

# Generation of Time Series Scenarios: How to Do It and Make it Pay

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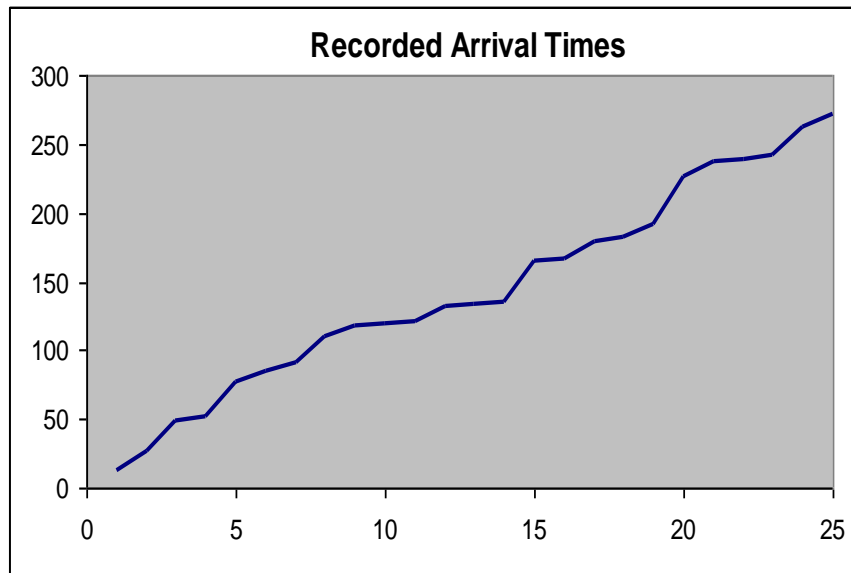
# Scenarios: Definition and Uses

# Scenario planning

“Scenario planning is ... identifying a specific set of uncertainties, different ‘realities’ of what might happen in the future of your business.”

*Jeremie Mariton*

# Input scenarios in discrete event simulation



**Arrive** [?] [X]

Enter Data

☒ Station ☐ Station Set

Station:

Station... Options...

Arrival Data

Batch Size:

First Creation:

Time Between:

Max Batches:

Mark Time Attribute

Assign...

Leave Data

Tran Out...

☒ Route ☒ Connect

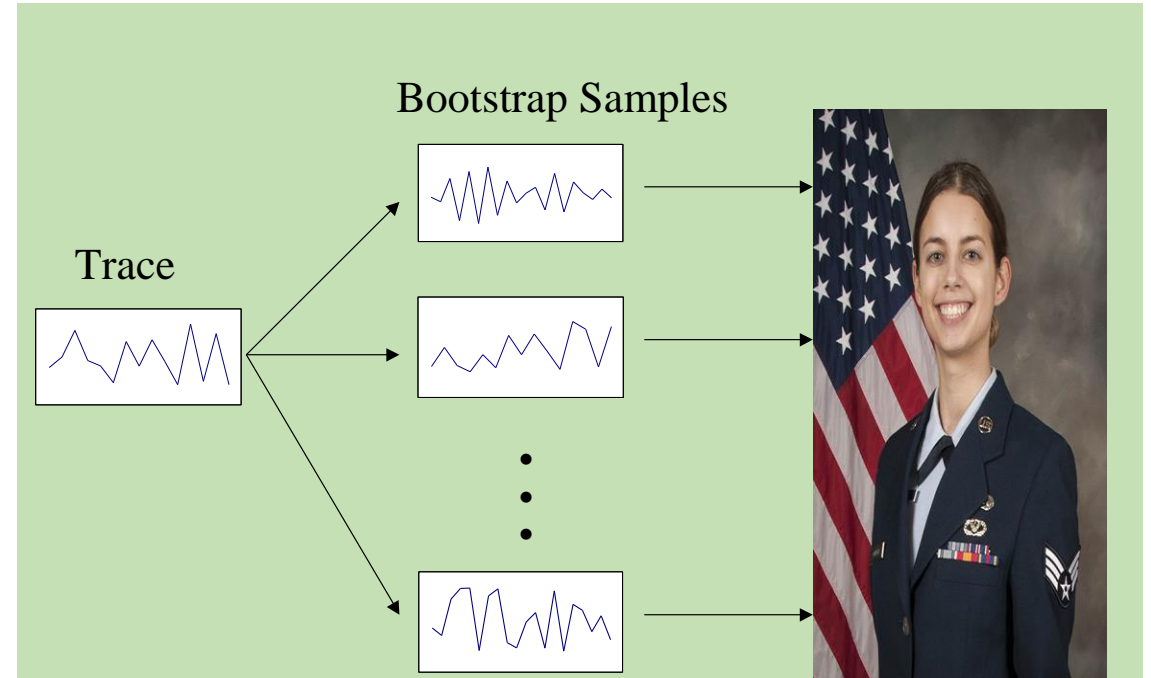
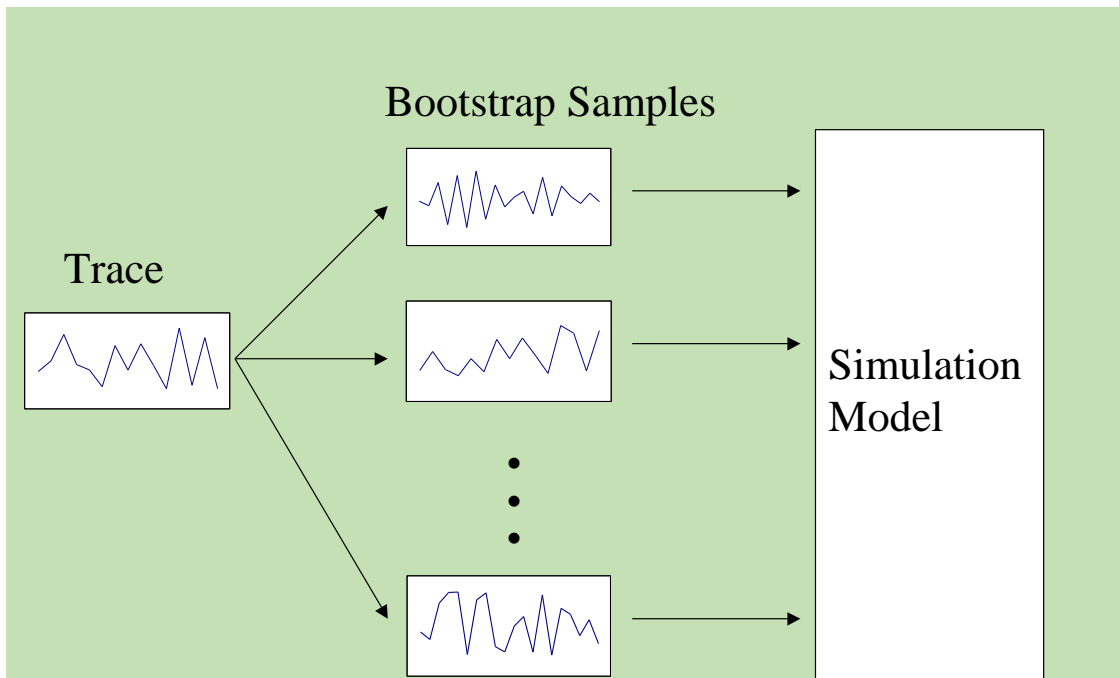
Station:

Route Time:

OK Cancel Help

EXPON( Mean )  
NORM( Mean , StdDev  
TRIA( Min , Mode , Max  
UNIF( Min , Max )  
ERLA( ExpoMean , k )  
BETA( Beta , Alpha )  
GAMM( Beta , Alpha )  
JOHN( G , D , L , X )  
LOGN( LogMean , LogS  
POIS( Mean )  
WEIB( Beta , Alpha )

# Bootstrap scenarios: Two use cases



# Scenarios: Origins and Evaluation

# Alternative sources of scenarios

1. Geppetto's Workshop: Hand-crafted
2. Groundhog Day: Replay
3. Stochastic process models: Poisson
4. Nonparametric time series bootstraps: 3 types

# Four Criteria for Scenario Generators

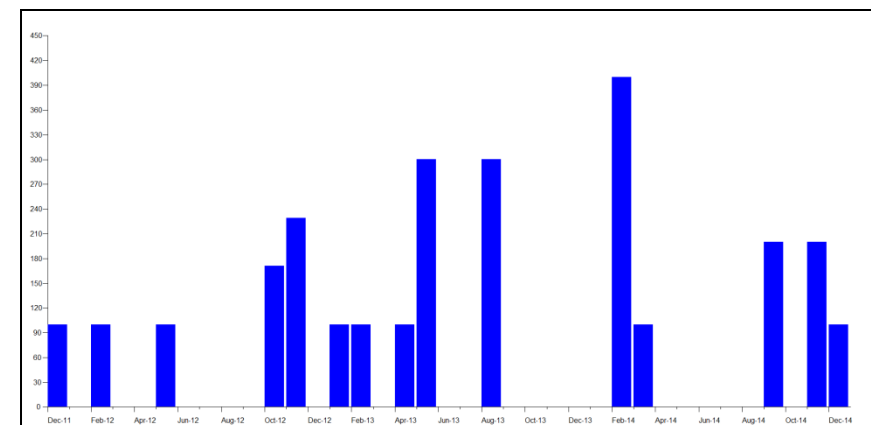
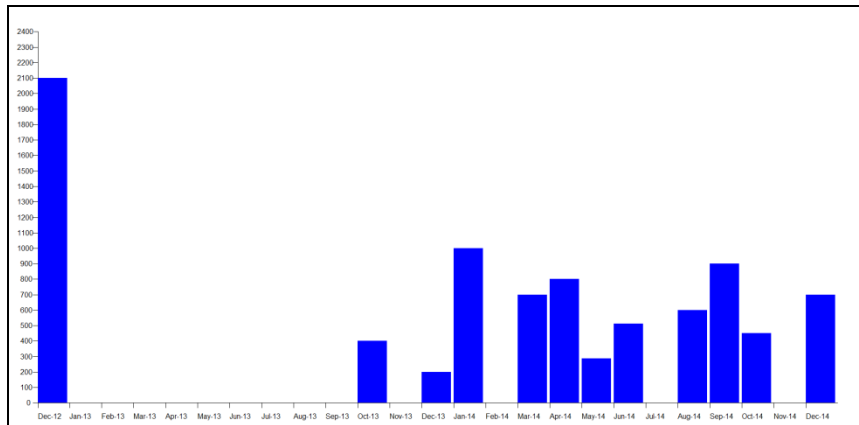
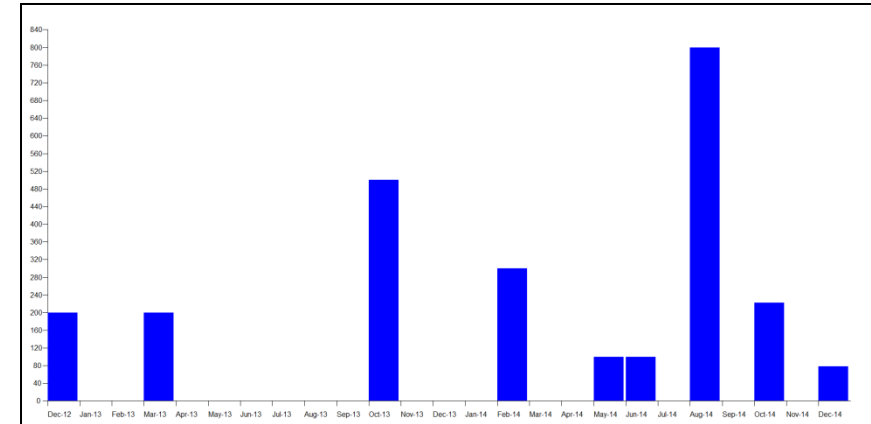
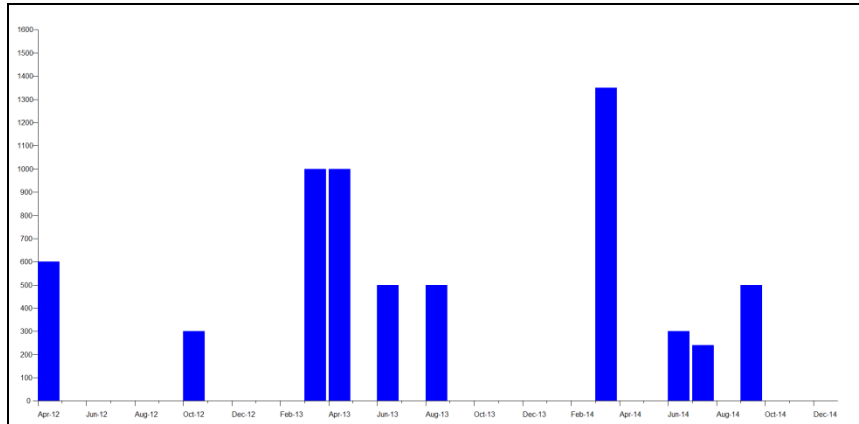
- Fidelity
  - Create scenarios that mimic (“look like”) real data streams.
  - “Don’t let the thunder precede the lightning.”
- Variety
  - Create scenarios that reflect natural variation across real data streams.
  - “Don’t give us the Groundhog Day scenario.”
- Quantity
  - Produce large numbers of scenarios.
  - “Don’t give us just two instances.”
- Cost
  - Produce each scenario with minimal computational and labor cost.
  - “Don’t hand-craft each scenario using a team of overpaid PhD’s.”



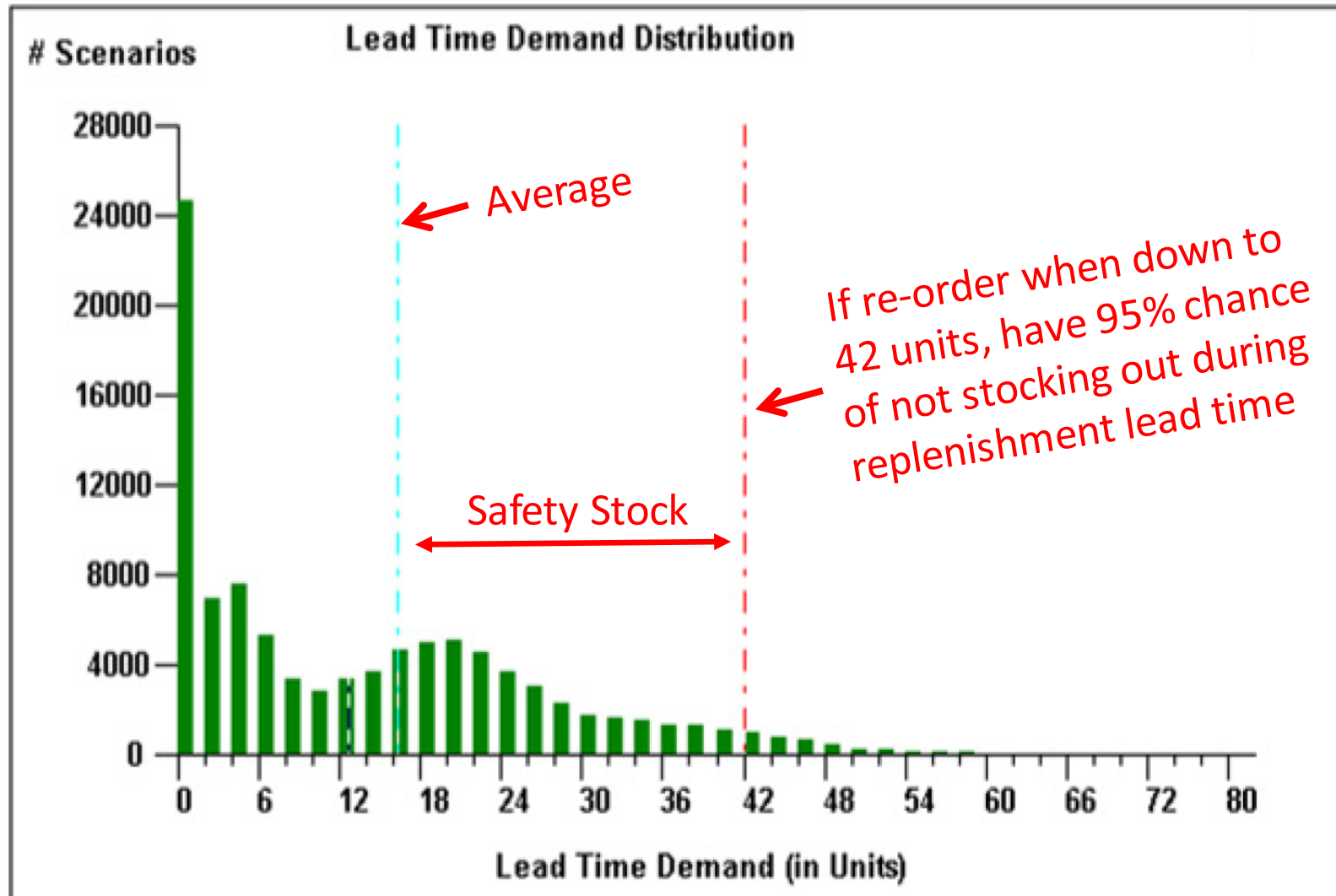
# Generating Scenarios for Intermittent Demand

## Markov Bootstrap

# Forecasting Intermittent Demand



# The answer we want to get to using scenarios



# Step 1: Parse History into Two Pieces

Observation	1	2	3	4	5	6	7	8	9	10	11	12
Demand	4	0	0	9	3	2	0	0	8	3	0	5

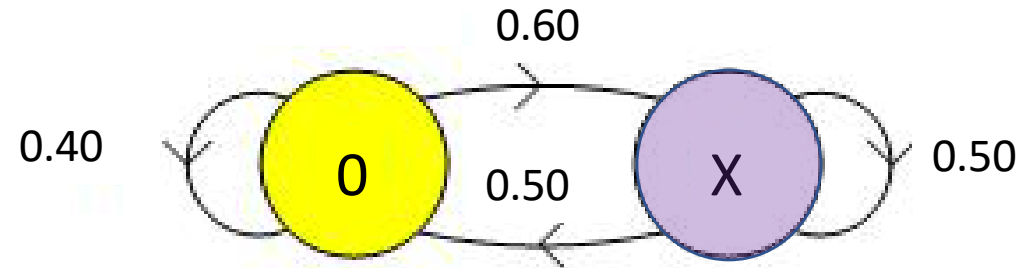
- Piece #1: Sequence of zero/nonzero demands.

Binary demand	X	0	0	X	X	X	0	0	X	X	0	X
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- Piece #2: List of all nonzero demand values.

Non-zero demands	4	9	3	2	8	3	5
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## Step 2: Estimate Transition Probabilities



Markov model		Next		demand
transition counts		0	X	
Current	0	2	3	5
demand	X	3	3	6
				11

Markov model		Next		demand
transition probabilities		0	X	
Current	0	0.40	0.60	1.00
demand	X	0.50	0.50	1.00

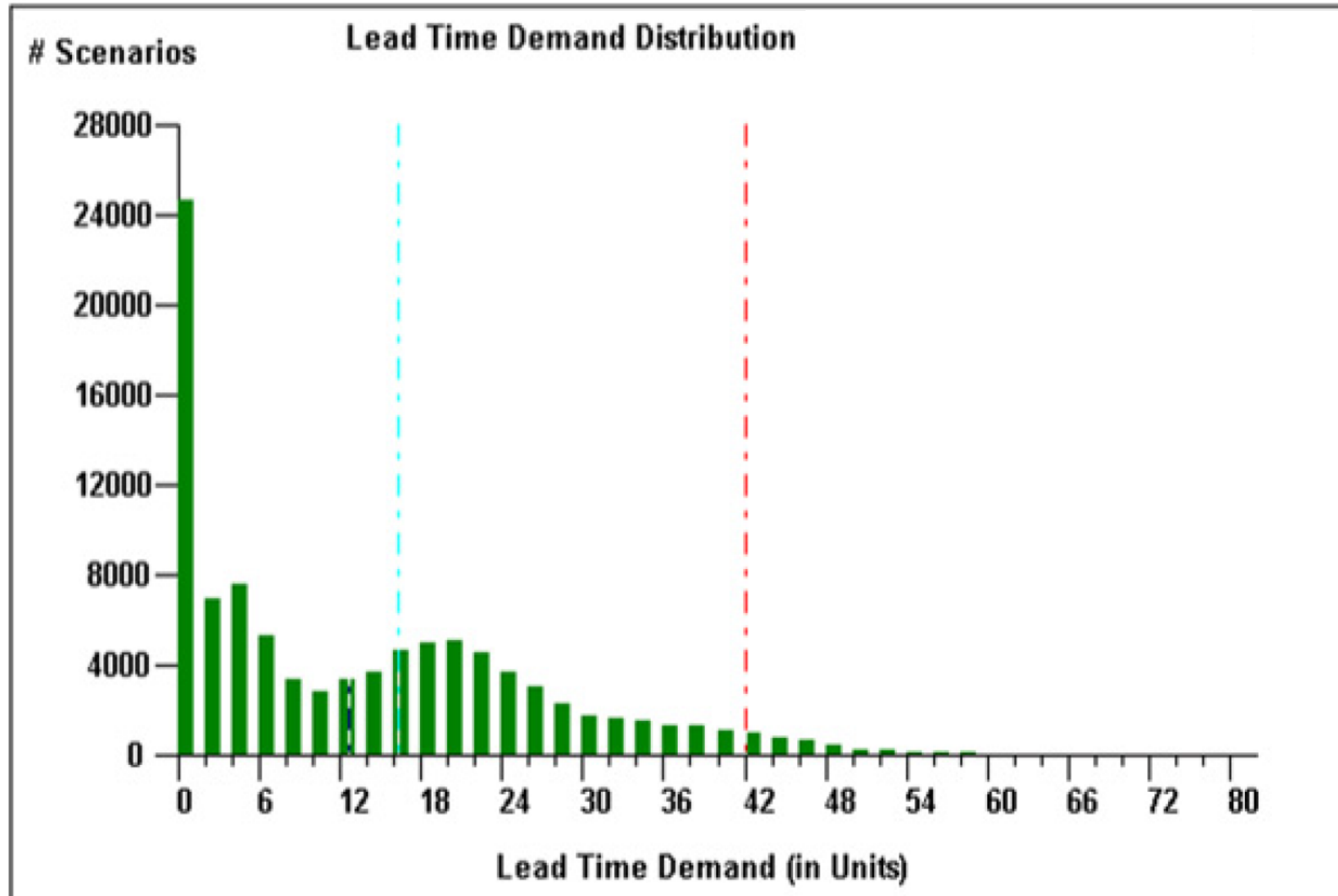
## Step 3: Generate Demand Scenarios

Lead time scenarios			
Future observation	13	14	15
Replication #1	0	0	X
Replication #2	0	X	X
Replication #3	X	X	0
Replication #4	0	0	0



Future observation	13	14	15		LTD
Replication #1	0	0	3		3
Replication #2	0	9	8	→	17
Replication #3	3	4	0		7
Replication #4	0	0	0		0

End result: Scenarios reveal the full scope of the randomness of demand



# Generating Scenarios for Regular Univariate Demand

## Moving Block Bootstrap



# The Moving Blocks Bootstrap

Time:	1	2	3	4	5	6	7	8
Data:	15	22	17	23	14	28	30	19

Block 1:	15	22	17	23				
Block 2:		22	17	23	14			
Block 3:			17	23	14	28		
Block 4:				23	14	28	30	
Block 5:					14	28	30	19

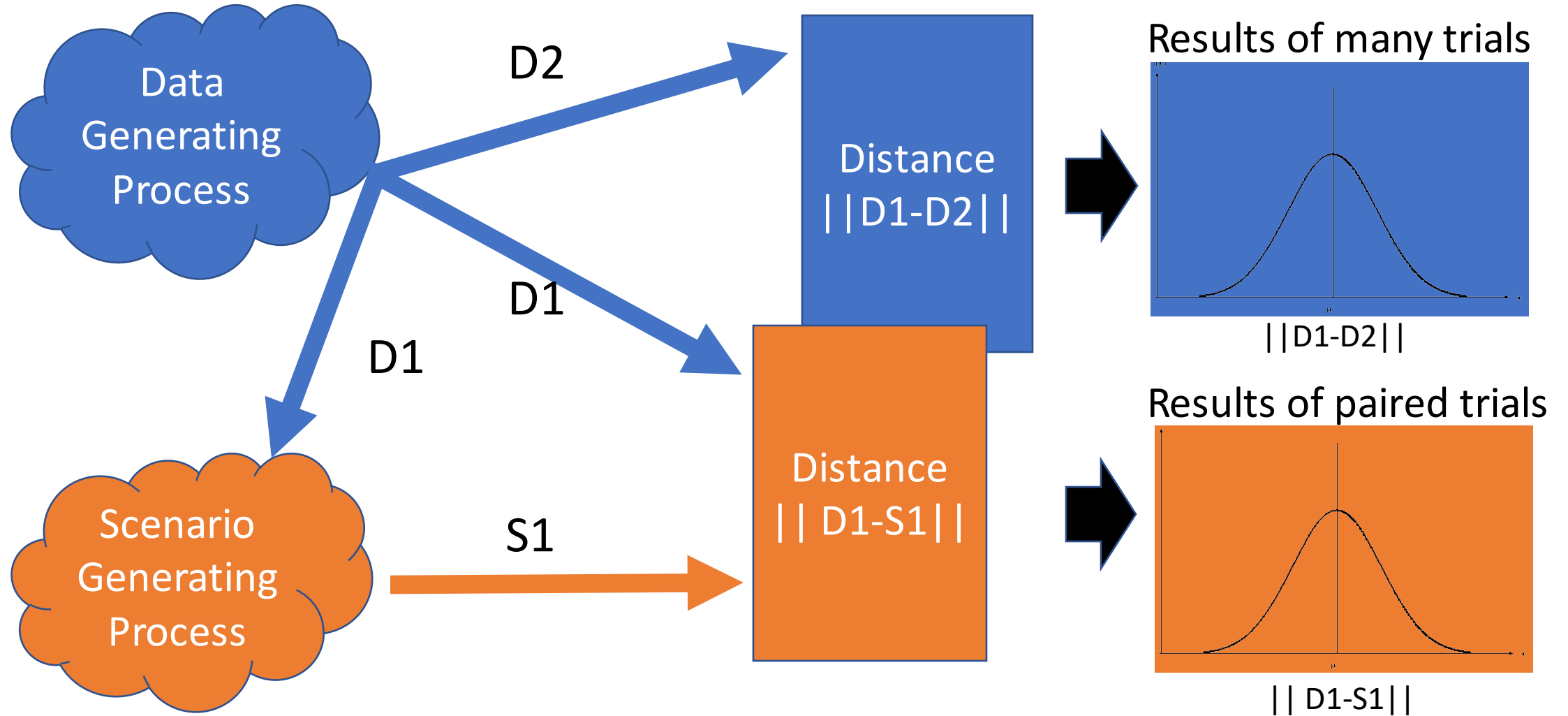
Block Size = 4

Boot sample 1:	22	17	23	14	14	28	30	19	(= Blocks 2&5)
Boot sample 2:	17	23	14	28	15	22	17	23	(= Blocks 3&1)
Boot sample 3:	14	28	30	19	14	28	30	19	(= Blocks 5&5)
etc., etc.									

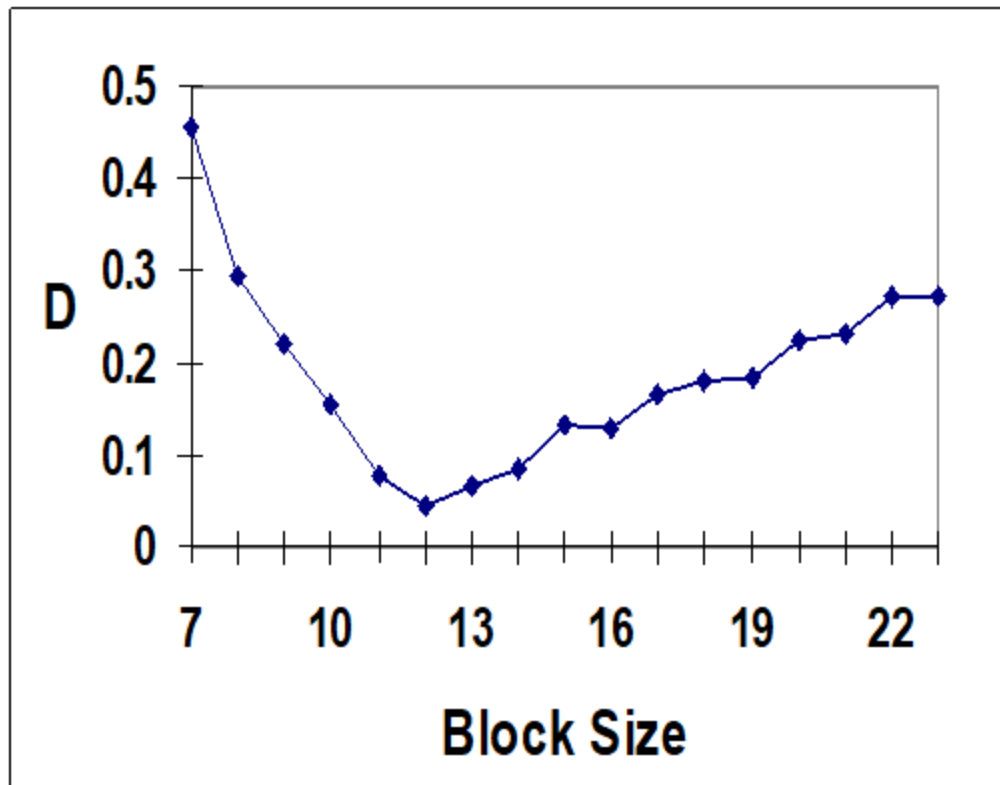
# Choice of block size

- Optimal block size depends on the task
  - 2-sided confidence interval:  $O(n^{1/5})$
  - 1-sided confidence interval:  $O(n^{1/4})$
  - Bias and standard error:  $O(n^{1/3})$
  - Time-series scenario:  $O(n^{1/2})$  [new result]
- Computing specific block size
  - Optimize using subsampling, then scale up result using powers of  $n$  above.
- New metric combining fidelity and variety
  - Two samples from a DGP have a distribution of “discrepancy”  $D$
  - Principle: One sample vs one scenario should have the same distribution of  $D$ .

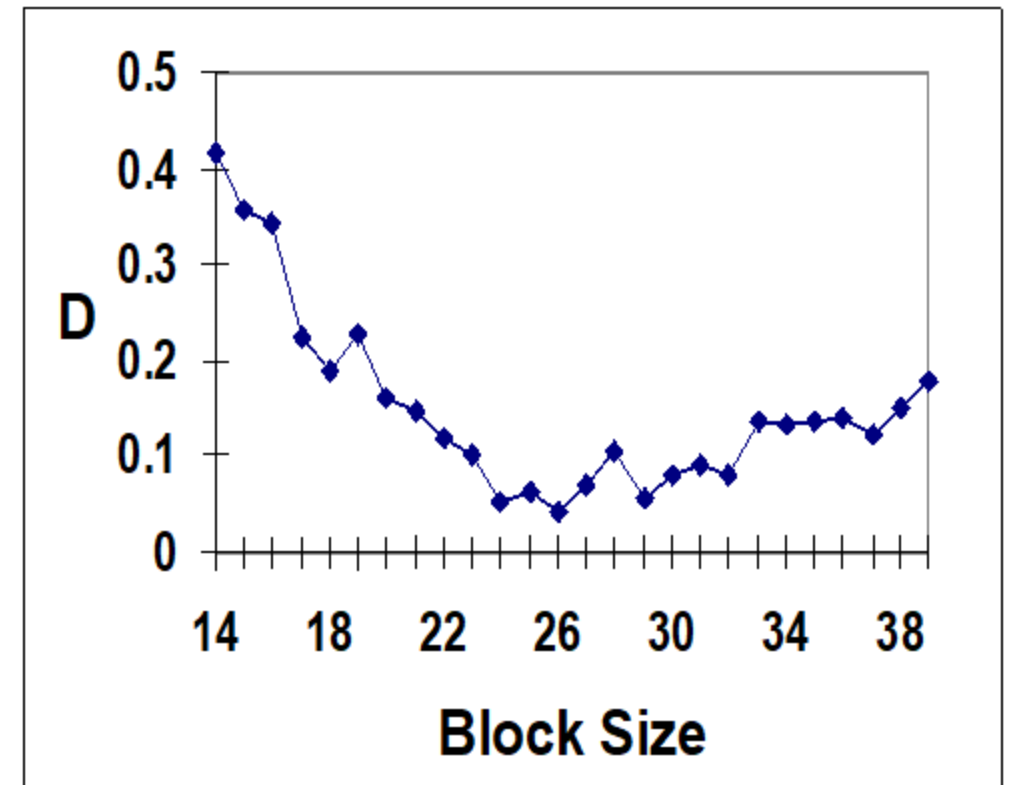
# Mimic Inter-Sample Distances



# Choose MBB Block Size to Minimize Discrepancy



AR(1)  $\phi = 0.9$



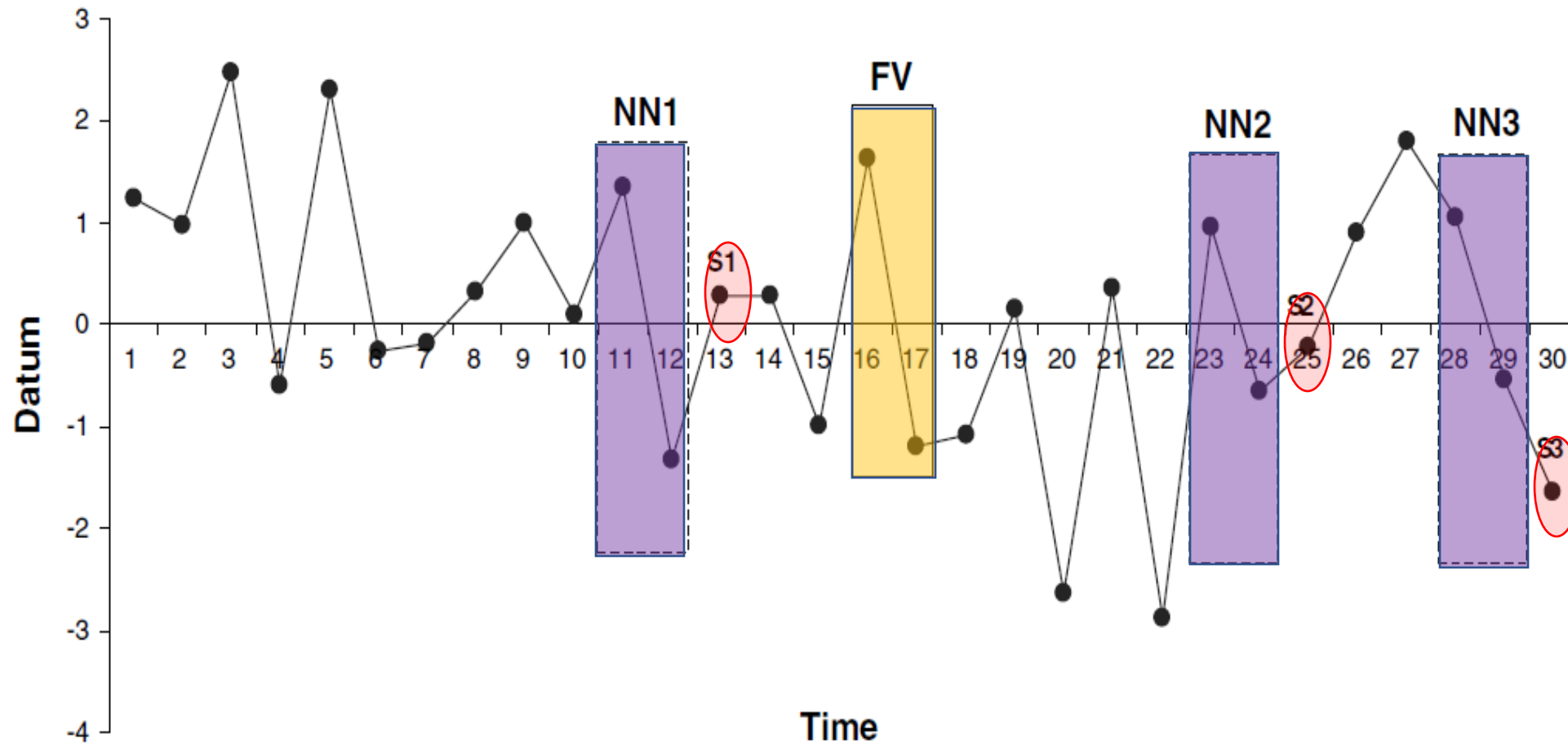
AR(1)  $\phi = -0.9$

# Generating Scenarios for Regular Multivariate Demand

## Nearest Neighbor Bootstrap

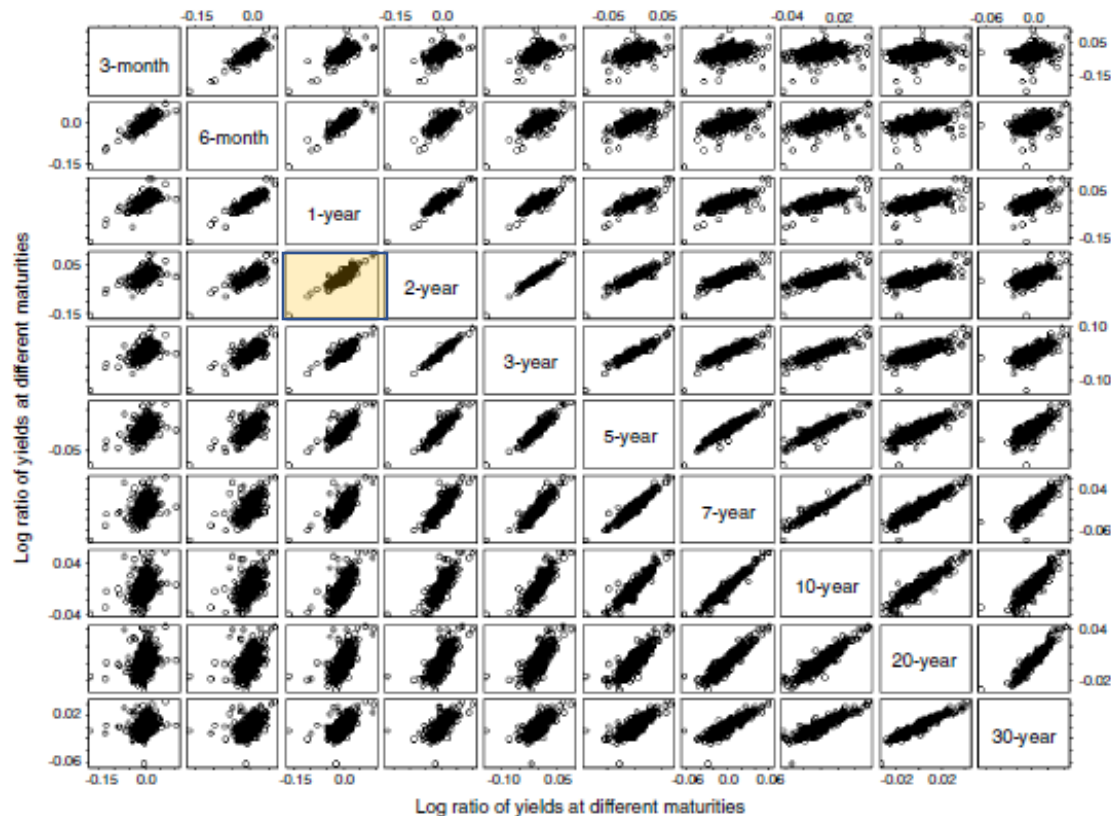
# The Nearest Neighbor Bootstrap

H Huang and TR Willemain—Input modelling for financial simulations



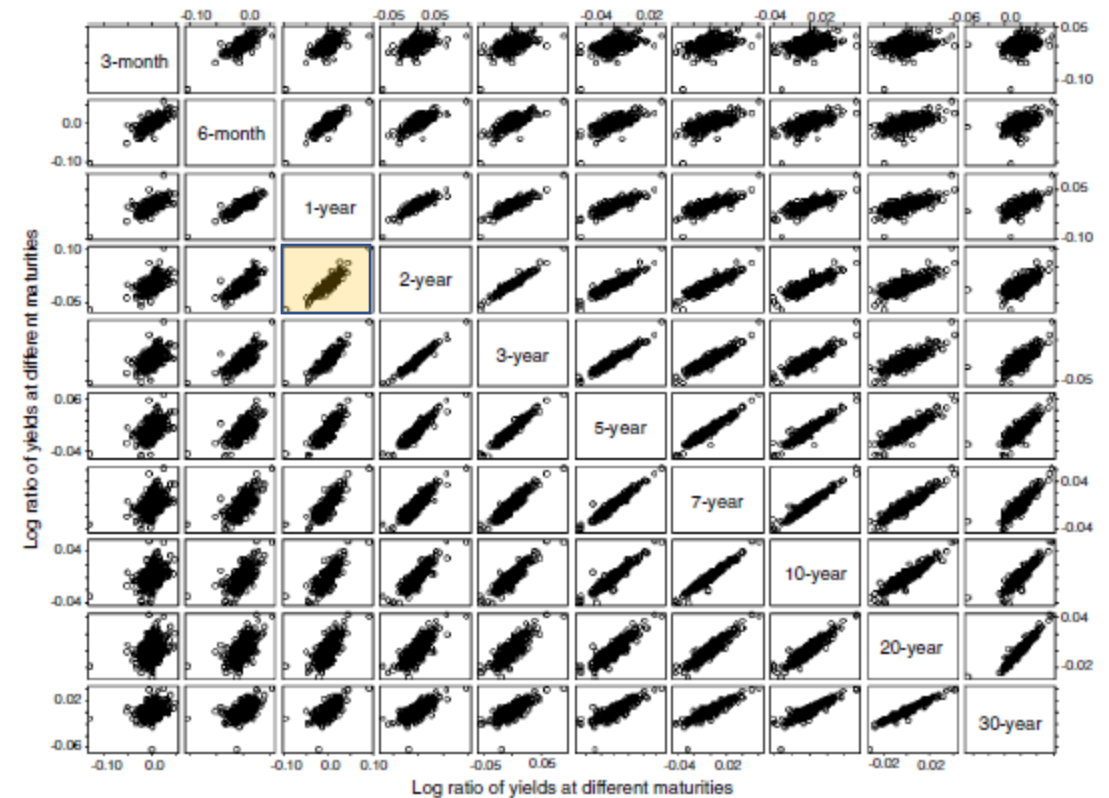
# Ten-Dimensional Dynamic Scenarios

## Real World Treasury Yields



**Figure 3** Scatter plot matrix for log ratios of the yields at 10 maturities. The positive correlations across the 10 dimensions can be observed easily. Looking at the plots along the diagonal, we can see the closer the two maturities, the stronger the correlation, and the narrower the spread of the data. Moving away from the diagonal, the correlations become weaker.

## Simulation Using Nearest Neighbor Bootstrap



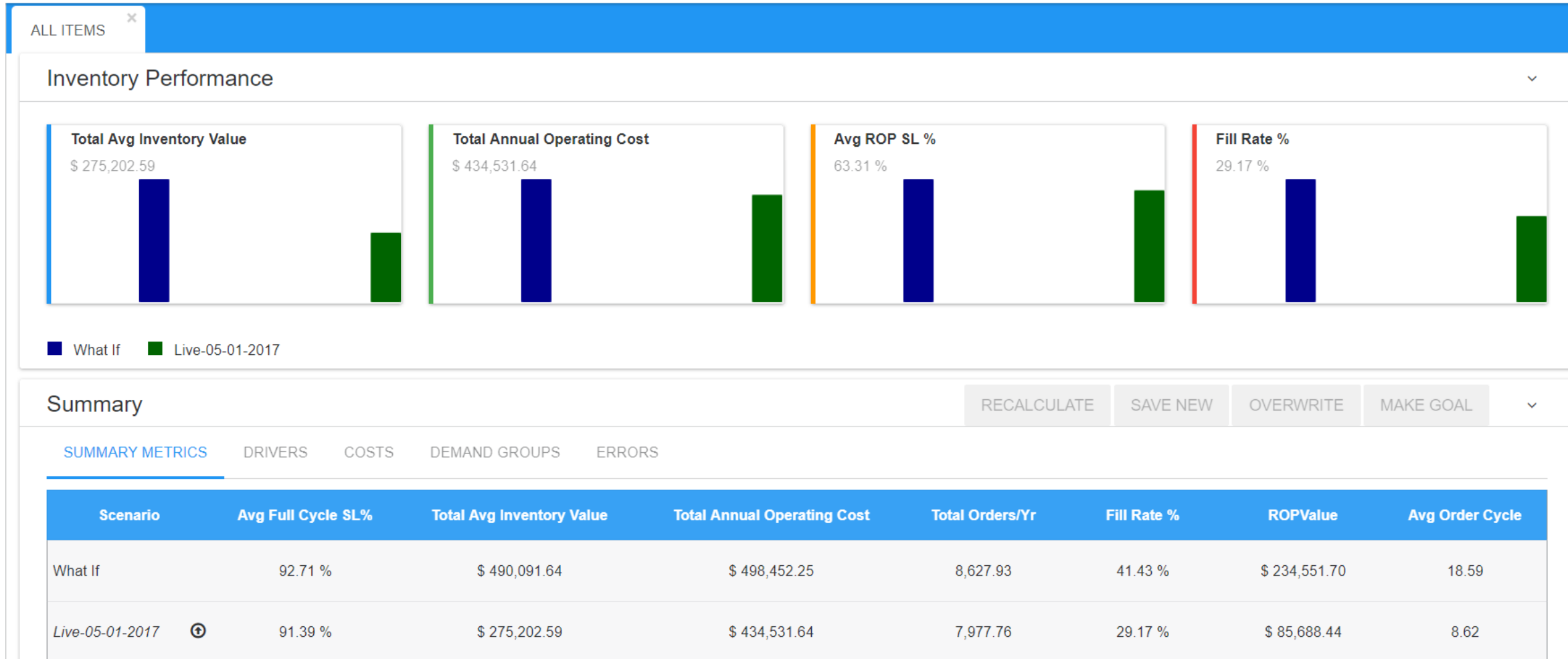
**Figure 5** Scatter plot matrix of log ratios of the yields at 10 maturities in one simulated scenario. By comparison with Figure 3, the original correlation structure is well preserved in the simulated scenario. These simulated relationships are a good match to the actual ones shown in Figure 3, although the actual relationships show somewhat greater variability.

# Scenarios in Inventory Optimization

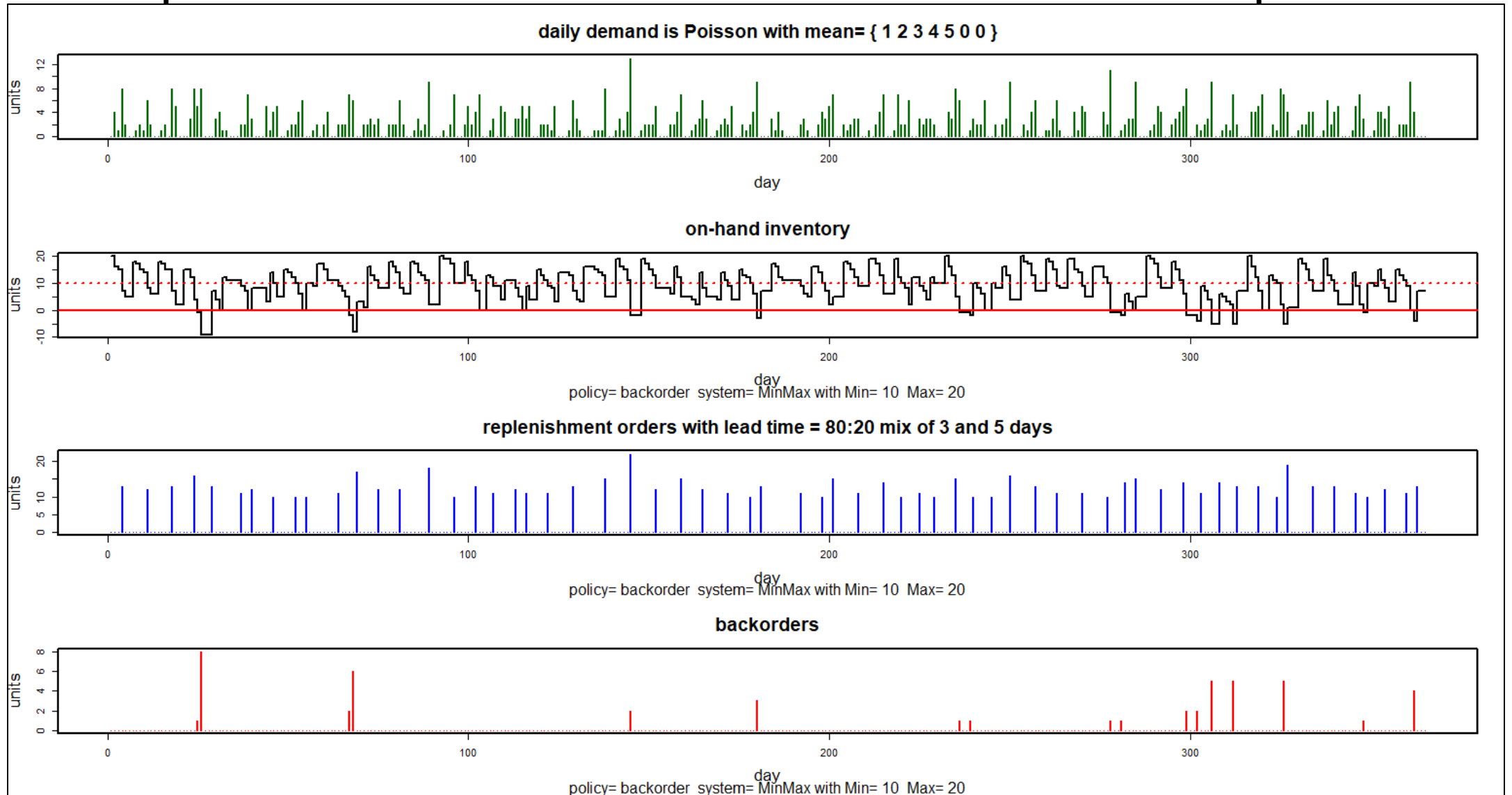
Given a certain type of demand,  
what are the best choices for Min and Max  
(Min = reorder point, Max = order-up-to level)?



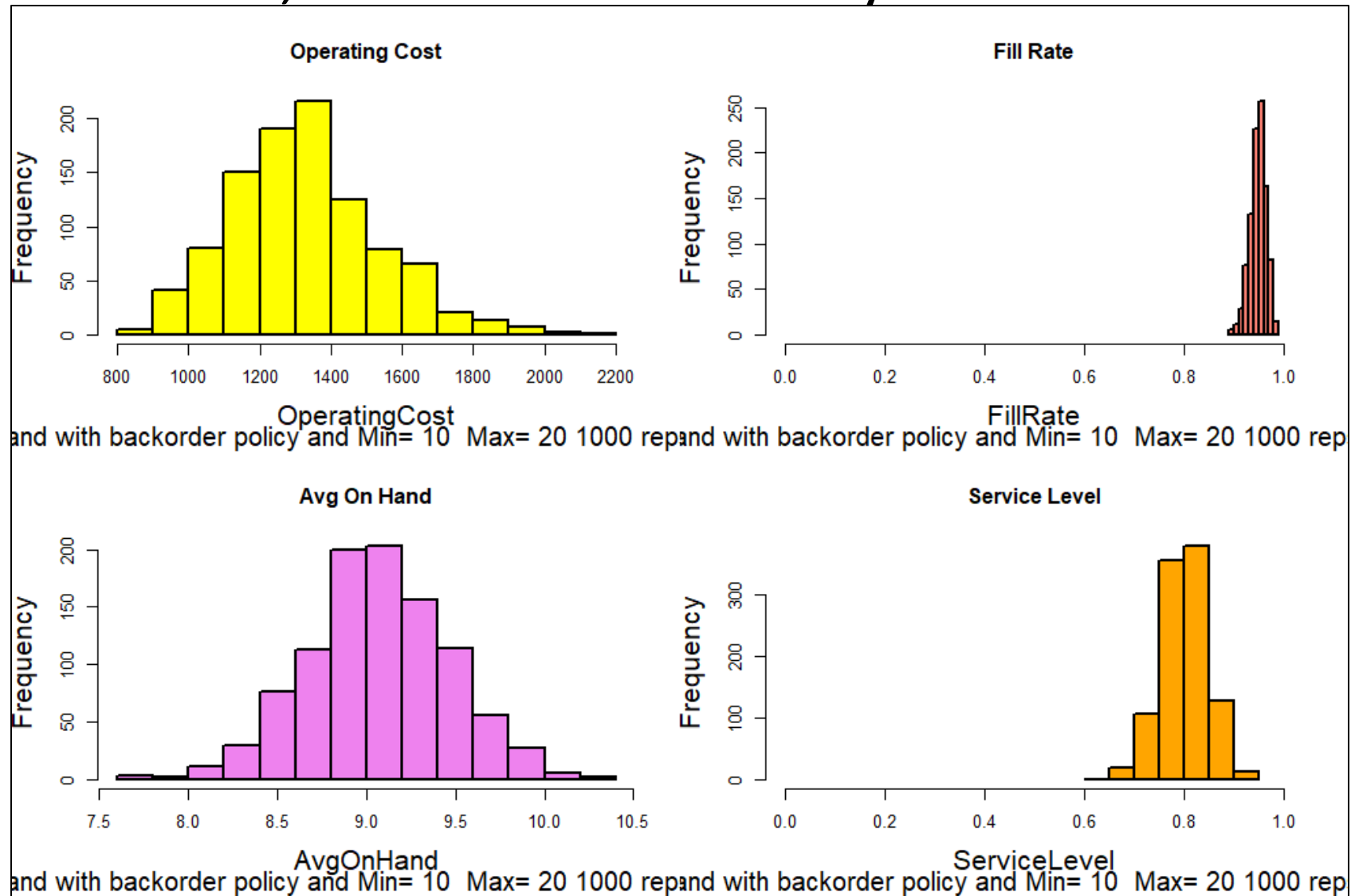
# As-Is Scenario vs What-If Scenario



# Complex demand scenario and consequences



# Results for 1,000 simulated years



# Recap

- Two different targets for scenarios
  - System models or decision makers/operators.
- Where scenarios come from
  - Manual processes or parametric models or time series bootstrap.
- How to evaluate scenario generators
  - Fidelity, variety, quantity, cost.
- How to generate scenarios
  - Markov bootstrap for intermittent demand.
  - Moving block bootstrap, properly tuned, for univariate regular demand.
  - Nearest neighbor bootstrap, properly tuned, for multivariate regular demand.
- Payoffs
  - Scenarios are “fuel” for simulation models of systems.
  - First step in system optimization (search design space).



**Look, good against remotes is one thing.  
Good against the living? That's something else.**

# extra slides

Visual Turing Tests for scenarios going into human eyeballs



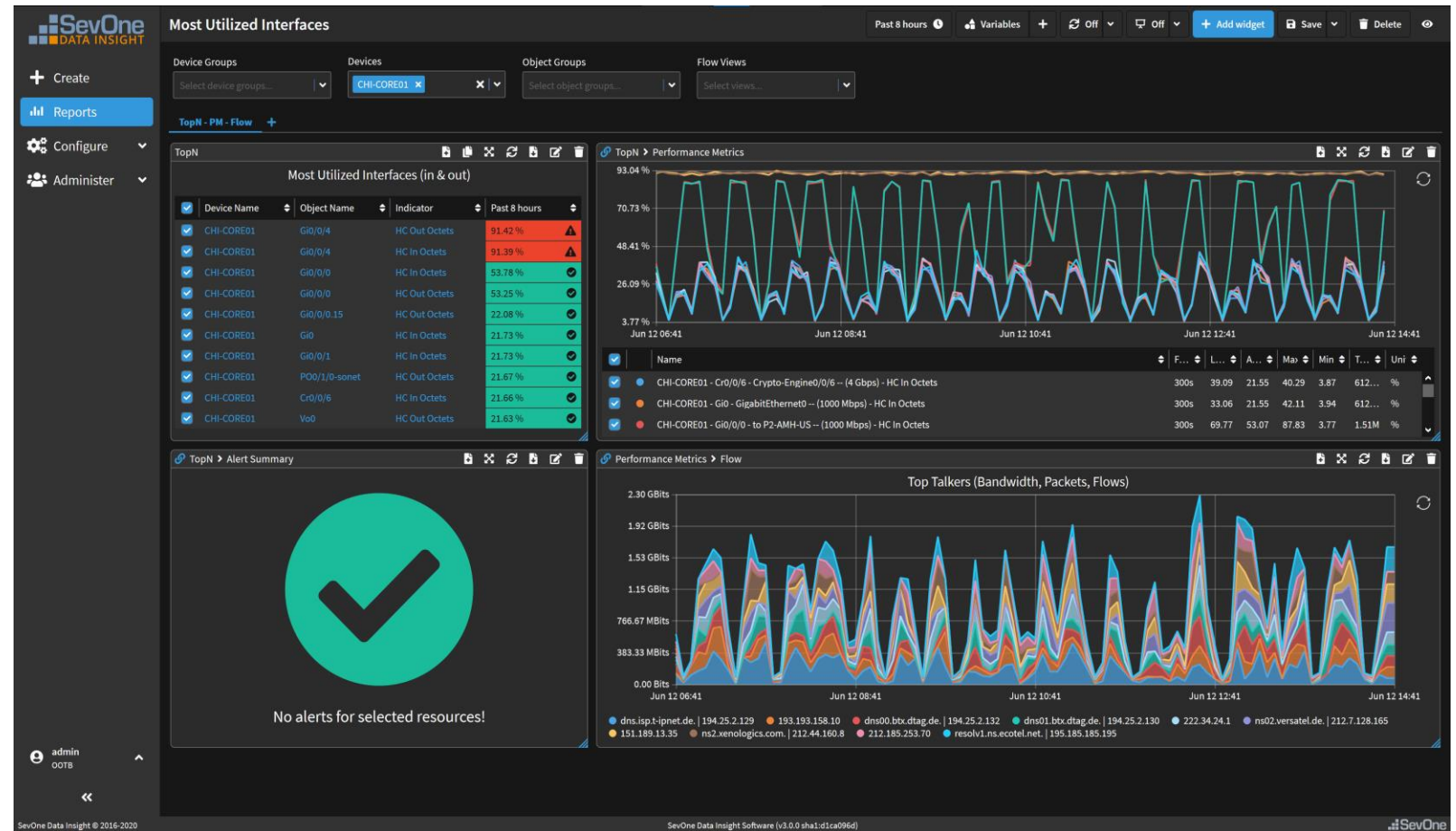
# Evaluating scenario generators



# Visual interfaces for scenario presentation



30 April 2021

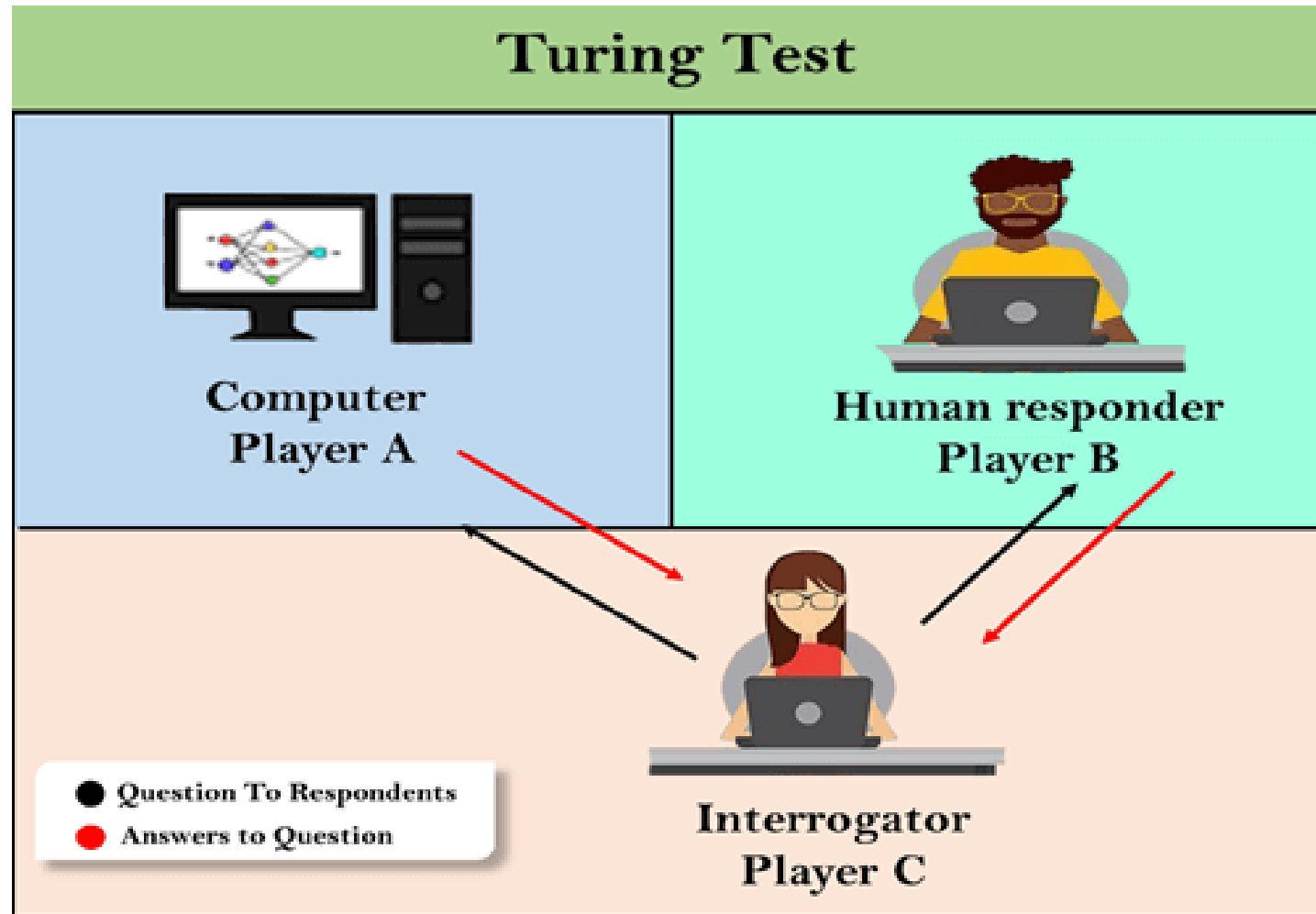


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32



# Original Turing Test



# Visual Turing Test Experiment #1: Single series

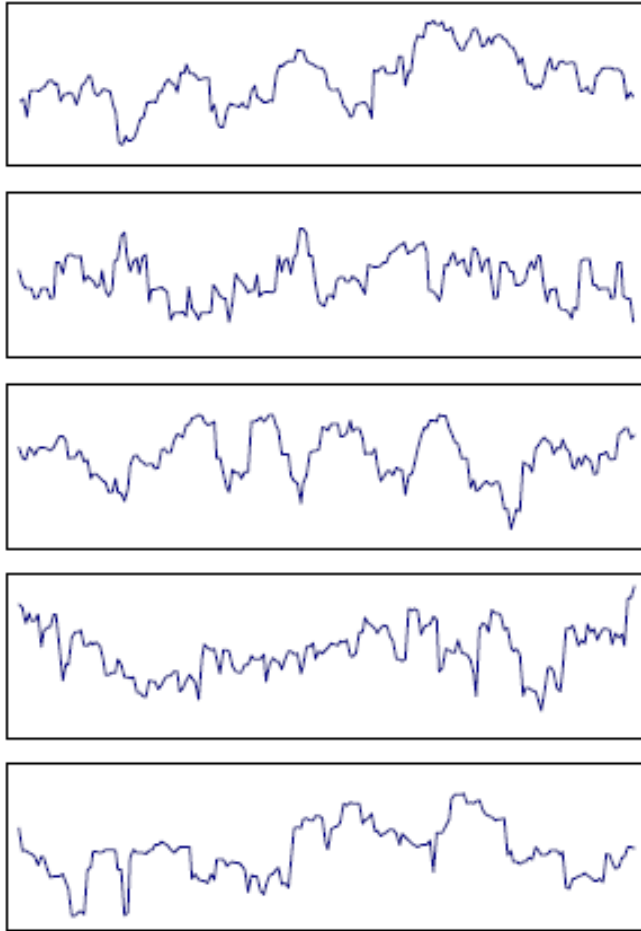


Figure 1 A sheet from the real data test (reduced from actual size).

Which one of the 5 samples is the bootstrap?  
Six trials each from 12 experienced subjects.  
Expect 1 in 5 successes by pure guessing.  
Experts did worse than chance. Success!

Table 1 The number of bootstrap samples detected by each subject

Subject	A	B	C	D	E	F	G	H	I	J
# of Bootstrap Samples Identified (out of 6)	1	1	1	0	1	3	0	1	1	0

# Visual Turing Test Experiment #2: Sets of 3

Which **set of 3** samples are bootstraps?  
Repeated 4 times at 3 block sizes by 12 subjects.

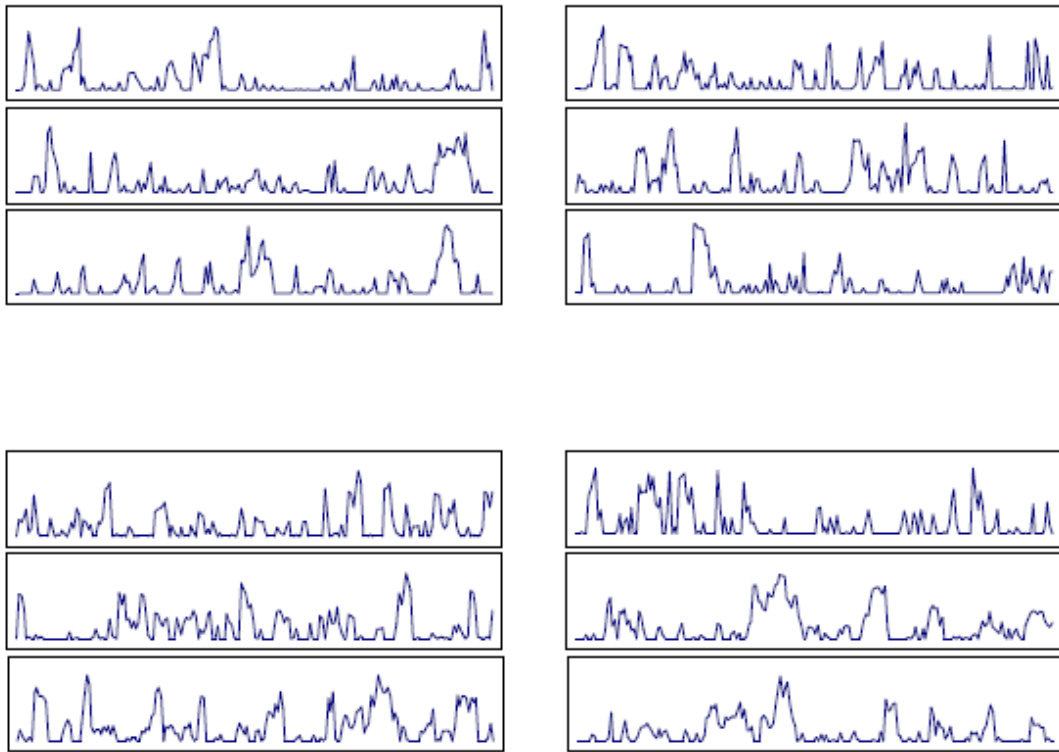


Figure 5 A sheet from the artificial data test (reduced from actual size).

Easier problem: compare sets of 3. Subjects did better than chance, but lowest-discrepancy MBB block size gave best results..

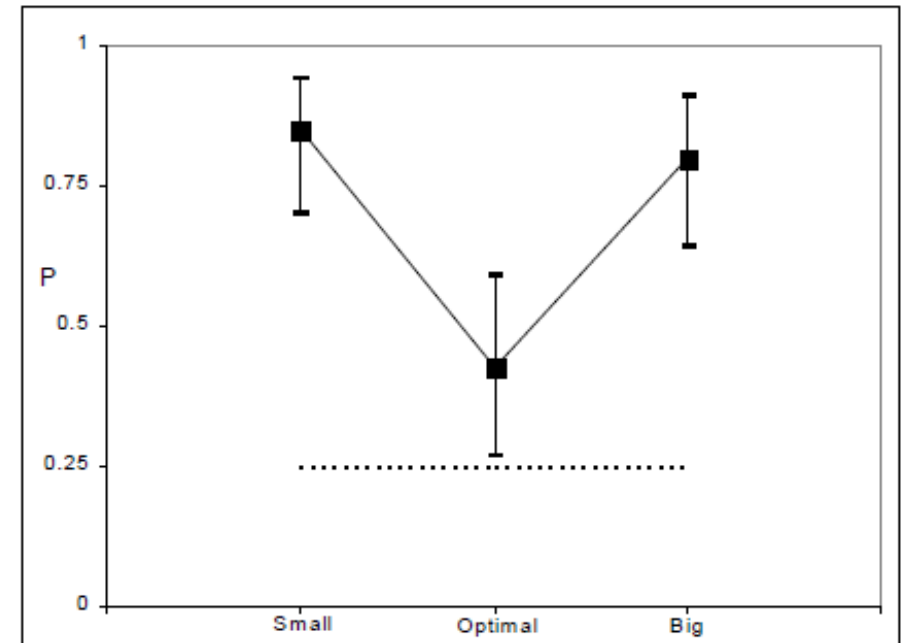


Figure 8 The 95 % CI for the proportions of bootstrap sets detected for each block size, the dotted line shows the probability value of 0.25.

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