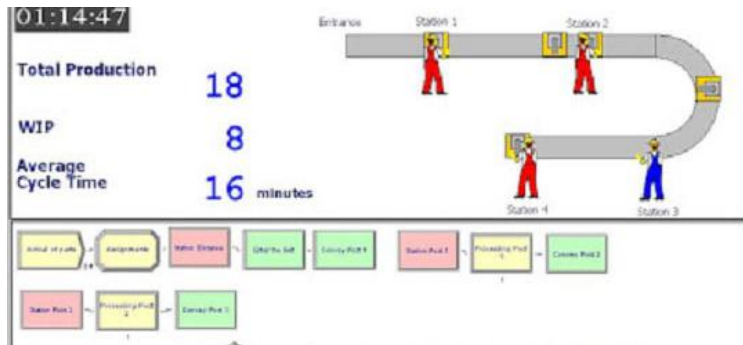


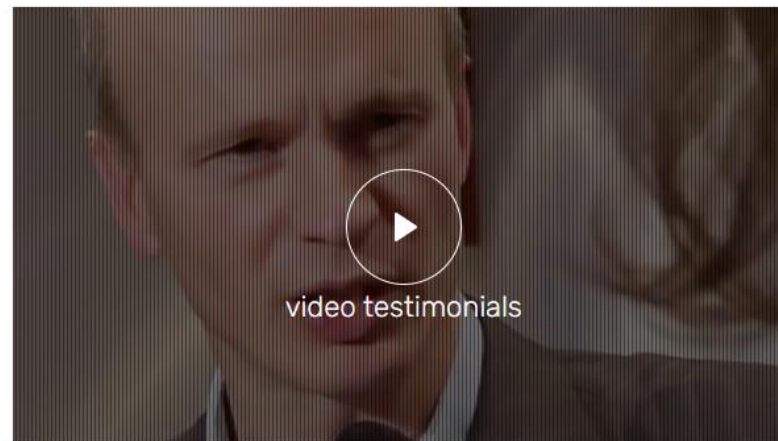
INC 364 - 2021

Production Simulation

Production Simulation Software



Clients & testimonials



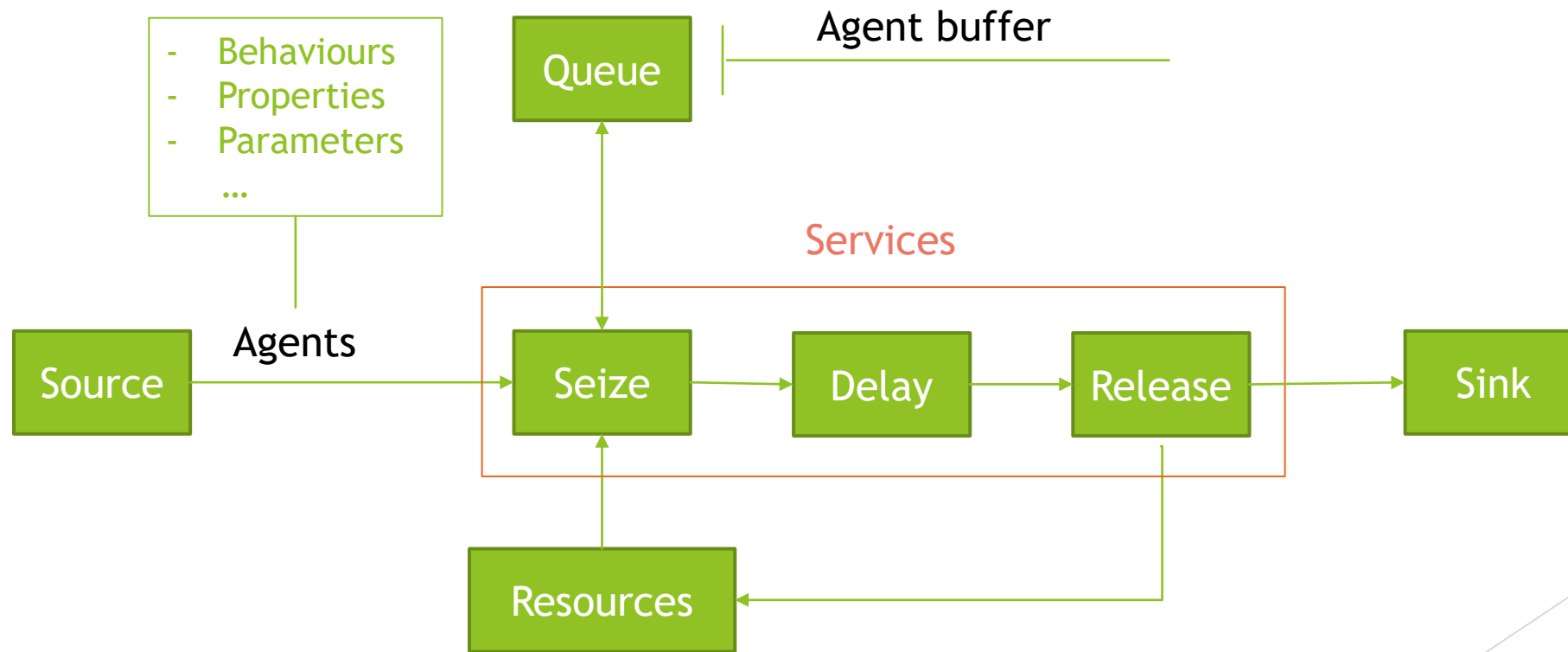
Terminology

- 1) **Entities** – anything that moves around, change status, and are affected by other entities and the state of the system.
- 2) **Attributes** – common characteristics of all entities, but with a specific value that can differ from one entity to another.
- 3) **Agents** – units of model design that can have behaviour, memory (history), timing, contacts, etc. (may refer to entities)
- 4) **Resources** – what agents complete for people, equipment, and space. There are 3 types: static, moving, and portable.
- 5) **Seize** – an action of agent to “seize” a unit of resource(s) when available and release it/them when finished.

Terminology

- 6) **Delay** – an action to delays agents for a given amount of time.
- 7) **Release** – an action to release a given number of resource units previously seized by “Seize” action.
- 8) **Service** – seizes a given number of resource units, delays the agent, and releases the seized units. It is equivalent to a sequence Seize, Delay, Release.
- 9) **Source/Sink** – generates/disposes agents, respectively.
- 10) **Queue** – a buffer of agents waiting to be accepted by the next block(s) in the process flow.

Simple Process Simulation



Simulation Configuration

Run Configuration

Model time

Stop:

Start time:

Start date:

Stop time:

Stop date:

Run Configuration

Animation

Animation stops: ☒ Never
☐ According to Model time settings

Execution mode: ☐ Virtual time (as fast as possible)
☒ Real time with scale

☒ Enable zoom and panning

☐ Enable developer panel

☐ Show developer panel on start

Database

Size: 736.4 kB

[Create or import a table...](#)

[Back up database...](#)

[Restore database...](#)

[Delete database](#)

Randomness

Random number generation:

☐ Random seed (unique simulation runs)

☒ Fixed seed (reproducible simulation runs)

Seed value:

☐ Custom generator (subclass of Random):

Java actions

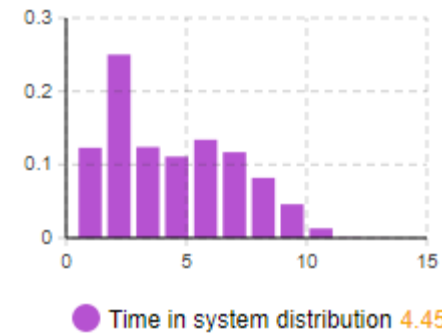
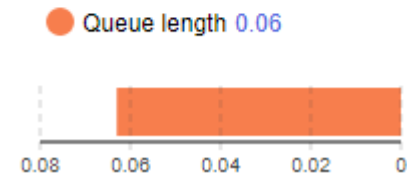
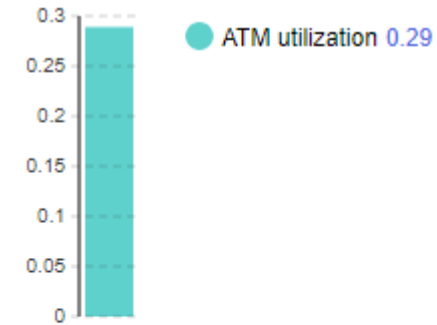
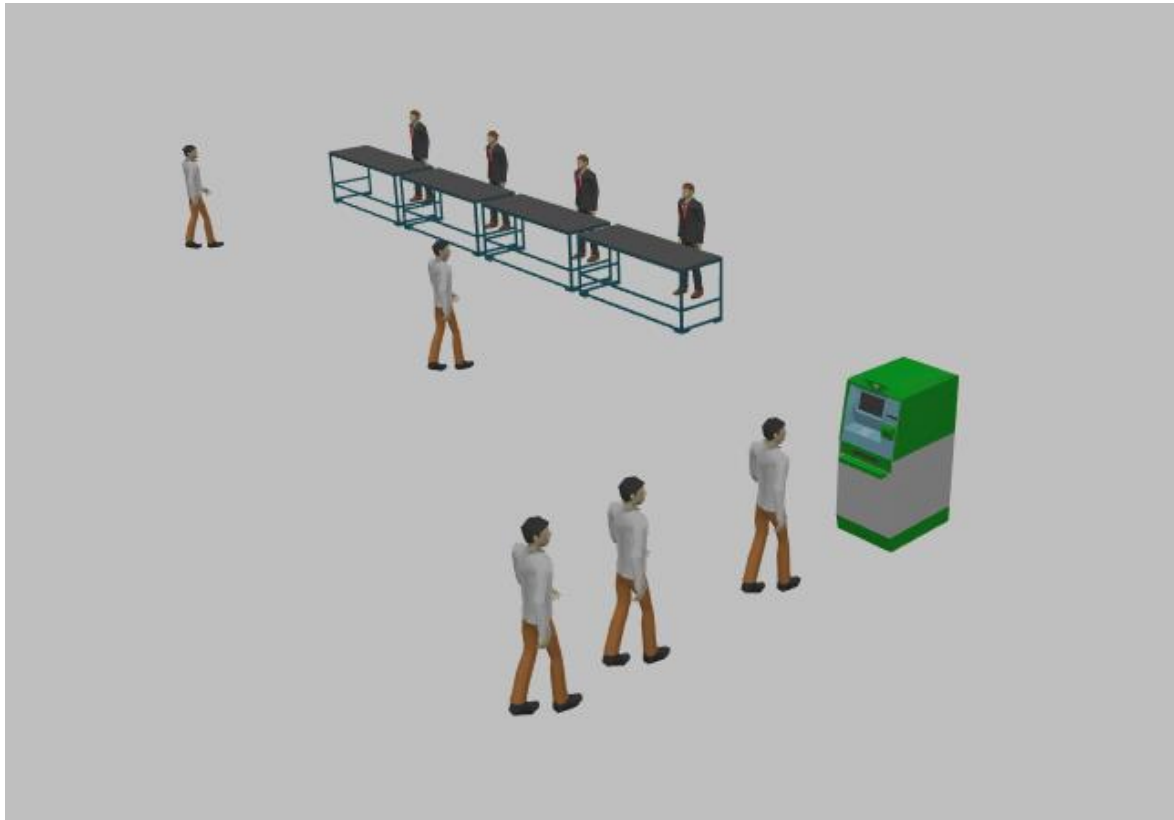
Initial experiment setup:

Before each experiment run:

Before simulation run:

Simulation Workshop

Queuing System at Bank Office



Simulation Workshop

Queuing System at Bank Office

Customer arrive at rate 0.3 customer per minute

ATM

- One ATM
- Maximum capacity in queue: 15 people
- From the statistics report, customer take around 1.5 minutes, minimum at 0.8 minutes and maximum at 3.5 minutes.

Teller

- Four tellers that are working in the bank
- Maximum capacity in queue: 20 people
- Minimum of 2.5, average of 6, and maximum of 11 minutes.