

SYSTEMS SIMULATION

Systems Analysis & Design

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UNIVERSIDAD DISTRITAL
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Outline

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



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What is a simulation?

- **Simulations** are a sort of real-world representation, but rarely exactly the real world.
- Sometimes you need to **test** or **experiment** with expensive use cases. Simulations let play with different inputs, conditions, hyper parameter optimizations.
- Also, there are dangerous or hard to reach stages where simulations become the best option.
- You should define the **detail level** good enough to represent the expected behavior, without fail in both high complexity or lazy simplicity.



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Events and Stochastic Processes

- It is typical to play with **events probability**, creating **stochastic behaviors**. That is how *reality works*.
- One way to **simulate** a lot of **systems** is to use **event-based models**. Embrace the chaos and Murphy's Law.



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Case of Study: Load Balancer in a Cloud Architecture



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Cellular Automatas

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

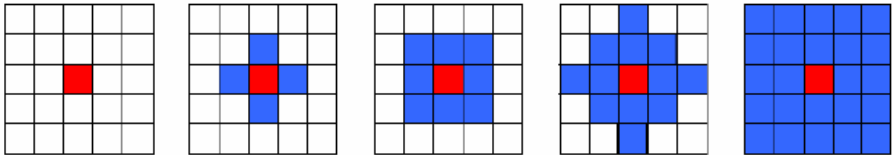


Figure: Celullar Automata Typical Neighborhoods



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 neighbors dies, as if by underpopulation.
 - Any live cell with two or three live neighbors lives on to the next generation.
 - Any live cell with more than three live neighbors dies, as if by overpopulation.
 - Any dead cell with exactly three live neighbors becomes a live cell, as if by reproduction.



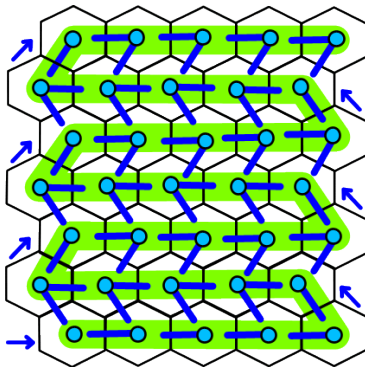
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 - Any **live** cell with **fewer than two live** neighbors **dies**, as if by underpopulation.
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 - Any **dead** cell with **exactly three live** neighbors becomes a **live** cell, as if by reproduction.



HoneyComb Cellular Automata

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



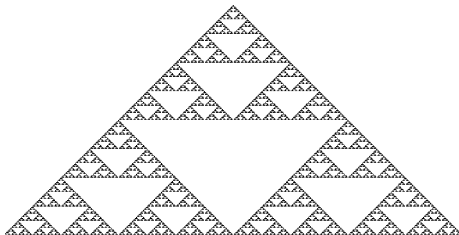
SIR Model

- **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**, **I** for the number of **infected**, and **R** for the number of **recovered**.
- The model is defined by the following **differential equations** where β is the **transmission rate** and γ is the **recovery rate**:
 - $\frac{dS}{dt} = -\beta \cdot S \cdot I$
 - $\frac{dI}{dt} = \beta \cdot S \cdot I - \gamma \cdot I$
 - $\frac{dR}{dt} = \gamma \cdot I$



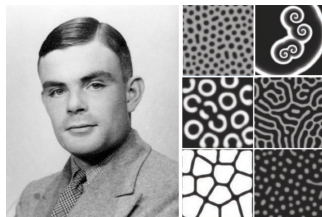
Chaotic Systems

- **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**.



Turing Morphogenesis

- **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 a **cellular automaton**.
- The **reaction-diffusion** model is a common way to simulate **Turing morphogenesis**.
- The model is defined by a set of **reaction** and **diffusion** equations that describe how the **chemical signals** interact.



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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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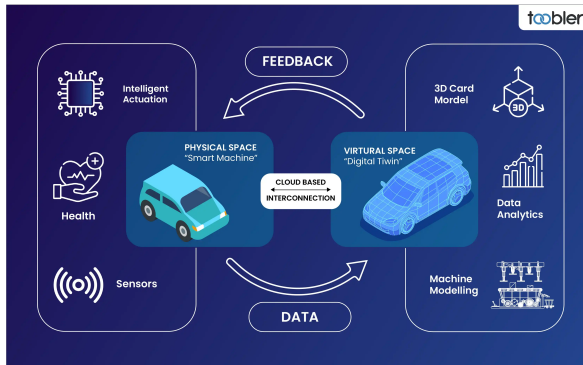
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Benefits of Digital Twins

- 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>

