

# Contents

Notation	xix
Precedence Diagram	xxi
CHAPTER 1	
Introduction	1
1.1. Systems, Models, and Simulation	1
1.2. Verification, Approximation, and Validation	8
1.2.1. Verifying a Program	9
1.2.2. Approximation and Validation	9
1.3. States, Events, and Clocks	11
1.4. Simulation—Types and Examples	14
1.4.1. Synchronous and Asynchronous Discrete-Event Simulation	17
1.4.2. Continuous Simulation	18
1.4.3. Hybrid Simulation	24
1.5. Introduction to Random Numbers	25
1.6. Perspective on Experimental Design and Estimation	26
1.7. Clock Mechanisms	30
1.8. Hints for Simulation Programming	32
1.9. Miscellaneous Problems	34
CHAPTER 2	
Variance Reduction	44
2.1. Common Random Numbers	48
2.1.1. Informal Approach	48
2.1.2. Formal Development	51
2.1.3. Auxiliary Results	56
2.2. Antithetic Variates	56
2.3. Control Variates	59

<b>2.4. Stratification</b>	<b>63</b>
<b>2.5. Importance Sampling</b>	<b>65</b>
<b>2.6. Conditional Monte Carlo</b>	<b>70</b>
<b>2.7. Jackknifing</b>	<b>74</b>
 <b>CHAPTER 3</b>	
<b>Output Analysis</b>	<b>77</b>
<b>3.1. Introduction</b>	<b>77</b>
3.1.1. Finite-Horizon Versus Steady-State Performance	78
3.1.2. Fixed Sample Size Versus Sequential Sampling	81
<b>3.2. Analysis of Finite-Horizon Performance</b>	<b>82</b>
3.2.1. Absolute Performance Estimation	82
3.2.2. Relative Performance Estimation	84
<b>3.3. Analysis of Steady-State Performance</b>	<b>85</b>
3.3.1. Batch Means	90
3.3.2. Regenerative Methods	95
3.3.3. Spectral Analysis Methods	100
3.3.4. Autoregressive Methods	103
3.3.5. Recommendations	106
<b>3.4. Analysis of Transaction-Based Performance</b>	<b>107</b>
<b>3.5. Indirect Estimation via <math>r = \lambda s</math></b>	<b>108</b>
<b>3.6. Problems</b>	<b>109</b>
<b>3.7. Renewal Theory Primer</b>	<b>113</b>
<b>3.8. Standardized Time Series</b>	<b>120</b>
3.8.1. Steady State	121
3.8.2. Transients	123
 <b>CHAPTER 4</b>	
<b>Rational Choice of Input Distributions</b>	<b>124</b>
<b>4.1. Addition and the Normal Distribution</b>	<b>126</b>
<b>4.2. Multiplication and the Lognormal</b>	<b>128</b>
<b>4.3. Memorylessness and the Exponential</b>	<b>129</b>
<b>4.4. Superposition, the Poisson, and the Exponential</b>	<b>130</b>
<b>4.5. Minimization and the Weibull Distribution</b>	<b>130</b>
<b>4.6. A Mixed Empirical and Exponential Distribution</b>	<b>131</b>
<b>4.7. Extreme Values and Spacings</b>	<b>132</b>
<b>4.8. When Not to Use a Theoretical Distribution</b>	<b>133</b>
<b>4.9. Nonstationary Poisson Processes</b>	<b>135</b>
 <b>CHAPTER 5</b>	
<b>Nonuniform Random Numbers</b>	<b>145</b>
<b>5.1. Introduction</b>	<b>145</b>
<b>5.2. General Methods</b>	<b>146</b>
5.2.1. Inversion	147
5.2.2. Tabular Approximation of the Inverse Transform	149
5.2.3. Empirical cdf's	150
5.2.4. A Mixed Empirical and Exponential Distribution	150
5.2.5. Rejection	151

5.2.6. Generalized Rejection	152
5.2.7. Composition	156
5.2.8. The Alias Method for Discrete Distributions	158
5.2.9. Functional Approximations of the Inverse Transform	159
5.2.10. Other Ingenious Methods	161
5.3. Continuous Distributions	164
5.3.1. The Nonstandard Normal Distribution	164
5.3.2. The Multivariate (Dependent) Normal Distribution	164
5.3.3. Symmetric Stable Variates	165
5.3.4. The Cauchy Distribution	167
5.3.5. The Lognormal Distribution	168
5.3.6. The Exponential Distribution	168
5.3.7. The Hyperexponential Distribution	169
5.3.8. The Laplace and Exponential Power Distributions	170
5.3.9. Erlang and Gamma Distributions	171
5.3.10. The Beta Distribution	172
5.3.11. The Chi-square Distribution	174
5.3.12. The F-Distribution	175
5.3.13. The t-Distribution	175
5.3.14. The Weibull Distribution	176
5.3.15. The Gumbel Distribution	177
5.3.16. The Logistic Distribution	178
5.3.17. The Generalized Lambda Distribution	178
5.3.18. Nonhomogeneous Poisson Processes	178
5.4. Discrete Distributions	181
5.4.1. The Binomial Distribution	181
5.4.2. The Poisson Distribution	182
5.4.3. Compound Poisson Distributions	183
5.4.4. The Hypergeometric Distribution	183
5.4.5. The Geometric Distribution	184
5.4.6. The Negative Binomial and Pascal Distributions	185
5.4.7. Multidimensional Poisson Distributions	186
5.5. Problems	186
5.6. Timings	189
 CHAPTER 6	
Uniform Random Numbers	192
6.1. Random Introductory Remarks	192
6.2. What Constitutes Randomness	192
6.3. Classes of Generators	194
6.3.1. Random Devices	195
6.3.2. Tables	195
6.3.3. The Midsquare Method	195
6.3.4. Fibonacci and Additive Congruential Generators	196
6.3.5. Linear Congruential Generators	196
6.3.6. Linear Recursion mod 2 Generators	198
6.3.7. Combinations of Generators	203
6.4. Choosing a Good Generator Based on Theoretical Considerations	205
6.4.1. Serial Correlation of Linear Congruential Generators	205

6.4.2. Cycle Length of Linear Congruential Generators	206
6.4.3. Cycle Length for Tausworthe Generators	208
6.4.4. The Spectral Test	208
6.5. Implementation of Uniform Random Number Generators	211
6.5.1. Multiplicative Generator With Modulus $2^n$	211
6.5.2. Multiplicative Generators With Prime Modulus	212
6.5.3. Implementing the Tausworthe Generator	215
6.6. Empirical Testing of Uniform Random Number Generators	216
6.6.1. Chi-square Tests	217
6.6.2. Kolmogorov-Smirnov Tests	218
6.6.3. Tests Specifically for Uniform Random Number Sequences	219
6.7. Proper Use of a Uniform Random Number Generator	220
6.7.1. Generating Random Integers Uniform Over an Arbitrary Interval	220
6.7.2. Nonrandomness in the Low-order Bits of Multiplicative Generators	221
6.7.3. Linear Congruential Generators and the Box-Muller Method	223
6.8. Exploiting Special Features of Uniform Generators	224
6.8.1. Generating Antithetic Variates With a Multiplicative Congruential Generator	224
6.8.2. Generating a Random Number Stream in Reverse Order	225
6.8.3. Generating Disjoint Sequences	226
 CHAPTER 7	
Simulation Programming	228
7.1. Simulation With General-Purpose Languages	229
7.1.1. The Simplest Possible Clock Mechanism	230
7.1.2. Generating Random Variates	232
7.1.3. Data Structures in Fortran	233
7.1.4. A Complete Simulation in Fortran	234
7.1.5. Fortran Simulation Packages	236
7.1.6. Our Standard Example—the Naive Approach	237
7.1.7. Simulation Using Pascal	241
7.2. Simscript	243
7.2.1. Data Structures in Simscript	244
7.2.2. Simscript and Simulation	245
7.2.3. A Complete Simulation in Simscript	247
7.2.4. The Standard Example in Simscript	249
7.2.5. Processes and Resources	250
7.2.6. Summing-up	250
7.3. GPSS	251
7.3.1. The Basic Concepts	251
7.3.2. Resources in GPSS	254
7.3.3. Generating Random Variates	255
7.3.4. A Complete Simulation in GPSS	257
7.3.5. The Standard Example in GPSS	260
7.3.6. Summing-up	261
7.4. Simula	263
7.4.1. The Class Concept in Simula	263
7.4.2. Simulation Using System Classes and Procedures	266
7.4.3. A Complete Simulation in Simula	269

7.4.4. Demos	271
7.4.5. The Standard Example in Simula With Demos	274
7.4.6. Summing-up	275
7.5. General Considerations in Simulation Programming	276
7.5.1. Language Design	276
7.5.2. System Considerations in Simulation	278
7.5.3. Statistical Considerations	279
 CHAPTER 8	
Programming to Reduce the Variance	281
8.1. Choosing an Input Distribution	282
8.1.1. Using an Exact Method	282
8.1.2. Inverting a Tabulated Distribution	282
8.1.3. Using a Mixed Empirical and Exponential Distribution	284
8.1.4. Testing Robustness	285
8.2. Common Random Numbers	287
8.3. Antithetic Variates	289
8.4. Control Variates	291
8.4.1. The Simple Approach	291
8.4.2. Regression With Splitting	293
8.4.3. Regression With Jackknifing	294
8.5. Stratified Sampling	295
8.6. Importance Sampling	296
8.7. Conditional Monte Carlo	299
8.8. Summary	300
 APPENDIX A	
The Shapiro–Wilk Test for Normality	303
 APPENDIX L	
Routines for Random Number Generation	306
 APPENDIX X	
Examples of Simulation Programming	348
References	375
Author Index	389
Subject Index	393