

Modeling and Simulation

Dr. G.H.J. Lanel

Lecture 1

Outline

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- 1 Introduction To Modeling and Simulation
 - Introduce Modeling
 - Introduce Simulation
 - Model Building and Simulation
 - Choose The Appropriate Simulation Tools
 - Simulation World-views

What is A model?

A Representation of an object, a system, or an idea in some form other than that of the entity itself.
(Shannon)

Types of Models:

- **Physical:** Scale models, prototype plants, ...
- **Mathematical:** Analytical queuing models, linear programs, simulation.

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- The model is amenable to manipulation which would be impossible, too expensive, or too impractical to perform on the system which it portrays.
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- Designing and analyzing manufacturing systems.
- Evaluating H/W and S/W requirements for a computer system.
- Evaluating a new military weapons system or tactics.
- Determining ordering policies for an inventory system.
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Applications: Ctd

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- Evaluating designs for service organizations such as hospitals, post offices, or fast-food restaurants.
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Steps in Simulation and Model building:

- 1 Define an achievable goal.
- 2 Put together a complete mix of skills on the team.
- 3 Involve the end-user.
- 4 Choose the appropriate simulation tools.
- 5 Model the appropriate level(s) of detail.
- 6 Start early to collect the necessary input data.

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- 8 Develop a plan for adequate model verification. (Did we get the "right answers?")
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- 10 Develop a plan for statistical output analysis.

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- System analyst skills (model formulation).
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- Does anyone believe the results?
- Will anyone put the results into action?
- The End-user (your customer) can (and must) do all of the above BUT, first he must be convinced!
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- Little or no additional software cost.
- Universally available (portable).
- No additional training (Everybody knows(language X)!)!

- **Disadvantages:**

- Every model starts from scratch.
- Very little reusable code.
- Long development cycle for each model.
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- **FORTRAN:** Probably more models than any other language.
- PASCAL: Not as universal as FORTRAN
- MODULA: Many improvements over PASCAL
- ADA: Department of Defense attempt at standardization
- C, C++ : Object-oriented programming language

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 - Standardized features often needed in modeling
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 - Block-structured Language
 - Interpretive Execution
 - FORTRAN-based (Help blocks)
 - World-view: Transactions/Facilities
- **SIMSCRIPT II.5:**
 - English-like Problem Description Language
 - Compiled Programs
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- **Advantages:**

- Very quick development of complex models
- Short learning cycle
- No programming—minimal errors in usage

- **Disadvantages:**

- High cost of software
- Limited scope of applicability
- Limited flexibility (may not fit your specific application)

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There are actually at least three components to the cost of simulation:

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- a property of an entity
- E.g., checking account balance

- **Activity:**

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Examples of both types of models

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CPU scheduling model vs. number of students attending the class

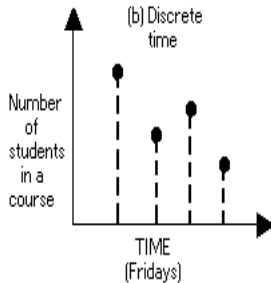
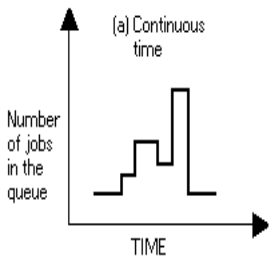
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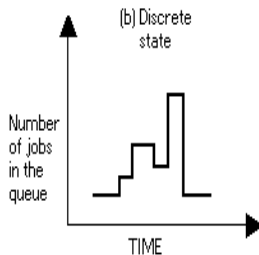
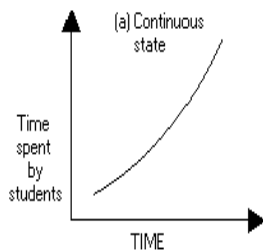
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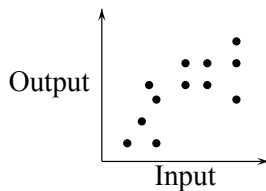
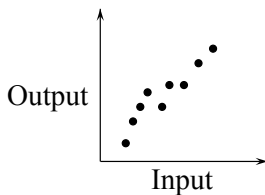
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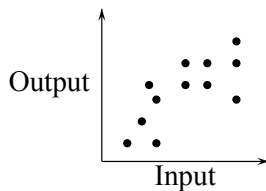
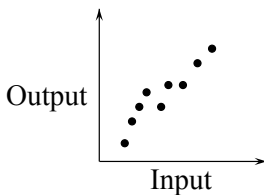
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Model the appropriate level(s) of detail

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End!