays for itself each year. If a serious event or equipment-damaging accident can be avoided, the simulator pays for itself many, many times over. Results from several OTS users show that simulator training greatly accelerates the “real-plant” experience levels of new operators.

Several studies show that new operators gain the equivalent of six or more years of process experience from OTS. DesignCo also achieved benefits from their involvement in the OTS development. Changes were made to the DCS configuration before the DCS commissioning thanks to the use of the OTS. Engineers discovered, through the DCS emulation, minor deficiencies or inefficiencies in the DCS that were not identified during extensive testing carried out at the DCS Factory Acceptance Test. This experience was also important for DesignCo know-how and familiarization with dynamic simulation tools.



Future Developments

As the cost/benefit ratio for OTS continues to improve, there will be additional emphasis on OTS, both from cost-justification, to safety, to government regulation. Instructors will have more tools to conduct training and objectively measure operator performance. Models developed for “training” will be used for multiple applications including expanded engineering applications, control studies, and plant design. In addition, real plant data can now be used to initialize the OTS to previous plant conditions for training.

Additional data on training benefits, cost savings, and improved plant performance criteria from OTS users will greatly help to evaluate and quantify the specific benefits that can be obtained from an OTS.

