

Theme Park Simulation

Replications: 1

Time Units: Hours

Key Performance Indicators

System	Average
Number Out	6,176

Theme Park Simulation

Replications: 1 Time Units: Hours

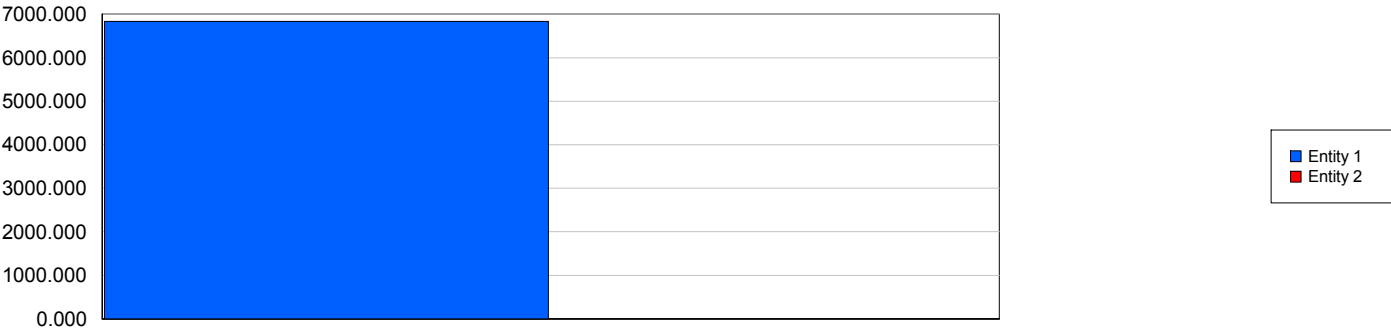
Entity

Time

VA Time	Average	Half Width	Minimum Value	Maximum Value
Entity 1	2.4922	0.005672967	0.00	3.2070
NVA Time	Average	Half Width	Minimum Value	Maximum Value
Entity 1	0.00	0.000000000	0.00	0.00
Wait Time	Average	Half Width	Minimum Value	Maximum Value
Entity 1	11.2102	(Correlated)	0.00	27.2886
Transfer Time	Average	Half Width	Minimum Value	Maximum Value
Entity 1	0.00	0.000000000	0.00	0.00
Other Time	Average	Half Width	Minimum Value	Maximum Value
Entity 1	0.00	0.000000000	0.00	0.00
Total Time	Average	Half Width	Minimum Value	Maximum Value
Entity 1	13.7025	(Correlated)	0.00	29.7803

Other

Number In	Value
Entity 1	6831.00
Entity 2	0.00



Theme Park Simulation

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Entity

Other

Number Out

Value

Entity 1	6176.00
Entity 2	0.00

WIP

Average

Half Width

Minimum
Value

Maximum
Value

Entity 1	383.91	(Correlated)	0.00	689.00
Entity 2	0.00	(Insufficient)	0.00	0.00

Queue

Time

Waiting Time

Average

Half Width

Minimum
Value

Maximum
Value

In_A.Queue	0.01094584	0.018544911	0.00	0.7767
In_B.Queue	0.00015096	0.000310554	0.00	0.1771
In_C.Queue	8.5041	(Correlated)	0.00	13.7197
In_D.Queue	0.00002076	(Correlated)	0.00	0.0985
Out_A.Queue	1.7663	(Correlated)	0.00	5.1405
Out_B.Queue	0.5826	(Correlated)	0.00	3.2758
Out_C.Queue	0.00	0.000000000	0.00	0.00
Out_D.Queue	4.4203	(Correlated)	0.00	11.1697
Set_empty_dock_0.Queue	0.00	(Insufficient)	0.00	0.00

Other

Number Waiting

Average

Half Width

Minimum
Value

Maximum
Value

In_A.Queue	0.2201	0.317736679	0.00	14.0000
In_B.Queue	0.00308524	(Insufficient)	0.00	4.0000
In_C.Queue	172.98	(Correlated)	0.00	236.00
In_D.Queue	0.00041060	(Insufficient)	0.00	1.0000
Out_A.Queue	36.9796	(Correlated)	0.00	109.00
Out_B.Queue	12.1626	(Correlated)	0.00	59.0000
Out_C.Queue	0.00	(Insufficient)	0.00	0.00
Out_D.Queue	93.9827	(Correlated)	0.00	252.00
Set_empty_dock_0.Queue	0.00	(Insufficient)	0.00	0.00

Theme Park Simulation

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Resource

Usage

Instantaneous Utilization

	Average	Half Width	Minimum Value	Maximum Value
bike_A	0.8239	(Correlated)	0.00	1.0000
bike_B	0.6500	(Correlated)	0.00	1.0000
bike_C	0.00002568	(Insufficient)	0.00	0.02500000
bike_D	0.8573	(Correlated)	0.00	1.0000
empty_dock_A	0.1761	(Correlated)	0.00	1.0000
empty_dock_B	0.3500	(Correlated)	0.00	1.0000
empty_dock_C	1.0000	(Insufficient)	0.00	1.0000
empty_dock_D	0.1427	(Correlated)	0.00	1.0000

Number Busy

	Average	Half Width	Minimum Value	Maximum Value
bike_A	65.9130	(Correlated)	0.00	80.0000
bike_B	52.0035	(Correlated)	0.00	80.0000
bike_C	0.00205448	(Insufficient)	0.00	2.0000
bike_D	68.5804	(Correlated)	0.00	80.0000
empty_dock_A	14.0870	(Correlated)	0.00	80.0000
empty_dock_B	27.9965	(Correlated)	0.00	80.0000
empty_dock_C	79.9979	(Insufficient)	0.00	80.0000
empty_dock_D	11.4196	(Correlated)	0.00	80.0000

Number Scheduled

	Average	Half Width	Minimum Value	Maximum Value
bike_A	80.0000	(Insufficient)	80.0000	80.0000
bike_B	80.0000	(Insufficient)	80.0000	80.0000
bike_C	80.0000	(Insufficient)	80.0000	80.0000
bike_D	80.0000	(Insufficient)	80.0000	80.0000
empty_dock_A	80.0000	(Insufficient)	80.0000	80.0000
empty_dock_B	80.0000	(Insufficient)	80.0000	80.0000
empty_dock_C	80.0000	(Insufficient)	80.0000	80.0000
empty_dock_D	80.0000	(Insufficient)	80.0000	80.0000

Theme Park Simulation

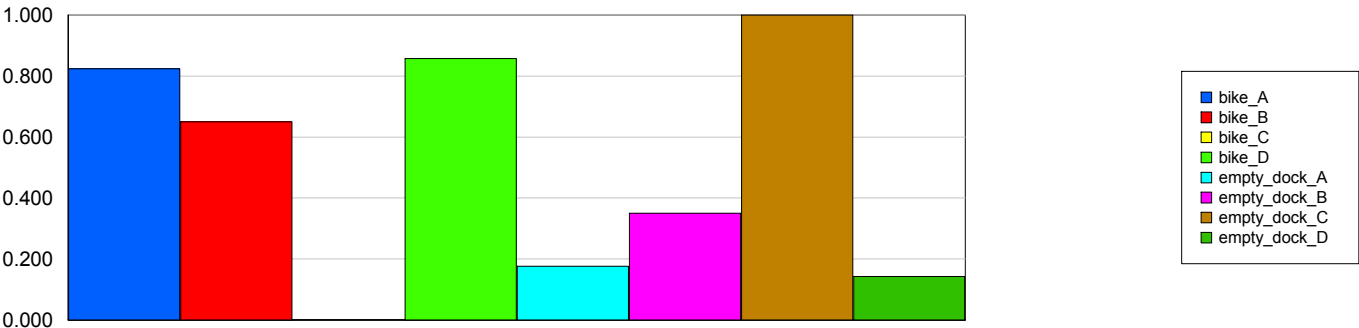
Replications: 1 Time Units: Hours

Resource

Usage

Scheduled Utilization Value

bike_A	0.8239
bike_B	0.6500
bike_C	0.00002568
bike_D	0.8573
empty_dock_A	0.1761
empty_dock_B	0.3500
empty_dock_C	1.0000
empty_dock_D	0.1427



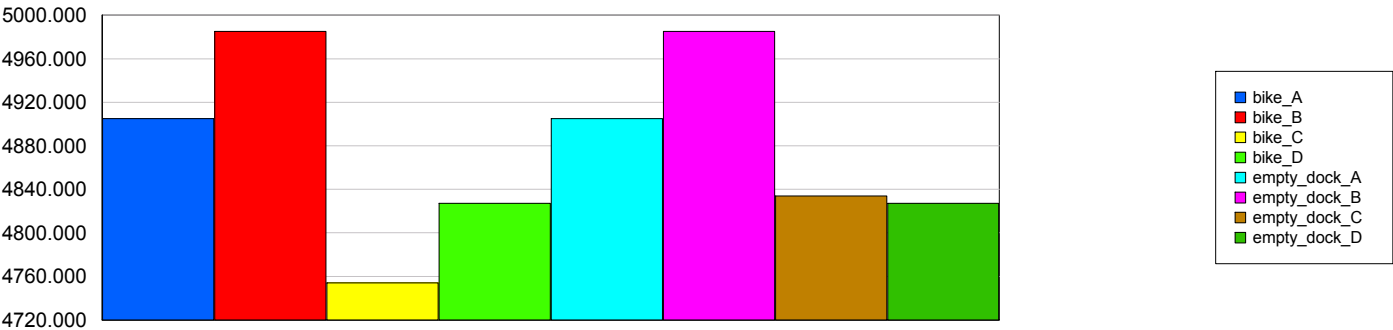
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Resource

Usage

Total Number Seized	Value
bike_A	4905.00
bike_B	4985.00
bike_C	4754.00
bike_D	4827.00
empty_dock_A	4905.00
empty_dock_B	4985.00
empty_dock_C	4834.00
empty_dock_D	4827.00



User Specified

Time Persistent

Variable	Average	Half Width	Minimum Value	Maximum Value
counter	0.00	(Insufficient)	0.00	0.00