

Performance Modeling of Computer Systems and Networks

Prof. Vittoria de Nitto Personè

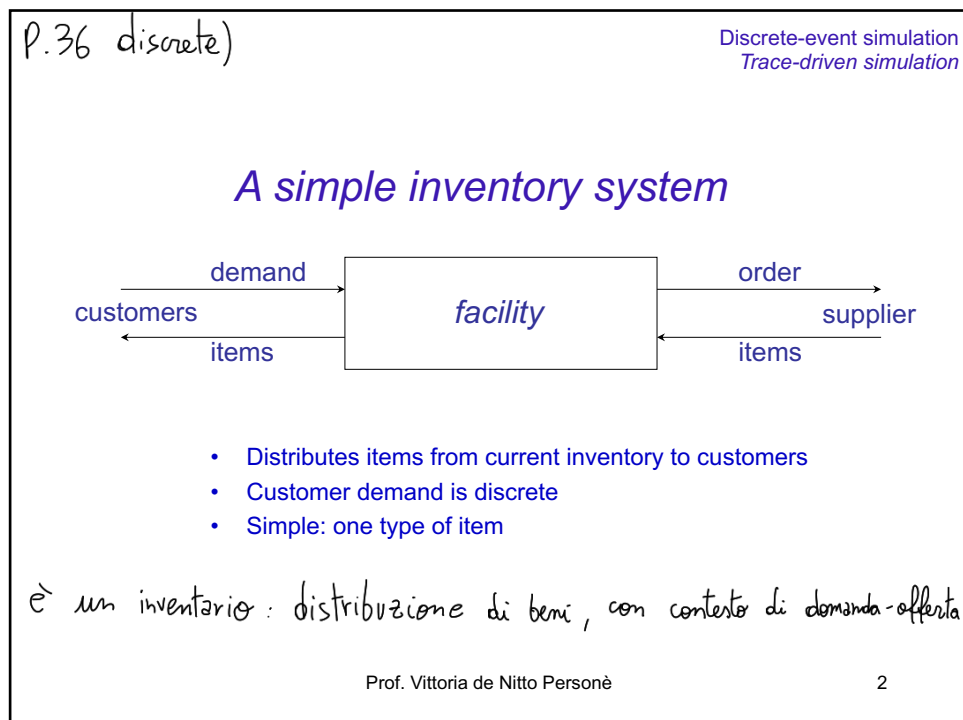
Case study 2 An Inventory system

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1. **Goals** Discrete-event simulation
Trace-driven simulation

2. Conceptual model
3. Specification model
4. Computational model
5. Verify
6. Validate

Inventory policy

2. MODALITÀ:

- **Transaction reporting**
 - Inventory review after each transaction (inventario \forall transazione)
 - Significant labor may be required (più lavoro, ma con facendo è)
 - Less likely to experience "shortage" (improbabile che un prodotto non sia disponibile!)
- **Periodic inventory review**
 - Inventory review is periodic (inventario periodico)
 - Items are ordered, if necessary, only at review times
 - (s, S) are the min, max inventory levels, $0 \leq s \leq S$

MIN \rightarrow livello MAX

Search for (s, S) that minimize cost

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1. Goals Discrete-event simulation
Trace-driven simulation

2. **Conceptual model** definivo sistema in base ai miei goals

3. Specification model
4. Computational model
5. Verify
6. Validate

1) Inventory System Costs

- **Holding cost**: for items in inventory (mantengo invent.)
- **Shortage cost**: for unmet demand (perda vendite perché non disponibile)
- Setup cost: fixed cost when order is placed
- Item cost: per-item order cost
- Ordering cost: sum of setup and item costs

3) Additional Assumptions

- Back ordering is possible (voglio 10 prodotti da fornitore, ne arrivano 15)
- No delivery lag
- Initial inventory level is S
- Terminal inventory level is S (fine simulazione, e bilanciamento flusso)

2) stato:

- I : inventory level
- o : amount ordered (ordine dal fornitore)
- d : demand quantity (chiesta dal cliente)

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1. Goals
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Discrete-event simulation
Trace-driven simulation

le 3 variabili (e il tempo), come vanno?

- Time begins at $t=0$ (evoluzione discreta)
- Review times are $t=0, 1, 2, \dots$
- I_{i-1} : inventory level at beginning of i^{th} interval (merce che ho all'inizio dell'intervallo " i ")
- O_{i-1} : amount ordered at time $t=i-1$, ($O_{i-1} \geq 0$) (ordinata da fornitore)
- d_i : demand quantity during i^{th} interval ($d_i \geq 0$) (quantità richiesta)
- Inventory at end of interval can be negative (back ordering)

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Discrete-event simulation
Trace-driven simulation

Inventory level considerations

- Inventory level is reviewed at $t=i-1$
- If at least s , no order is placed
if less than s , inventory is replenished to S :

$$O_{i-1} = \begin{cases} 0 & I_{i-1} \geq s \\ S - I_{i-1} & I_{i-1} < s \end{cases} \quad \text{(se sotto soglia, ordino merce per tornare a valore S)}$$

- Items are delivered immediately
- At end of i^{th} interval, inventory diminished by d_i

$$I_i = I_{i-1} + O_{i-1} - d_i$$

inizio ordine (dipende) merce per via delle richieste

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Time Evolution of Inventory Level

Discrete-event simulation
Trace-driven simulation

Algorithm 3: trace-driven simulation

```

 $l_0 = S;$  /* the initial inventory level is  $S$  */
 $i = 0;$  (settimana 0)
while ( more demand to process ) { while ( settimane da osservare )
     $i++;$ 
    if ( $l_{i-1} < \hat{S}$ ) MINIMO
         $o_{i-1} = S - l_{i-1};$  ordine ( n° prodotti torna ad  $S$ )
    else
         $o_{i-1} = 0;$ 
     $d_i = \text{GetDemand}();$  ← Read data from file (quante domande ho avuto per i miei articoli?)
     $l_i = l_{i-1} + o_{i-1} - d_i;$  // aggiorno
}
 $n = i;$ 
 $o_n = S - l_n;$ 
 $l_n = S;$  /* the terminal inventory level is  $S$  */

return  $l_1, l_2, \dots, l_n$  and  $o_1, o_2, \dots, o_n$ ;

```

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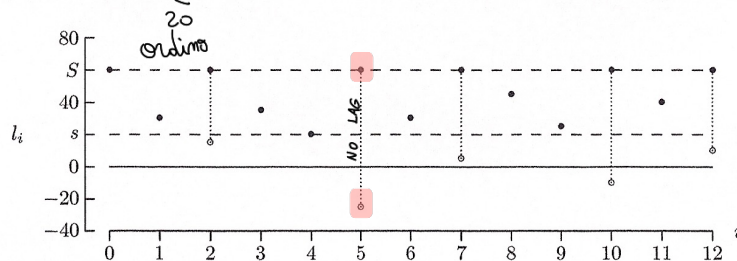
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Discrete-event simulation
Trace-driven simulation

example

Let $(s, S) = (20, 60)$ and consider $n=12$ time intervals,
and the following input demands:

i	1	2	3	4	5	6	7	8	9	10	11	12
d_i	30	15	25	15	45	30	25	15	20	35	20	30



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- What statistics to compute?
- *average demand and average order*

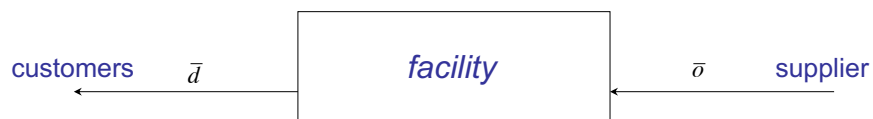
$$\bar{d} = \frac{1}{n} \sum_{i=1}^n d_i \quad \bar{o} = \frac{1}{n} \sum_{i=1}^n o_i$$

- For our example data:

$$\bar{d} = \bar{o} = 305/12 \approx 25.42 \text{ items per time interval}$$

perché parto da S
e ritorno ad S

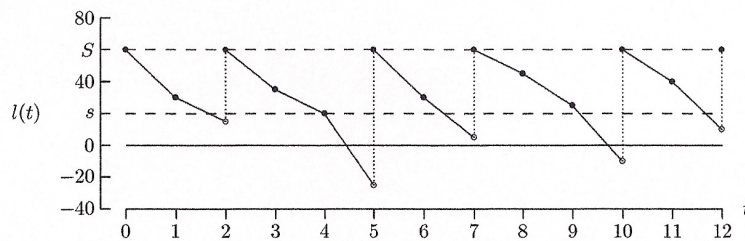
- Average demand and order *must* be equal
- Ending inventory level is S ^(demande)
- Over the simulated period, all demand is satisfied
- Average “flow” of items in equals average “flow” of items out ($INPUT = OUTPUT$)



Flow balance

Discrete-event simulation

- Holding and shortage costs are proportional to time-averaged inventory levels
- Must know inventory level for all t (not only at review times)
- Assume the demand rate is constant between review times



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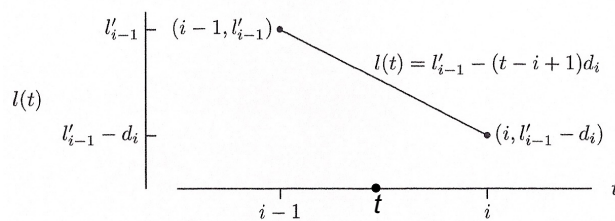
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Discrete-event simulation

The inventory level at any time t in i^{th} interval is

$$l(t) = l'_{i-1} - (t - i + 1)d_i$$

If demand rate is constant between review times



$l'_{i-1} = l_{i-1} + o_{i-1}$ represents inventory level *after* review

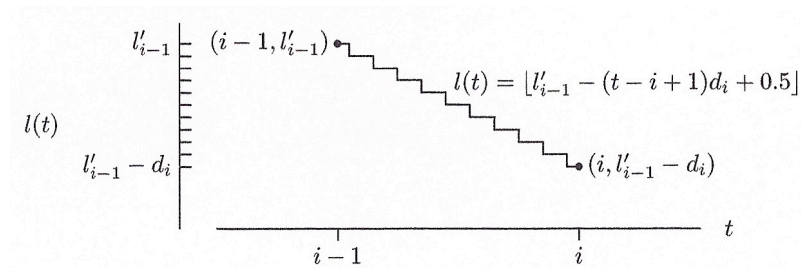
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Discrete-event simulation

- Inventory level at any time t is an integer
- $l(t)$ should be rounded to an integer value
- $l(t)$ is a stair-step function



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Discrete-event simulation

Time-Averaged Inventory Level

Case 1 (1^a settimana, No shortage)
 $l(t)$ remains non-negative over i^{th} interval

$$\bar{l}_i^+ = \int_{i-1}^i l(t) dt$$

holding cost

Case 2

$l(t)$ becomes negative at some time τ

$$\bar{l}_i^+ = \int_{i-1}^{\tau} l(t) dt \quad \bar{l}_i^- = -\int_{\tau}^i l(t) dt$$

shortage cost

\bar{l}_i^+ is the time-averaged holding level

\bar{l}_i^- is the time-averaged shortage level

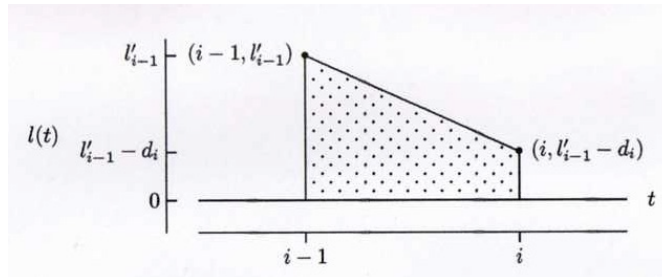
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Case 1 no back-ordering

No shortage during i^{th} time interval iff $d_i \leq l'_{i-1}$



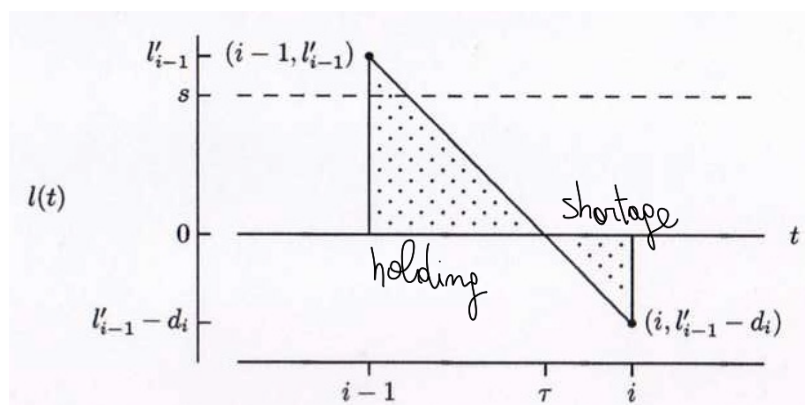
Time-averaged holding level is computed as area of a trapezoid:

$$\bar{l}_i^+ = \int_{i-1}^i l(t) dt = \frac{l'_{i-1} + (l'_{i-1} - d_i)}{2} = l'_{i-1} - \frac{1}{2} d_i$$

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Case 2 back-ordering

Inventory becomes negative iff $d_i > l'_{i-1}$



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Case 2 back-ordering (cont.)

- $l(t)$ becomes negative at time $t = \tau = i-1 + (l'_{i-1}/d_i)$
- time-averaged holding and shortage levels for i^{th} interval computed as the areas of triangles

$$\bar{l}_i^+ = \int_{i-1}^{\tau} l(t) dt = \dots = \frac{(l'_{i-1})^2}{2d_i}$$

$$\bar{l}_i^- = -\int_{\tau}^i l(t) dt = \dots = \frac{(d_i - l'_{i-1})^2}{2d_i}$$

area quadrato \leadsto trapezio

Time-Averaged Inventory Level

- Time-averaged holding level and time-averaged shortage level

$$\bar{l}^+ = \frac{1}{n} \sum_{i=1}^n \bar{l}_i^+ \quad \bar{l}^- = \frac{1}{n} \sum_{i=1}^n \bar{l}_i^-$$

- The time-averaged inventory level is

$$\bar{l} = \frac{1}{n} \int_0^n l(t) dt = \bar{l}^+ - \bar{l}^-$$

Goals
 Conceptual model
 Specification model
Computational model
 Verify
 Validate

Discrete-event simulation

- Computes the statistics

$$\bar{d}, \bar{o}, \bar{I}^+, \bar{I}^-$$

and the order frequency (*ordini fatti mediamente*)

$$\bar{u} = \frac{n. of orders}{n}$$

- Consistency check:
 compute \bar{o}, \bar{d} separately, then compare

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sis1.c

```
#include <stdio.h>

#define FILENAME "sis1.dat"
#define MINIMUM 20
#define MAXIMUM 80
#define sqr(x) ((x) * (x))

long GetDemand(FILE *fp)
{
    long d;
    fscanf(fp, "%ld\n", &d);
    return (d);}

```

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```

int main(void)
{
    FILE *fp;
    long index      = 0;
    long inventory = MAXIMUM;
    long demand;
    long order;
    struct {
        double setup;
        double holding; /* inventory held (+) */
        double shortage; /* inventory short (-) */
        double order;
        double demand;
    } sum = { 0.0, 0.0, 0.0, 0.0, 0.0 };

    fp = fopen(FILENAME, "r");
    if (fp == NULL) { fprintf(stderr, "Cannot open input file
%s\n", FILENAME);
    return (1);
}

```

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```

while (!feof(fp)) {
    index++;
    if (inventory < MINIMUM) {
        order = MAXIMUM - inventory;
        sum.setup++;
        sum.order += order;
    }
    else order = 0;
    inventory += order; /* there is no delivery lag */
    demand = GetDemand(fp);
    sum.demand += demand;
    if (inventory > demand)
        sum.holding += (inventory - 0.5 * demand);
    else {
        sum.holding += sqr(inventory) / (2.0 * demand);
        sum.shortage += sqr(demand - inventory) / (2.0 * demand);
    }
    inventory -= demand;
}

```

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```

if (inventory < MAXIMUM) {
    order = MAXIMUM - inventory;
    sum.setup++;
    sum.order+= order;
    inventory+= order;
}

printf("\nfor %ld time intervals ", index);
printf("with an average demand of %.2f\n", sum.demand / index);
printf("and policy parameters (s, S) = (%d, %d)\n\n", MINIMUM, MAXIMUM);
printf("  average order ..... = %.2f\n", sum.order / index);
printf("  setup frequency ..... = %.2f\n", sum.setup / index);
printf("  average holding level .... = %.2f\n", sum.holding / index);
printf("  average shortage level ... = %.2f\n", sum.shortage / index);

fclose(fp);
return (0);
}

```

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Discrete-event simulation

- trace file sis1.dat contains data for n=100 time intervals
- with (s, S)=(20, 80)

$$\bar{o} = \bar{d} = 29.29 \quad \bar{u} = 0.39 \quad \bar{l}^+ = 42.40 \quad \bar{l}^- = 0.25$$

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p. 43

Discrete-event simulation

Operating Costs

(il costo di esercizio della struttura)

oltre a : $\sigma, \pi, \bar{I}^+, \bar{I}^-$ (statistiche)

A facility's cost of operation is determined by:

- C_{item} : unit cost of new item
- C_{setup} : fixed cost for placing an order (setup cost)
- C_{hold} : cost to hold one item for one time interval (tenere articolo in magazzino)
- C_{short} : cost of being short one item for one time interval (articolo mancante)

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Discrete-event simulation
invs – case study

Case study

(contesto in cui applico il modello analizzato)

- Automobile dealership that uses weekly periodic inventory review
- The facility is the showroom and surrounding areas
- The items are new cars
- The supplier is the car manufacturer
- Simple inventory system: one type of car

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Case study

- Limited to a maximum of $S=80$ cars
- Inventory reviewed every Monday
- If inventory falls below $s=20$, order cars sufficient to restore to $S=80$
- For now, ignore delivery lag
- Costs:
 - Item cost is (prezzo macchina) $c_{item} = \$8000$ per item
 - Setup cost is $c_{setup} = \$1000$
 - Holding cost is (mantenimento) $c_{hold} = \$25$ per week
 - Shortage cost is (non la ho) $c_{short} = \$700$ per week

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Per-Interval Average Operating Costs

- The average operating costs per *time interval* are:
 - item cost: $c_{item} \cdot \bar{D}$
 - setup cost: $c_{setup} \cdot \bar{U}$
 - holding cost: $c_{hold} \cdot \bar{I}^+$
 - shortage cost: $c_{short} \cdot \bar{I}^-$
- The average *total* operating cost per time interval is their sum
- For the stats and costs of the hypothetical dealership: (in media, per settimana)
 - item cost $\$8000 \cdot 29.29 = \234.320 per week
 - setup cost $\$1000 \cdot 0.39 = \390 per week
 - holding cost $\$25 \cdot 42.40 = \1.060 per week
 - shortage cost $\$700 \cdot 0.25 = \175 per week

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Cost Minimization

- By varying s (and possibly S), an optimal policy can be determined
- Optimal \Leftrightarrow minimum average cost
- Note that $\bar{o} = \bar{d}$ and \bar{d} depends only on the demands. Hence, item cost is independent of (s, S) (\bar{d} dipende dalle richieste, NON da s)
- Average dependent cost is:
avg setup cost + avg holding cost + avg shortage cost

costo articolo NON importa s

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7. Experiments design

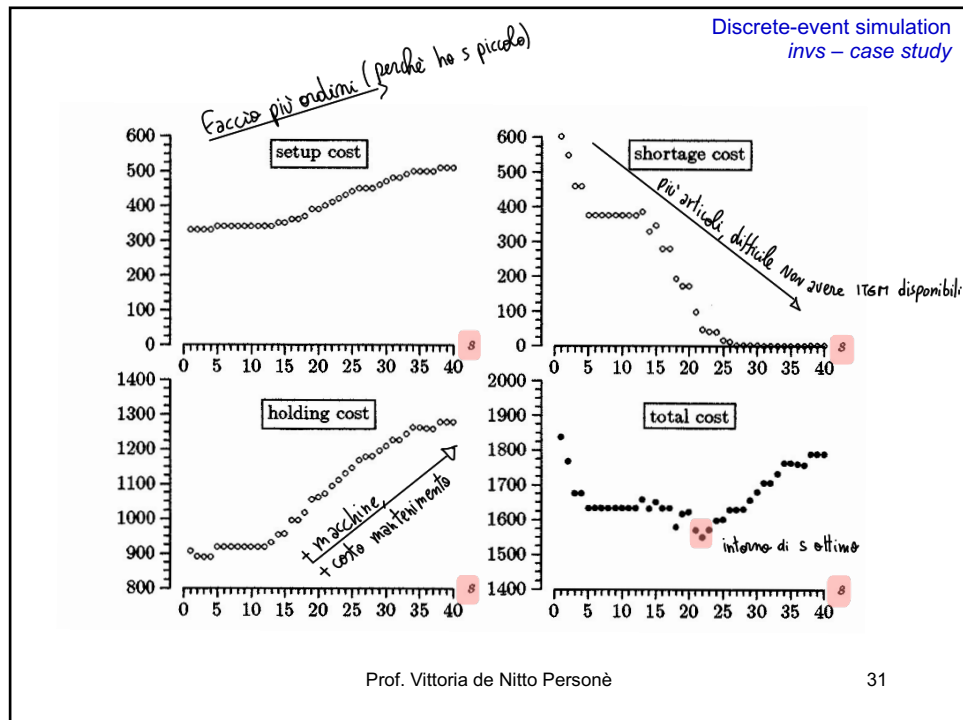
8. Runs production
9. Output analysis
10. Decisional phase
11. Results documentation

- Let S and the demand sequence be fixed
- If s is systematically increased, we expect:
 - average setup cost and holding cost will increase
 - average shortage cost will decrease
- average dependent cost will have 'U' shape, yielding an optimum
- From results (next slide), minimum cost is \$1550 at $s=22$

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Discrete-event simulation
Trace-driven simulation

Exercises

- Study program sis1.c
- Run with sis1.dat; analyze the results
- Generate a data file with the values on p.8
- Run with the new data, verify that the results confirm the expectations
- Ex 1.3.1 and Ex 1.3.8 on p.36 of the textbook

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