We all know that choping it’s a unique culture in Singapore, it refers to the habitual act of reserving a seat before ordering food in food centres. However, there have always been people contesting this behavior. Some may think it will increase the waiting time for all. So we conduct the simulation to find out whether it’s a time-saving or time-wasting behavior.

This picture briefly shows our model. We simulate the situation in a food center. There are many attributes of the food centre:

inflow rate: it determines how many people go inside each iteration.

Number of stalls: how many people can order at the same time. Prepare time: 1 min(1 iteration).

Number of seats: it defines the capacity in the food centre and the crowdedness is closely related to this value which is……, and we will use this term in our model. Based on how the value is used, the model can be categorized as quadratic and logistic. More details will be discussed later.

For the customers, they also have their property and states.

Chope probability: it shows how likely a person will choose to reserve a seat. Based on whether its value is fixed in one run, we proposed two model: static and dynamic.

Inside food center, a customer will have 3 states: queue for ordering, looking for a seat and eating. After these two process, they can go to eat.

Static: