# discrete\_event\_simulation

a practical example





### contents

- 1. what?
- 2. why?
- 3. how?
- 4. does it fly?





### contents

1. what? discrete event simulation

2. why? why d.e.s?

3. how? **d.e.s. in r** 

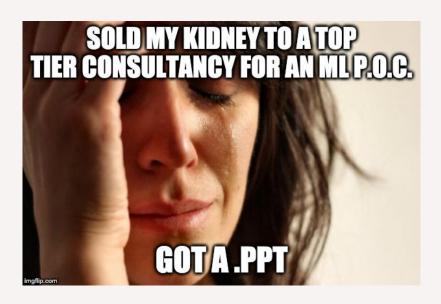
4. does it fly? an example





### we?

### December 2016



"Hold my Belgian ale"







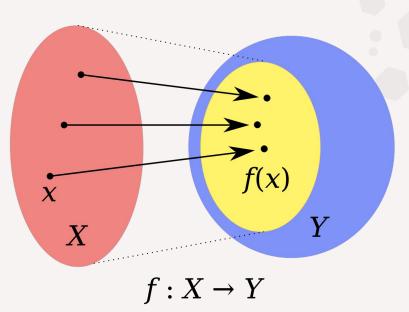
# "When everything you have is a hammer, everything looks like a nail."

~ Unknown carpenter, 33 A.D.





# 95% of models used today are just "fancy mappings" (at best!)



Time?
States?
Entity interplay?
Resources?





### Time?

Ingenious solution!

$$X_{t} = [X_{t}, X_{t-1}, X_{t-2}]$$

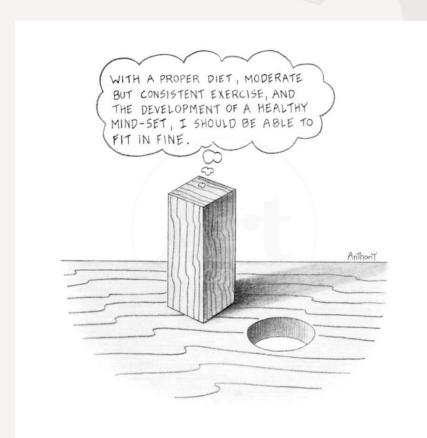
 $\Rightarrow$  AR(I)MA(X) models

Still, different models for

$$X_t \Rightarrow Y_{t+1}, X_t \Rightarrow Y_{t+5}, \dots$$

... can work, but a stretch





### Other issues

- How to encode prior/expert knowledge?
  - Forcing the model to learn something that can be parametrized in the process model is a waste.
- How to model complex interplay of entities and resources?
  - X⇒ y mappings are too naive for processes with multiple agents and resources.
- Model parameters "fused" to a specific process structure
  - How to test/predict outcomes of small structural changes in the process?





### what if only...

... there existed a modelling approach

... and a library

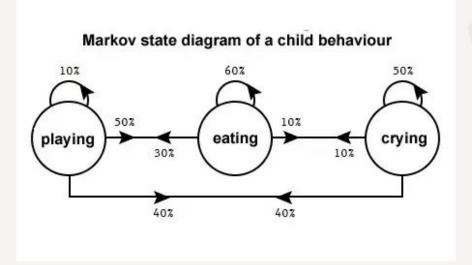
... that made all of this simple less painful?





### enter: discrete event simulation (des)

• A **discrete-event simulation** (**DES**) models the operation of a <u>system</u> as a (<u>discrete</u>) <u>sequence of events</u> in time. Each event occurs at a particular instant in time and marks a change of <u>state</u> in the system





### enter: discrete event simulation (des)

In other words: Replicating a real-world process in a virtual environment for the purpose of

- experimenting with different process inputs (e.g. working hours)
- better understanding the system behavior (e.g. bottlenecks)
- evaluating different scenarios to discover better processes (e.g. more resources)



### enter: discrete event simulation (des)





## how?



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# process discovery



### **Two options**

- 1. Manual
  - a. Business analysis, interviews with stakeholders, data exploration
- Automated
  - a. Using Process Mining software





### **Data based**

### General format is a table containing

- 1. Entity of interest
- 2. Activity or resource occupied
- 3. Activity/resource start and end time

This allows us to reconstruct the trajectories.



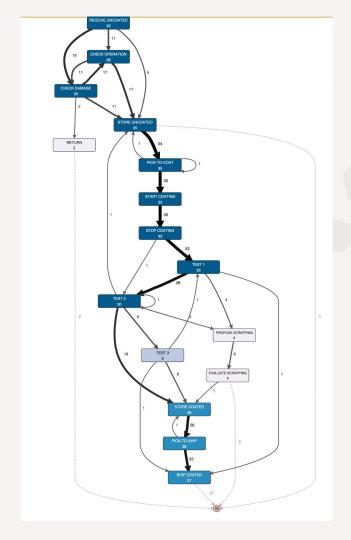


### **Data**

Case ID	Activity description	Timestamp	Resource	Location
Phone 3651	RECEIVE UNCOATED	2/03/2016 8:10	Arthur	INBOUND AREA
Phone 3651	CHECK OPERATION	2/03/2016 9:13	Arthur	INBOUND AREA
Phone 3651	CHECK DAMAGE	2/03/2016 9:25	Arthur	INBOUND AREA
Phone 3651	STORE UNCOATED	2/03/2016 10:08	Arthur	WAREHOUSE UNCOATED
Phone 3651	PICK-TO-COAT	15/03/2016 10:51	Jerome	WAREHOUSE UNCOATED
Phone 3651	START COATING	16/03/2016 15:14	Alix	COATING ROOM
Phone 3651	STOP COATING	16/03/2016 15:34	Alix	COATING ROOM
Phone 3651	TEST 1	17/03/2016 16:34	Edward	TESTING ROOM
Phone 3651	TEST 2	18/03/2016 10:34	Edward	TESTING ROOM
Phone 3651	TEST 3	18/03/2016 14:34	Edward	TESTING ROOM
Phone 3651	STORE COATED	18/03/2016 16:04	Jerome	WAREHOUSE COATED
Phone 3651	PICK-TO-SHIP	24/03/2016 9:33	Jerome	WAREHOUSE COATED
Phone 3651	SHIP COATED	24/03/2016 15:33	Jerome	OUTBOUND AREA

### datarots









### **Tools**

### **Closed source**

- DISCO
- Logpickr
- Blueprism
- Fluxicon

### **Open source**

- PM4Py
- Apromore
- ProM Tools





# des modelling in r



# simmerø

**simmer** is a process-oriented and trajectory-based Discrete-Event Simulation (DES) package for R. Designed to be a generic framework like <u>SimPy</u> or <u>SimJulia</u>, it leverages the power of <u>Rcpp</u> to boost the performance and turning DES in R feasible.

### Developers

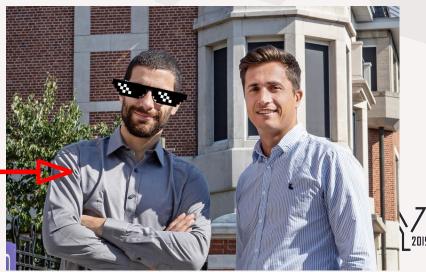
Iñaki Ucar

Author, copyright holder, maintainer (D)

**Bart Smeets** 

Author, copyright holder





### Very (very) short tutorial

- 1. Define trajectory
- 2. Create resources
- 3. Create trajectory generators
- 4. Run the simulation N-times
- 5. Fetch and analyze results





```
library(simmer)
set.seed(1234)
bank <- simmer()</pre>
customer <-
  trajectory("Customer's path") %>%
  log ("Here I am") %>%
  set attribute("start time", function() {now(bank)}) %>%
  seize("counter") %>%
  log (function() {paste("Waited: ", now(bank) - get attribute(bank, "start time"))}) %>%
  timeout(12) %>%
  release("counter") %>%
  log (function() {paste("Finished: ", now(bank))})
bank <-
  simmer("bank") %>%
  add resource("counter") %>%
  add generator("Customer", customer, function() \{c(0, rexp(4, 1/10), -1)\})
bank \gg \approx \text{run}(\text{until} = 400)
```





### **Basic grammar**

```
seize(<resource>, <quantity>)
timeout(<n_intervals>)
release(<resource>, <quantity>)

set_attribute(<name>, <numerical_value>)
get_attribute(<name>)

leave()
rollback(<n_steps>)
branch(<condition>, <branch_1>, <branch_2>, ...)
```





## a real-world example

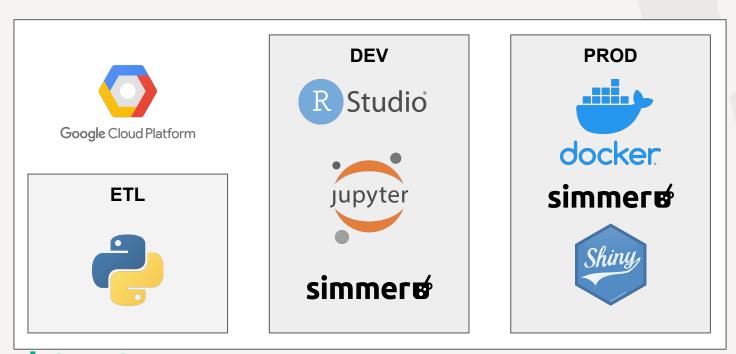


### The problem

- Our client is a the logistics department of a major brewery.
- Warehousing costs are very volatile and hard to predict using traditional BI approaches.
- Drivers of warehousing costs are
  - Volume of beer produced
  - Beer arrivals in and departures from warehouses
  - Total days all beers spent in each warehouse
- Movement profiles vary greatly by SKU



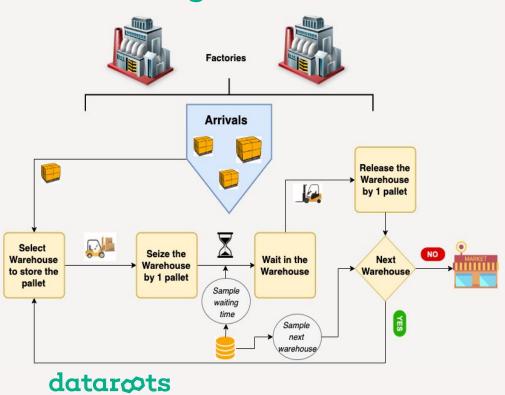
### **PoC** architecture





### **Process diagram**

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#### Resource

Warehouses

### **Attribute**

The capacity of warehouse

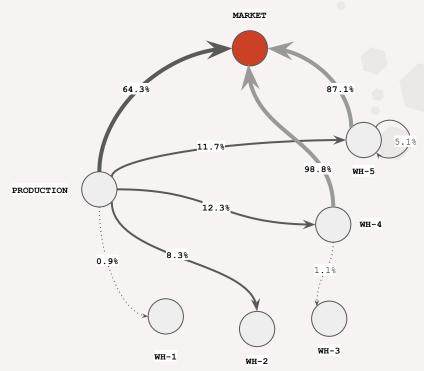
#### **V**ariable

Total stock in each warehouse

### **States**

- Arrivals
- Selecting a warehouse
- Seizing the warehouse
- Waiting in the warehouse
- Releasing the warehouse

### Parametrization: movement profile for SKU 123





### Performance

Key evaluation metric: 1 month cumulatives of:

- Moves into the warehouse (UNLOADS)
- Moves out of the warehouse (LOADS)
- Days spent in the warehouse (STORAGE DAYS)

### **Results:**

- LOADS: 9% MAE
- UNLOADS: 8% MAE
- STORAGE DAYS: 4% MAE



### **Conclusions**

- DES allowed us to model the process in its "natural form", leveraging the client's business knowledge.
- Running N simulations in parallel allowed us to estimate worst and best case scenarios for a set of defined inputs (normally not available with classical models)

### Improvement points

Time-varying movement profiles (beer is very seasonal)



### recap



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### takeaways

- white/grey(ish) process modelling approach.
- requires process understanding.
- time consuming development, but granular output.
- ONE OF alternative approaches, not THE alternative -- be wise.



### **DISCLAIMER**

- can be time consuming/overkill
  - Model design, documentation, validation, verification
- finite number of states / fixed graph
  - Not suitable for high-degree-of-freedom reinforcement learning



# thank you!



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