

时间按变化步长推进

变化步长最主要的思想就是，从仿真一开始就通过从分布取样(sample from the distribution)，确定各个元件的使用寿命，从而将仿真过程的内层循环次数减少。

具体而言，就是在时间轴上首先取样(sample)出切换器A、B的故障发生时间，充分利用故障只能发生一次的特点，每次内循环只需要按照发生故障的先后顺序更新节点的状态即可。

因固定步长的代码略去不讲，这里不再详细对比二者的区别，仅在必要的时候引用固定步长代码以帮助理解。

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案例2代码实现

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导入标准库

各个标准库主要使用到的函数已经列在行末注释，无需特别关注本部分，函数名均较为直观，容易理解。

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```

• begin
•     using Statistics           # to use mean()
•     using Printf              # to use @printf()
•     using Plots               # to use histogram() and histogram!()
•     using DelimitedFiles      # to use writedlm() (and readdlm())
•     using Distributions       # to use Exponential() distribution for sampling
•     using PlutoUI             # to use @with_terminal
•     using Random              # to use rand!() inplace operation
• end

```

常量参数

本部分为所需的常量参数，命名与指导书中一致。

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```

```

• begin
•     # constant parameters
•     ## system
•     const NUM_SYSTEM = 300_0000
•     # const NUM_SYSTEM = 10_0000
•     const NUM_NODE = 10           # this should also be optimized later
•     const TIME_STEP = 1           # 1 hour
•     const LIFE_LIMIT = 20_0000
•     # const LIFE_LIMIT = 20_0000
•     const STATE_NUM_NODE = 6
•     const k = 3
•     ## switch A
•     const  $\lambda A$  = 1 / 5.90e4      # hour
•     const PA0 = exp(- $\lambda A$  * TIME_STEP)
•     const PEA1 = 0.20 * (1 - PA0)
•     const PEA2 = 0.15 * (1 - PA0)
•     const PEA3 = 0.65 * (1 - PA0)
•     ## switch B
•     const  $\lambda B$  = 1 / 2.20e5      # hour
•     const PB0 = exp(- $\lambda B$  * TIME_STEP)
•     const PEB1 = 0.45 * (1 - PB0)
•     const PEB2 = 0.55 * (1 - PB0)
•     nothing
• end

```

函数定义

函数末尾带有 `!` 的含义是该函数将参数的引用传入内部，函数内部修改参数值会直接作用到原变量，以及不拷贝参数副本。这样做是为了提高运行效率。

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初始化运行

本函数清空上一轮的仿真状态，用于新一轮仿真的启动

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`initialize! (generic function with 1 method)`

- `function initialize!(gA, gB, gN)`
- `fill!(gA, 0) # 状态全清0,代表正常`
- `fill!(gB, 0)`
- `# 节点状态均为完好`
- `fill!(gN, 0)`
- `# 随机选取1个节点为主节点`
- `master_node::Int8 = rand(1:10)`
- `return master_node`
- `end`
-

`estimate_switch_state! (generic function with 1 method)`

- `function estimate_switch_state!(gA, gB, lifeA, lifeB)`
- `# 这里相当于是假定,所有的switch必然会失效`
- `distrA = Exponential(1 / λA)`
- `distrB = Exponential(1 / λB)`
- `rand!(distrA, lifeA) # 生成服从指数分布的随机数`
- `rand!(distrB, lifeB)`
- `@inbounds for i = 1:NUM_NODE`
- `tolA = rand() * (1 - PA0)`
- `gA[i] = tolA < PEA1 ? 1 : tolA < PEA1 + PEA2 ? 2 : 3`
- `tolB = rand() * (1 - PB0)`
- `gB[i] = tolB < PEB1 ? 1 : 2`
- `end`
- `nothing`
- `end`

estimate_node_state! (generic function with 1 method)

```

• function estimate_node_state!(gA, gB, gN, lifeA, lifeB, switch_tag, idx)
•     if switch_tag
•         # 刚刚坏掉的是switchA[idx],需要重新计算当前的节点状态
•         if gA[idx] == 0 # 这条语句不会被执行
•             elseif gA[idx] == 1
•                 lifeB[idx] != +Inf && (gN[idx] = 1; return nothing)
•                 gB[idx] == 1 && (gN[idx] = 5; return nothing)
•                 gB[idx] == 2 && (gN[idx] = 1; return nothing)
•             elseif gA[idx] == 2
•                 lifeB[idx] != +Inf && (gN[idx] = 2; return nothing)
•                 gB[idx] == 1 && (gN[idx] = 3; return nothing)
•                 gB[idx] == 2 && (gN[idx] = 4; return nothing)
•             elseif gA[idx] == 3
•                 lifeB[idx] != +Inf && (gN[idx] = 4; return nothing)
•                 gB[idx] == 1 && (gN[idx] = 4; return nothing)
•                 gB[idx] == 2 && (gN[idx] = 4; return nothing)
•             end
•         else
•             if gB[idx] == 0
•                 # 什么也不做,因为这条语句不可能被执行
•             elseif gB[idx] == 1
•                 lifeA[idx] != +Inf && (gN[idx] == 3; return nothing)
•                 gA[idx] == 1 && (gN[idx] = 5; return nothing)
•                 gA[idx] == 2 && (gN[idx] = 3; return nothing)
•                 gA[idx] == 3 && (gN[idx] = 4; return nothing)
•             elseif gB[idx] == 2
•                 lifeA[idx] != +Inf && (gN[idx] == 1; return nothing)
•                 gA[idx] == 1 && (gN[idx] = 1; return nothing)
•                 gA[idx] == 2 && (gN[idx] = 4; return nothing)
•                 gA[idx] == 3 && (gN[idx] = 4; return nothing)
•             end
•         end
•     nothing
• end

```

ok_for_master (generic function with 1 method)

```

• function ok_for_master(gNi)
•     gNi == 0 && return true
•     gNi == 1 && return false
•     gNi == 2 && return true
•     gNi == 3 && return true # MO
•     gNi == 4 && return false
•     gNi == 5 && return false
• end

```

```
reseselect_master! (generic function with 1 method)
```

```

• # 节点重选
• function reseselect_master!(gN, master_node) # 1
•     if !ok_for_master(gN[master_node])
•         # 说明主节点坏掉了
•         alert_mintime = 1.0 # rand() [0.0,1)
•         mintime_index = 0
•         alert_count = rand(NUM_NODE)
•         @inbounds for i = 1:NUM_NODE
•             if ok_for_master(gN[i])
•                 tmp = alert_mintime
•                 alert_mintime = min(alert_mintime, alert_count[i])
•                 mintime_index = tmp != alert_mintime ? i : mintime_index
•             end
•         end
•         mintime_index == 0 && return nothing
•         master_node = mintime_index
•     end
•     # 如果原来的主节点可用,通常情况下是不需要进行节点重选的,
•     # 这个时候需要把需要进行节点重选的情况筛选出来
•     # 信号出现异常,这个时候要么是MO,要么是FB
•     # 我们只需要讨论一种情况,如果系统有一个MO出现
•     cnt = 0
•     idx = 0
•     flag = false # flag for FB
•     @inbounds for i = 1:NUM_NODE
•         gN[i] == 3 && (cnt = cnt + 1; idx = i; continue)
•         gN[i] == 5 && (flag = true; continue)
•     end
•     if cnt == 1
•         master_node = idx
•         # elseif cnt >= 2
•         #     master_node = 0 # 这里随意设置,因为系统必然失效
•         # elseif cnt == 0 && flag
•         #     master_node = 0 # 这里随意设置,因为系统必然失效
•         # else
•         #     # 也就是说现在信号是好的,不需要重选
•     end
•     nothing
• end

```

estimate_system_state! (generic function with 1 method)

```

• function estimate_system_state!(gN, master_node)
•   QPF::Int8 = QSO::Int8 = QDM::Int8 = QMO::Int8 = QDN::Int8 = QFB::Int8 = 0
•   Gsys::Int8 = 2 # wtf 这里见鬼了, Gsys存在没有覆盖到的状态
•   @inbounds for elem in gN
•     elem == 0 && (QPF += 1; continue)
•     elem == 1 && (QSO += 1; continue)
•     elem == 2 && (QDM += 1; continue)
•     elem == 3 && (QMO += 1; continue)
•     elem == 4 && (QDN += 1; continue)
•     elem == 5 && (QFB += 1; continue)
•   end
•   if QFB >= 1 || QMO >= 2 || QPF + QMO + QDM == 0 || (QPF + QSO + 1((QMO + QDM) >
0)) < k
•     Gsys = 1
•   elseif QFB == 0 && ((QMO == 1 && QPF + QSO >= k - 1) || ((QMO == 0 && QPF >= 1
&& QPF + QSO >= k) || (QMO == 0 && QPF == 0 && QDM >= 1 && QSO >= k - 1)))
•     Gsys = 2
•     # 这里的条件文本没有给清楚, 但大致能猜到 C5 && (C6 || C7)
•   elseif QFB + QMO == 0 && (QPF >= 1 && QPF + QSO == k - 1 && QDM >= 1)
•     if gN[master_node] == 2
•       # if one of gDM is selected as master
•       Gsys = 3
•     elseif gN[master_node] == 0
•       # if one of gPF is selected as master
•       # fail to satisfy valid node limit k
•       Gsys = 4
•     end
•   end
•   return Gsys
• end

```

仿真执行

单次仿真的完整执行过程

- initialize!()
- estimate_switch_state!()
- loop: iter switches, select current min_life
 - find min_life, find its index and switch type x
 - if min_life > LIFE_LIMIT, break loop, stop simulation, return previous life_counter
 - else, estimate_node_state!()
 - set corresponding lifeX[index] to +Inf, avoid repeat selection in the following simulation iterations
 - reselect_master!()
 - estimate_system_state!()
 - update life_counter
- return life_counter

```

• md"#### 仿真执行
• 单次仿真的完整执行过程
• - `initialize!()`
• - `estimate_switch_state!()`
• - loop: iter switches, select current `min_life`
•   - find `min_life`, find its `index` and switch type `X`
•   - if `min_life` > `LIFE_LIMIT`, break loop, stop simulation, return previous
    `life_counter`
•   - else, `estimate_node_state!()`
•   - set corresponding `lifeX[index]` to `+Inf`, avoid repeat selection in the
    following simulation iterations
•   - `reselect_master!()`
•   - `estimate_system_state!()`
•   - update `life_counter`
• - return `life_counter`
• "

```

simulate_variable_timestep! (generic function with 1 method)

```

• function simulate_variable_timestep!(gA, gB, gN, lifeA, lifeB)
•     master_node::Int8 = initialize!(gA, gB, gN)
•     state_system = false
•     life_counter::Float64 = 0
•     estimate_switch_state!(gA, gB, lifeA, lifeB)
•     @inbounds for i = 1:2*NUM_NODE
•         minA, idxA = findmin(lifeA)
•         minB, idxB = findmin(lifeB)
•         min_life = min(minA, minB)
•
•         min_life > LIFE_LIMIT && break # 筛选到的寿命大于了限定的最大值
•         switch_tag, idx = (min_life == minA) ? (true, idxA) : (false, idxB)
•         # switch_tag=true => minA, switch_tag=false => minB
•         estimate_node_state!(gA, gB, gN, lifeA, lifeB, switch_tag, idx)
•         if switch_tag
•             lifeA[idxA] = +Inf
•         else
•             lifeB[idxB] = +Inf
•         end
•         # start from here, 2 methods for variable time step
•         reselect_master!(gN, master_node)
•         Gsys::Int8 = estimate_system_state!(gN, master_node)
•         if Gsys == 2 || Gsys == 3
•             # life_counter = max(min_life, life_counter)
•             life_counter = min_life
•         else
•             # life_counter = max(min_life, life_counter)
•             # state_system = true
•             break
•         end
•     end
•     end
•     # @printf("\ngA:")
•     # for i = 1:NUM_NODE
•     #     @printf("%3d", gA[i])
•     # end
•     # @printf("\ngB:")
•     # for i = 1:NUM_NODE
•     #     @printf("%3d", gB[i])
•     # end
•     # @printf("\ngN:")
•     # for i = 1:NUM_NODE
•     #     @printf("%3d", gN[i])
•     # end
•     # @printf("\nGsys:%3d\tQPF%3d\tQSO%3d\tQDM%3d\tQMO%3d\tQDN%3d\tQFB%3d\n", Gsys,
QPF, QSO, QDM, QMO, QDN, QFB)
•     life_counter
• end

```


julia_main_varia (generic function with 1 method)

```

• function julia_main_varia()
•     # variables definition for each simulation
•     gA = zeros{Int8, NUM_NODE}
•     gB = zeros{Int8, NUM_NODE}
•     gN = zeros{Int8, NUM_NODE}
•     system_life = zeros{Float64, NUM_SYSTEM}
•     lifeA = zeros{NUM_NODE}
•     lifeB = zeros{NUM_NODE}
•     # run simulation
•     @time @inbounds for i = 1:NUM_SYSTEM
•         # @printf("\nsystem number:%8d\n", i)
•         system_life[i] = simulate_variable_timestep!(gA, gB, gN, lifeA, lifeB)
•         # @printf("system life:%16.4f\n", system_life[i])
•     end
•     # bugval = count(i -> (i >= LIFE_LIMIT), system_life)
•     # writedlm("out/csv/sys$NUM_SYSTEM-lim$LIFE_LIMIT-variable-has-bugval.csv",
• system_life, ',')
•     # @printf("Invalid simulations: %8d (%5.2f%)\n", bugval, bugval * 100.0 /
• NUM_SYSTEM)
•     # deleteat!(system_life, system_life .>= LIFE_LIMIT)
•     # writedlm("out/csv/sys$NUM_SYSTEM-lim$LIFE_LIMIT-variable-no-bugval.csv",
• system_life, ',')
•     # readdlm("out/csv/FileName.csv", ',', Int32)
•     @printf("Avg Life: %12.6f\n", mean(system_life))
•     # p = histogram(system_life, bins=min(NUM_SYSTEM, 256), label="$ (NUM_SYSTEM-
• bugval) valid samples")
•     p = histogram(system_life, bins=min(NUM_SYSTEM, 256), label="$ (NUM_SYSTEM)
• samples")
•     p = histogram!(legend=:topright, bar_edges=true)
•     p = histogram!(title="variable Time Step Simulation")
•     savefig(p, "out/figure/sys$NUM_SYSTEM-lim$LIFE_LIMIT-variable.png")
• end

```

7.480853 seconds (16.95 M allocations: 2.273 GiB, 2.52% gc time)
Avg Life: 104633.564187

• @with_terminal julia_main_varia()