

INTRODUCTION TO GPSS

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ABSTRACT

This writeup provides summary information about the simulation modeling language GPSS. The class of problems to which GPSS applies especially well is described; commentary on the semantics and syntax of the language is offered, and an example is provided; the learning-oriented literature for GPSS is summarized; sources comparing GPSS and other simulation languages are cited; various GPSS implementations are commented on; vendor information is supplied; the time-sharing networks offering GPSS are cited; and professional courses on the language are listed.

The GPSS tutorial itself will explore fundamental details of GPSS and present examples of fundamental GPSS models. Copies of the transparencies used for the tutorial will be distributed to those in attendance.

1. A BRIEF PERSPECTIVE ON GPSS

GPSS (General Purpose Simulation System) is a popular (Christy and Watson, 1983) simulation modeling language whose use greatly eases the task of building computer models for certain types of discrete-event simulations. (A discrete-event simulation is one in which the state of the system being simulated changes at only a discrete, but possibly random, set of time points, called event times.) GPSS lends itself especially well to the modeling of queuing systems (systems in which discrete units of traffic compete for scarce resources), and is generally applicable when it is of interest to determine how well a system will respond to the demands placed on it. For example, GPSS has been applied to the modeling of manufacturing systems, communication systems, computing systems, transportation systems, and inventory systems.

2. THE SEMANTICS AND SYNTAX OF GPSS

GPSS offers a rich set of semantics, and yet is sparse in its syntax. For example, only nine statements (plus several control statements) are required to model a simple one-line, one-server queuing system in GPSS. These statements take such simple forms as "GENERATE 18,6" and "QUEUE LINE". No read, write, format, or test statements appear in the model. And yet when a simulation is performed with the model, fixed-form, fixed-content output is produced, providing statistics describing the server (e.g., number

of times captured; average holding time per capture; fraction of time in use) and the waiting line (e.g., average line content; average residence time in line; maximum line content; percent of arrivals who did not have to wait in line; and so on). This limited example is roughly suggestive of the character of GPSS. A GPSS model for the one-line, one-server system, taken from Schriber (1974), is reproduced here as an Appendix (see the last seven pages of the article).

The sparse syntax of GPSS, coupled with its block-diagram orientation, makes it possible for the beginner to learn a highly usable subset of the language quite quickly. This does not mean, however, that it is easy or straightforward to master the full set of GPSS capabilities. Considerable effort and study are needed to learn the language thoroughly.

The GPSS world view (Schriber 1974) involves visualizing units of traffic ("transactions") which move along from block to block in a model as a simulation proceeds. This world view is so natural to the modeling of queuing systems that several other notable simulation languages now also offer a similar view. The effect of this cross-fertilization can be found in SIMAN (Pegden 1982), SIMSCRIPT (Russell 1983), SIMULA (Birtwistle 1979), and SLAM (Pritsker 1986).

Disadvantages of traditional GPSS are that it has weak input/output capabilities, weak computational facilities, and a static control structure. (Each of these disadvantages has been remedied in GPSS/H, however (Henriksen 1983; Henriksen and Crain 1986). These disadvantages can be offset by interfacing a GPSS model with FORTRAN subroutines or PL/1 procedures. The GPSS HELP block is used for this purpose. Some current GPSS implementations support direct invocation of FORTRAN functions and subroutines without the need to use HELP blocks.

3. THE GPSS LEARNING-ORIENTED LITERATURE

There are several GPSS books (Bobillier, Kahan, and Probst 1976; Donovan 1976; Gordon 1975; Greenberg 1972; Schriber 1974; Sulzer and Bouteille 1970; Weber, Trzebiner, and Tempelmeier 1983). Introductions to GPSS can also be found in general simulation texts, e.g. Banks and Carson (1983); Bratley, Fox, and Schrage (1983); Fishman (1978); Maisel and Gnugnoli (1972); McMillan and Gonzalez (1973); and Solomon (1983).

Articles demonstrating use of advanced GPSS features also occasionally appear. For example, articles illustrating HELP block use are in Andrews and Schriber (1978); Degen and Schriber (1976); Lefkowitz and Schriber (1971); and Schriber and Andrews (1979). The GPSS user's manuals may also contain good learning-oriented material. For instance, a suggestive set of examples of HELP block use appears in Henriksen and Crain (1986).

GPSS is flexible enough to support taking a number of alternative approaches to modeling a system. The various tradeoffs involved are discussed and illustrated with examples in Henriksen (1981; 1986).

4. GPSS AND OTHER SIMULATION LANGUAGES

An introductory survey and description of GPSS/H, SIMAN, SIMSCRIPT II.5, and SLAM II is given in Banks and Carson (1985). The world view of each language is described, and an example problem is modeled in each language.

A qualitative comparison of GPSS/H, SLAM, and SIMSCRIPT is provided in Abed, Barta, and McRoberts (1985a), and a quantitative comparison of these three languages appears in Abed, Barta and McRoberts (1985b). The quantitative comparison is based on a manufacturing job shop problem. "Both model size and model run length were varied to obtain data on compilation time, execution time, CPU time, memory time and the rate of change of these variables due to changes in the simulation period" (quoted from Abed, Barta, and McRoberts 1985b, p. 45). GPSS/H was found to compile about 50 times faster than SIMSCRIPT and about 10 times faster than SLAM. GPSS/H executed about 3.8 times faster than SIMSCRIPT and about 3.5 times faster than SLAM.

5. VARIOUS GPSS IMPLEMENTATIONS

GPSS was originally released by IBM in 1961. It then evolved through a series of further IBM releases (GPSS II; GPSS III; GPSS/360; and, in 1970, GPSS V (International Business Machines 1970)), each offering enhancements over its predecessor. Paralleling the IBM releases, a variety of GPSS implementations was made available both for IBM and non-IBM hardware by organizations external to IBM. The state-of-the-art GPSS implementation for IBM mainframes is now GPSS/H (Henriksen and Crain 1986), which is written in assembly language, and is an upwardly compatible superset of IBM's GPSS V. (Among the more significant advantages offered by GPSS/H over GPSS V are an improvement in execution speed by a factor of about five on average; the ability to interactively monitor an ongoing simulation, which greatly reduces the time required to build and debug models and achieve a detailed understanding of their behavior; the ability to read from and write to external files, which facilitates the incorporation of data into models and the passing of model outputs to post-processing software, such as graphical routines; the use of long symbolic names in extended contexts,

which enhances model readability and clarity; vastly improved ease of accessing FORTRAN subroutines and functions from an executing GPSS model; and, in Release 2, a floating point clock as contrasted with the integer clock characterizing other implementations.) Mainframe GPSS/H also runs on the IBM PC-XT/370, and on the IBM PC-AT/370.

GPSS/H is available for VAX computers, including the MicroVax, and for microcomputers based on the Motorola 68xxx chip, e.g., engineering workstations such as the Sun, Apollo, Integrated Solutions Optimum 5/10, and National Advanced Systems NAS-9000 machines. (These implementations are written in language C.)

Two implementations of GPSS for the IBM PC in native mode are Minuteman Software's GPSS/PC (Cox 1986) and Simulation Software Ltd.'s GPSSR/PC (Martin 1985). Simulation Software Ltd. also offers GPSS/VX (Martin 1985), an implementation for VAX/VMS systems; GPSS/C (Martin 1985), an implementation for 32-bit architecture computer systems; GPSSR (Martin 1985), an implementation for DEC PDP-11 systems running RSX-11M or RSTS/E; and GPSS10 (Martin 1985), an implementation for DECsystem-10 and -20 computers.

Most GPSS implementations for non-IBM mainframes are based on IBM's GPSS V or its IBM predecessor, GPSS/360. Known implementations in this category include GPSS V/170 (Control Data 170 Series computer systems); GPSS/66 (Honeywell Series 60 Level 66 hardware); GPSS/UCC (University Computing Corporation's GPSS for Univac 1108 hardware); GPSSX8 (a Univac 1100-series GPSS implementation maintained at Florida Atlantic University); and GPDS (a GPSS implementation for Xerox Sigma 5-9 computers). No one is known to maintain a complete list of available and actively supported GPSS implementations. In general, those who are not in a position to use GPSS/H, GPSS/PC, IBM's GPSS V, or one of Simulation Software Ltd.'s GPSS implementations must do their own spadework to determine if a reasonably current and actively supported GPSS implementation is available for their computing environment.

6. GPSS, GRAPHICS, AND SIMULATION ANIMATION

GPSS/PC (Cox, 1986) provides a number of graphic and simulation animation features, including animation of transaction movement in Block diagrams; animation of movement of objects in two-dimensional representations of the system being modeled; and dynamic display of statistical aspects of a model, e.g., histograms portraying the ongoing realization of a random variable's relative frequency function.

GPSS/H (Henriksen and Crain, 1986) is a component of TESS (The Extended Simulation System; Pritsker & Associates, Inc., West Lafayette, Indiana), which provides an environment offering both graphics and simulation animation as features of GPSS/H-based simulations. (SLAM is a component of TESS as well.)

AutoSimulations Inc. (Bountiful, Utah) offers both AUTOGRAM, which postprocesses GPSS/H output to provide animation of the system being modeled, and AUTOMOD (AUTOMATIC MODEL generator), a preprocessor for the GPSS/H compiler which, among other things, converts high level system descriptions into GPSS/H statements.

7. GPSS VENDOR INFORMATION

Vendor addresses and phone numbers are provided here (alphabetic order). Any omissions should be reported to Prof. Thomas J. Schriber.

- (1) International Business Machines, Inc.
(GPSS V)
Contact your local IBM representative.
- (2) Minuteman Software
(GPSS/PC, Version 2)
P.O. Box 171
Stow, Massachusetts 01775

Phone: 617-897-5662
- (4) Simulation Software Ltd.
(GPSS 10; GPSS/VX; GPSSR(/PC); GPSS/C)
760 Headley Drive
London, Ontario, Canada N6H 3V8

Phone: 519-679-3575
- (3) Wolverine Software
(GPSS/H, Release 2)
7630 Little River Turnpike
Annandale, Virginia 22003

Phone: 703-750-3910

Vendors should be contacted for information about current leasing and/or purchase prices and academic discount policies.

8. TIME-SHARING NETWORKS OFFERING GPSS

GPSS is available in the following networks: Boeing Computer Services offers GPSS/H; Computer Sciences Corporation offers GPSS/TS in its Infont System; University Computing Corporation offers GPSS/UCC on the Univac 1108; ADP-Cyphernetics offers GPSS-10 on the PDP 10; Control Data Corporation has GPSS in its Cybernet system; McDonnell-Douglas Automation Company (McAuto) offers GPSS; and American Management Systems (AMS) has a version of GPSS which can be accessed via Telenet. (This list may not be exhaustive; report omissions to Prof. Thomas J. Schriber.)

9. ALTERNATIVE LANGUAGES WITH GPSS EMBEDDED

The functions performed by the various GPSS blocks have been embedded in other languages on some occasions. Notable here are GPSS-FORTRAN (Schmidt 1980), APL GPSS (International Business Machines 1977), and PL/1 GPSS (International Business Machines 1981). Briefly, embedding takes the form of implementing the functions of the GPSS blocks

and control statements in a host language as subroutines which augment the power of the existing language. Calling these subroutines then has the effect of simulating the behavior of the corresponding GPSS blocks and control statements. For a paper on the embedding process, see Rubin (1981).

10. PROFESSIONAL GPSS COURSES

Intensive professional courses on GPSS are known to be available from the following sources.

- (1) A five-day course including GPSS is offered periodically at the State University of New York at the Center for Statistics, Quality Control and Design. Contact:

Professor Edward J. Dudewicz
Department of Mathematics
200 Carnegie Building
Syracuse University
Syracuse, New York 13244

Phone: 315-423-2889

- (2) Five-day GPSS courses are given each summer at The Ryerson Polytechnical Institute in Toronto, Canada. Contact:

Professor R. Greer Lavery
Ryerson Polytechnical Institute
Math, Physics, and Computer Science
350 Victoria
Toronto, Ontario, Canada M5B 2K3

Phone: 416-979-5000 XT 6972

- (3) A five-day course is offered each July or August in The University of Michigan's Engineering Summer Conferences. Contact:

Professor Thomas J. Schriber
Graduate School of Business
The University of Michigan
Ann Arbor, Michigan 48109

Phone: 313-764-1398

- (4) Professor Schriber's five-day course is also offered each November, February, and May in Alexandria, Virginia, a suburb of Washington, D.C. Contact:

Ms. Elizabeth Tucker
Wolverine Software
7630 Little River Turnpike
Annandale, Virginia 22003

Phone: 703-750-3910

Any omissions from the above list should be reported to Professor Thomas J. Schriber

11. THE GPSS TUTORIAL

In the GPSS tutorial at the Winter Simulation Conference, the rudiments of queuing systems logic and the corresponding modeling elements offered by GPSS to implement this logic will be introduced and illustrated

through a series of examples. The tutorial will make use of transparencies, copies of which will be distributed to those attending the tutorial. (There are too many transparencies to include copies of them in these proceedings.) Interested persons unable to attend the tutorial can obtain a copy of these transparencies on request from Professor Thomas J. Schriber (Graduate School of Business, The University of Michigan, Ann Arbor MI 48109-1234; 313-764-1398).

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APPENDIX A: ONE-LINE, ONE-SERVER GPSS MODEL

The next 7 pages provide a GPSS model for a one-line, one-server queuing system. Included are a statement of the problem, a GPSS block diagram for the one-line, one-server system, the corresponding GPSS model file, program output, and discussion. These pages are reproduced from Schriber (1974) with permission.

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2.17 CASE STUDY 2A
A One-Line, One-Server
Queuing System

(1) Statement of the Problem

The interarrival time of the customers at a one-chair barber shop is uniformly distributed over the range 18 ± 6 minutes. Service time for hair-cuts is 16 ± 4 minutes, uniformly distributed. Customers coming to the shop get their hair cut, first-come, first-served, then leave. Model the shop in GPSS, making provisions to collect data on the waiting line. Then run the model through 8 hours of simulated time. Interpret the output produced by the model in the context of the barber shop.

(2) Approach Taken in Building the Model

This model is easily constructed as a single sequence of Blocks, excepting the run-control component. The order in which the Blocks appear corresponds to the sequence of stages through which customers move in the real system. Customers arrive; if necessary, they wait their turn; then they engage the barber, get their hair cut, release the barber; and leave. Except for the GENERATE and TERMINATE Blocks, this sequence has already been displayed and discussed in Figure 2.19.

To control the duration of the run, a two-Block "timer segment" can be used. In Figure 2.10, a segment accomplishing the objective required here was presented and discussed, under the assumption that the implicit time unit in effect is 1 minute. That segment will be used for this model.

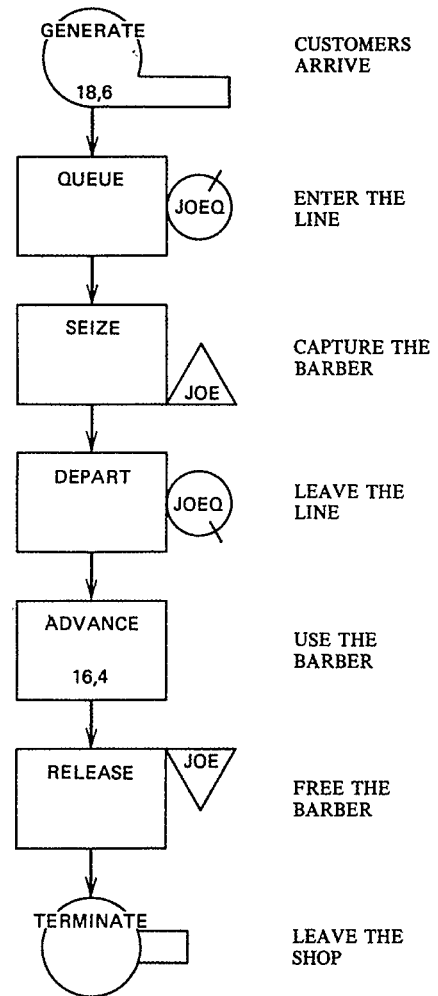
(3) Table of Definitions

Time unit: 1 Minute

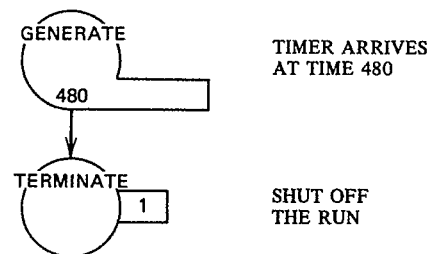
TABLE 2A.1 Table of Definitions for Case Study 2A

GPSS Entity	Interpretation
Transactions	
Model Segment 1	Customers
Model Segment 2	A timer
Facilities	
JOE	The barber
Queues	
JOEQ	The Queue used to gather statistics on the waiting experience of customers

(4) Block Diagram



MODEL SEGMENT 1



MODEL SEGMENT 2

FIGURE 2A.1 Block Diagram for Case Study 2A

(5) Extended Program Listing

LOCATION							OPERATION																		A,B,C,D,E,F																																								
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66
							SIMULATE																																																										
X																																																																	
X							MODEL SEGMENT 1																																																										
X																																																																	
							GENERATE						18, 6						CUSTOMERS ARRIVE																																														
							QUEUE						JOEQ						ENTER THE LINE																																														
							SEIZE						JOE						CAPTURE THE BARBER																																														
							DEPART						JOEQ						LEAVE THE LINE																																														
							ADVANCE						16, 4						USE THE BARBER																																														
							RELEASE						JOE						FREE THE BARBER																																														
							TERMINATE												LEAVE THE SHOP																																														
X																																																																	
X							MODEL SEGMENT 2																																																										
X																																																																	
							GENERATE						480						TIMER ARRIVES AT TIME 480																																														
							TERMINATE						1						SHUT OFF THE RUN																																														
X																																																																	
X							CONTROL CARDS																																																										
X																																																																	
							START						1						START THE RUN																																														
							END												RETURN CONTROL TO OPERATING SYSTEM																																														

(a)

BLOCK NUMBER	*LOC	OPERATION	A,B,C,D,E,F,G	COMMENTS	CARD NUMBER
	*	SIMULATE			1
	*	MODEL SEGMENT 1			2
	*				3
	*				4
1		GENERATE	18,6	CUSTOMERS ARRIVE	5
2		QUEUE	JOEQ	ENTER THE LINE	6
3		SEIZE	JOE	CAPTURE THE BARBER	7
4		DEPART	JOEQ	LEAVE THE LINE	8
5		ADVANCE	16,4	USE THE BARBER	9
6		RELEASE	JOE	FREE THE BARBER	10
7		TERMINATE		LEAVE THE SHOP	11
	*				12
	*	MODEL SEGMENT 2			13
	*				14
8		GENERATE	480	TIMER ARRIVES AT TIME 480	15
9		TERMINATE	1	SHUT OFF THE RUN	16
	*				17
	*	CONTROL CARDS			18
	*				19
		START	1	START THE RUN	20
		END		RETURN CONTROL TO OPERATING SYSTEM	21

(b)

FIGURE 2A.2 The Case Study 2A model as submitted, and the corresponding Extended Program Listing. (a) Completed coding sheet for the punchcard version of the model. (b) Extended Program Listing produced for the model in (a)

(6) Program Output

```

*
*   MODEL SEGMENT 1                               FACILITY SYMBOLS AND CORRESPONDING NUMBERS
*
1  GENERATE  18   6
2  QUEUE    1
3  SEIZE    1           1   JOE
4  DEPART   1
5  ADVANCE  16   4
6  RELEASE  1           (b)
7  TERMINATE
*
*   MODEL SEGMENT 2
*
8  GENERATE  480
9  TERMINATE 1
*
*   CONTROL CARDS
*
START 1

```

	RELATIVE CLOCK			480 ABSOLUTE CLOCK			480		
	BLOCK	CURRENT	TOTAL	BLOCK	CURRENT	TOTAL	BLOCK	CURRENT	TOTAL
(a)	1	0	27						
	2	1	27						
	3	0	26						
	4	0	26						
	5	1	26						
QUEUE SYMBOLS AND CORRESPONDING NUMBERS	6	0	25						
	7	0	25						
	8	0	1						
	9	0	1						
1 JOEQ									
(c)				(d)					

```

FACILITY      AVERAGE      NUMBER      AVERAGE      SEIZING      PREEMPTING
              UTILIZATION  ENTRIES     TIME/TRAN    TRANS. NO.  TRANS. NO.
              .860          26          15.884       3
              JOE

```

(e)

QUEUE	MAXIMUM CONTENTS	AVERAGE CONTENTS	TOTAL ENTRIES	ZERO ENTRIES	PERCENT ZEROS	AVERAGE TIME/TRANS	SAVERAGE TIME/TRANS	TABLE NUMBER	CURRENT CONTENTS
JOEQ	1	.160	27	12	44.4	2.851	5.133		1

SAVERAGE TIME/TRANS = AVERAGE TIME/TRANS EXCLUDING ZERO ENTRIES

(f)

FIGURE 2A.3 Selected Program Output for Case Study 2A. (a) Assembled model. (b) Symbol dictionary for Facilities. (c) Symbol dictionary for Queues. (d) Clock values and Block Counts. (e) Facility statistics. (f) Queue statistics

(7) Discussion

Model Logic. In the model presented here, no provision is made for "removing customers from the barber shop" when the simulation shuts off at time 480. If the barber were to be true to the model, he would simply have to "walk out of the shop" at the end of his 8-hour day. Conversely, if the model were to be true to the barber, it would simulate locking the door after 8 hours, but the simulation would not stop until all customers already in the shop at that time had been serviced. It will eventually be seen how this latter approach can be implemented in GPSS.

Model Implementation. The coding sheet from which the punchcard version of the model was prepared is shown in Figure 2A.2(a). The corresponding Extended Program Listing produced by the Processor appears in Figure 2A.2(b). Notice how the Processor has augmented the original information in producing the Extended Program Listing. The extensions consist of the "Block Number" and "Card Number" columns appearing at the extreme left and right, respectively, in Figure 2A.2(b). Inspection of the Block Number column shows that Block Numbers have been assigned, in sequence, to each punchcard representing a Block image. In the Card Number column, note that each card in the deck has been assigned a sequence number.

"Comments" have been used liberally to document the model. Cards 2, 3, 4, 12, 13, 14, 17, 18, and 19 in Figure 2A.2(b) are comments cards which set off the model segments, and the Control Card segment. An asterisk (*) has been entered in column 1 on each of these cards. The Block-image punchcards also carry comments in the Operands field. These comments are identical to the annotations written next to the corresponding Blocks in the Figure 2A.1 Block Diagram.

Card 1 in Figure 2A.2(b) is the SIMULATE card. If the analyst is submitting a deck to have a run made, this card usually must be the first one the Processor encounters when it inputs the deck. The card consists of the single word SIMULATE, punched in the Operation field. If the SIMULATE card is absent, the Processor checks the deck for violations of the language rules, but makes no run with the model.

As stated in Section 2.9, the Processor starts the simulation when it finds a START card in the model. A START card has been placed, then,

at the end of the model (Card 20). A "1" has been entered as the A Operand on the START card.

After a run shuts off, the computer session is not necessarily finished. Many additional options remain open to the analyst. Whether or not these options are exercised, the analyst eventually reaches the point at which all instructions for the run have been included in the deck. At this point, he puts in an END card. This card instructs the Processor to return control to the operating system. The END card appears after the START card in Figure 2A.2(b). It consists of the word END, punched in the Operation field.

The order of the cards *within a model segment* is critical, but the relative ordering of model segments within the card deck is not. For example, the timer segment could have been placed ahead of the major segment in Figure 2A.2 without having any effect on the model. If this had been done, the Extended Program Listing would appear as shown in Figure 2A.4.

Program Output.¹¹ It is not evident from examining either the Block Diagram or the Extended Program Listing how any output is produced by the model. At the end of a simulation, the GPSS Processor *automatically* prints out an extensive set of information pertaining to the model. This information includes statistics for each of the various entities used, i.e., for Facilities and Queues (and other entity types not yet discussed).

Most of the output produced by running the Figure 2A.2(a) model is shown in Figure 2A.3. In part (a) of that figure is displayed the assembled model. It has four noticeable features.

1. The absolute Block Numbers assigned by the Processor appear in the assembled model. The numbers 1 through 9 in the left column in Figure 2A.3(a) are these Block Numbers.

2. Instead of appearing in consecutive columns and being separated by commas, the Operands have been printed left-justified in adjacent six-column fields, and the commas have been eliminated. (It is not immediately evident in Figure 2A.3(a) that six-column fields have been used to display the Operands.)

3. All symbolic entity names in the model have been replaced with the corresponding numeric equivalents assigned by the Processor. Hence, the A Operand of the QUEUE Block (Block 2) is 1, not "JOEQ"; the A Operand of the SEIZE Block (Block 3) is 1, not

¹¹The total CPU time required by the simulation on an IBM 360/67 computer was 1.6 seconds. Computer time requirements for GPSS simulations are discussed in Chapter 4.

BLOCK NUMBER	*LOC	OPERATION	A,B,C,D,E,F,G	COMMENTS	CARD NUMBER
		SIMULATE			1
	*				2
	*	MODEL SEGMENT 2			3
	*				4
1		GENERATE	480	TIMER ARRIVES AT TIME 480	5
2		TERMINATE	1	SHUT OFF THE RUN	6
	*				7
	*	MODEL SEGMENT 1			8
	*				9
3		GENERATE	18,6	CUSTOMERS ARRIVE	10
4		QUEUE	JOEQ	ENTER THE LINE	11
5		SEIZE	JOE	CAPTURE THE BARBER	12
6		DEPART	JOEQ	LEAVE THE LINE	13
7		ADVANCE	16,4	USE THE BARBER	14
8		RELEASE	JOE	FREE THE BARBER	15
9		TERMINATE		LEAVE THE SHOP	16
	*				17
	*	CONTROL CARDS			18
	*				19
		START	1	START THE RUN	20
		END		RETURN CONTROL TO OPERATING SYSTEM	21

FIGURE 2A.4 Extended Program Listing for Case Study 2A, with Model Segments interchanged

"JOE", and so on. (In Chapter 4, the method the Processor uses to establish a correspondence between symbolically named entities and their numeric equivalents will be described.)

4. "Comments" entered on punchcard images of Blocks have been suppressed. "Pure" comments cards (that is, cards with an asterisk entered in card column 1) have not been suppressed, however. They are reproduced in their entirety in the printout of the assembled program.

Parts (b) and (c) in Figure 2A.3 show symbol dictionaries for Facilities and Queues. In the symbol dictionary for Facilities, the numeric equivalent assigned by the Processor for all symbolically named Facilities is shown. Hence, the Facility symbolically named JOE is Facility 1 in the assembled model; and the Queue symbolically named JOEQ is Queue 1. This is consistent with the A Operands for the SEIZE-RELEASE and QUEUE-DEPART Blocks in Figure 2A.3(a). If any Block Locations had been named symbolically in the model, a corresponding symbol dictionary also would have been provided in the output. Actually, if symbolic Location names have been used, the correspondence between them and Location numbers is apparent in the Extended Program Listing.

Figure 2A.3(d) shows clock values and Block Counts. As indicated in the top line of that figure, there are two clocks, the "Relative Clock" and the "Absolute Clock." The distinction between these two clocks will be explained later. For now, it is enough to note that both clocks show values of 480 in Figure 2A.3(d). This simply means that the simulation shut off at simulated time 480.

Immediately under the clock line in Figure 2A.3(d) are shown the Block Counts. This information appears in three columns, "Block Numbers" (labeled simply as BLOCK in the figure), "Current Count" (shown as CURRENT), and "Total Count" (shown as TOTAL). The Block Numbers correspond to those shown in Figure 2A.3(a). The Current Count is the count of Transactions in the corresponding Blocks at the time the simulation shut off. The Total Count is a count of the total number of Transactions which entered the corresponding Blocks during the simulation, *including* those that are still in the Block (if any). For example, the Total Count at Block 1 is 27, meaning that 27 Transactions entered the model through the Location 1 GENERATE Block. Similarly, the Total Count at Block 2 is 27, meaning that 27 Transactions moved into the QUEUE Block in Location 2. The Current Count at Block 2 is 1, meaning that one Transaction is still in the QUEUE Block, i.e., one customer was waiting for the barber when the model shut off. At the Block in Location 5, the ADVANCE Block, the Current Count is 1 and the Total Count is 26. That is, 26 customers have captured the barber; of the 26, one still has him captured. The Total Counts at the SEIZE and RELEASE Blocks are 26 and 25, respectively, which is consistent with the ADVANCE Block Counts.

In Figure 2A.3, parts (e) and (f) show the statistics gathered for the Facility JOE and the Queue JOEQ. The Facility statistics are shown again in Figure 2A.5, where the columns have been numbered for ease of reference. The Table appearing in the lower part of Figure 2A.5 in-

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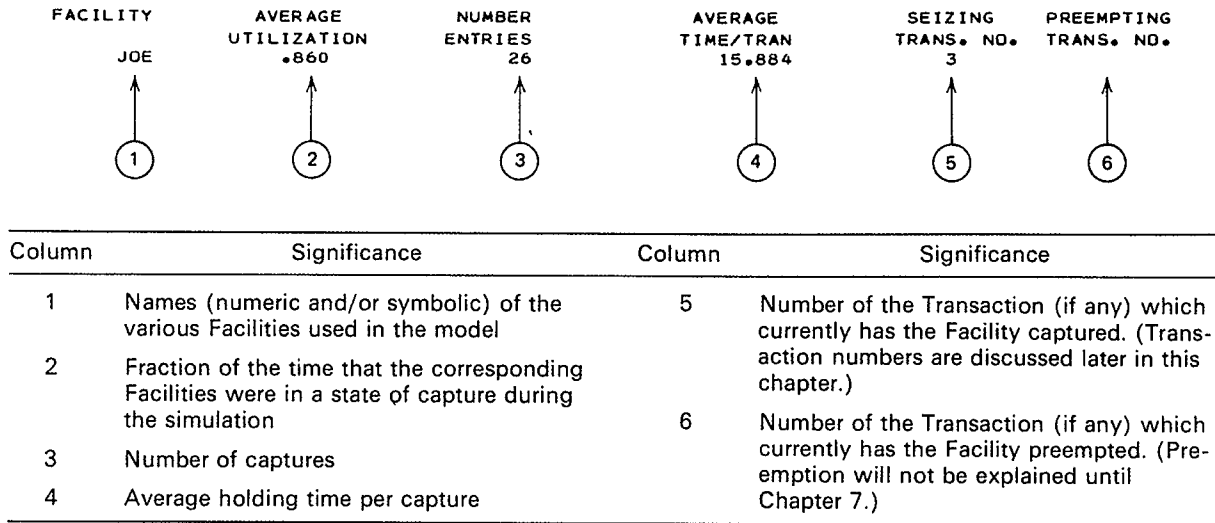


FIGURE 2A.5 Interpretation of the information shown in Figure 2A.3(e)

dicates the significance of the entries in the various columns. Similarly, in Figure 2A.6, the Queue statistics have been repeated with column numbers included. The Table at the bottom of that figure indicates the meaning of the various Queue statistics. The tables in Figures 2A.5 and 2A.6 should be studied, making reference to the output immediately above them in the process. Note these features of the information provided in those figures.

1. Joe was in use 86 percent of the time (AVERAGE UTILIZATION = .860).
2. JOE was captured 26 times (NUMBER EN-

TRIES = 26). This is consistent with the previously noted Total Count of 26 for the SEIZE Block.

3. The average holding time per capture of JOE was 15.884 minutes (AVERAGE TIME/TRAN = 15.884).

4. Transaction number 3 had JOE in a state of capture when the simulation shut off (SEIZING TRANS. NO. = 3). The fact that JOE was "in use" when the simulation shut off is consistent with the previously-noted Current Count of 1 at the ADVANCE Block. As for Transaction "numbers," they will be discussed in Section 2.21.

5. There was never more than one customer in the Queue JOEQ (MAXIMUM CONTENTS = 1).

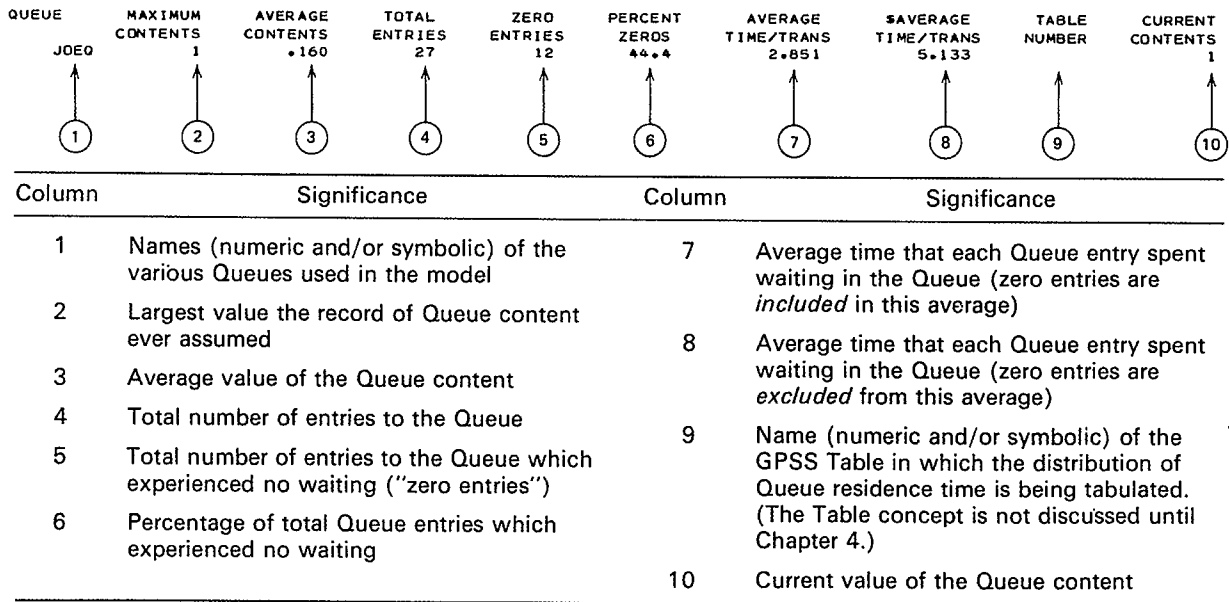


FIGURE 2A.6 Interpretation of the information shown in Figure 2A.3(f)

6. The average number of customers in the waiting line was .160 (AVERAGE CONTENTS = .160).

7. The total number of entries to the waiting line was 27 (TOTAL ENTRIES = 27).

8. Included among the 27 total entries to the waiting line were 12 zero entries (ZERO ENTRIES = 12).

9. Of the total entries to the waiting line, 44.4 percent of them were zero entries (PERCENT ZEROS = 44.4).

10. The average residence time in the waiting line per entry (including zero entries) was 2.851 minutes (AVERAGE TIME/TRANS = 2.851).

11. The average residence time in the waiting line per nonzero entry was 5.133 minutes (\$AVERAGE TIME/TRANS = 5.133).

12. At the time the simulation shut off, there was one Transaction in the waiting line (CURRENT CONTENTS = 1). This is consistent with the previously noted Current Count of 1 at the QUEUE Block.

The statistical measures in Figures 2A.5 and 2A.6 are highly intuitive in meaning, then, and are almost without need of definition. This is especially true for *Facilities*. Because only one Transaction at a time can use a Facility, NUMBER ENTRIES is a direct count of the number of Transactions which captured the Facility, and AVERAGE TIME/TRAN is the average time that each capturing Transaction held the Facility. The same simple comments apply to Queue statistics if the B Operand at the QUEUE and DEPART Blocks is 1 (as is true by default in the Case Study 2A model). Recall from the section on Queues, however, that the Processor computes Queue statistics with respect to "units of content," not with respect to "Transactions." In Case Study 2A (and throughout this book), each Transaction moving through a Queue contributes exactly one unit of content. If this were not the case, the following extended interpretation would have to be applied to Queue statistics.

1. TOTAL ENTRIES is the number of "units of content" which entered the Queue. More precisely, TOTAL ENTRIES is the value of a counter initialized at zero, and incremented by an amount equal to the QUEUE Block's B Operand each time the QUEUE Block is executed. Except when the QUEUE Block's B Operand is 1, this value does not equal the total number of Transactions which became Queue members during the simulation.

2. ZERO ENTRIES is the number of "units of content" which spent zero residence time in the Queue. More precisely, ZERO ENTRIES is the value of a counter initialized at zero, and incremented by an amount equal to the DEPART Block's B Operand each

time the DEPART Block is executed by a Transaction whose residence time in the Queue is zero. Except when the DEPART Block's B Operand is 1, this value does not equal the number of Transactions which became Queue members, and then experienced zero residence time in the Queue.

3. AVERAGE TIME/TRANS is the average residence time in the Queue per "unit of content." Fortunately, this value is identical to the "average Queue residence time per Transaction," assuming that each Transaction moving through the Queue decrements the "current content" by the same amount that it incremented the "current content" earlier. If this condition is not satisfied, then the label AVERAGE TIME/TRANS is misleading.

4. Similarly, the labels MAXIMUM CONTENTS, AVERAGE CONTENTS, PERCENT ZEROS, \$AVERAGE TIME/TRANS, and CURRENT CONTENTS must all be interpreted with respect to "units of contents," and not with respect to "Transactions," except of course when QUEUE and DEPART B Operands are 1.

Another feature of both Facility and Queue statistics should be noted. If a Facility is in a state of capture when Facility statistics are printed out, there is a *downward bias* in the AVERAGE TIME/TRAN statistic. This is because AVERAGE TIME/TRAN is computed by dividing NUMBER ENTRIES into the total simulated time during which the Facility was in a state of capture. If there is a current user who is not yet done when the simulation stops, then what would have been his *entire* holding time is not taken into account in computation of the AVERAGE TIME/TRAN statistic. The same observation can be made with respect to Queues. AVERAGE TIME/TRANS is computed for Queues by dividing TOTAL ENTRIES into total Queue residence time. If the Queue has CURRENT CONTENTS when the simulation stops, then they have not yet contributed their full measure to total Queue residence time. This results in a downward bias in AVERAGE TIME/TRANS, and also in \$AVERAGE TIME/TRANS.

Finally, as will be explained in Section 2.21, the earliest simulated time at which Transactions can experience movement in a model is 1. This means that the content of all Queues in a model is necessarily zero during the simulated time interval from 0 to 1, all Facilities are necessarily "available" during the simulated time interval from 0 to 1, etc. Because statistics such as "average Queue content," "Facility utilization," and so on, are computed as though the simulation started at time 0, a slight bias may consequently be introduced into these statistics.