

# Discrete-Event Simulation

An *event*  $e$  has:

- $e.time$  – the time at which the event occurs
- $e.action$  – the action to take at that time
- ... parameters if required by the action

Basic operations on the *Pending Event Set*:

- $schedule(e)$  – add  $e$  to the set
- $e = getNext()$  – get the next event in time order

# Discrete-Event Simulation Algorithm

```
// initialize
eventSet.schedule( x ); // for all initially known events x

// run the simulation
repeat {
    e = eventSet.getNext();
    // simulate event e at time e.time
    // this may involve scheduling events at future times
}
```

How does the model terminate? Several options!

# Classic Example: A Bank

- Customers wait for service, get service and leave
- A queue of waiting customers
- Tellers wait, serve customers, and do paperwork
  
- Vary customer arrival distribution
- Vary number of tellers
- Measure average and maximum customer wait

# Classic Example: A Bank

- Customer arrival event  $e$ 
  - schedule next arrival at  $e.time + random_1$
  - if queue empty and there is an idle teller  $t$ 
    - claim teller  $t$
    - schedule teller done at  $e.time + random_2$
  - else
    - add this customer to queue

# Classic Example: A Bank

- Teller done event  $e$ 
  - send customer out the door
  - schedule teller idle event at time  $e.t + \text{random}_3$
- Teller idle event  $e$ 
  - if queue empty
    - mark teller idle
  - else
    - dequeue customer
    - schedule teller done at  $e.time + \text{random}_2$

# Example: An Epidemic Model

- People
  - in some place or in transit
  - some have jobs or are students
  - healthy, latent, contagious, bedridden, immune
- Places
  - are occupied by people
    - healthy people get infected in places
  - some places are schools, workplaces or stores
    - business hours, teaching hours

# Example: An Epidemic Model

- Infection model:
  - infection changes state from healthy to latent
  - after latency time, to contagious
  - after contagious time, to bedridden or immune
  - after bedridden time, to immune or dead

*random elements to times and decisions*
- Probability of infection:
  - $\text{place} * \text{duration} * (\text{contagious} + \text{bedridden})$

# Example: An Epidemic Model

*Inputs to the simulation:*

- Population
- Household size distribution
- Probability of employment
- Probability of being a student
- School size, stores per household distribution
- Student – teacher ratio (for schools)
- Customer – worker ratio (for stores)
- Workplace size distribution (non store/school)

# Example: An Epidemic Model

*Automatically computed during setup:*

- Number of households
- Number of workers
- Number of students
- Number of schools
- Number of stores
- Number of teachers (all will work at schools)
- Number of store clerks (all will work at stores)
- Number of non school/store workplaces

# Example: An Epidemic Model

*Poorly Specified!*

At this stage no code yet written

- Without trying to write code  
we are unlikely to find bugs in the spec!
- No input data format!
- How to describe randomness?