

McMASTER UNIVERSITY

CAS 4ZP6

TEAM 9

CAPSTONE PROJECT 2013/2014

PORTER SIMULATION

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## Design Revision 0

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*Authors:*

Vitaliy Kondratiev - 0945220

Nathan Johrendt - 0950519

Tyler Lyn - 0948978

Mark Gammie - 0964156

*Supervisor:*

Dr. Douglas Down

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## 1 REVISION HISTORY

Revision #	Author	Date	Comment
1	Vitaliy Kondratiev, Nathan Johrendt, Tyler Lyn, Mark Gammie	January 11, 2014	Revision 0 Added to repository
2	Vitaliy Kondratiev, Mark Gammie	January 12, 2014	Added diagrams to Latex
3	Tyler Lyn	January 12, 2014	Added dispatch module
4	Vitaliy Kondratiev, Nathan Johrendt	January 13, 2014	Added GUI Component to document
5	Mark Gammie	January 13, 2014	Updated Dependency Diagram to contain algorithms and data structures. Updated dependency diagram with a legend, logging comment and fixed the porter dispatcher dependency
6	Tyler Lyn, Mark Gammie	January 13, 2014	Several Modules Updated
7	Nathan Johrendt	January 13, 2014	Added Appendix
8	Mark Gammie	January 14, 2014	Completed Design Overview

## 2 EXECUTIVE SUMMARY

### 2.1 INTRODUCTION

This document outlines the design decisions, style and methodology for the project of Porter Simulation to be completed for Hamilton Health Sciences. A modular design methodology has been chosen as our design principle. This document is based on IEEE Draft Standard for Software Design Descriptions (IEEE P1016/D5.0).

### 2.2 PURPOSE

The purpose of this document is to outline the design of each component and how they interface between each other. This document will aid the developers in the development process as well as any future maintenance required.

### 2.3 DESIGN OVERVIEW

Our solution is a discrete event simulation that is implemented using the Python library SimPy. The simulation has three main sections named Import, Export and Core.

The Import section contains modules for accessing two different csv files that are used as input for the simulation. The first file contains a collection of data that has been exported from Hamilton Health Science's porter management system. The second file contains data that represents the work schedule of each porter that will be used in the simulation. Both of these files will be modified using Excel as the interface.

The Export section contains a module for reporting statistics that are generated by the simulation. The module will be used after the simulation has completed to write the generated data to a csv file that will be interpreted later by some Visual Basic scripts. These scripts will be used to generate predetermined graphs for the user to view.

The Core section is where the simulation actually occurs. The module Simulation Core contains the command line interface for the simulation and is responsible for initializing the Simulation State, Job List Builder and Dispatcher modules. The Job List Builder module will create a list of jobs using the data contained in the file filled with historical data. This list of jobs will be submitted to the Simulation State to be stored. Once the simulation is started, the Dispatcher module is responsible for receiving the jobs as they become available and assigning them intelligently to any eligible porters. The

porters that operate on the tasks follow a finite state machine that creates timeouts based on the time it would take for each state that the porter is transitioning into. There may be cases when all the porters are busy and the amount of assigned jobs piles up, or the porters are stuck waiting on jobs to become available. Once the simulation terminates, the export of the statistical data is finalized.

### 3 IMPLEMENTATION MATERIAL

#### 3.1 LANGUAGE OF IMPLEMENTATION

Visual Basic in Excel will be used to interface GUI to Simulation Core module. Python Version 2.7.5 will be used for Simulation Core module and all other modules.

#### 3.2 SUPPORTING TECHNOLOGY AND FRAMEWORKS

Simulation will be built on the SimPy 3.0.2 library

<https://simpy.readthedocs.org/en/latest/>. GUI will be built in Excel 2010.

## 4 PROCESS DIAGRAM

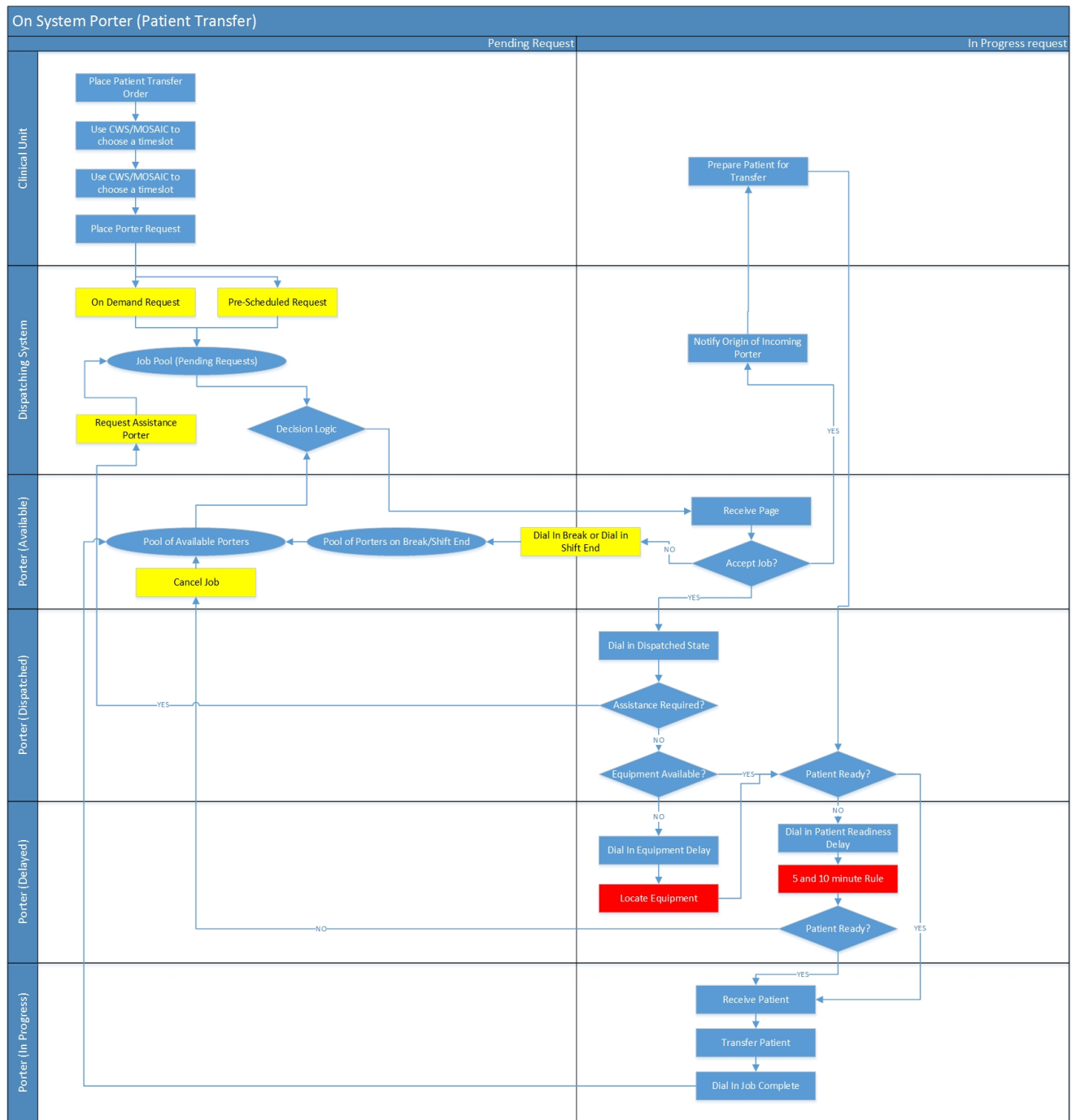


Figure 4.1: Process Diagram

## 5 DEPENDENCY DIAGRAM

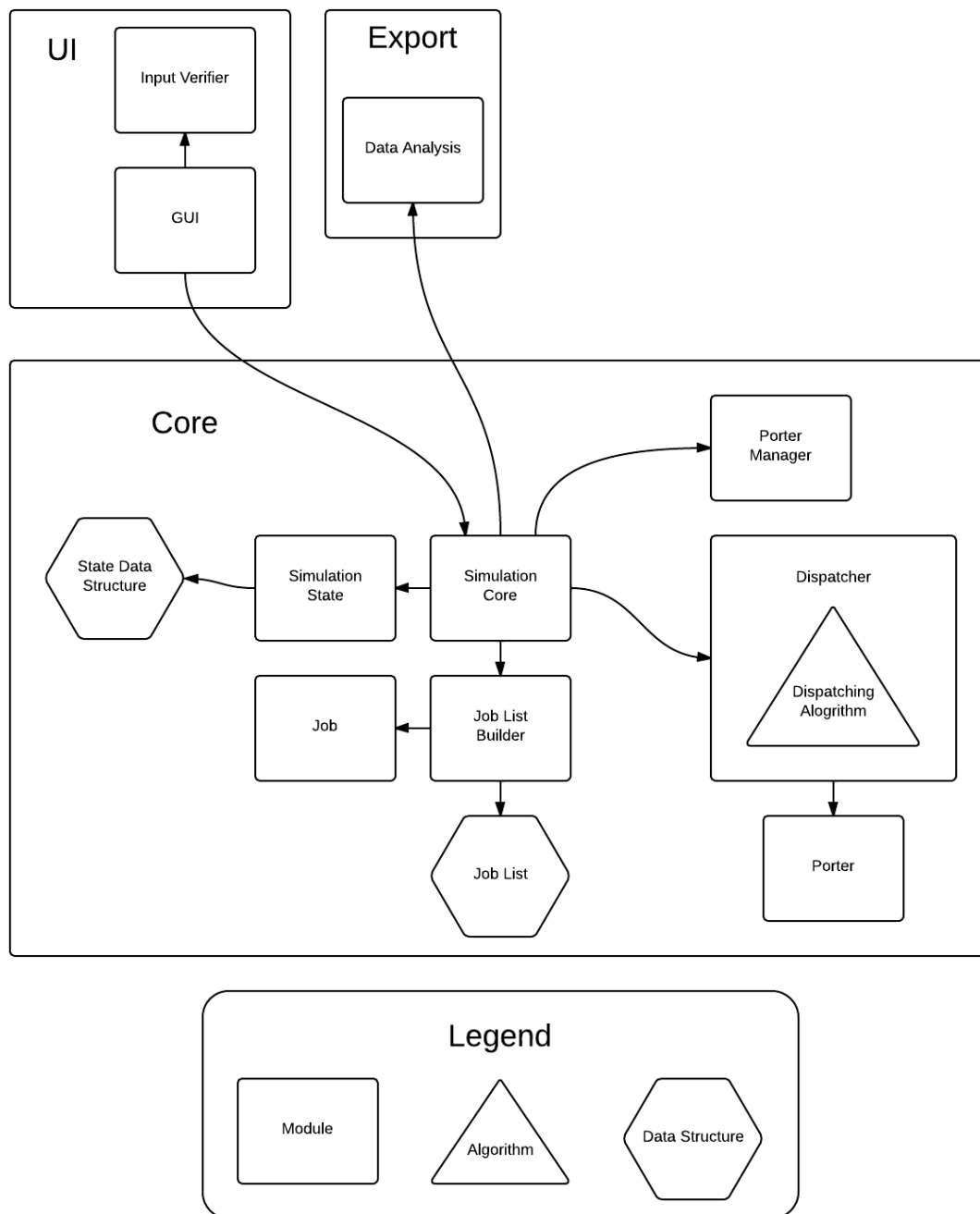


Figure 5.1: Dependency Diagram

## 6 DECOMPOSITION DESCRIPTION

### 6.1 CORE - SIMULATION CORE

**Type:** Module

**Purpose:** This module calls the required functions to create the Job List, initialize the simulation state and initialize the simulation processes.

**Function:** This module takes in configuration data from the GUI module and uses it to initiate the required modules Statistics Import and Porter Manager, passes their data so that the Simulation State, Job List Builder and Dispatcher can be initialized.

**Interface:**

The interface to this module is a dictionary containing the information for the configuration of the simulation.

**Process Steps:** This module first This module first uses the Simulation Settings, Hospital Layout Graph and Statistical data to read in the external data. This data is used to configure other core modules in the simulation.

Once the external data is imported and the core modules are configured, the Simulation Core will begin the simulation and manage the core modules.

**Data:** None

**Error Handling:** Catch all on the simulation loop to report pertinent errors and to prevent unexpected termination.

**Requirement Reference:** 11.5.1

### 6.2 CORE - SIMULATION STATE

**Type:** Module

**Purpose:** This module's purpose is to be an interface between the simulation and its simulation state data structure.

**Function:** This module will contain functions that will be used by the simulation to perform queries on the simulation state data structure.

**Interface:**

initSimulateState():

- Instantiating the simulation state with null values

getSimulationTime():

- Returns the current simulation time

getPorterList():

- Returns a list of the porter objects

getTaskList():

- Returns the task list

**Process Steps:** This module handles the simulation state data structure and allows the rest of the modules to interact with it. If modules need information about the simulation as a whole, they will communicate with the Simulation State module in order to satisfy their needs.

**Data:** Simulation state data structure

**Error Handling:** Catch any null values in the simulation state data structure

**Requirement Reference:** None

**Critical Revision 0 Component:** True

**To Be Completed By:** 28/01/2014

**To Be Tested By:** 30/01/2014

### 6.3 CORE - TASK

**Type:** Module

**Purpose:** Provide information about a job to the porter.

**Function:** The task is declared with an origin, destination, required equipment and a priority. This information is necessary to allowing a porter to complete a job.

**Interface:**

getOriginLocation():

- Returns the origin of a job

getDestinationLocation():

- Returns the destination of a job

getEquipment():

- Returns the equipment required for a job

getPriority():

- Returns the priority of a job

getTime():

- Returns the time that the task will be requested

updatePriority():

- A process that will set the job to a higher priority after a specified amount of time has passed.

**Process Steps:** Tasks will be initialized once the Simulation Core shares the import modules with the Event List Builder. An initialized task will be able to provide the Dispatcher all the required information to organize a list of tasks. Also, once a task is given to a porter, the porter will then be able to start and complete a transport job.

**Data:** Transport Job Information

**Error Handling:** Catch any null values returned by the task's properties

**Requirement Reference:** None

**Critical Revision 0 Component:** True

**To Be Completed By:** 28/01/2014

**To Be Tested By:** 30/01/2014

### 6.4 CORE - TASK LIST BUILDER

**Type:** Module

**Purpose:** Produces the list of tasks for the Simulation Core and Dispatcher modules to process

**Function:** This module populates a series of tasks following either a distribution or statistical data.

**Interface:**

addTask(origin, destination, equipment, priority, time):

- Input the origin, destination, equipment and priority of a job. Also include the time the task will be added to the Dispatcher

setTaskBuilderStats(data)

- Input the statistical or distribution data as it is required for creating meaningful data



**Process Steps:** The Task List Builder will first receive the data from the Simulation Core. This data will allow the Task List Builder to create jobs based on user specified parameters. Secondly, the Task List Builder will generate tasks and append them to the BinTree data structure, to allow for ordering, inserting and retrieval of tasks. Once a task reaches its "time" it will be added to the Dispatcher where it can be given to an available porter.

**Data:** Task List BinTree

**Error Handling:** Catch any null tasks

**Requirement Reference:** 8.1.4

**Critical Revision 0 Component:** True

**To Be Completed By:** 28/01/2014

**To Be Tested By:** 30/01/2014

## 6.5 CORE - PORTER

**Type:** Module

**Purpose:** To complete jobs provided by the dispatcher

**Function:** Completes the transport jobs assigned by the dispatcher. Unless a job is cancelled the porter will traverse through four states ('pending', 'dispatched', 'inprogress', 'complete')

### **Interface:**

setStatePending(state):

- Input the pending state
- Sets the porter's state to pending and waits to be assigned a job

setStateDispatched(state):

- Input the dispatched state
- Sets the porter's state to dispatched and calculates the time between the porter's location and the job's origin

setStateInprogress(state):

- Input the inprogress state
- Sets the porter's state to inprogress and calculates the time between the job's origin and destination

setStateComplete(state):

- Input the complete state
- Sets the porter's state to complete, records the completion time and sets the porter back to the pending state

getAutoLocation():

- Returns the estimated location of a pending porter
- Estimates the current location of a porter based on how many minutes they have been in
- Output the estimated location of a pending porter
- Estimates the current location of a porter based on how many minutes they have been in the pending state.

**Process Steps:** The module listens for state changes provided by the dispatcher and updates its' internal components as necessary.

**Data:** Stores internal data relating to its' current state.

**Error Handling:** None

**Requirement Reference:** None

**Critical Revision 0 Component:** True

**To Be Completed By:** 28/01/2014

**To Be Tested By:** 30/01/2014

## 6.6 CORE - DISPATCHER

**Type:** Module

**Purpose:** To organize pending jobs based on a weighted-value and assign them to porters

**Function:** This module orders pending jobs based off of a Dispatch Value which is computed using several parameters (Proximity Match Value, Weighted Job Priority and Appointment Factor). The pending job with the greatest Dispatch Value will be assigned to the closest available porter. Once the job is assigned to the porter the job will be considered as a dispatched job.

**Interface:**

assignJob(Task):

- Assigns the job with the greatest Dispatch Value to the closest available porter.

getProximityMatchValue(TaskOrigin):

- Input the origin of a pending job
- Output a value based on how close an available porter is to a job's origin

getWeightedJobPriority(TaskOrigin, TaskDestination):

- Input the origin and destination of a pending job
- Output a value based on the priority of the pending job

getAppointmentFactor(Task):

- Input a pending job
- Update the value for a job depending on if it was pre-scheduled or on-demand.

getDispatchValue(Task):

- Input a pending job
- Compute the DispatchValue for a job:  $(\text{ProximityMatchValue} + \text{WeightedJobPriority} * \text{AppointmentFactor})$

**Process Steps:** All pending jobs are assessed and given a dispatch value (DV) based on the weighting and values of specified dispatch parameters.

These weights and values are determined using either the location of an available porter or the priority of a pending job.

All of the pending jobs are then ordered from greatest dispatch value to the least. When there is an available porter the pending job with the greatest dispatch value is given to the closest porter.

**Data:**

- Pending jobs

**Error Handling:** None

**Requirement Reference:** None

**Critical Revision 0 Component:** True

**To Be Completed By:** 28/01/2014

**To Be Tested By:** 30/01/2014

## 6.7 IMPORT - SIMULATION SETTING

**Type:** Module

**Purpose:** Receives the settings data from the GUI and translates them for use by the simulation core

**Function:** Receives data in the form of a csv and converts it to a readable format

**Interface:**

receiveSettings(Settings):

- Load and store setting into module

translateSettings():

- Outputs translated setting from the current loaded setting in the module

**Process Steps:** the module is called by the GUI from which it receives the settings as a csv file and stores them. Simulation Core calls the module to receive the current setting in the translated format.

**Data:** Settings

**Error Handling:** return NULL on incorrect settings received

**Requirement Reference:** 8.1.1, 8.1.2

**Critical Revision 0 Component:** True

**To Be Completed By:** 28/01/2014

**To Be Tested By:** 30/01/2014

## 6.8 IMPORT - HOSPITAL LAYOUT GRAPH

**Type:** Module

**Purpose:** Receives layout data for the hospital from a .csv file and translates it for use by the simulation core.

**Function:** Interprets the data from the .csv file into a graph representing a HHS hospital transportation layout for porter movement.

**Interface:**

receiveLayout(Layout):

- Load and store layout into module

translateLayout():

- Outputs translated layout from the currently loaded .csv file to the module

**Process Steps:** Simulation core calls the module to receive the translated layout.

**Data:** Layout Graph

**Error Handling:** Returns NULL on incorrect settings.

**Requirement Reference:** 8.1.1, 8.1.2

**Critical Revision 0 Component:** True

**To Be Completed By:** 28/01/2014

**To Be Tested By:** 30/01/2014

## 6.9 IMPORT - STATISTICAL DATA IMPORT

**Type:** Module

**Purpose:** Receives statistical data for the hospital from a .csv file and translates it for use by the simulation core.

**Function:** Interprets the data from the .csv file into statistical data and places them into variables for use by the Simulation Core.

**Interface:**

receiveStatistics(Statistics):

- Load and store statistics into module

translateStatistics():

- Outputs translated statistics from the currently loaded .csv file to the module

**Process Steps:** Simulation core calls the module to receive the translated statistical data variables.

**Data:** Statistic data variables

**Error Handling:** Returns NULL on incorrect settings.

**Requirement Reference:** 8.1.1, 8.1.2

**Critical Revision 0 Component:** True

**To Be Completed By:** 28/01/2014

**To Be Tested By:** 30/01/2014

## 6.10 EXPORT - STATISTICAL DATA EXPORT

**Type:** Module

**Purpose:** Format and output the raw data from the simulation.

**Function:** This module will gather all of the raw data from the simulation and format it so that it can be exported into a readable excel file.

**Interface:** addExportData(data)

- Input raw data

publishExportData()

- This function will format the simulation's raw data, create an excel file and populate the file with the formatted data

**Process Steps:** All data that is to be exported must be added to this module. Once the simulation's raw data is gathered the module will publish the data. The publishing will generate an excel file and outline the results from the simulation.

**Data:** None

**Error Handling:** Produce warning message if data is missing during the publishing.

**Requirement Reference:** 8.1.5

**Critical Revision 0 Component:** True

**To Be Completed By:** 28/01/2014

**To Be Tested By:** 30/01/2014

## 6.11 LOGGING

**Type:** Module

**Purpose:** Provide logging capabilities across all Python modules

**Function:** This module will contain python's native logging library as well provide any additional logging functionality specific to the simulation.

**Interface:** initializeLogging()

- Initialize python's native logging across the modules

printLogging(module)

- Print a module's simulation log

**Process Steps:** A logger will be created for each module providing necessary error tracking. Not only this but the Logging module will allow for debugging during the course of development.

**Data:** Module Logs

**Error Handling:** Catch any null module logs.

**Requirement Reference:** 13.1

**Critical Revision 0 Component:** True

**To Be Completed By:** 28/01/2014

**To Be Tested By:** 30/01/2014

## 6.12 GUI - BASIC SETTINGS

**Type:** User Interface

**Purpose:** Allows the user to change the basic setting of the simulation and run the simulation

**Function:**

**Number of Porters:** specify the number of porters for the simulation to run

**Start Date:** specify the day the simulation will run from

**Start Time:** specific time the simulation runs from

**End Date:** specific time day the simulation will end

**End Time:** specific time the simulation ends

**Job Distribution:** users can choose from predefined distributions or base it on existing statistical data

**Job Intensity:** specify the frequency of job distribution

**Correct Equipment Usage:** specify the percentage of correct equipment events

**Patient Readiness:** specify the percentage of ready patients on porter arrival

**Porter Wait Time:** specify the time a porter waits for patient to be ready before abandoning job

**Interface:**

**Advanced Setting:** proceed to Advanced Setting GUI

**Simulate:** push settings to Simulation Core

**Default Settings:** reset to default values

**Process Steps:** Not Available

**Data:** Not Available

**Error Handling:** If any of the below values violates its restriction, excel will not allow the information to be sent to the simulation core.

**Number of Porters:** restricts the number of porters to a positive integer

**Start Date:** restricts the start date to day/month/year format

**Start Time:** restricts the start time to 12 or 24 hour time

**End Date:** restricts the end date to day/month/year format and checks that the date is on the same date or a later date than the start date

**End Time:** restricts the end time to 12 or 24 hour time and checks that the end time is further in the future than the start time

**Job Distribution:** user is restricted to a set series of options

**Job Intensity:** user is restricted to a set series of options

**Correct Equipment Usage:** restricts the value between 0 and 100 percent

**Patient Readiness:** restricts the value between 0 and 100 percent

**Porter Wait Time:** restricts the value to a minimum of 0

**Requirement Reference:** 10.1.1, 10.1.2, 10.1.3, 10.1.4

**Critical Revision 0 Component:** True



<div>FILE HOME INSERT PAGE LAYOUT FORMULAS DATA REVIEW VIEW DEVELOPER LOAD TI</div>															
J11		min: 0% max: 100%													
	A	B	C	D	E	F	G	H	I	J	K	L			
1						Porter Simulation									
2						Basic Setting				Hint					
3						Number of Porters		50		▲▼		min: 0 max: 200			
4						Start Date		14-Apr-14		▲▼		must be less than or equal to			
5						Start Time		7:30 AM		▲▼		must be less than or equal to			
6						End Date		15-Apr-14		▲▼		must be more than or equal to			
7						End Time		3:30 PM		▲▼		must be more than or equal to			
8						Job Distribution		Data Based		▲▼		Choose from Available List			
9						Job Intensity		Moderate		▲▼		Choose from Available List			
10											Compliance				
11	Correct Equipment Usage		80%		▲▼		min: 0% max: 100%								
12	Patient Readiness		30%		▲▼		min: 0% max: 100%								
13	Porter Wait Time		5 minutes		▲▼		min: 0 max: 60 min								
14						Advanced Setting									
15						Simulate									
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17															
18															
19															
<div> <div>Main</div> <div>+</div> </div>															
<div>READY </div>															

Figure 6.1: Basic GUI

## 7 ANTICIPATED CHANGES

- 1 Specific interface design will be guided by initial testing with HHS stakeholders, changes to the GUI are expected.
- 2 The functionality of the Logging module may change if HHS stakeholders require additional information about the modules.

## 8 APPENDICIES

### 8.1 FIGURE APPENDIX

- (a) Figure 4.1: Process Diagram.jpg - the process flow diagram details the process modeled by the simulation.
- (b) Figure 5.1: Dependency Diagram.png - layout of the module, algorithm and data structure dependencies.
- (c) Figure 6.1: Basic GUI.png - prototype design of the GUI associated for use with the simulation.

### 8.2 ALGORITHM APPENDIX

- (a) Dispatching Algorithm - main dispatcher algorithm used to assign jobs to porters based on a number of factors. Functionality outlined by section 6.6 of this document.
- (b) Dijkstra's Algorithm - will be used to compute the shortest path between two hospital location.