



# Simulation using Python

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Jayendran Venkateswaran

Industrial Engineering & Operations Research  
Indian Institute of Technology Bombay

# Agenda

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- Monte Carlo Simulation
- Simulation of Dynamic Systems
- Optimisation using Simulation

# Monte Carlo Simulation

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# Monte Carlo Simulation

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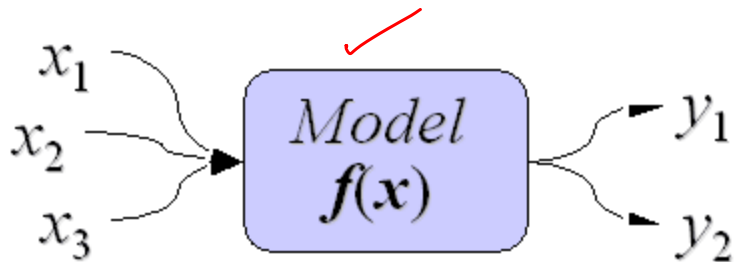
- Any simulation that uses random numbers
  - Very broad, includes all stochastic simulations

## More restrictive definition

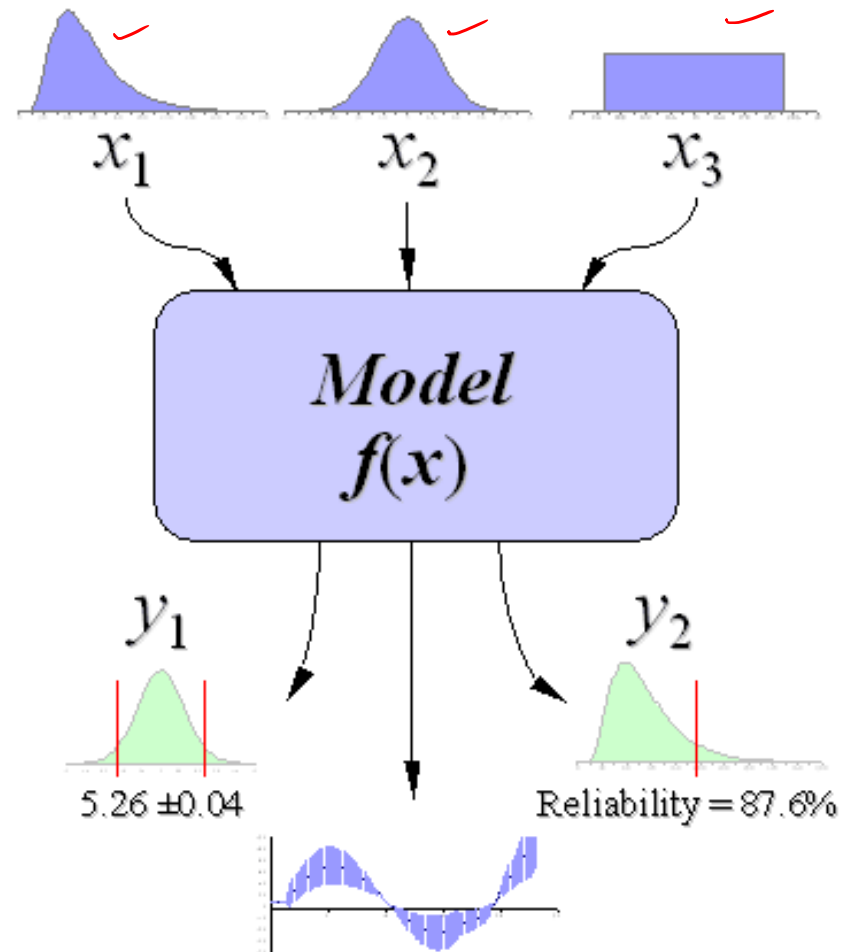
- Monte Carlo is a scheme employing random numbers, i.e.  $U(0,1)$  random variates, which is used for solving certain stochastic or deterministic problems where the passage of time plays no role!
  - Monte Carlo simulations are *static* rather than dynamic

# MCS basics

- Deterministic model maps a set of input variables to a set of output variables



- Stochastic uncertainty propagation

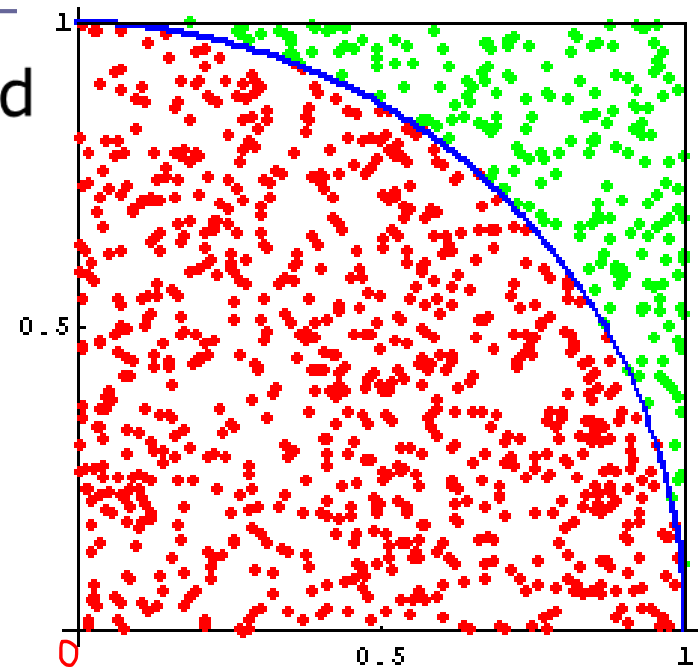


Source:

<http://www.vertex42.com/ExcelArticles/mc/MonteCarloSimulation.html>

# Example PI: Compute value of $\pi$

- Consider a quarter-circle inscribed inside a unit square
- $\text{Area}_{\text{quarter-circle}} = \pi/4$
- $\text{Area}_{\text{square}} = 1$
- $\text{Area}_{\text{region}} \sim \text{Points inside region}$ 
  - $\tilde{\pi} \approx 4 * \text{points in circle} / \text{Total points}$   
*quarter*
- Set-up a MCS to compute  $\pi$ .
  - Generate  $(x, y)$  coordinate where  $x, y \in [0, 1]$
  - If  $(x^2 + y^2 < 1)$  then
    - Count point inside quarter-circle
  - Repeat above two steps  $n$  times.
  - $\tilde{\pi} \approx 4 * \text{points in circle} / n$



$$\frac{\text{Area}_{\text{quarter circle}}}{\text{Area}_{\text{square}}} \approx \frac{\text{Points in Circle}}{\text{Points in Square}}$$
$$\frac{\pi/4}{1} \approx \frac{\text{Points in Circle}}{\text{Total points}}$$

Compute  $\pi$  for various values of  $n$

# *SimPython2-class1.ipynb*

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- Estimate PI
  - Solved example;
  - Vary N & run multiple times; observe results
  
- Project planning
  - Solved example
  - Vary N & run multiple times; observe results
  
- A rat in a trap (Markov chain example)
  - ✓ ■ Partially complete: You need complete this
  
- Newvvendor Model
  - ✓ ■ To Do

# Simulation of Dynamic Systems

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# Simulation of Dynamic Systems

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- Dynamic systems are often represented as differential equation (ODEs)
  - We can simulate them by numerically exercising the ODEs
- Using odeint of scipy
- `odeint()` function, takes as input
  - ✓ The set of equations as a function definition
  - ✓ Initial values
  - ✓ Timeline or timesteps
  - ✓ Parameter values
  - etc

# General Structure of Simulation Model using odeint()

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- ☐ Inputs
- ☐ Initial conditions
- ~~✗~~ ☐ Model (with the ODEs)
- ✓ ☐ Timeline
- ~~✗~~ ☐ Simulate using odeint function
- ✓ ☐ Plot the results

# Example: Population dynamics

- The rate of change of population  $P(t)$  of a region is affected by its birth rate and death rate as follows

$$\frac{dP}{dt} = \text{Births} - \text{Deaths} = bP - dP \quad , \text{ b \& d are known constants}$$

Inputs→

```
b=0.02
```

```
d=0.05
```

Initial values→

```
P0 = 100
```

Model with ODEs→

```
def popModel(P, t, b, d):
```

```
    dP_dt = b*P - d*P
```

```
    return dP_dt
```

Variable name

#First input is Equations/  
state, Time, then optional  
input parameters

timeline→

```
t = np.linspace(0, 100, 1000)
```

Simulate with odeint→

```
Pop = odeint(popModel, P0, t, args=(b, d))
```

Results→

```
plt.plot(t, Pop)
```

# *SimDynamicModelsclass.ipynb*

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- Population Dynamics
  - Solved example
- Simple Harmonic Motion
  - Solved example
- The real non-linear simple pendulum
  - ~~■~~ Partially complete. You need to complete this
- SIR epidemics model
  - Solved Example
- SIRS epidemics model
  - ~~■~~ To Do

# Optimisation using Simulation

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# Optimisation using Simulation

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- We typically solve optimisation problems using general mathematical programming, or heuristics
- For NP-Hard problems, or non-linear problems it may be difficult to get the exact solution and hence we may settle for 'good enough' solutions.
- Now, can we simply randomly sample the search space, and by chance, get (near) optimum solution?

# Example: Rosenbrock's function

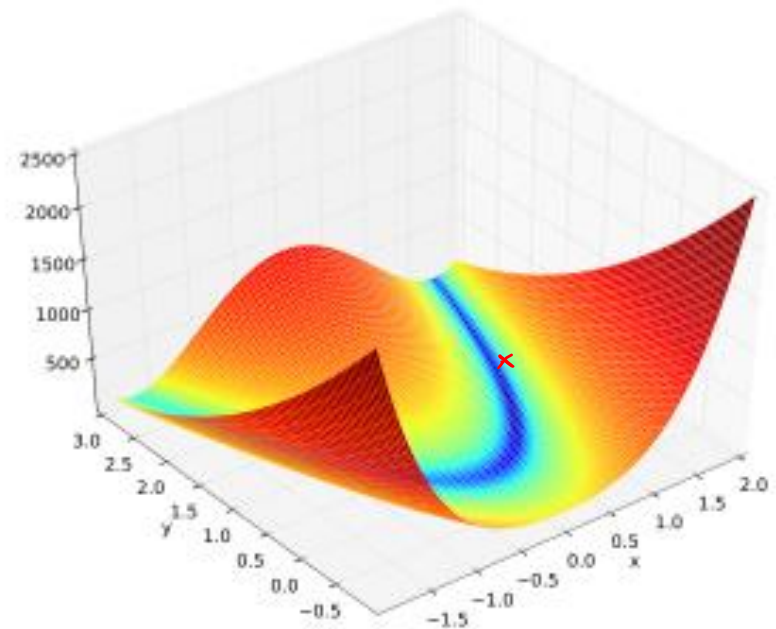
- Minimize the Rosenbrock's function

$$f(\mathbf{x}) = \sum_{i=1}^{N-1} 100(x_{i+1} - x_i^2)^2 + (1 - x_i)^2 \quad \text{where } \mathbf{x} = [x_1, \dots, x_N] \in \mathbb{R}^N$$

- Let  $N=2$ . The optimum is at (1,1) with value 0.

- Let's randomly sample the solution space and see if we can near optimum solutions

1. Randomly choose a solution point
2. Evaluate the function
3. Repeat 1 and 2 for  $N$  samples
4. Report the minimum obj and corresponding solution obtained



## □ Rosenbrock Function

### ■ Solved example

To Do: You can find some single objective unconstrained test functions at [Wiki page](#)

1. Through simulation, find the optimum solution of any one of the function: Beale or Goldstein-Price or Booth
2. 'Optimise' either Himmelblau's function OR Cross-in-Tray function. These functions have 4 alternate solutions. Do 20 sets of 'simulation-optimisation' runs, with  $N \approx 200000$ . Compute the number of times we are close to a particular known solution.