

ORIE 4580/5580: Simulation Modeling and Analysis

ORIE 5581: Monte Carlo Simulation

Unit 14: Ranking, Selection, and Optimization

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comparison of alternate systems

till now we have seen how to:

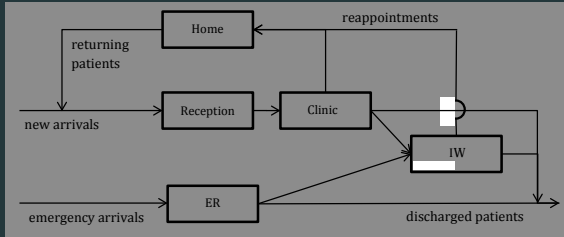
- simulate complex discrete-event systems
- compute statistics about these models.

we now want to use these to compare different system configs

comparing systems: main ideas

- use of **simultaneous confidence intervals**
- practical significance and **indifference zones**
- use of **common random numbers**

example: staffing the Fingerlakes hospital



hospital employs 15 doctors

Q: how should we allocate doctors to optimize service?

questions and models

- how do we divide the doctors between ER and clinic?
- what is the added benefit of hiring another doctor?
- is it useful to have 'floaters' who can go to the clinic/ER as needed?

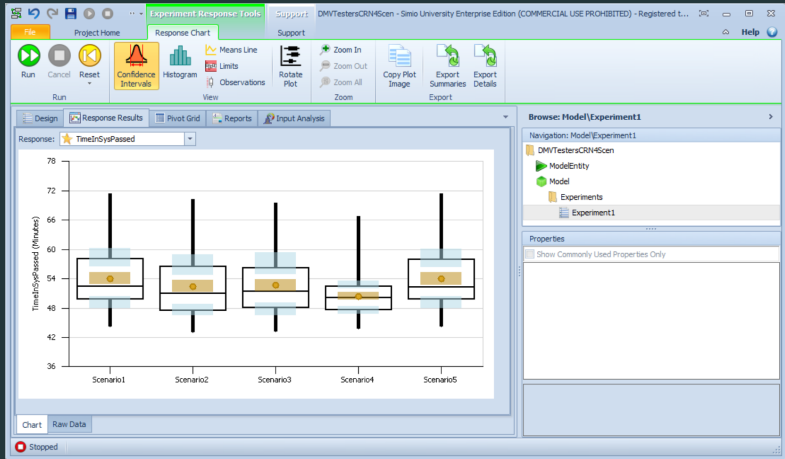
example: combating lack of diversity in companies

example: combating lack of diversity in companies

'Rooney rule': for every position, interview top male and female candidate

simultaneous confidence intervals

how do we use CIs to compare different scenarios?



does this mean that with prob 0.75, scenario 4 is the best?

simultaneous confidence intervals: the union bound

the union bound

let A_1, A_2, \dots, A_k be events. then

$$\begin{aligned}\mathbb{P}(A_1 \cap A_2 \cap \dots \cap A_k) &= 1 - \mathbb{P}(A_1^c \cup A_2^c \cup \dots \cup A_k^c) \\ &\geq 1 - (\mathbb{P}(A_1^c) + \mathbb{P}(A_2^c) + \dots + \mathbb{P}(A_k^c))\end{aligned}$$

let A_i = event that the i th ci contains its true mean...

practical and statistical significance

a **practically meaningful difference** depends on the problem at hand:

- \$10,000 on a portfolios return
- 5 minutes in waiting time for COVID test
- 20 people being unable to connect to a Zoom meeting

statistical significance depends on sampling variability in estimates:

- a 95% confidence interval for the difference in expected time between scenarios is 4 ± 7 minutes. what can we conclude?
- what if it was 4 ± 1 minute?

controlling significance

- we use **statistical procedures** to tell us whether we can believe the difference we see in the results from two or more scenarios.
- we use the **number of replications** to control the size of the difference that is detectable; that is, to control the error in our estimates.
- **you** have to decide what difference is practically significant.

ranking and selection

- given a set of systems, simulates each for a **random** amount of time and returns a **single system** i that is estimated to be the best
- to keep this from running for ages in the event of ties or near ties, we specify an **indifference zone** δ – smallest difference worth detecting (practical significance)
- *“with probability ≥ 0.95 , system i is the best, or is within δ of the best”*
- be careful! run time increases as $\delta \rightarrow 0$.

is comparing different simulations fair?

common random numbers

- let X and Y be rvs giving output from two different scenarios.
- want $\mu_X - \mu_Y = \mathbb{E}[X] - \mathbb{E}[Y] = \mathbb{E}[X - Y]$
- if X, Y independent (different streams) then

$$\text{Var}(D) = \text{Var}(X - Y) =$$

- in general (whether independent or not)

$$\text{Var}(D) = \text{Var}[X - Y] =$$

- use CRN to try to make $\text{Cov}(X, Y) > 0$.

clicker question: comparing queueing disciplines

consider an M/M/1 queue with arrival rate λ and service rate $\mu > \lambda$

suppose you build two simulation models

- in the first, you serve jobs in a **First-In First-Out** (FIFO) order
- in the second in a **Last-In First-Out** (LIFO) order

- (a) the average queue length in FIFO is smaller than that in LIFO
- (b) the average queue length in LIFO is smaller than that in FIFO
- (c) the averages are same, but LIFO has higher variance in queue lengths
- (d) the queue length distributions are identical in the two

clicker question: comparing queueing disciplines

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clicker question: comparing queueing disciplines part 2

in the previous setting (M/M/1 queue with arrival rate λ , service rate $\mu > \lambda$ under FIFO and LIFO service), what can we say about the time in system?

- (a) the average time in system in FIFO is smaller than in LIFO
- (b) the average time in system in LIFO is smaller than in FIFO
- (c) the averages are same, but LIFO has higher variance in time in system
- (d) the time in system distributions are identical in the two

RNG streams

- original model used a single stream (stream 0) for everything
 - scrambles the sequence
- fix using streams

streams in python

- create different rng objects for each stream
- eg. in numpy:

```
arrival_stream = np.random.randomstate(seed=0)
service_stream = np.random.randomstate(seed=1)
t = arrival_stream.exponential(1.0/arrival_rate)
```

using CRN in Markovian simulations

using CRN in Markovian simulations

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using CRN in Markovian simulations

simulation optimization

ranking and selection:

- comparing **small** number of systems
 - need to simulate each system at least a bit
- what can we do for bigger problems?

simulation optimization

- simulation optimization: **search** over different systems
- Markov decision processes: **optimize** over decisions (controls)

simulation optimization is hard

- local vs global optima
- many decision variables means huge decision space. e.g., shifts start on the hour, up to 11 agents can start each hour, 11^{24} possible solutions (systems)
- **estimation error** means we can never be certain that one solution x is better than another y .
- **simulation noise** (estimation error) can swamp the signal.

optimization bias

the estimated **objective value** for a minimization problem is always lower than it should be

tools and techniques

sample average approximation use a fixed run-length and common random numbers. minimize estimated function with deterministic optimization software

metamodeling fit a simpler function, e.g., polynomial, to simulation output, minimize the simpler function

stochastic approximation somehow estimate the slope (gradient) of the objective function at current point, and take a step in the opposite direction; repeat

random search given a current point or set of points, randomly choose new ones and simulate

- easily adapted to broad classes of problems
- no guarantees
- not much good with lots of variables