Building Up a Simple Agent-Based Model via the AnyLogic Wizard

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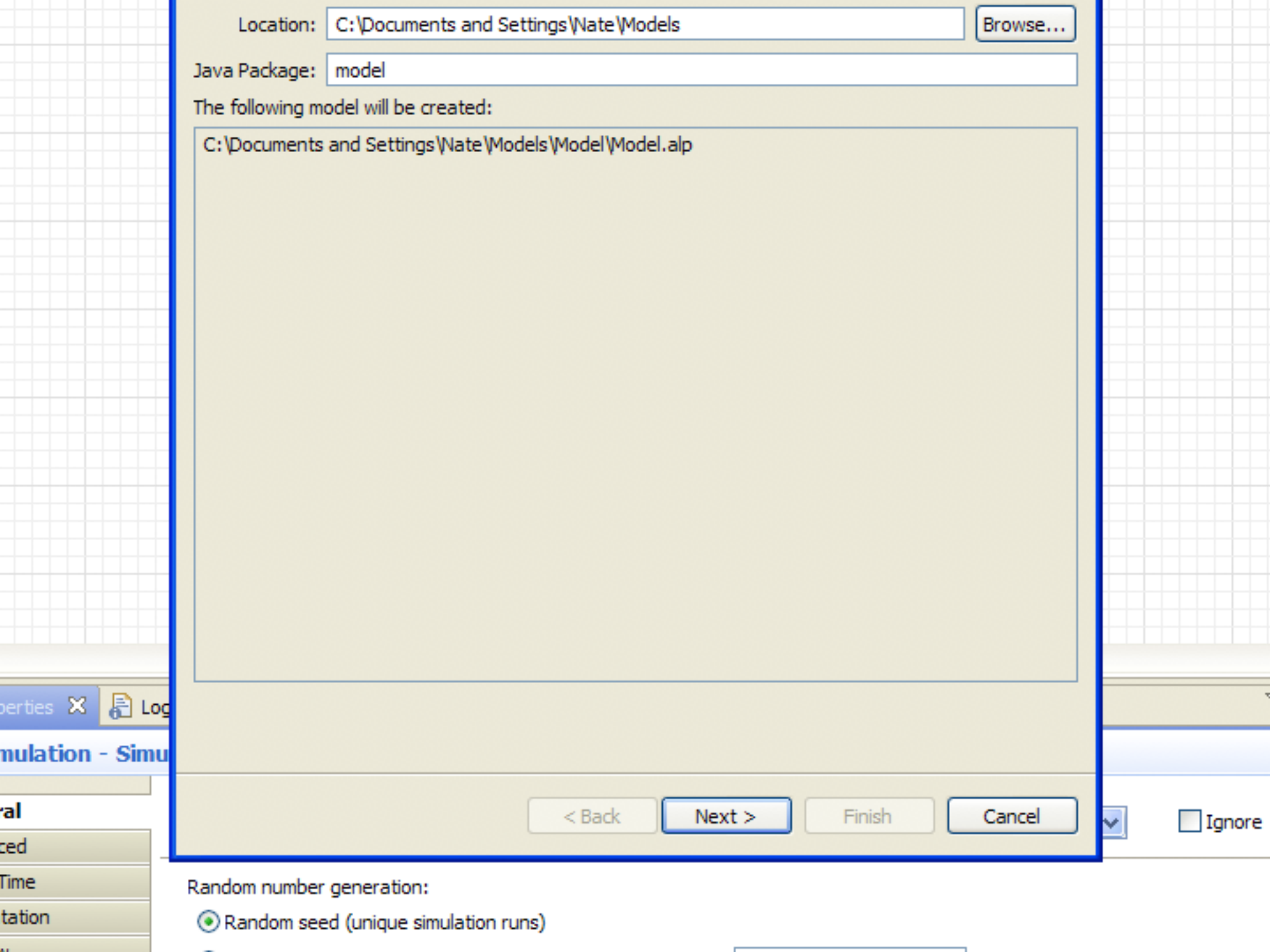
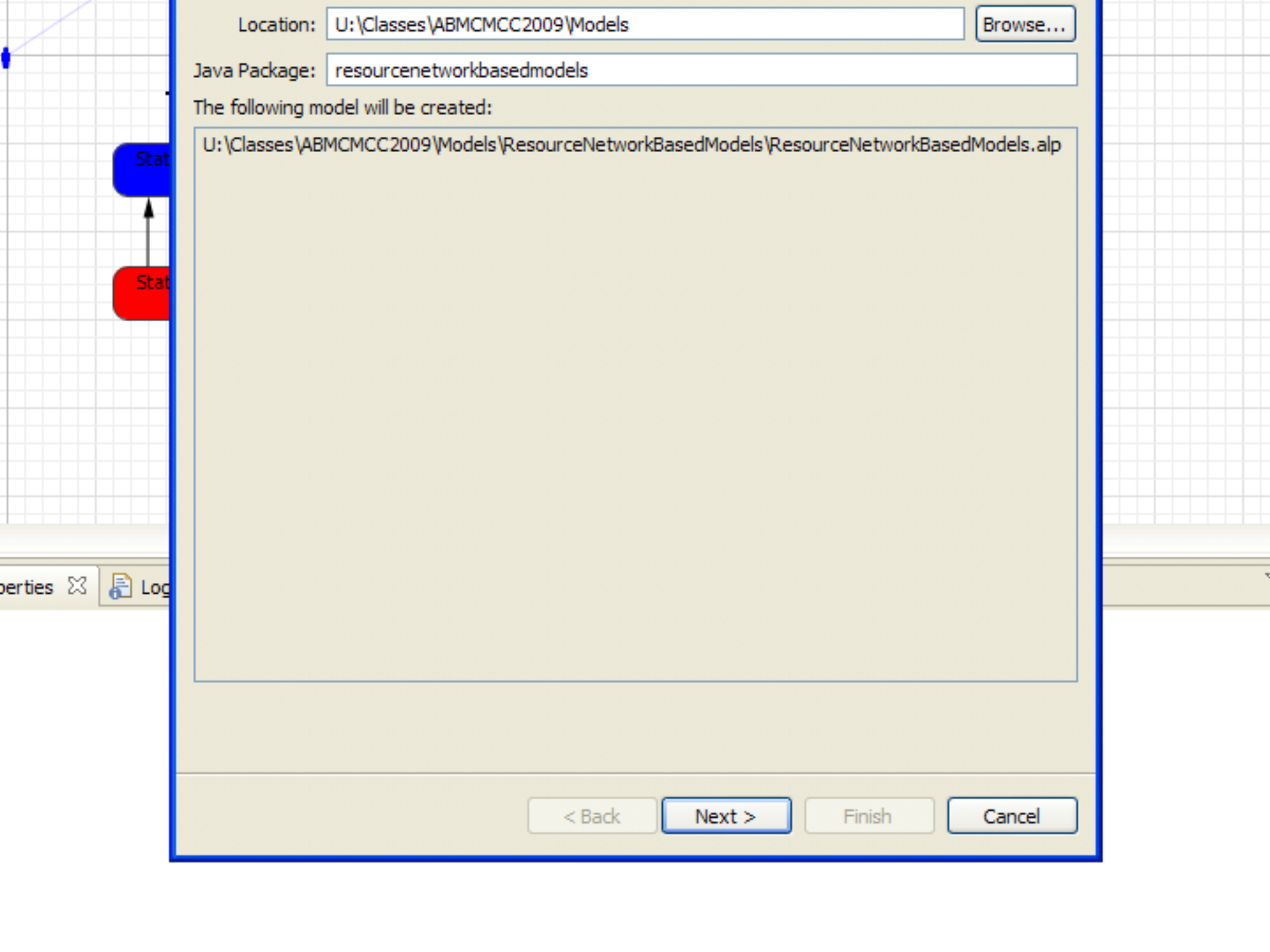

Location:
C:\Documents and Settings\Nate\Models
Browse...
Java Package:
model
The following model will be created:
C:\Documents and Settings\Nate\Models\Model\Model.alp
< Back
Next >
Finish
Cancel
Ignore
Random number generation:
Random seed (unique simulation runs)


Location:
U:\Classes\ABMCMCC2009\Models
Browse...
Java Package:
resourcenetworkbasedmodels
The following model will be created:
U:\Classes\ABMCMCC2009\Models\ResourceNetworkBasedModels\ResourceNetworkBasedModels.alp
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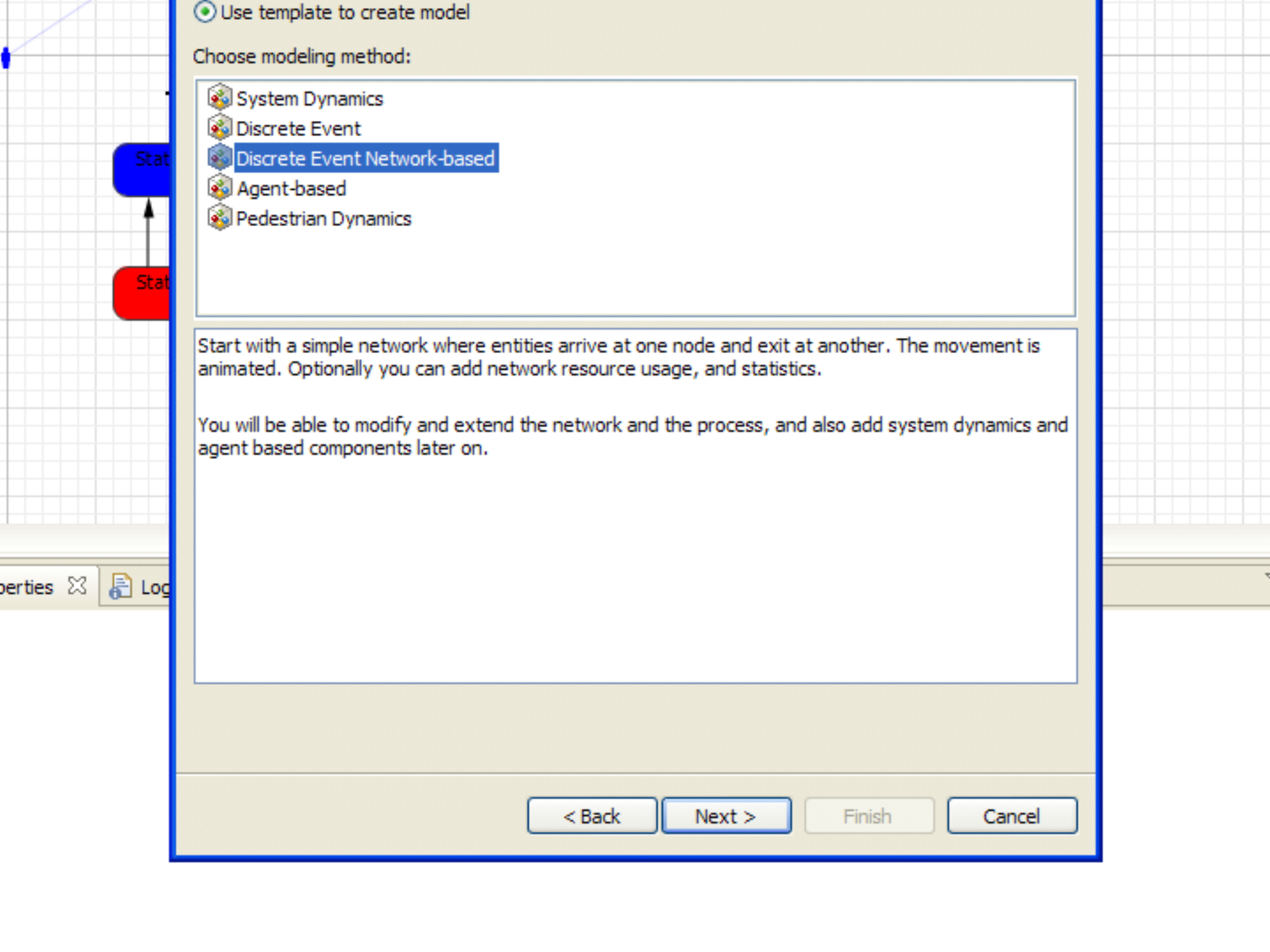
Next >
Finish
Cancel


Use template to create model
Choose modeling method:
System Dynamics
Discrete Event
Discrete Event Network-based
Agent-based
Pedestrian Dynamics
Start with a simple network where entities arrive at one node and exit at another. The movement is animated. Optionally you can add network resource usage, and statistics.
You will be able to modify and extend the network and the process, and also add system dynamics and agent based components later on.
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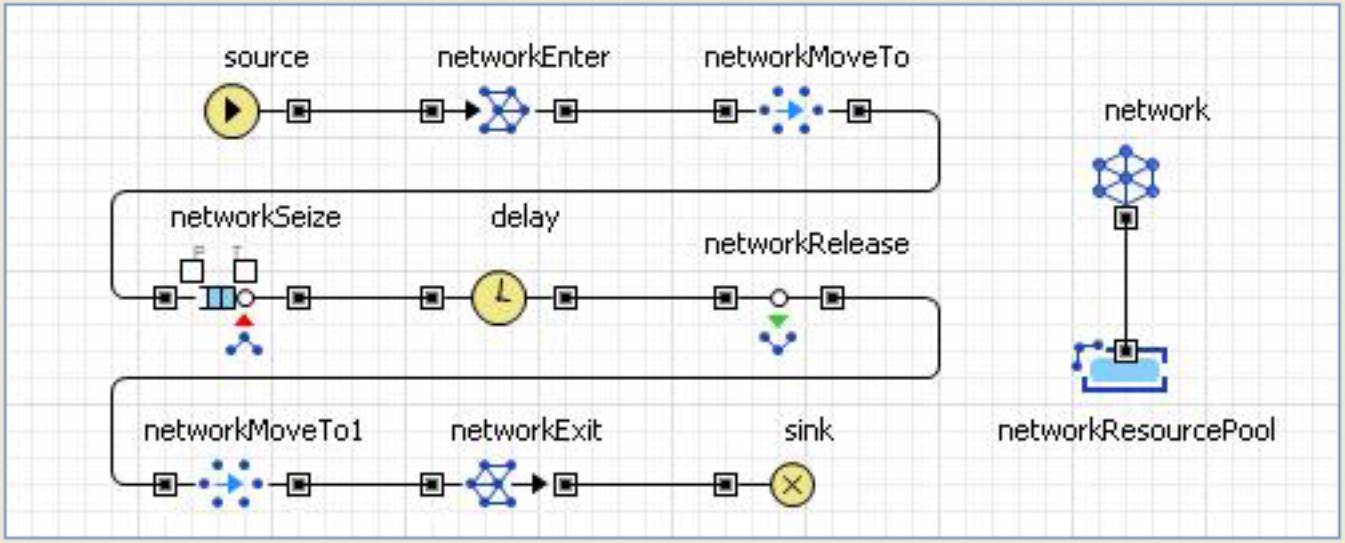
Add time in system histogram



Entities arrive at an entry node, move to another node, request a resource unit, wait until it arrives, use resource for a while, release it, and proceed to the exit node.

- A bar chart displaying the resource utilization is included.
- Statistics on the time spent in system by each entity is collected and displayed in the form of a histogram.

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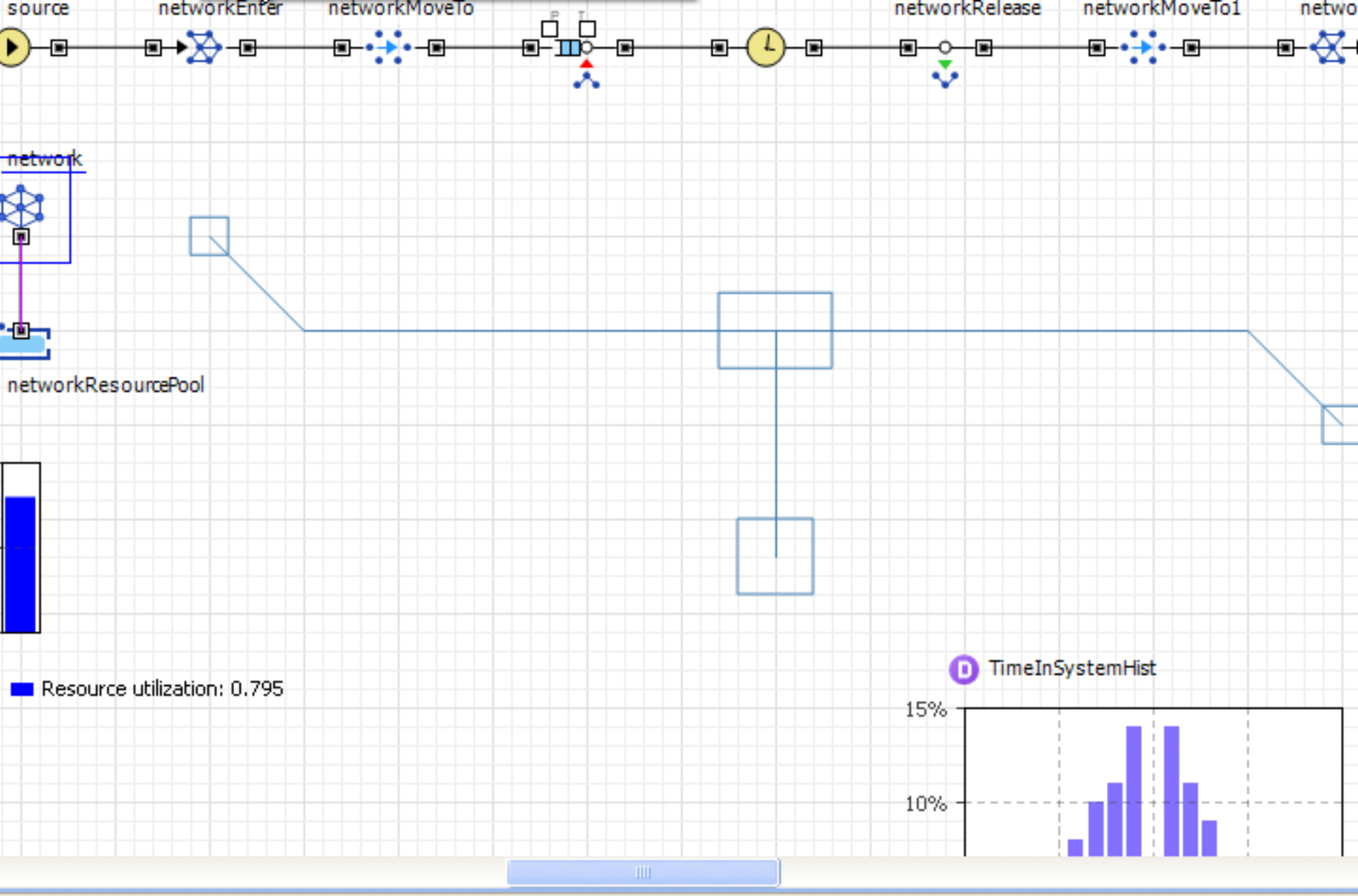

perties | Log | Console

twork - Network