

**An Introduction to
GoldSim:
A Dynamic Probabilistic
Simulator
(Part 1/2)**

SIMULATION *for the* **REAL WORLD**

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PRO

GoldSim

Outline

- **What is GoldSim and where did it come from?**
- **A summary of the major differences between GoldSim and traditional SD codes**
- **Basic GoldSim Features**
- **Overview of Advanced GoldSim Features**
- **Overview of GoldSim Extension Modules**
- **Can GoldSim complement traditional SD codes?**
- **Questions and Discussion**

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GoldSim Technology Group

- **Originally a division of Golder Associates**
 - International civil and environmental engineering firm
- **Began developing GoldSim in 1990**
 - First customers were US Department of Energy and analogous government organizations in Europe and Asia
 - Focused on risk analysis for complex engineered systems associated with waste management
- **Started marketing software in 2002**
 - Rapidly expanded into other related engineering arenas (mining, water resources, failure analysis, long-term strategic planning)
- **Became independent company in February 2004**
 - GoldSim represents over 50 man-years of development
 - Over 1,000,000 lines of code (C++)

What were the main drivers behind the development of GoldSim?

- Systems being evaluated had lots of **uncertainty** and involved **stochastic processes**
- Clients required **predictions** of future performance in order to optimize system design and meet regulatory requirements
- Evaluations needed to be **transparent** and easy to explain to multiple audiences.

Goal was to create a **probabilistic simulation framework** that could be applied to complex and diverse engineering and scientific problems

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What are the key differences between GoldSim and traditional SD tools?

- **GoldSim puts much greater emphasis on probabilistic simulation and producing probabilistic predictions of performance**

Define uncertain variables

Beta Distribution

Parameters

Mean: 2

Standard Deviation: 1

Minimum: 0

Maximum: 15

Fill Area Show Marker

Calculator

Cum. Probability: 0.5 Value: 1.85938

Probability Density: 0.397517

Cond. Tail Expectation: 2.77769

Statistics

Mean: 2

Std. Deviation: 1

Skewness: -1.358

Kurtosis: Not available

OK Cancel Apply

Define stochastic time series

History Generator Properties : HistGenerator

Definition

Element ID: Stock_Portfolio Appearance...

Description: Generates stock price data.

Display Units: \$ Type... Vector[Stocks]

History Definition

History Type: Geometric Growth

Mean Annual Growth Rate: Growth_Rate Annual Volatility: Volatility

Annual Reversion Rate: Reversion Initial Value: Initial_Price

Initial Value of Median: Median_Price

Allow Negative Values

Do not lag Target Changes

Use correlation matrix: Edit Matrix...

Save Results

Final Values Time Histories

OK Cancel Help

Specify statistical-defined events

Timed Event Properties : Accident

Definition

Element ID: Accident Appearance...

Description: Haul truck turns over

Event Definition

Occurrence Type: Random time intervals (Poisson)

Rate: 1 / 35 day

Maximum Number of Events: 1e9

Save Results

Final Values Time Histories

OK Cancel Help

Define Monte Carlo simulation options

Simulation Settings...

Time Monte Carlo Globals Information

Define Monte Carlo options to carry out a probabilistic simulation, and specify the sampling method for Stochastic variables.

Probabilistic Simulation

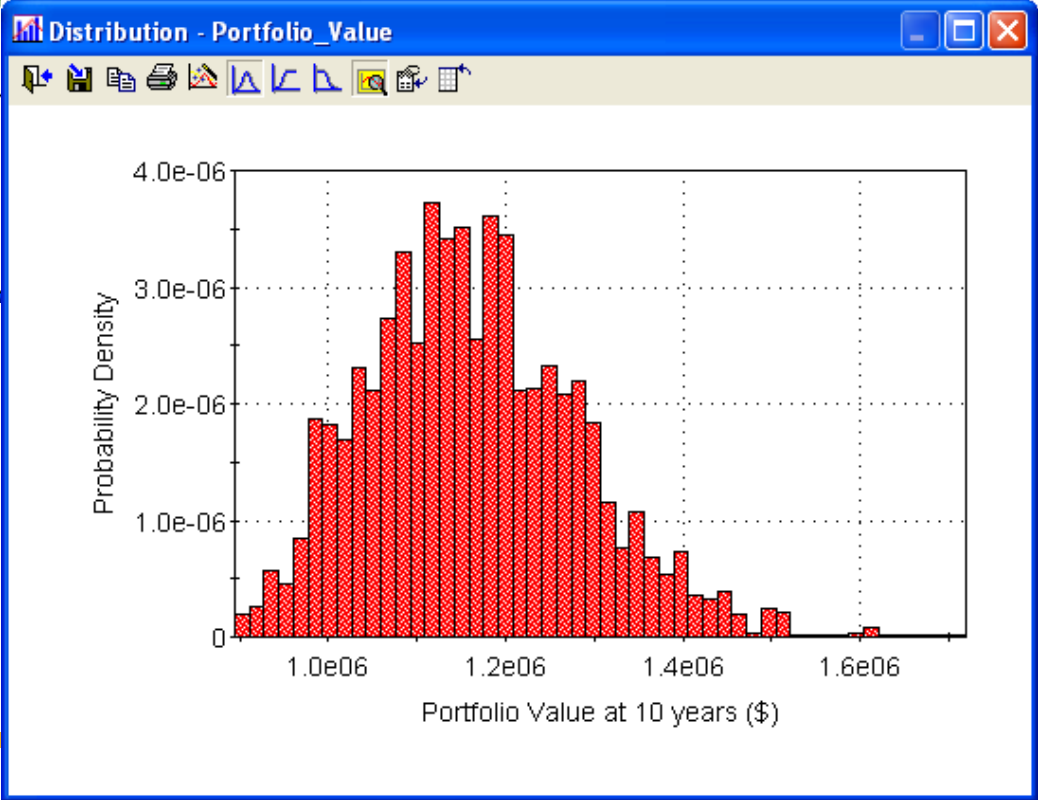
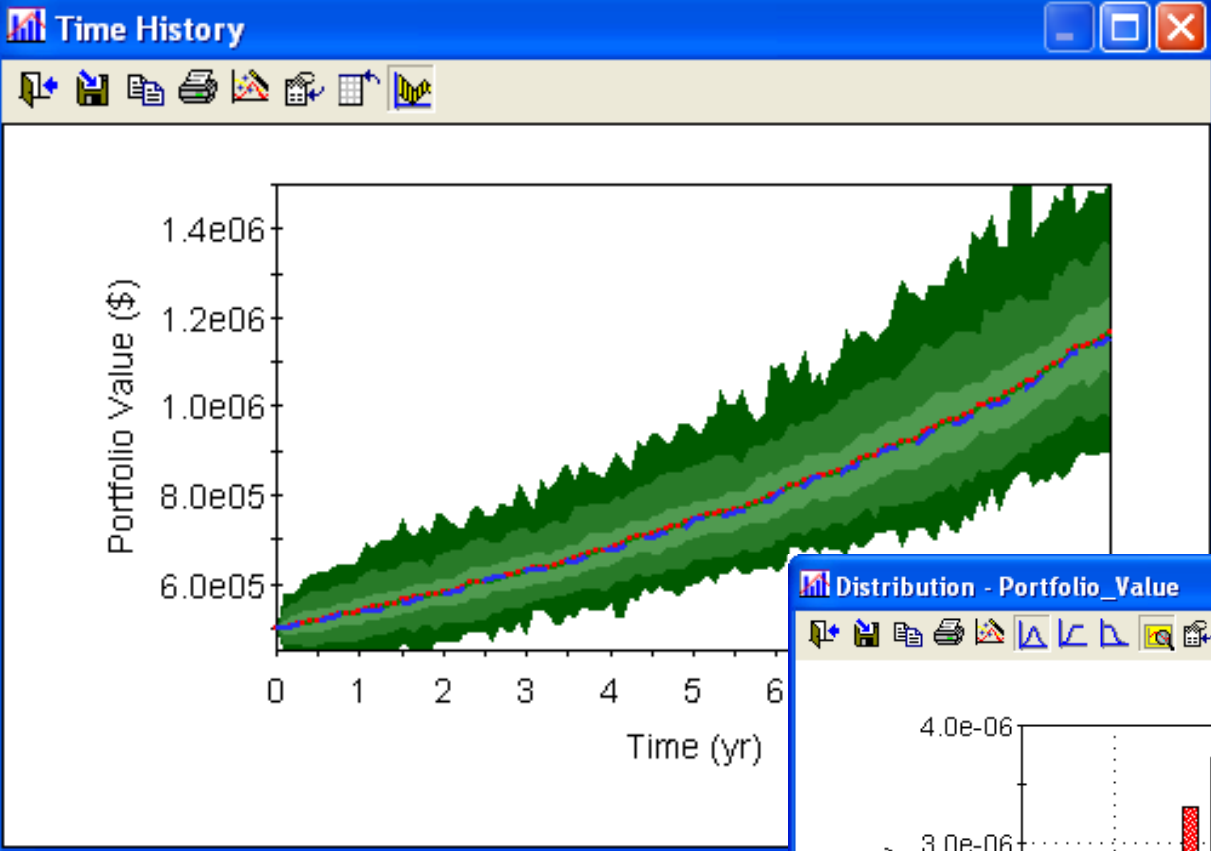
Realizations: 1000 # Histories to save: 1000

Run the following Realization only: Realization: 1

Use Latin Hypercube Sampling

Repeat Sampling Sequences Random Seed: 1

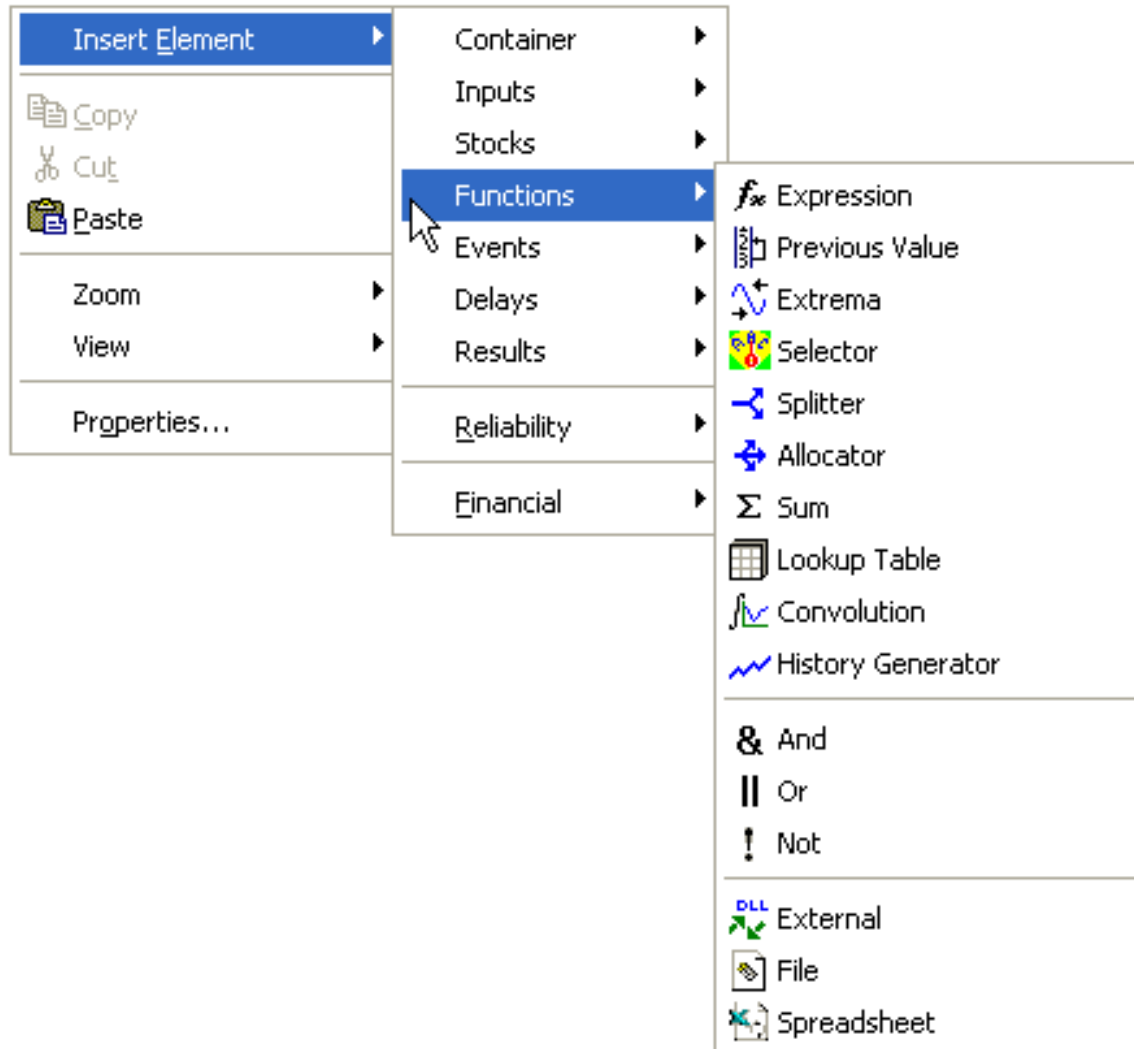
OK Cancel Help



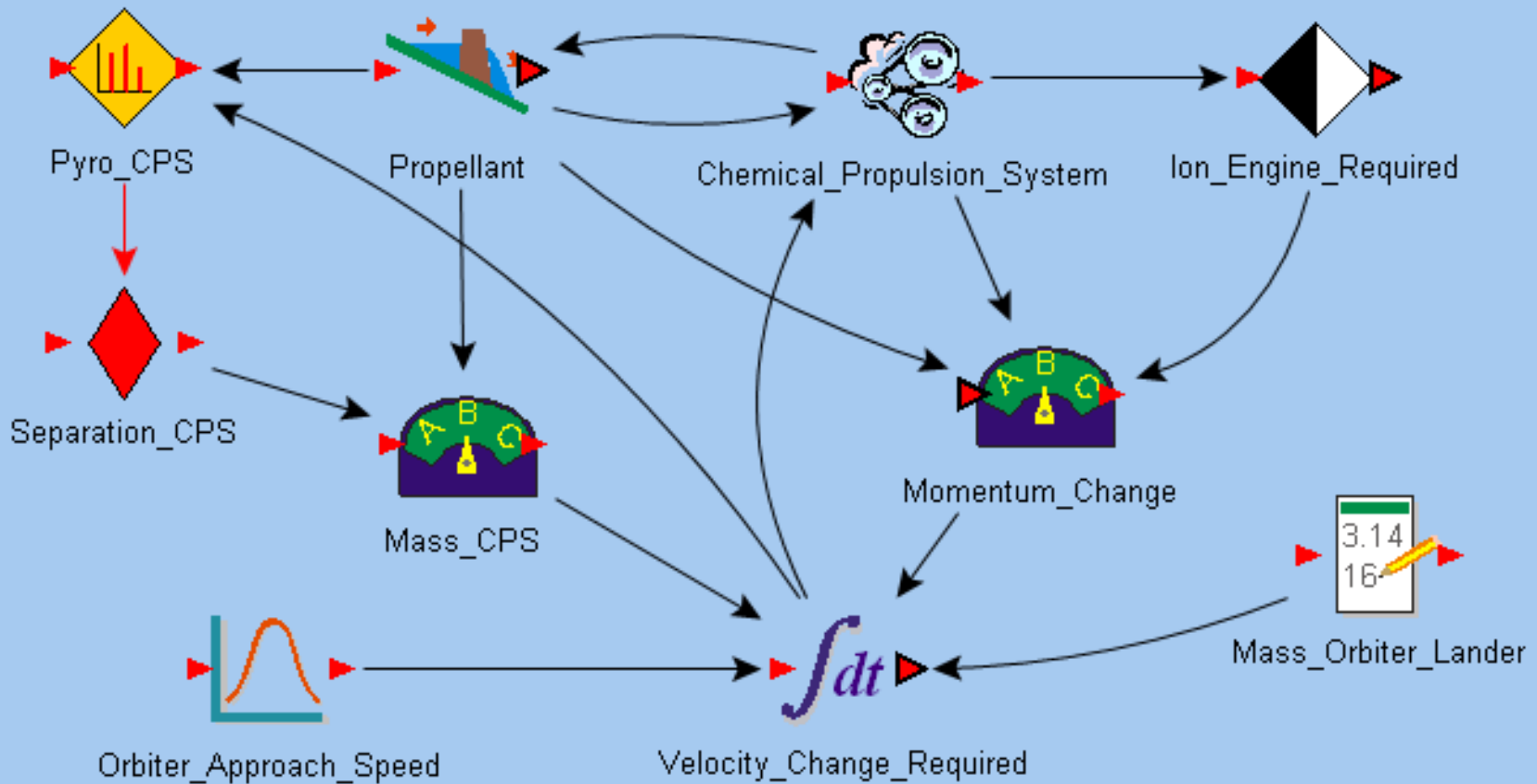
What are the key differences between GoldSim and traditional SD tools?

- GoldSim puts much greater emphasis on probabilistic simulation and producing probabilistic predictions of performance
- **GoldSim provides a much broader range of model objects**
 - Makes the model logic and structure less abstract and more transparent
 - Includes objects to superimpose discrete dynamics on a continuous system

GoldSim provides over 40 element types...



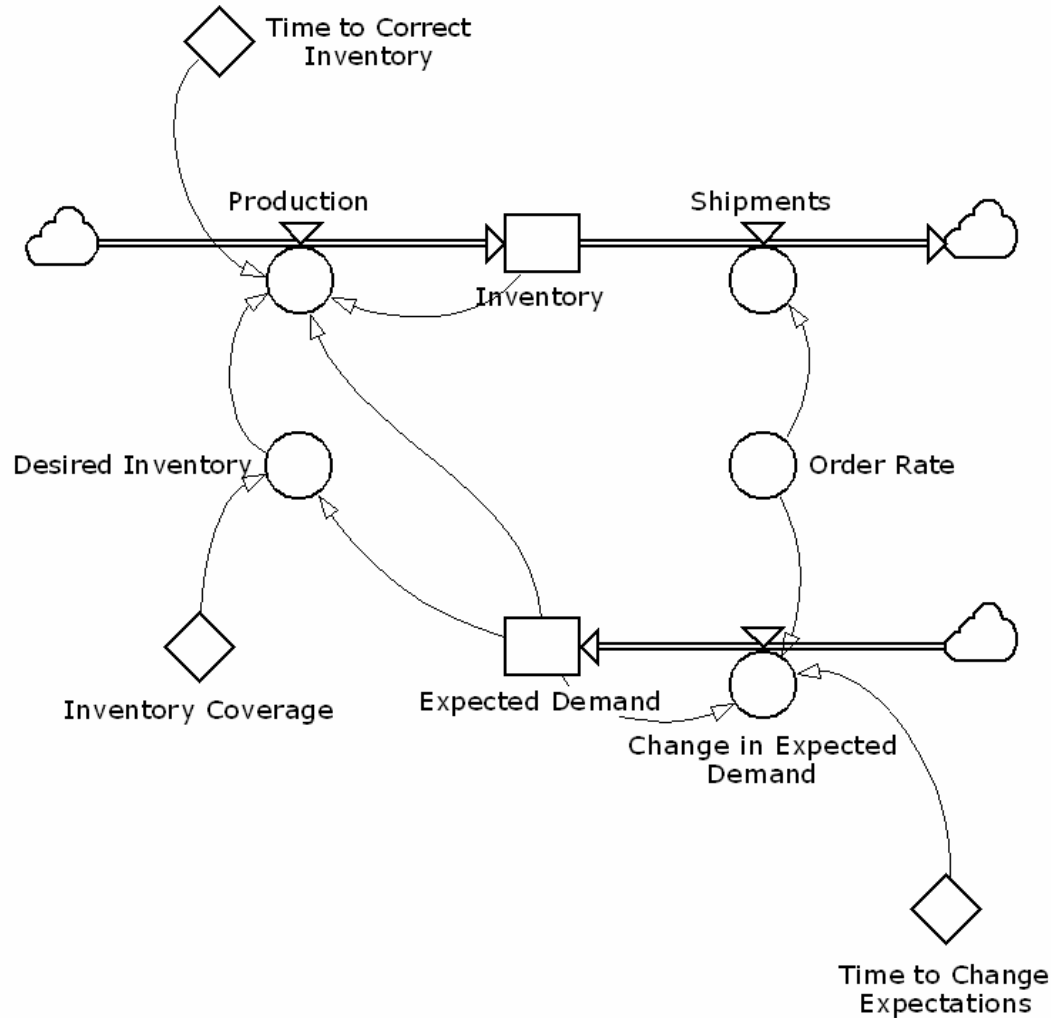
Orbital Insertion Submodel



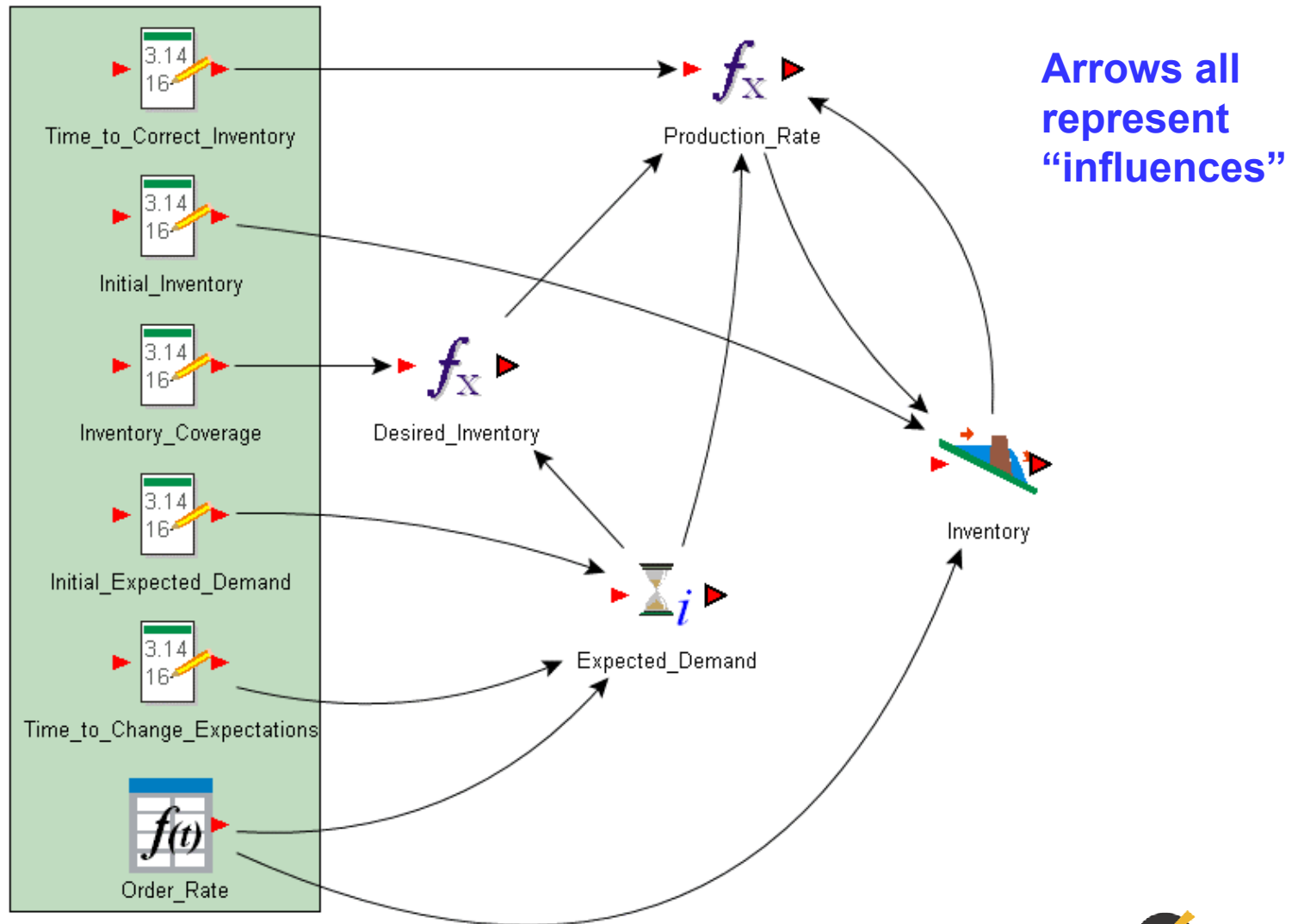
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 - Makes the model logic and structure less abstract and more transparent
 - Includes objects to superimpose discrete dynamics on a continuous system
 - An important implication is that GoldSim does not use the “stock and flow” paradigm

Example: Simple Inventory Model



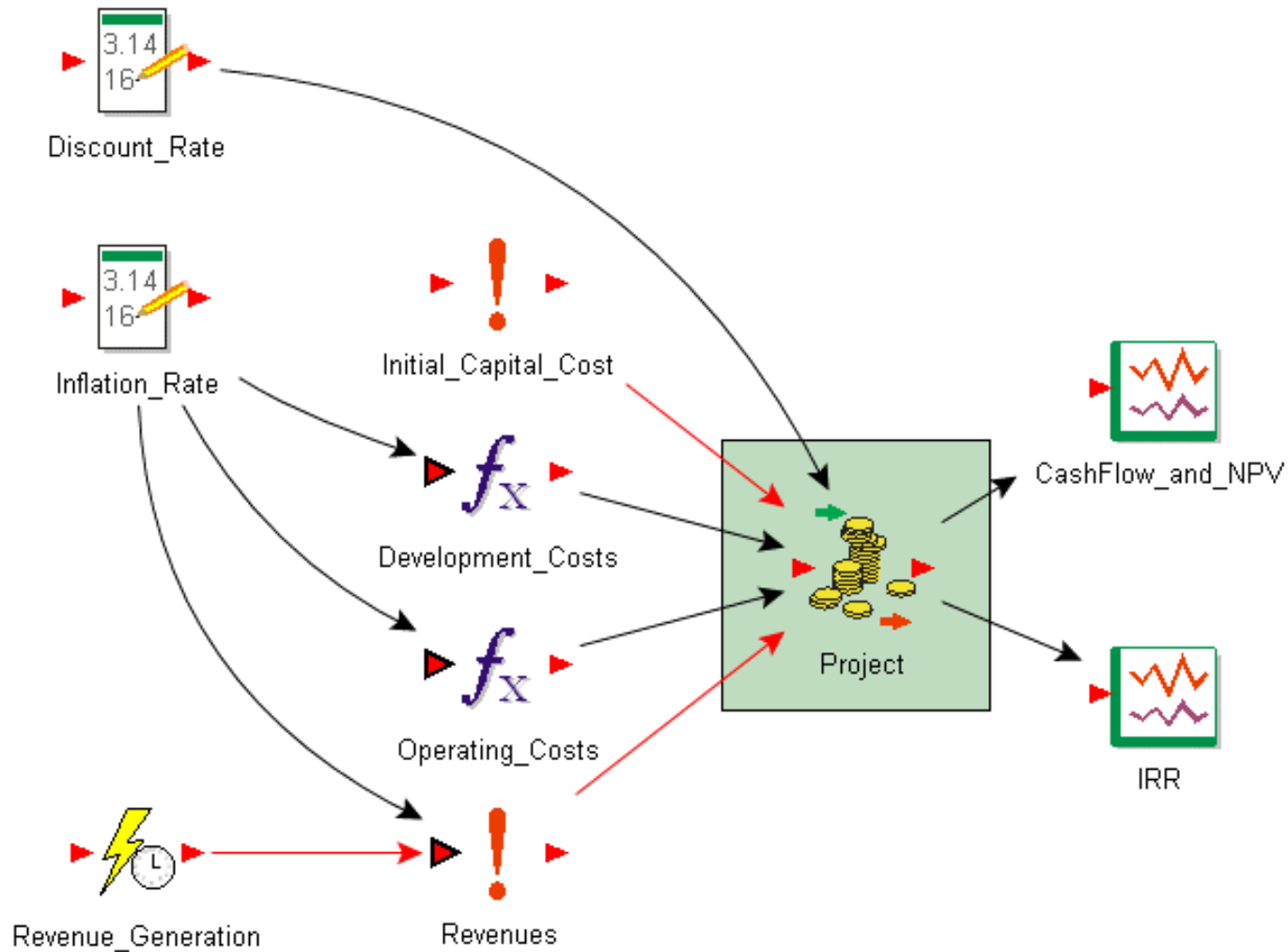
Example: Simple Inventory Model



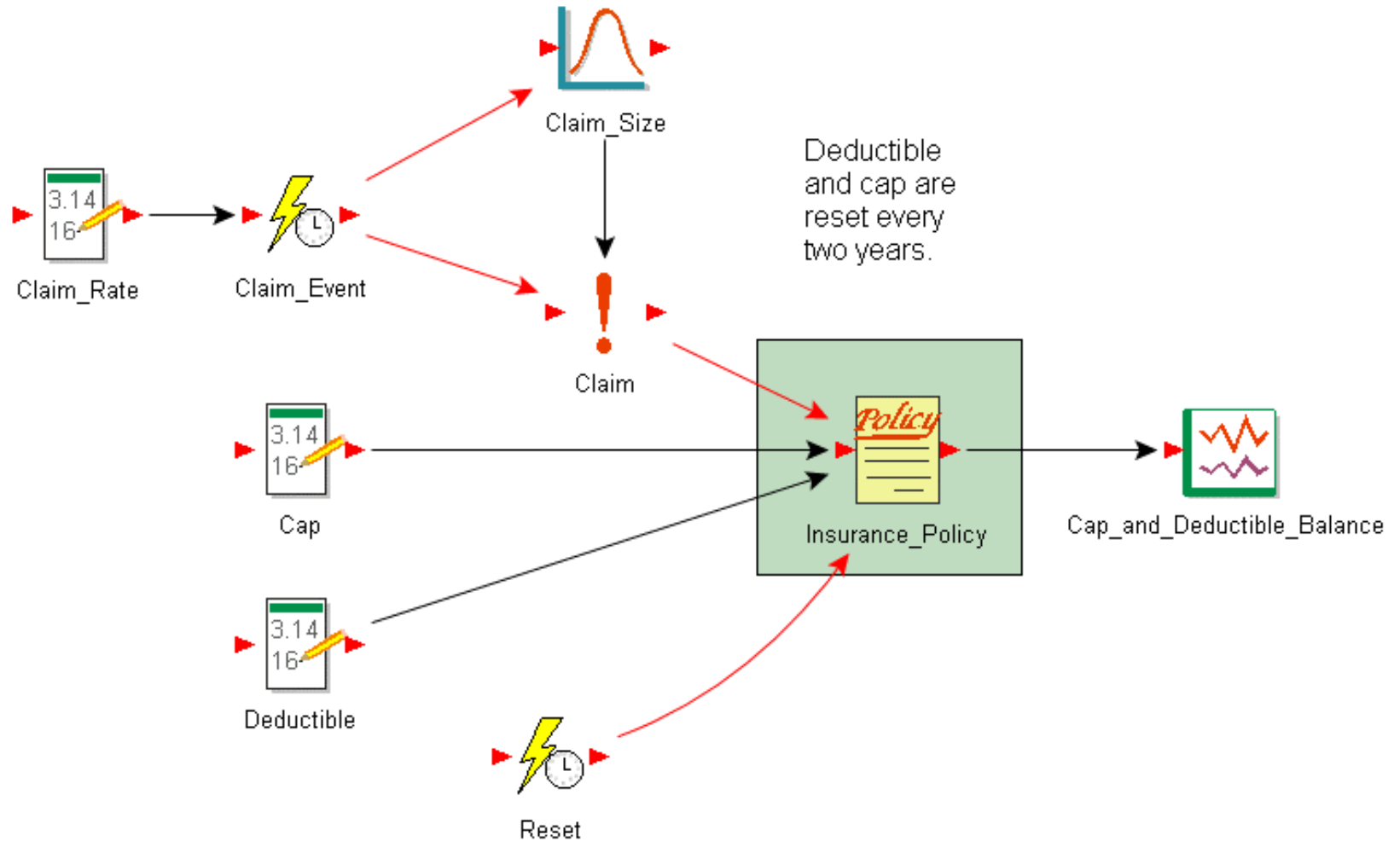
What are the key differences between GoldSim and traditional SD tools?

- GoldSim puts much greater emphasis on probabilistic simulation and producing probabilistic predictions of performance
- GoldSim provides a much broader range of model objects
- **GoldSim was designed to accommodate the addition of specialized extension modules**
 - Modules either address processes that can't be adequately represented using simpler constructs, or add to model transparency

Financial Module

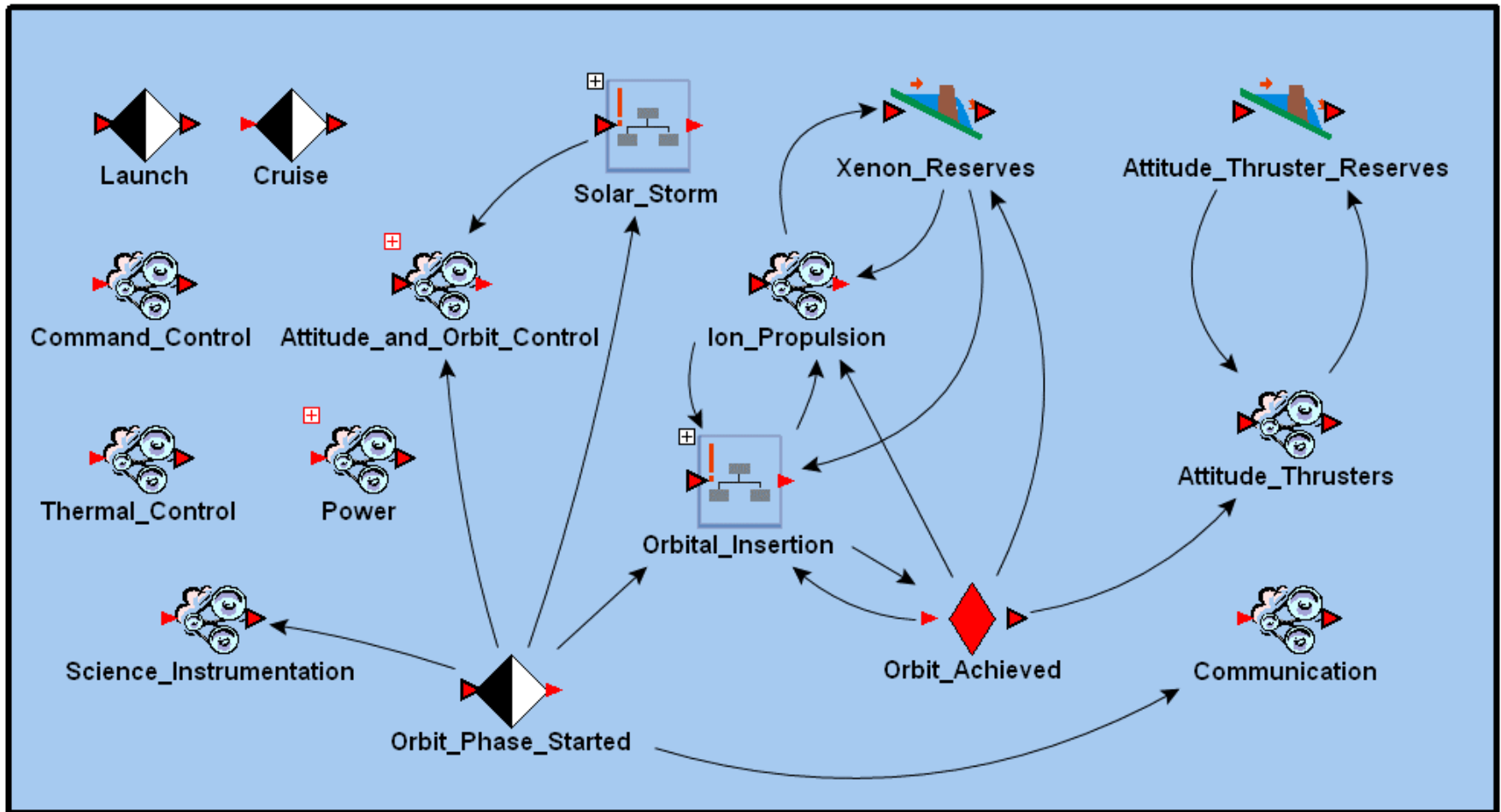


Financial Module

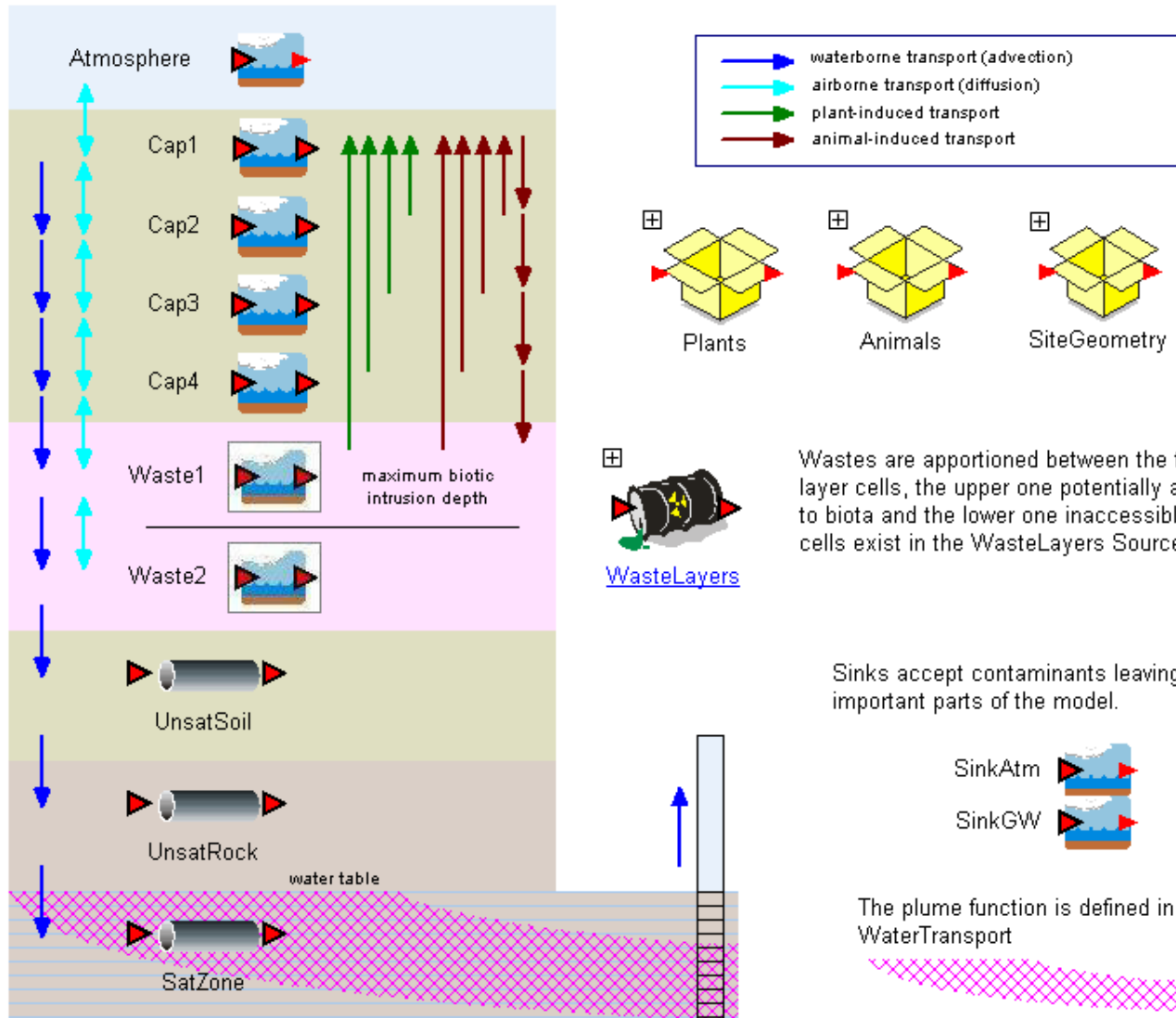


Reliability Module

Risk Analysis for Planetary Orbiter



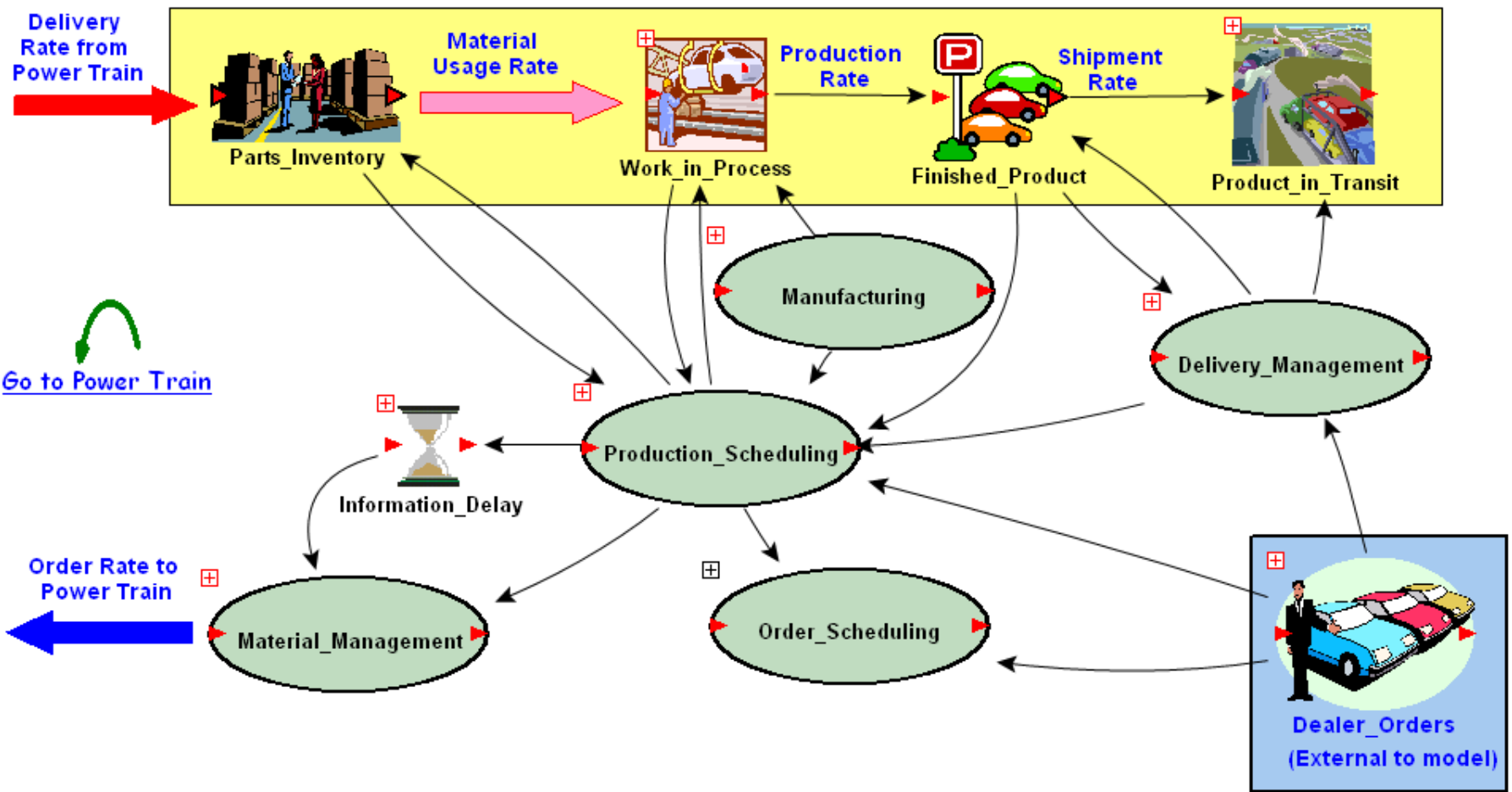
Contaminant Transport Module

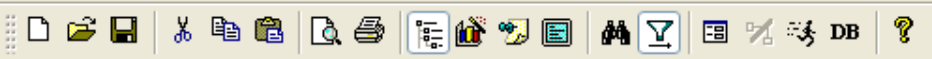


GoldSim models are typically deeply hierarchical

- **Due to the nature of our original user base, GoldSim was designed to support very large models**
 - Largest model to date has 35,000 elements
- **To support this, GoldSim provides:**
 - Unlimited nesting of hierarchical models
 - Local variables

Supply Chain Model - OEM

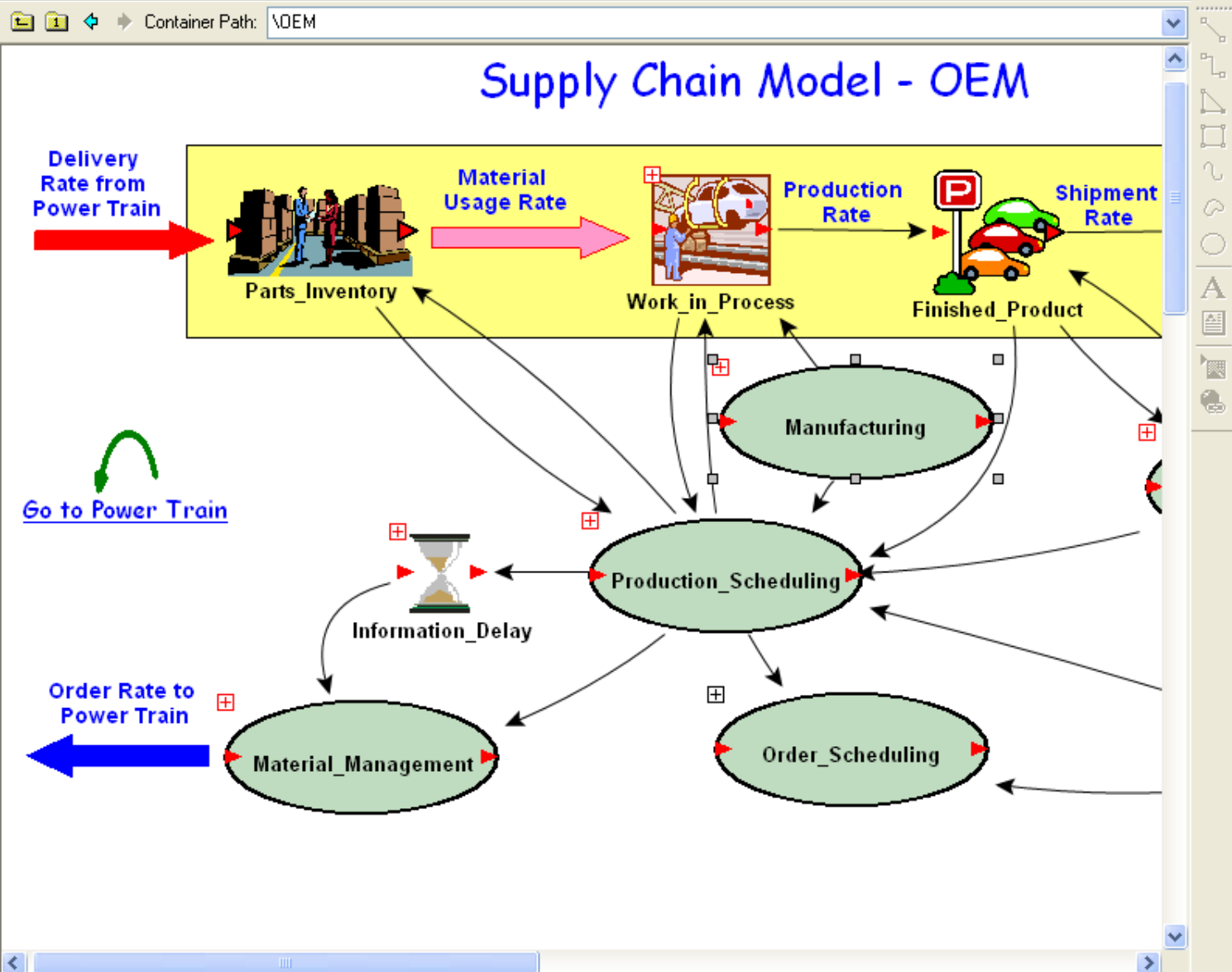




Search Options...

- Model
 - OEM
 - Dealer_Orders
 - Delivery_Management
 - Information_Delay
 - Manufacturing**
 - Material_Management
 - Order_Scheduling
 - Product_in_Transit
 - Production_Scheduling
 - Work_in_Process
 - Finished_Product
 - Parts_Inventory
 - Other_Results
 - Powertrain_Division
 - Summary_of_Model_Inputs
 - Control_Panel
 - Inventories
 - Production_Rates

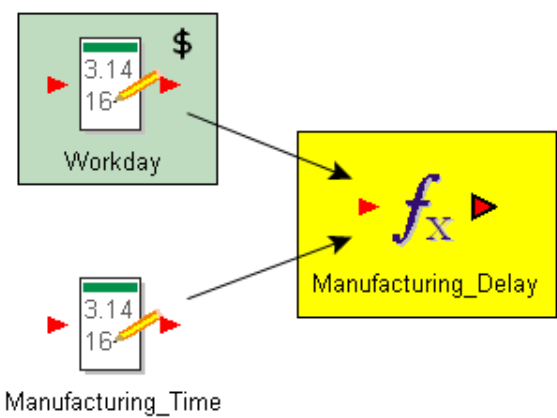
Containment ... Class View



Search Options...

- Model
 - OEM
 - Dealer_Orders
 - Delivery_Management
 - Information_Delay
 - Manufacturing
 - Strike
 - Manufacturing_Delay
 - Manufacturing_Time
 - Workday
 - Material_Management
 - Order_Scheduling
 - Product_in_Transit
 - Production_Scheduling
 - Work_in_Process
 - Finished_Product
 - Parts_Inventory
 - Other_Results
 - Powertrain_Division
 - Summary_of_Model_Inputs
 - Control_Panel
 - Inventories
 - Production_Rates

Manufacturing



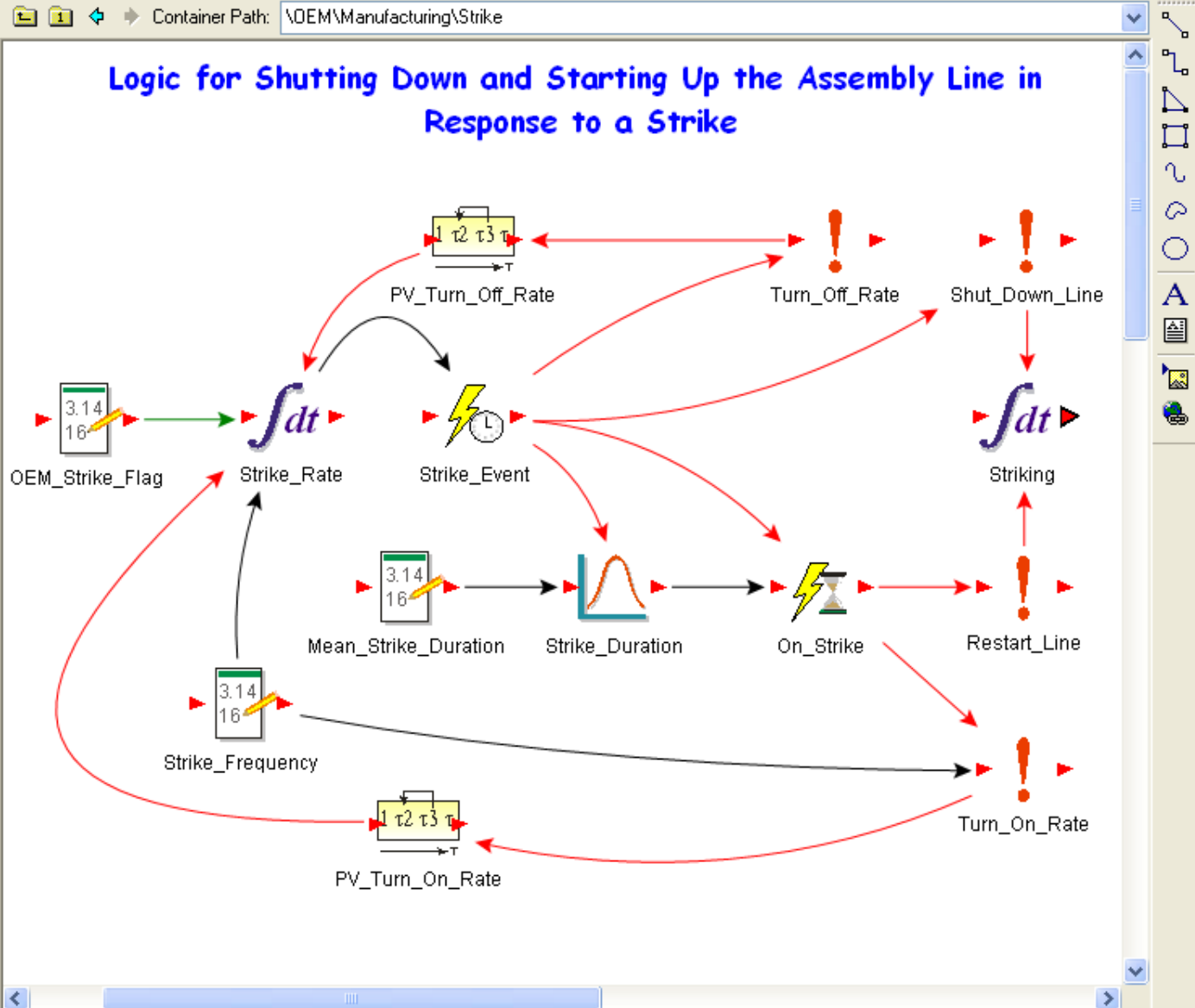
In this simple model for manufacturing, it is assumed that the workday (and hence the Manufacturing Delay) is fixed. In a more realistic model, for example, the workday could potentially ramp up and down in response to demand (the Desired Production Start Rate). This in turn would impact the Manufacturing Delay.

Search Options...

Model

- OEM
 - Dealer_Orders
 - Delivery_Management
 - Information_Delay
 - Manufacturing
 - Strike
 - Mean_Strike_Duration
 - OEM_Strike_Flag
 - On_Strike
 - PV_Turn_Off_Rate
 - PV_Turn_On_Rate
 - Restart_Line
 - Shut_Down_Line
 - Strike_Duration
 - Strike_Event
 - Strike_Frequency
 - Strike_Rate
 - Striking
 - Turn_Off_Rate
 - Turn_On_Rate
 - Manufacturing_Delay
 - Manufacturing_Time
 - Workday
 - Material_Management
 - Order_Scheduling
 - Product_in_Transit
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 - Summary_of_Model_Inputs

Containment View Class View



GoldSim models are typically deeply hierarchical

- Due to the nature of our original user base, GoldSim was designed to support very large models
 - Largest model to date has 35,000 elements
- To support this, GoldSim provides:
 - Unlimited nesting of hierarchical models
 - Local variables
 - This, by definition, makes feedback loops more difficult to see graphically
 - We provide other tools to find loops

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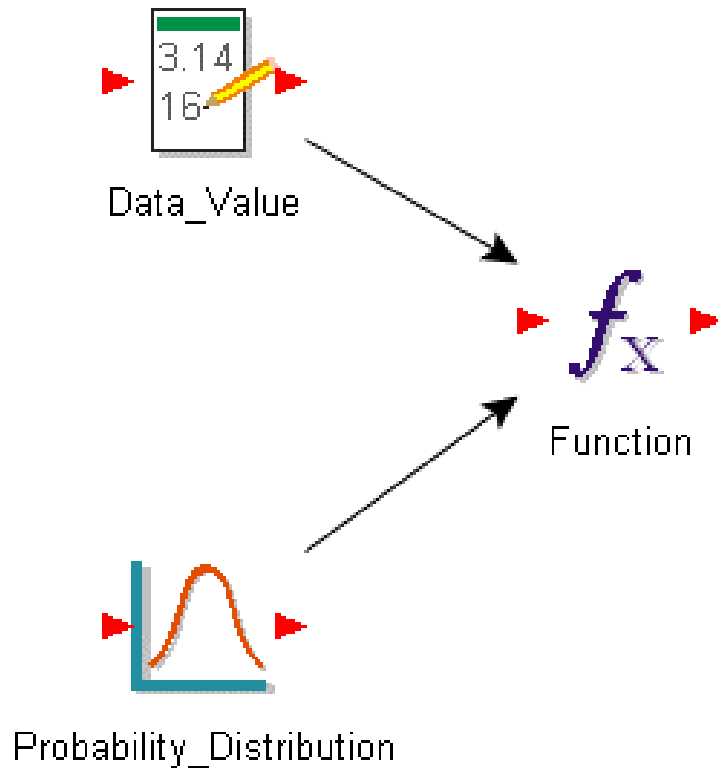
GoldSim Simulation Philosophy

- **Models should be constructed in a “top-down” manner**
 - Capture all key aspects and inter-relationships
 - Only add as much detail as required and justified
 - Keep focused on the “big picture”
- **Must accurately and honestly express our uncertainty in all aspects of the system**
 - parameters
 - processes
 - events
- **A model that cannot be explained and understood is a model that will not be used**
 - No black boxes!

GoldSim Features Reflect this Philosophy

- **Scalable and Extensible**
 - Design allows you to build a simple model, and then add details in a hierarchical manner as warranted
 - Can link to other programs (e.g., spreadsheets, user programs)
 - Designed to facilitate addition of custom modules for specific applications
- **Can represent uncertainty and stochasticity in parameters, processes and events**
- **Specialized objects make models less abstract and more transparent**
- **Powerful navigation, presentation and documentation features allow you to build, maintain and present complex models**

What Kind of Simulator is GoldSim?



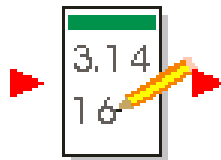
The user creates a model by using GoldSim objects (called elements) to **draw a schematic or influence diagram** of the system being simulated.

Element Categories

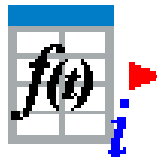
Insert Element ▶	Container ▶
Copy	Inputs ▶
Cut	Stocks ▶
Paste	Functions ▶
Zoom ▶	Events ▶
View ▶	Delays ▶
Properties...	Results ▶
	Reliability ▶
	Financial ▶
	Contaminant Transport ▶

Input Elements

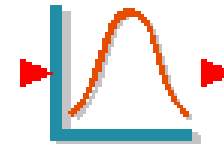
- Some elements provide a mechanism for you to enter **Data** into a model. You can specify a single scalar datum, or **vectors and matrices** of data.
- **Time Series** elements allow you to specify a time series of data
- You can also specify that a particular datum is uncertain, by defining it as a probability distribution (referred to as a **Stochastic**).



Data



Time_Series



Stochastic

Function Elements

- Other elements act as **functions**, which operate on one or more inputs and produce one or more outputs.
- The simplest function element is the **Expression**.
- You define an Expression by simply typing in an equation. Similar to a cell in a spreadsheet, when defining an expression, you can use a wide variety of operators and functions.



Expression

$3^* \sin(a)$

$\min(x,y)$

$\text{if}(b>10,x,y)$

$\text{bess}(a,b)$

$\exp(k*time)$

$\log(x/y)$

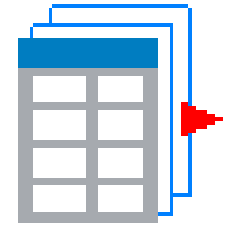
$(x-y) * (z+v)$

Dimensions and Units in GoldSim

- GoldSim is **dimensionally aware**.
- GoldSim elements are all **strongly typed** (unit, scalar/vector/matrix, value/condition).
- GoldSim has an **extensive database of units and conversion factors**. You can enter data and display results in any units. You can even define your own custom units.
- When elements are linked, **GoldSim enforces dimensional consistency** and carries out all unit conversions internally.

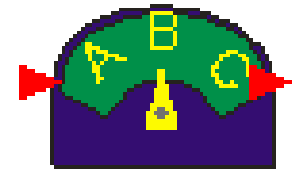
Examples of Other Function Elements

- Another example of a function element is the **Look-Up Table**. In this element, the output is computed by interpolating between the values of a user-defined table (1D, 2D, or 3D).



Table

- Other function elements have more complex behavior. For example, a **Selector** allows you to specify nested “if, then” logic in your model (it acts like a switch with multiple settings).



Selector

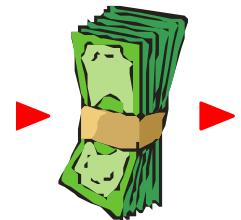
- The **Extrema** element computes the highest (peak) or lowest (valley) value achieved by its input.



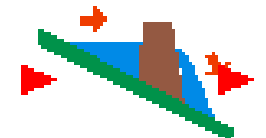
Extrema

Dynamic Elements (Stocks)

- Dynamic element outputs are determined by the previous values of their inputs.
- Two types of dynamic elements are the **Fund** and the **Reservoir**. In their simplest form, these elements require an initial value, rates of additions (deposits) and withdrawals, and output a current value:



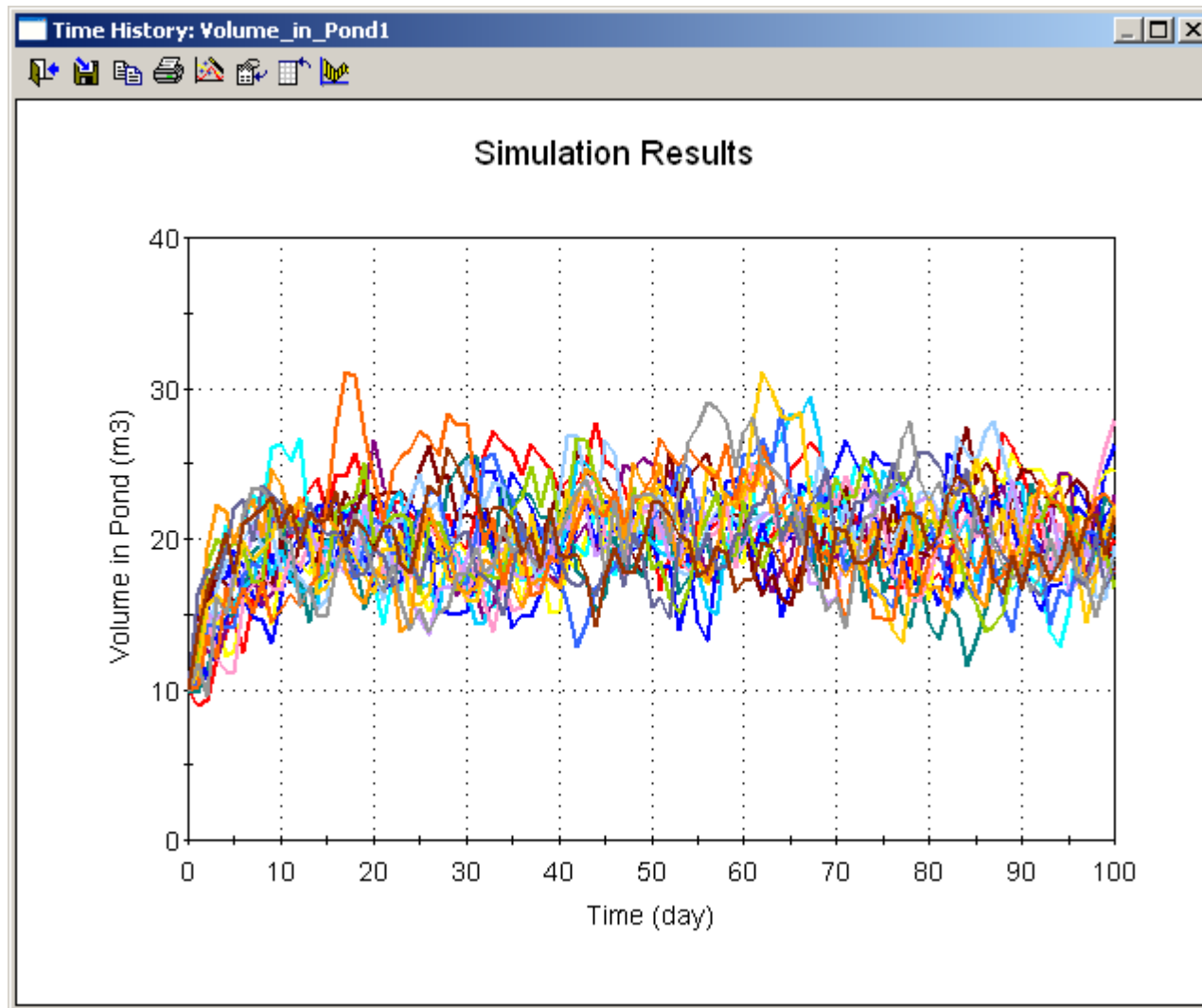
Fund



Reservoir

$$\text{Current Value} = \text{Initial Value} + \int \text{Rate of Change}$$

Probabilistic Simulation



To do predictive modeling, we need to represent:

- Uncertain parameters
- Stochastic variables

Use Monte Carlo simulation

Simulating the Occurrence and Consequences of Discrete Events

- In some kinds of systems, processes occur which are **discrete**, rather than **continuous**
 - accidents, system failures, financial transactions
- GoldSim provides a powerful collection of elements for representing the **occurrence** and **consequences** of discrete events.



Timed_Event



Triggered_Event



Decision



Random_Choice



Milestone



Status



Discrete_Change



Event_Delay



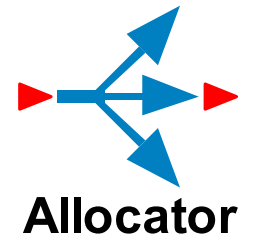
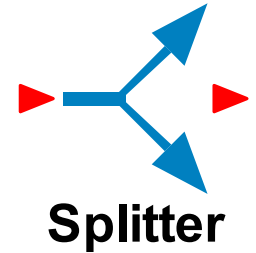
Discrete_Change_Delay

Creating Subsystems

- Complex models may have many **thousands of elements**. In order to organize and view such a model, it is useful (in fact, essential) to group the elements into **subsystems**.
- Subsystems are created by placing elements into **Containers**. A container is analogous to a “folder” or a “box”.
- Containers can be placed into other containers, and any level of containment can be specified.
- Containers can be **locked**.
- Containers can be easily **reused**.
- Containers have many other features for advanced users.

Some Additional Elements Useful for Material Management Simulations

- The **Splitter** element splits an incoming flow into multiple outputs based on specified fractions.
- The **Allocator** element allocates an incoming flow into multiple outputs given specified demands and priorities



Delay Elements

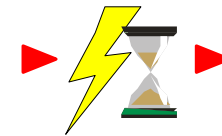
- The output of a Delay element lags its input.
- Delay elements can be used to model processes such as the movement of water through soil, the movement of parts on a conveyor, and the transfer of information from one person to another.



Information_Delay



Material_Delay



Discrete_Delay

Conditions and Triggers

- **Some elements can be defined as conditions (True/False) rather than values**
- **Use of conditions can make the model logic much clearer**
- **“Events” are of two types:**
 - “Scheduled” or “Timed” events
 - e.g., once a week regularly, once a year randomly
 - Conditional events
 - e.g., whenever X becomes greater than Y

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Advanced Properties of Containers

- You can **localize** Containers in your model so that variable names can be repeated without causing conflicts
- You can **clone** a Container (or individual elements in a Container). Clones all behave identically
 - Allows you to rapidly build and maintain models consisting of parallel systems that are governed by the same equations but require different inputs
- You can make Containers **conditional**. This allows you to make a Container and all of its contents inactive unless specific events occur and/or conditions are met (useful for simulating tasks and projects)
- Can **have their own timestep**
- Can be **iterative (looping)**

Additional Features for Managing Complexity in GoldSim

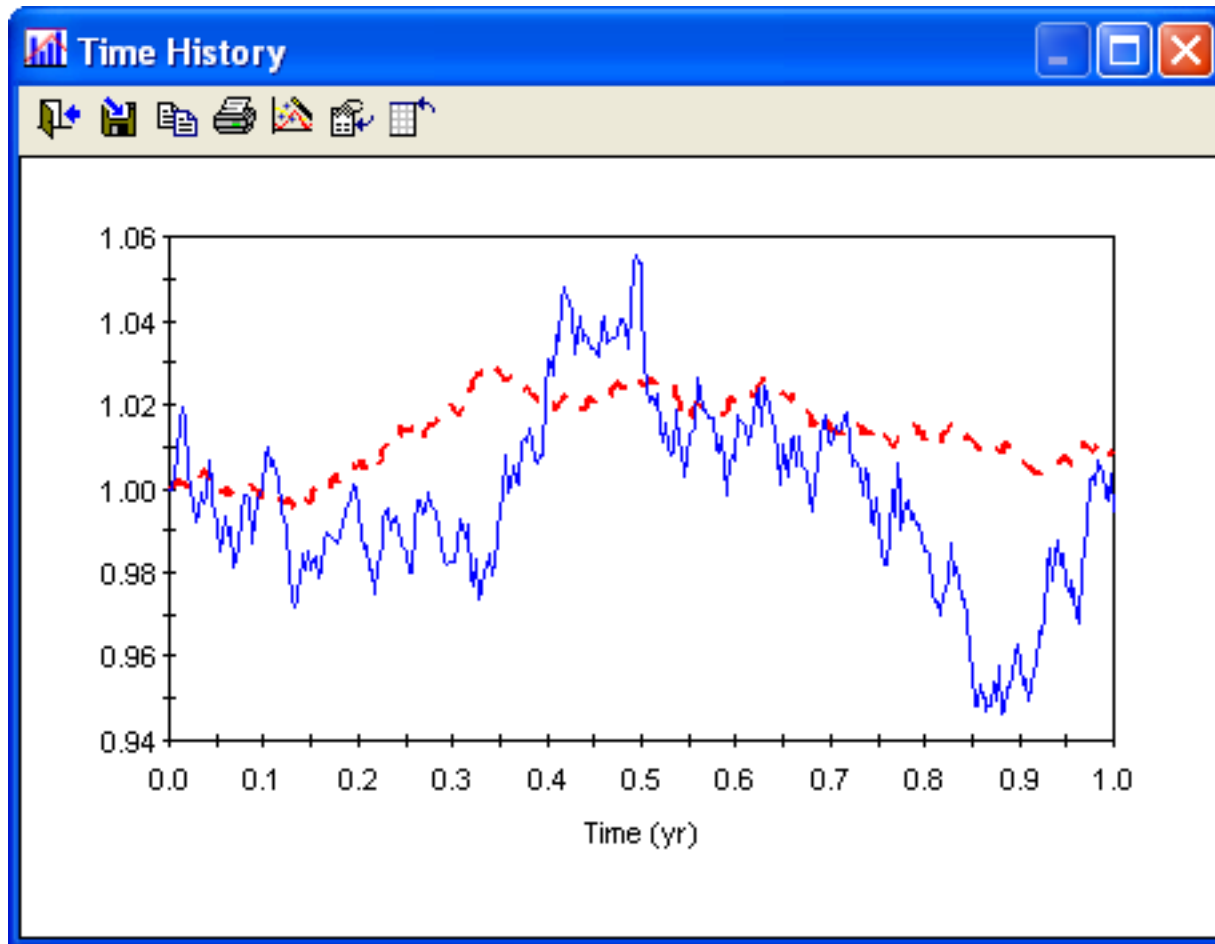
- **Powerful search capabilities**
 - Find an element
 - who affects who?
- **The ability to record versions (**revisions**) of a particular model file, so that you can identify the differences between the various versions of the file as the model is iteratively modified.**

Convolution Element

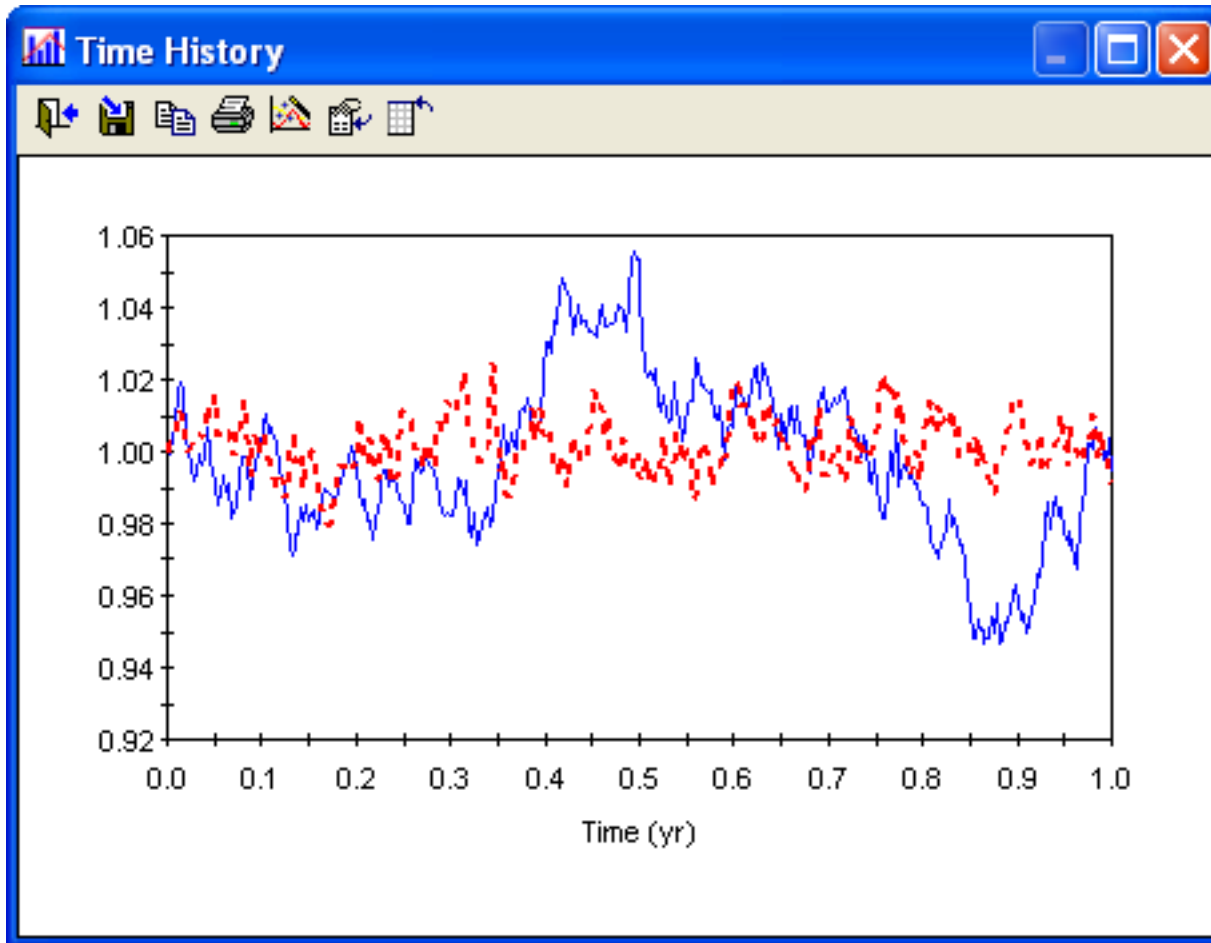
- **Solves convolution integrals**
- **Inputs:**
 - An input function (which can be time-variable)
 - A transfer function (impulse response function)
- **Effectively allows you to create custom transfer or delay functions**

History Generator Element

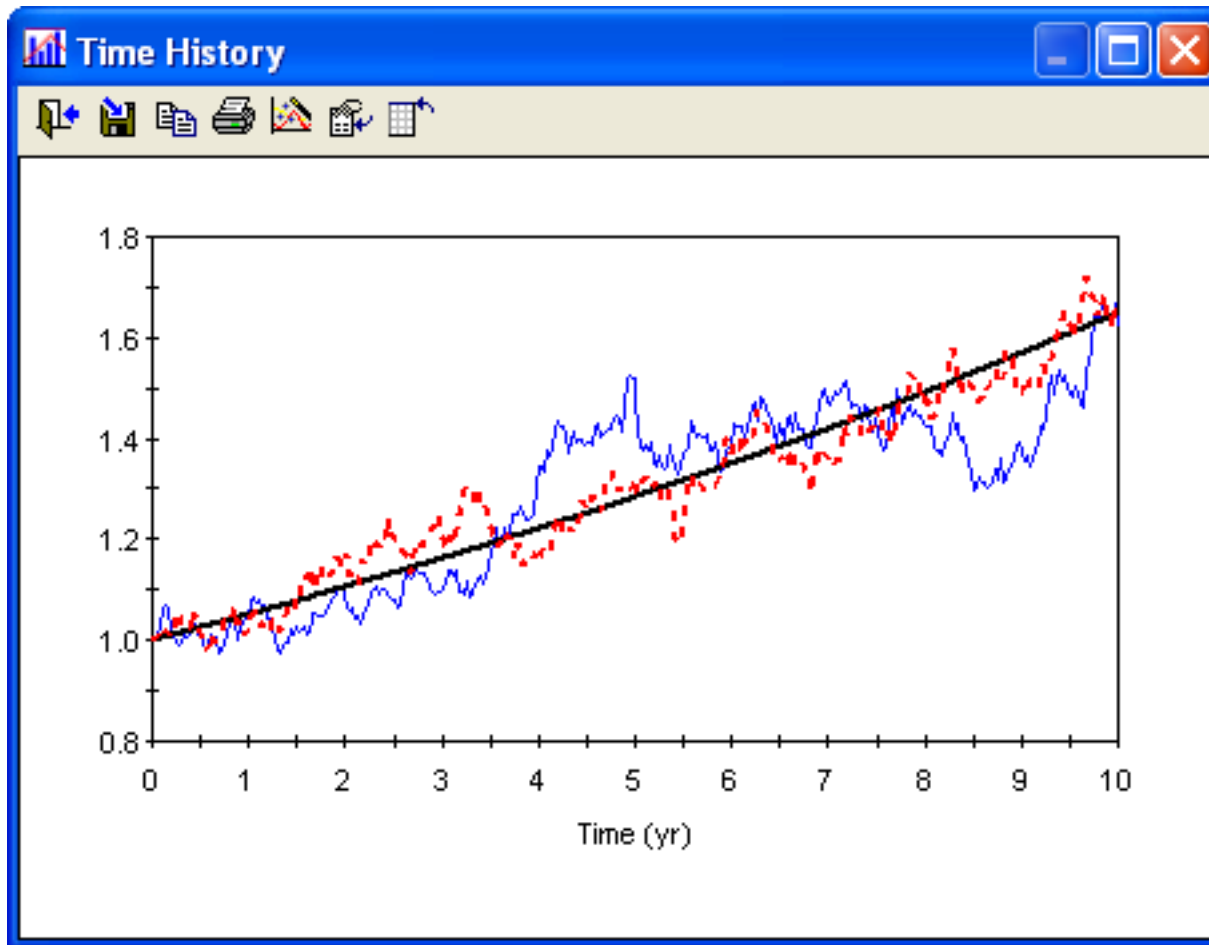
- **A powerful element that generates stochastic time series given some statistical inputs (e.g., growth rate, volatility)**
 - Can simulate a variety of history types
 - Can simulate geometric growth, random walks, and random movement around a target
 - Can simulate correlated arrays of stochastic variables (by specifying a correlation matrix)



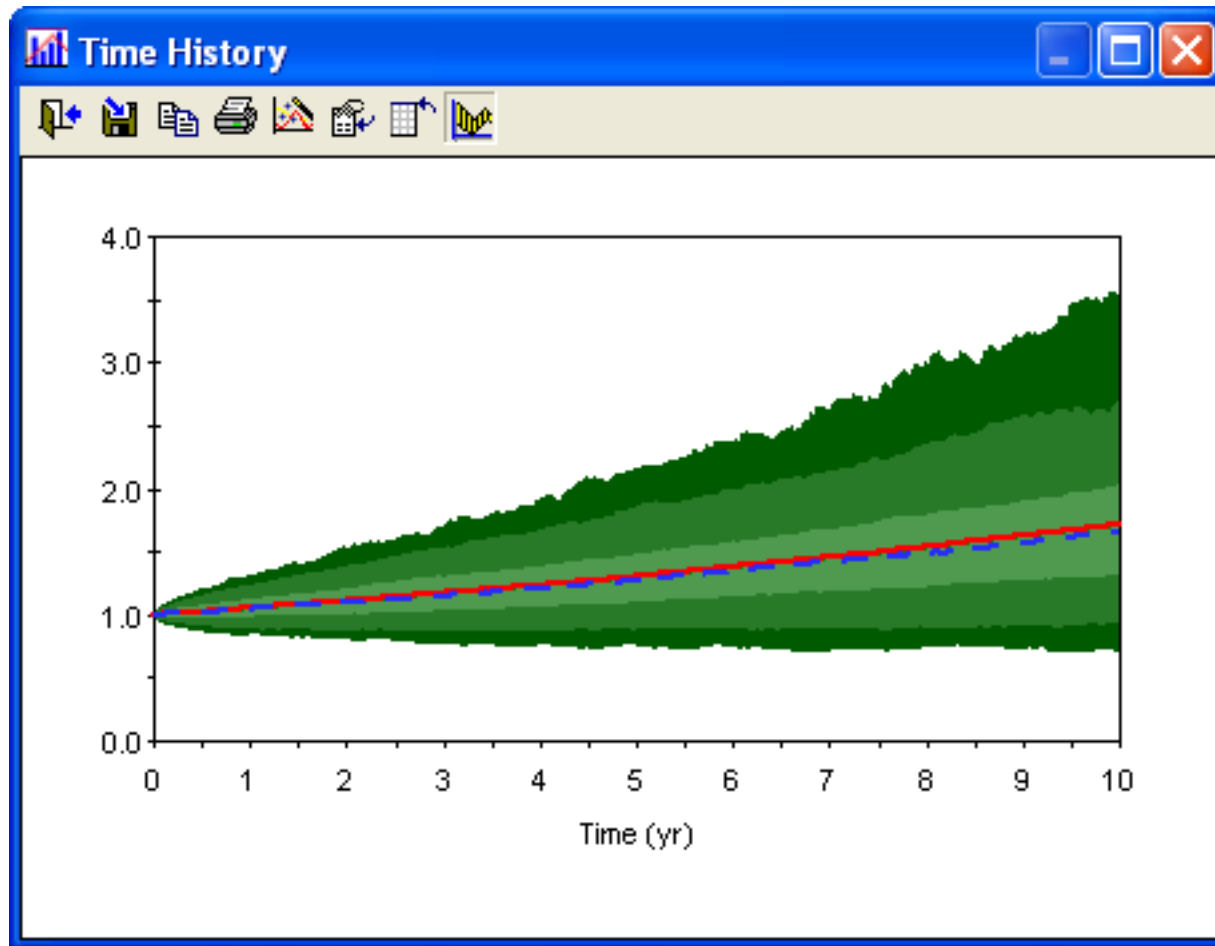
Random Walks: High and Low Volatility



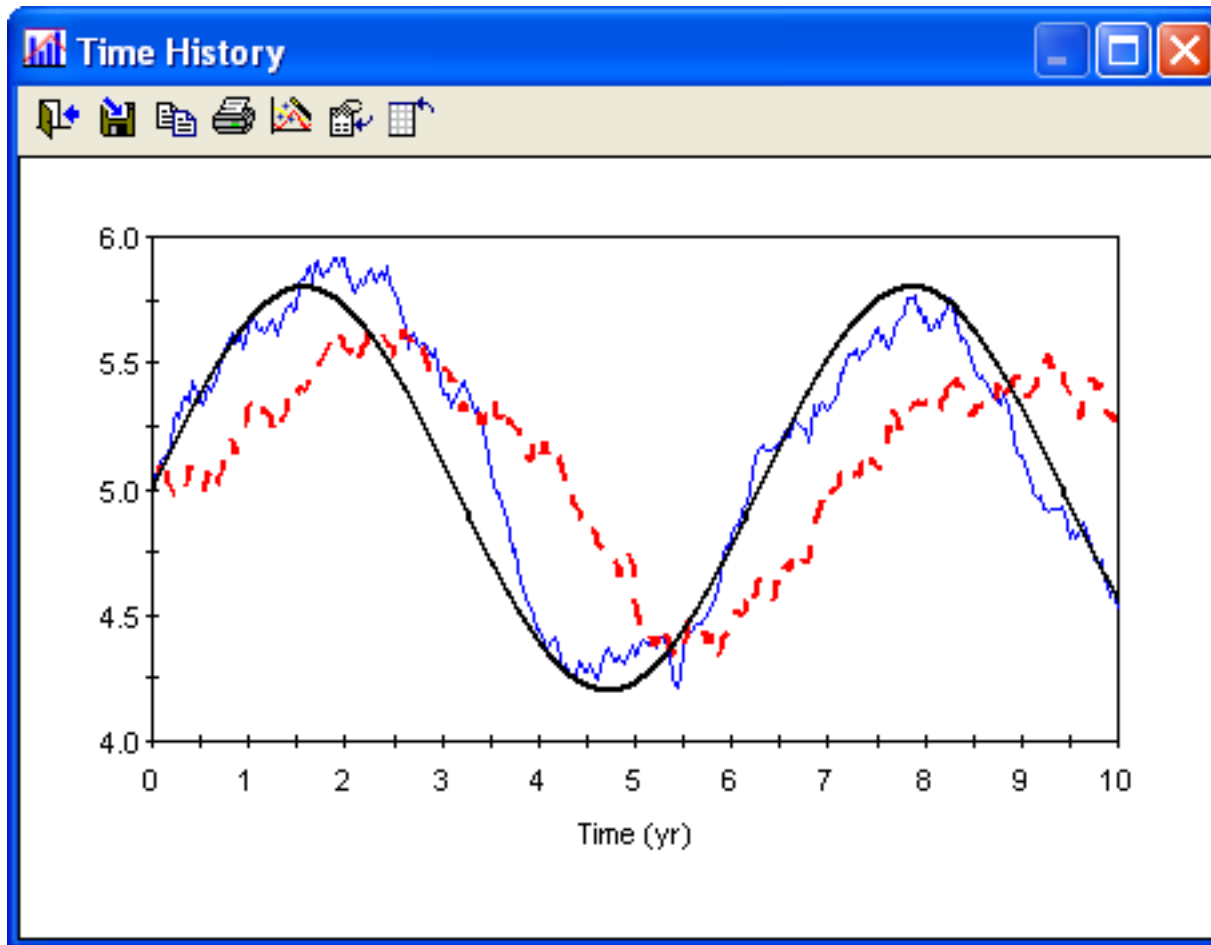
Random Walks: With and Without Reversion to a Constant Target



Geometric Growth: High and Low Volatility



Volatile Geometric Growth: Multiple Realizations



Random Walk That Tracks a Dynamic Target: With and Without Time Lag

Working with Arrays

GoldSim provides almost 40 functions for manipulating arrays

Vector Constructor	vector(,)
Vector Item Access	GetItem(v,r)
Vector Row Access	GetRow(v,r)
Vector Length	GetRowCount()
Vector Sum	sumv()
Vector Product	prodv()
Vector Minimum	minv()
Vector Maximum	maxv()
Vector Mean	meanv()
Vector Standard Deviation	sdv()
Vector Minimum Ordinal	rowmin()
Vector Maximum Ordinal	rowmax()
Vector Dot Product	dot(,)
$V * V^T = M$	vvmatrix(,)
<hr/>	
Matrix Constructor	matrix(,)
Matrix Item Access	GetItem(m,r,c)
Matrix Row Access	GetRow(m,r)
Matrix Column Access	GetColumn(m,c)
Matrix Length	GetRowCount()
Matrix Width	GetColumnCount()
Matrix: sum of items in each row	sumr()
Matrix: product of items in each row	prodr()
Matrix: mean of items in each row	meanr()
Matrix: std. dev. of items in each row	sdr()
Matrix: smallest item in each row	minr()
Matrix: greatest item in each row	maxr()
Matrix: sum of items in each column	sumc()
Matrix: product of items in each column	prodc()
Matrix: mean of items in each column	meanc()
Matrix: std. dev. of items in each column	sdc()
Matrix: smallest item in each column	minc()
Matrix: greatest item in each column	maxc()
Matrix Transpose	trans()
Matrix Inverse	inv()
<hr/>	
Array Minimum (term-by-term)	min(,)
Array Maximum (term-by-term)	max(,)
Array (Linear Algebra) Multiplication	mult(,)

Linking Spreadsheets and Databases to GoldSim

- **You can dynamically link GoldSim to a spreadsheet**
 - Import time series, lookup tables, or scalar or array data from a spreadsheet
 - Export time series and other results to spreadsheet
 - Spreadsheet can act as a sub-routine
 - Can link to VBA applications
- **You can import information from any ODBC compliant database directly into GoldSim prior to a simulation**
 - GoldSim records when the database was uploaded
 - Facilitates QA/QC of model data

Dynamically Linking External Programs to GoldSim

- If GoldSim's built-in elements are not capable of adequately representing a particular aspect of your model, you can **dynamically link an external program** to GoldSim.
- It behaves identically to an Expression element, but instead of using an equation, **GoldSim dynamically calls and runs the external program**.
- This allows complex external programs to be linked directly into the probabilistic, graphical GoldSim framework.

Sensitivity Analysis

- **Computes statistical measures**
 - Based on multiple Monte Carlo simulations (all variables changed simultaneously)
- **Graphical sensitivity analyses (tornado charts, x-y charts)**
 - Variables of interest are changed while holding all other variables constant