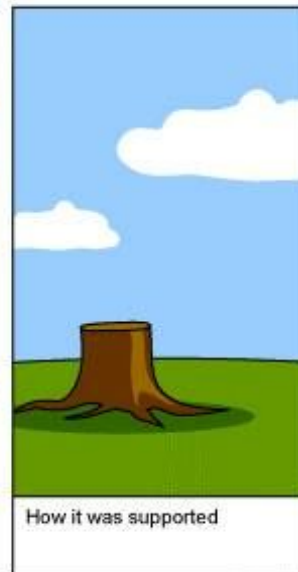
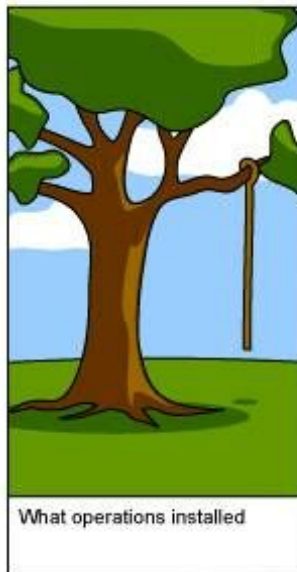
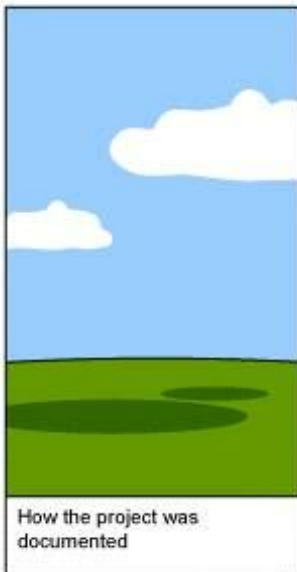


# SIMULATION MODELS FORMALIZATION

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# The need of a conceptual model



# Hypotheses

- What is inside the model?
- Hypotheses
  - ▣ Systemic
  - ▣ Structural



# Advantages of use a conceptual model

- Textual specification is less precise.
- Conceptual model have in a detailed manner, the dynamical relations between the different elements of the interest process.
  - ▣ Constitutes an specification by itself.
- Simplifies the dialog between the different parts that are involved in the project.
- Constitutes a representation of the simulation model independent of the selected tool used to build the model.

# Conceptual model formalization

- Formalism must be **independent** from the simulation tools.
- The formalized model must **allow** some **analysis**.
  - ▣ **To determine relations** between components.

# Conceptual model formalization

- Formalism ,must allow an easy transformation to the representations supported by the existing simulation frameworks.
  - ▣ Simplify the implementation process.
  - ▣ To evaluate alternatives.

# Conceptual model formalization

- Some aspects of the model can be not specified, without causing problems in the transformation to other representations. MODULARITY
- The model must be defined in terms that **no constrain** its codification in a **particular mechanism** of simulation **clock update**.

# Modularity

- The capacity to describe the behavior of each subsystem, independent from the other subsystems that compose the model
  - ▣ Incremental design of the model.
  - ▣ Simplifies the verification and the validation of the model.
  - ▣ Each different stage → implementation stage.



# Assure the Modularity

1. A module cannot access directly to the state of other modules or components.
2. A module must own a set of ports (input/output) to allow the interaction with the other parts of the model.

# Conceptual models

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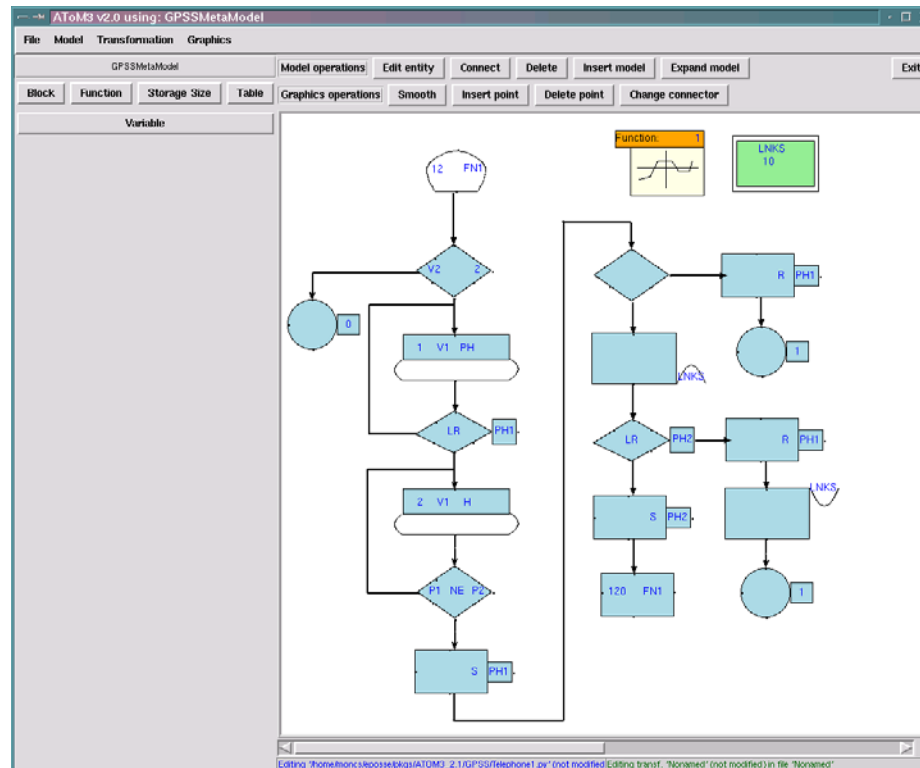
- Flow models.
- Queue networks.
- Petri nets
- Colored Petri nets.
- SDL language
- DEVS
- Causal and Forrester diagrams.

# Working with different formal languages

- Three of the main mechanisms for doing this:
  - ▣ Meta-formalism.
  - ▣ Common formalism.
  - ▣ Co-simulation.
- Vangheluwe, H. L. (2000). DEVS as a common denominator for multi-formalism hybrid systems modelling. *IEEE International Symposium on Computer-Aided Control System Design* (pp. 129--134). IEEE Computer Society Press.

# Meta-formalism

- A formalism that incorporates the different formalisms of the various sub models that makes up the system.
- ATOM3: <http://atom3.cs.mcgill.ca/>



# Common formalism

- A mechanism that converts all formalisms to a common formalism.
- Transforming algorithms from:
  - $\text{SDL} \rightarrow \text{DEVS} \rightarrow \text{Petri Nets} \dots$

# Co-simulation

- Independent simulators that work together
- HLA: The **High Level Architecture (HLA)** is a general purpose architecture for distributed computer simulation systems. Using HLA, computer simulations can interact (that is, to communicate data, and to synchronize actions) to other computer simulations regardless of the computing platforms. The interaction between simulations is managed by a Run-Time Infrastructure (RTI).

# Co-simulation with SDL

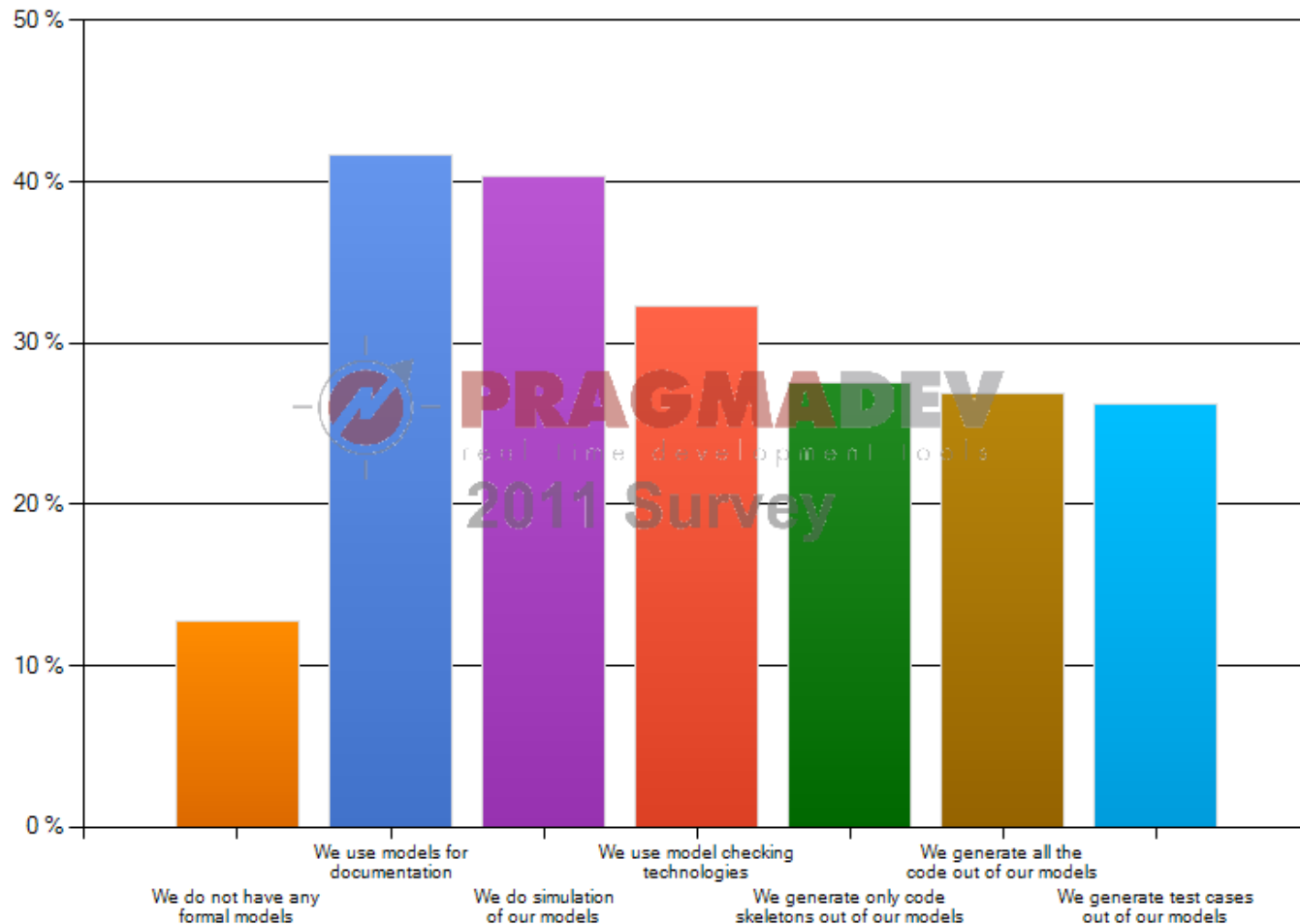
- We use SDLPS (on the practical sessions)

The screenshot displays the SDLPS (System Design Language Platform Simulation) software interface. The window title is "Untitled - SDLPS". The interface is divided into several panes:

- Home / Code / Simulation:** Contains execution controls like "Initialize", "Run", "Step", "Stop", and "Execute". It also has checkboxes for "Local execution", "Intranet", "Internet", "IP Config", and "Debug".
- Agents view:** A tree view on the left showing the hierarchy of the simulation model. The root is "GG2Model", which contains "GG2 [0\_1]:192.168.1.6". Under GG2, there are "BlockServer1 [0\_1\_2]:192.168.1.6", "BlockServer2 [0\_1\_3]:192.168.1.6", "BlockQueue [0\_1\_1]:192.168.1.8", and "PQueue [0\_1\_1\_1]:192.168.1.8". The "PQueue" block has sub-elements: "START", "procedurecall", "output", "task", "setstate", "NOEMPTY", and "EMPTY".
- Block Diagram:** The central workspace shows a diagram of the "GG2" block. It contains two server blocks ("Server1" and "Server2") and a queue block ("Queue"). "Server1" is connected to "Queue" via a channel labeled "S1\_channel" and "NewService1.EndService1". "Server2" is connected to "Queue" via a channel labeled "S2\_channel" and "NewService2.EndService2". There are also some notes and a "NewService" block visible.
- Properties:** A panel on the right showing the properties of the selected block. It lists "Name" as "GG2", "GlobalID" as "0\_1", and "IP" as "192.168.1.6".
- Output:** A panel at the bottom showing system output. The text reads: "System output is being displayed here. D:\NSLU2\Subversion\Reerca-estudis\SDLPS\SDLPS\SH\_SDL\Models\GG2\GG2.sdlps Model loaded successfully."

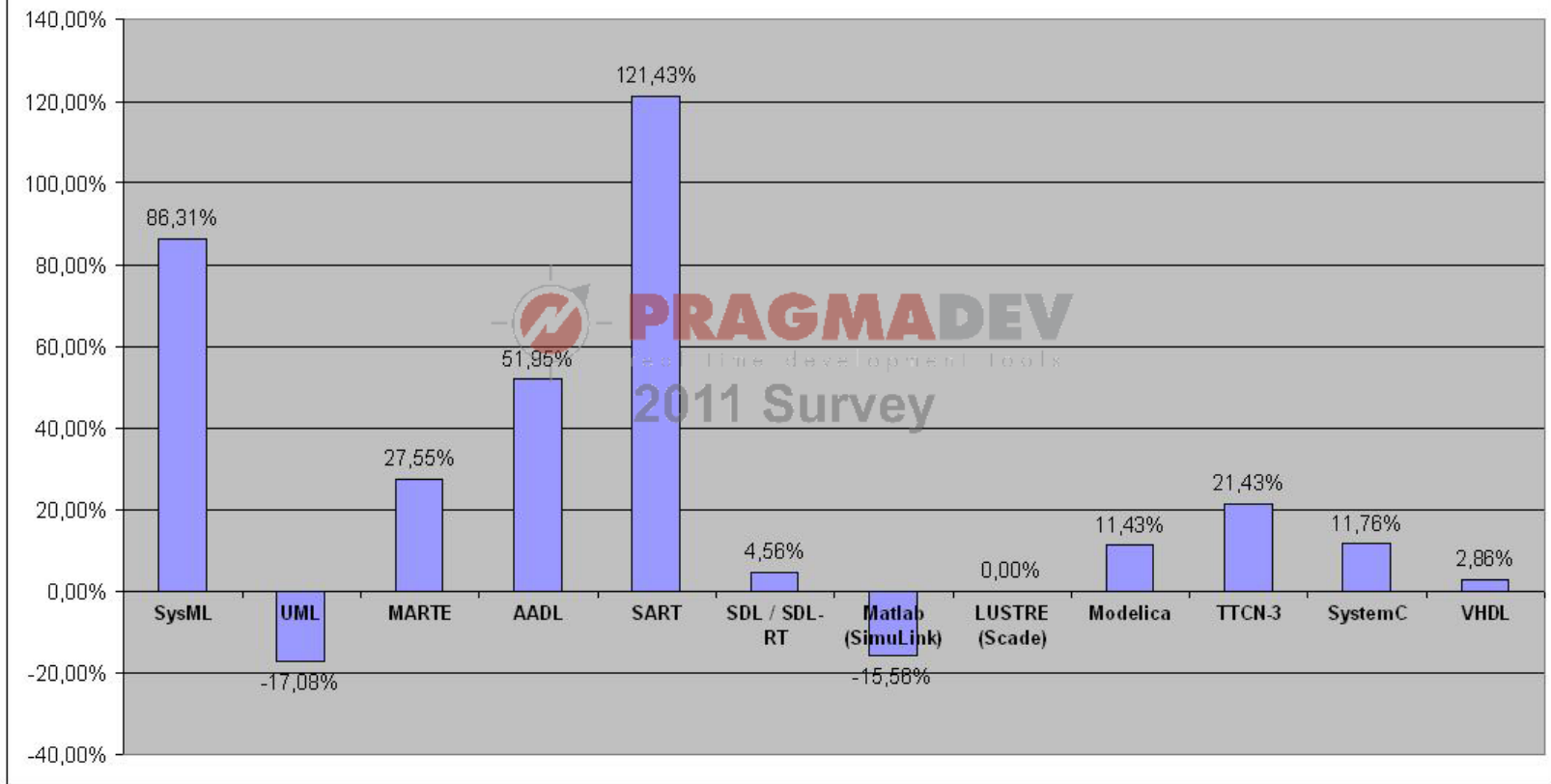
# Some data

How far is modeling used in your activity ?

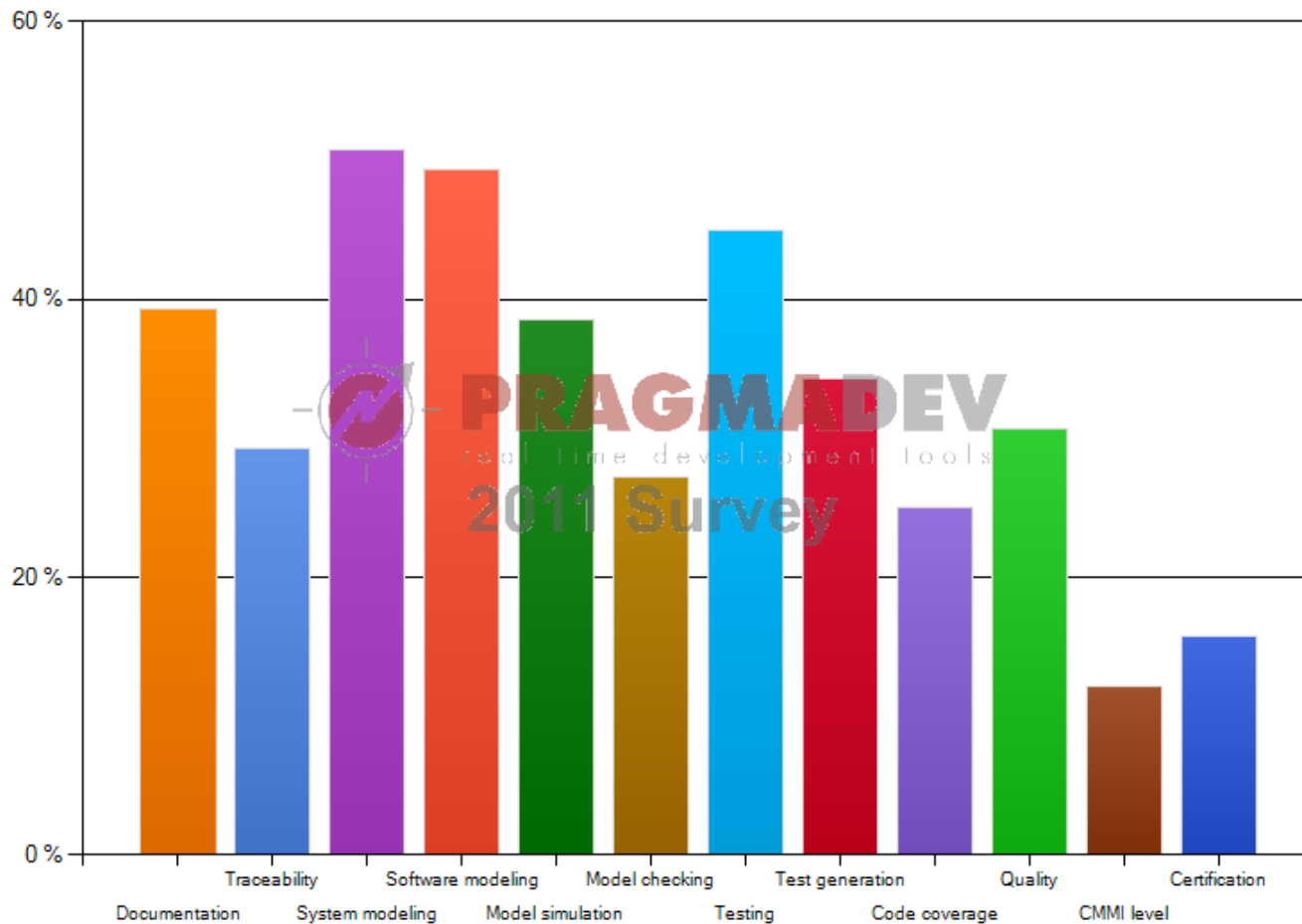




Modeling technologies trend in 2011



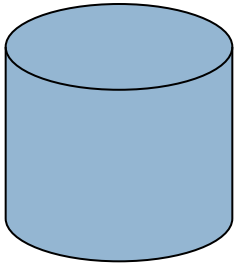
In the coming year do you plan to improve one of the following aspect ?



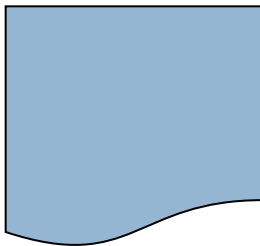
# Flow models

Simulation models formalization

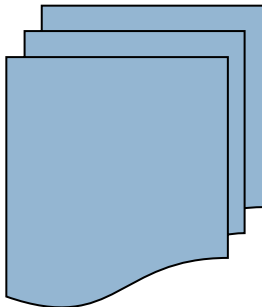
# Flow models (data)



□ Magnetic disc



□ Document

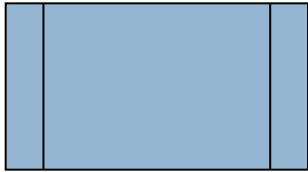


□ Multiple document

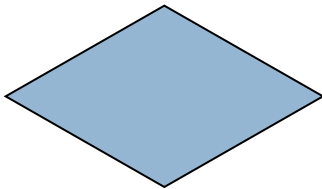
# Flows models (Processes)



□ State



□ Process

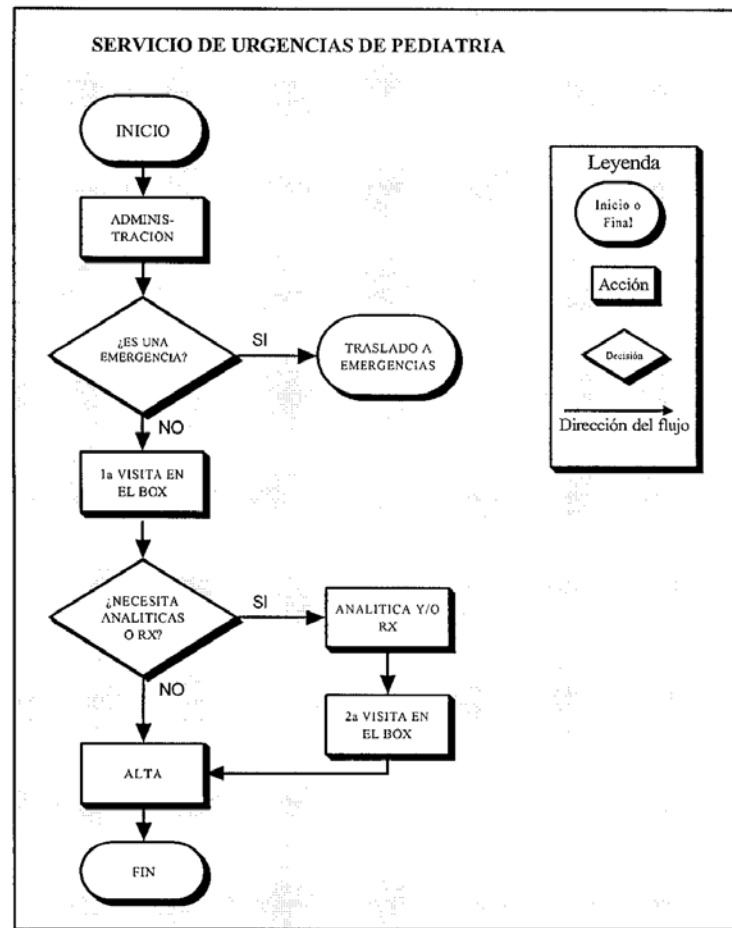


□ Decision point

# Pediatrics example

- Models a pediatrics example.
- If a new emergency arrives a special process takes care of it.
- If X ray is needed, or blood analysis, is done in a second visit
- Finally the patient release the system.

# Flows models



# Flows models (best)

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- Simple
- Allows to describe the system faster.



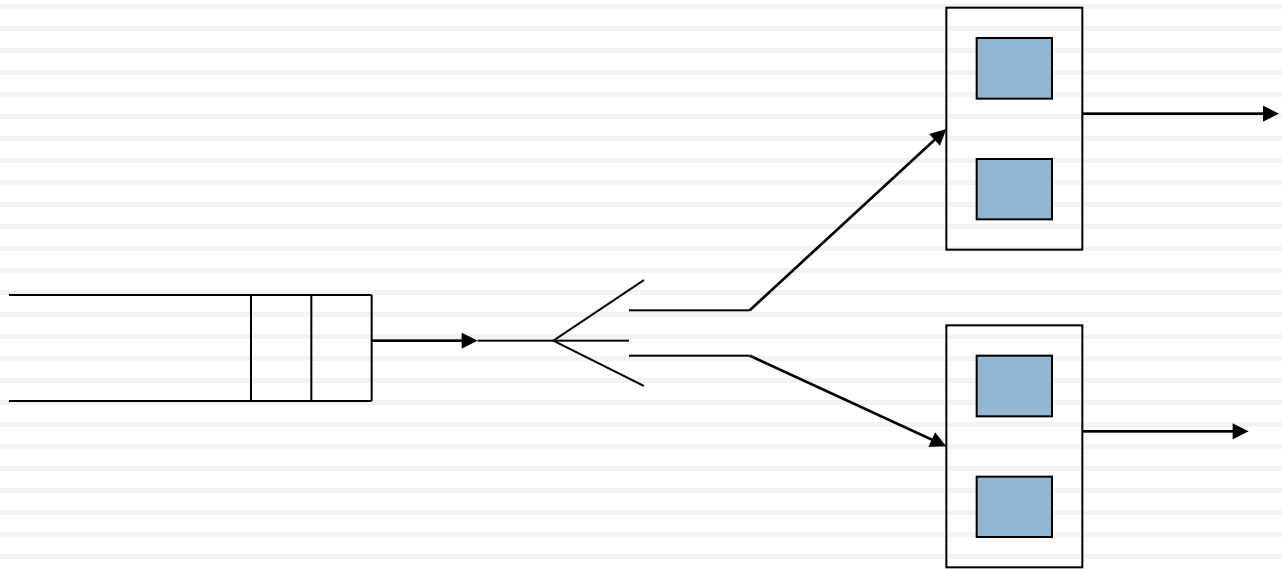
# Flows models (worse)

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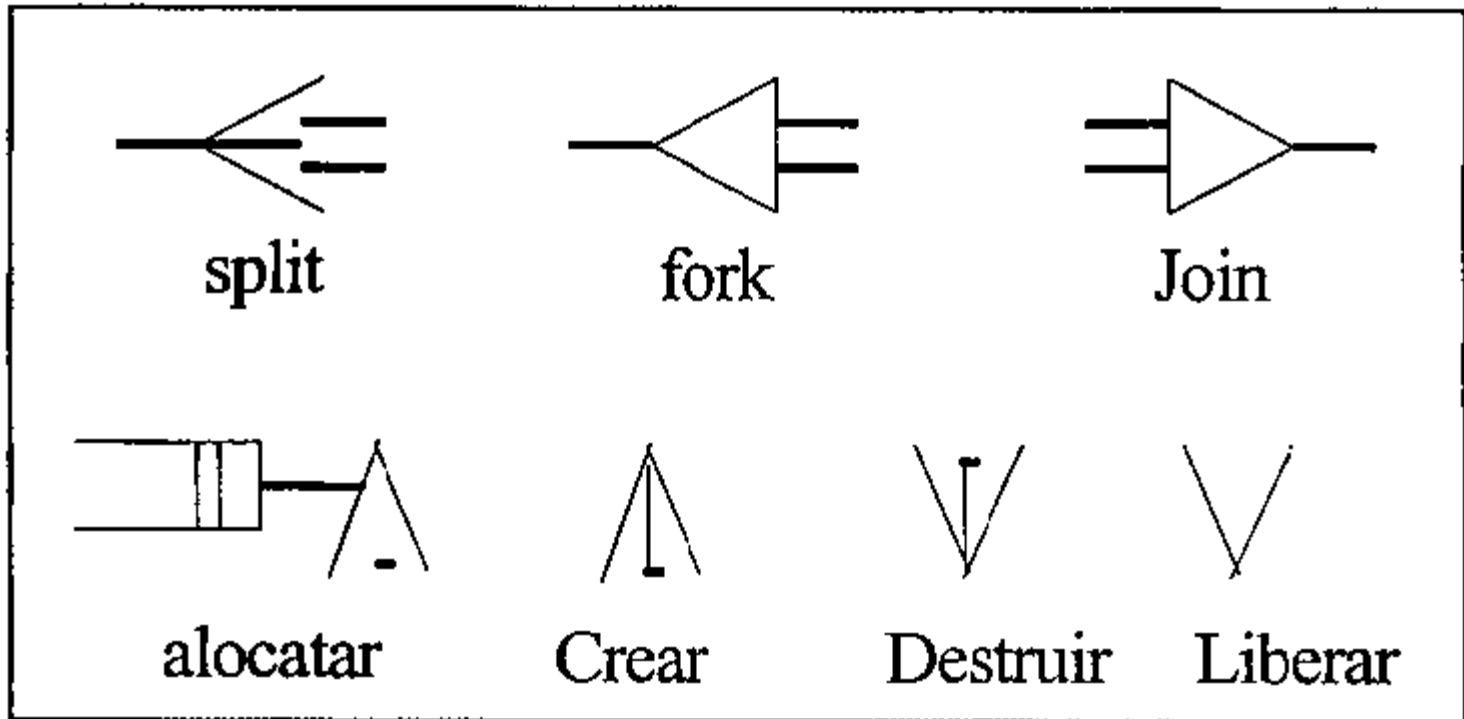
- No description about the implementation.
- No description about the events.
- Is not calculable.
- Not structured methodology, not specific of the OR.

# Queue networks

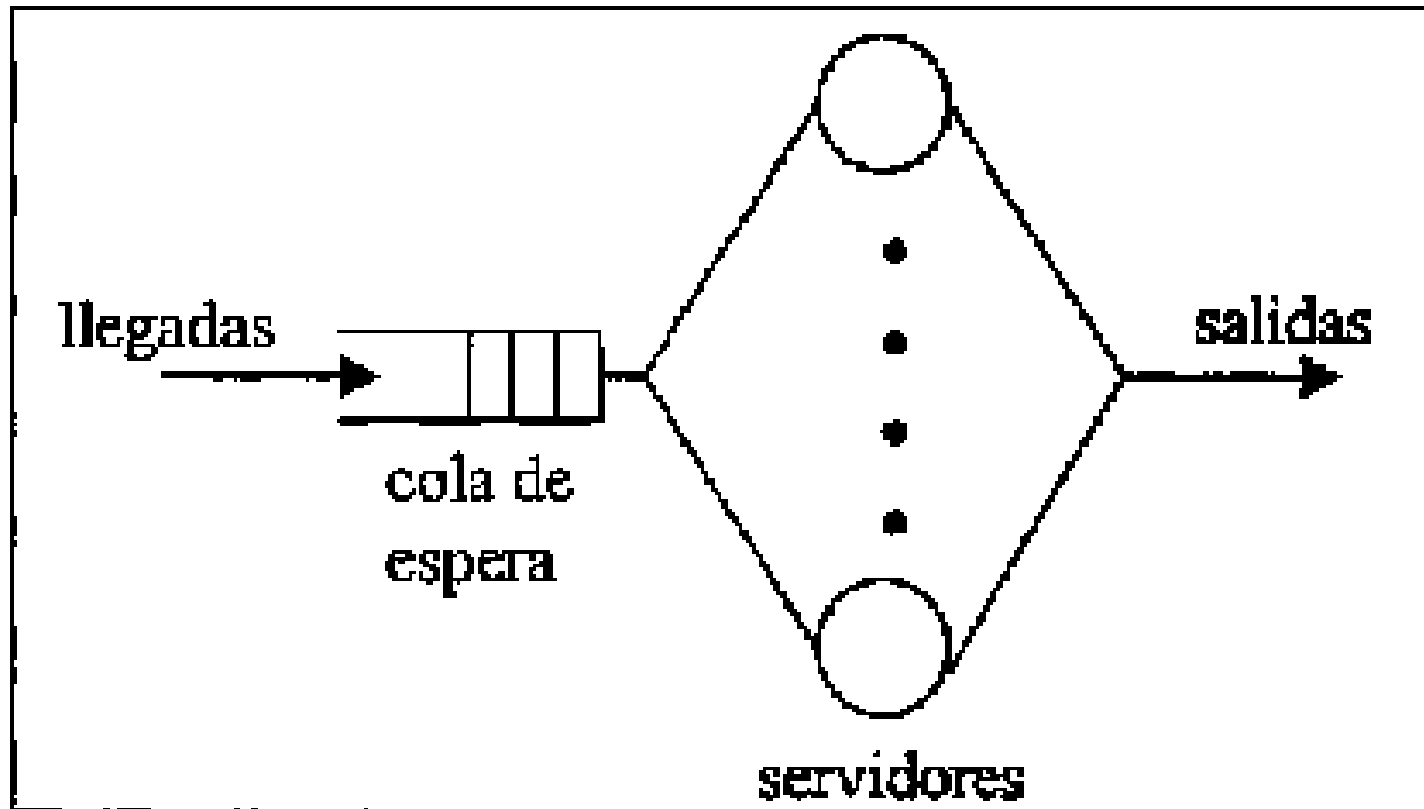
## Simulation models formalization



# Queue networks



# Queue networks (M | M | S)



# Queue networks (best)

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- Simple
- Allows to understand the system faster.
- Specific to describe queue models.

# Queue networks (worse)

- No description about the implementation.
- Do not describe too much about the events management.
- Is not always calculable.
  - ▣ Some models can be calculated following the queue theory.