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# **Subject Title: Modeling and Simulation**

**Subject Code: TCS- 506**

**Total Number of Units: 4      Maximum Marks: 50**

**Unit I: Contains 4 Chapters:**

**Introduction  
System  
Models and  
DES & CES**

**Unit II: Contains 2 Chapters:**

**GPSS      and  
RNG**

**Unit III: Contains 1 Chapter:**

**RVG**

**Unit IV: Contains 1 Chapter:**

**Queuing Models**

# Modeling and Simulation (TCS-506)

## Introduction

# Unit I : Syllabus

- **Introduction:**
  - System
  - Models
  - Discrete event simulation and
  - Continuous simulation
- **Discrete Event Simulation:**
  - Time-Advance Mechanisms
  - Event Modeling of discrete dynamic systems
  - Single-Server Single-Queue Model
  - Event graphics
  - Monte Carlo Simulation

# Model

Is an abstract/mathematical representation  
of a real system  
that has the ability to predict  
the behavior of the real system  
under a set of defined  
operating conditions  
and  
simplifying assumptions.

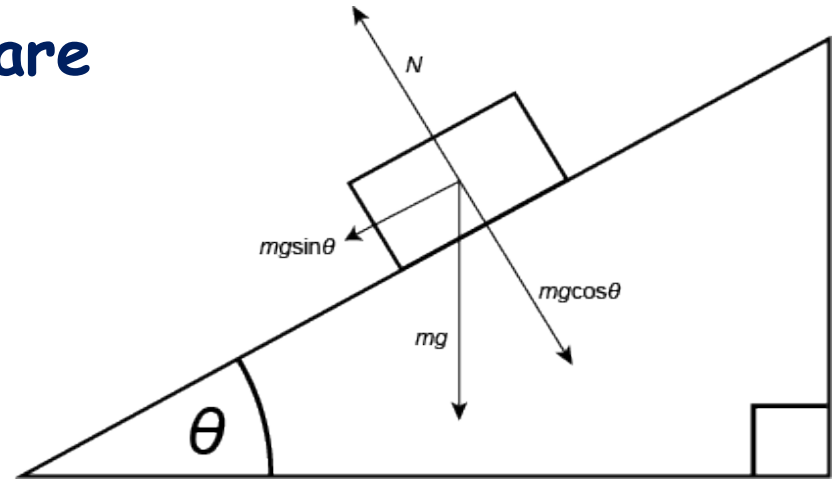
a set of conditions for operating a particular system or process.

Simple Model of Complex Real Thing for simplifying analysis as much as possible.

# Simplifying Assumptions

AN EXAMPLE FROM PHYSICS:  
A BLOCK ON A FRICTIONLESS PLANE

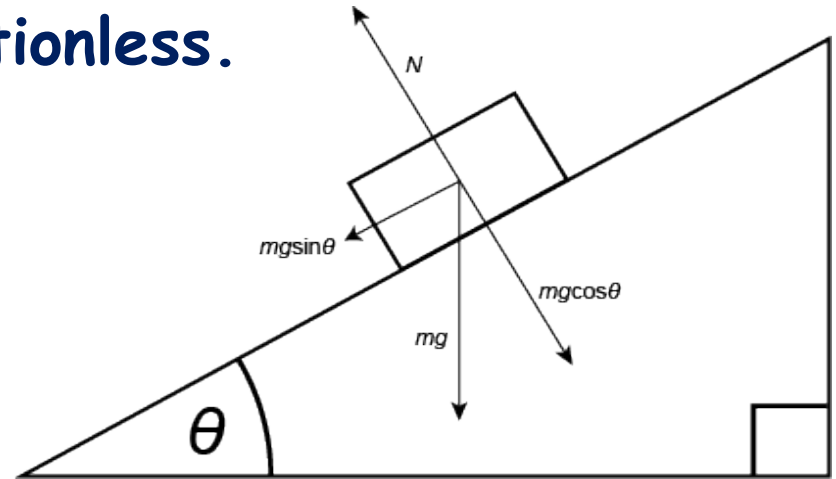
The details of the materials the block and plane are made of are ignored.



# Simplifying Assumptions

AN EXAMPLE FROM PHYSICS:  
A BLOCK ON A FRICTIONLESS PLANE

Assume that the plane is frictionless.



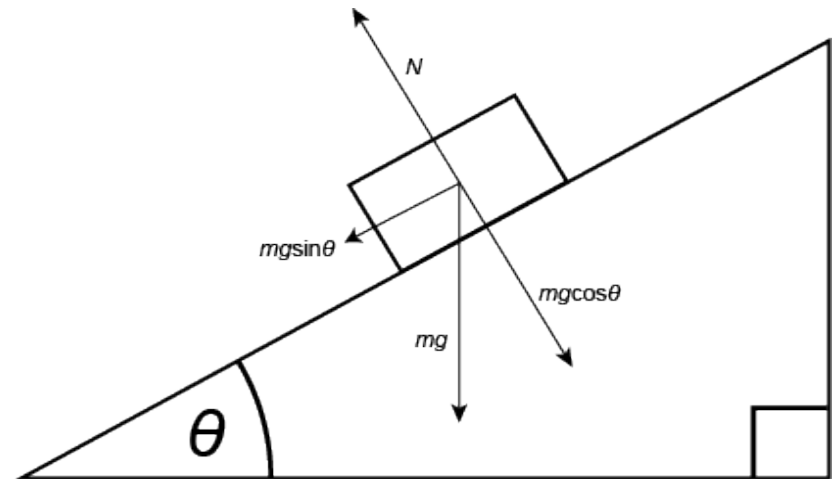
# Simplifying Assumptions

## AN EXAMPLE FROM PHYSICS: A BLOCK ON A FRICTIONLESS PLANE

The simplifying assumptions allow the student to *practice thinking* about:

how to balance the forces acting on the block when it is elevated in a gravity field and

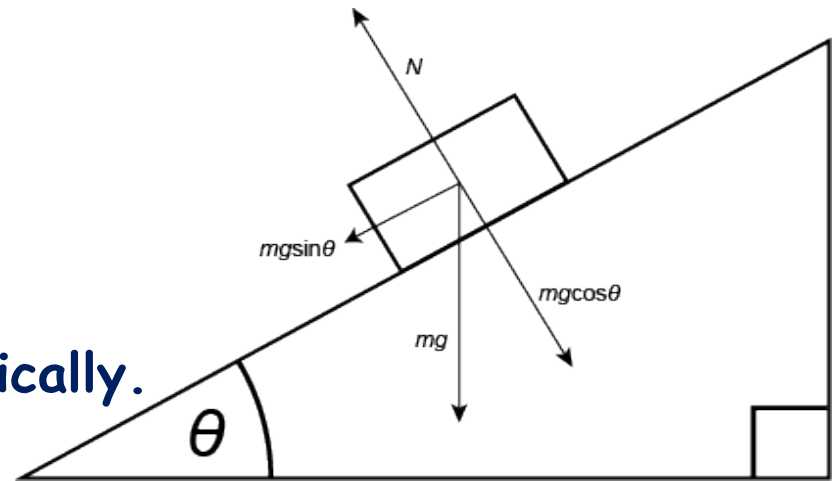
the surface that it is sitting on is not perpendicular to the gravity vector ( $mg$ ).



# Simplifying Assumptions

AN EXAMPLE FROM PHYSICS:  
A BLOCK ON A FRICTIONLESS PLANE

This simplifies the math and allows the student to focus on the geometry of the model and how to represent that mathematically.





# Simplifying Assumptions

## AN EXAMPLE FROM PHYSICS: A BLOCK ON A FRICTIONLESS PLANE

This simplifies the math and allows the student to focus on the geometry of the model and how to represent that mathematically.

The model, and its simplifying assumptions, might do a reasonably good job of predicting the behavior of an ice cube sliding down an glass incline plane but would likely do a bad job of predicting the behavior of a wet sponge on an incline plane coated with sand paper.

The model would be oversimplified for the latter scenario.

# Model

## Simplifying Assumptions

Usually, in science and everyday life alike, simple models are preferred over complex ones.

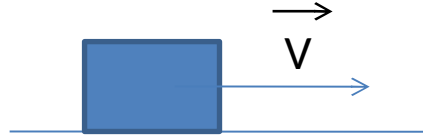
Creating simple models of complex real things requires us to make what are known as simplifying assumptions.

As their name implies, simplifying assumptions are assumptions that are included in the model to simplify the analysis as much as possible.

When a simplified model no longer predicts behavior of the real thing within acceptable bounds, too many simplifying assumptions have been made.

When little predictive value is gained from adding more details to a model, it is likely overly complex.

## Examples: Movement of a system



This system can be modeled by the equation:

$$d = s * t$$

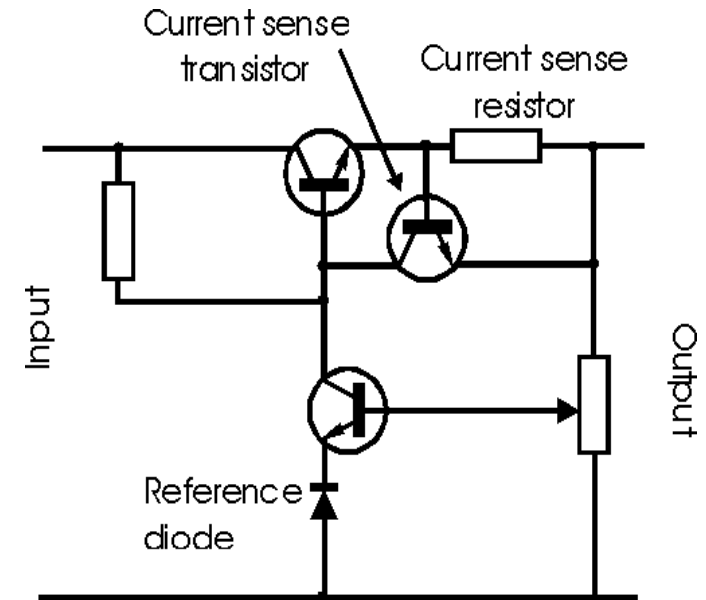
Where,

d is the distance run through

s is the speed of the object

t is the time that has been taken.

# Examples

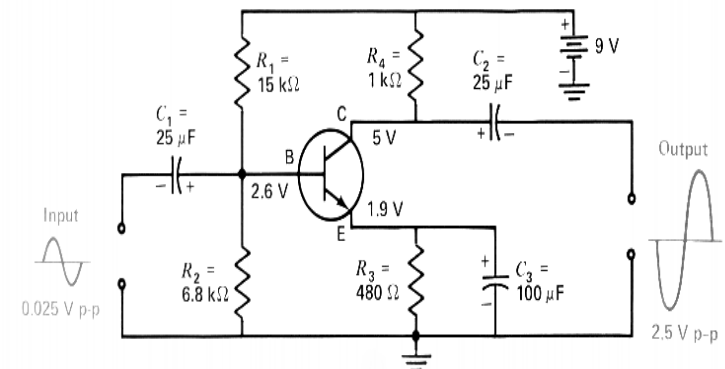


## Models of the System

$$I = \frac{E}{R} \quad E = IR$$

$$R = \frac{E}{I} \quad P = EI$$

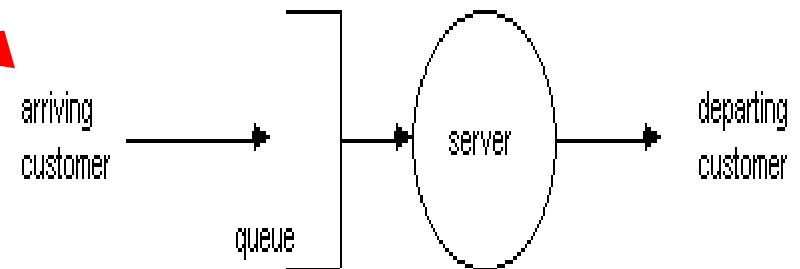
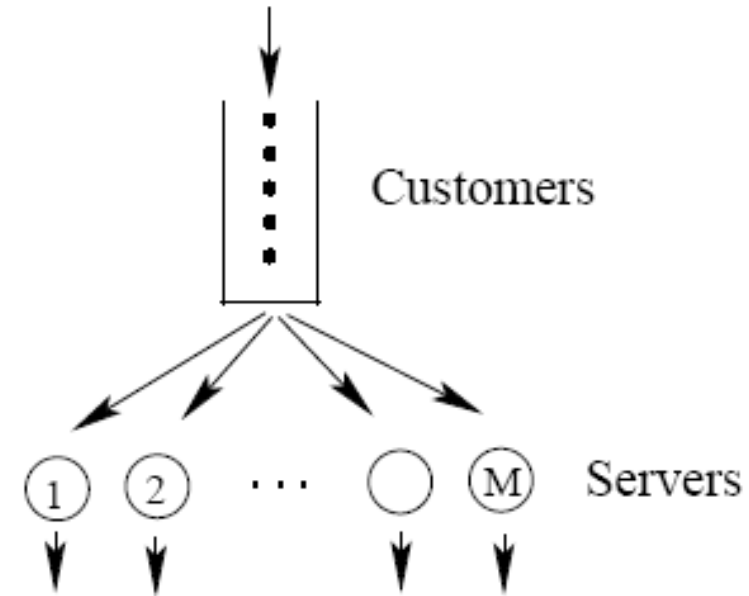
$$hfe = \frac{I_c}{I_b} \quad I_b = \frac{I_c}{hfe}$$



# Examples



*Models of the System*



## Modeling

is the process of developing a model  
with  
a specific tool.

**Modeling involves:**

observing a system,

noting the various components,

then

developing a model (representation) of the system

that will allow for

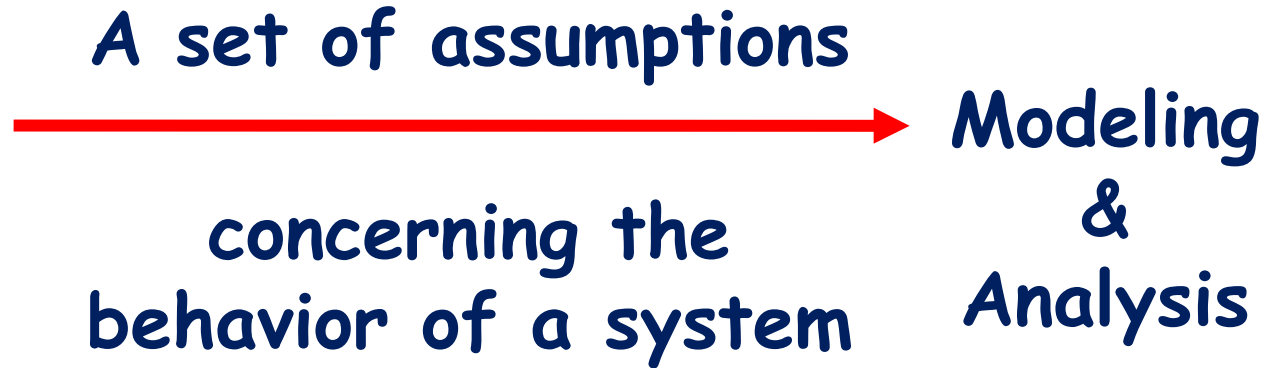
further study of

or

experimentation on the system.

## Modeling

Real-  
world  
process



## Characteristics of a model

A model is **never equal** to the real system.

( Why? )

because it is always simpler than the reality.

The **accuracy** of a model is determined by its tendency to approach the real system.

**Is that a problem?**

Yes, if the model ignore important parameters of the real system (over simplification)

No, if the model takes into account the important parameters (ignoring some details is sometimes not problematic)



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## Why to use Models?

Implementation of real systems is very complex and costly.

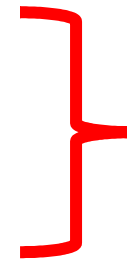
Experimentation on real systems may be dangerous/hazardous/risky (e.g. chemical systems, Nuclear Bombs)

System does not physically exist (Upcoming Systems).

To aid in decision making process

To aid in thought

Prediction/Forecasting



If models adequately describes the reality, experimenting with them can save money and time, and reduce the development complexity.

## Uses of Models : A Model Can be used

To investigate a wide variety of “What if questions about real world system”

- ❖ Potential changes to the system can be effected or not and predicate their impact on the system.
- ❖ Find adequate parameters before implementation.

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## Uses of Modeling: Modeling can be Used

For systems with some sort of **uncertainty**:

- ❖ Waiting time in a restaurant/airport.
- ❖ Time to go from home to the University.
- ❖ Response time and Throughput of a web server.
- ❖ The productivity of manufacturing systems.
- ❖ Design of multi-processor machine.

**And Many More**

**My Dear !!!!**

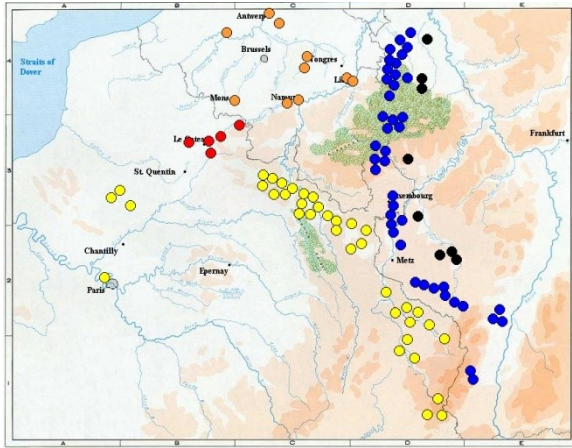
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## Simulation

is a numerical technique  
for conducting experiments  
with model  
to gather data  
in order to estimate  
the desired characteristics of the model  
on a digital computer  
over extended periods of time.

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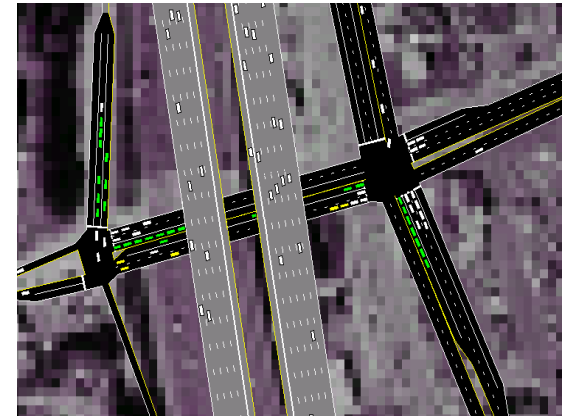
# Simulation : A Few Example Applications



War gaming: test strategies; training



Flight Simulator



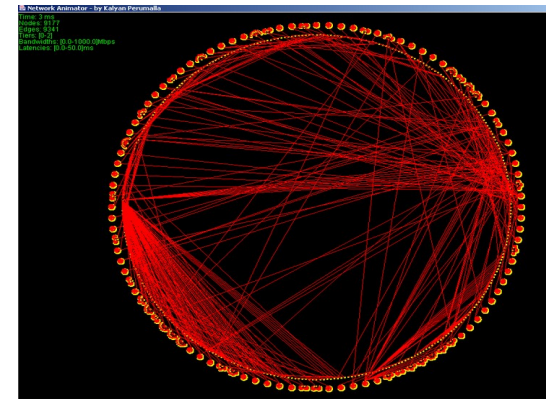
Transportation systems: improved operations; urban planning



Parallel systems: computer developing scalable software



Games



Computer communication network: protocol design

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## Simulation: Example

A manufacturing firm that is thinking to build a large extension onto one of its plants.

### Question:

Will the potential gain in productivity justify the construction cost?

### Problem:

It would not be cost effective to build the extension and then remove it later if it does not work out.

### Solution:

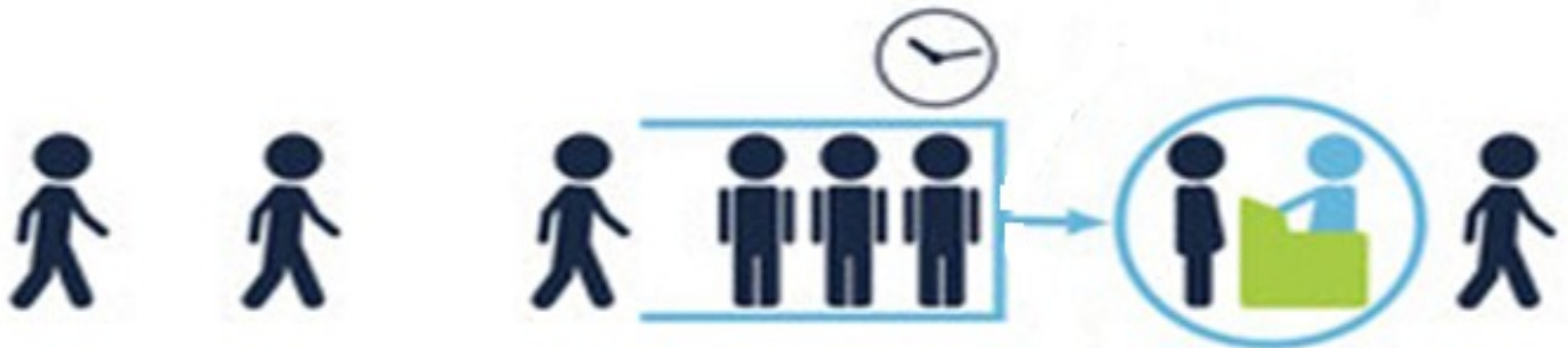
Simulation!

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## Simulation: Example

A Single-Server Queue

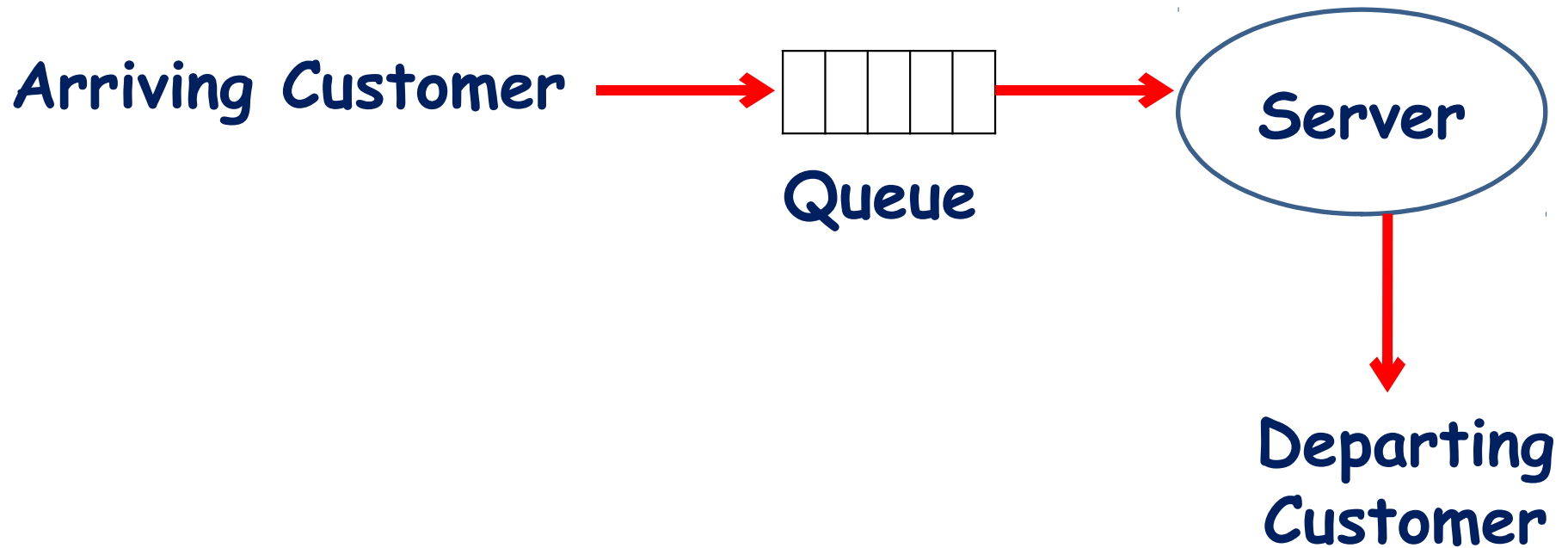
This is Real System.



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## Simulation: Example

This is Model of a Single-Server Queue





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## Simulation: Example

This is Mathematical Model.

1. Average waiting time for a customer

=

Total time customers wait in queue(minute)

---

Total number of customers

2. Prob. that a customer has to wait in a queue

=

Number of customers who wait

---

Total number of customers

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## Simulation: Example

This is Mathematical Model.

$$\begin{aligned} 3. \text{ Proportion of idle time of the server} \\ &= \\ &\frac{\text{Total idle time of server(minute)}}{\text{Total run time of simulation(minute)}} \end{aligned}$$

## Findings from the Simulation

1. Average waiting time for a customer

=

Total time customers wait in queue(minute)

---

Total number of customers

$$\frac{5628}{20} \text{ min}$$

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## Findings from the Simulation

2. Prob. that a customer has to wait in a queue

=

Number of customers who wait

---

Total number of customers

$$\frac{13}{20} = 0.65$$

## Findings from the Simulation

3. Proportion of idle time of the server

=

Total idle time of server(minute)

Total run time of simulation(minute)

$$\frac{18}{86} = 0.21$$

Thus, the probability of the server being busy is the complement of 0.21, or 0.79

## Model, Simulate and Analyze

**Model:** construct an Abstract / a conceptual / a Mathematical framework that describes a system

**Simulate:** perform experiments using computer implementation of the model.

**Analyze:** draw conclusions from output that assist in decision making process

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## Simulation

The behavior of a system that evolves over time is studied by developing Simulation Model.

Simulation Can be used As:

**Analysis tool** for predicting the effect of changes.

**Design tool** to predict the design of new System.

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## Why we need to Simulate?

Many systems are highly complex, precluding (preventing) the possibility of analytical solution.

Analytical models may be very complex to evaluate, and may lead to over implications (repercussions/ inferences ) of the real system.

The analytical solution are extraordinary complex, taking very much computing resources.



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## Why we need to Simulate?

Mathematical models too abstract for complex systems.

Simulation is a good compromise!

Simulation can be a good alternative to evaluate the system behavior very close to reality.

## Why we need to Simulate?

Thus system should be studied by means of simulation:

Numerically exercising the model for **inputs in question to see how they affect the output measures of performance.**

To **save money.**

To do things you could **not physically or morally** do within the actual system.

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## When Simulation is an appropriate Tool?

Simulation can be used  
to experiment with new  
designs  
or  
policies  
prior to implementation,  
so as to prepare for  
what may happen.

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## When Simulation is an appropriate Tool?

By changing simulation inputs  
and  
observing the resulting outputs,  
valuable insight may be obtained about  
which variables are most important  
and  
how variables interact.

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## When Simulation is an appropriate Tool?

By simulating different capabilities for a machine,  
requirements can be determined.

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## When Simulation is an appropriate Tool?

Simulation can be used to  
verify analytic solutions.

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## When Simulation is an appropriate Tool?

Informational,  
Organizational,  
and  
environmental changes  
can be simulated  
and  
the effect of these alterations  
on the model's behavior  
can be observed.

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## When Simulation is an appropriate Tool?

The knowledge gained  
in designing a simulation model  
may be of great value  
toward suggesting improvement in the system  
under investigation.



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## When Simulation is an appropriate Tool?

Simulation models  
designed for training  
allow learning without  
the cost and disruption of  
on-the-job learning.

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## When Simulation is an appropriate Tool?

The modern system  
is so complex that  
the interactions can be treated  
only through simulation.

## When simulation is not appropriate?

When the problem can be solved using common sense.

When the problem can be solved analytically.

When it is easier to perform direct experiments.

When the simulation costs exceed the savings.

When the resources or time are not available.

When system behavior is too complex or can't be defined.

When there isn't the ability to verify and validate the model.

If Data is not available.

If users have unreasonable expectations.

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## Why simulation is not used more?

Cost.

Lack of familiarity.

People think their judgment or experience is good enough.

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## Uses of Simulations

Analyze systems (performance, behavior)  
before they are built

Reduce the number of design errors

Optimize design to improve the behavior

Analyze operational systems

Create virtual environments for training,  
entertainment

## Applications of Simulations

Designing and analyzing manufacturing systems.

Evaluating H/W and S/W requirements for a computer system.

Evaluating a new military weapons system or tactics.

Determining ordering policies for an inventory system.

Designing communications systems and message protocols for them.

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## Applications of Simulations

Designing and operating transportation facilities such as freeways, airports, subways, or ports.

Evaluating designs for service organizations such as hospitals, post offices, or fast-food restaurants

Analyzing financial or economic systems

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## Advantages of Simulation

Hypotheses about

how or why certain phenomena occur can be tested for feasibility.

Insight can be obtained about

the interaction of variables.

the importance of variables to the performance of the system.



## Advantages of Simulation

Bottleneck analysis can be performed

indicating where work-in-process, information, materials, and so on are being excessively delayed.

A simulation study can help in understanding how the system operates rather than how individuals think the system operates.

“What-if” questions can be answered:

This is particularly useful in the design of new system.

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## Advantages of Simulation

New policies

Operating procedures

Decision rules

Information flows

Organizational procedures

and so on

can be explored without disrupting ongoing operations of the real system.

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## Advantages of Simulation

New hardware designs,

Physical layouts,

Transportation systems,

and so on,

can be tested without committing resources  
for their acquisition.

## Disadvantages of Simulation

Model building requires special training.

It is an art that is learned over time and through experience.

Furthermore, if two models are constructed by two competent individuals, they may have similarities, but it is highly unlikely that they will be the same.

Simulation results may be difficult to interpret.

## Disadvantages of Simulation

Since most simulation outputs are essentially **random variables** (they are usually based on random inputs), it may be **hard to determine** whether an **observation** is a result of system **interrelationships** or **randomness**.

Simulation modeling and analysis can be **time consuming and expensive**.

Skimping (holding back on ) on resources for modeling and analysis may result in a simulation model or analysis that is not sufficient for the task

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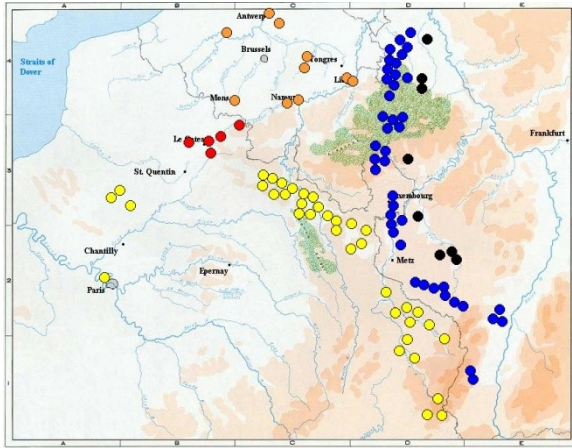
## Disadvantages of Simulation

Simulation is used in some cases when an analytical solution is possible, or even preferable.

This might be particularly true in the simulation of some waiting lines where closed-form queuing models are available.

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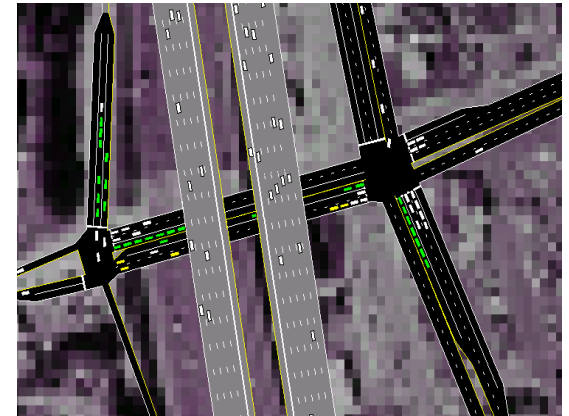
# Simulation : A Few Example Applications



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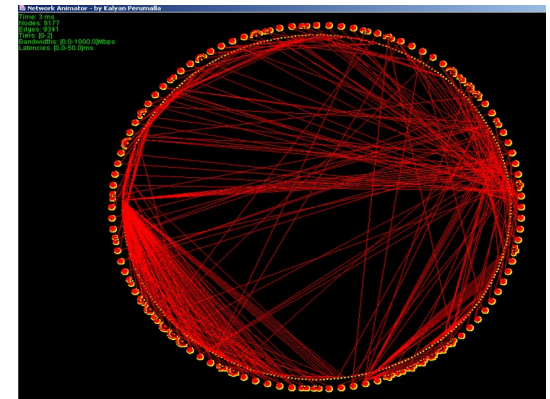
Transportation systems: improved operations; urban planning



Parallel systems: computer developing scalable software



Games



Computer communication network: protocol design

END OF INTRODUCTION

GOOD LUCK!



# Areas of Applications of Simulation

- System Analysis

- Telecommunication Networks (ATM, IP, TCP, UDP, WiFi ...)
- Transportation systems (Traffic, Urban planning, Metro Planning, ...)
- Electronic systems (e.g., microelectronics, computer systems)
- Battlefield simulations (blue army vs. red army)
- Ecological systems, Manufacturing systems, Logistics ...

# Areas of Applications of Simulation

- Virtual Environments
  - Physical phenomena (e.g. Trajectory of projectiles)
  - training and entertainment (e.g., military, medicine, emergency planning, flight simulation)

# Areas of Applications of Simulation

- Manufacturing Applications
- Construction Engineering
- Military Application
- Logistics, Transportation, and Distribution Applications

# Areas of Applications of Simulation

- Construction Engineering
  - Construction of a dam embankment
  - Trenchless renewal of underground urban infrastructures
  - Activity scheduling in a dynamic, multiproject setting
  - Investigation of the structural steel erection process
  - Special-purpose template for utility tunnel construction

# Areas of Applications of Simulation

- Military Application
  - Modeling leadership effects and recruit type in an Army recruiting station
  - Design and test of an intelligent controller for autonomous underwater vehicles
  - Modeling military requirements for nonwarfighting operations
  - Multitrajectory performance for varying scenario sizes
  - Using adaptive agent in U.S Air Force pilot retention

# Areas of Applications of Simulation

- Logistics, Transportation, and Distribution Applications
  - Evaluating the potential benefits of a rail-traffic planning algorithm
  - Evaluating strategies to improve railroad performance
  - Parametric modeling in rail-capacity planning
  - Analysis of passenger flows in an airport terminal
  - Proactive flight-schedule evaluation

# Areas of Applications of Simulation

- Logistics issues in autonomous food production systems for extended-duration space exploration
- Sizing industrial rail-car fleets
- Product distribution in the newspaper industry
- Design of a toll plaza
- Choosing between rental-car locations
- Quick-response replenishment