
Discrete Event Simulation A First Course

Discrete Event Simulation

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Handbook of Research on Discrete Event Simulation Environments: Technologies and Applications
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Course*

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IZAIAH CHAVEZ

Discrete Event Simulation John Wiley & Sons

In recent years, there has been a growing debate, particularly in the UK and Europe, over the merits of using discrete-event simulation (DES) and system dynamics (SD); there are now instances where both methodologies were employed on the same problem. This book details each method, comparing each in terms of both theory and their application to various problem situations. It also provides a seamless treatment of various topics--theory, philosophy, detailed mechanics, practical implementation--providing a systematic treatment of the methodologies of DES and SD, which previously have been

treated separately.

Principles of Discrete Event Simulation Springer

Over the last decades Discrete Event Simulation has conquered many different application areas. This trend is, on the one hand, driven by an ever wider use of this technology in different fields of science and on the other hand by an incredibly creative use of available software programs through dedicated experts. This book contains articles from scientists and experts from 10 countries. They illuminate the width of application of this technology and the quality of problems solved using Discrete Event Simulation. Practical applications of simulation dominate in the present book. The book is aimed to researchers and students who deal in their work with Discrete Event Simulation and which want to inform them about current applications. By focusing on discrete event simulation, this book can also serve as an

inspiration source for practitioners for solving specific problems during their work. Decision makers who deal with the question of the introduction of discrete event simulation for planning support and optimization this book provides a contribution to the orientation, what specific problems could be solved with the help of Discrete Event Simulation within the organization.

A Practical Approach Prentice Hall

Public transport is important to society as it provides spatial accessibility and reduces congestion and pollution in comparison to other motorized modes. To assure a high-quality service, all parts of the system need to be well-functioning and properly planned. One important aspect for the system's bus terminals is their capacity. This needs to be high enough to avoid congestion and queues and the delays these may lead to. During planning processes, various suggested designs and solutions for a terminal need to be evaluated. Estimating capacity and how well the suggestions will function is a challenging problem, however. It requires analysis of complex interactions and behaviour of the vehicles. This sort of analyses can preferably be carried out using microsimulation. Furthermore, a discrete event simulation approach can make use of the fact that the path of a vehicle through a terminal can readily be described by a sequence of events (such as arriving, starting to drive to a stop etc.). The overall aim of this thesis is to investigate how discrete event simulation can be used to evaluate bus terminal design and traffic control policies. The main contribution is the development of a method for bus terminal simulation. As a first step, a discrete event simulation model of a combined bus and tram stop is formulated. The model is tested on a real system where the

current design is compared to an alternative one. The test shows that a model developed with a discrete event approach can be used to evaluate the situation at a stop and compare design alternatives. In the next step, a general discrete event simulation model of bus terminals is formulated. A modular approach is introduced, where a terminal can be constructed from a set of module building blocks. Another important contribution of the model is its spatial resolution that allows for queues and blockages to occur throughout the terminal. By applying the simulation model in a case study, it is shown that the model can be used to evaluate and compare various scenarios related to the layout, number of passengers and the outside traffic situation. Lastly, the bus terminal simulation model is used in a second case study in order to compare model output with empirical data. This study identified a number of factors that may have had an influence on differences between observations and simulation results and that is of interest to look further into. This includes the actual adherence to terminal rules and the effects of model parameters.

Modeling and Simulation of Discrete Event Systems Springer Science & Business Media

Bringing together an international group of researchers involved in military, business, and health modeling and simulation, *Conceptual Modeling for Discrete-Event Simulation* presents a comprehensive view of the current state of the art in the field. The book addresses a host of issues, including: What is a conceptual model? How is conceptual modeling performed in general and in specific modeling domains? What is the role of established approaches in conceptual modeling? Each of the

book's six parts focuses on a different aspect of conceptual modeling for simulation. The first section discusses the purpose and requirements of a conceptual model. The next set of chapters provides frameworks and tools for conceptual modeling. The book then describes the use of soft systems methodology for model structuring as well as the application of software engineering methods and tools for model specification. After illustrating how conceptual modeling is adopted in the military and semiconductor manufacturing, the book concludes with a discussion on future research directions. This volume offers a broad, multifaceted account of the field by presenting diverse perspectives on what conceptual modeling entails. It also provides a basis upon which these perspectives can be compared.

Discrete Event Simulations CRC Press

Collecting the work of the foremost scientists in the field, *Discrete-Event Modeling and Simulation: Theory and Applications* presents the state of the art in modeling discrete-event systems using the discrete-event system specification (DEVS) approach. It introduces the latest advances, recent extensions of formal techniques, and real-world examples of various applications. The book covers many topics that pertain to several layers of the modeling and simulation architecture. It discusses DEVS model development support and the interaction of DEVS with other methodologies. It describes different forms of simulation supported by DEVS, the use of real-time DEVS simulation, the relationship between DEVS and graph transformation, the influence of DEVS variants on simulation performance, and interoperability and composability with emphasis on DEVS

standardization. The text also examines extensions to DEVS, new formalisms, and abstractions of DEVS models as well as the theory and analysis behind real-world system identification and control. To support the generation and search of optimal models of a system, a framework is developed based on the system entity structure and its transformation to DEVS simulation models. In addition, the book explores numerous interesting examples that illustrate the use of DEVS to build successful applications, including optical network-on-chip, construction/building design, process control, workflow systems, and environmental models. A one-stop resource on advances in DEVS theory, applications, and methodology, this volume offers a sampling of the best research in the area, a broad picture of the DEVS landscape, and trend-setting applications enabled by the DEVS approach. It provides the basis for future research discoveries and encourages the development of new applications.

Conceptual Modeling for Discrete-Event Simulation Pearson College Division

To perform computer simulation successfully, two rather different sets of skills are required. One of these relates to programming: a simulation program should do what its author intends and do it efficiently. The other is concerned with the collection and analysis of data: statistical tools have to be used in order to obtain with a minimum of effort, accurate and reliable estimates for the desired performance measures. Dr Mitrani covers both of these aspects of the simulation method. The important topics of point and interval estimation, simulation efficiency and the analysis of simulation experiments are discussed in detail. This book, first published in 1982, will be useful to both undergraduate and

postgraduate students taking courses on simulation in departments of computer science, operations research and statistics in universities and polytechnics. It will be of benefit also to practitioners in the field.

Discrete Event Simulation of Bus Terminals Springer

"This is an excellent and well-written text on discrete event simulation with a focus on applications in Operations Research. There is substantial attention to programming, output analysis, pseudo-random number generation and modelling and these sections are quite thorough. Methods are provided for generating pseudo-random numbers (including combining such streams) and for generating random numbers from most standard statistical distributions." --ISI Short Book Reviews, 22:2, August 2002

Introduction to Discrete Event Systems John Wiley & Sons

Introduction to Discrete Event Systems is a comprehensive introduction to the field of discrete event systems, offering a breadth of coverage that makes the material accessible to readers of varied backgrounds. The book emphasizes a unified modeling framework that transcends specific application areas, linking the following topics in a coherent manner: language and automata theory, supervisory control, Petri net theory, Markov chains and queuing theory, discrete-event simulation, and concurrent estimation techniques. This edition includes recent research results pertaining to the diagnosis of discrete event systems, decentralized supervisory control, and interval-based timed automata and hybrid automata models.

Development and Applications John Wiley & Sons

The Discrete Event Simulation (DES) method has received widespread attention and acceptance by both researchers and

practitioners in recent years. The range of application of DES spans across many different disciplines and research fields. In research, further development and advancements of the basic DES algorithm continue to be sought while various hybrid methods derived by combining DES with other simulation techniques continue to be developed. This book presents state-of-the-art contributions on fundamental development of the DES method, novel integration of the method with other modeling techniques as well as applications towards simulating and analyzing the performances of various types of systems. This book will be of interest to undergraduate and graduate students, researchers as well as professionals who are actively engaged in DES related work.

Simulation of Industrial Systems Lee & Seshia

Discrete-event Simulation A First Course Prentice Hall

Introduction to Discrete Event Simulation and Agent-based Modeling Pearson Higher Ed

Discrete Event System Simulation is ideal for junior- and senior-level simulation courses in engineering, business, or computer science. It is also a useful reference for professionals in operations research, management science, industrial engineering, and information science. While most books on simulation focus on particular software tools, Discrete Event System Simulation examines the principles of modeling and analysis that translate to all such tools. This language-independent text explains the basic aspects of the technology, including the proper collection and analysis of data, the use of analytic techniques, verification and validation of models, and designing simulation experiments. It offers an up-to-date

treatment of simulation of manufacturing and material handling systems, computer systems, and computer networks. Students and instructors will find a variety of resources at the associated website, www.bcn.net/, including simulation source code for download, additional exercises and solutions, web links and errata.

Voting Systems, Health Care, Military, and Manufacturing

McGraw-Hill Science, Engineering & Mathematics

Discrete event simulation and agent-based modeling are increasingly recognized as critical for diagnosing and solving process issues in complex systems. *Introduction to Discrete Event Simulation and Agent-based Modeling* covers the techniques needed for success in all phases of simulation projects. These include:

- Definition – The reader will learn how to plan a project and communicate using a charter.
- Input analysis – The reader will discover how to determine defensible sample sizes for all needed data collections. They will also learn how to fit distributions to that data.
- Simulation – The reader will understand how simulation controllers work, the Monte Carlo (MC) theory behind them, modern verification and validation, and ways to speed up simulation using variation reduction techniques and other methods.
- Output analysis – The reader will be able to establish simultaneous intervals on key responses and apply selection and ranking, design of experiments (DOE), and black box optimization to develop defensible improvement recommendations.
- Decision support – Methods to inspire creative alternatives are presented, including lean production.

Also, over one hundred solved problems are provided and two full case studies, including one on voting machines that received

international attention. *Introduction to Discrete Event Simulation and Agent-based Modeling* demonstrates how simulation can facilitate improvements on the job and in local communities. It allows readers to competently apply technology considered key in many industries and branches of government. It is suitable for undergraduate and graduate students, as well as researchers and other professionals.

AnyLogic 7 in Three Days John Wiley & Sons

Bringing together an international group of researchers involved in military, business, and health modeling and simulation, *Conceptual Modeling for Discrete-Event Simulation* presents a comprehensive view of the current state of the art in the field. The book addresses a host of issues, including: What is a conceptual model? How is conceptual modeling performed in general and in specific modeling domains? What is the role of established approaches in conceptual modeling? Each of the book's six parts focuses on a different aspect of conceptual modeling for simulation. The first section discusses the purpose and requirements of a conceptual model. The next set of chapters provides frameworks and tools for conceptual modeling. The book then describes the use of soft systems methodology for model structuring as well as the application of software engineering methods and tools for model specification. After illustrating how conceptual modeling is adopted in the military and semiconductor manufacturing, the book concludes with a discussion on future research directions. This volume offers a broad, multifaceted account of the field by presenting diverse perspectives on what conceptual modeling entails. It also provides a basis upon which these perspectives can be

compared.

A First Course BoD – Books on Demand

Simulation Modeling and Analysis with Arena is a highly readable textbook which treats the essentials of the Monte Carlo discrete-event simulation methodology, and does so in the context of a popular Arena simulation environment. It treats simulation modeling as an in-vitro laboratory that facilitates the understanding of complex systems and experimentation with what-if scenarios in order to estimate their performance metrics. The book contains chapters on the simulation modeling methodology and the underpinnings of discrete-event systems, as well as the relevant underlying probability, statistics, stochastic processes, input analysis, model validation and output analysis. All simulation-related concepts are illustrated in numerous Arena examples, encompassing production lines, manufacturing and inventory systems, transportation systems, and computer information systems in networked settings. · Introduces the concept of discrete event Monte Carlo simulation, the most commonly used methodology for modeling and analysis of complex systems · Covers essential workings of the popular animated simulation language, ARENA, including set-up, design parameters, input data, and output analysis, along with a wide variety of sample model applications from production lines to transportation systems · Reviews elements of statistics, probability, and stochastic processes relevant to simulation modeling * Ample end-of-chapter problems and full Solutions Manual * Includes CD with sample ARENA modeling programs

Discrete Event Simulation Version Pie Elsevier

Discrete event systems (DES) have become pervasive in our daily

lives. Examples include (but are not restricted to) manufacturing and supply chains, transportation, healthcare, call centers, and financial engineering. However, due to their complexities that often involve millions or even billions of events with many variables and constraints, modeling these stochastic simulations has long been a hard nut to crack. The advance in available computer technology, especially of cluster and cloud computing, has paved the way for the realization of a number of stochastic simulation optimization for complex discrete event systems. This book will introduce two important techniques initially proposed and developed by Professor Y C Ho and his team; namely perturbation analysis and ordinal optimization for stochastic simulation optimization, and present the state-of-the-art technology, and their future research directions.

Discrete-Event Simulation and System Dynamics for Management Decision Making Academic Press

Considered by many authors as a technique for modelling stochastic, dynamic and discretely evolving systems, this technique has gained widespread acceptance among the practitioners who want to represent and improve complex systems. Since DES is a technique applied in incredibly different areas, this book reflects many different points of view about DES, thus, all authors describe how it is understood and applied within their context of work, providing an extensive understanding of what DES is. It can be said that the name of the book itself reflects the plurality that these points of view represent. The book embraces a number of topics covering theory, methods and applications to a wide range of sectors and problem areas that have been categorised into five groups. As well as the previously

explained variety of points of view concerning DES, there is one additional thing to remark about this book: its richness when talking about actual data or actual data based analysis. When most academic areas are lacking application cases, roughly the half part of the chapters included in this book deal with actual problems or at least are based on actual data. Thus, the editor firmly believes that this book will be interesting for both beginners and practitioners in the area of DES.

Modeling and Performance Analysis CRC Press

Computer modeling and simulation (M&S) allows engineers to study and analyze complex systems. Discrete-event system (DES)-M&S is used in modern management, industrial engineering, computer science, and the military. As computer speeds and memory capacity increase, so DES-M&S tools become more powerful and more widely used in solving real-life problems. Based on over 20 years of evolution within a classroom environment, as well as on decades-long experience in developing simulation-based solutions for high-tech industries, *Modeling and Simulation of Discrete-Event Systems* is the only book on DES-M&S in which all the major DES modeling formalisms—activity-based, process-oriented, state-based, and event-based—are covered in a unified manner: A well-defined procedure for building a formal model in the form of event graph, ACD, or state graph. Diverse types of modeling templates and examples that can be used as building blocks for a complex, real-life model. A systematic, easy-to-follow procedure combined with sample C# codes for developing simulators in various modeling formalisms. Simple tutorials as well as sample model files for using popular off-the-shelf simulators such as SIGMA®, ACE®, and

Arena®. Up-to-date research results as well as research issues and directions in DES-M&S. *Modeling and Simulation of Discrete-Event Systems* is an ideal textbook for undergraduate and graduate students of simulation/industrial engineering and computer science, as well as for simulation practitioners and researchers.

Discrete-Event Simulation Springer Science & Business Media

"This book provides a comprehensive overview of theory and practice in simulation systems focusing on major breakthroughs within the technological arena, with particular concentration on the accelerating principles, concepts and applications"--Provided by publisher.

A Discrete Event Simulation Model for Unstructured Supervisory Control of Unmanned Vehicles Springer Science & Business Media

The first practical textbook on AnyLogic 7 from AnyLogic developers. AnyLogic is the unique simulation software that supports three simulation modeling methods: system dynamics, discrete event, and agent based modeling and allows you to create multi-method models. The book is structured around four examples: a model of a consumer market, an epidemic model, a job shop model and an airport model. We also give some theory on different modeling methods. You can consider this book as your first guide in studying AnyLogic 7.

An Introduction to the Emergence Strategy CRC Press

Researchers and developers of simulation models state that the Java programming language presents a unique and significant opportunity for important changes in the way we develop simulation models today. The most important characteristics of the Java language that are advantageous for simulation are its

multi-threading capabilities, its facilities for executing programs across the Web, and its graphics facilities. It is feasible to develop compatible and reusable simulation components that will facilitate the construction of newer and more complex models. This is possible with Java development environments. Another important trend that begun very recently is web-based simulation, i.e., and the execution of simulation models using Internet browser software. This book introduces the application of the Java programming language in discrete-event simulation. In addition, the fundamental concepts and practical simulation techniques for modeling different types of systems to study their

general behavior and their performance are introduced. The approaches applied are the process interaction approach to discrete-event simulation and object-oriented modeling. Java is used as the implementation language and UML as the modeling language. The first offers several advantages compared to C++, the most important being: thread handling, graphical user interfaces (GUI) and Web computing. The second language, UML (Unified Modeling Language) is the standard notation used today for modeling systems as a collection of classes, class relationships, objects, and object behavior.