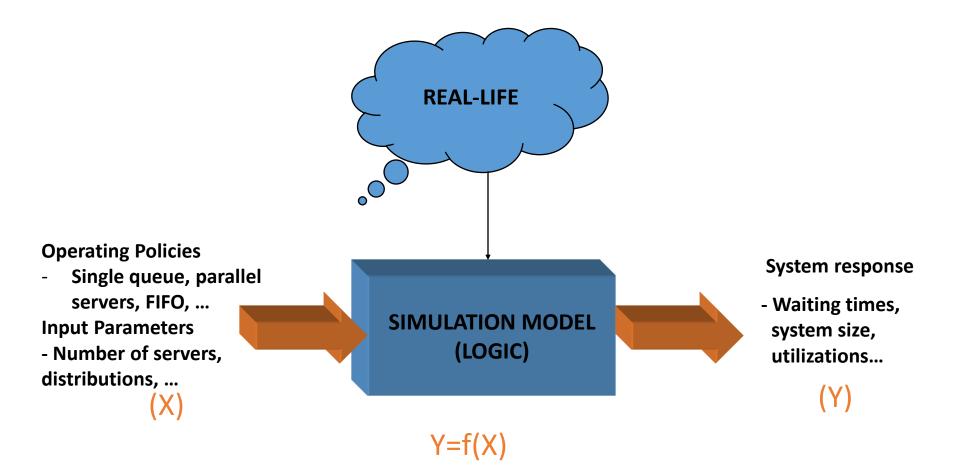
IE 324 SIMULATION 2023 – 2024 Spring DISCRETE EVENT SYSTEM SIMULATION BASICS

SIMULATION



SIMULATION

- In this course we will focus on Discrete-event stochastic dynamic systems.
 - The system is **stochastic** because at least one of the system state variables is <u>random</u> (o.w. deterministic simulation)
 - The system is **dynamic** because system behavior <u>over time</u> is examined. (o.w. static systems Monte Carlo simulation)
 - The system is **discrete-event** because the changes in the system state variables are associated with events that occur at <u>discrete time instances</u> <u>only</u>.

COMPONENTS OF A SIMULATION MODEL

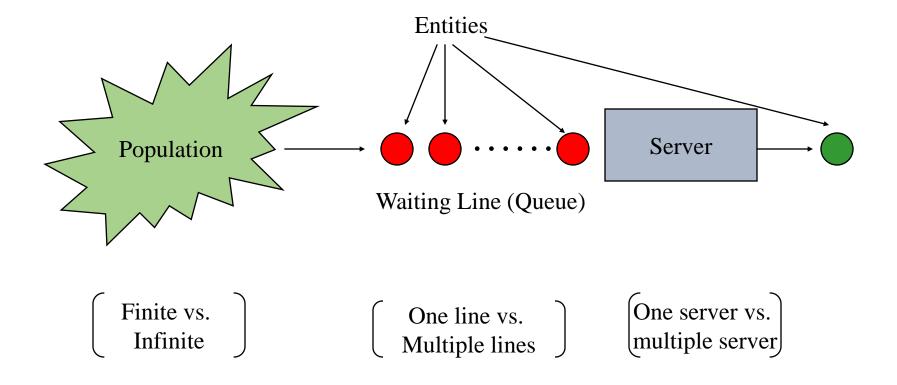
- **STATE:** A collection of <u>variables</u> that contain all information necessary to describe the status of a system at any given point in time.
- ACTIVITY: A duration of time of specified length that is known as it begins.
 - Called "Unconditional Wait"
 - It can be:
 - Deterministic
 - Statistical
 - A function of system variables
 - Ex: Inter-arrival times, service times...etc.
- **DELAY:** An indefinite duration of time that depends on activities or system conditions.
 - Called "Conditional Wait"
 - Ex: Waiting time in queue

COMPONENTS OF A SIMULATION MODEL

• All ACTIVITIES culminate with an EVENT.

- Since the duration of the activities are known in advance, an event notice is placed for an upcoming event is placed in a future event list (FEL) as the activity begins.
- Delays are <u>not placed</u> in the FEL.
- Every feasible event has <u>one entry</u> in the FEL.
- If an event becomes infeasible, it should be removed from the FEL.
 - Ex: Machine breaks down (service completion is not going to happen at the scheduled time)

EXAMPLE: Queueing Systems



CHARACTERISTICS

Interarrival and Service Times

- Exponential (M)
- Deterministic (D)
- Erlang (E)
- General (G)

Queue discipline

- First Come/In First Served/Out (FCFS/FIFO)
- Last Come/In First Served/Out (LCFS/LIFO)
- Earliest Due Date (EDD)
- System Capacity
- Number of Servers

EXAMPLE

- Consider a bank teller queue with one teller (G/G/1) and FIFO queue discipline
 - State Variables: Number of customers in queue Busy/Idle Status of Teller (0,1)
 - Activities: Customer Inter Arrival

Triggers

- Events: Customer Arrival Event
- Delay: Waiting time in queue





EXAMPLE

- Customer 1 arrives at $t = t_1$
 - If interarrivals are statistical with random variable X_i^A for customer *i* then the next Customer Arrival Event is scheduled at $t = t_1 + X_2^A$
- Customer 1 enters service at $t = t_2$
 - If service times are statistical with random variable X_i^S for customer i, then the next customer departure event is scheduled at $t = t_2 + X_1^S$

COMPONENTS OF A SIMULATION MODEL

- We advance the system time t (called "Clock") one by one to each event in a chronological order as we make a simulation run.
 - This is called "Event Driven Simulation"
- WHY?
 - System state remains unchanged between events. (Nothing happens until the next event!)
- There is also an additional type of event called the "Ending Event" that represents the time to stop the simulation run. We add this event to the FEL when simulation run starts (E, T_E).
- Note that, for now interarrival and service times are generated randomly for us.

EXAMPLE (Cont'd)

- What if there were two servers? (G/G/2)
 - We will have two "Customer Service" activities each triggering a separate "Customer Departure Event" in the FEL.

- As a result of a simulation run, we need to obtain statistical information about a performance measure of interest.
 - Average Waiting Time
 - Maximum Waiting Time
 - Average Number of Entities in the System
 - Maximum Number of Entities in the System
 - Server Utilization
 - Average System Time
 - Maximum System Time
- We need to keep track of some more variables to capture the performance measure we wish to investigate.

- P: Total number of customers served so far (# left the system)
- N: Total number of customers passed through the queue
- ΣWQ : Sum of queue times observed so far
- WQ^* : Maximum queue time observed so far
- ΣTS : Sum of system times observed so far
- *TS*^{*}: Max system time observed so far

Updated whenever a customer finishes waiting in queue

Updated whenever a customer leaves the system

- Q(t): Function of number of customers waiting in queue (state var.) $Q(t) \in \{0,1,2,...\}$
- B(t): Server busy function (state var.)

 $B(t) \in \{0,1\}$

• L(t) = Q(t) + B(t)

- Using these variables, we can find:
 - Average Waiting Time (In Queue): $\frac{\Sigma WQ}{N}$ (Tally)
 - Average System (Total) Time: $\frac{\Sigma TS}{P}$ (Tally)
 - Average Number of Customers In Queue: $\frac{\int Q(t)}{T_F}$ (Time-persistent)

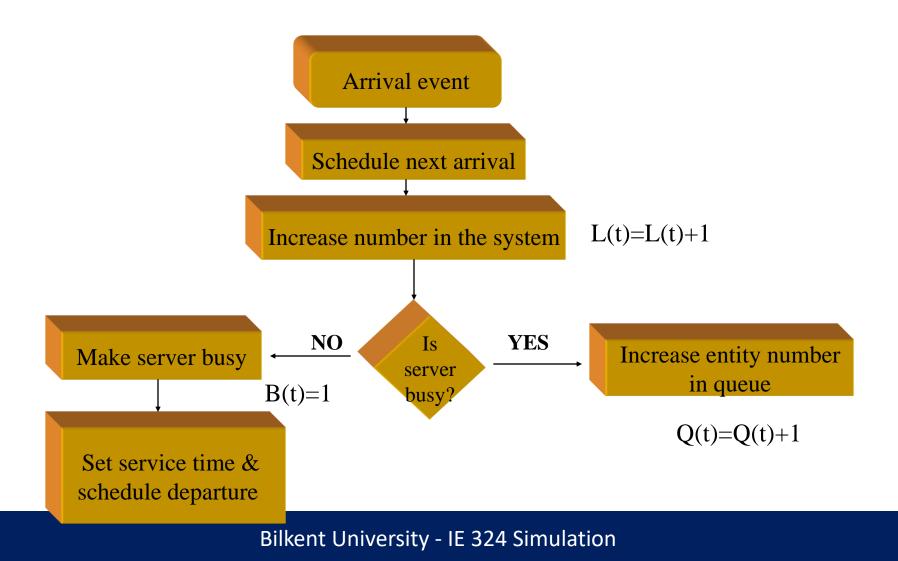
• Server Utilization:
$$\frac{\int B(t)}{T_E}$$
 (Time-persistent)

- Note that additional variables are needed if further statistical outputs are needed:
 - Maximum idle time, maximum queue length...

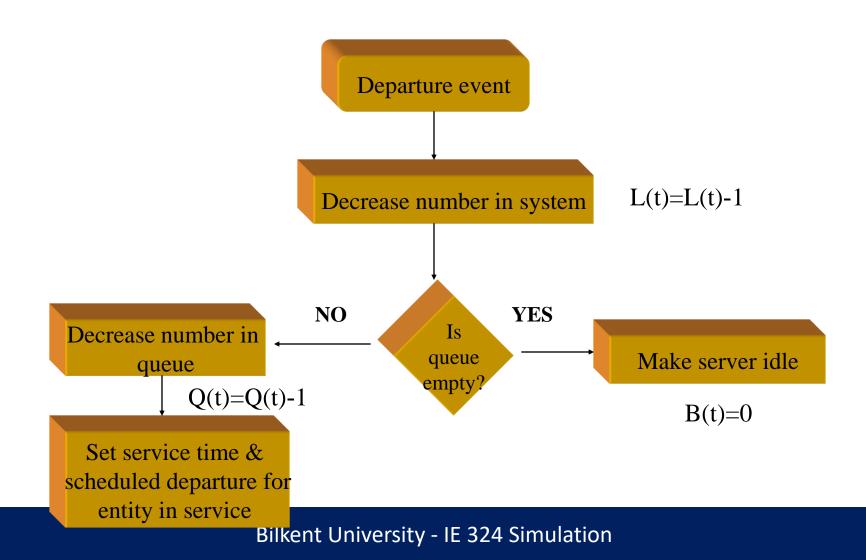
TOWARDS MAKING A SIMUATION RUN

 Now that we know how to <u>advance simulation time</u>, <u>keep track of</u> <u>events</u> and <u>collect statistics</u>, we will now see how to analyze a G/G/1 queue system.

Arrival Event Flowchart (Logical Model)



Departure Event Flowchart (Logical Model)



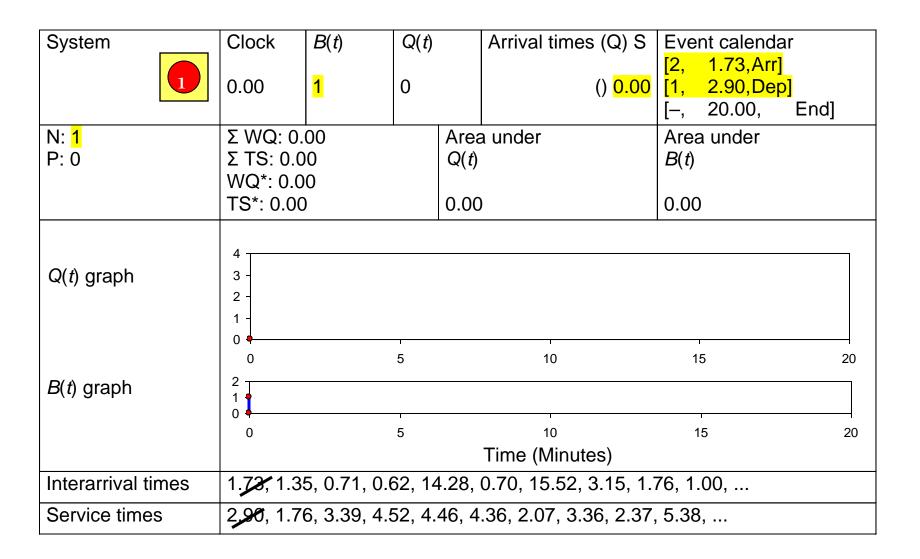
Simulation by Hand

System	Clock B(t)	Q(<i>t</i>)	Arrival times (Q) S ()	Event calendar							
N	ΣWS	<u>م سمع</u> under									
Р	Σ										
	W TS										
Q(<i>t</i>) graph	Run simular Average / 1 Average / 1 Average / 1 Average Q Average U Average U Assume the	15 20									
B(t) graph	2 Assume the	15 20									
	Time (Minutes)										
Interarrival times	1.73, 1.35, 0.71, 0.62, 14.28, 0.70, 15.52, 3.15, 1.76, 1.00,										
Service times	2.90, 1.76, 3.39, 4.52, 4.46, 4.36, 2.07, 3.36, 2.37, 5.38,										

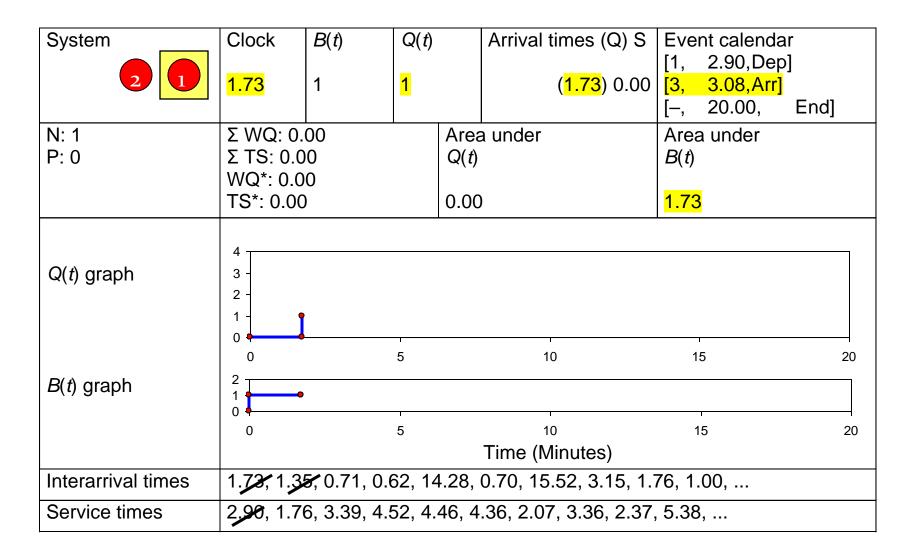
t = 0.00, Initialize

System	Clock 0.00	B(t) 0	Q(<i>t</i>) 0		Arrival times (Q) S ()	Event calence [1, 0.00,Ar [–, 20.00,	r]					
N: 0 P: 0	Σ WQ: 0. Σ TS: 0.0 WQ*: 0.0	00		Area Q(<i>t</i>)	a under	Area under <i>B</i> (<i>t</i>)						
	TS*: 0.00)		0.00		0.00						
Q(<i>t</i>) graph	4 3 2 1 0 0		5		10	15	20					
B(t) graph			5		10	15						
	0 5 10 15 20 Time (Minutes)											
Interarrival times	1.73, 1.35, 0.71, 0.62, 14.28, 0.70, 15.52, 3.15, 1.76, 1.00,											
Service times	2.90, 1.76, 3.39, 4.52, 4.46, 4.36, 2.07, 3.36, 2.37, 5.38,											

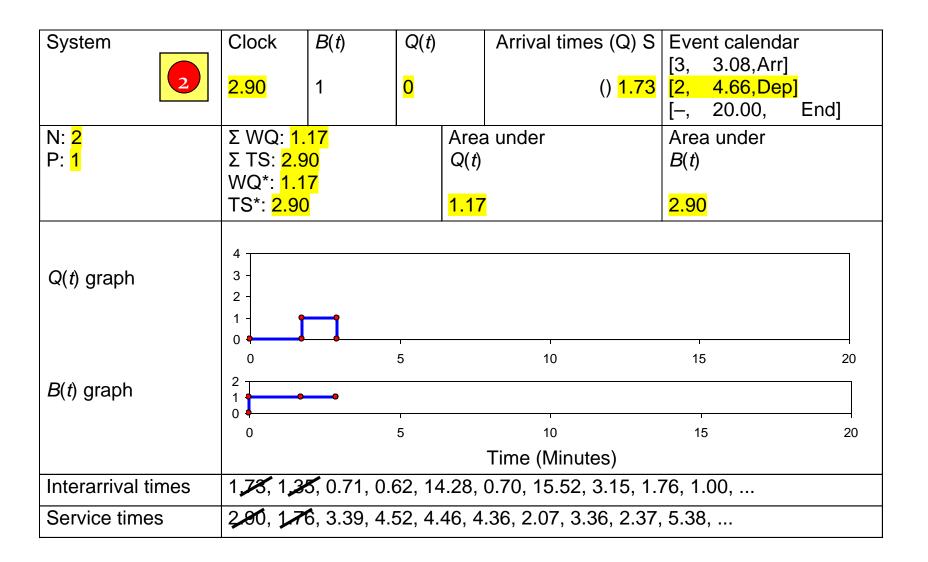
t = 0.00, Arrival of Part 1



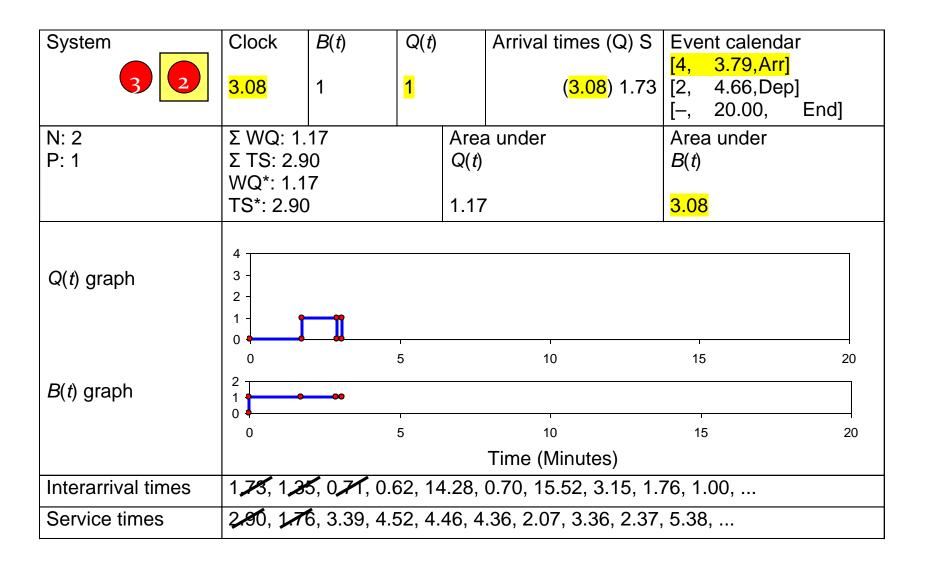
t = 1.73, Arrival of Part 2



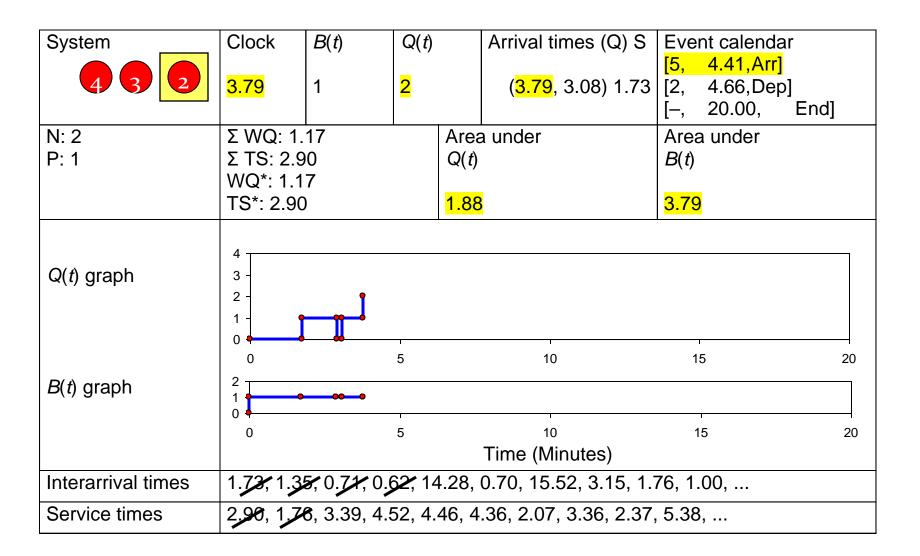
t = 2.90, Departure of Part 1



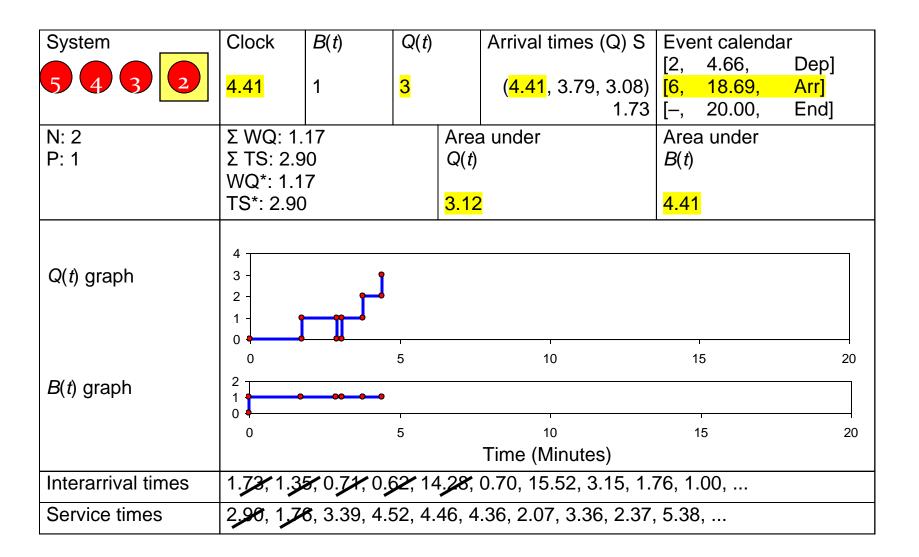
t = 3.08, Arrival of Part 3



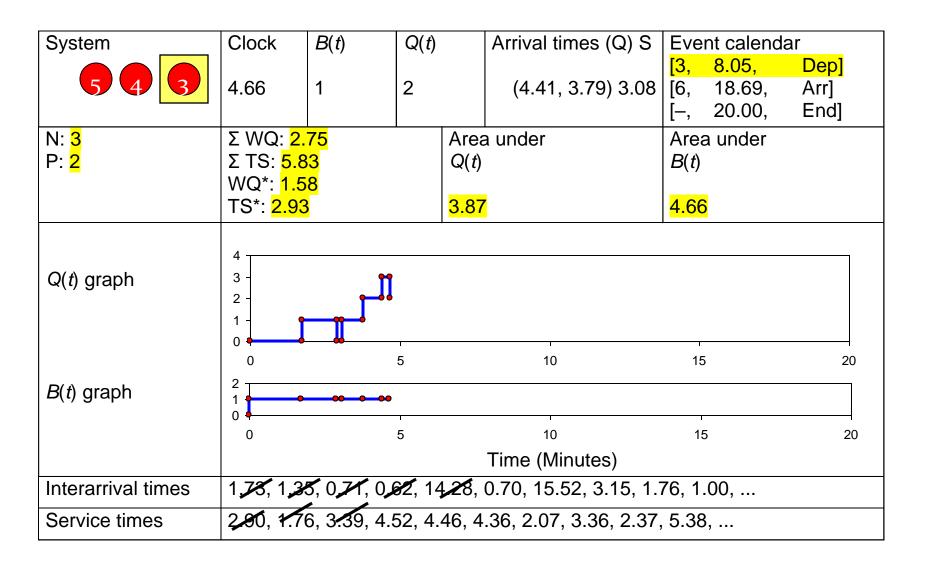
t = 3.79, Arrival of Part 4



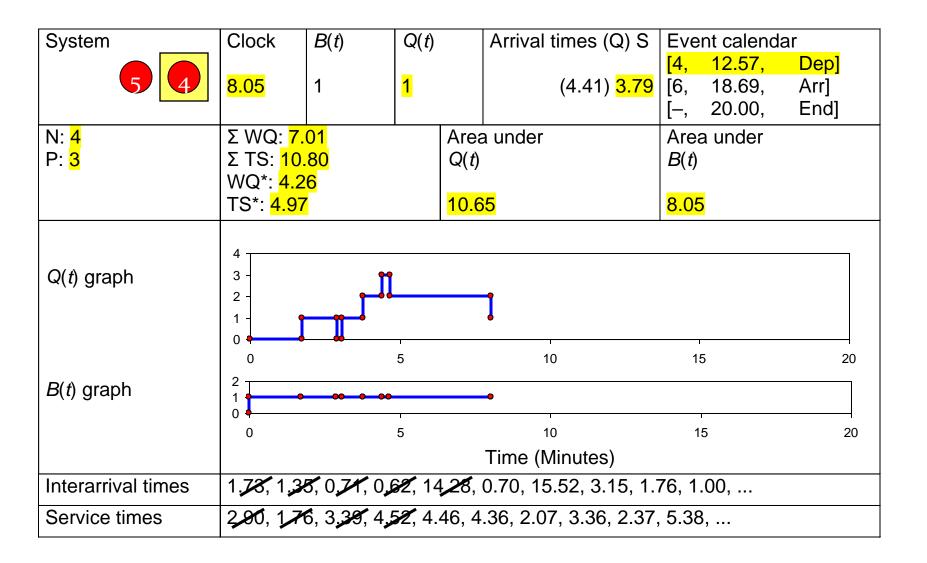
t = 4.41, Arrival of Part 5



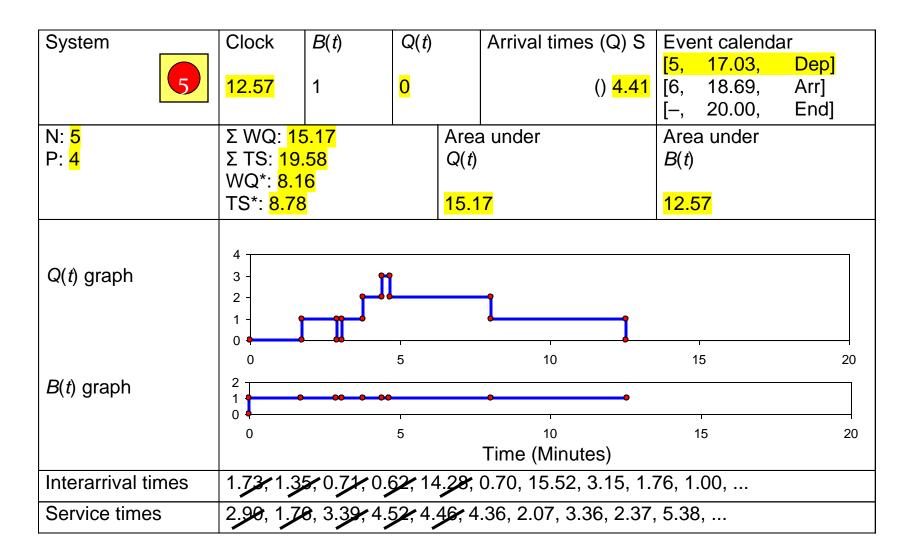
t = 4.66, Departure of Part 2



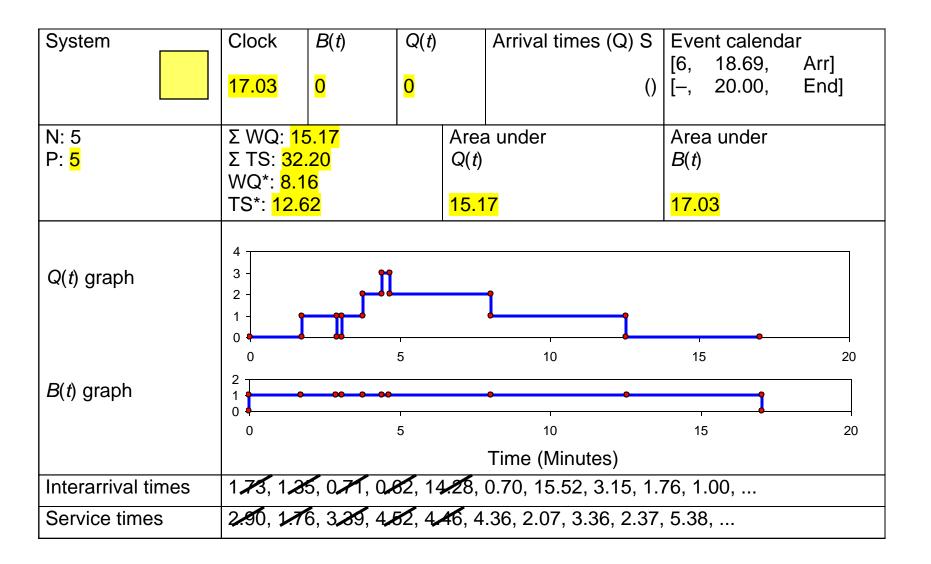
t = 8.05, Departure of Part 3



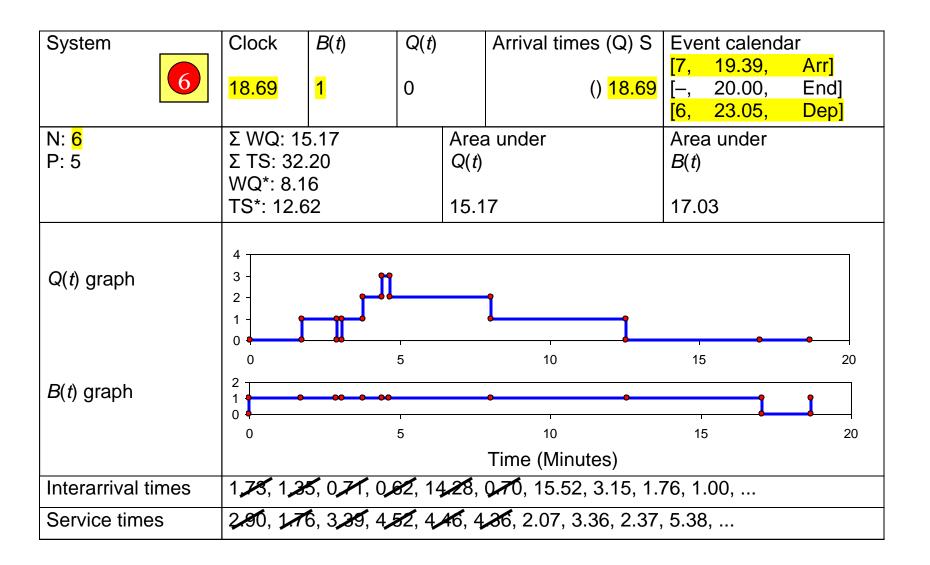
t = 12.57, Departure of Part 4



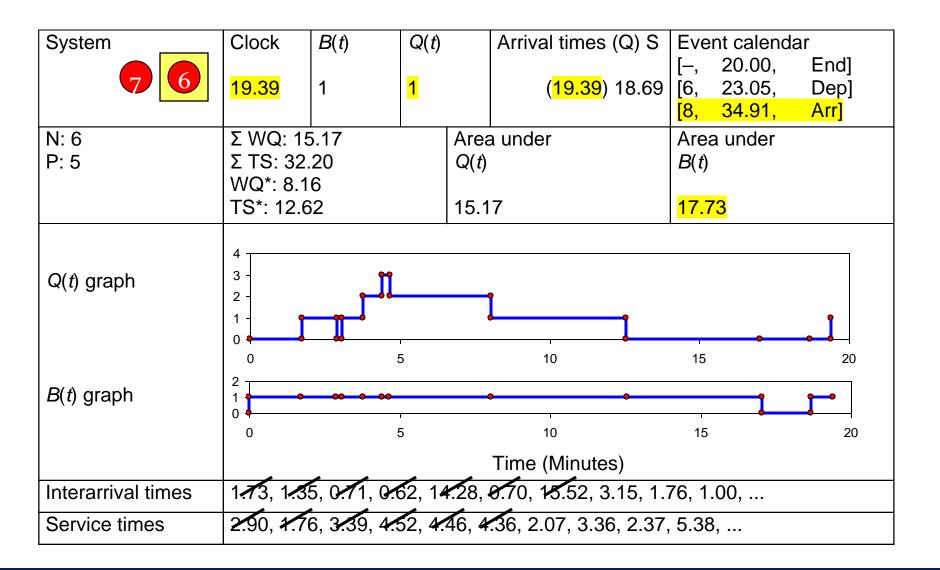
t = 17.03, Departure of Part 5



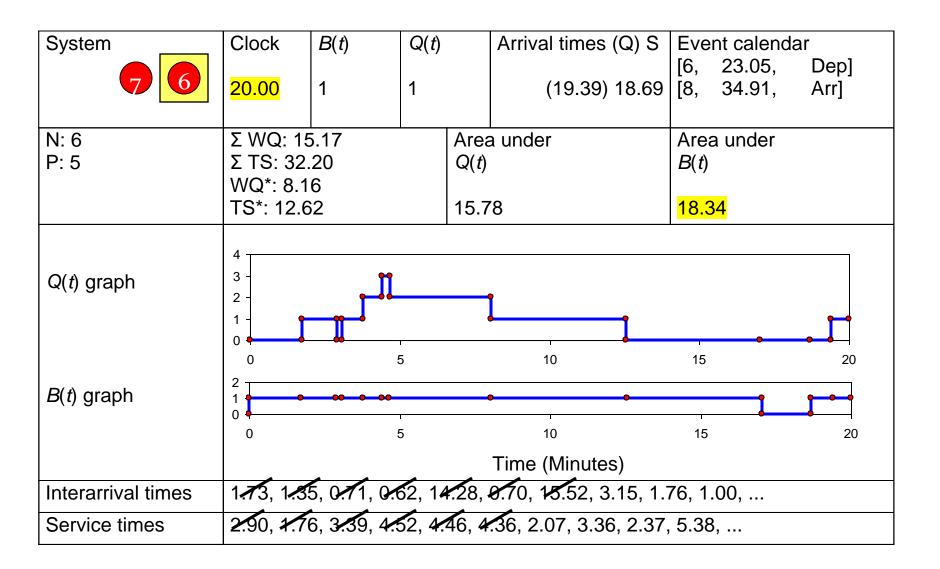
t = 18.69, Arrival of Part 6



t = 19.39, Arrival of Part 7



t = 20.00, The End



Complete Record of Hand Simulation

In set 1	inished l	Event	Vari	ables	Attributes		Statistical A ccumulators							Event Calendar				
Entity	Time	Event	v ari	aores	Arrival Times:		Statistical Accumulators						E	ventuaient	141			
No.	, ,	Type	00	B(t)	(In Queue) In Servic		Р	N	$\Sigma W Q$	W O *	Σ_{TS}	TS^*	Ĵo.	0*	\int_{B}	[Eptit	v No Tim	e Tynel
	,	• 71/5	000	<u> </u>	(in Queue) in Servic	~	r	<i>I</i> Y	- " U	WQ.	-13	1.5	12	ų.	*D	[1,	[Entity No., Time, Type] [1, 0.00, Arr]	
_	0.00	Init	0	0	()	_	0	0	0.00	0.00	0.00	0.00	0.00	0	0.00	[1,	20.00,	Arr] End]
							-							-		. ,		
																[2,	1.73,	Arr]
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												•				[1,	20.00,	End] Dep]
2	1.73	Arr	1	1	(1.73) 0.	.00	0	1	0.00	0.00	0.00	0.00	0.00	1	1.73	[3,	3.08,	Arr]
					()		-									[-,	20.00	End]
																[3,	3.08,	Arr]
1	2.90	Dep	0	1	() 1.	.73	1	2	1,17	1.17	2.90	2.90	1.17	1	2.90	[2,	4.66,	Dep]
H																[-,	20.00,	End]
3	3.08	Arr		1	(3.08) 1	.73	1	2	1.17	1.17	2.90	2.90	1.17	1	3.08	[4, [2,	3.79, 4.66,	Arr] Dep]
2	5.08	AII		1	(3.08) 1	.15	1	2	1,1/	1,1)	2.90	2.90	1.17	1	5.08	[2,	4.00,	End]
	• • • •															[5,	4.41,	Arr]
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Ц																[-]	20.00,	End]
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5	4.41	Arr	3	1	(4.41, 3.79, 3.08) 1	.73	1	2	1.17	1.17	2.90	2.90	3.12	3	4.41	[6,	18.69,	Arr]
																[-,	20.00,	End] Dep]
2	4.66	Dep	2	1	(4.41, 3.79) 3	.08	2	3	2.75	1.58	5.83	2.93	3.87	3	4.66	[6,	18.69,	Arr]
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3	8.05	Dep	1	1	(4.41) 3.	.79	3	4	7.01	4.26	10.80	4.97	10.65	3	8.05	[6,	18.69,	Arr]
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4	12.57	Dep	0	1	() 4	.41	4	5	15.17	8.16	19.58	8.78	15.17	3	12.57	[5,	17.03,	Dep]
"	1 4 , 7 /	Dep			0.4		-	2	1.7,17	0.10	49.50	0.70	10.17		12.37	[6,	18.69, 20.00,	Arr] End]
5	17.03	Dep	0	0	()	-	5	5	15.17	8.16	32.20	12.62	15.17	3	17.03	[6,	18.69,	Arr]
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6	18.69	Arr	0	1	() 18.	.69	5	6	15.17	8.16	32.20	12.62	15.17	3	17.03	[-,	20.00,	End]
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7	19.39	Arr	1	1	(19.39) 18	69	5	6	15.17	8.16	32.20	12.62	15.17	3	17.73	[-,	20.00,	End]
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H	20.00	End	1	1	(19.39) 18	69	5	6	15.17	8.16	32.20	12.62	15.78	3	18.34	[6,	23.05.	Dep]
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