
Analyzing Simulation Results

Dr. John Mellor-Crummey

**Department of Computer Science
Rice University**

johnmc@cs.rice.edu



Topics for Today

Understand

- **Model verification**
- **Model validation**
- **Transient removal**
- **Terminating simulations**
- **Stopping criteria**

Model Goodness

Fidelity to modeled system

- **Measuring goodness**
 - validation: are assumptions reasonable?
 - verification: does model implement assumptions correctly?
- **Possible model states**

invalid, unverified	invalid, verified
valid, unverified	valid, verified

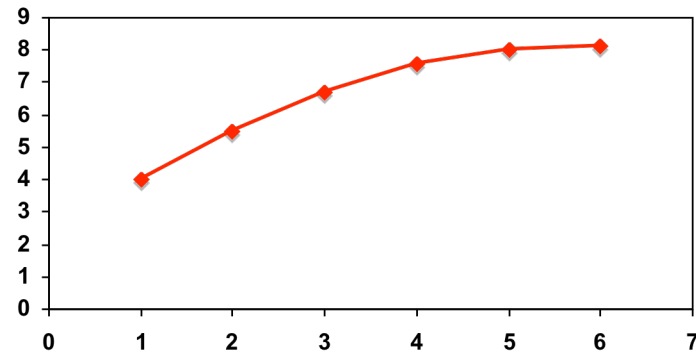
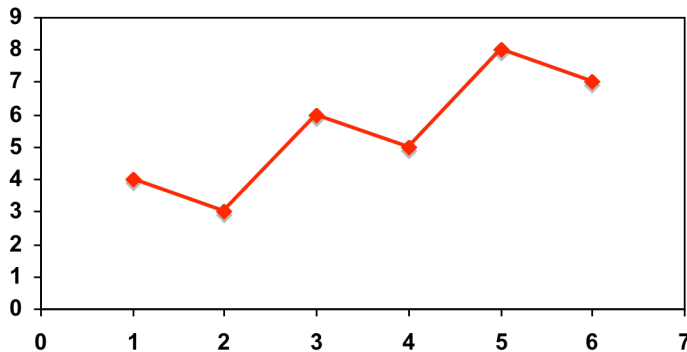
- correctly implements bad assumptions
- incorrectly implements good assumptions
- correctly implements good assumptions

Model Verification Techniques I

- **Strategies for avoiding bugs**
 - software engineering
 - top-down design
 - layered (hierarchical) system structure
 - modularity
 - well-defined interfaces
 - unit testing
 - assertions to check invariants
 - e.g., # packets received = # packets sent - # packets lost - # in flight
 - entity accounting
 - structured walk through
- **Deterministic models**
 - run simulation with known distributions for random variates
- **Simplified test cases with easily analyzed results**
- **Tracing: events, procedures, variables**

Model Verification Techniques II

- **On-line graphical visualizations**
 - convey progress of simulation
- **Continuity test**
 - test simulation with slightly different parameters
 - investigate sudden changes in output



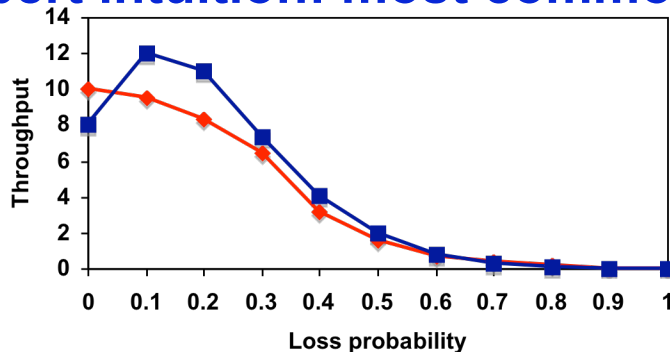
- **Degeneracy tests**
 - check model works for extreme cases
 - e.g. networking: no routers, no router delays, no sources, ...

Model Verification Techniques III

- **Consistency tests**
 - similar results for parameters that should have similar effects
 - e.g. router simulation: 2 sources, rate r \sim 1 source, rate $2r$
- **Seed independence**
 - similar results for different seed values

Model Validation Techniques I

- **What to check**
 - assumptions
 - input parameter values and distributions
 - output values and conclusions
- **How**
 - expert intuition: most common and practical



$$\sum_{k=1}^n \frac{(o_i - e_i)^2}{e_i} < \chi_{[\alpha; k-1]}^2$$

- measurements of real system
 - are simulation results and measurements distinguishable?
 - can use statistical tests, e.g. paired observations
 - verify input distributions, e.g. chi-square test

Model Validation Techniques II

- **How (continued)**
 - theoretical results, e.g. queueing model
 - simplifying assumptions helps
 - validate a few simple cases of theoretical model with simulation or intuition
 - use analytical model to predict complex cases

Caution: myth of a fully-validated model

- generally possible only to prove model not wrong for some cases
- more comparisons increase confidence, but prove nothing!

Transient Removal

- **Transient state: prefix of simulation before steady state**
- **Steady state performance is usually that of interest**
 - e.g. cache performance after cache is “warm”
- **Goal: results exclude transient state before steady state**
- **Problem: identifying end of transient state**
- **Heuristic approaches for removing transient state**
 - long runs
 - proper initialization
 - truncation
 - initial data deletion
 - moving average of independent replications
 - batch means

Transient Removal: Long Runs

- Long run = steady state results long enough to dominate effects of initial transients
- Disadvantages
 - wastes resources (computer time and real time)
 - difficult to ensure length of run is “long enough”
- Recommendation: avoid this method

Transient Removal: Proper Initialization

- **Proper initialization = starting simulation in state close to expected steady state**
 - e.g. start CPU scheduling simulation with non-empty job queue
 - e.g. start WWW cache trace-driven simulation with most frequently referenced files in cache
- **Effect: reduces length of transient behavior**

Transient Removal: Truncation

- Assumption: variability of steady state < transient state
- Truncation method assumes variability = range
- Truncation algorithm

input: n observations $\{x_1, x_2, \dots, x_n\}$

for $k = 2, n$

$\min_k = \min (\{x_k, \dots, x_n\})$

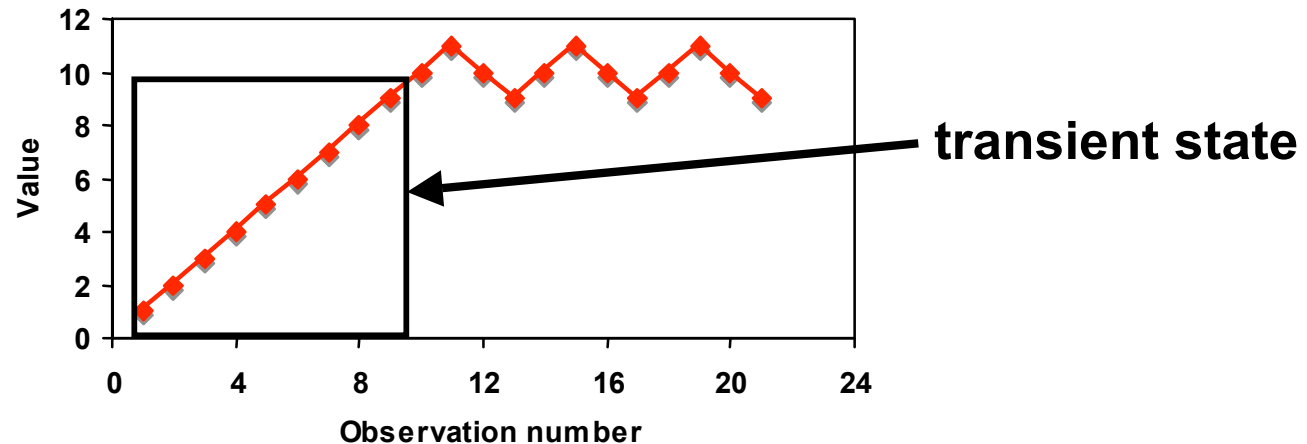
$\max_k = \max (\{x_k, \dots, x_n\})$

if $\min_k \neq x_k$ && $\max_k \neq x_k$ break

post condition: if $k \neq n$ then $k - 1 = \text{length of transient state}$

is there a flaw?

can we fix it?



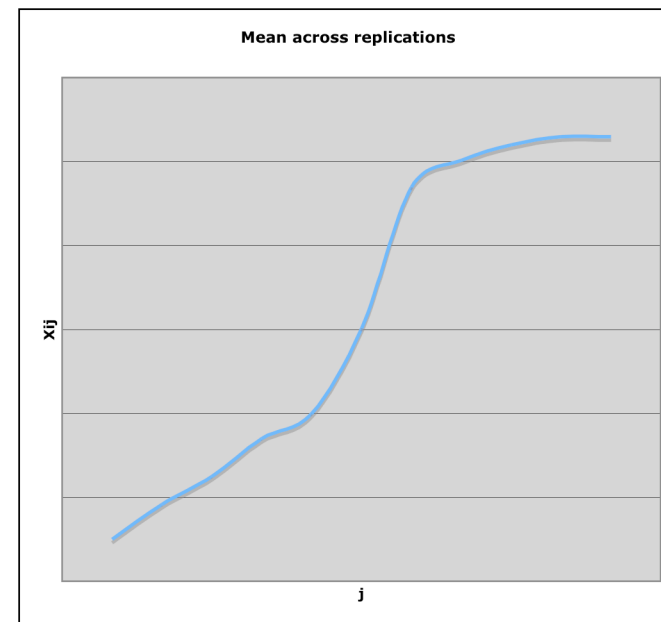
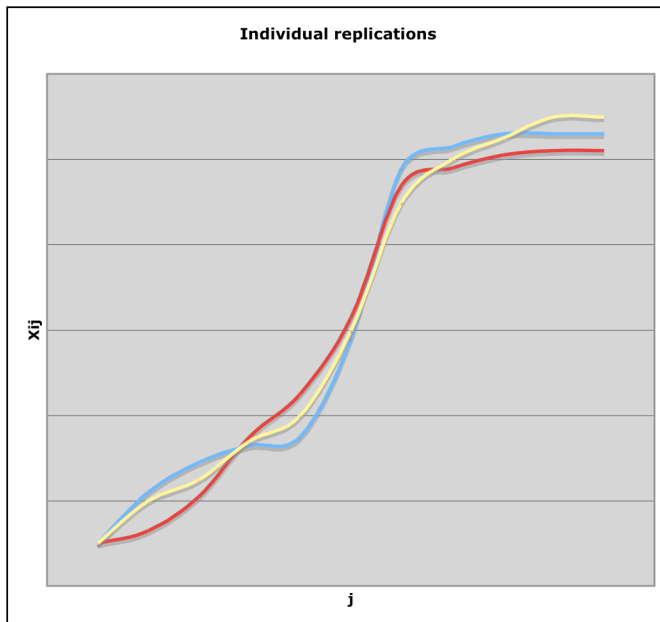
Terminating Simulations: Initial Data Deletion

- **Conceptual idea**
 - compute average after some of initial observations omitted
 - during steady state average does not change much as additional observations are deleted
- **Problem**
 - randomness in observations causes avg to change even in SS
- **Solution**
 - average across several replications
 - replication: same parameter values; only seed values differ
 - rationale: smooths trajectory
- **Input: m replications, each of length n**

Initial Data Deletion: First Steps

- Compute mean trajectory by averaging across replications

$$\bar{x}_j = \frac{1}{m} \sum_{i=1}^m x_{ij}, \quad j = 1, 2, \dots, n$$



- Compute overall mean

$$\bar{\bar{x}} = \frac{1}{n} \sum_{j=1}^n \bar{x}_j$$

Initial Data Deletion: Remaining Steps

for $k = 1, n - 1$

assume transient state is of length k

delete first k observations from mean trajectory

compute overall mean from remaining $n - k$ values

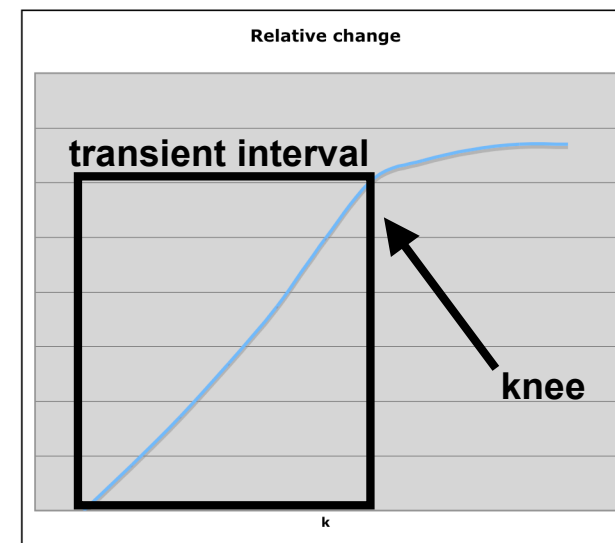
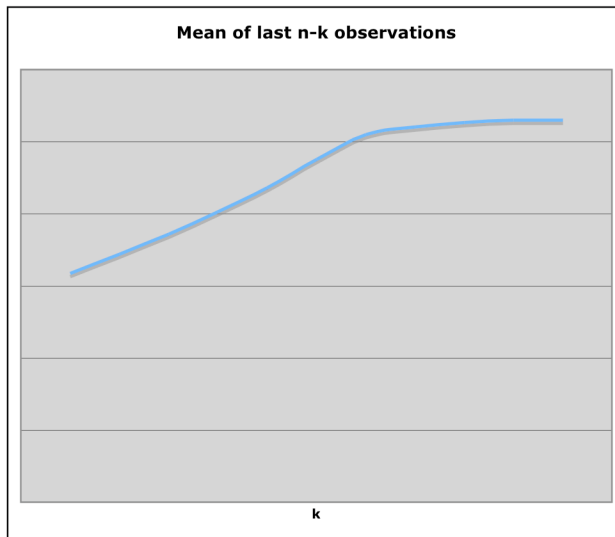
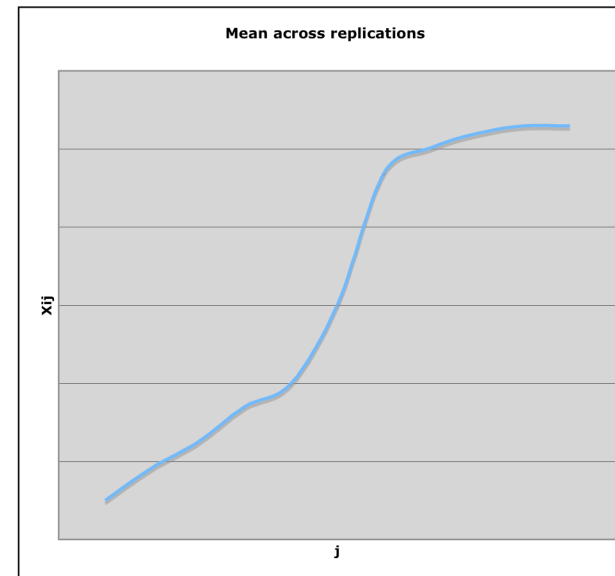
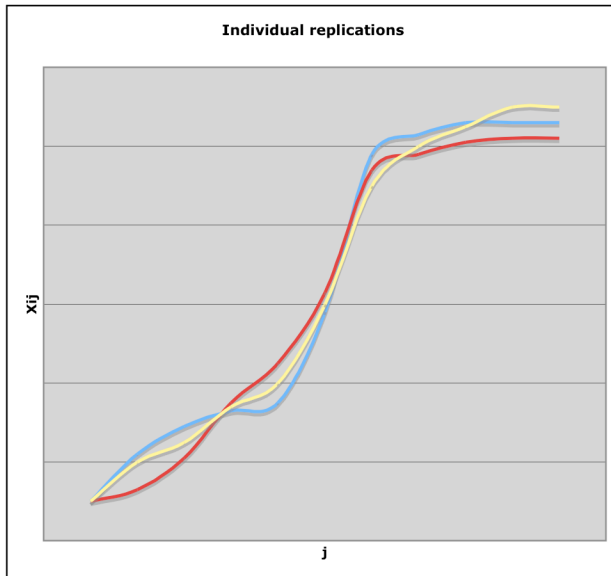
$$\bar{\bar{x}} = \frac{1}{n - k} \sum_{j=k+1}^n \bar{x}_j$$

compute relative change in overall mean

$$\text{Relative change} = \frac{\bar{\bar{x}}_k - \bar{\bar{x}}}{\bar{\bar{x}}}$$

find knee in a curve showing the relative change in overall mean

Initial Deletion: Putting it all Together



Moving Average of Independent Replications

- Compute mean trajectory by averaging across replications

$$\bar{x}_j = \frac{1}{m} \sum_{i=1}^m x_{ij}, \quad j = 1, 2, \dots, n$$

- for $k = 1$ to n

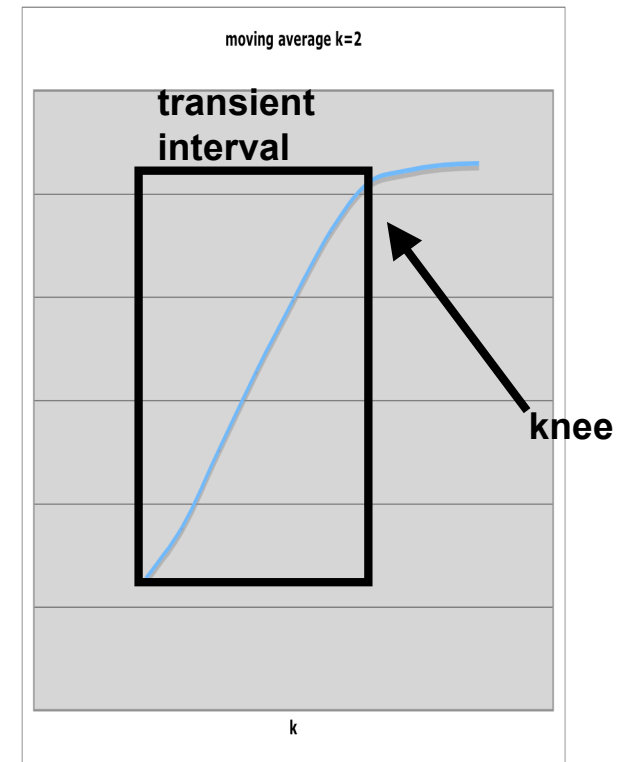
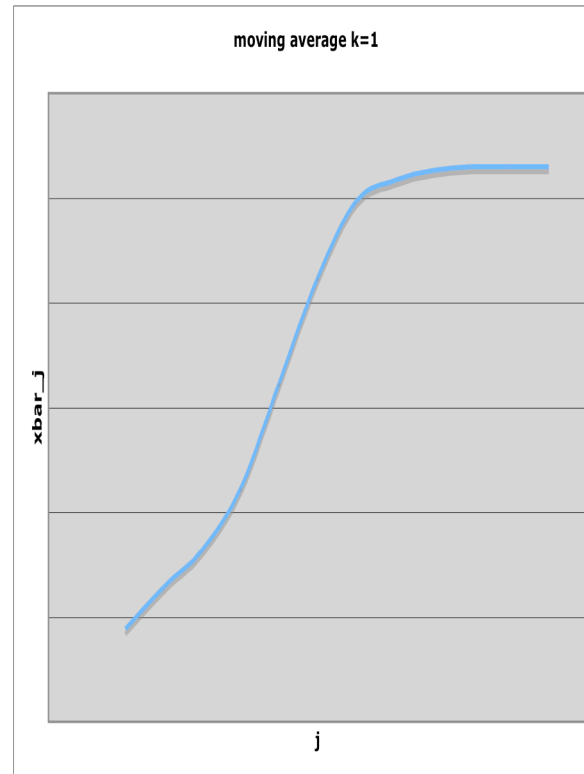
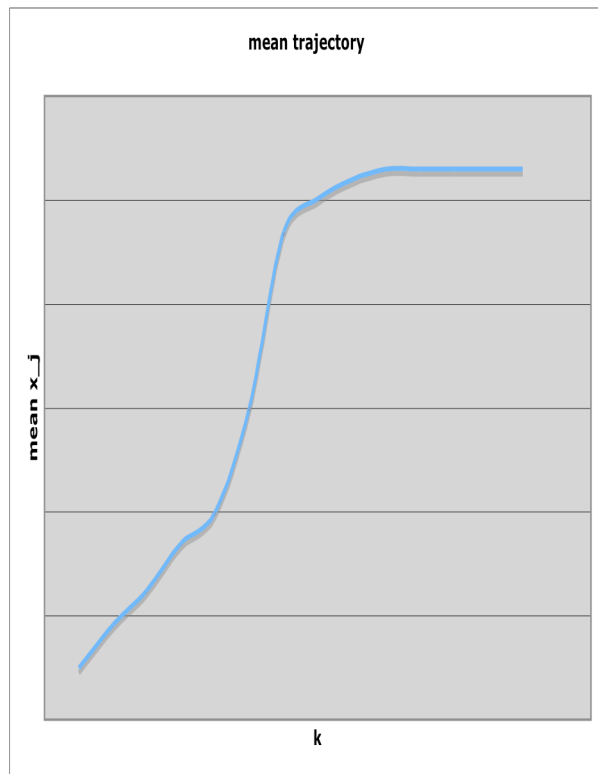
—plot trajectory of moving average of successive $2k+1$ values

$$\bar{x}_j = \frac{1}{2k+1} \sum_{l=-k}^k \bar{x}_{j+l}, \quad j = k+1, k+2, \dots, n-k$$

—if trajectory is “sufficiently smooth”, break

- find the knee in the curve.
- j at the knee gives the length of the transient phase

Moving Average of Independent Replications



Batch Means

- Run a very long simulation
- Afterward, divide it into several parts of equal duration
- Each part is a batch
- Batch mean = mean of observations in each batch

Input: m batches of floor(M/n)

Algorithm

—for each batch, compute a batch mean

$$\bar{x}_i = \frac{1}{n} \sum_{j=1}^n x_{ij}, \quad i = 1, 2, \dots, m$$

—compute the overall mean across all batches

$$\bar{\bar{x}} = \frac{1}{m} \sum_{i=1}^m \bar{x}_i$$

—compute variance of batch means

$$\text{Var}(\bar{x}) = \frac{1}{m-1} \sum_{i=1}^m (\bar{x}_i - \bar{\bar{x}})^2$$

—repeat for increasing n=3,4,5,...

—plot variance as function of batch size

—length of transient interval is length at which variance starts decreasing

Terminating Simulations

- **Most simulations reach a steady state, but some don't**
 - Example**
 - network traffic consists of xfer of small files (1-3 packets each)
 - steady state simulations using large files give results of no interest to typical user
- **Necessary to study such systems in transient state**
- **Terminating simulations: ones that don't reach steady state**
- **Other terminating simulations**
 - one that shuts down at 10PM every day
 - systems with parameters that change over time
- **Terminating simulations don't require transient removal**
- **Final conditions**
 - may not be typical. can remove like “initial conditions”

Stopping Criteria: Variance Estimation

- **Choosing proper simulation length is important**
 - too short: results highly variable
 - too long: wastes time and resources
- **Simulation should be run until confidence interval for mean response narrows to desired width**

$$\bar{x} \pm z_{1-\alpha/2} \sqrt{\text{Var}(\bar{x})}$$

- **Problem: how to estimate the variance**
 - observations in simulation are not independent
 - e.g. waiting time for job $l+1$ depends on time for job l

Variance Estimation: Independent Replications

- Replications obtained by repeating simulation with different seed
- Method assumption: means of independent replications are independent even though observations within a replication are correlated
- Input: m replications of size $n + n_0$ (n_0 is size transient phase)
- Algorithm
 - compute mean for each replication, excluding transient phase
 - compute overall mean for all replications $\bar{\bar{x}}$
 - calculate variance of replicate means

$$\text{Var}(\bar{x}) = \frac{1}{m-1} \sum_{i=1}^m (\bar{x}_i - \bar{\bar{x}})^2$$

—confidence interval is then

$\bar{\bar{x}} \pm z_{1-\alpha/2} \sqrt{\text{Var}(\bar{x})}$ Note: conf interval inversely proportional to \sqrt{mn}

waste less by increasing n rather than m

Variance Estimation: Batch Means

- Run long simulation; remove transient & divide into batches

- **Algorithm**

- compute mean for each batch

- compute overall mean for all batches $\bar{\bar{x}}$

- calculate variance of batch means

$$\text{Var}(\bar{x}) = \frac{1}{m-1} \sum_{i=1}^m (\bar{x}_i - \bar{\bar{x}})^2$$

- confidence interval is then

$$\bar{\bar{x}} \pm z_{1-\alpha/2} \sqrt{\frac{\text{Var}(\bar{x})}{m}}$$

- **Notes**

- increase confidence by increasing # batches (m) or batch size (n)

- batch size must be large so batch means have little correlation

- finding correct n

- increase batch size until autocovariance between batch means is small w.r.t. variance

- autocovariance = $\text{Cov}(\bar{x}_i, \bar{x}_{i+1}) = \frac{1}{m-2} \sum_{i=1}^m (\bar{x}_i - \bar{\bar{x}})(\bar{x}_{i+1} - \bar{\bar{x}})$

Variance Estimation: Batch Means

- Run long simulation; remove transient & divide into batches

- **Algorithm**

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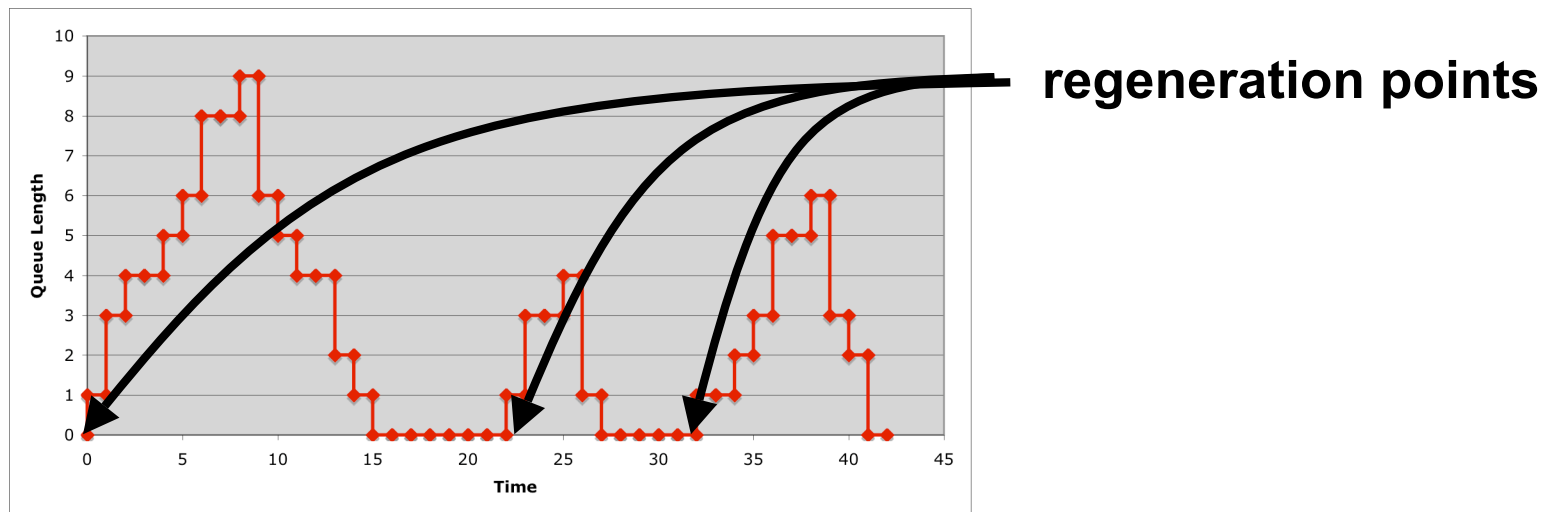
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Variance Estimation: Method of Regeneration

- Consider CPU scheduling algorithm
 - every time queue is empty, it is like a fresh start for the simulation
 - trajectory in interval after empty state does not depend on prior trajectory
 - this phenomenon called regeneration
- Regeneration point:
 - when a simulation enters an independent phase



- Regenerative period: duration between 2 regeneration points
- Not all systems are regenerative
 - system with many queues regenerates only when all are empty

Variance Estimation: Method of Regeneration

m cycles of size n_1, n_2, \dots, n_m

- **Algorithm**

—compute cycle sums $y_i = \sum_{j=1}^{n_i} x_{ij}$

—compute the overall mean $\bar{x} = \sum y_i / \sum n_i$

—calculate difference between expected and observed cycle sums

$$w_i = y_i - n_i \bar{x}, \quad i = 1, 2, \dots, m \quad (w_i \text{ IID mean } 0)$$

—calculate variance of differences $\text{Var}(w) = \frac{1}{m-1} \sum_{i=1}^m w_i^2$

—compute the mean cycle length $\bar{n} = \frac{1}{m} \sum_{i=1}^m n_i$

—confidence interval for mean response

$$\bar{x} \pm z_{1-\alpha/2} \frac{1}{\bar{n}} \sqrt{\frac{\text{Var}(w)}{m}}$$