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Discrete Event Simulation Using SimPy

*SYS-611: Simulation and
Modeling*

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Agenda

1. Simulation Software
2. Introduction to SimPy
3. Queuing System Model
4. Inventory System Model
5. Factory System Model

Reading: A.M. Law, “Simulation Software,” Ch. 3 in *Simulation Modeling and Analysis*, 5th Edition, 2013, pp. 181-213.

SimPy Reference Material: <http://simpy.readthedocs.io>



Developing Simulation Software





Simulation Software

Based on A.M. Law
(2013), pp. 186-193

- Two main options for developing simulations:
 - General-purpose programming languages – simulation is a software engineering project
 - Java, C++, C most common in defense domain
 - Simulation packages – simulation is an application in an encompassing software framework/tool
 - General-purpose or application-oriented
- Choosing the best option will depend on the specifics of each problem

Simulation Package Examples



Based on A.M. Law
(2013), pp. 186-193

- General-purpose:
 - AnyLogic
 - Arena
 - ExtendSim
 - GPSS (language)
 - Simio
 - Simula (language)
 - SIMUL8
- Application-oriented:
 - *Manufacturing*: FlexSim, ProModel
 - *Communications*: NetSim, OPNET++
 - *Healthcare*: FlexSim
 - *Multi-physics*: Fluent, COMSOL
 - *Controls*: Simulink

Desirable Software Features



Based on A.M. Law
(2013), pp. 186-193

- Flexible modeling
- Hierarchical structure
- Usable / graphical user interface
- Command line / headless execution
- Debugging aids
- Rapid feedback (<1s)
- Import/export data
- Serialize/save state
- Low cost
- Cross-platform
- Permissive licenses for extension, distribution
- RNG, statistical tools
- Documentation and user community

Comparison of Simulation Software



Programming Lang.

- Ultimate flexibility
- Interoperability
- Higher performance (if done right)
- High level of control
- Lower infrastructure costs, higher developer costs

Simulation Package

- Easier verification
- Build on existing work
- Easier learning curve
- Execution often optimized
- Higher infrastructure costs, lower developer costs



Introduction to SimPy





SimPy Overview

- **SimPy** is a process interaction-based discrete event simulation package in standard Python
 - Provides application programming interface (API)
 - Distributed under MIT License (permissive)
- **Install from Anaconda Command Prompt:**
`pip install simpy`
- Define processes using Python generators:
 - Each active entity (e.g. customer) has a process
 - Allow shared resources (e.g. servers) and interrupts



SimPy History

- 2003-2008: Version 1.X
 - Inspired by Simula 67 and Simscript
 - Goal: native simulation in Python
- 2009-2012: Version 2.X
 - Object-oriented API
- 2013-Present: Version 3.X
 - Completely rewritten from scratch
 - New and easier-to-use API conforming to community guidelines (PEP 8)

Python: Iterables



<http://stackoverflow.com/questions/231767/what-does-the-yield-keyword-do/231855#231855>

- An **iterable** is a data structure that allows iteration:

```
my_list = [0,1,4]
for i in my_list:
    print i
```

- Iterables can also be defined with “list comprehension” notation:

```
my_list = [x*x for x in range(3)]
for i in my_list:
    print i
```

Python: Generators



<http://stackoverflow.com/questions/231767/what-does-the-yield-keyword-do/231855#231855>

- A **generator** is a one-time-use iterable

```
my_generator = (x*x for x in range(3))  
  
for i in my_generator:  
    print i
```

- Generators can also be defined in function notation using the *yield* keyword (similar to *return*):

```
def create_generator():  
    for x in range(3):  
        yield x*x  
  
my_generator = create_generator()  
  
for i in my_generator:  
    print i
```

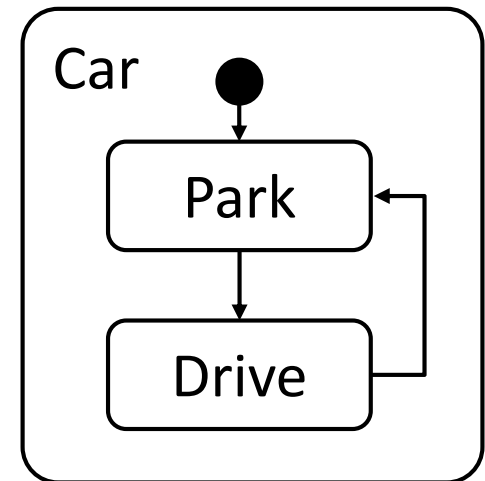
SimPy Processes

- SimPy uses generators to define processes
 - A process is an activity with > 0 duration

```
import simpy # simpy1.py

def car_process(env):
    while True:
        print 'parking @ {}'.format(env.now)
        yield env.timeout(5.0) # wait 5 hours
        print 'driving @ {}'.format(env.now)
        yield env.timeout(2.0) # wait 2 hours

env = simpy.Environment()
env.process(car_process(env))
env.run(until=15.0)
```

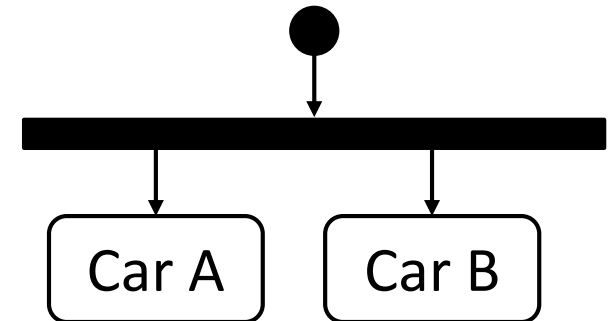


Multiple Processes

```
import simpy # simpy2.py

def car_process(env, name, t_park, t_drive):
    while True:
        print '{} parking @ {}'.format(
            name, env.now)
        yield env.timeout(t_park)
        print '{} driving @ {}'.format(
            name, env.now)
        yield env.timeout(t_drive)

env = simpy.Environment()
env.process(car_process(env, 'A', 5.0, 2.0))
env.process(car_process(env, 'B', 3.0, 3.0))
env.run(until=15.0)
```





Process-oriented SimPy

```
import simpy # simpy3.py

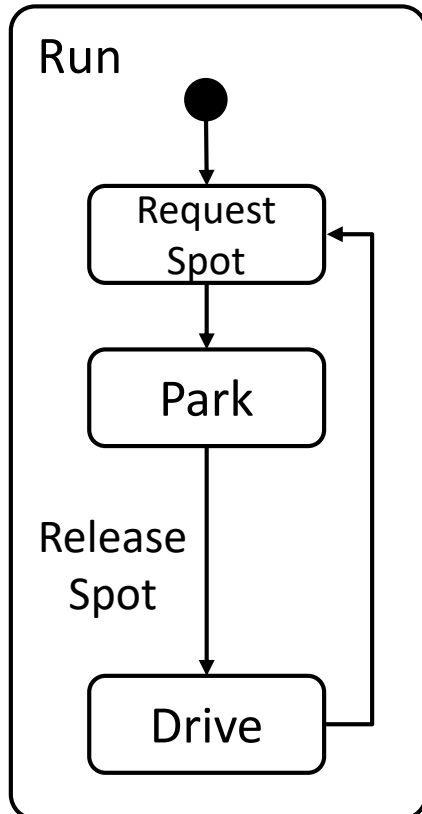
def car_park(env, name, duration):
    yield env.timeout(duration)

def car_drive(env, name, duration):
    yield env.timeout(duration)

def car_run(env, name, t_park, t_drive):
    while True:
        yield env.process(car_park(env, name, t_park))
        yield env.process(car_drive(env, name, t_drive))

env = simpy.Environment()
env.process(car_run(env, 'A', 5.0, 2.0))
env.process(car_run(env, 'B', 3.0, 3.0))
env.run(until=15.0)
```

Shared Resources



```
import simpy # simpy4.py

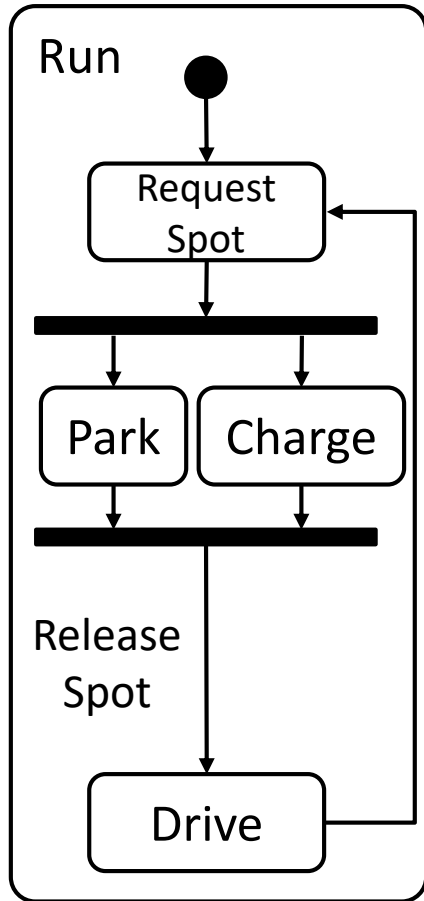
def car_park(env, name, duration):
    yield env.timeout(duration)

def car_drive(env, name, duration):
    yield env.timeout(duration)

def car_run(env, name, lot, t_park, t_drive):
    while True:
        with lot.request() as request:
            yield request
            yield env.process(car_park(env, name, t_park))
            yield env.process(car_drive(env, name, t_drive))

env = simpy.Environment()
single_lot = simpy.Resource(env, capacity=1)
env.process(car_run(env, 'A', single_lot, 5.0, 2.0))
env.process(car_run(env, 'B', single_lot, 3.0, 3.0))
env.run(until=15.0)
```


Process Interaction



```
import simpy # simpy5.py
```

```
def car_charge(env, name, duration):
    yield env.timeout(duration)
```

```
def car_park(env, name, duration):
    yield env.timeout(duration)
```

```
def car_drive(env, name, duration):
    yield env.timeout(duration)
```

```
def car_run(env, name, lot, t_park, t_drive, t_charge):
    while True:
        with lot.request() as request:
            yield request
            parking = env.process(car_park(env, name, t_park))
            charging = env.process(car_charge(env, name, t_charge))
            yield parking & charging
        yield env.process(car_drive(env, name, t_drive))
```

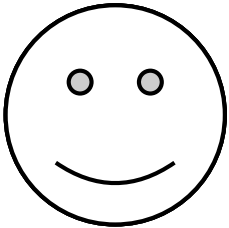
```
env = simpy.Environment()
single_lot = simpy.Resource(env, capacity=1)
env.process(car_run(env, 'A', single_lot, 5.0, 2.0, 6.0))
env.process(car_run(env, 'B', single_lot, 3.0, 3.0, 2.0))
env.run(until=15.0)
```



SimPy Example: Queuing Model

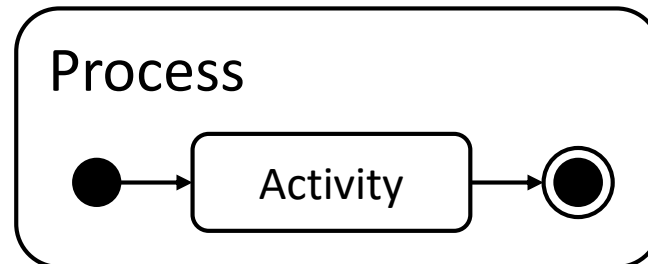


Queuing System

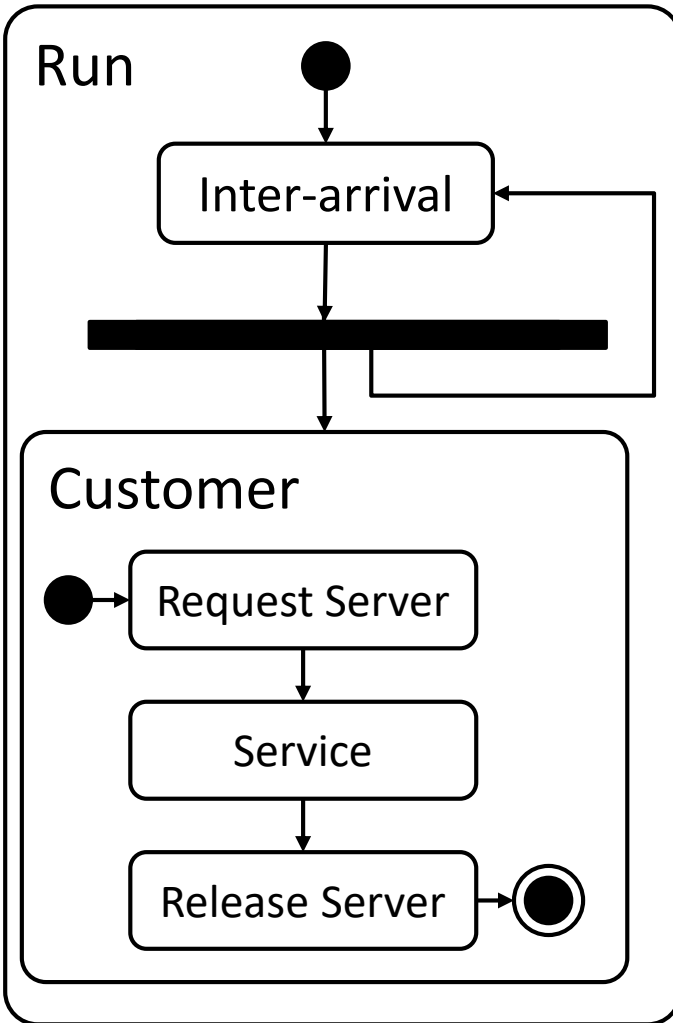


Queuing System Model

- Queuing system specification:
 - $n = 1$ server, $C = \infty$ queue capacity
 - Customer inter-arrival period $x \sim \text{exponential}(\lambda = 3)$
 - Service time $y \sim \text{exponential}(\mu = 4)$
- **What are the processes and activities?**



Queuing Model Activity Diagram



```

import simpy # QueuingSystem.py
import numpy as np

def cafe_run(env, servers, _lambda, _mu):
    while True:
        yield env.timeout(
            np.random.exponential(1./_lambda))
        env.process(customer(env, servers, _mu))

def customer(env, servers, _mu):
    with servers.request() as request:
        yield request
        yield env.timeout(
            np.random.exponential(1./_mu))

env = simpy.Environment()
servers = simpy.Resource(env, capacity=1)
env.process(cafe_run(env, servers, 3.0, 4.0))
env.run(until=10)
  
```



Recording Observations

```
def cafe_run(env, servers, _lambda, _mu):  
    while True:  
        yield env.timeout(  
            np.random.exponential(1./_lambda))  
        env.process(customer(env, servers, _mu))
```

```
wait_q = []  
wait_t = []
```

```
def customer(env, servers, _mu):  
    with servers.request() as request:  
        t_arrive = env.now  
        yield request  
        t_served = env.now  
        wait_q.append(t_served - t_arrive)  
        yield env.timeout(  
            np.random.exponential(1./_mu))  
        t_depart = env.now  
        wait_t.append(t_depart - t_arrive)
```

- Append to data lists during processes
- Example shown relies on local variables
- Better to pass in as generator arguments

Process Monitoring



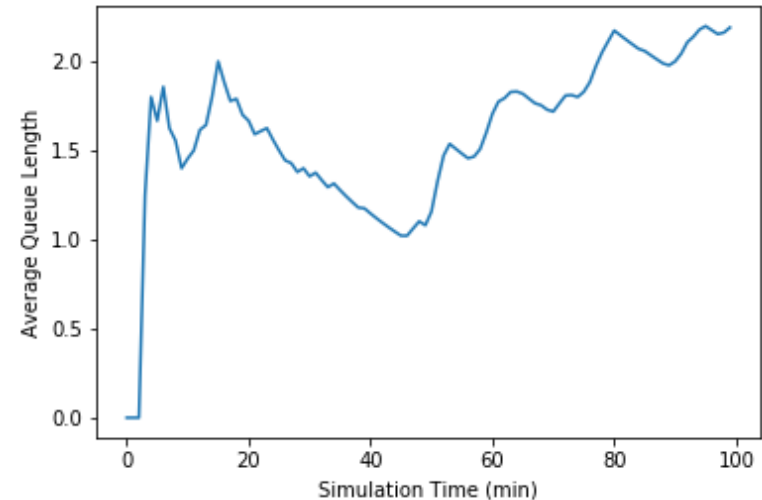
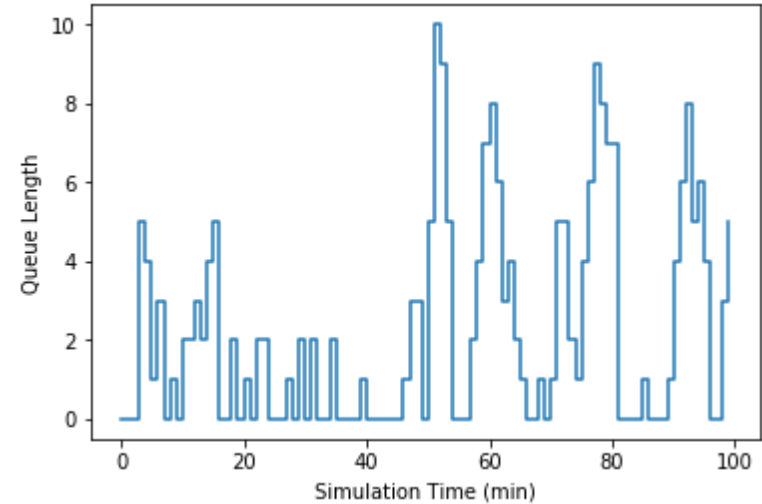
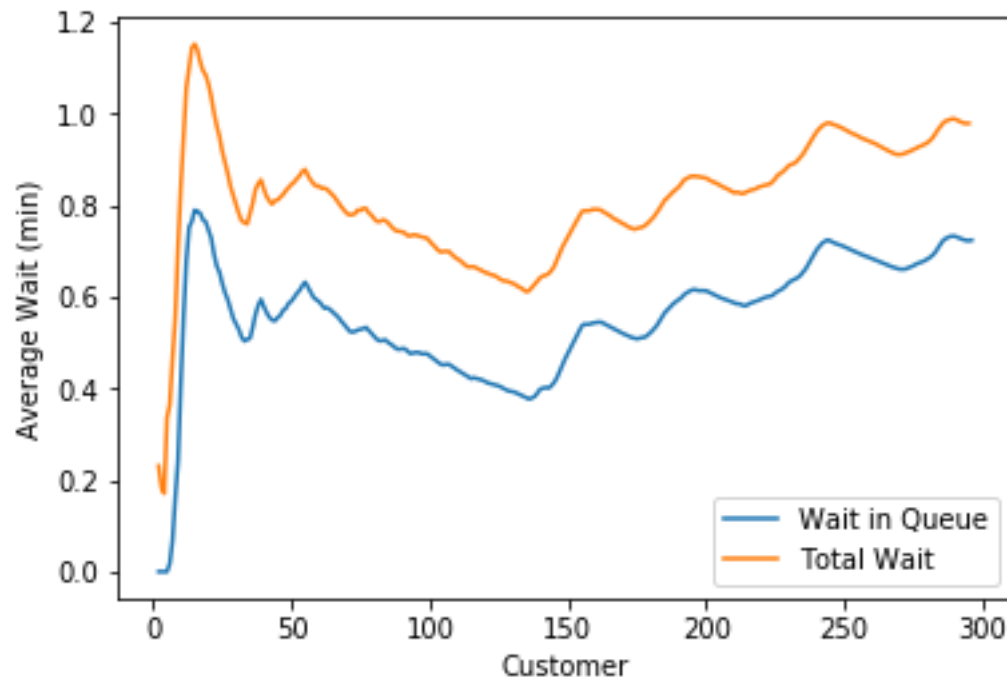
```
obs_time = []
queue_length = []

def observe(env, servers):
    while True:
        obs_time.append(env.now)
        queue_length.append(len(servers.queue))
        yield env.timeout(1.0)

env = simpy.Environment()
servers = simpy.Resource(env, capacity=1)
env.process(cafe_run(env, servers, 3.0, 4.0))
env.process(observe(env, servers))
env.run(until=10)
```

- Create simple process to take observations at fixed times
- Example shown relies on local variables
- Better to pass in as generator arguments

Queuing System Results

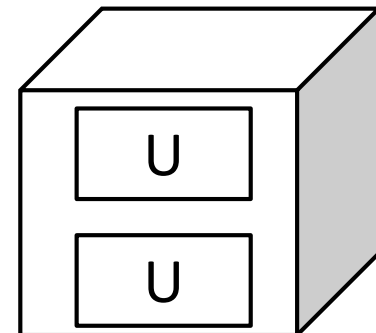
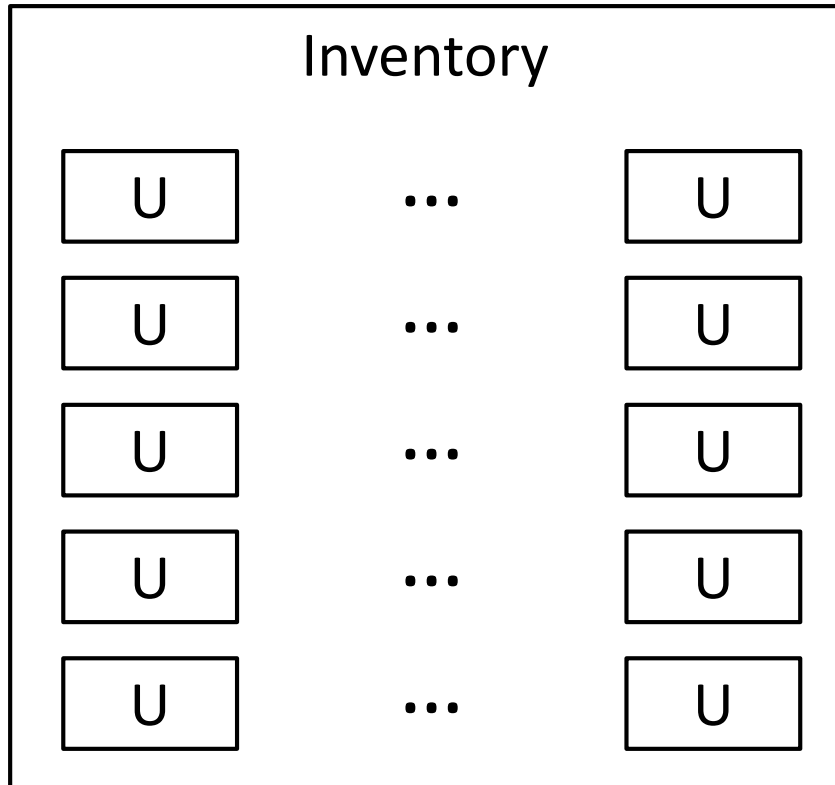




SimPy Example: Inventory Model



Inventory System

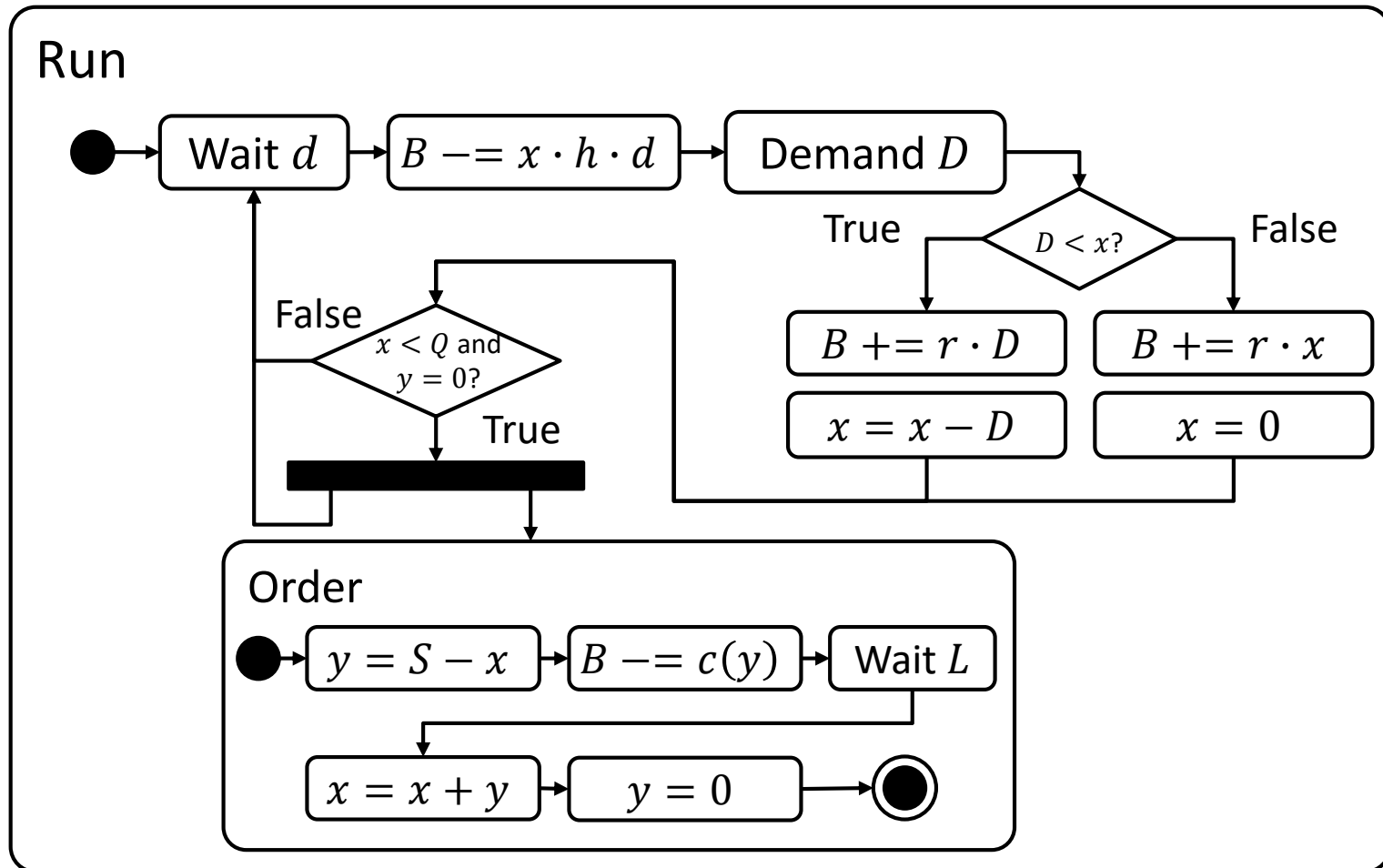




Inventory System Model

- Inventory system specification:
 - Sell products for $r = 100$ (can only sell those in stock)
 - Customer inter-arrival period $d \sim \text{exponential}(\lambda = 5)$
 - Each customer demands $D \sim \text{uniform}(1,4)$ products
 - Order policy (Q, S) : if inventory is $x < Q$, order $y = S - x$
 - Costs $c(y) = 50y$ to order y units
 - Delay of $L = 2$ days until delivery
 - Holding cost of $h = 2$ per item per day
- **What are the processes and activities?**

Inventory Model Activity Diagram





Inventory Model Python

```
import simpy # InventoryModel.py
import numpy as np

def warehouse_run(env, order_threshold, order_up_to):
    global inventory, balance, num_ordered
    inventory = order_target
    balance = 0
    num_ordered = 0
    while True:
        interarrival = np.random.exponential(1/5.0)
        yield env.timeout(interarrival)
        balance -= 2.00*inventory*interarrival
        demand = np.random.randint(1, 4+1)
        if inventory > demand: num_sold = demand
        else: num_sold = inventory
        balance += 100.00*num_sold
        inventory -= num_sold
        if inventory < order_threshold and num_ordered == 0:
            env.process(handle_order(env, order_up_to - inventory))
```

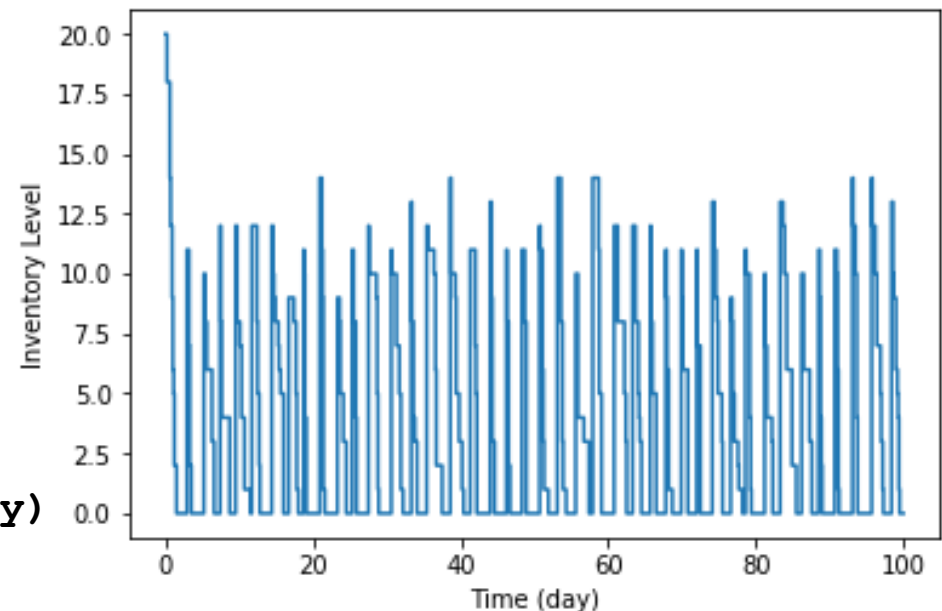
Inventory Model Python (cont.)

```
def handle_order(env, quantity):
    global inventory, balance, num_ordered
    num_ordered = quantity
    balance -= 50.00*quantity
    yield env.timeout(2.0)
    inventory += quantity
    num_ordered = 0

obs_time = []
inventory_level = []

def observe(env):
    while True:
        obs_time.append(env.now)
        inventory_level.append(inventory)
        yield env.timeout(0.1)

env = simpy.Environment()
env.process(warehouse_run(env, 10, 20))
env.process(observe(env))
env.run(until=5.0)
```

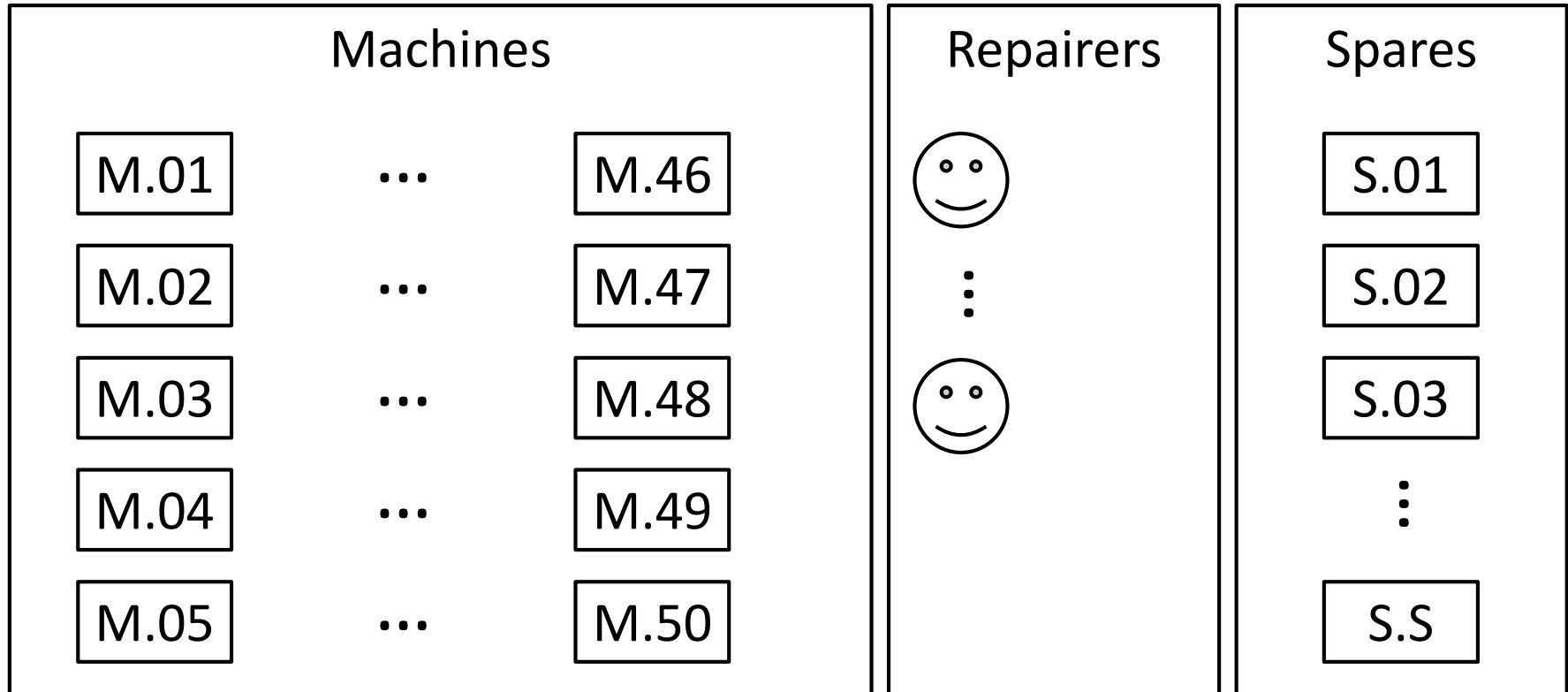




SimPy Example: Factory Model



Factory System

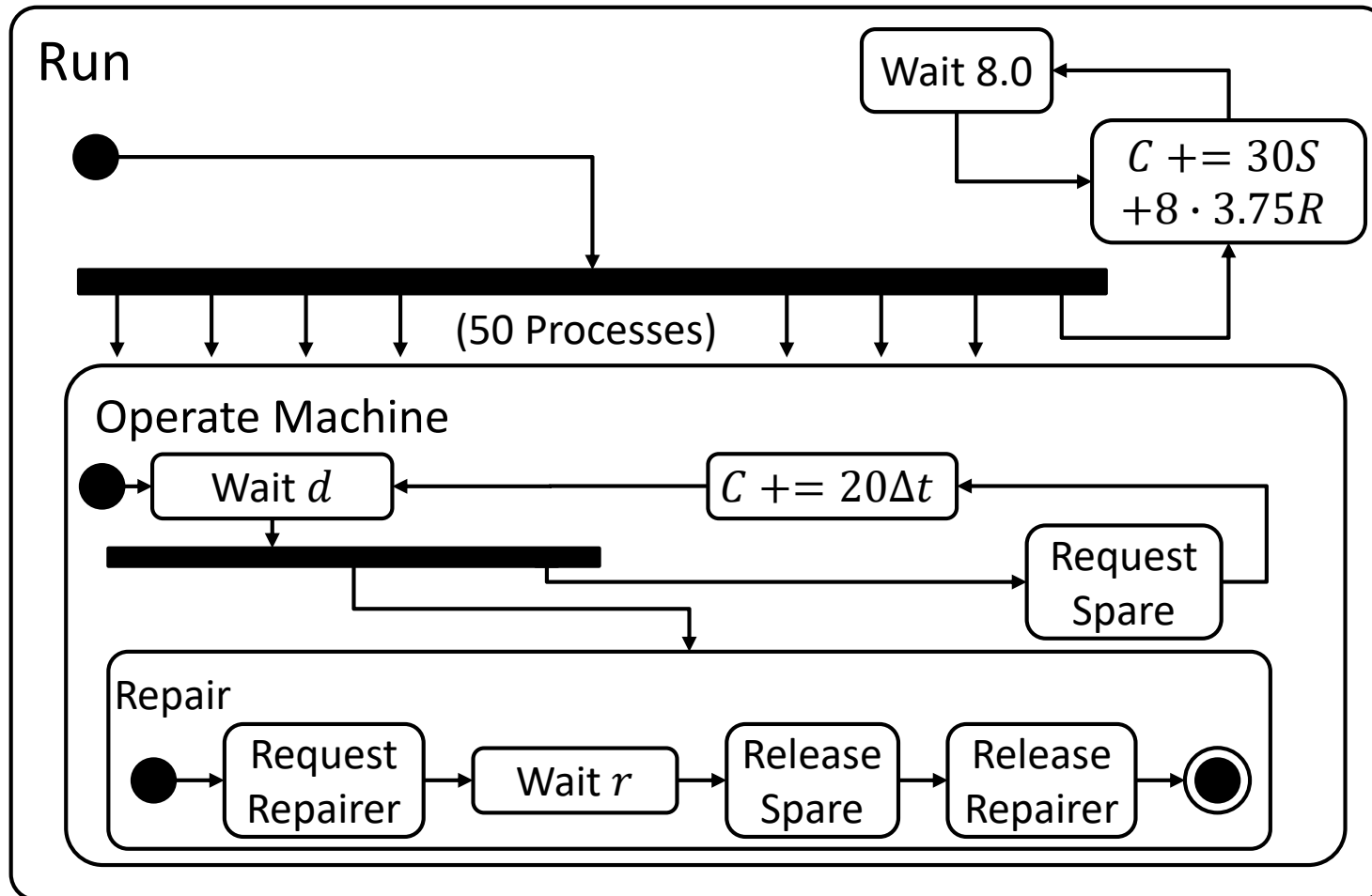




Factory System Model

- Factory system specification:
 - $n = 50$ machines working 8 hours/day, 5 days/week
 - Each fails randomly after $d \sim \text{uniform}(132, 182)$ hours
 - Immediately replace with spare when available
 - Repairer fixes failed machine in $r \sim \text{uniform}(4, 10)$ hours, returns to spares
 - Hire R repairers at \$3.75/hour
 - Purchase S spares at \$30/day
 - Costs \$20/hour/machine if out-of-service (no spares)
- **What are the processes and activities?**

Factory Model Activity Diagram



Factory Model Python



```
import simpy # FactorySystem.py
import numpy as np

def factory_run(env, repairers, spares):
    global cost
    cost = 0
    for i in range(50):
        env.process(operate_machine(env, i+1, repairers, spares))
    while True:
        cost += 3.75*8*repairers.capacity + 30*spares.capacity
        yield env.timeout(8.0)

def operate_machine(env, machine, repairers, spares):
    global cost
    while True:
        yield env.timeout(np.random.uniform(132, 182))
        time_broken = env.now
        env.process(repair_machine(env, repairers))
        yield spares.get(1)
        cost += 20*(env.now - time_broken)
```

Factory Model Python (cont.)



```
def repair_machine(env, repairers):  
    with repairers.request() as request:  
        yield request  
        yield env.timeout(np.random.uniform(4,10))  
        yield spares.put(1)
```

```
obs_time = []  
obs_spares = []  
def observer(env, spares):  
    while True:  
        obs_time.append(env.now)  
        obs_spares.append(spares.level)  
        yield env.timeout(1.0)
```

```
env = simpy.Environment  
repairers = simpy.Resource(env, capacity=3)  
spares = simpy.Container(env, init=20, capacity=20)  
env.process(factory_run(env, repairers, spares))  
env.process(observe(env, spares))  
env.run(until=8*5*52)
```

