

# ***Lecture 1 : Introduction to Modeling, Analysis, and Simulation of Computer & Communication Systems***

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# Modeling

## □ Model

- A physical, logical, or \_\_\_\_\_ representation that mimics another object under study
- Used for studying, manipulating, observing a system, and thereby \_\_\_\_\_ the behavior
- Less complex but not \_\_\_\_\_

# Modeling(cont'd)

## □ Types of models

- Aspect : scale / \_\_\_\_\_
- Levels of representation : concrete / \_\_\_\_\_
- Functional model : physical / simulation / \_\_\_\_\_

# Modeling(cont'd)

## □ Modeling procedure



i) Experiment (I/O measurement)

ii) Conjecture of a model

iii) Validation of the model

(ex)  $F = ma$

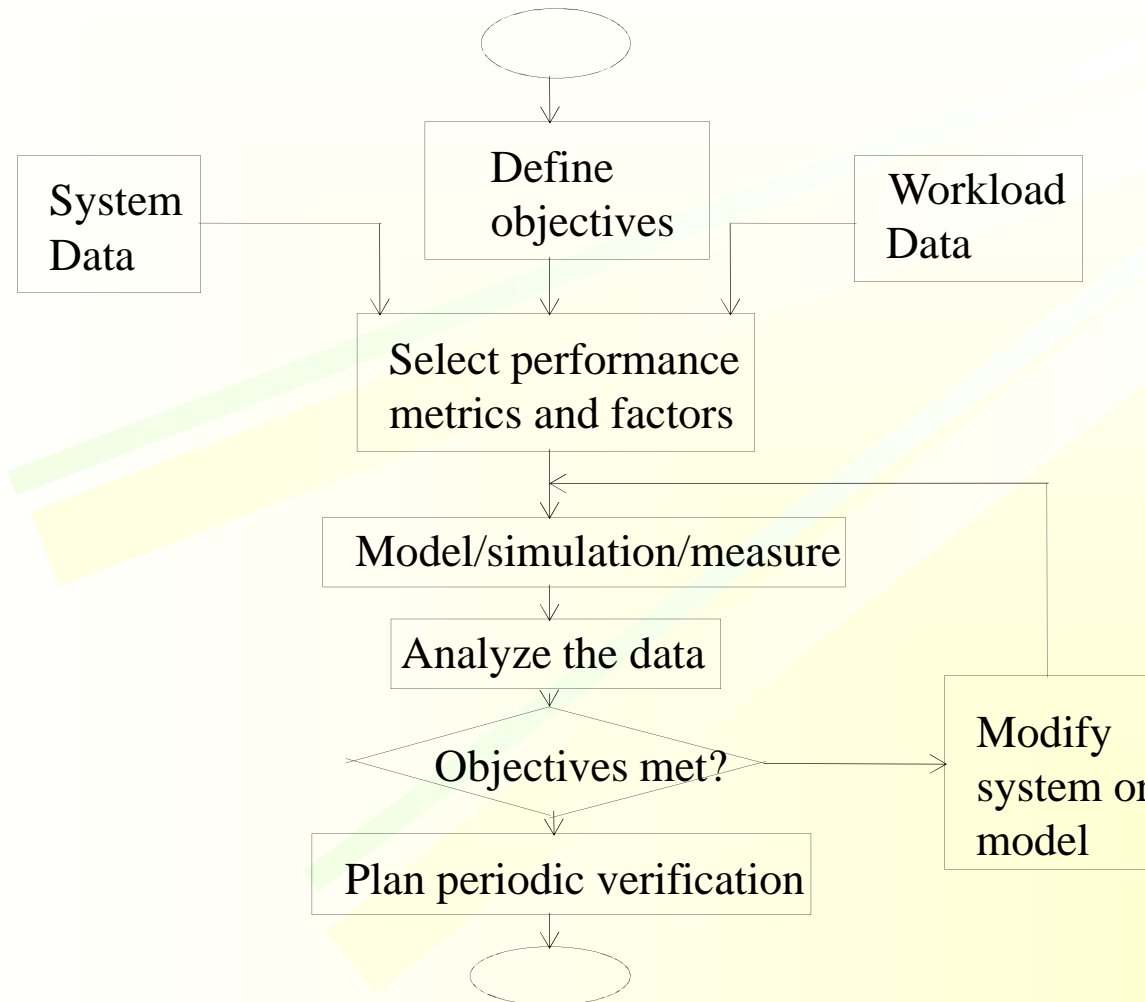
# Computer System Modeling and Evaluation

## ❑ Modeling computer system

- ❑ A complex process due to complicated structure and \_\_\_\_\_ (stochastic process)
- ❑ Evaluation is required in \_\_\_\_\_, manufacture, purchase, use, and upgrade
- ❑ Design goal : high performance and low \_\_\_\_\_

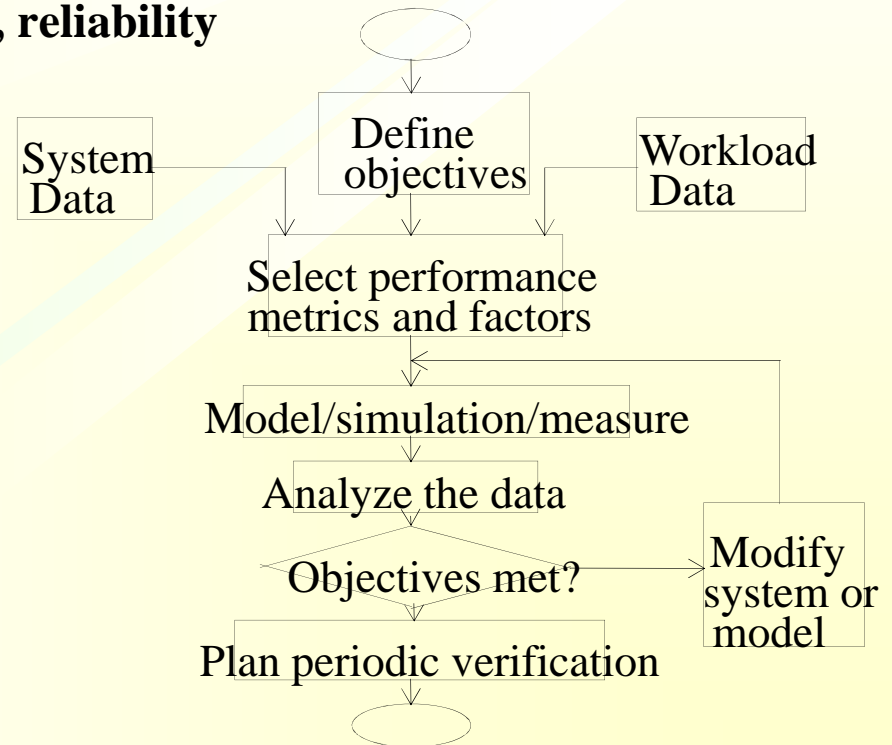
# Computer System Modeling and Evaluation(cont'd)

## □ Performance evaluation process



# Computer System Modeling and Evaluation(cont'd)

- ❑ **Workload data:** \_\_\_\_\_ from one installation to another
  - (ex) Interarrival time, task size, task mix
- ❑ **System data:** \_\_\_\_\_ from one installation to another
  - (ex) CPU type, memory size, clock speed
- ❑ **Metrics:** target performance measures
  - (ex) Throughput, response time, reliability



# Computer System Modeling and Evaluation(cont'd)

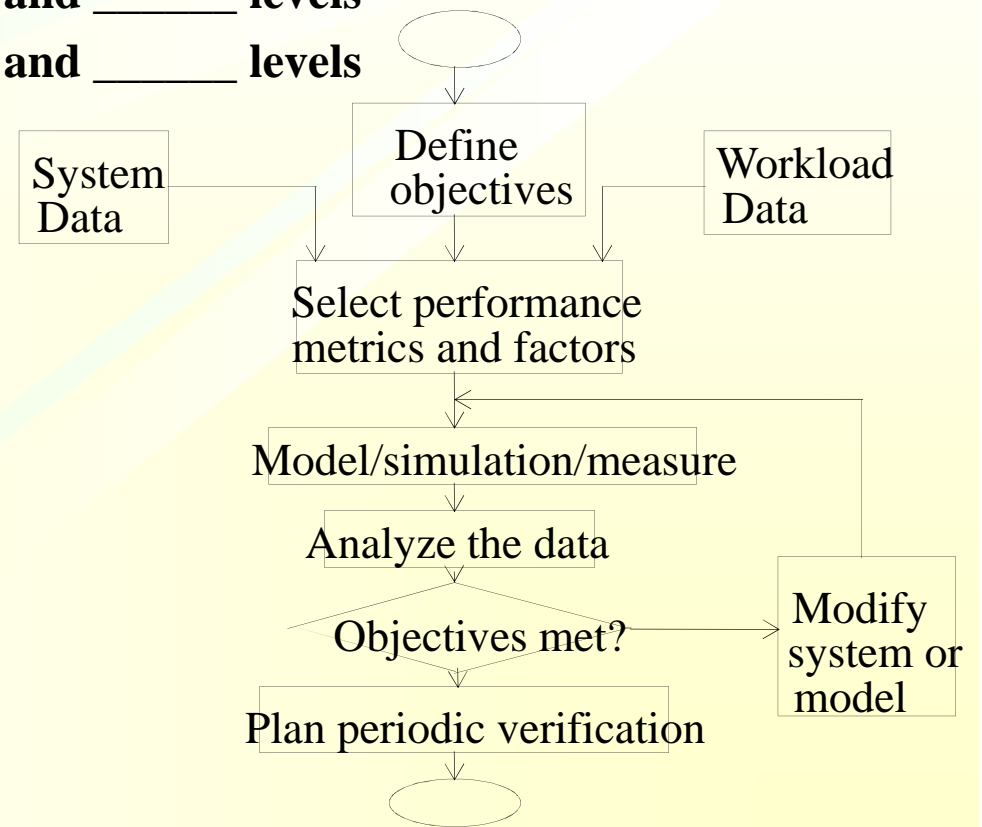
❑ **Factors:** \_\_\_\_\_ data varied in the evaluation since they are believed to mostly affect the system performance

- (ex) Number of users

❑ **2 phase measurement:**

- **Phase-1:** \_\_\_\_\_ no. of factors and \_\_\_\_\_ levels

- **Phase-2:** \_\_\_\_\_ no. of factors and \_\_\_\_\_ levels





# Computer System Modeling and Evaluation(cont'd)

## ❑ Usage of performance evaluation

- ❑ System comparison, tuning, \_\_\_\_\_ identification, workload characterization, \_\_\_\_\_ planning
- ❑ Important issues: selection of \_\_\_\_\_ technique/ metrics/workload, measures of data, interpretation of data, design of simulation and model providing the \_\_\_\_\_ info with the \_\_\_\_\_ effort

# Computer System Modeling and Evaluation(cont'd)

## ❑ (ex) Ratio game

<i>System</i>	$W_1$	$W_2$
<b>A</b>	<b>20</b>	<b>10</b>
<b>B</b>	<b>10</b>	<b>20</b>

## ❑ The performance metric is throughput in terms of TPS.

For workload-1( $W_1$ ), System-\_\_ is 2 times better than System-\_\_ .

For workload-2( $W_2$ ), System-\_\_ is 2 times better than System-\_\_ .

Which one is better?

<i>System</i>	$W_1$	$W_2$	<i>Avg</i>
<b>A</b>	<b>20</b>	<b>10</b>	<b>15</b>
<b>B</b>	<b>10</b>	<b>20</b>	<b>15</b>

<i>System</i>	$W_1$	$W_2$	<i>Avg</i>	<i>B-base</i>
<b>A</b>	<b>20</b>	<b>10</b>	<b>15</b>	<b>2 .5 1.25</b>
<b>B</b>	<b>10</b>	<b>20</b>	<b>15</b>	<b>1 1 1</b>

<i>System</i>	$W_1$	$W_2$	<i>Avg</i>	<i>A-base</i>
<b>A</b>	<b>20</b>	<b>10</b>	<b>15</b>	<b>1 1 1</b>
<b>B</b>	<b>10</b>	<b>20</b>	<b>15</b>	<b>.5 2 1.25</b>

# Computer System Modeling and Evaluation(cont'd)

## ❑ Common difficulties in performance evaluation

- ❑ No or biased goal where the goal is to show that \_\_\_\_\_ is better than THEIRS. Good attitude is like \_\_\_\_\_.
- ❑ \_\_\_\_\_ understanding of the problem causing
  - incorrect metrics, workload, factors
  - improper evaluation technique
- ❑ Inappropriate experiment, analysis of data

# Computer System Modeling and Evaluation(cont'd)

- ❑ Improper presentation
- ❑ Ignoring \_\_\_\_\_ aspects
- ❑ Too \_\_\_\_\_ analysis
- ❑ Ignoring variability (mean only is not enough but needs variance study)
- ❑ No sensitivity analysis
- ❑ Solution by \_\_\_\_\_ approach

# Performance Evaluation

## □ Evaluation techniques

<i>Criterion</i>	<i>Model</i>	<i>Simulation</i>	<i>Measurement</i>
<b>Stage</b>	<b>Any</b>	<b>Any</b>	_____
<b>Time</b>	<b>Small</b>	<b>Medium</b>	<b>Varies</b>
<b>Accuracy</b>	_____	<b>Moderate</b>	<b>Varies</b>
<b>Analysis</b>	<b>Easy</b>	<b>Moderate</b>	_____
<b>Cost</b>	<b>Small</b>	_____	<b>High</b>

### □ Employ two or more techniques for

- validating the approaches
- maximizing the efficiency (coarse/fine grain)

**Coarse:** simple \_\_\_\_\_ model for finding proper range

**Fine:** use \_\_\_\_\_ for that range

# Performance Evaluation(cont'd)

## ❑ Selection of performance metrics

- ❑ time (response)
- ❑ rate (throughput)
- ❑ resource (utilization)

Bottleneck in a system: the \_\_\_\_\_ with the highest \_\_\_\_\_

# Performance Evaluation(cont'd)

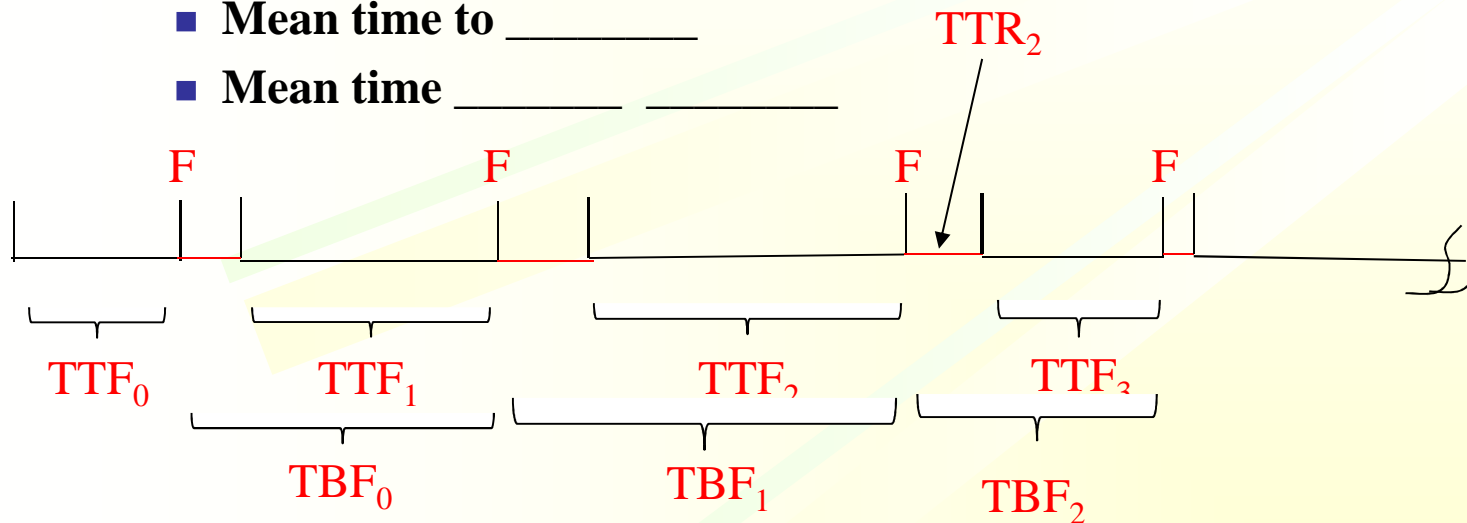
## ❑ For incorrect operation

❑ reliability: \_\_\_\_\_ that the system operates correctly in  $[t_o, t]$ , given that it was operating correctly at  $t_o$

## ❑ MTTF/MTBF

■ Mean time to \_\_\_\_\_

■ Mean time \_\_\_\_\_



$$MTTF = \frac{1}{n} \sum_{k=0}^n TTF_k \quad ; \quad MTBF = \frac{1}{n} \sum_{k=0}^n TBF_k$$

# Performance Evaluation(cont'd)

- **availability**: Prob. that the system operates correctly at  $t$

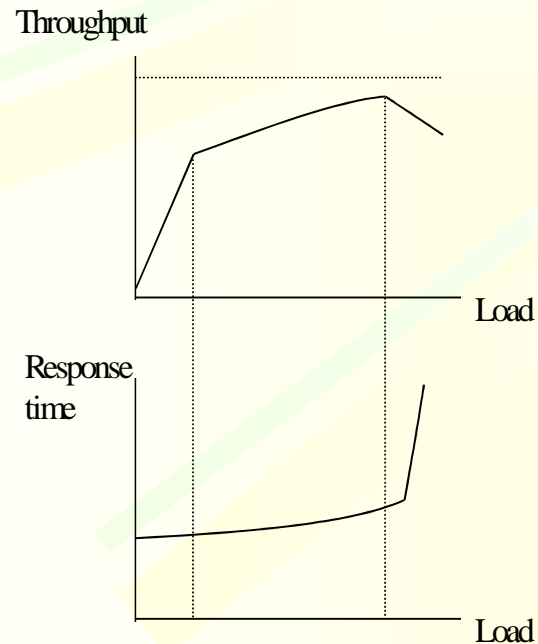
$$\frac{\text{ontime}}{\text{ontime} + \text{downtime}} = \frac{\text{MTTF}}{\text{MTTF} + \text{MTTR}}$$
$$= \frac{\text{MTBF} - \text{MTTR}}{\text{MTBF}}$$

- **Rule**: completeness (mean & \_\_\_\_\_), both individual & \_\_\_\_\_ metrics, low variability, nonredundancy



# Metrics

- ❑ Response time (turnaround time for \_\_\_\_\_ mode)
  - ❑ reaction time
  - ❑ stretch factor = (response time at a load) / (response time at the minimum load)
- ❑ Throughput



- Nominal capacity (maximum achievable \_\_\_\_\_ under ideal workload condition)

- Usable capacity (maximum achievable \_\_\_\_\_ without exceeding a prespecified response time limit)

- Knee capacity

- What is the optimal load?

## Metrics(cont'd)

- ❑ **Efficiency = usable capacity / nominal capacity**
- ❑ **Utilization = busy time / total time**
- ❑ **Reliability, Availability**
- ❑ **Cost/performance ratio**
- ❑ **Capacity**
- ❑ **Speedup**

# Workload

- ❑ Interarrival time
- ❑ Task size and mix
- ❑ I/O request and service rate
- ❑ Memory size
- ❑ Parallelism

# Object-oriented Modeling & Design

## ❑ Allows

- ❑ better understanding of requirements
- ❑ cleaner design
- ❑ more maintainable system

## ❑ Applied to entire cycle from analysis through design to

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