Overview of the AnyLogicInterface

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Hands on Model Use Ahead



Load model: TBv1.alp



The "Project View" – Hierarchically Shows the Project Components



A Critical Distinction: Design vs. Execution time

- The computational elements of Anylogic support both design & execution time presence & behaviour
 - Design time: Constructing the model, running builds
 - Execution time ("Runtime"): Simulating the model
- It is essential to be clear on what behavior & information is associated with which times
- Generally speaking, design-time elements are created to support certain runtime behaviors

The Notion of a "Build"

- A "Compiler" is a tool to convert from a program's specification (e.g. state charts, Action diagrams, etc.) to a representation that can be executed
- Normally a compiler is applied to each of several components of a program (e.g. classes)
- AnyLogic's "build" process applies a compiler to the components of the AnyLogic model

The "Problems View"



Multiple Tabs (switch among tasks)

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Console	Properties X) 4 F
General	Imports section:	i
Advanced		
Agent	Extends (single ActiveObject or Agent subclass):	
Parameters		
Description	Implements (comma-separated list of interfaces):	
	Additional class code:	
	<pre>public static final int MsgInfectiousTBContact=1; public static final int MsgEngeInitialTBInfection 2;</pre>	

Displaying the Splash Screen (to Access Samples)



Also available via Help menu

Displaying the Splash Screen (to Access Samples)



Running a Model



Experiment Set up
(Use to set speed, parameters via UI)
▶ ▶ ■ ■ • • • • • • • • • • • • • • • •
ESRD_IBMv3 Experiment setup page
Run the model and switch to Main view
Press this button to switch to the model presentation

display

Presentation of the Model Main Object in Operation



0%

Terminating Model Execution



Pausing the Model



Drill Down from the Model to Particular Agents



View of Agent State



Customizing the Model Running User Interface



Switching Back to View the Main

Object



Controlling Simulation Speed (Speeding up)



Controlling Simulation Speed (Slowing Down)



Toggling between Maximum and a Throttled Speed



Another Way to Terminate a Simulation

Use this Console "stop" button to terminate the simulation



Inspecting the Java code

- As a step towards creating an executable representation of the code, AnyLogic creates a Java representation
 - If you want to see the Java code for a model, you will need to do a "build"
- Sometimes it can be helpful to look at this Java code
 - To find errors about which AnyLogic may be complaining
 - Advanced: To see how things are being accomplished or "work"

Requesting Viewing of Java Code



AnyLogic: Above & Below the "Hood"

- One of AnyLogic's greatest strengths is the presence of diverse & powerful *declarative* mechanisms for building models
 - These let you focus on the "what" you are modeling, rather than "how" it will be implemented
 - AnyLogic will take care of figuring out the "how"
 - This is in contrast to writing code in a general purpose computer language, which requires specifying more of the *how*
- For Anylogic, declarative mechanisms include statecharts, stock & flow diagrams, "action" flow charts & process maps
- Other familiar declarative mechanisms include spreadsheet formulas &vensim stock & flow diagrams.
- For most interactions with AnyLogic, you will be able to specify your intentions using these declarative mechanisms
- On occasion, you will need to write & look at Java code

The Notion of a Code "Library"

- A "library" lets third parties (e.g. xjtek) share compiled code they have developed with others
- The classes built into our AnyLogic projects (e.g. Agent, ActiveObject, NetworkResourcePool, etc.) are contained in the library
- The available libraries that come with AnyLogic& Java have many additional components that can offer tremendous additional functionality
 - By tapping into this functionality, we can avoid having to write code ourselves
- To use a library, you need to know what is in it!

Getting to the AnyLogic Help

• Choose "Help"/"Help Contents"

Getting Information on the Anylogic (Java) Libraries

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Finding out Information Interfaces for Library Elements 1

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 DynamicEvent Engine Environment Environment.AgentCollection Event 	All Implemented Interfaces: com.xj.anylogic.engine.internal.Child, java.io.Serializable
 EventCondition EventOriginator EventRate 	public class Agent extends <u>ActiveObject</u> A subclass of ActiveObject designed to support agent based modeling in particular:
 EventTimeout Experiment ExperimentCompareRuns ExperimentOptimization 	 time (continuous or disrcete) space (continuous or disrcete) and spacial animation connections between agents, networks (e.g. social) and their visualization communication - message passing and broadcasting
ExperimentParamVariation	A user-defined agnet class should be a subclass of Agent in order to use those features. If your model is agent based, but none of the above features are required, it is recommended to use regular ActiveObject as a base class for your agents, and not this class: A gent requires 36+ bytes more memory than ActiveObject.

Finding out Information Interfaces for Library Elements 2

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EventCondition										
EventOriginator	void	<pre>connectTo(Agent a)</pre>								
EventRate		Creates a bi-directional connection between this agent and a given other agent.								
EventTimeout	void	deliver(java.lang.Object msg, Agent dest)								
Experiment	1.410	Delivers a message to a given agent immediately during this method call.								
ExperimentCompareRuns	void	deliver/java lang Object mag. int mode)								
ExperimentOptimization	34 (54, 54)	Delivers a message to an agent or a group of agents, as specified by the mode								
ExperimentParamVariation		parameter immediately during this method call.								
FxperimentSimulation	boolean	disconnectFrom(Agent a)								

Using Libraries

- There are two major libraries that can be used "automatically": Java libraries & AnyLogic libraries
- To use an object in the Java libraries, you will use an "import" statement

Using External Libraries

- There are tremendous numbers of 3rd party libraries available for Java
- The functionality associated with these libraries is incredibly diverse
- Many of these libraries are available for free; others are sold
- It is very easy to make use of the functionality of 3rd party libraries from AnyLogic
 - In order to do this, AnyLogic needs to "know about" the external library.

Adding External Libraries 1



Adding External Libraries 2

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Location	n	
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🗹 Imp	ort to model folder	
	Cancel	Finish

Recording of Results

- A frequent modeler need is to record some components of model state over time
 - State variables (e.g. stocks)
 - States of agents
 - Summaries of model state
 - We informally term this a "trajectory file"
- In contrast to Vensim (& other system dynamics packages), trajectory recording is not automatic
- AnyLogic does allow for
 - Definition of *DataSets* that record recent values of parameters
 - Statistics summarizing model state
 - Reporting on values of data sets as a graph or table

Statistics

- A population of agents can have associated statistics that calculate values
- Examples of things that can be computed with using AnyLogic's statistics
 - Count of agents in the population for which certain condition ("predicate") evaluates to true
 - Function of the values of some expression over the population
 - Maximum value
 - Minimum value
 - Average value
 - Sum (total) over population

- Statistics can be defined as properties of the population

Statistics for Embedded People

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Example Statistics

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Output: Datasets

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Datasets

- Datasets store recent values of some quantities from the model
- Datasets can be exported easily using custom code

- This can simply call the dataset's to string method

Example code

FileOutputStreamfos = new
FileOutputStream(strOutputFilename);
PrintStreamp = new PrintStream(fos);
p.println(datasetName.toString()); // outputs
comma delimited values

Dataset Properties



Chart Use of Datasets

