Simple Health Clinic HCCM

Problem description

In a simple model of a health clinic, patients arrive, wait to receive treatment, receive treatment, and leave.

Common questions asked by clinic management are: "How long do our patients wait before being seen? How long are they at the clinic? How big does my waiting room need to be?".

In this case study we are going to consider a simple health clinic model in which patients arrive every 20 mins on average. Once the doctor is ready to see them they take 2 minutes getting to the doctor's office and treatment takes between 5 and 30 minutes, with the usual treatment time of 10 minutes and the average treatment time of 15 minutes.

Objectives

The goal of this simulation study is to analyse the effects of different arrival and service distributions on the average time patients spend:

- 1. waiting for treatment; and
- 2. in the clinic;

and the average length of the patient queue (which informs waiting room size).

Output

Table 1 Output parameters

Time spend waiting for treatment	Time from Patient arrives in clinic to Doctor sees patient	
Total time spend in clinic	Time from Patient arrives in clinic to Outside	
Number of patients in waiting room	The number of patients waiting before Doctor	
	sees patient	

Input

Table 2 Input parameters

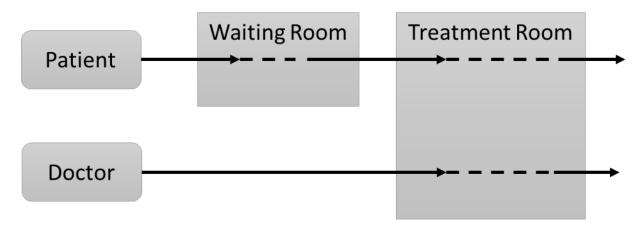
Interarrival Times	The time between arrival of patients with its	
	distribution	
Treatment Times	The time the patient spends at Doctor sees	
	patient with its distribution	
Waiting room capacity	The maximum number of patients in the	
	waiting room	

Entity list

Table 3 Entity list

No.	Entity	Active/	Attributes	Unit	Value
		Passive			
1	Treatment	Passive			
	Room				
2	Waiting	Passive	Patient_Waiting	Number	Max =
	Room		Patient_State	String	[Arrive, Wait,
					Treat, Leave]
3	Patient	Active	Patient_Waiting_Time	min	
			Patient_Total_Time	min	
4	Doctor	Active	Doctor_Shift	Binary-number	No shift= 0
					Shift = 1
			Doctor_Available	Binary-number	Unavailable = 0
					Available = 1
			Doctor_State	String	[Idle, Working]

Table 4 Structural view of the Health Clinic problem



Active entities individual behavior

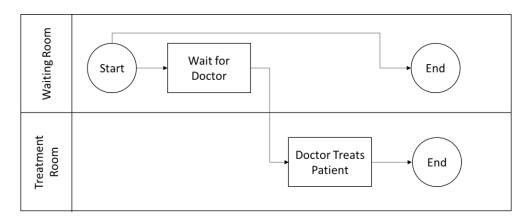


Figure 1 Behavioral view for Patient

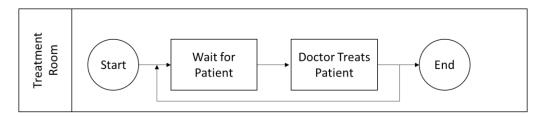


Figure 2 Behavioral view for Doctor

Activities definition

Patient Waiting		
Participating entities	Patient, WaitingRoom	
Code	A01	
Start type	Request	
End type	Request	
Start state changes	A01_Start_Time = time Patient_Waiting += 1 Patient_State = "Wait"	
End state changes	Patient_Waiting_Time = time-A01_Start_Time Patient_Waiting -= 1 Patient_State = ""	
Attributes		
Start Request	Patient enters WaitingRoom	
End Request	Patient enters TreatmentRoom	
A01_Start_Time	Time activity starts	
Control units	Patient Control	

Doctor at Treatment Room		
Participating entities	Doctor, Treatment Room	
Code	A02	
Start type	Scheduled Request	
End type	Request	
Start state changes	Doctor_Available = 1 Doctor_State = "Idle"	
End state changes	Doctor_Available = 0 Doctor_State = ""	
Attributes		
Start Request	Doctor enters TreatmentRoom	
End Request	Doctor leaves TreatmentRoom	
Control units	Employee Control	

Doctor has Shift		
Participating entities	pating entities Doctor	
Code	A03	
Start type	Scheduled	
End type	Scheduled	
Start state changes	Doctor_Shift = 1	
End state changes	Doctor_Shift = 0	
Attributes		
tart Request Doctor starts shift		
End Request	Doctor ends shift	
Schedule	Doctor Roster	
Control units	Clinic Control	

Doctor Treats Patient		
Participating entities	Patient, Doctor, Treatment Room	
Code	A04	
Start type	Request	
End type	Scheduled	
Start state changes	A04_Start_Time = time	
	Patient_State = "Treat"	
	Doctor_Available = 0	
	Doctor_State = "Working"	
End state changes	Patient_Total_Time = Patient_Waiting_Time +	
	time-A04_Start_Time	
	Patient_State = ""	
	Doctor_Available = 1	
	Doctor_State = "Idle"	
Attributes		
Start Request	Doctor Starts Treatment Patient	
End Scheduled Request	Doctor Ends Treatment Patient	
Scheduled Time	Treatment Time	
A04_Start_Time	Time activity starts	
Control units	Patient Control	

Control Units Definition

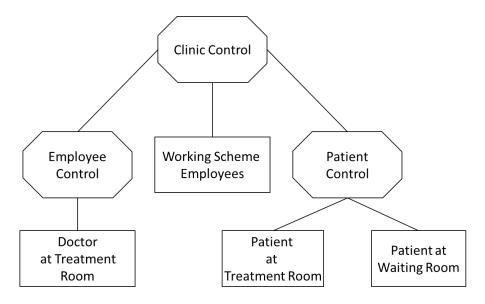


Figure 3 Control view for the Health Clinic problem

Control Units Definition		
Name	Entities	Attributes
Clinic Control	Doctor	Doctor_Shift
Employee Control	Doctor	Doctor_Available
	Treatment Room	Doctor_State
Patient Control	Patient	Patient_Waiting
	Waiting Room	Patient_Waiting_Time
	Treatment Room	Patient_Total_Time
		Patient_State

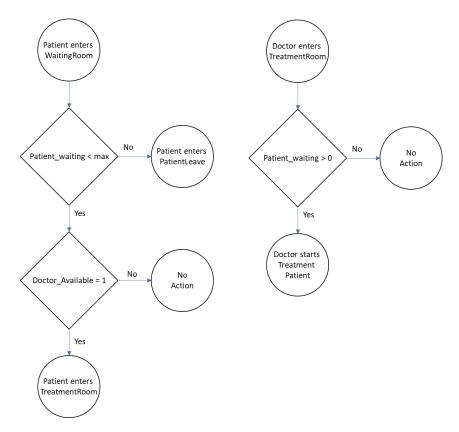


Figure 4 Control Policies

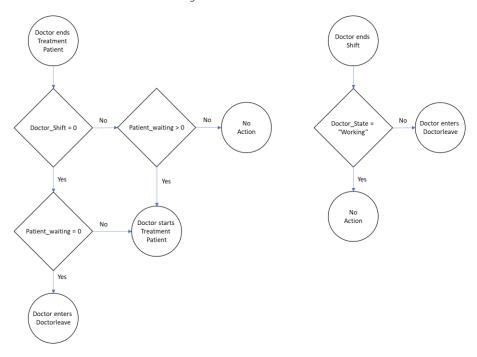


Figure 5 Control Policies