

Simulation and Modeling II

SS 2018

Organization

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Friedrich-Alexander Universität Erlangen-Nürnberg

Informatik 7 (Rechnernetze und Kommunikationssysteme)



FRIEDRICH-ALEXANDER
UNIVERSITÄT
ERLANGEN-NÜRNBERG

TECHNISCHE FAKULTÄT



Simulation and Modeling II is Project-Oriented

■ Motivation

- get experience with theory from Simulation and Modeling I
- get experience with project and team work
- get active, have fun, get the credits

■ Organization of course times

- Thursday, 16:15 - 17:45, 04.137: selected lectures and team presentations
- Monday, 08:30 - 10:00, Room 04.158: weekly team meetings, start April 16
- Thursday, 14:00 - 16:00, Room 04.158: computer hours, (implementation, documentation, preparation of presentations), also on other times if available and room not reserved

■ Teams

- 2 to 3 persons, you can choose, we help, choose project topic today

■ Credits

- Schein: project result 50 %, individual interview 50 %
- Prüfung/examination: project finished, oral examination about project

Project Topics

■ Simulation studies:

- elevator in Martensstr. 3
- traffic crossing (e.g., Nähe Markuskirche, Einfahrt Handelshof, Äußere Nürnberger Str./Gebbertstr., data may be available from Stadtplanungsamt)
- bus line (between your home and university)
- supermarket (e.g., Handelshof)
- drinks terminal (e.g., Bierlachweg)
- gas station (e.g., on Äußere Brucker Str.)
- university canteen (e.g., Mensa Süd)
- university library (e.g., Technische Fakultät)
- hospital emergency reception (e.g., University)
- post office (e.g., Hauptpost)
- Media Access Control in the FlexRay Protocol Specification
- your own idea?

need to ask
manager/administration

determine
waiting times,
throughputs,
bottlenecks, ...
use AutoMod,
OMNeT++,
MATLAB,
or AnyLogic

Coarse Project Plan

■ Phase 0: Project Initialization

- goal: form a team, select a topic, today

■ Phase 1: Project Definition

- define requirements
 - description what the result should be, not how they are obtained
 - objectives of the simulation study
 - approx. 2 pages

■ Phase 2: Project Planning

- identify the main activities, estimate their effort and schedule them (which activity is performed by whom and when)

Coarse Project Plan (continued)

■ Phase 3: Project Realization

- collect data
- define conceptual model and validate
- implement model and verify
- make pilot runs
- validate model by comparison with existing system
- design experiments, make production runs, analyze output
- document the results

Coarse Project Plan (continued)

■ Phase 4: Project Finalization

- present the simulation results
- analyze your project
- write a project report
 - 20-30 pages
 - by using parts from earlier project phases

Schedule (preliminary)

<i>Dates</i>	<i>Simulation project phase</i>	<i>Lectures & Team presentations (Thu. 16:15-17:45)</i>
12.4.-20.4.	Project initialization and definition	Organization / Lecture on simulation project management
23.4.-27.4.	Project planning	
30.4.-4.5.	Conceptual model definition	Lecture on energy simulation
7.5.-25.5.	<u>Parallel processes:</u> Programming your model & Data collection, input modelling (no lectures on Thursday 10.5. and Monday 21.5.)	Team's presentations: requirements & project plans and conceptual model
		Lecture on variance reduction techniques
28.5.-8.6.	Programming & validation of input models (no lectures on Thursday 31.5.)	Lecture on parallel and distributed simulation systems

Schedule (preliminary)

<i>Dates</i>	<i>Simulation project phase</i>	<i>Lectures & Team presentations (Thu. 16:15-17:45)</i>
11.6.-22.6.	Programming: Integrating input models into system model & Verification	Lecture on writing reports
		Team's presentations: input modeling & runnable model
25.6.-29.6.	Validating system model	Lecture on healthcare simulations
2.7.-6.7.	Calibration production runs, animation programming	Lecture on test-driven agile simulation
9.7.-13.7.	Project finalization	Final presentations: simulation results & animation
-13.7.	Writing report	

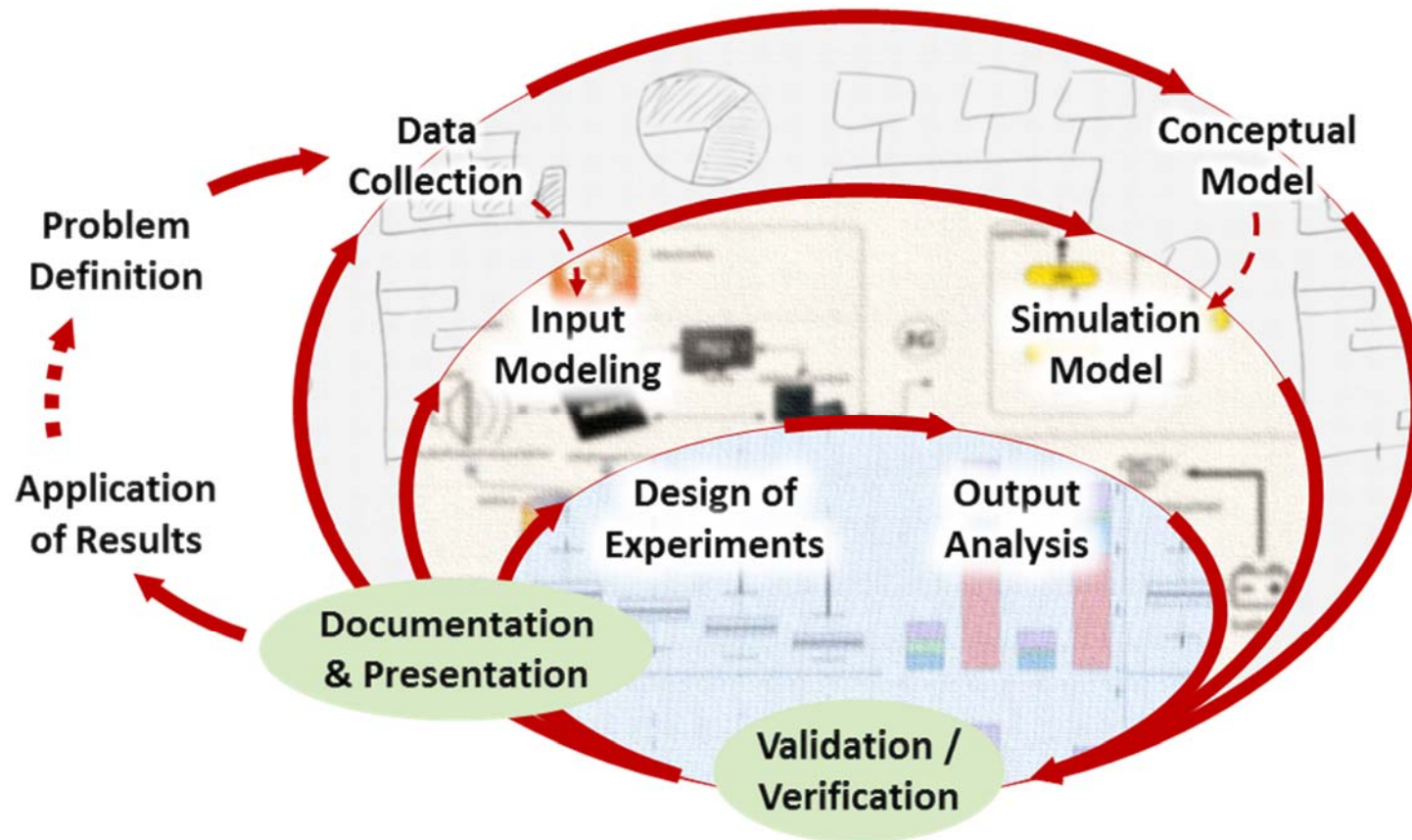
Schedule (continued)

- Report: due July 13

- Questions?

Simulation Projects

- The process for simulation studies:



Simulation studies

■ key ingredients

- input modeling
- model building
- output analysis
- animation (!)

}
plus validation and verification
plus documentation



final report (20-30 pages)

■ essentials

- simulation control plus transient period detection
- quantile-related measure (e.g., does the system fulfill the specification that at least 90% of all delays are below a given bound?)

Simulation Projects

■ Simulation studies

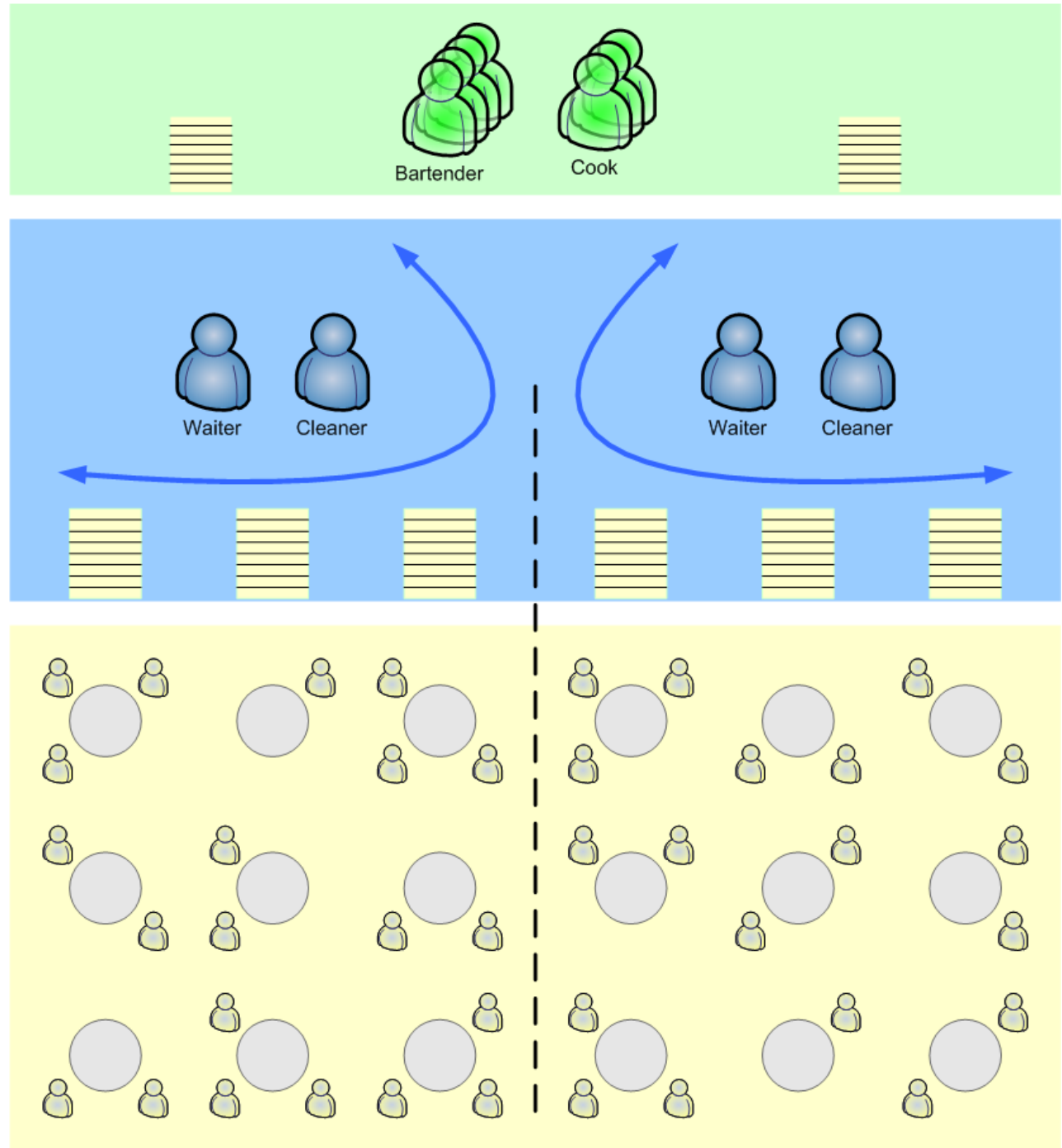
- service centers (university cafeteria, supermarket, gas station, post office, hospital, street cafe, public swimming pool, ...)
- traffic modeling (bus line, traffic crossing, stadium access, ...)
- technical systems (elevator, Ferris wheel at Bergkirchweih, ...)
- our research labs, e.g.,
 - a web server
 - media access control in protocols (e.g., FlexRay)
- other suggestions

Street Cafe

■ Real world

somewhere
in
Erlangen

Simulation and Modeling II



Street Cafe

■ possible objectives of study

- how long do customers have to wait for ordering after arrival?
- how many customers have to wait for more than 5 minutes?
(quantile-related measure wrt impatient customers)
- how long do customers have to wait for their food after ordering?
- what is the utilization of the waiters, bartenders, etc.?
- how do system performance measures change for different personnel numbers? what is optimal?
- does a radio system to transfer orders from tables to bar significantly improve system performance?
-

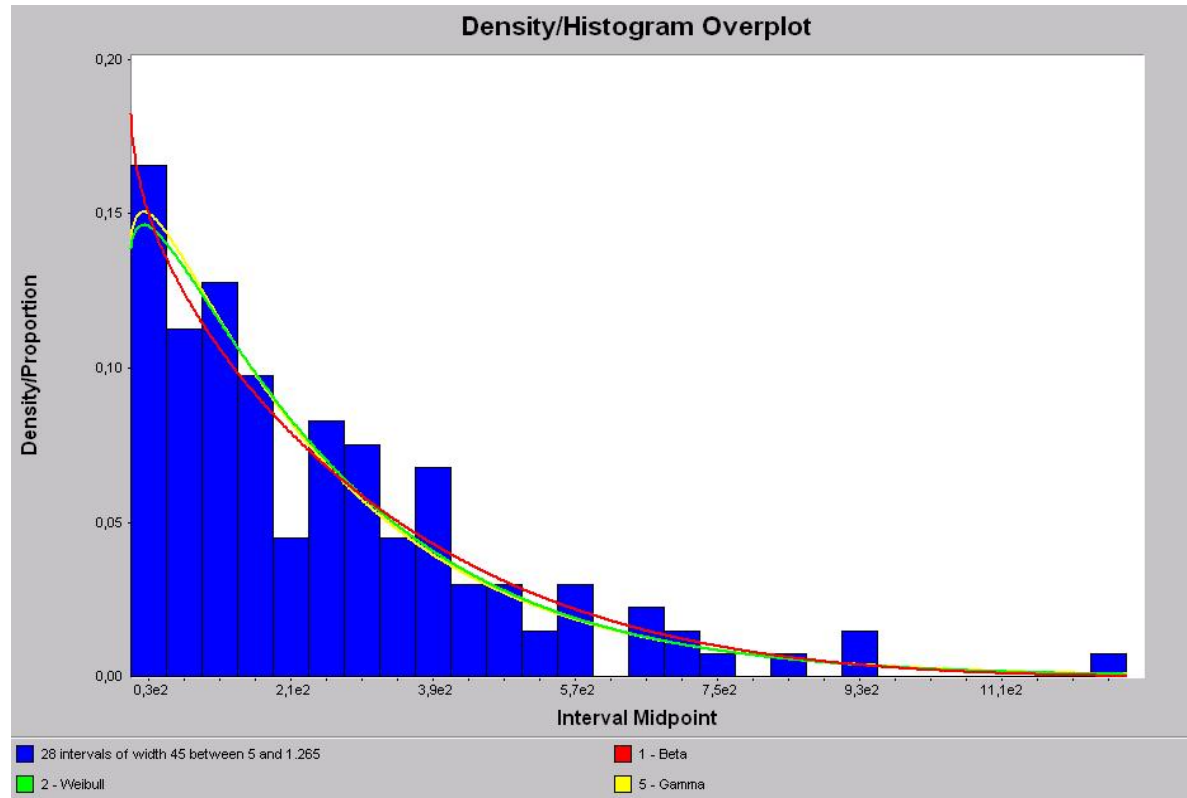
■ objectives have big impact

- on input modeling (and data collection)
- on model building
- on performance measures
- on overall project planning

Street Cafe

■ Input modeling

- Measurements → Workload (interarrival / service times), ...



You decide
which data
you need!

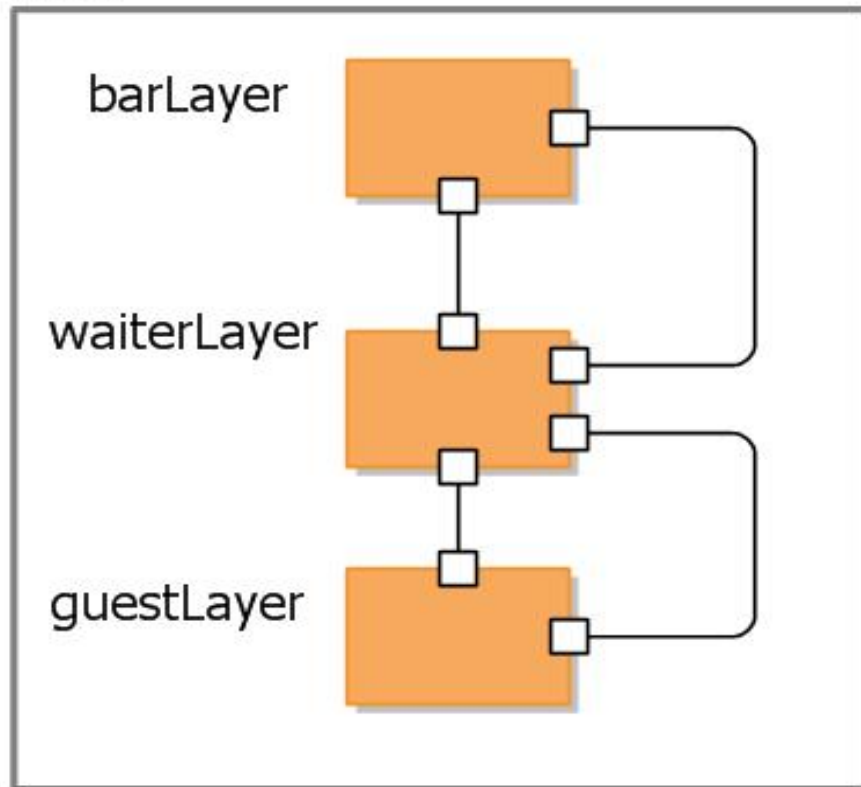
Apply
methods
from
Simulation &
Modeling 1
(ExpertFit)!

Data must also be collected for a relevant performance measure for validation purposes (comparison of model with real world)!

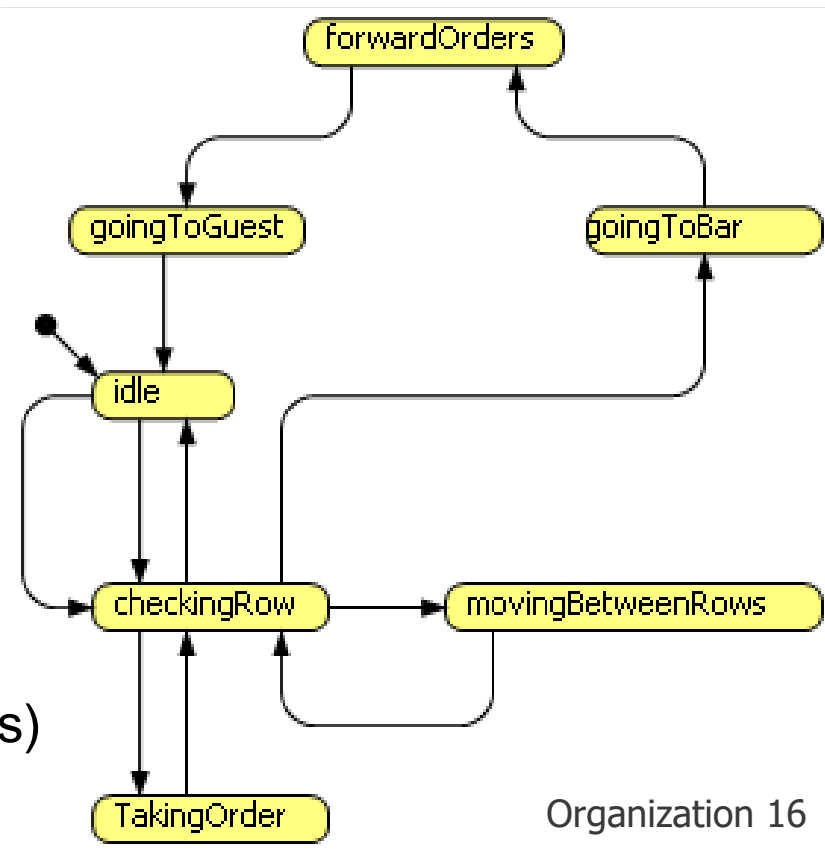
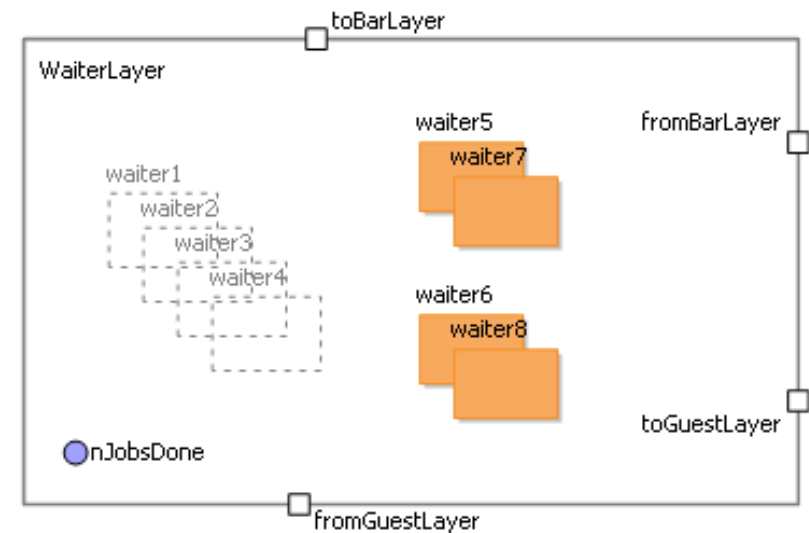
Street Cafe

■ The model layers

Main

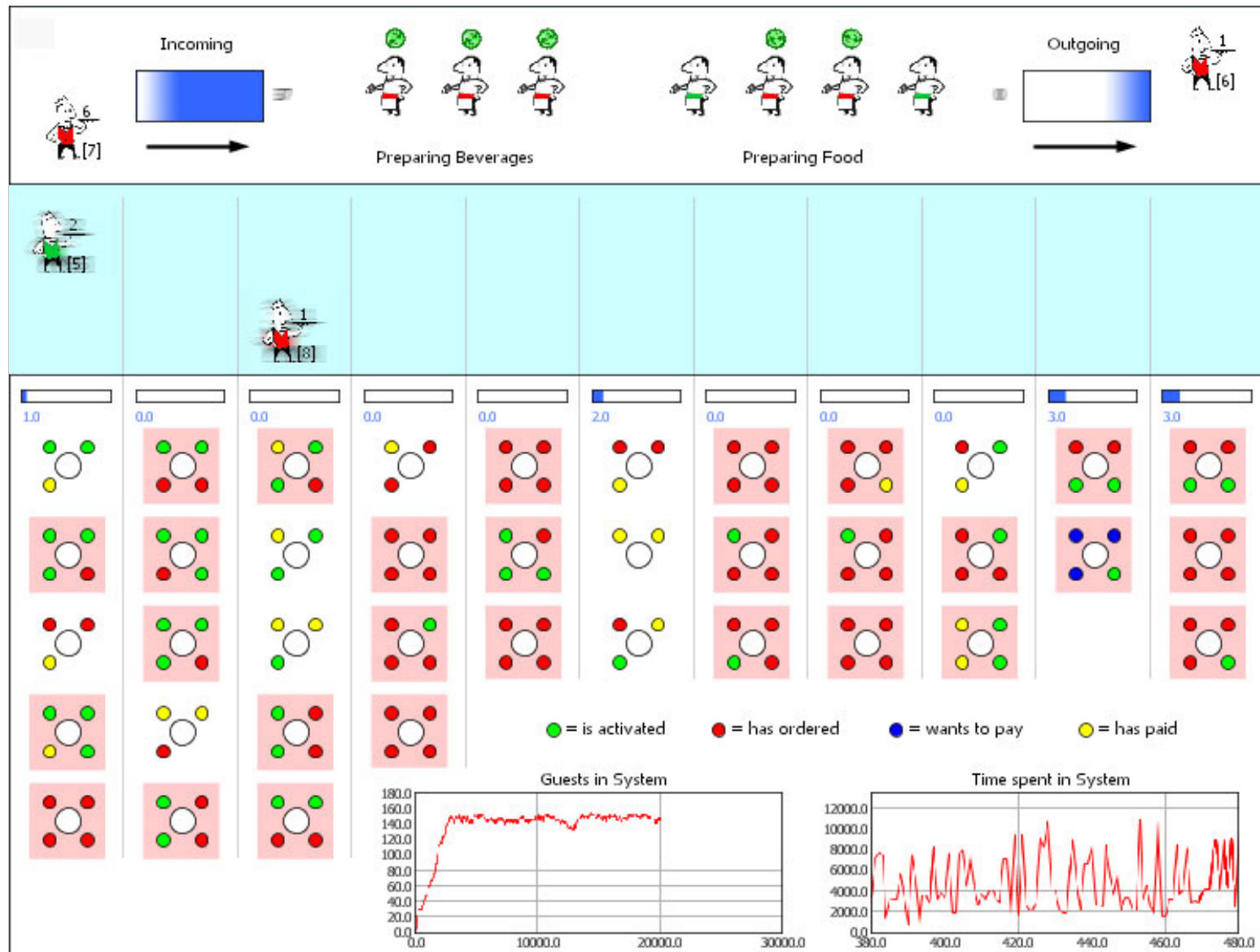


Here: agent-based modeling!
(waiters, guests, etc. as agents)



Street Cafe

■ Performance measures and animation



Results (means, distributions, quantiles, utilizations, etc.) may be presented in different ways in AnyLogic and for your final report!

Extension of Java simulation engine in AnyLogic

■ key ingredients

- software design
- efficient implementation
- verification and validation
- demonstration

plus documentation



final report (20-30 pages)

Simulation Projects

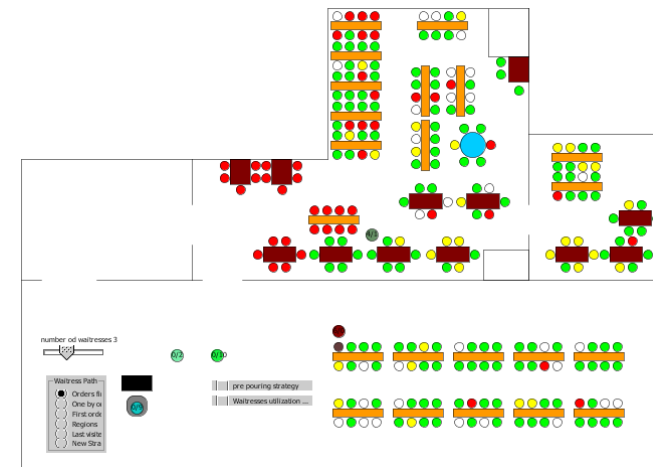
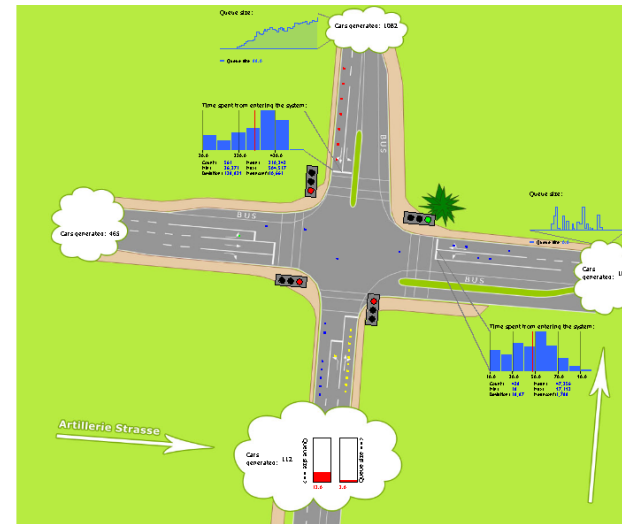
■ Simulation studies

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- our research labs, e.g.,
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Simulation Projects

■ Some demonstrations

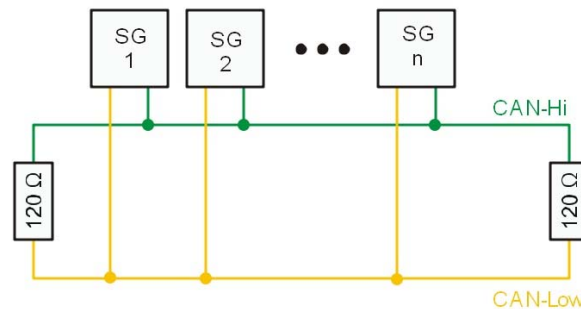
- CAN Bus Simulation
- Sensor Fusion in Cars
- Traffic Intersection
- City Pub
- ...



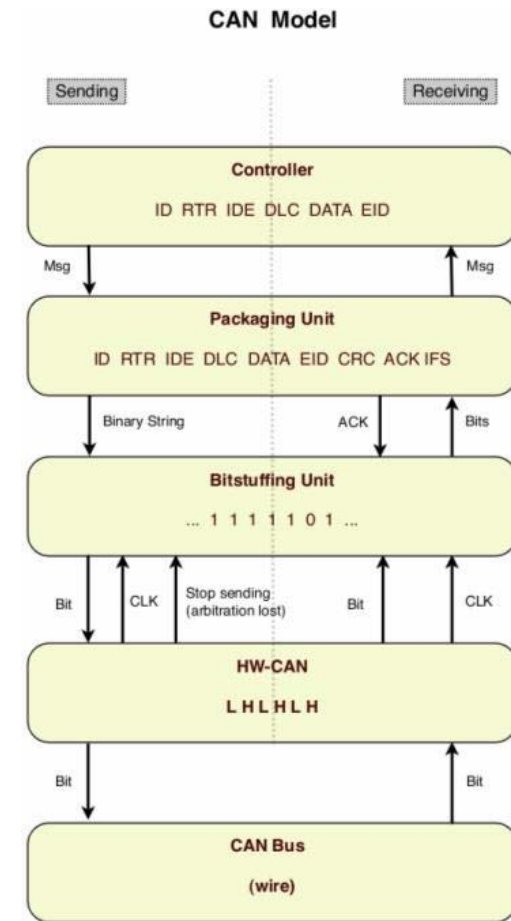
Some Demonstrations

■ Controller Area Network (CAN)

- CAN is common in cars to connect electronic control units (ECUs)

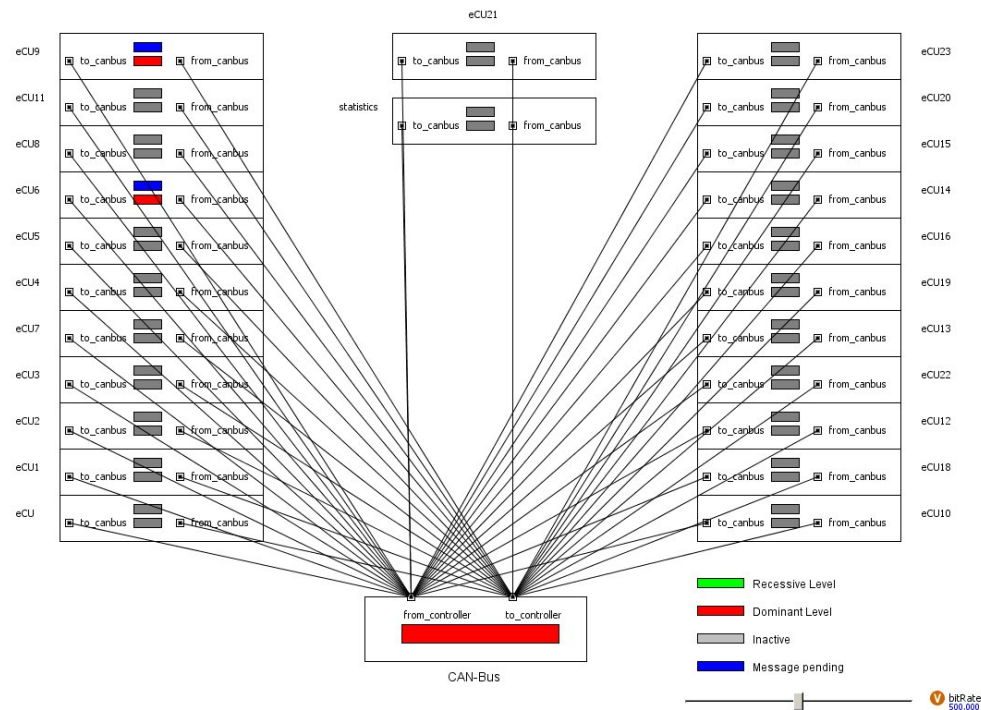


- a Simulation and Modeling II project in summer 2008
- conceptional model:



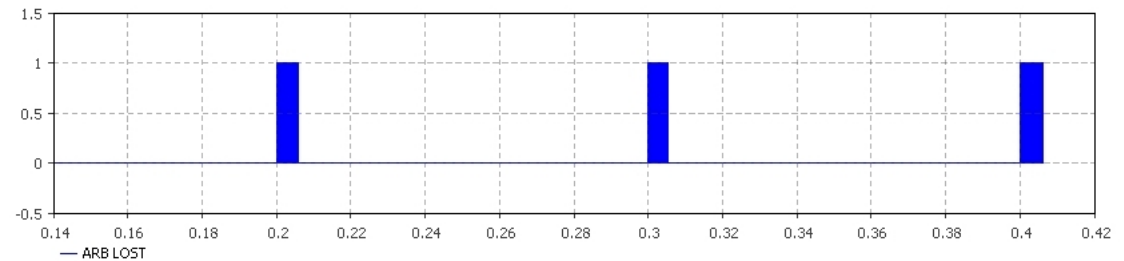
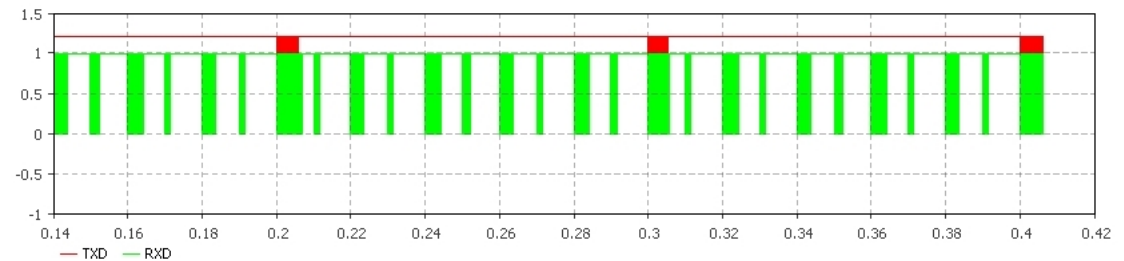
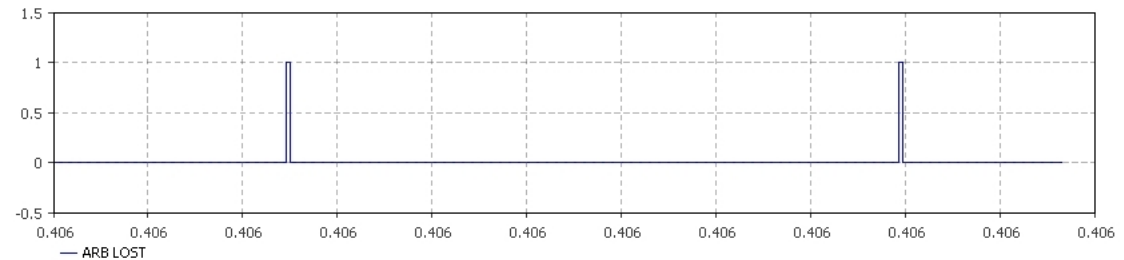
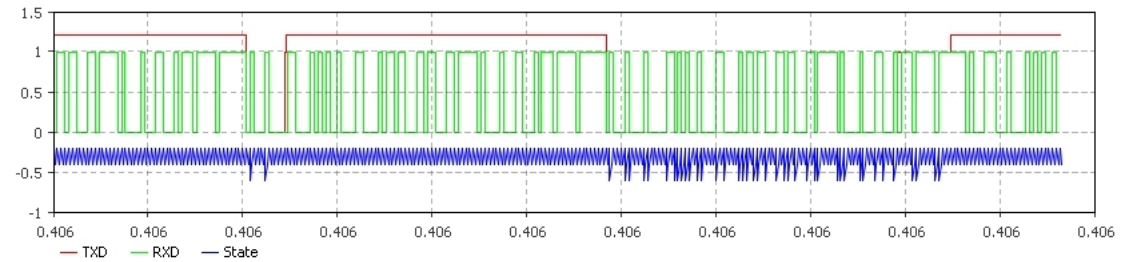
Some Demonstrations

- a simulation model with 22 ECUs is realized in AnyLogic
- realistic data from a current electronic car architecture at the Audi AG
- modeling on a quite detailed level: each bit is sampled a few times,
as in the real system
- graphical animation of the overall model:



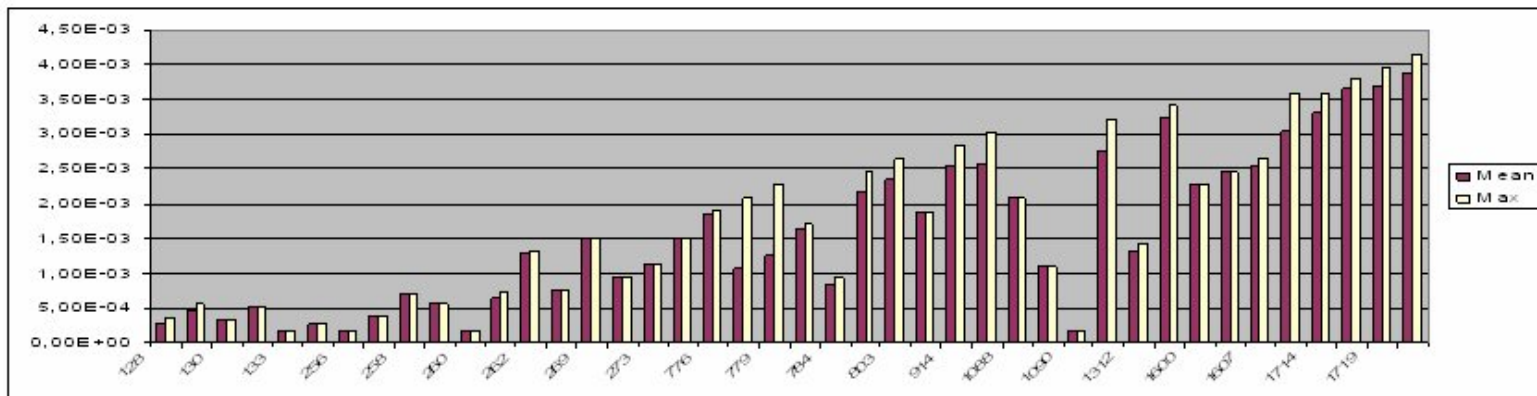
Some Demonstrations

- oscilloscope view of transmission, reception and arbitration loss of one CAN controller



Some Demonstrations

- wakeup periods of ECUs are random
- as relevant performance measures, mean and maximum latencies of messages between ECUs have been determined:

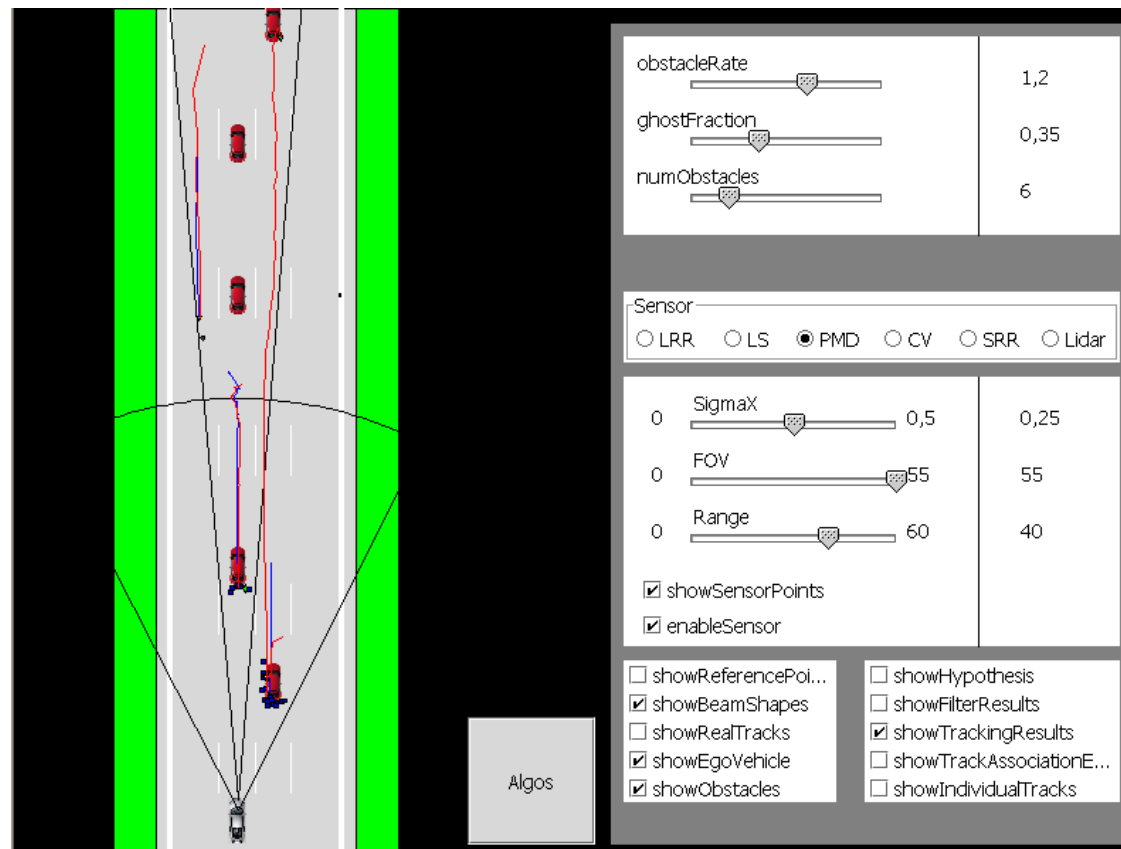


- the team presented the results to developers at Audi, it was well received
- in INI.FAU, a joint PhD-program between Audi and FAU, a researcher works on more elaborated simulation models of car communications

Some Demonstrations

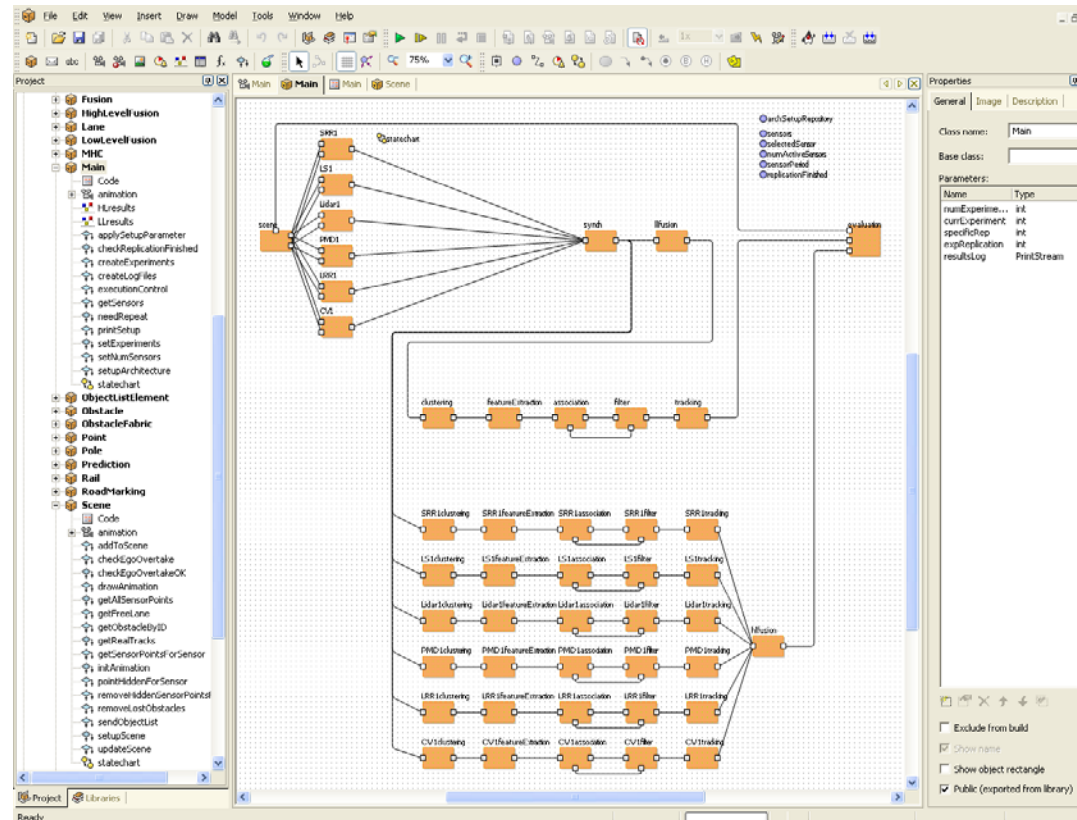
■ Sensor fusion in cars

- in a diploma thesis at Audi an AnyLogic simulation model of a car with various sensors to detect objects has been developed, animation:



Some Demonstrations

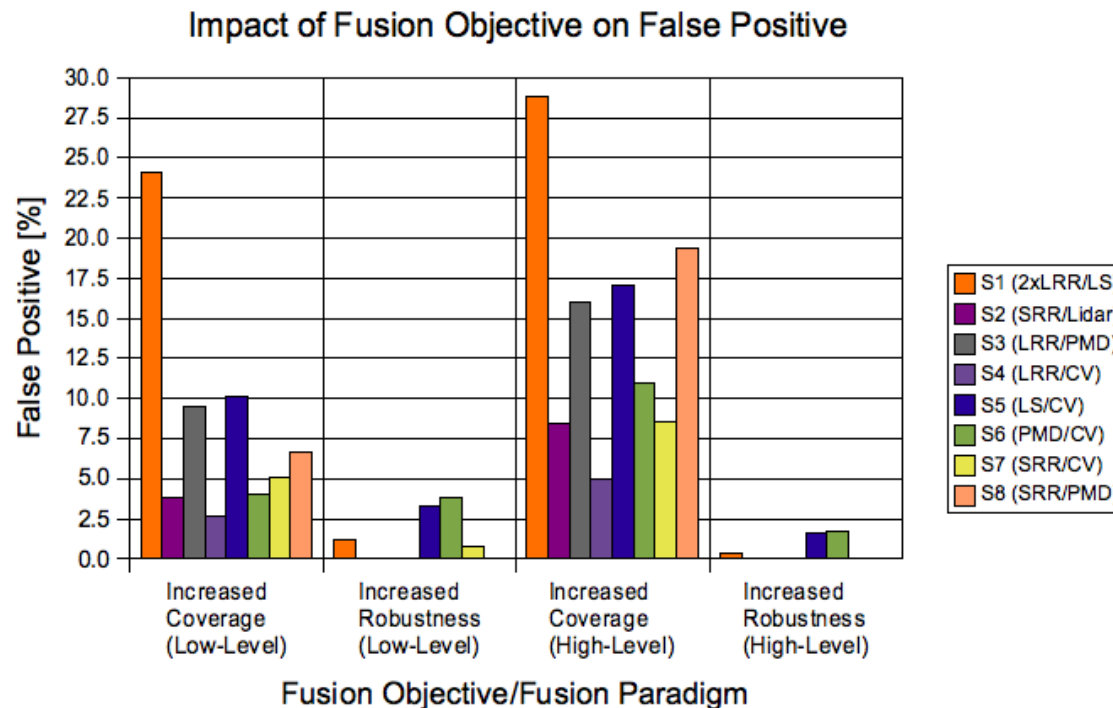
- structure of the simulation model:



- the model comprises a full implementation of the sensor fusion algorithms

Some Demonstrations

- allows to experiment with fusion architecture (vehicular context, used sensors, fusion and filtering algorithms, algorithmic parameters)
- cars and clutter objects are generated randomly, sensor values are subject to Gaussian random noise
- ratio of false positives (detection of non-existent objects in the scene, important for safety reasons):



Simulation Projects

■ Layout of drinks terminal:

