

SEN9110 Simulation Masterclass

14. Simulation Languages (2)

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Brightspace: SEN9110

Agenda

- Simulation Language demonstrations and comparison [2]
- Simulation Environments
 - AnyLogic
 - DSOL
 - Simio
 - Salabim
- Simulation Comparison

Paper: T.W. Tewoldeberhan, A. Verbraeck and V. Hlupic. Implementing a discrete-event simulation software selection methodology for supporting decision making at Accenture. Journal of the Operational Research Society (2010) 61, 1446-1458.
- Questions about earlier lectures

7.

AnyLogic

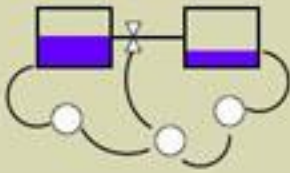
AnyLogic

- Java-based, adapted Eclipse development environment
- DES + SD + Agents
- Mixed models possible
- Discrete time and continuous time
- Different libraries of components available
- 2D and 3D animation, optimization

AnyLogic

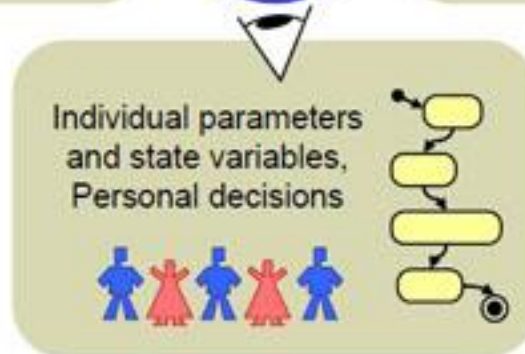
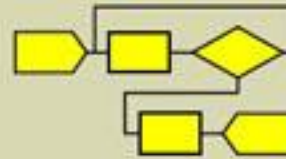
System Dynamics Perspective

Key aggregate variables,
Global feedbacks



Discrete Event Perspective

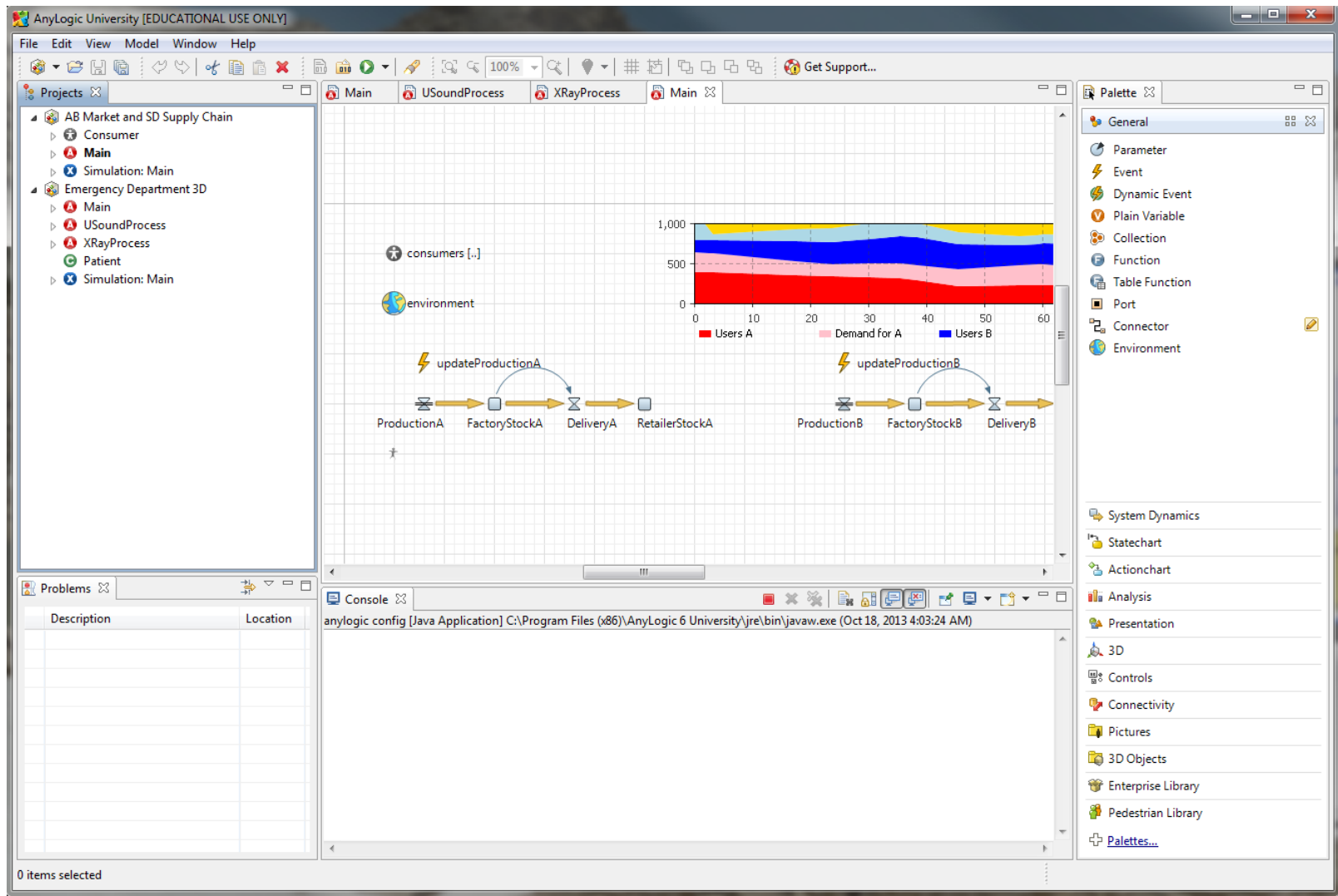
Processes: sequence of
operations, resources



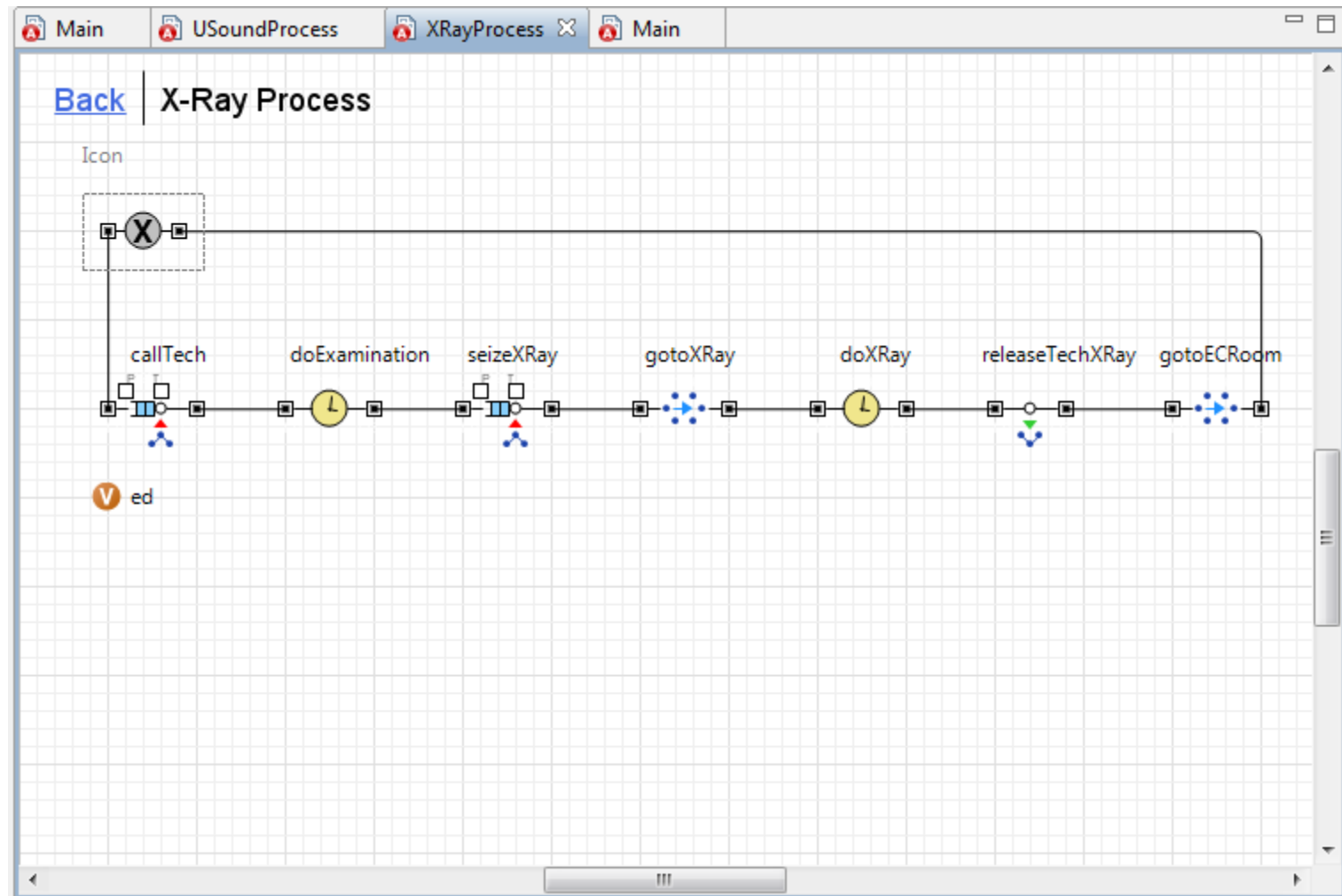
Agent Based Perspective

Source: wikipedia

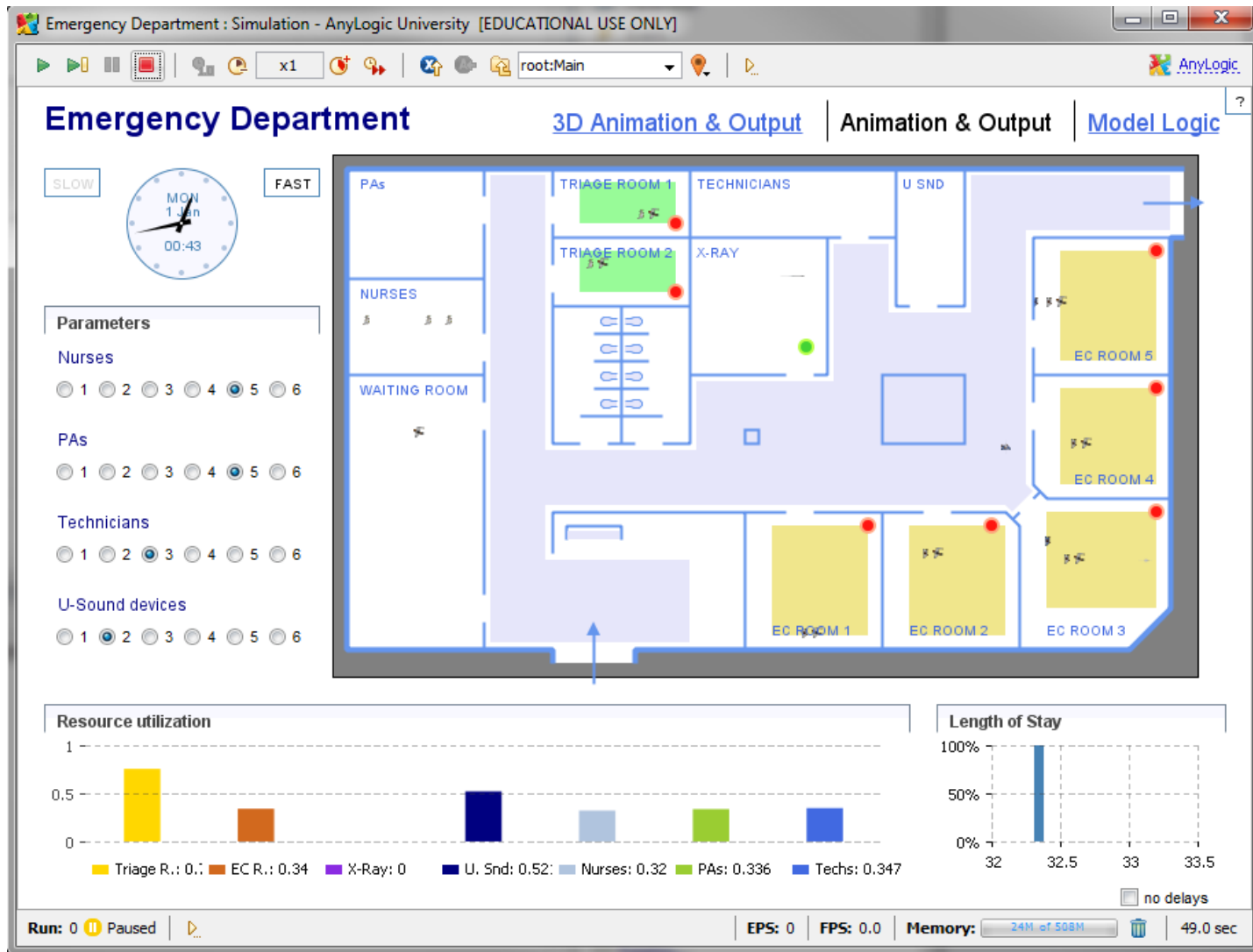
AnyLogic: model development



AnyLogic: DES model development



AnyLogic: Running model



8.

DSOL

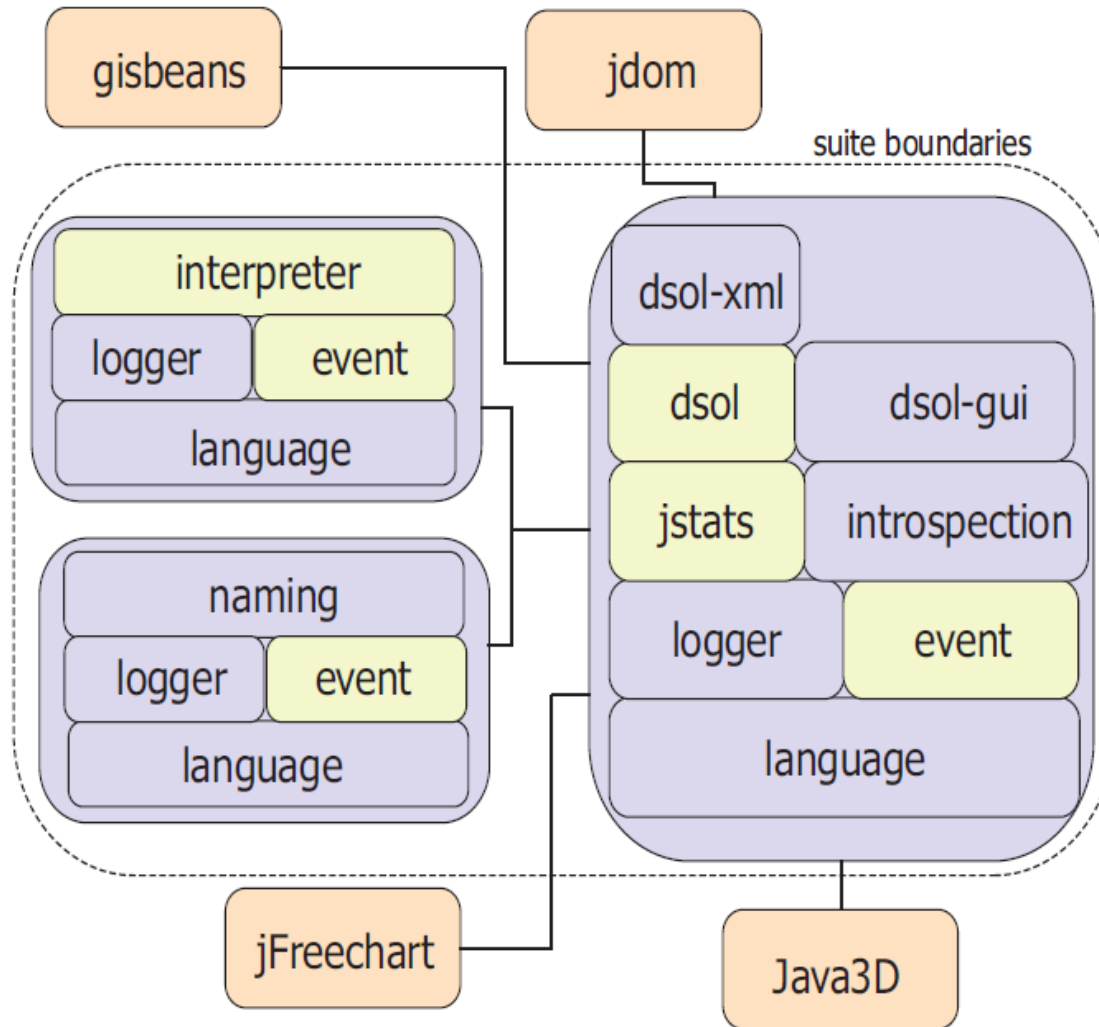
DSOL

- Programming environment in Java with libraries
- Event scheduling, continuous modeling, process interaction
- Explicit DES, DEVS, DESS, DEV&DESS, DSDEVS, etc.
- Mixed model possible
- Animation, optimization, statistics included
- Embedding and extension possible: open, public domain software

The 3 main requirements for DSOL

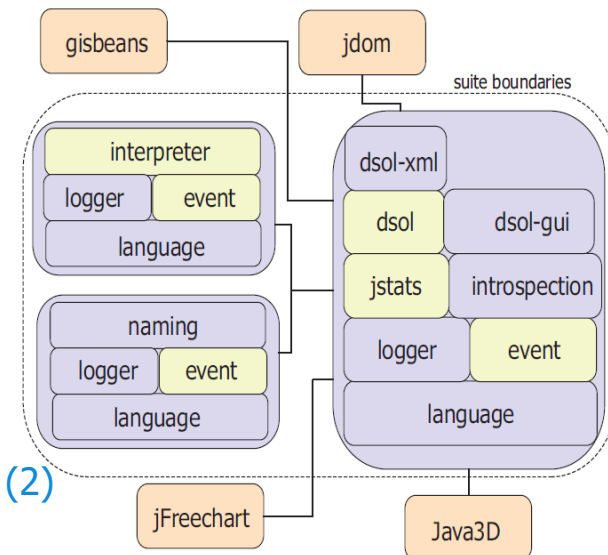
- **Distributing** the framework for modeling and simulation.
- Providing enough **formalisms** for the construction of models
- Implementing in a **service oriented** architecture.

Services of DSOL



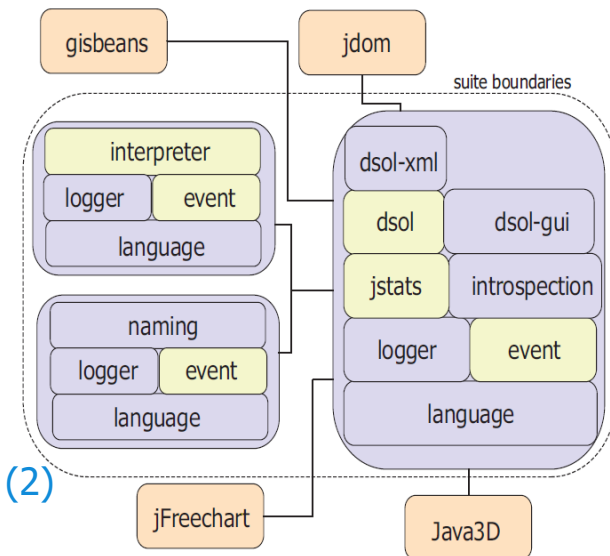
DSOL service

- The DSOL service is the core simulation service.
- The core service provides a set of interfaces and classes for simulation. It provides a set of interfaces and classes for simulation.
- This service contains discrete and continuous formalisms, the specification of the DSOL experiment, continuous and discrete distributions, statistics and classes supporting 2-dimensional and 3-dimensional animation.



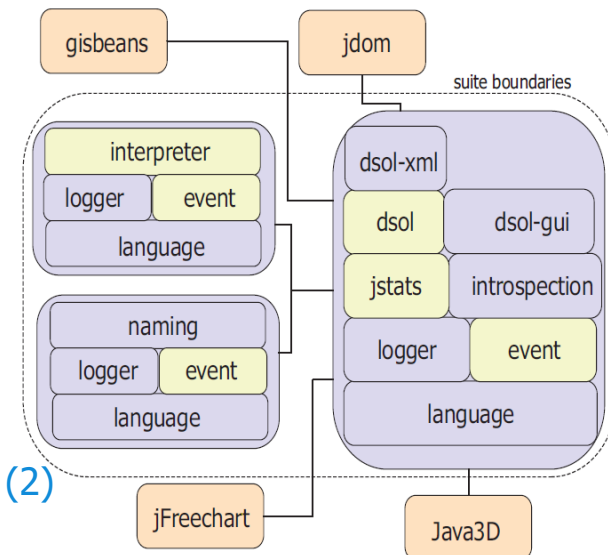
DSOL-GUI service

- The collection of classes which provide a web enabled graphical user interface for DSOL.
- We emphasize the importance of designing a good user interface to separate environments for model development and for model execution, but this is not part of DSOL.
- A reference implementation of a web enabled user interface is presented with this service.



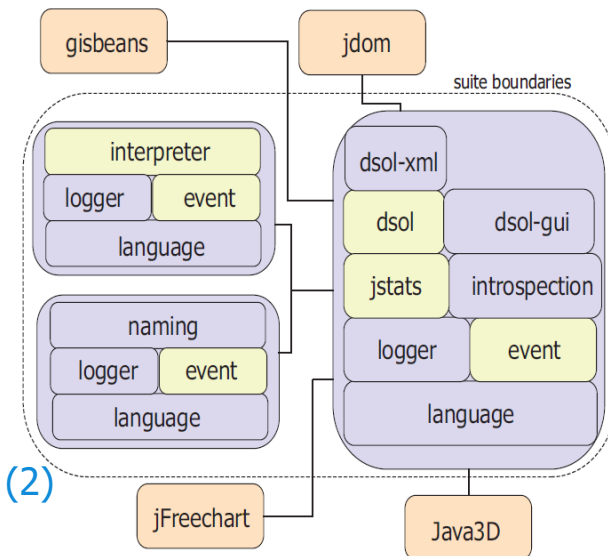
DSOL-XML service

- Over the last decade, XML has become the lingua franca for the configuration of applications.
- XML is namely a platform independent, human readable language.
- The DSOL-XML service provides parsers for the DSOL experimental frame and as such enables users to specify an experimental frame in XML.
- The value of this service is that it enables the specification of experiments without having knowledge of the Java programming language.



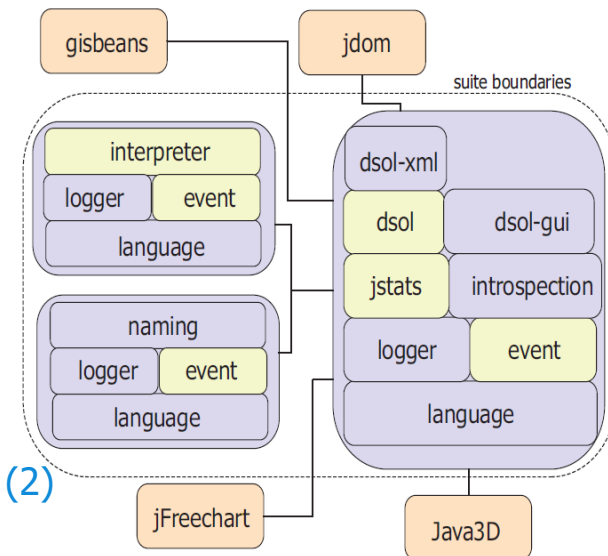
Interpreter service

- The specification of the process interaction formalism should not be based on Java threads.
- To specify the process interaction formalism in Java we have developed the interpreter service: a Java virtual machine implemented in Java.



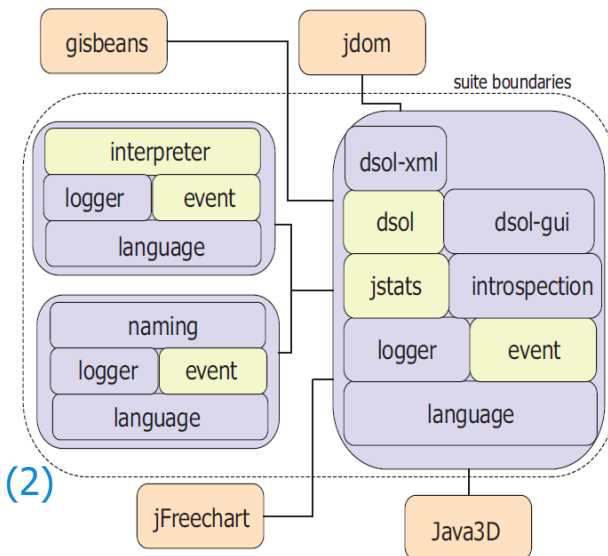
JSTATS Service

- This service provides a set of continuous and discrete distribution functions and links DSOL to external mathematical and chart libraries.



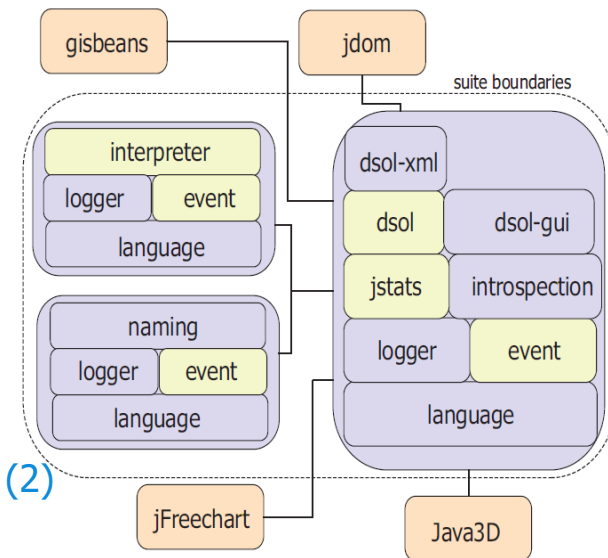
Naming service

- The naming service provides Yellow Page functionality to the DSOL suite.
- The naming service provides this functionality both to simulation model objects and to those objects constituting the DSOL suite.



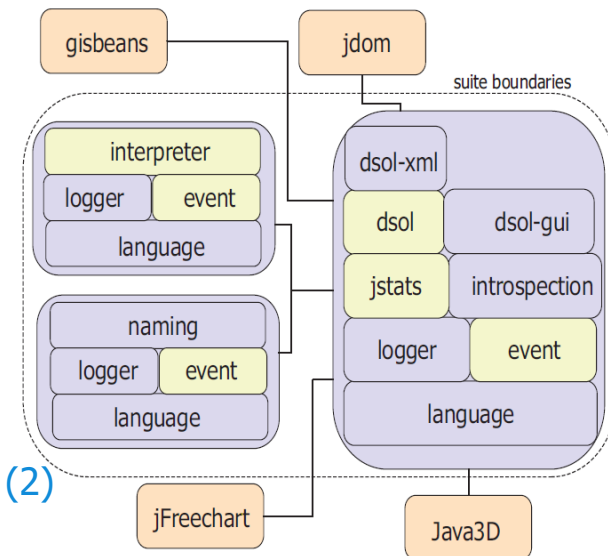
Introspection service

- This service provides an introspection service to users; the service enables users to open a simulation model object and to introspect, i.e. to see and change, attribute values through a graphical user interface.
- The value of the introspection service is that it provides the ability to drill down into simulation objects.
- This service aims to improve operational insight in the output of experimentation.



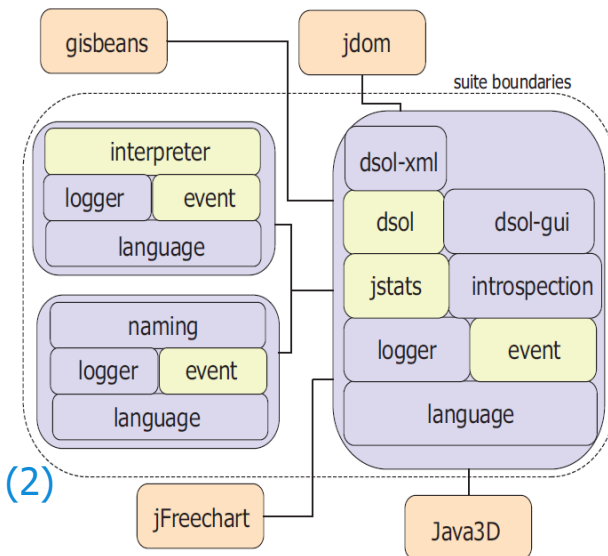
Event service

- This service provides a distributed asynchronous event mechanism.
- The value of the event service is that it enables loosely coupled relations between objects in the suite.



Logger service

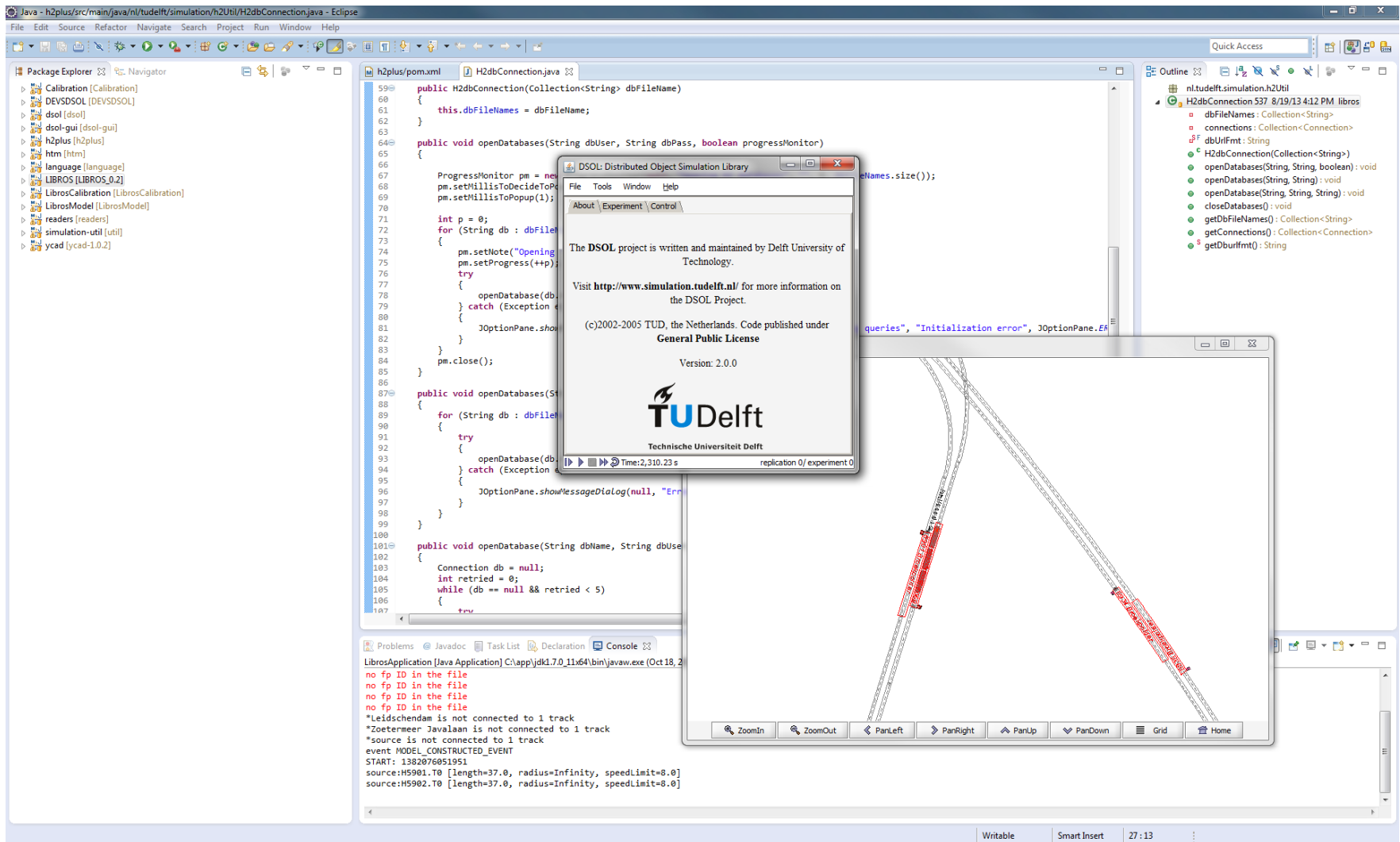
- The DSOL simulation suite contains a logger service which is based on Java's logging mechanism (Sun Microsystems, 2001a).
- The value of this service is that output, debug information, warnings, etc. produced by objects in the suite are captured and, after they are filtered and formatted, presented to subscribed listeners.
- DSOL's Logger service provides a set of filters and formatters to provide distributed logging.



Interdependencies between the services

	lang.	event	logger	naming	jstats	introspect.	interpret.	dsol	dsol-xml
language									
event	•								
logger	•	•							
naming	•	•	•						
jstats	•	•	•						
introspect.	•	•	•						
interpret.	•	•	•						
dsol	•	•	•	•	•	•	•		
dsol-xml	•	•	•	•	•	•	•	•	
dsol-gui	•	•	•	•	•	•	•	•	•

DSOL: programming environment (Java)



Conclusions

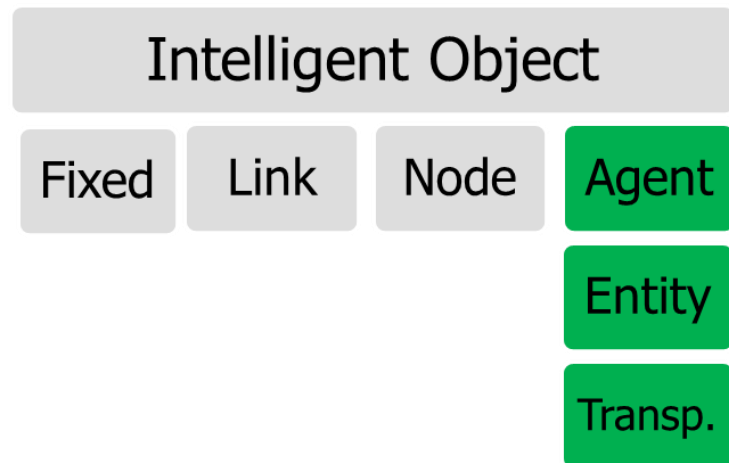
- DSOL is a Java based distributed application.
- DSOL is an object-oriented simulation framework for distributed modeling.
- DSOL supports several formalisms among which DES, DESS, DEVS, DEV&DESS.
- DSOL is open source and published under BSD on github

9.

Simio

Simio

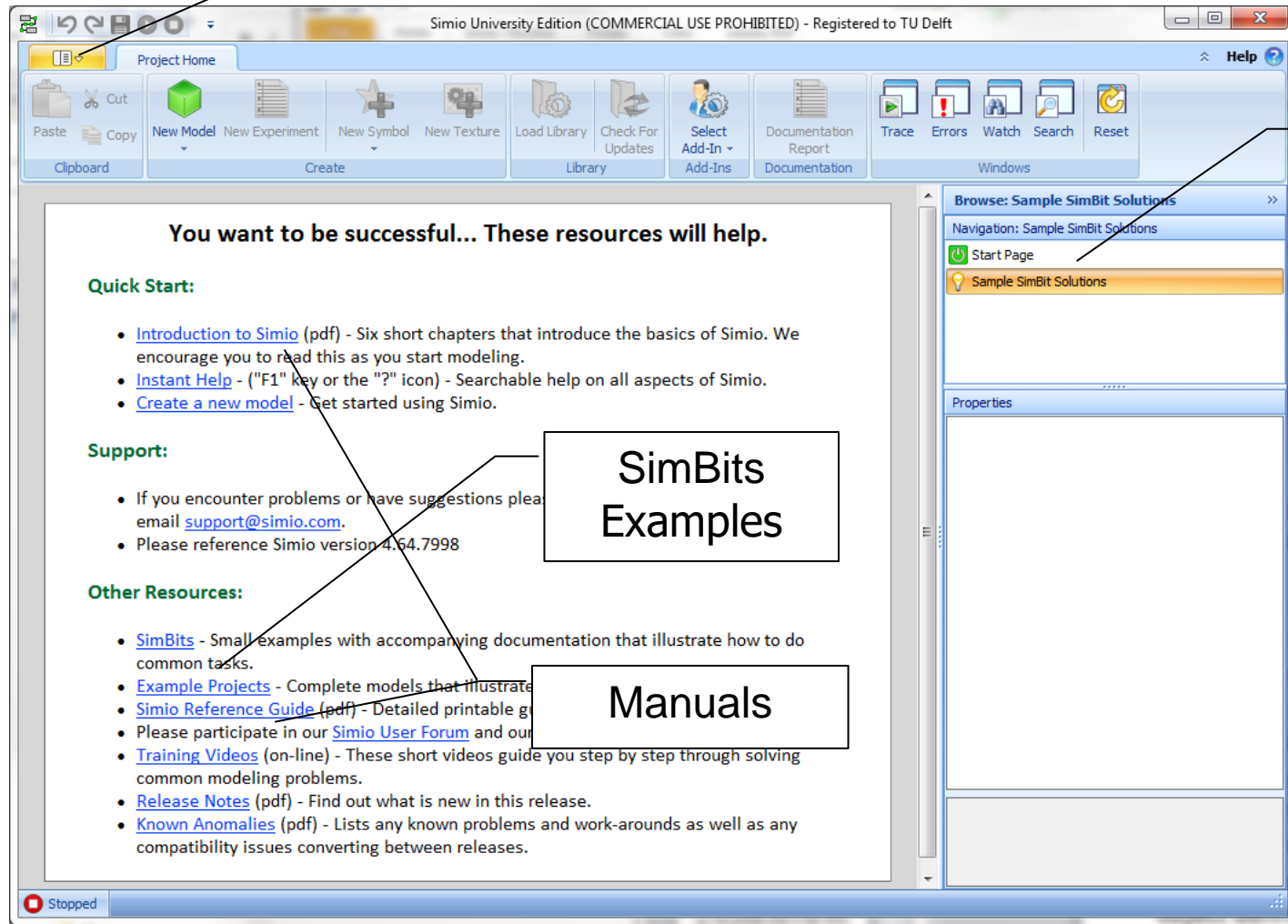
- Object oriented (intelligent objects -> agents)
- Mix object (simple) and process (flexible) paradigms within the same model.
- Every object is a model; every model is an object



- Strong animation; 3D objects can be imported from the Google 3D Warehouse

Simio

File



Start Page

SimBits
Examples

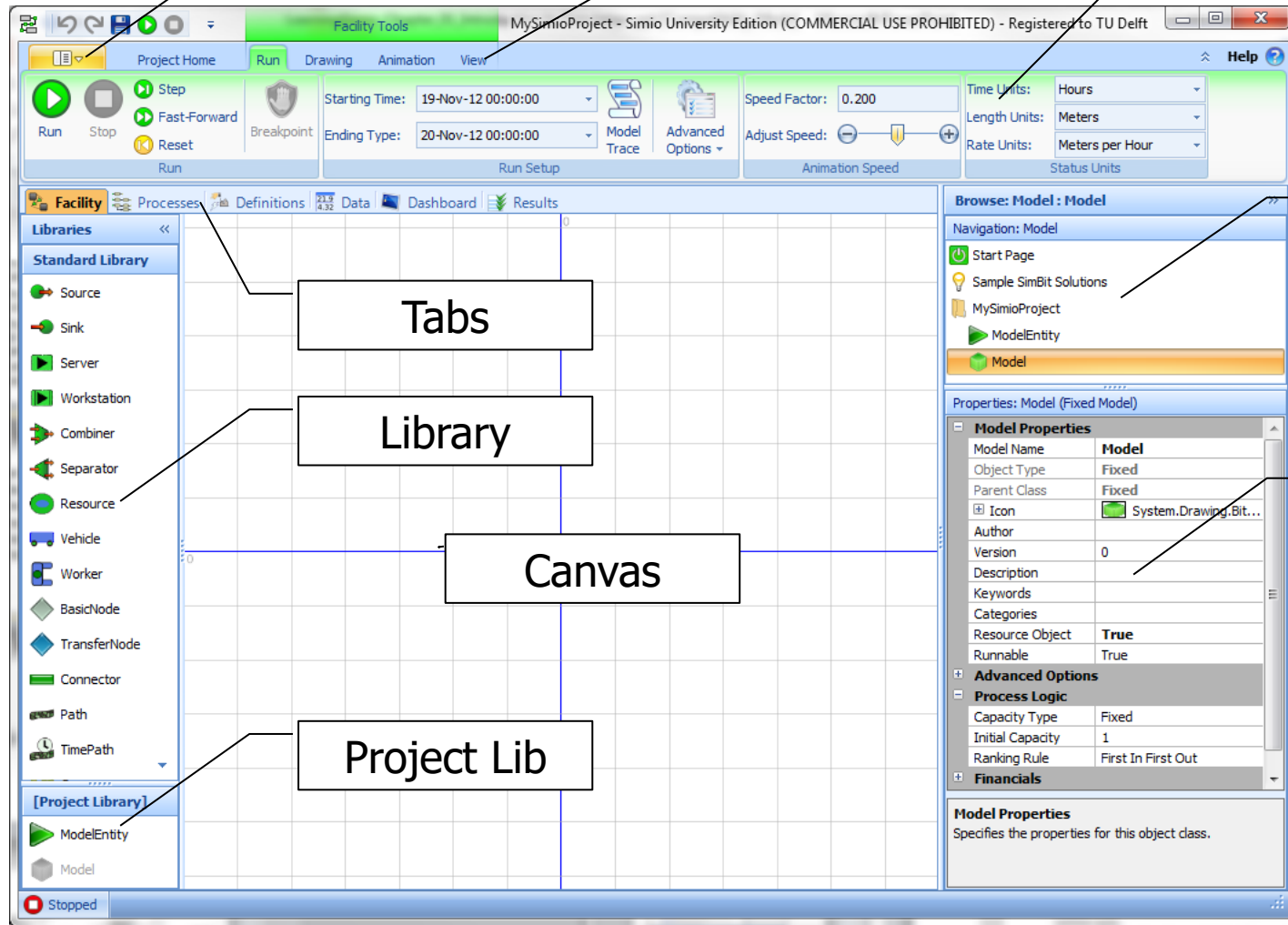
Manuals

Simio

File

Menus

Ribbon



Project

Tabs

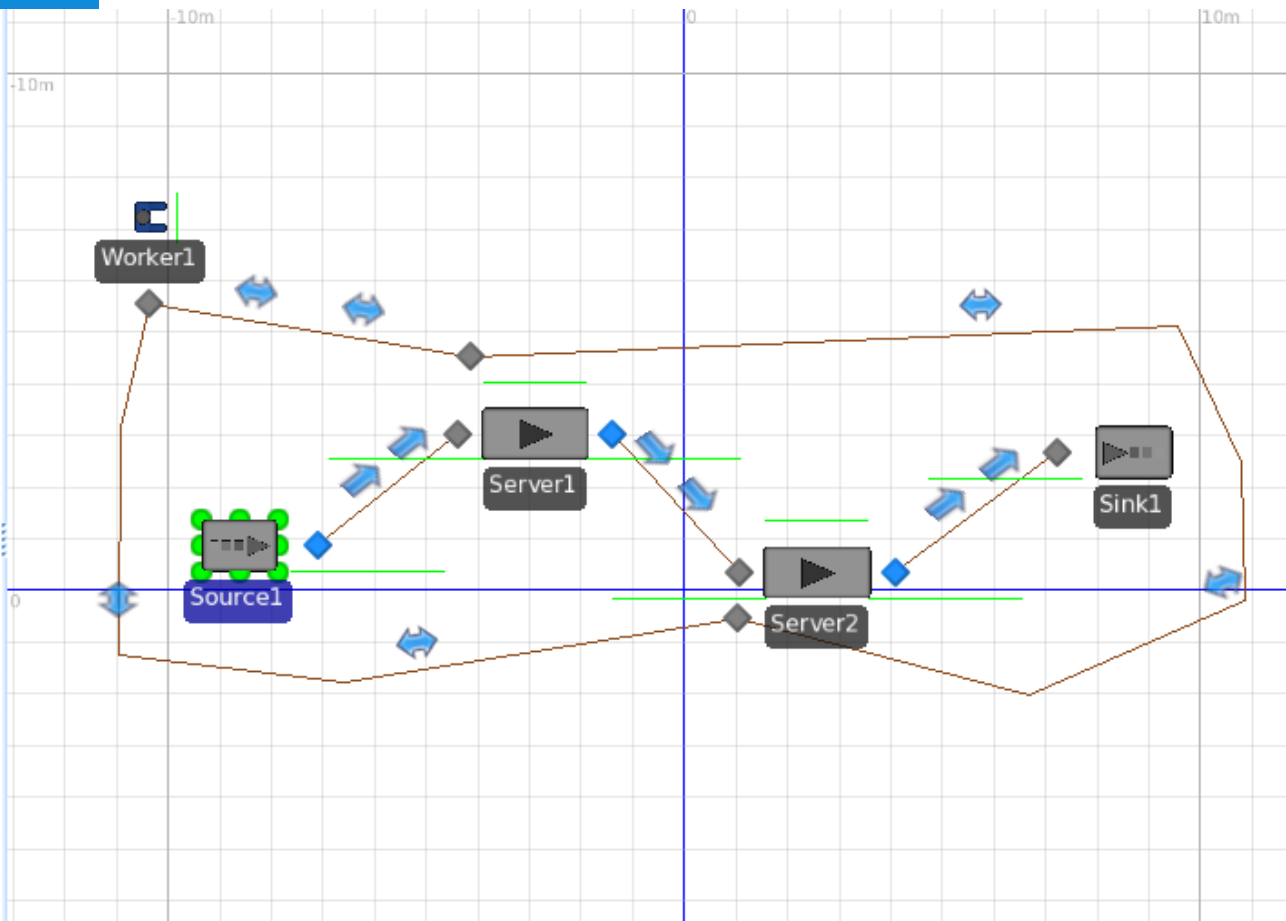
Library

Canvas

Project Lib

Properties

Model with objects



Navigation: Model

- Start Page
- Sample SimBit Solutions
- WorkerModel
 - ModelEntity
 - Model**

Properties: Source1 (Source)

Arrival Logic

Entity Type	DefaultEntity
Arrival Mode	Interarrival Time
Time Offset	0.0
Interarrival Time	Random.Exponential(1)
Entities Per Arrival	1

Stopping Conditions

Table Reference Assignments

State Assignments

Financials

Add-On Process Triggers

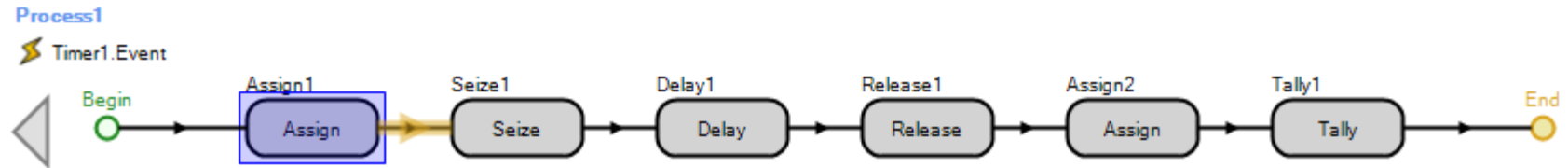
Advanced Options

General

Animation

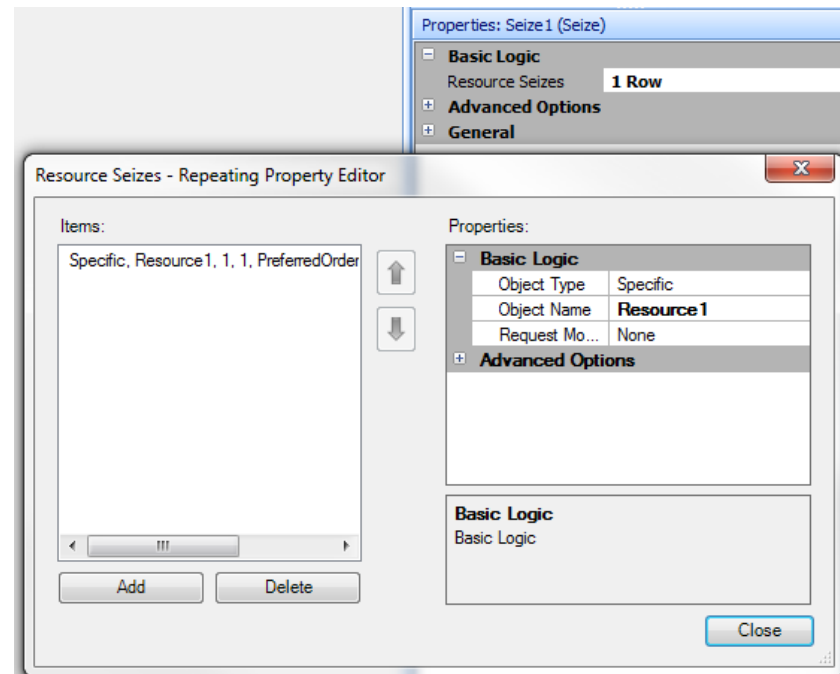
Detailed process definitions

- Process description

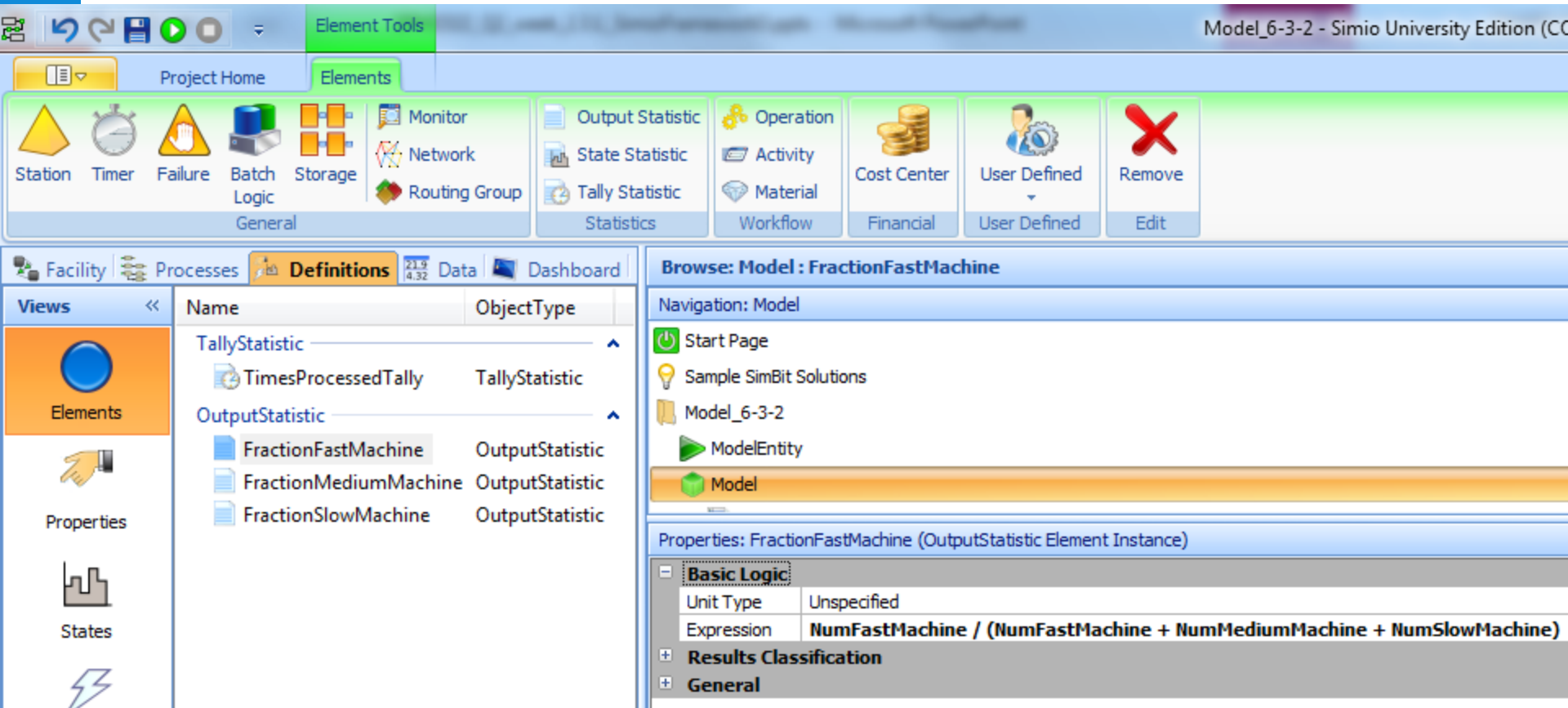


- Logic for the different steps








Properties: Assign1 (Assign Step Instance)	
Basic Logic	
State Variable Name	WIP
New Value	WIP + 1
Assignments (More)	0 Rows
Advanced Options	
General	



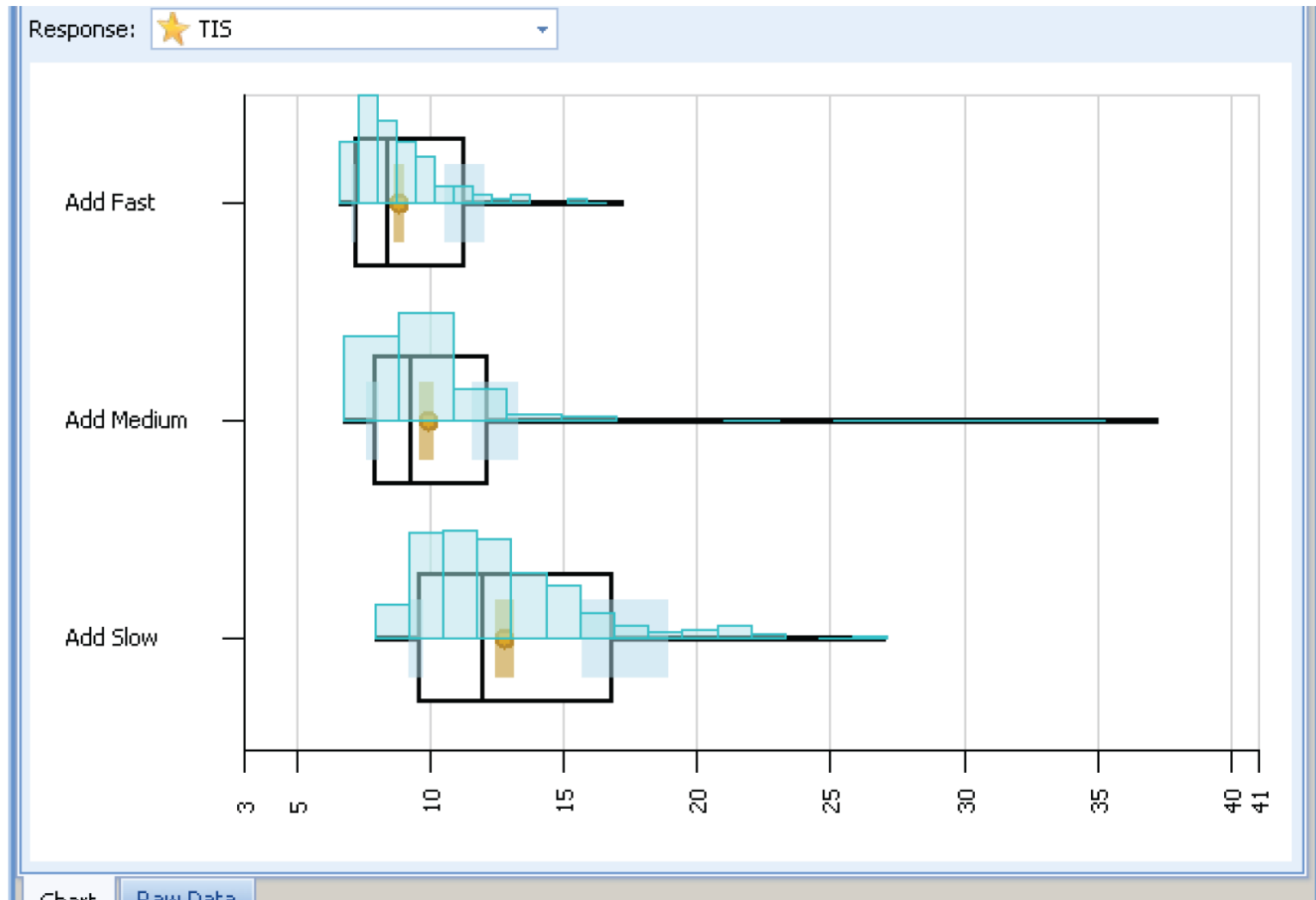
Modern interface



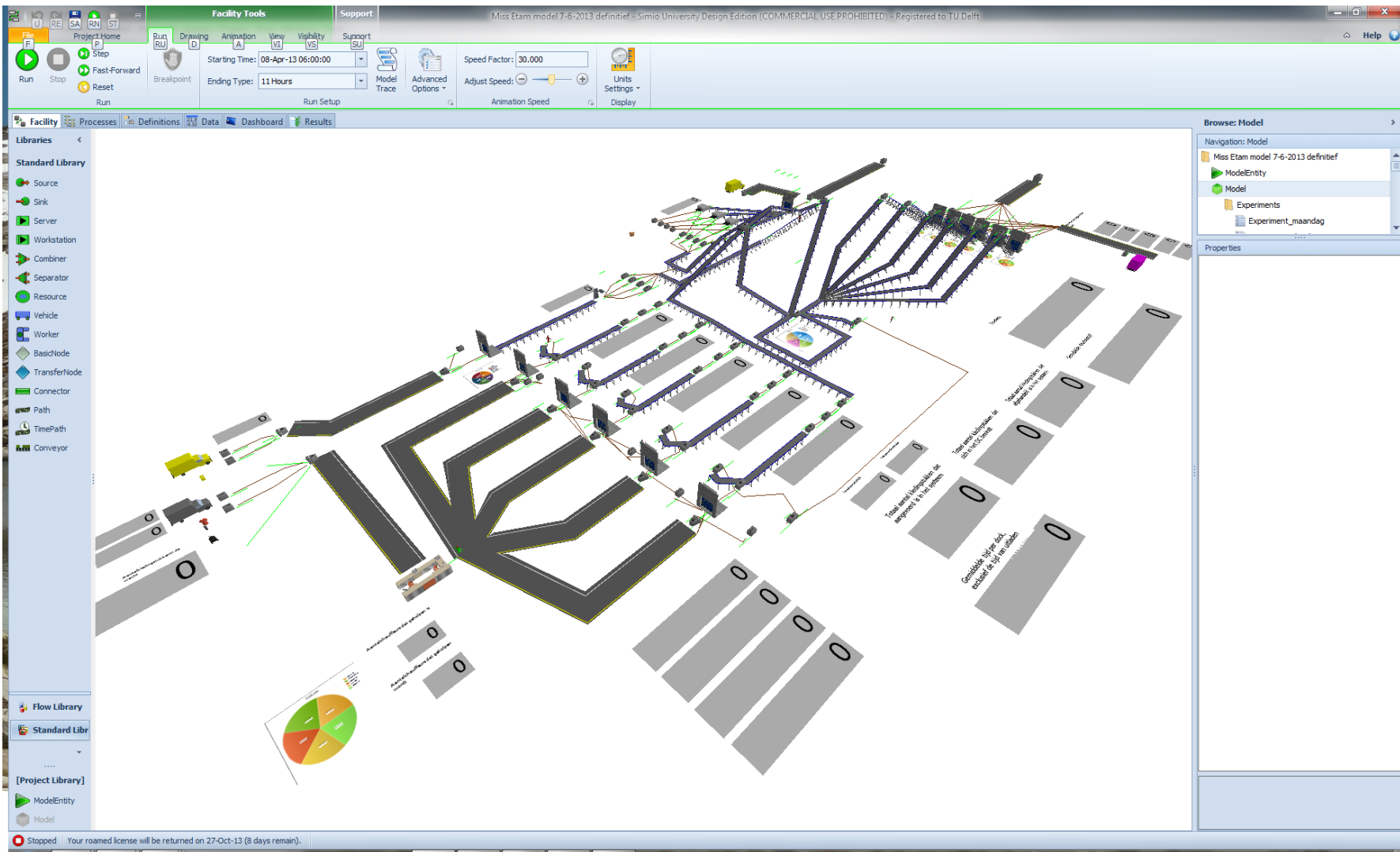
Strong experimentation and results

Average	Minimum	Maximum	Half Width	Scenario 							
 Object Type	 Object Name	 Data Source	 Category	 Data Item	 Statistic	Scenario 1					
						Average	Minimum	Maximum	Half Width		
Model	Model	FractionFastMachine	UserSpecified	Output	Value	0.4034	0.3947	0.4111	0.0020		
		FractionMediumMac...	UserSpecified	Output	Value	0.3443	0.3428	0.3459	0.0005		
		FractionSlowMachine	UserSpecified	Output	Value	0.2523	0.2455	0.2593	0.0018		
		TimesProcessedTally	UserSpecified	Tally	Average	1.3506	1.3402	1.3582	0.0026		
					Maximum	8.2105	7.0000	12.0000	0.5921		
					Observations	617.7368	412.0000	876.0000	57.5259		
		ModelEntity	PCB	[Population]	Content	NumberInSystem	Average	93.7845	71.5532	135.0963	7.7030
Maximum	211.1053						154.0000	320.0000	21.2719		
FlowTime	TimeInSystem				Average (Hours)	9.3468	7.1596	13.4189	0.7635		
				Maximum (Hours)	116.4709	79.3215	156.1938	12.3032			
				Minimum (Hours)	0.2411	0.2303	0.2556	0.0035			
Throughput	NumberCreated			Total	647.2105	469.0000	922.0000	59.4742			
				NumberDestroyed	Total	617.7368	412.0000	876.0000	57.5259		
	Server			FinePitchFast	[Resource]	Capacity	ScheduledUtilization	Percent	81.6059	80.0452	83.2394
UnitsAllocated							Total	751.2105	533.0000	985.0000	57.9579
UnitsScheduled		Average	1.0000				1.0000	1.0000	0.0000		
		Maximum	1.0000				1.0000	1.0000	0.0000		
UnitsUtilized		Average	0.8161				0.8005	0.8324	0.0041		
		Maximum	1.0000				1.0000	1.0000	0.0000		
ResourceState		FailedTime	Average (Hours)			0.4983	0.4434	0.5176	0.0099		
	Occurrences		614.2632	560.0000	677.0000	13.5513					
	Percent		14.1693	12.6455	16.0787	0.4134					
	Total (Hours)		306.0564	273.1424	347.2997	8.9297					
	ProcessingTime	Average (Hours)	2.0998	1.9407	2.3538	0.0490					
		Occurrences	841.1579	757.0000	905.0000	18.3092					
Percent	81.6059	80.0452	83.2394	0.4092							

Strong experimentation and results



Extended models possible



10.

Salabim

Salabim

- Like DSOL, based on a 3GL, but in this case Python
- Relative young package
- Python is seen as an ideal 'prototyping' package
- But no good simulation package available (SimPy is very basic)
- Process interaction (locality of object) as the basis
- Just queueing systems
- Still very basic, but showing potential for the future

Basic concepts (1)

Generation of entities:

```
class CustomerGenerator(sim.Component):  
    def process(self):  
        while True:  
            Customer()  
            yield self.hold(sim.Uniform(5, 15).sample())
```

Customer process:

```
class Customer(sim.Component):  
    def process(self):  
        self.enter(waitingline)  
        if clerk.ispassive():  
            clerk.activate()  
        yield self.passivate()
```

Basic concepts (2)

Resource (server) process:

```
class Clerk(sim.Component):
    def process(self):
        while True:
            while len(waitingline) == 0:
                yield self.passivate()
            self.customer = waitingline.pop()
            yield self.hold(30)
            self.customer.activate()
```

Main process:

```
env = sim.Environment(trace=True)
CustomerGenerator()
clerk = Clerk()
waitingline = sim.Queue('waitingline')
```

Basic concepts (3)

Experimental design:

```
env.run(till=50)
print()
waitingline.print_statistics()
```

So all very bare and basic...

Animation is present, but fully DIY

The interesting part is the fact that it uses process interaction

- synchronization between processes?

11.

Simulation Software Comparison and Selection

Comparison (1)

	Arena	Plant Sim	DSOL/pydsol
Locality	Time (Flow)	Time (Flow)	Time
Formalisms	Discrete	Discrete	Discrete, Cont, Agent
Hierarchy	Yes	Yes	Partly, programmed
Inheritance	No	Yes	Yes
Distribution	No	Yes	Yes, programmed
User coding	No (VBA)	Yes, script	100% Java/Python
Programming	No	Partly, script	Yes
2D animation	Easy	Easy	Yes, programmed
3D animation	Yes, difficult	Yes	Partly, libraries
Interaction	Yes	Yes	Yes, programmed
Optimization	OptQuest	Yes	Yes, libraries
Price	\$\$	\$\$\$	Free
Vendor	Rockwell Software	Siemens	None

Comparison (2)

	AutoMod	ED	AnyLogic	Simio
Locality	Time	Time (Flow)	Time (Flow)	Time (Flow)
Formalisms	Discrete	Discrete	DES, SD, Agent	Discrete
Hierarchy	No	Yes	Yes	Yes
Inheritance	No	Yes	Yes	Yes
Distribution	No	Yes	Possible	No
User coding	Script	4D-script	Yes, Java	Yes, Process
Programming	No	No	Yes, Java	No
2D animation	Easy	Easy	Easy	Easy
3D animation	Easy	Easy	Yes	Easy, Google 3D
Interaction	Yes, libraries	Yes	Yes, Java	Yes, some
Optimization	AutoStat	OptQuest	OptQuest	OptQuest
Price	\$\$	\$\$	\$\$	\$\$
Vendor	Brooks	InControl	AnyLogic	Simio

Comparison (3)

	ExtendSim	Salabim	SimPy
Locality	Time (Flow)	Object	Time
Formalisms	Discrete Rate/DES	Discrete	Discrete
Hierarchy	Yes	No	No
Inheritance	No	By user	By user
Distribution	No	No	No
User coding	No	Full python	Full python
Programming	No	Full python	Full python
2D animation	Yes	Very basic	No
3D animation	Partly	No	No
Interaction	Yes, many	No, python	No, python
Optimization	Built-in	No, libraries	No, libraries
Price	\$\$	Free	Free
Vendor	Imagine That Inc.	None	None

Comparison (4)

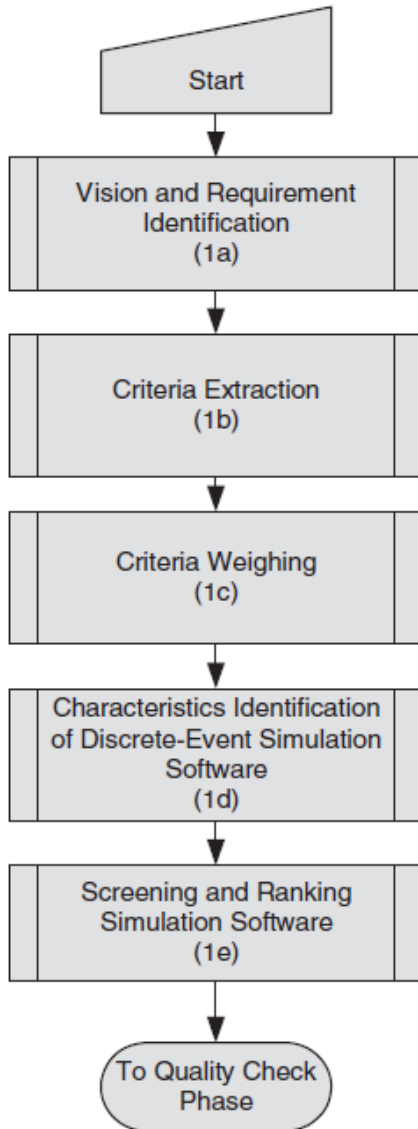
	Jaamsim	MESA	NetLogo
Orientation	Time (Flow)	State	State
Formalisms	Discrete	Agent	Agent
Hierarchy	Yes	No	No
Inheritance	Partly	Programmed	Yes
Distribution	No	No	No
User coding	Yes, Java	Full python	Yes, NetLogo
Programming	Yes, Java	Full python	Java Extensions API
2D animation	Yes	Basic	Yes
3D animation	Yes	No	Yes, NetLogo 3D
Interaction	Yes	No, python	Yes, UI
Optimization	No, libraries	No, libraries	No, external
Price	Free	Free	Free
Vendor	None	None	None

Simulation comparisons

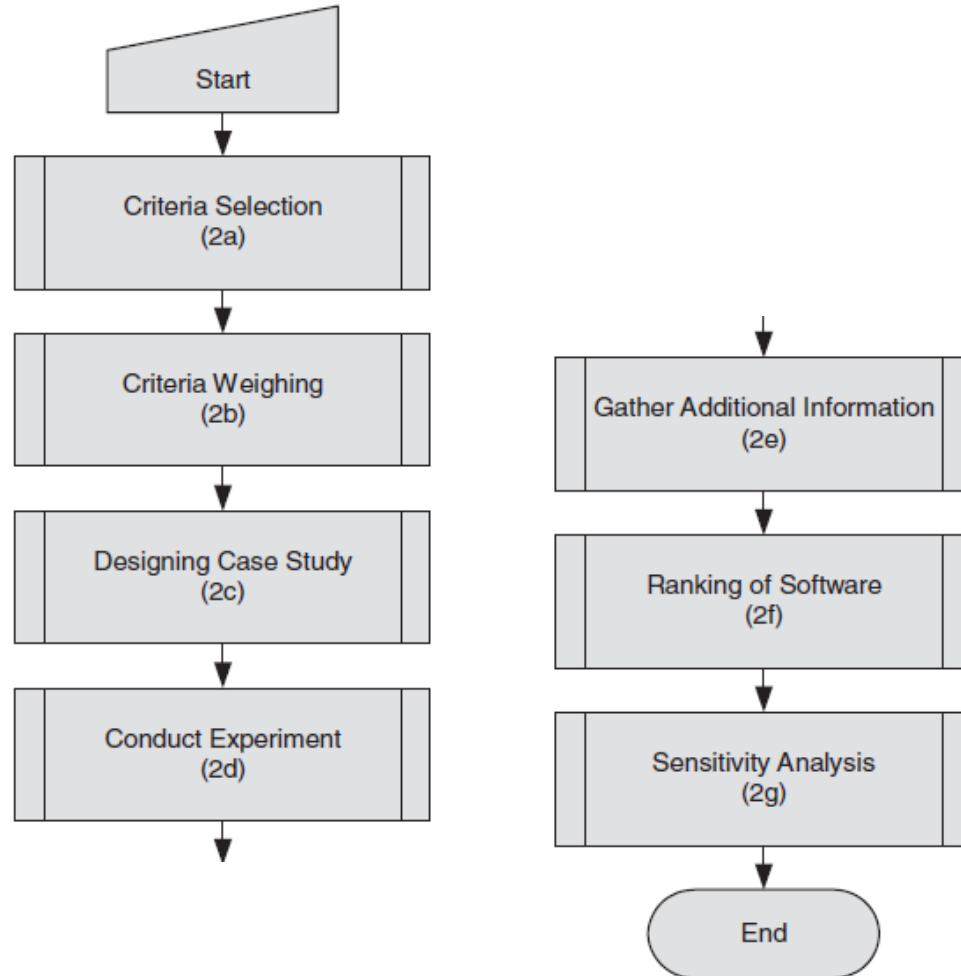
- <https://www.informs.org/ORMS-Today/Public-Articles/October-Volume-38-Number-5/Software-Survey-Simulation-Back-to-the-future>
- <http://www.orms-today.org/surveys/Simulation/Simulation.html>
- And look on <http://www.informs-sim.org> for simulation software tutorials at the Winter Simulation Conferences

Simulation software selection

Phase I: Feature Check



Phase II: Quality Check



Source: Tewoldeberhan et al, 2010

Simulation software selection:

Example criteria

Source: Tewoldeberhan et al, 2010

Model Development and Input

- Graphical model building
- Merging models
- Conditional routing
- Statistical distribution
- Queuing policies
- Reuse of user defined modules
- Built-in functions
- Link to other languages
- Coding tools and utilities
- Input from text files
- Input from database
- Input from spreadsheets
- Automatic data collection
- Batch input mode
- Interactive input mode
- Random number generators
- Program generator

Animation

- Integration of animation
- Library of icons
- Screen layout
- Concurrent animation mode
- Animation on/off feature
- 3D animation
- Animation development feature

Output

- Standard report generation
- Report customization
- Integration with statistical packages
- Integration with other simulation packages
- Exporting data to database
- Exporting data to spreadsheets
- Exporting data to text files or word processors
- Optimization
- Output analysis feature
- Business graphics

Simulation software selection:

Example result

Source: Tewoldeberhan et al, 2010

Criteria	Weight	Package A	Package B	Package C	Package D	Package E
Vendor	5.6	3.00	2.00	2.67	3.00	2.33
Model development & input	9.5	2.71	2.57	2.71	2.00	2.43
Execution	7.6	2.00	2.33	2.33	2.00	2.00
Animation	6.3	2.67	2.33	1.33	2.67	1.00
Testing & efficiency	7.6	2.38	2.38	2.50	2.00	1.75
Output	6.6	2.33	1.67	2.33	2.00	2.67
Experimental design	5.9	3.00	2.00	2.00	3.00	2.00
User	5.6	2.00	1.50	2.50	2.00	3.00
Total		136.9	117.3	127.1	125.1	117.1
Rank		1	4	2	3	4

12.

Any Questions for the Term Papers?
