MEM6810 Engineering Systems Modeling and Simulation 工程系统建模与仿真

Theory Analys

Lecture 1: Introduction to Simulation

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董浩云智能制造与服务管理研究的CYTUNG Institute of Intelligent Manufacturing and Service Manageme (中美物流研究院)
(Singui N Sighbal Intelligits Institute)



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- 2 Why Simulation?
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 - **▶** Definition
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 - ▶ Estimate π : Buffon's Needle
 - \blacktriangleright Estimate π : Random Points
 - ► Numerical Integration
 - ► System Time to Failure
- 6 Course Outline



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- Simulation is EVERYWHERE!



Figure: Physical Simulation of Solid-Fluid Interaction (from Ruan et al. (2021))





Figure: Pilot Training in Boeing 787 Flat Panel Trainer (from Boeing)



Figure: Airport Simulation (by Vancouver Airport Services)

[Video: https://www.youtube.com/watch?v=JuXwEbAvk2Q]



Figure: Typhoon Simulation (image by Atmoz / CC BY 3.0)



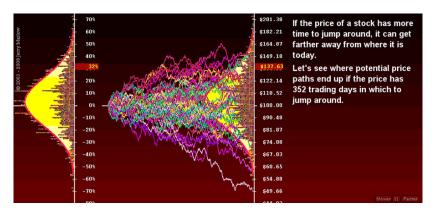


Figure: Financial Analysis



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- With simulation technique, we can easily make change and observe the effect, while keeping high fidelity.



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- An analysis tool: To answer "what if" questions about the existing real-world system.
 - E.g., try alternative layout of a production line, try other staff shifts of a service center, test a financial system in some extreme situation, etc.
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 - Simulation is also an important type of numerical methods.



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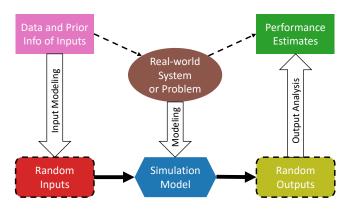


Figure: Basic Paradigm of A Simulation Study



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- A simulation model is a particular type of mathematical model.



66 All models are wrong, but some are useful. 99

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George E. P. Box (1919.10 – 2013.03) was a British statistician, who worked in the areas of quality control, time-series analysis, design of experiments, and Bayesian inference. He has been called "one of the great statistical minds of the 20th century".



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- Essentially, running simulation is still one type of numerical methods
 - Real-world simulation models can be large, and such runs are usually conducted with the aid of a computer.



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Figure: Monte Carlo Casino (photo by Cristian Lorini / CC BY-SA 3.0)



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 - Often used to simulate the logistics/transportation/service systems, whose status naturally changes over time.

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 - Used much more often (uncertainty is more or less involved in a real-world system).



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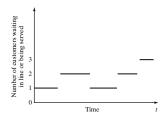


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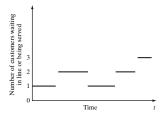
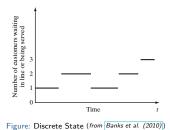


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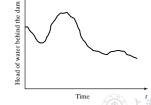


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- For most operational decision-making problems, the suitable simulation models are *dynamic*, *stochastic* and *discrete*.
 - The simulation is called Discrete-Event System Simulation (离散事件系统仿真).
 - It is the main **focus** of this course.



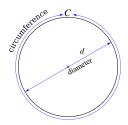
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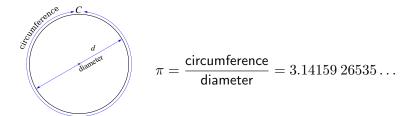
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• It was considered as a quite difficult problem in the history of mankind to find the value of π .



- The earliest written approximations of π :
 - Babylon: A clay tablet (1900–1600 BC), $\pi \approx \frac{25}{8} = 3.125$;
 - Egypt: The Rhind Papyrus (莱因德纸草书, 1650 BC, 1850 BC), $\pi \approx (\frac{16}{9})^2 = 3.160...$



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Figure: Archimedes of Syracuse (287–212 BC) (Source/Photographer

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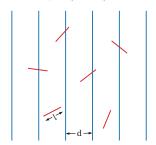
Figure: Zu Chongzhi (祖冲之, 南北朝时期, 429-500 AD) (*Istatue image* by 三猎 / *CC BY 4.0*)

$$\pi \approx \frac{355}{113} = 3.14159 \frac{292}{292}$$
.... 海克紅大学

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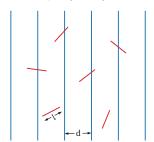


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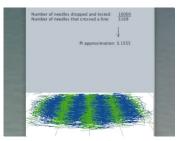
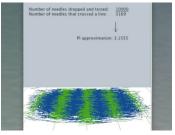


Figure: A Computer Simulation (by Jeffrey Ventrella)
[Video: https://www.youtube.com/watch?v=kazgQXae0Hk]



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• Try it out!

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https://mste.illinois.edu/activity/buffon http://datagenetics.com/blog/may42015/index.html



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 - Let h denote the number of dots in the circular sector.



Figure: Animation (image by nicoguaro / CC BY 3.0)

 $\bullet \ \mathbb{P}(\text{dot in sector}) = \frac{\text{sector area}}{\text{square area}} = \frac{\pi d^2/4}{d^2} \approx \frac{h}{n}. \quad \Rightarrow \ \pi \approx \frac{4h}{n}.$

- Now consider another simulation to estimate π .
 - Randomly throw n dots to a square.
 - Suppose the dots are equally likely to fall anywhere inside the square.
 - Let h denote the number of dots in the circular sector.



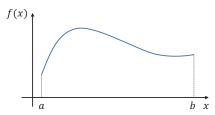
Figure: Animation (image by nicoguaro / CC BY 3.0)

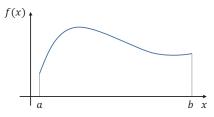
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- Visit https://xiaoweiz.shinyapps.io/calPi for interaction. 上海文章

Examples



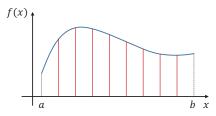
Examples





• Trapezoidal rule (梯形法):

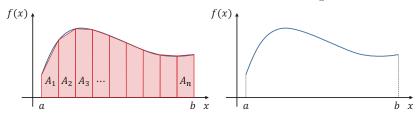




- Trapezoidal rule (梯形法):
 - **1** Divide the area into n parts.

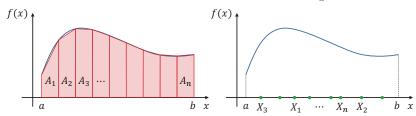


- Trapezoidal rule (梯形法):
 - lacktriangledown Divide the area into n parts.
 - 2 $\int_a^b f(x) dx \approx A_1 + A_2 + \dots + A_n$.



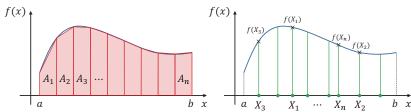
- Trapezoidal rule (梯形法) (left fig):
 - lacktriangledown Divide the area into n parts.
- Monte Carlo method (right fig):





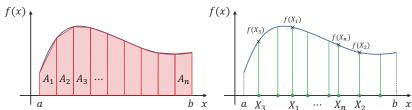
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 - **1** Randomly sample n points on [a, b] from uniform(a, b).
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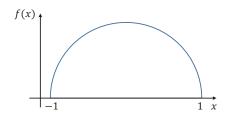


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 - 2 $\int_a^b f(x) dx \approx \frac{b-a}{n} [f(X_1) + f(X_2) + \dots + f(X_n)].$
- Monte Carlo method will be much more **efficient** when the dimension is high! (E.g., $\int_{[a,b]^d} f(x) dx$ for large d.)

• Recall the numerical integration problem $\int_a^b f(x) \mathrm{d}x$.

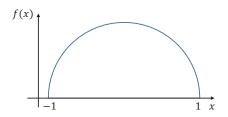


- Recall the numerical integration problem $\int_a^b f(x) dx$.
- Let $f(x) = \sqrt{1-x^2}$, a = -1, b = 1.





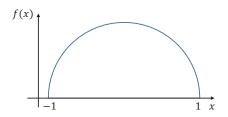
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- So we have another way to estimate π using Monte Carlo simulation (provided we know how to compute square root).



- There is a system:
 - Two components work as active and spare, so the system fails if both components are failed.
 - Suppose the time to next component failure is random (when there is at least one functional components), which follows a known distribution, and we know how to generate it.
 - To make it simple, suppose the time to next failure is equally likely 1, 2, 3, 4, 5 or 6 days (no memory).
 - Repair takes exactly 2.5 days (only one at a time).



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- What can we say about the time to failure for this system?
- Let's run a simulation by hand!
 - Let the system state denote the number of functional components.
 - The events are the failure of a component and the completion of repair.

		Event Calendar		
Clock	System State	Next Failure	Next Repair	
0	2			



		Event Calendar		
Clock	System State	Next Failure	Next Repair	
0	2	0 + 5 = 5		



		Event	Calendar
Clock	System State	Next Failure	Next Repair
0	2	0 + 5 = 5	∞



		Event Calendar		
Clock	System State	Next Failure	Next Repair	
0	2	0 + 5 = 5	∞	
5	1			



		Event Calendar		
Clock	System State	Next Failure	Next Repair	
0	2	0 + 5 = 5	∞	
5	1		5 + 2.5 = 7.5	



		Event	Calendar
Clock	System State	Next Failure	Next Repair
0	2	0 + 5 = 5	∞
5	1	5 + 3 = 8	5 + 2.5 = 7.5



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0	2	0 + 5 = 5	∞	
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7.5	2			



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8	1		



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0	2	0 + 5 = 5	∞
5	1	5 + 3 = 8	5 + 2.5 = 7.5
7.5	2	8	∞
8	1		8 + 2.5 = 10.5



		Event	Calendar
Clock	System State	Next Failure	Next Repair
0	2	0 + 5 = 5	∞
5	1	5 + 3 = 8	5 + 2.5 = 7.5
7.5	2	8	∞
8	1	8 + 6 = 14	8 + 2.5 = 10.5



		Event Calendar		
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14	1		



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10.5	2	14	∞
14	1		14 + 2.5 = 16.5



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7.5	2	8	∞
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10.5	2	14	∞
14	1	14 + 1 = 15	14 + 2.5 = 16.5
15	0		



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- We can observe:
 - Time to failure =15
 - Average number of functional components =

$$\frac{1}{15-0} \left[2(5-0) + 1(7.5-5) + 2(8-7.5) + 1(10.5-8) + 2(14-10.5) + 1(15-14) \right]$$

$$= \frac{24}{15}$$



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- Some questions:
 - How to deal with the randomness?
 - How to generate the time interval of component failure?



- What is Simulation?
- 2 Why Simulation?
- 3 How to Do Simulation?
- 4 Models
 - **▶** Definition
 - ► Types of Simulation Models
- 5 Examples
 - ightharpoonup Estimate π : Buffon's Needle
 - \blacktriangleright Estimate π : Random Points
 - ► Numerical Integration
 - ➤ System Time to Failure
- 6 Course Outline



Course Outline

- Introduction to Simulation
- Elements of Probability and Statistics
- Queueing Models
- Random Variate Generation
- Input Modeling
- Verification and Validation of Simulation Models
- Output Analysis I: Single Model
- Simulation in Excel and FlexSim
- Output Analysis II: Comparison
- Output Analysis III: Optimization

