



# A Whirlwind Tour of Computer Simulation

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# 0. Getting to Know You

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Goals:

- \* Contact Info
- \* Course Info



# Contact Info

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# Course Objectives

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- Intro to simulation models and simulation studies.
- Organization of simulation languages.  
Modeling with Arena – or any comprehensive simulation package with animation capabilities.
- Statistical aspects including input analysis, random variate generation, output analysis, and variance reduction techniques.



# Prerequisites

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- You *ought* to know some probability and statistics.
- You should be familiar with some programming language and maybe even a spreadsheet package.
- Good News: Don't panic! I'll make the course as **self-contained** as possible!



# Suggested Texts / Resources

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- Banks, J., Carson, J.S., Nelson, B.L., and Nicol, D.M., *Discrete-Event System Simulation*, 5<sup>th</sup> ed., Prentice Hall, Upper Saddle River, 2010.
- Law, A.M., *Simulation Modeling and Analysis*, 5<sup>th</sup> ed., McGraw-Hill Education, New York, 2015.
- Kelton, W.D., Sadowski, R.P., and Zupick, N.B., *Simulation with Arena*, 6<sup>th</sup> edition, McGraw-Hill, New York, 2015.
- Free Arena software download:  
<https://www.arenasimulation.com/academic/students>



# Course Notes

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- I'll provide pretty extensive notes on a course website.
- This doesn't mean that you can simply print out the notes and skip the fun class...
- ...so we'll also do some hands-on work.



# Computer Programming

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We'll do a reasonable amount of computer programming. You'll have some choice, but you can expect to use:

- A spreadsheet package, e.g., Excel.
- Some spreadsheet add-ons.
- A “real” language, e.g., Matlab or Python.
- A simulation language, e.g., Arena.





# Syllabus – Let's Get Going!

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- Introduction
- Calculus, Probability, and Statistics Boot Camp (Law, Chapter 4)
- Hand Simulations; Spreadsheet Simulations
- General Modeling Concepts (Law, 1&2)
- Verification and Validation (Law, 5)
  - Is your simulation doing what you think?



# Syllabus – Fun with Arena

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- Arena Basics (KSZ, Chapter 4)
- A Generic Call Center in Arena (KSZ, 5)
- An Inventory Model (KSZ, 5)
- A Manufacturing Center (KSZ, 6)
- Entity Transfers in Arena (KSZ, 7)
- More-Advanced Arena Stuff (KSZ, 8)



# Syllabus – Randomness

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- Random Number Generation (Law, 7)
  - generate “randomness” on a computer
- Random Variate Generation (Law, 8)
  - single random variables
  - multivariate random variables
  - random processes
  - financial models



# Syllabus – Statistical Issues

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- Input Analysis (Law, 6)
  - What should drive the simulation?
- Output Analysis (Law, 9)
  - Analyze what comes out of the simulation.
- Comparing Systems (Law, 10)
  - Which system is better / best?
- Variance Reduction + Other Cool Stuff



# Module 1 – A Whirlwind Tour!

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1. Intro to Simulation
2. Some Easy Examples
3. Generating Randomness
4. Analyzing Randomness
5. Some Bigger Examples
6. Selecting a Simulation Language



# 1. Intro to Simulation

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- **Models** are high-level representations of the operation of a real-world process or system.
- Our concern will be with models that are
  - Discrete (vs. continuous)
  - Stochastic (vs. deterministic)
  - Dynamic (vs. static)
- How can you “solve” a model?
  - Analytic methods
  - Numerical methods
  - **Simulation methods**



# Examples of Models

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- Toss a stone off of a cliff. You can model its position via the usual physics equations – **analytical** models.
- Model the weather. Too tough for exact analytical models, so you might use **numerical** methods.
- Add a little randomness, and you may have to resort to a **simulation** model (plenty of examples coming up).



# What is Simulation?

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- Simulation is the imitation of a real-world process or system over time.
- Simulation involves the generation of an artificial history to draw inferences concerning the operating characteristics of the real system that is represented.





# Simulation is...

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- One of the top three industrial engineering / operations research / management science technologies
- Used by academics and practitioners on a wide array of theoretical and applied problems
- An indispensable problem-solving methodology



# What is It Good for?

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- Describe and analyze system behavior (systems can be real or conceptual)
- Ask “what if” questions about the system
- Aid in system design and optimization
- Pretty much anything can be simulated
  - Fixed systems with no “customer” arrivals (e.g., estimate stock option prices), or
  - Service systems like Queueing Centers, Manufacturing Processes, Supply Chains, Health Systems, etc.



# Reasons to Simulate

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- Will the system accomplish its goals?
- Current system won't accomplish its goals. Now what?
- Need incremental improvement
- Create a specification or plan of action
- Resolve disputes
- Solve a problem, like a bottleneck
- Sell an idea



# Advantages of Simulation ☺

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- Can study models too complicated for analytical or numerical treatment
- Study detailed relations that might be lost in the analytical or numerical treatment
- Use as a basis for experimental studies of systems
- Use to check results and give credibility to conclusions obtained by other methods
- Reduce design blunders
- Really nice demo method
- (Sometimes) very easy
- ...



# Disadvantages ☹️

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- Sometimes not so easy
- Sometimes time consuming / costly
- Simulations give “random” output (and lots of misinterpretation of results is possible)
- To do a certain problem, better methods than simulation may exist.
- ...

# History

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- 1777 – Buffon's Needle Problem



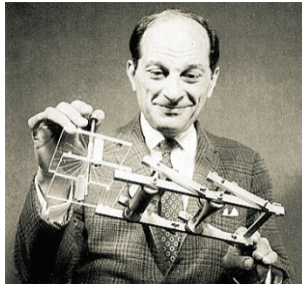
- Early 1900's – Beer and Student's t distribution



# More History

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- 1946 – **Ulam**, Metropolis, von Neumann, and the H-Bomb



- 1960's – Industrial Applications
  - Manufacturing
  - Queueing Models

# Recent History

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- Development of Simulation Languages
  - Easy-to-use modeling tools
  - Graphics
- Rigorous Theoretical Work
  - Computational algorithms
  - Probabilistic and statistical methods



← Harry Markowitz





# Origins: Mfg/Material Handling

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- Simulation is the technique of choice
  - Calculates movement of parts and interaction of system components
  - Evaluates flow of parts through the system
  - Examines conflicting demand for resources
  - Examines contemplated changes before their introduction
  - Eliminates major design blunders



# Typical Questions

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- What will be the throughput?
- How can we change it?
- Where are the bottlenecks?
- Which is the best design?
- What is the reliability of the system?
- What is the impact of breakdowns?

# What I Used to Think Simulation Was...

$$\begin{aligned}
 & \sum_{i=nc_{k-1}+1}^{nc_k} \sum_{j=nc_k+1}^{nc_{k+1}} h_i h_j R_{j-i} \\
 &= \left\{ \sum_{i=nc_{k-1}+1}^{n(c_k-\epsilon_k)} \sum_{j=nc_k+1}^{nc_{k+1}} + \sum_{i=n(c_k-\epsilon_k)+1}^{nc_k} \sum_{j=nc_k+1}^{n(c_k+\epsilon_k)} + \sum_{i=n(c_k-\epsilon_k)+1}^{nc_k} \sum_{j=n(c_k+\epsilon_k)+1}^{nc_{k+1}} \right\} h_i h_j R_{j-i} \\
 &= \sum_{i=nc_k-n\epsilon_k+1}^{nc_k} \sum_{j=nc_k+1}^{nc_k+n\epsilon_k} h_i h_j R_{j-i} + O(n^4 \delta^{n\epsilon_k})
 \end{aligned}$$

By complete enumeration as done in Appendix A.2, we get

$$\sum_{i=nc_k-n\epsilon_k+1}^{nc_k} \sum_{j=nc_k+1}^{nc_k+n\epsilon_k} h_i h_j R_{j-i} = \sum_{i=1}^{n\epsilon_k} \sum_{j=1}^i h_{nc_k-j+1} h_{nc_k-j+i+1} R_i + O(n^4 \delta^{n\epsilon_k})$$

Therefore,

$$\mathbb{E}[\mathcal{A}_{\mathcal{C}_m}^2(f; n)] = \mathbb{E}[\mathcal{A}^2(f; n)] - \frac{4}{n^3} \sum_{k=1}^m \sum_{i=1}^{n\epsilon_k} \sum_{j=1}^i h_{nc_k-j+1} h_{nc_k-j+i+1} R_i + O(n\delta^{n\epsilon}) \quad (9)$$



# Actual Applications

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- Manufacturing
  - Automobile Production Facility
  - Carpet Production Facility
- Queueing Problems
  - Call Center Analysis
  - Fast Food Drive-Thru
  - Fast Food Drive-Thru Call Center
  - Airport Security Line

# Ex: Generic Queueing System

- Combination meat processing center / fast-food restaurant / amusement park

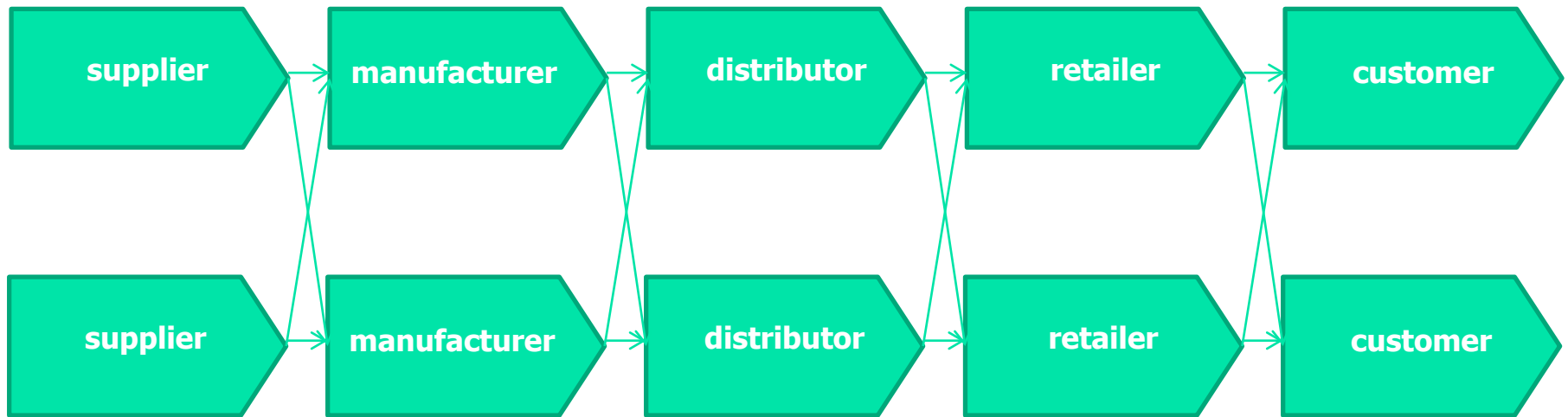


← Denis (8) and Mina (6)



# Application: Supply Chains

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- Think of supply chain as a network where any node can potentially connect to any other node.
- In order to be lazy, let's have things flow from left to right. Looks a bit like a flowchart, eh?



# Supply Chains (cont'd)

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- 1985: Professor and CEO of SC company:  
“Why would anyone want to simulate a SC?”
- Now: Many folks are developing SC tools with simulation capability.
  - Use simulation to determine how much value-added a forecasting application provides.
  - Use simulation to analyze how SC randomness or model errors affect a proposed solution. Is it robust? What's the best solution?



# Applications (cont'd)

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- Inventory and Supply Chain Analysis
- Financial Analysis
  - Portfolio Analysis
  - Options Pricing
- Traffic Simulation
- Airspace Simulation
- Service Sector
- Health Systems





# Health Systems Applications

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- Patient Flow in a Hospital
- Hospital Room Allocation
- Optimization of Doctor / Nurse Scheduling
- Procurement of Supplies
- Disease Surveillance
- Propagation of Disease Spread
- Humanitarian Logistics



# Surveillance Application

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- Use simulation to monitor certain time series
- Predict issues as or before they happen
- Is a disease in the process of becoming an outbreak?
- When is something out of the ordinary occurring?
- Take advantage of **HUGE** data sets.

# Who Is This Good-Looking Guy?



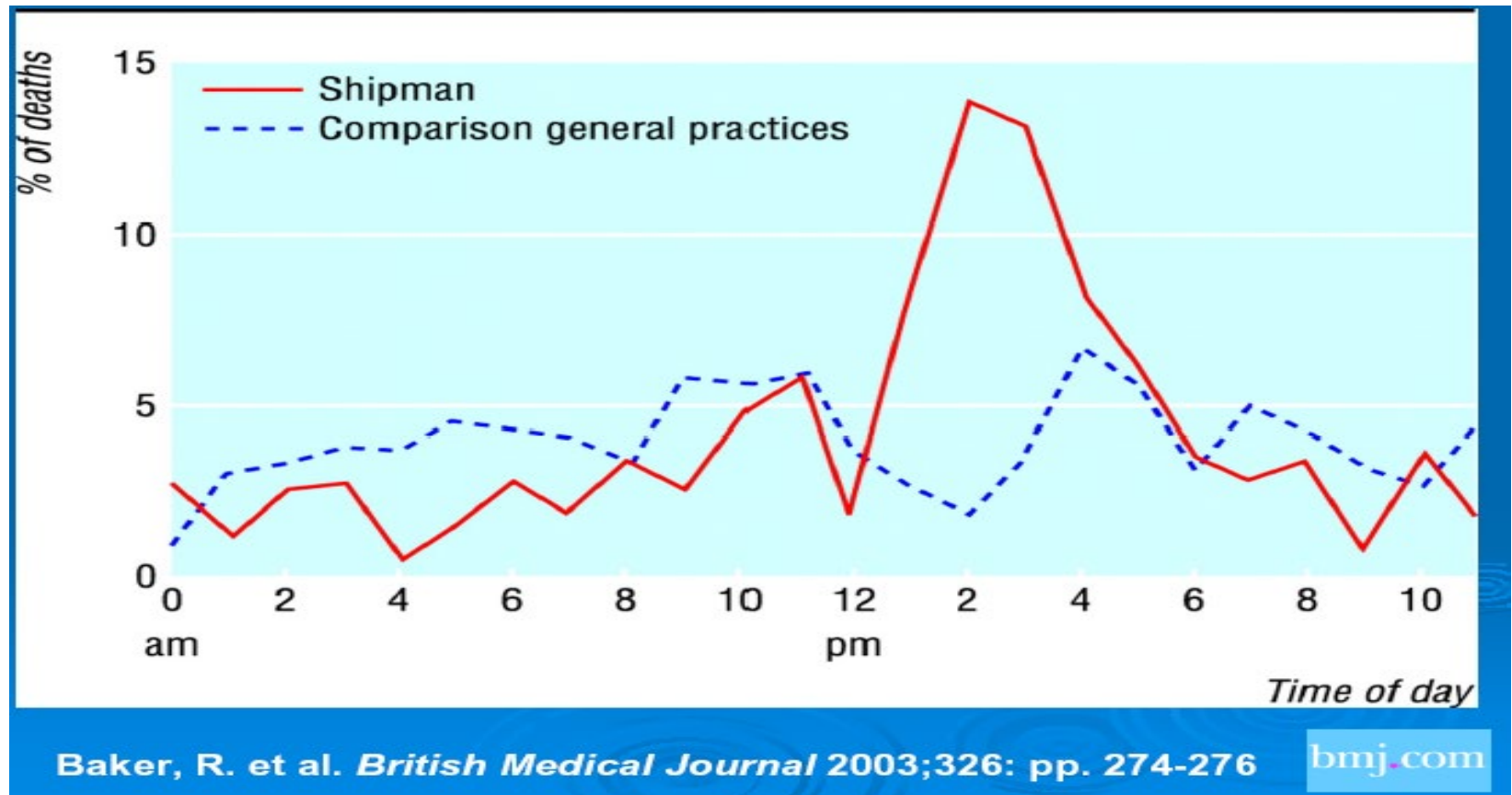


# Dr. Harold Shipman

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- Killed his patients using heroin overdoses (2<sup>nd</sup> ranked serial killer in UK)
- Was caught after carelessly revising a patient's will, leaving all her assets to himself (don't use your own typewriter next time)
- His computer records were doctored to show his patients had needed the morphine. However, the software recorded the dates of these modifications.
- Hung himself in prison, never confessed

# Dr. Harold Shipman





# How Does Simulation Help?

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- Surveillance relies on a series of sequential statistical hypothesis tests, where the null hypothesis is “no disease” (or “no murder”)
- The statistics involved in the test have very difficult distributions, even under the null hyp  $H_0$
- Simulation can be used to approximate the probability distributions of the statistics under  $H_0$
- If sampling reveals deviations from this simulated distribution, you reject  $H_0$



## 2. Some Easy Examples

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- Happy Birthday
- Let's Make Some Pi
- Fun With Calculus
- Random Numbers Gone Bad
- Queues 'R Us
- Stock Market Follies

# Happy Birthday

- How many people do you need in a room in order to have a 50% chance that at least two will have the same birthday?
  - 9
  - 23
  - 42
  - 183





# Birthday Paradox

1. Enter Seed:

2. Click Start Button:

**START**

New Birthday Date:

Total # Birthdays:

**!!! MATCH !!!**

**BACK**

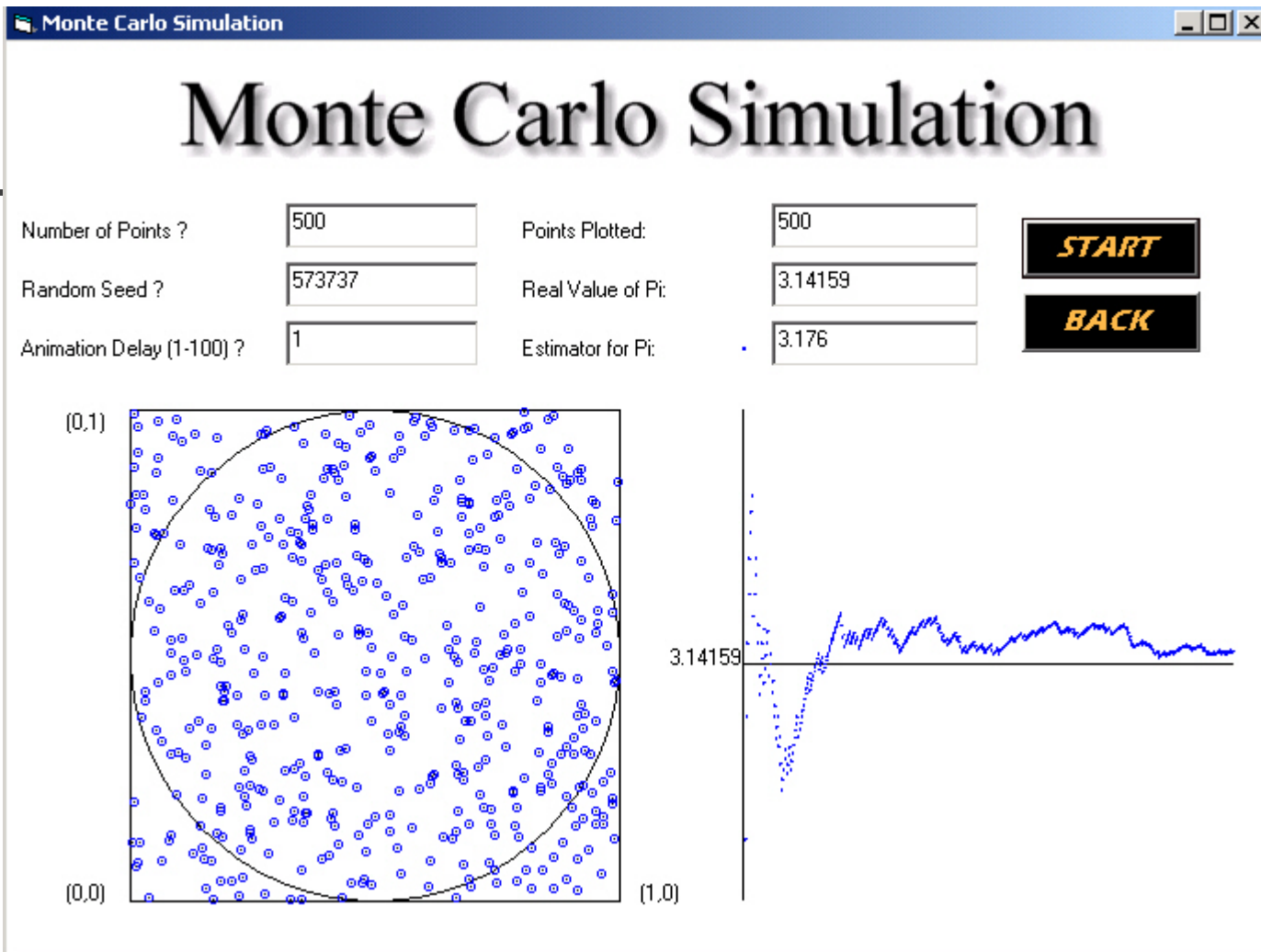
	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
1		happy				happy			happy			
2												
3		happy			happy							
4										happy		
5										happy		
6								happy				
7		happy										
8							happy					
9												
10												
11						happy						
12												
13					happy							
14												
15		happy					happy					
16					happy							
17				happy								
18												
19							happy					
20												
21												
22						happy						
23		happy										
24				happy								
25												
26										happy		
27												
28												
29		XXXX						happy				
30	happy	XXXX										
31		XXXX		XXXX		XXXX			XXXX		XXXX	



# Let's Make Some Pi

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- Use Monte Carlo simulation to estimate  $\pi$ .
- Idea:
  - Area of a unit square is 1.
  - Area of an inscribed circle is  $\pi/4$ .
  - Probability that a dart thrown at the square will land in the circle is  $\pi/4$ .
  - Throw lots of darts. Proportion that will land in circle should approach  $\pi/4$ .
  - Multiply proportion by 4 to estimate  $\pi$ .



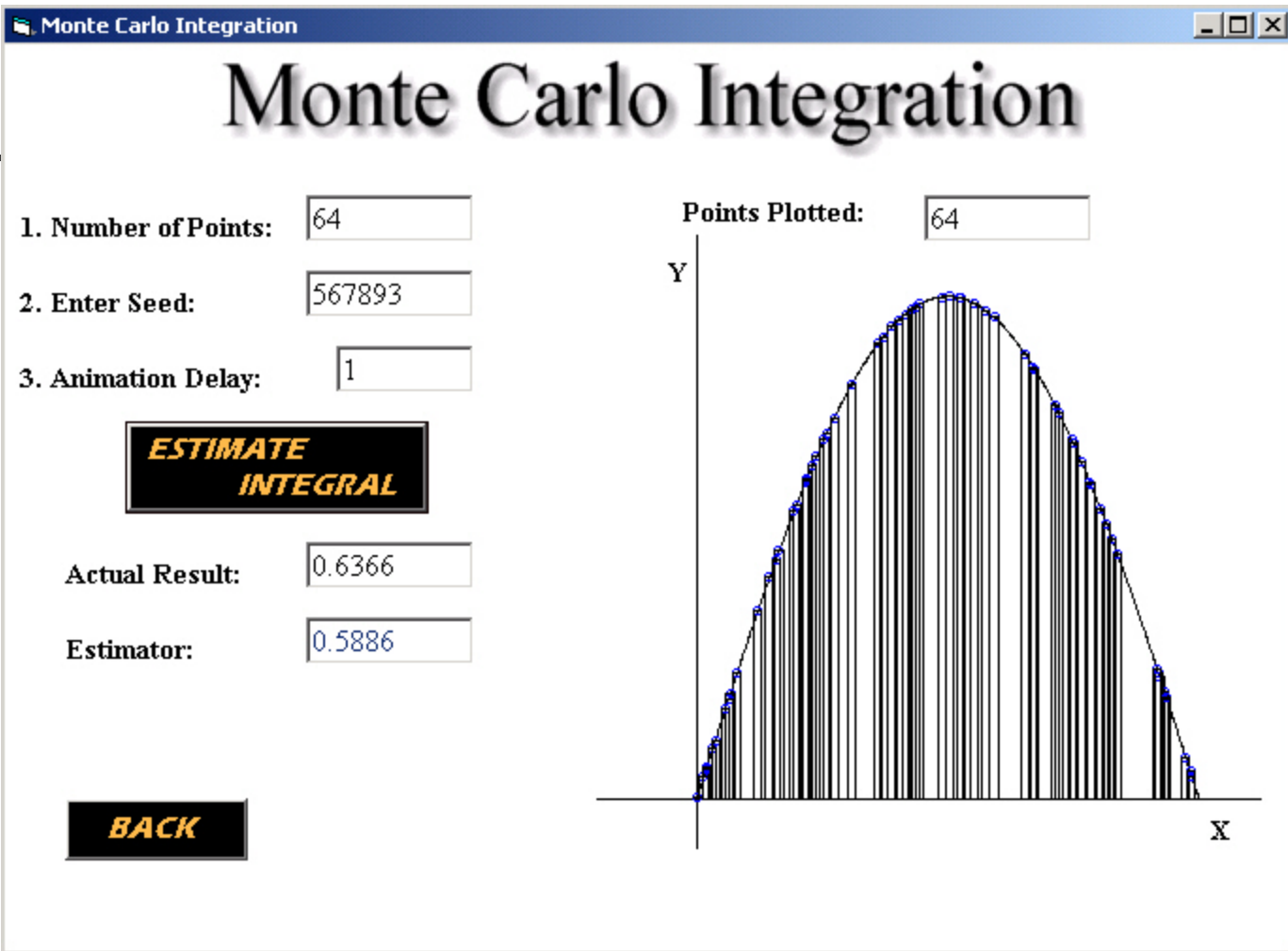
Yesterday,  $\sqrt{-1} 2^3 \Sigma \pi$ , and  
it was really tasty!



# Fun With Calculus

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- Use simulation to integrate  
 $f(x) = \sin(\pi x)$  over  $[0,1]$ .
- Idea:
  - Sample  $n$  rectangles.
  - Each is centered randomly on  $[0,1]$  and has width  $1/n$  and height  $f(x)$ .
  - Add up areas.
  - Make  $n$  really, really big.
  - Sum of areas approaches integral of  $f(x)$ .





# Random Numbers Gone Bad

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- See what happens when you use a bad random number generator.
- Idea:
  - Simulate heights vs weights.
  - Should be a 2-D bell curve (normal distribution) with most observations in the middle and some on the outside.
  - Do observations “look” random?

# Box Muller Method

1. Number of Points:   
(Max 5000 points)

Points Plotted:

2. Enter Seed:   
(Any Positive Integer)

3. Animation Delay:   
(Value between 1 and 100)  
(Default is 1)

4. Select Type of Generator:

Random Number Generator

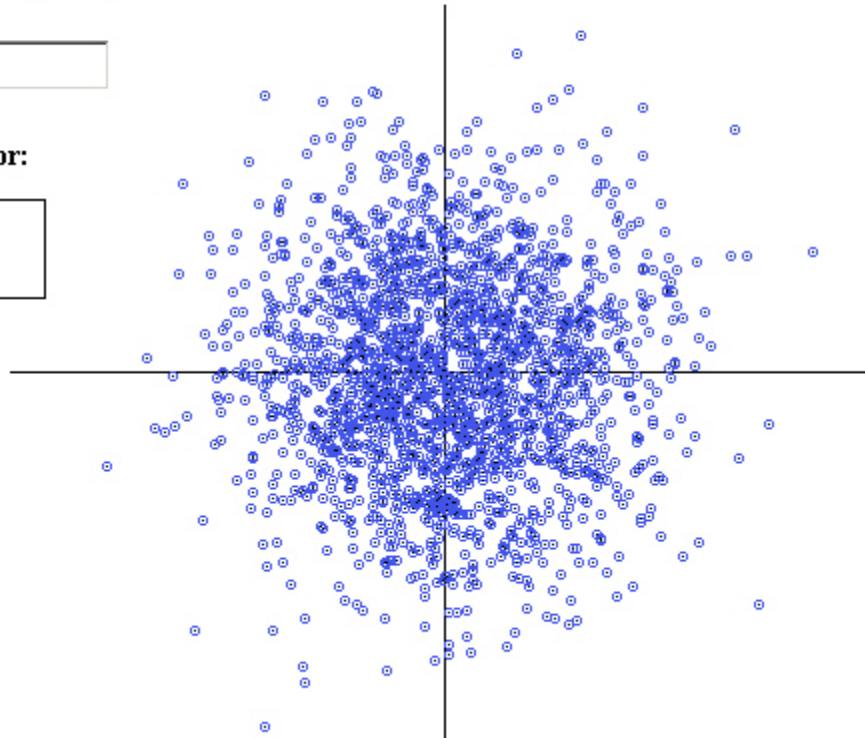
☒ Good

☐ Bad

5. Click Start:

**START**

**BACK**



# Box Muller Method

1. Number of Points:

(Max 5000 points)

Points Plotted:

2. Enter Seed:

(Any Positive Integer)

3. Animation Delay:

(Value between 1 and 100)

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4. Select Type of Generator:

Random Number Generator

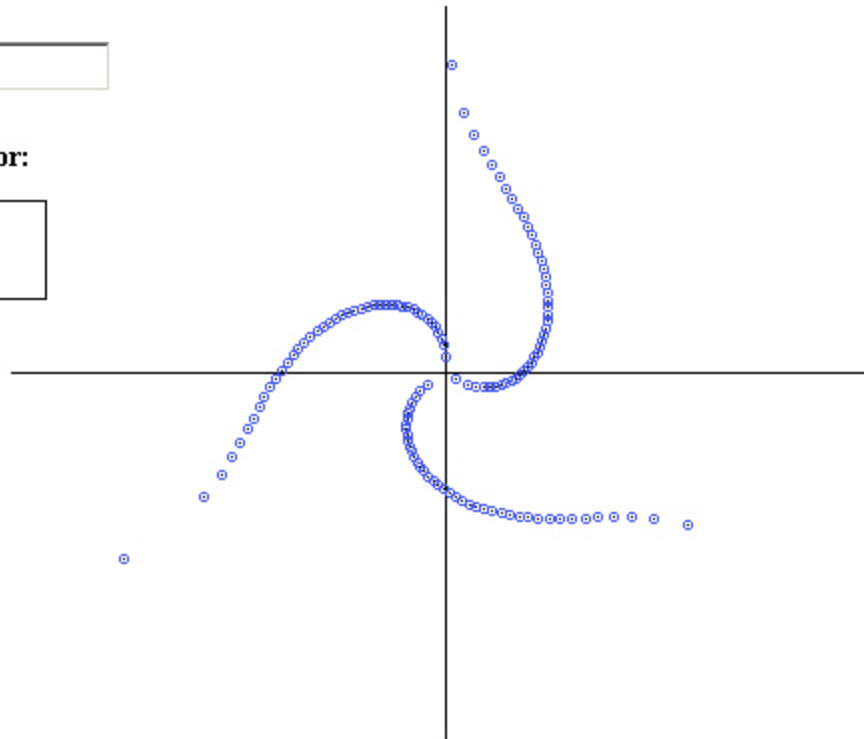
☐ Good

☒ Bad

5. Click Start:

**START**

**BACK**







# Queues 'R Us

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- Single-server queue at McWendys.
- Customers show up, wait in line, get served first-in-first-out.
- What happens as arrival rate approaches service rate?
  - Nothing much?
  - Line gets pretty long?
  - Hamburgers start to taste better?



# Queues 'R Us (cont'd)

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- Can analyze queues via simulation.
- Can analyze via numerical or exact methods.
- Fun fact: Notice anything interesting about the word “queueing”? How about “queueoid”?

# MM1 Queue Simulation

Interarrival Mean?

**STOP**

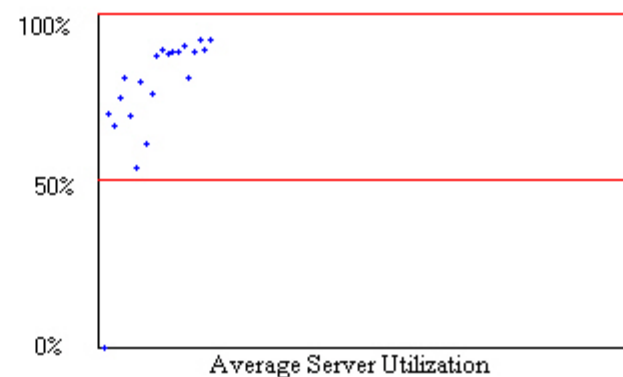
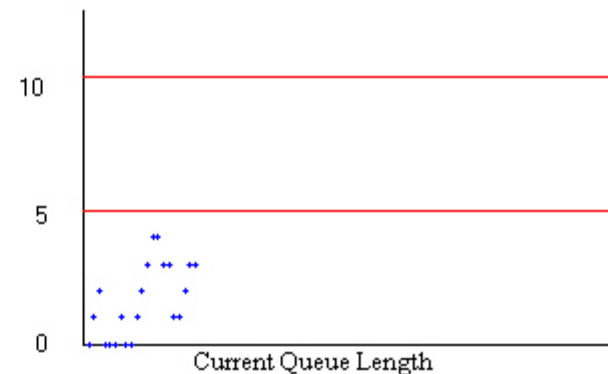
Interarrival time

Service Mean?

**NEXT CUSTOMER**

Service Time

i	Arrive	Start	Service	Leave	Wait
1	0	0	7	7	0
2	2	7	3	10	5
3	5	10	5	15	5
4	18	18	2	20	0
5	20	20	1	21	0
6	24	24	2	26	0
7	25	26	11	37	1
8	37	37	2	39	0
9	39	39	15	54	0
10	43	54	9	63	11
11	47	63	2	65	16
12	50	65	1	66	15
13	51	66	2	68	15
14	61	68	2	70	7
15	65	70	2	72	5
16	66	72	1	73	6
17	72	73	10	83	1
18	74	83	4	87	9
19	76	87	1	88	11
20	77	88	4	92	11
21	83	92	1	93	9



# Output Analysis

**DISPLAY DATA**

**BACK**

SIMTIME:

THROUGHPUT:

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Average # of Customers in the System:	<input type="text" value="2.30"/>
Average Time in the System:	<input type="text" value="10.19"/>
Server Utilization:	<input type="text" value="93 %"/>
Average Length of the Queue:	<input type="text" value="1.37"/>
Average Waiting Time in the Queue:	<input type="text" value="6.05"/>

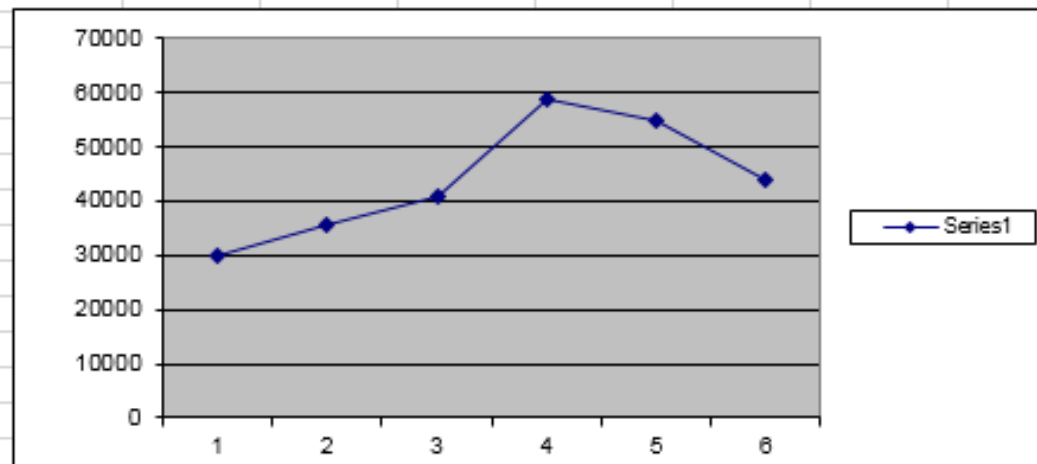


# Stock Market Follies

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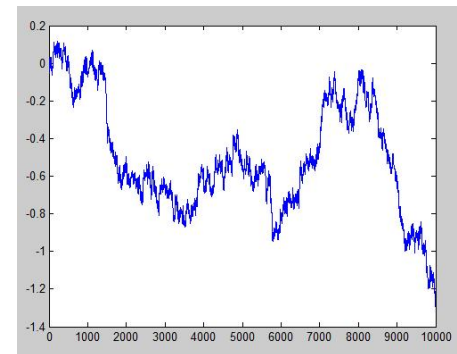
- Simulate a portfolio of various stocks
- Stock prices change randomly from year to year, with various volatilities
- Can consider different mixes for portfolio
- Simple spreadsheet application

	mean	sd	year0	year1	year2	year3	year4	year5
general year performance (so stocks are correlated)				1.18	1.14	1.14	1.05	0.89
energy	0.05	0.30	5000	5285	5155	6404	8546	8190
pharmaceuticals	0.06	0.20	5000	5221	7531	10877	9214	9417
entertainment	0.04	0.10	5000	6008	6712	7157	7635	6493
insurance	0.07	0.05	5000	6513	7317	8605	10318	9915
banking	0.06	0.30	5000	5225	5418	8557	9889	7269
computer technology	0.18	0.50	5000	7224	8873	16927	9027	2516
Totals			30000	35475.9	41005.6	58527.2	54630.4	43800.1



# Taking a Random Walk

- Take a normal step up or down every time unit and plot where you are as time progresses
  - This “random walk” converges to **Brownian motion**
  - Einstein and Black+Scholes won Nobel Prizes for this research.



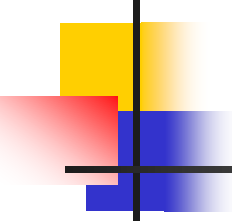


## 3. Generating Randomness

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- Need random variables to run the simulation, e.g., interarrival times, service times, etc.
- Generate  $\text{Unif}(0,1)$  **pseudo**-random numbers (PRN's)
  - Use a **deterministic** algorithm
  - Not really random, but appear to be
- Generate other random variables
  - Start with  $\text{Unif}(0,1)$ 's
  - Apply certain transformations to come up with just about any other type of random variable





# Unif(0,1) PRN's

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- Deterministic algorithm
- Example: **Linear Congruential Generator**
  - Choose an integer “seed,”  $X(0)$
  - Set  $X(i) = (a X(i-1) + c) \bmod(m)$ , where  $a$ ,  $c$ , and  $m$  are carefully chosen constants, and  $\bmod$  is the modulus function.
  - Set the  $i$ th PRN as  $U(i) = X(i)/m$

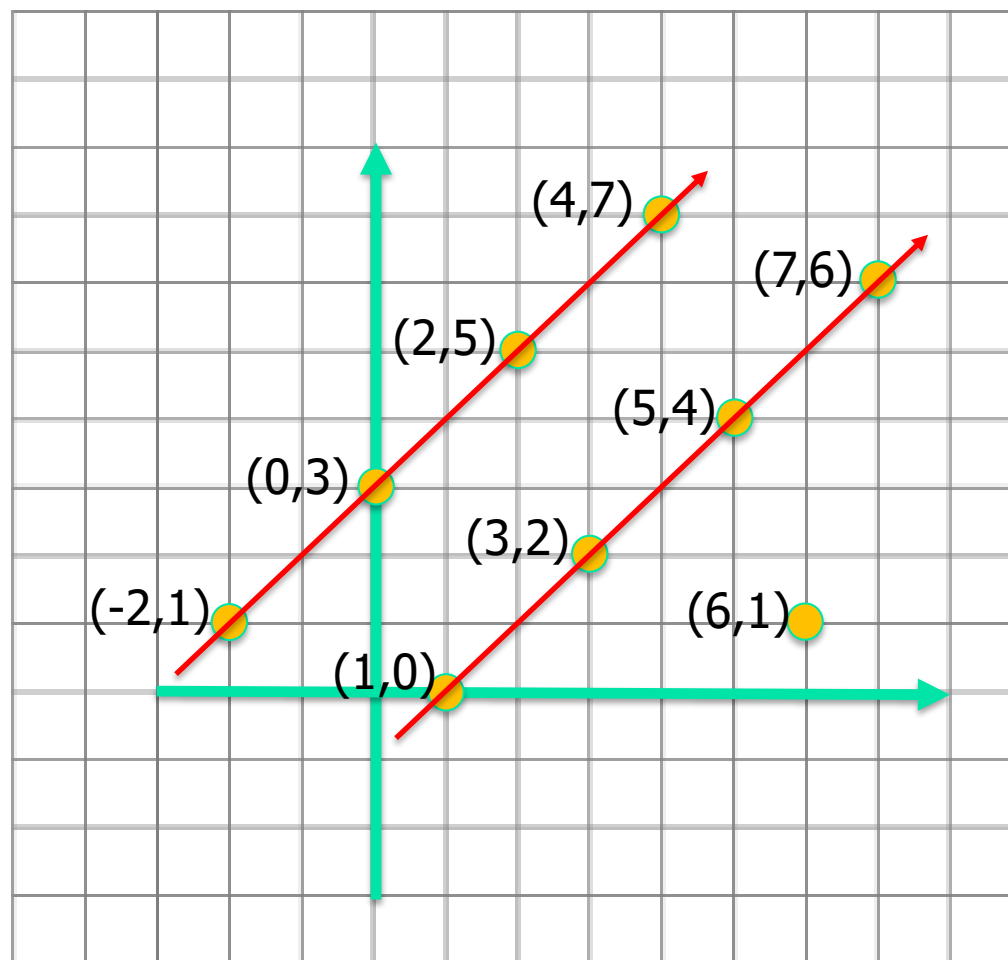
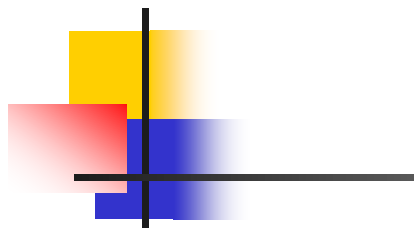


# Unif(0,1) PRN's

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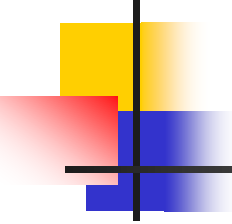
- Pretend Example:

- Set  $X(i) = (5 X(i-1) + 3) \bmod(8)$ , with  $X(0) = 0$
- Then  $X(1) = 3 \bmod 8 = 3$
- $X(2) = 2, X(3) = 5, X(4) = 4, X(5) = 7$ , etc.
- So  $U(1) = X(1)/m = 3/8$
- $U(2) = 2/8, U(3) = 5/8$ , etc.
- Numbers don't look particularly random.



**The random numbers fall mainly on the planes**

Plot of  $(X(i-1) , X(i))$



# Unif(0,1) PRN's

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- Real Example
- $X(i) = 16807 X(i-1) \bmod (2^{31} - 1)$
- $U(i) = X(i) / m$ 
  - This generator is used in a number of simulation languages
  - Has nice properties, including long “cycle times”
  - Better generators are out there



# Generating Other Random Variates

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- Start with  $U(i) \sim \text{Unif}(0,1)$
- Apply some appropriate transformation
- Example:  $-(1/\lambda) \ln(U(i)) \sim \text{Exp}(\lambda)$ 
  - Inverse transform method – can use this for various important distributions
  - Many other more-sophisticated methods available, e.g., Box-Muller method for normals



## 4. Analyzing Randomness

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- Simulation output is nasty. Consider consecutive customer waiting times.
  - Not normally distributed – usually skewed
  - Not identically distributed – patterns change throughout the day
  - Not independent – usually correlated
- Can't analyze via “usual” statistics methods!



# Analyzing Randomness

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- Two general cases to consider
  - Terminating Simulations
    - Interested in short-term behavior
    - Example: Avg customer waiting time in a bank over the course of a day
    - Example: Avg # of infected victims during a pandemic
  - Steady-State Simulations
    - Interested in long-term behavior
    - Example: Continuously running assembly line



# Terminating Simulations

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- Usually analyzed via **Independent Replications**
  - Make independent runs (replications) of the simulation, each under identical conditions
  - Sample means from each replication are assumed to be approximately i.i.d. normal
  - Use classical statistics techniques on the i.i.d. sample means (not on the original observations)





# Steady-State Simulations

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- First deal with initialization (start-up) bias.
  - Usually “warm up” simulation before collecting data
  - Failure to do so can ruin statistical analysis
- Many methods for dealing with steady-state data
  - Batch Means
  - Overlapping Batch Means / Spectral Analysis
  - Standardized Time Series
  - Regeneration



# Steady-State Simulations

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- Method of Batch Means
  - Make one long run (vs. many shorter rep's)
  - Warm up simulation before collecting data
  - Chop remaining observations into contiguous batches
  - Sample means from each batch are assumed to be approximately i.i.d. normal
  - Use classical statistics techniques on the i.i.d. batch means (not on the original observations)



# Batch Means Example

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- Get a confidence interval (CI) for the mean of an autoregressive process
  - This process is highly correlated
  - CI's via classical statistics ("CLT" method on next page) result in severe undercoverage
  - Look at batch means and overlapping batch means
  - BM and OBM do better than CLT.

# Batch Means Method

1. Enter Seed:  
(Any Positive Integer)

74737

2. Enter Phi:  
(A value  $< 1$  and  $> -1$ )  
(Default is 0)

.9

3. # Experiments:  
(100 is Default)

100

## Batch Means

4. Batch Size (m):  
(100 is Default)

100

5. # of Batches (b):  
(50 is Default) NOTE!!!  
 $N = m * b \leq 20,000$

20

6. BM Conf. Level:  
(90 is Default)

90%

## Overlapping BM

7. Batch Size (m-o):  
(100 is Default) NOTE!!!  
N fixed from BM parameters

100

8. OBM Conf Level:  
(90 is Default)

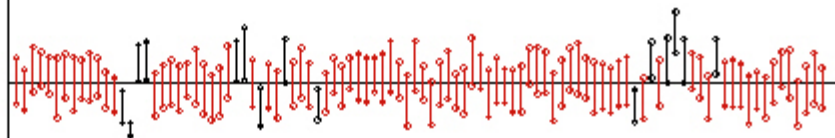
90%

9. Click Start:

START

BACK

Batch Means (1st 100 CIs at user specified Confidence Level - Not to Scale)



Overlapping Batch Means (1st 100 CIs at user specified Confidence Level - Not to Scale)



Method	Success Rate	MSE	Avg CI Length	Var CI Length
Batch Means Method	85.0%	246.15	.140	.470E-3
Overlapping Batch Means	85.0%	247.09	.133	.305E-3
Central Limit Theorem (Uses BM CI value)	31.0%	353.79	.032	.175E-5



## 5. Some Bigger Examples

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- Immunization Clinic
- Maternity Clinic
- Guinea Worm Disease
- Airline Routing Structure
- Pandemic Disease Propagation



# Immunization Clinic

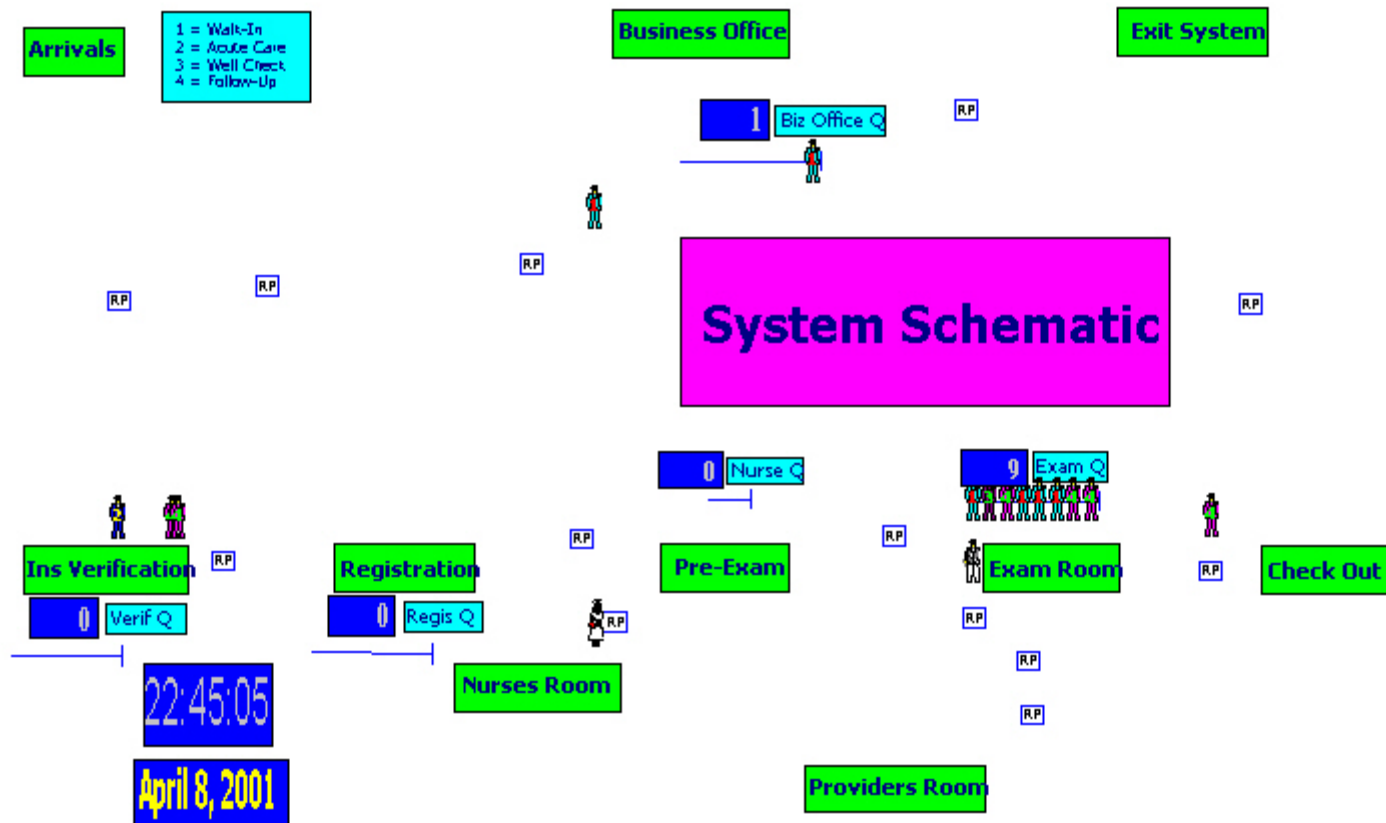
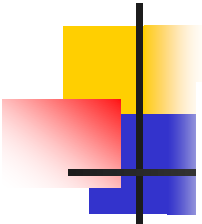
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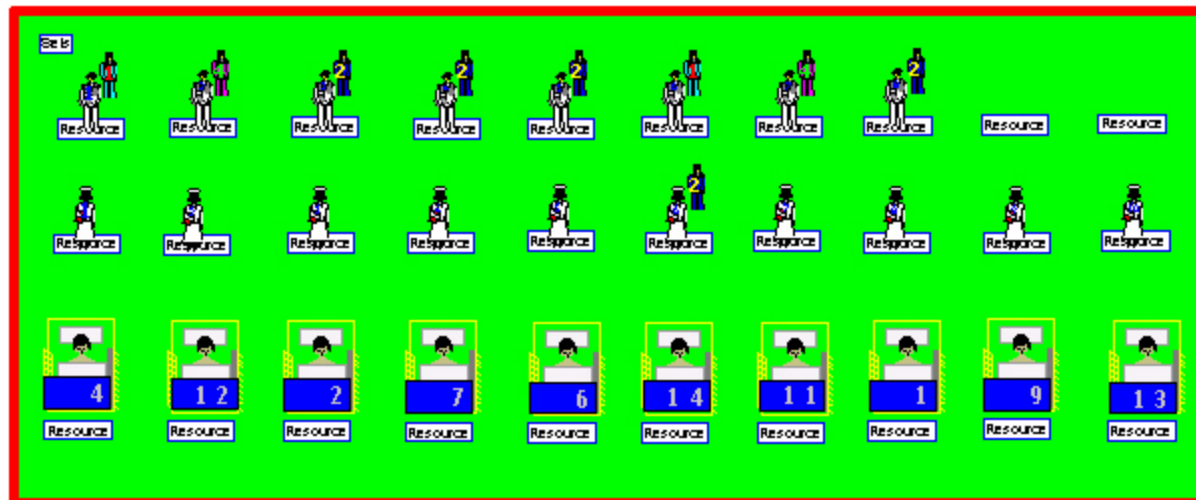
Partnership of Immunization Providers



## Use simulation to

- Study operations of an immunization clinic
- Model generic clinic
- Read interarrival and service distributions from spreadsheet
- Study alternative clinic configurations





8	Providers in Use	10	Nurses in Use	10	Rooms in Use
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Last Rev	Rescheds	No R/R	Incomplete Data	00:00:00
8	0	1	10	
Missed Opportunity	Non-Compliance	No Audit Credit	Throughput	April 8, 2001
0	0	0	1	





## 6. Selecting a Simulation Language

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- More than 100 languages out there
  - Commercial
  - Freeware
- Maybe 5 to 10 major players
- Cost considerations
- Ease of learning
- Ease of use
- Classes, conferences