MURAT GUNAL August/September LECTURE SCHEDULE at FEL (detailed)

Date & Time	Lecture Block	Lecture / Topics	Abstract
Thr 23 Aug 1330-1700	Introduction to discrete event simulation and agent-based simulation This lecture block will provide an introduction the discrete event simulation (DES) approach. the block will provide a lightweight introduction to key topics covered in more depth in the rest of the series and is therefore recommended also for those who do not want to attend all the lectures.	ABS: Object-Oriented DES or What?	Agent Based Simulation (ABS) is a very popular simulation method in Operation popularity is due to its power in modelling individual behaviour of entities in a effects of local information perceived by individuals in a community. Although modelling method, some believe that it is derived from Discrete Event Simular ABS, and entities are directed by the rules defined in the processes or in the e modelled. In ABS, the rules are embedded in the entity, so that the entity, so this talk, we will firstly introduce ABS method and secondly take a look at the will continue with exploring their application domains and introducing a resear
		Discrete Event Simulation (DES) in Operational Research	Discrete Event Simulation (DES) in Operational Research: Simulation is a very fields, one thing is common though, simulation is a way to represent a real systevaluate how Operational Researchers see the "simulation" technique and way years. Discrete Event Simulation (DES) will be in the center of the talk since I s
Fri 24 Aug 0900-1230	Randomness and probability in simulations This lecture block will explore the fundamental role of random number generators and probability theory in general in DES	Random numbers	DES Models rely on random numbers to mimic stochasticity in systems that an uniformly distributed numbers, hopefully randomly, and definitely between 0 properties of random number generators and examine two methods for gene generators. Would you like to learn how Excel's "RANDOM" function work?
		Random variate generation	Random numbers are not so useful alone in DES models, since in most real syndistributions. Therefore we need to generate values from probability distributions properties of well known distributions discrete and continuous distributions s and poisson.
		Probability distributions	After examining probability distributions, we need to know how these are to lare two techniques to generate values from distributions; inverse transform a first one relies on the distribution's cdf and the second one works like playing
Tue 29 Aug 0900-1230	Analysis and Validation of DES This lecture block explores techniques for modeling and analyzing data input to simulation models, analyzing and interpreting outputs of simulation models and a range of validation techniques required for building robutst DES models.	Input analysis	To create realistic DES models, you need to count on real system data. To get analyze it to make some statistical inferences. In fact all the effort to collect re probability distributions. In this lecture we will examine how you can analyze histograms, Q-Q plots, distribution fitting, Chi-square test etc.
		Output analysis	As in the input analysis, after generating so much data with a simulation mode data. Depending on the system's attribute, terminating and non-terminating, Warm-up period, number of replication, confidence intervals of simulation ou
		Validation	We need to validate a DES model to make it more realistic and more represer validating simulation models will be examined in this session. These include fa validation, statistical tests such as Chi-Square and K-S test. These methods wil
Thr 31 Aug 0900-1230	Building DES: Methodologies, techniques and tools This lecture block will explore several tools and methodologies for building DES models.	Event graphs and Simkit	If you want to build a DES model by programming, and you like it in Java, ther developed for building DES simulation components and relies on Event Graph DES structure by events (nodes) and transitions (edges). An EG tells what hap an EG is built, it is easy to convert it to a Simkit model. Some real modeling ex
		Modelling with SharpSim	As in Simkit, SharpSim also works with Event Graphs. But if you like programm the system to be modeled is represented as EGs and then this is converted to SharpSim's connection with a Geographical Information System (GIS) will be s
Mon 3 Sep 1330-1700	Case studies and Summary This lecture block will explore real-world examples of DES models from several models and insights related to their development and usage.	Case studies for DES	In this lecture, the DES theory and methodology covered in the previous lecture of real-world DES will be presented and practical lessons learned in building a
		Summary of the topics in DES	In this lecture, we will summarize the topics presented, outline the likely futu regarding the DES approach.

onal Research community nowadays. Its a system. In ABS, the analyst can observe the n ABS is introduced as a brand-new tion (DES). In DES, there are entities, as in events of the system that are being called "agent", can make its own decision. In philosophy behind ABS and DES. The talk arch agenda.

general term and is used by many science stem on computer. In this talk I will briefly hat research topics have emerged in recent see it as the father of all simulation methods.

re being modeled. Random numbers are and 1. In this lecture we will evaluate erating "pseudo" random number

stems, stochasticity is modeled by random tions. In this lecture we will examine such as normal, exponential, erlang, weibull,

be used inside a simulation software. There and acceptance/rejection techniques. The a dart game.

the real data, you collect it first and then eal system data ends up with some the data in hand. The topics include

el, we need to analyze simulation output the analysis should be done with caution. Itput are some of the topics.

ntative. Techniques and methods for ace validity, white box and black box II be covered in the lecture.

n Simkit is your best option. This Java API is as (EG). EGs are useful to represent a basic pens after a simulation event occurs. Once sercises will be demonstrated.

ning in C# then SharpSim is best choice. First, C# code manually. During the lecture, shown.

rres will be put in practice. Several examples nd using the shared.

re developments and make final remarks