Systems Simulation

Systems Analysis & Design

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Outline

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1. Basic Concepts
2. Cellular Automata
3. Digital Twins

What is a simulation?

- **Simulations** are a type of real-world representation, but rarely exactly like the real world.
- Sometimes you need to **test** or **experiment** with expensive use cases. Simulations let you play with different inputs, conditions, `hyperparameter optimizations`.
- Also, there are dangerous or hard-to-reach scenarios where **simulations** become the best option.
- You should define the **level of detail** well enough to represent the expected behavior, without failing due to either high complexity or lazy simplicity.

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study

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Ej1

Ej2

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fly a plane
drive F1

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Events and Stochastic Processes

- It is typical to play with **event probabilities**, creating stochastic behaviors.
- One way to simulate many systems is to use event-based models. Embrace the chaos and `Murphy's Law`.

N(3, 0.6)

A

U(3-5)

B

C

Triag(. . .)

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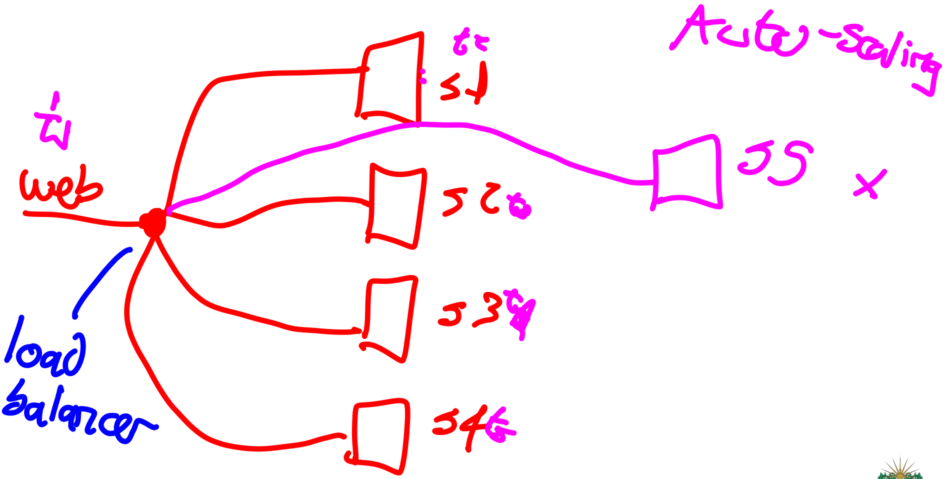
Case Study: Load Balancer in a Cloud Architecture



Outline

Cellular Automata

cont

disc

- **Cellular Automata** are a discrete model defined by a grid of cells, each with a state. value
- The state of a cell is updated based on the **states of its neighbors**.

0, 1

Moore

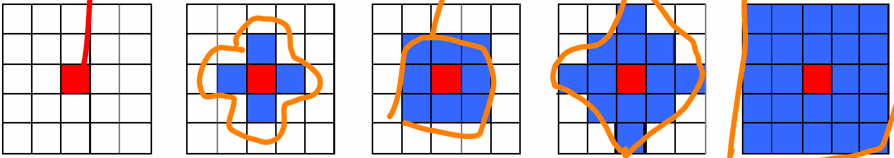


Figure: Cellular Automata Typical Neighborhoods

spatial behaviors

Game of Life

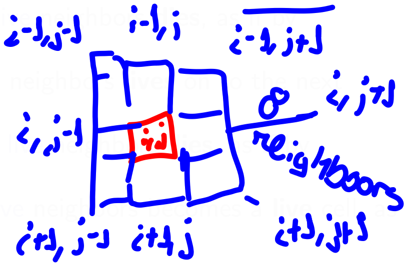
- **Game of Life** is a cellular automaton devised by the British mathematician John Horton Conway in 1970
- It is a **zero-player game**, meaning that its **evolution** is determined by its initial state, requiring no further input.
- Rules:
  - Any **live** cell with fewer than two live neighbours dies, as if by underpopulation.
  - Any **live** cell with two or three live neighbours lives on to the next generation.
  - Any **live** cell with more than three live neighbours dies, as if by overpopulation.
  - Any **dead** cell with exactly three live neighbours becomes a live cell, as if by reproduction.

Artificial Life

chaotic

□ — 0 dead

— 1 live



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A

B

if state == 1:

A

else:

B

sum = Σ live_neighbors

A

if == sum<2 or sum>3:

state = 0

B

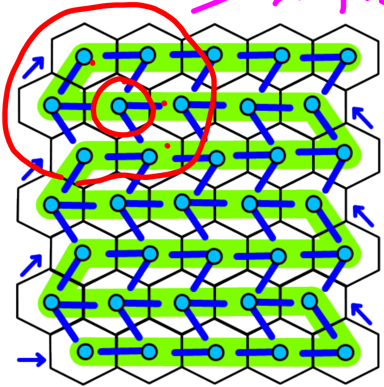
if sum == 3:

state = 1

HoneyComb Cellular Automata

- **HoneyComb Cellular Automata** is a different topology where a cell has six neighbors.
- This representation has different dispersion properties which can be more interesting.

graphs

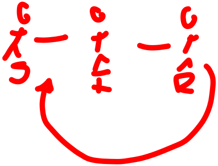


Sparse matrix

SIR Model

- **SIR Model** is a compartmental model used to represent the transmission of a contagious disease.
- The **model** divides the population into three compartments: **S** for the number of susceptible individuals, **I** for the number of infected individuals, and **R** for the number of recovered individuals.
- The model is defined by the following differential equations where β is the transmission rate and γ is the recovery rate:
  - $\frac{dS}{dt} = -\beta \cdot S \cdot I$
  - $\frac{dI}{dt} = \beta \cdot S \cdot I - \gamma \cdot I$
  - $\frac{dR}{dt} = \gamma \cdot I$

discrete



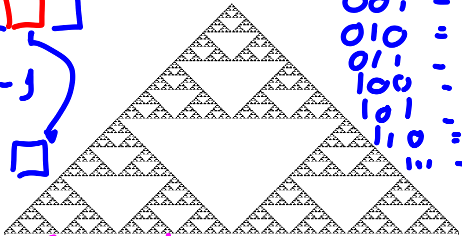
Chaotic Systems

time

- **Chaotic Systems** are a class of dynamical systems that exhibit sensitive dependence on initial conditions.
- This means that the future behavior of the system is **highly dependent** on the initial conditions.
- The **Lorenz System** is a well-known example of a chaotic system.
- Using **cellular automata** to simulate chaotic systems is a common practice. Many **fractals** can be created using what are called chaotic rules.

2D 2.1
3D 3.2
4D 1.7

0-1



Sierpinsky

000 = 0
001 = 0
010 = 1
011 - 1
100 - 1
101 - 1
110 = 0
111 - 0

rule 60
00111100

Turing Morphogenesis

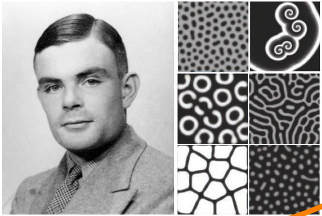
-Finite State Machine
-Criptography -A.I. -Comp. Biology

- **Turing Morphogenesis** is a theory of biological development that explains how patterns form in living organisms.
- The theory is based on the idea that chemical signals can interact to create patterns in living organisms.
- The reaction-diffusion model is a common way to simulate **Turing morphogenesis**.

ooo → reac. dif.

- The model is defined by a set of reaction and diffusion equations that describe how the chemical signals interact.

equations / inputs (parameters)



1952 ~ last paper

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Outline

What are Digital Twins?

- A **Digital Twin** is a *virtual model* that accurately reflects a physical object or system.
- **Digital twins** enable real-time monitoring, simulation, and analysis of the `physical counterpart`.
- They are `widely used` in manufacturing, smart cities, healthcare, and energy systems.
- By integrating `sensor data`, **digital twins** help in predictive maintenance and process optimization.

Applications of Digital Twins

- **Manufacturing**: Monitor equipment performance and predict failures.
- **Urban Planning**: Model city infrastructure to optimize traffic and resource use.
- **Healthcare**: Simulate patient-specific treatments and optimize procedures.
- **Energy Systems**: Analyze grid performance and integrate renewable energy sources.

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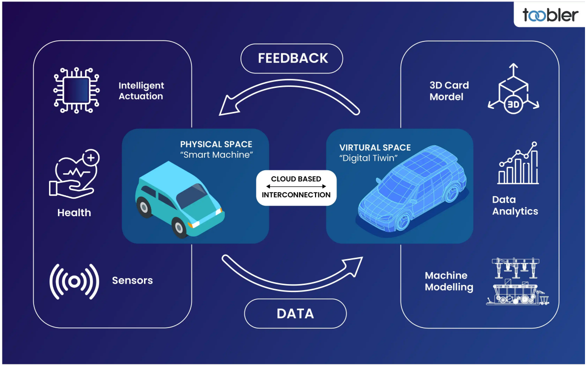
Benefits of Digital Twins

- Enhanced **decision-making** through real-time data analysis.
- Improved efficiency and reduced operational costs.
- *Better understanding* of system behavior and performance.
- Increased collaboration between `teams` and `stakeholders`.



Challenges of Digital Twins

- Data integration and management.
- Ensuring data security and privacy.
- Maintaining the accuracy of the digital twin.
- Managing the complexity of the physical system.
- Ensuring interoperability between different systems and platforms.
- Scalability to accommodate large-scale systems.
- Cost of implementation and maintenance.
- User training and adoption.
- Regulatory compliance and standardization.
- Ethical considerations in data usage and analysis.
- Environmental impact of digital twin technologies.

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Thanks!

Questions?

Repo: *https://github.com/EngAndres/ud-public/tree/main/courses/systems-analysis*

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