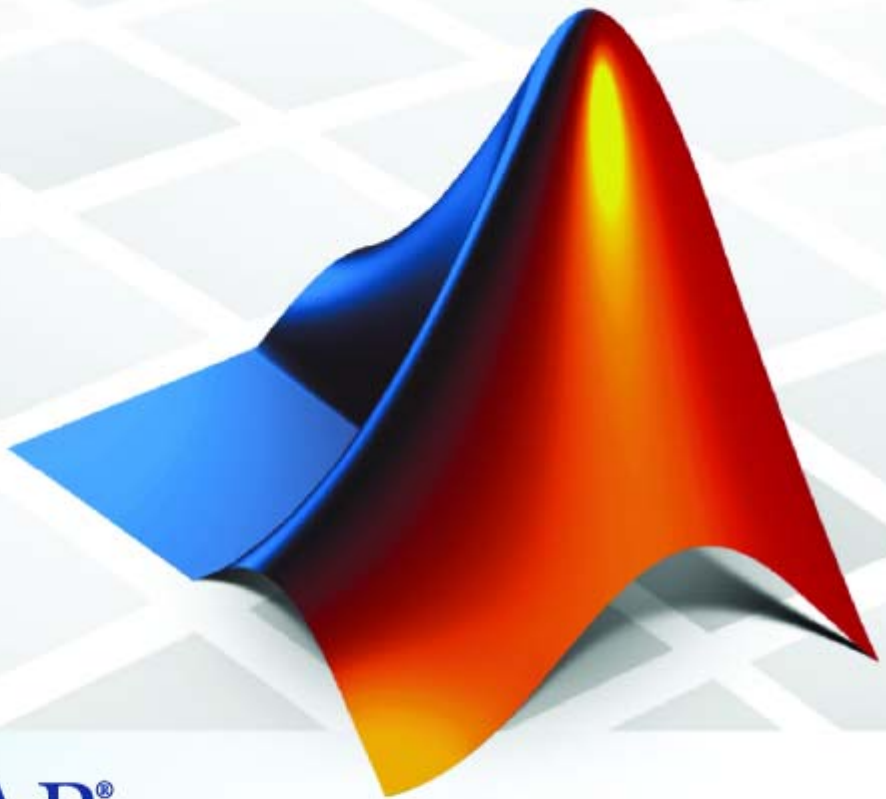


SimEvents™ 2

Reference



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SimEvents Reference

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Revision History

March 2007 Online only

Revised for Version 2.0 (Release 2007a). Previously part of *SimEvents User's Guide*.

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Blocks — Alphabetical List

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Glossary

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Functions — Alphabetical List

simeventsconfig

Purpose Change settings of Simulink® model

Syntax
`simeventsconfig`
`simeventsconfig(sys, 'des')`
`simeventsconfig(sys, 'hybrid')`

Description `simeventsconfig` changes settings of the current system to values appropriate for discrete-event simulation (DES) modeling.

`simeventsconfig(sys, 'des')` changes settings of the specified system to values appropriate for discrete-event simulation modeling. In particular, this syntax changes the solver to a variable-step discrete solver.

`simeventsconfig(sys, 'hybrid')` changes settings of the specified system to values appropriate for modeling systems that combine time-driven and discrete-event-driven behavior. In particular, this syntax changes the solver to a continuous solver, `ode45`.

This function assigns the following Simulink settings.

Parameter	Setting for DES Systems	Setting for Hybrid Systems
<code>SolverName</code>	<code>VariableStepDiscrete</code>	<code>ode45</code>
<code>SolverType</code>	<code>Variable-step</code>	<code>Variable-step</code>
<code>MaxStep</code>	<code>inf</code>	<code>inf</code>
<code>SaveTime</code>	<code>off</code>	<code>off</code>
<code>SaveOutput</code>	<code>off</code>	<code>off</code>
<code>AlgebraicLoopMsg</code>	<code>error</code>	<code>error</code>
<code>SolverPrmCheckMsg</code>	<code>none</code>	<code>none</code>

For information about the settings in the table, see “Model Parameters” in the Simulink documentation. For information about discrete and continuous solvers, see “Solvers”.

See Also `simeventsstartup`

Purpose	Open SimEvents™ documentation example model
Syntax	<code>simeventsdocex(mname)</code>
Description	<code>simeventsdocex(mname)</code> opens the SimEvents documentation example model <code>mname</code> , modifying the MATLAB® path if necessary.

simeventslib

Purpose	Open SimEvents library
Syntax	<code>simeventslib</code>
Description	<code>simeventslib</code> opens the main SimEvents library.

Purpose Default Simulink model settings for SimEvents

Syntax `simeventsstartup('des')`
`simeventsstartup('hybrid')`

Description `simeventsstartup('des')` changes the default Simulink model settings to values appropriate for discrete-event simulation (DES) modeling.

`simeventsstartup('hybrid')` changes the default Simulink model settings to values appropriate for modeling systems that combine time-driven and discrete-event-driven behavior.

This function assigns the following Simulink settings.

Parameter	Setting for DES Systems	Setting for Hybrid Systems
SolverName	VariableStepDiscrete	ode45
SolverType	Variable-step	Variable-step
MaxStep	inf	inf
SaveTime	off	off
SaveOutput	off	off
AlgebraicLoopMsg	error	error
SolverPrmCheckMsg	none	none

For information about the settings in the table, see “Model Parameters” in the Simulink documentation. For information about discrete and continuous solvers, see “Solvers”.

Changes in default Simulink model settings apply to new models that you create later in the MATLAB session, but not to previously created models. To change the model settings of a previously created model, use `simeventsconfig`.

simeventsstartup

Tip To install these model settings each time you start MATLAB, invoke `simeventsstartup` from your `startup.m` file.

See Also

`simeventsconfig`, `startup`

Blocks — By Category

Generators (p. 2-3)	Generate entities, events, and signals
SimEvents Sinks (p. 2-4)	View and export data
Attributes (p. 2-5)	Manage data attached to entities
Queues (p. 2-6)	Store entities in queue
Servers (p. 2-7)	Delay entities by service time
Routing (p. 2-8)	Design entity paths
Gates (p. 2-9)	Regulate entity admission
Entity Management (p. 2-10)	Combine and split entities
SimEvents Ports and Subsystems (p. 2-11)	Control timing using discrete event subsystems
Timing (p. 2-12)	Compute and limit time that entities spend in region
Probes (p. 2-13)	Report information about the simulation
Event Translation (p. 2-14)	Convert event types

Generators

Entity Generators (p. 2-3)	Create entities
Event Generators (p. 2-3)	Create function-call events
Signal Generators (p. 2-3)	Create numerical signals

Entity Generators

Event-Based Entity Generator	Generate entity upon signal-based event or function call
Time-Based Entity Generator	Generate entities using intergeneration times from signal or statistical distribution

Event Generators

Entity-Based Function-Call Event Generator	Generate function call events corresponding to entities
Signal-Based Function-Call Event Generator	Generate function-call events in response to signal-based events

Signal Generators

Event-Based Random Number	Generate random numbers from specified distribution, parameters, and initial seed
Event-Based Sequence	Generate sequence of numbers from specified column vector

SimEvents Sinks

Attribute Scope	Plot data from attribute of arriving entities
Discrete Event Signal to Workspace	Write event-based signal to workspace
Entity Sink	Accept or block entities
Instantaneous Entity Counting Scope	Plot entity count versus time
Instantaneous Event Counting Scope	Plot event count versus time
Signal Scope	Plot data from signal
X-Y Attribute Scope	Plot data from two attributes of arriving entities
X-Y Signal Scope	Plot data from two signals

Attributes

Get Attribute

Output value of entity's attribute

Set Attribute

Assign data to entity

Queues

FIFO Queue

Store entities in sequence for undetermined length of time

LIFO Queue

Store entities in stack for undetermined length of time

Priority Queue

Store entities in sorted sequence for undetermined length of time

Servers

Infinite Server	Delay any number of entities for period of time
N-Server	Serve up to N entities for period of time
Single Server	Serve one entity for period of time

Routing

Input Switch	Accept entities from selected entity input port
Output Switch	Select entity output port for departure
Path Combiner	Merge entity paths
Replicate	Output copies of entity

Gates

Enabled Gate	Permit entity arrivals only when control signal is positive
Release Gate	Permit one pending entity to arrive when event occurs
Signal Latch	Write input signal value to memory and read memory to output signal upon events

Entity Management

Entity Combiner

Generate one entity per set of entities arriving simultaneously

Entity Splitter

Divide composite entity into component entities

SimEvents Ports and Subsystems

Discrete Event Inport	Input port for Discrete Event Subsystem block
Discrete Event Outport	Provide output port for Discrete Event Subsystem block
Discrete Event Subsystem	Subsystem to be executed upon signal-based events
Subsystem Configuration	Configuration for Discrete Event Subsystem block

Timing

Cancel Timeout	Cancel timeout event for each entity
Read Timer	Report statistical data about named timer associated with arriving entities
Schedule Timeout	Schedule timeout event for each entity
Start Timer	Associate named timer to each arriving entity independently and start timing

Probes

Entity Departure Counter

Count departures and write result to
signal port and/or attribute

Event Translation

Entity Departure Event to
Function-Call Event

Convert entity departure event into
one or two function calls

Signal-Based Event to Function-Call
Event

Convert signal-based events into
function calls

Blocks — Alphabetical List

Attribute Scope

Purpose Plot data from attribute of arriving entities

Library SimEvents Sinks

Description



This block creates a plot using data from a scalar-valued attribute of arriving entities. Use the **Y attribute name** parameter to specify which attribute to plot along the vertical axis.

Use the **Enable entity OUT port** option to choose whether the entity advances to a subsequent block or whether the block absorbs the arriving entity.

The **Plot type** parameter on the **Plotting** tab determines whether and how the block connects the points that it plots. For details, see “Connections Among Points in Plots” in the user guide documentation.

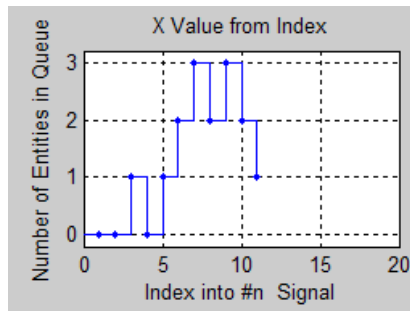
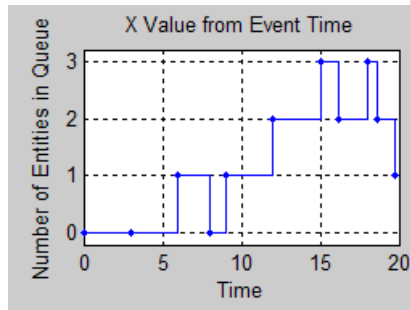
Selecting Data for the Horizontal Axis

Use the **X value from** parameter to select the type of data for the horizontal axis. The table below describes the choices.

Source of X Data	Description of Plot
Event time	Plot of the specified attribute versus simulation time.
Index	Plot of the successive values of the specified attribute against a horizontal axis that represents the index of the values. The first entity's attribute value has an index of 1, the second entity's attribute value has an index of 2, and so on. For example, you might use this option when multiple entities might arrive simultaneously, to help determine the exact sequence among the simultaneous attribute values.

The figures below illustrate the different sources of data for the horizontal axis. The plots look similar, except that the second plot has

uniform horizontal spacing rather than time-based spacing between successive points.



Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities, whose attributes contain the data to plot.

Attribute Scope

Entity Output Ports

Label	Description
OUT	Port for departing entities. This port appears only if you select Enable entity OUT port .

Signal Output Ports

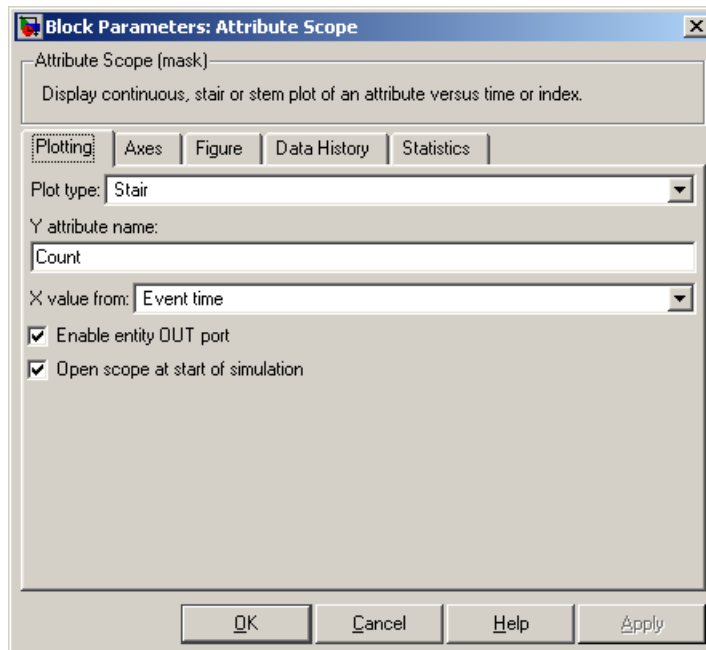
Label	Description
#a	Number of entities that have arrived at the block since the start of the simulation.

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0.

Dialog Box

To open the block dialog box, click the Parameters toolbar button in the plot window.

Plotting Tab



Plot type

The presentation format for the data. See “Connections Among Points in Plots” in the user guide documentation for details.

Y attribute name

Name of the attribute to plot along the vertical axis.

X value from

Source of data for the plot’s horizontal axis. See “Selecting Data for the Horizontal Axis” on page 3-2 for details.

Attribute Scope

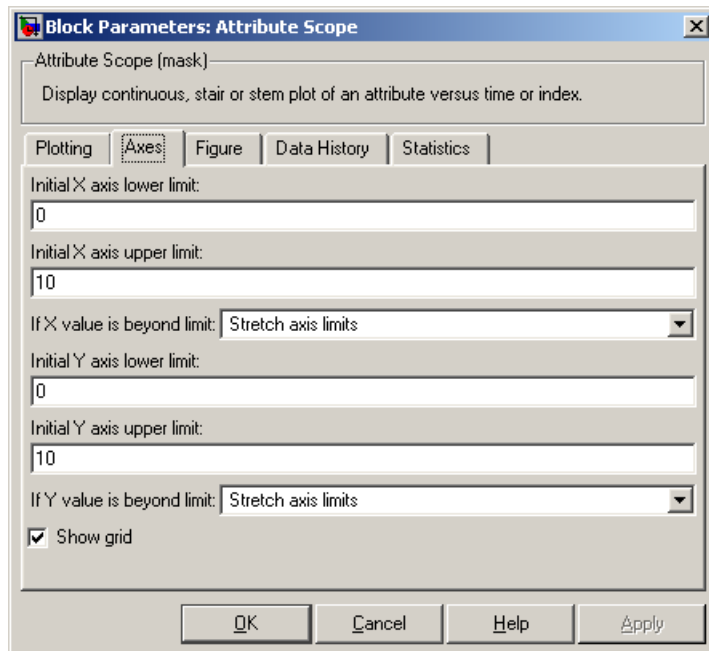
Enable entity OUT port

Causes the block to have an entity output port labeled **OUT**, through which the arriving entity departs. If you clear this box, the block absorbs arriving entities.

Open scope at start of simulation

Selecting this option causes the plot window to open when you start the simulation. If you clear this box, you can open the plot window by double-clicking the block icon.

Axes Tab



Initial X axis lower limit, Initial X axis upper limit

The interval shown on the X axis at the beginning of the simulation. The interval might change from this initial setting

due to zooming, autoscaling, or the **If X value is beyond limit** setting.

If X value is beyond limit

Determines how the plot changes if one or more X values are not within the limits shown on the X axis. For details, see “Varying Axis Limits Automatically” in the user guide documentation.

Initial Y axis lower limit, Initial Y axis upper limit

The interval shown on the Y axis at the beginning of the simulation. The interval might change from this initial setting due to zooming, autoscaling, or the **If Y value is beyond limit** setting.

If Y value is beyond limit

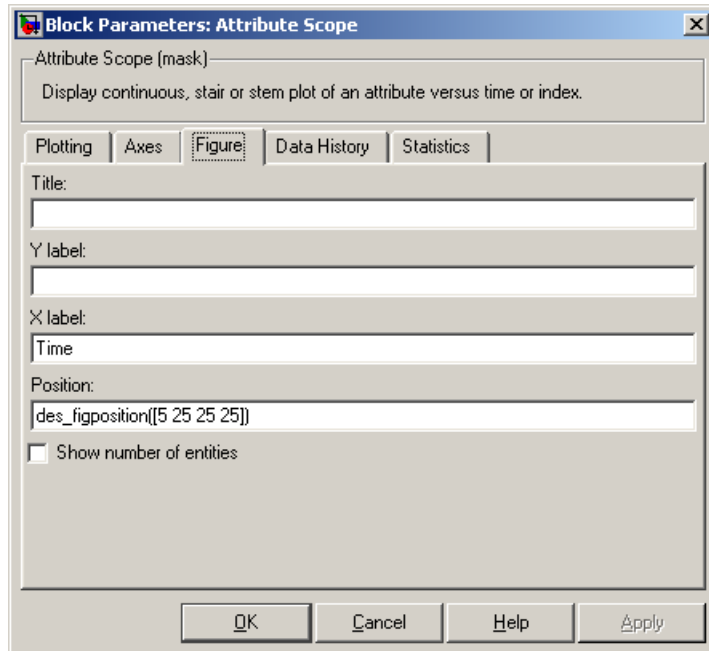
Determines how the plot changes if one or more attribute values are not within the limits shown on the Y axis. For details, see “Varying Axis Limits Automatically” in the user guide documentation.

Show grid

Toggles the grid on and off.

Attribute Scope

Figure Tab



Title

Text that appears as the title of the plot, above the axes.

Y label

Text that appears to the left of the vertical axis.

X label

Text that appears below the horizontal axis.

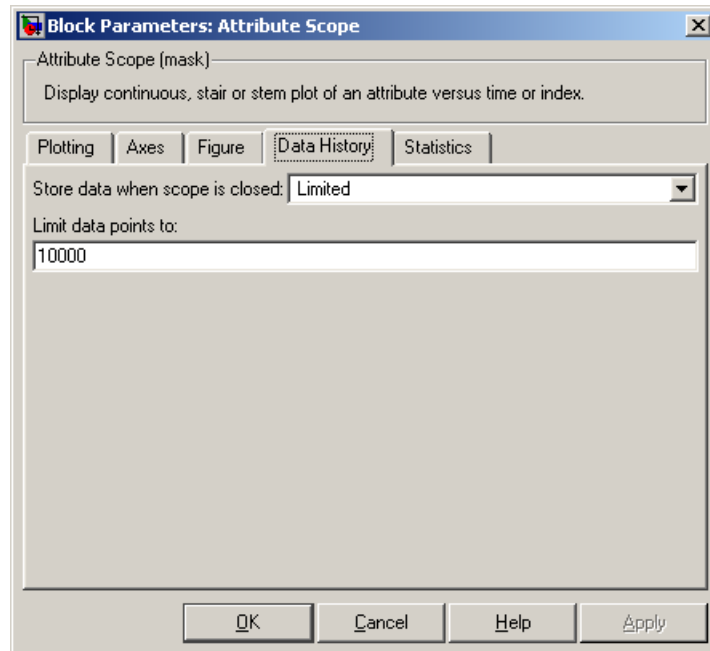
Position

A four-element vector of the form [left bottom width height] specifying the position of the scope window. (0,0) is the lower left corner of the display.

Show number of entities

Displays the number of plotted points using an annotation in the plot window.

Data History Tab



Store data when scope is closed

Select Unlimited to have the block cache all data for future viewing, Limited to cache a portion of the most recent data, and Disabled to avoid caching undisplayed data.

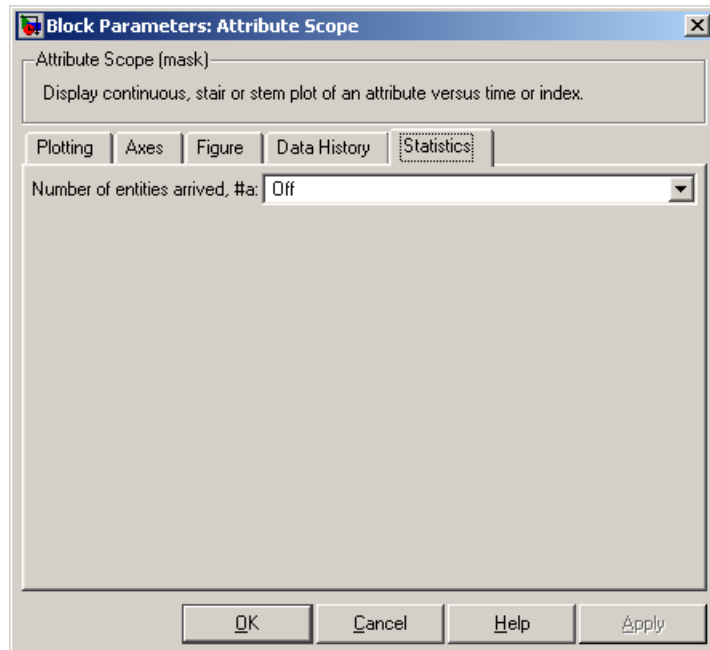
Limit data points to

The number of data points the block caches, using the most recent data. This field appears only if you set **Store data when scope is closed** to Limited.

Attribute Scope

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



Number of entities arrived

Controls the presence and behavior of the signal output port labeled #a.

Examples

- “Example: Round-Robin Approach to Choosing Inputs” in the getting started documentation
- “Example: Setting Attributes” in the user guide documentation

See Also

X-Y Attribute Scope, Signal Scope, “Plotting Data” in the user guide documentation, “Accessing Attributes of Entities” in the user guide documentation

Cancel Timeout

Purpose Cancel timeout event for each entity

Library Timing

Description



This block cancels a named timeout event that the Schedule Timeout block previously scheduled for the arriving entity. Timeout events enable you to limit the time that an entity spends on designated entity paths during the simulation. Topologically, this block designates an end of an entity path that is relevant to the time limit. The ability to cancel timeout events before they occur lets you apply the time limit to an entity path that does not end with a sink block.

The **Timeout tag** parameter of this block is the name of the timeout event and corresponds to the **Timeout tag** parameter of a Schedule Timeout block in the model. If the arriving entity is not associated with a timeout event of that name, then you can configure the block to produce an error or warning, or to ignore the absence of the timeout event.

Using the **Residual time** and **Average residual time** parameters, you can configure the block to report the following statistics via the **rt** and **w** signal output ports, respectively:

- The residual time for the named timeout event associated with the arriving entity, which is the amount of time between the entity's arrival time at this block and the scheduled time of the named timeout event
- The average among the **rt** values among all entities that have arrived at this block during the simulation and been associated with timeouts of the specified name

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities.

Entity Output Ports

Label	Description
OUT	Port for entities whose timeout event the block has just canceled.

Signal Output Ports

Label	Description	Time of Update When Statistic is On	Order of Update
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure	3
#t	Number of entities that have departed from this block and been associated with a timeout of the specified name.	After entity departure	2
rt	Amount of time between arrival time at this block and the scheduled time of the named timeout event.	After entity departure	2
w	Average among the rt values among all entities that have arrived at this block and been associated with timeouts of the specified name.	After entity departure	1

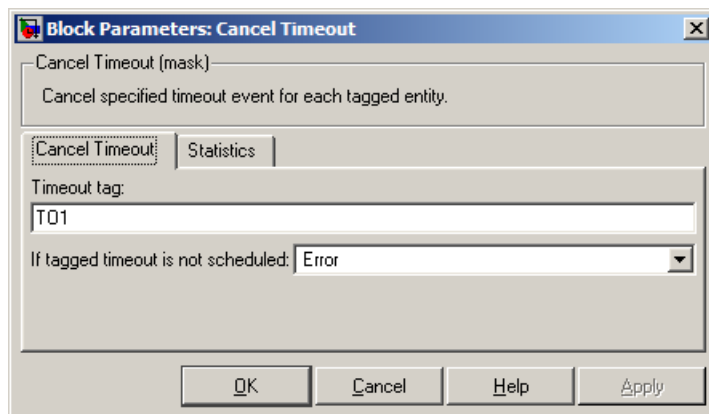
Cancel Timeout

Output signals having the same number in the Order of Update column in the table above are updated in an arbitrary sequence relative to each other; you should not rely on a specific sequence for your simulation results.

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0 for all signals.

Dialog Box

Cancel Timeout Tab



Timeout tag

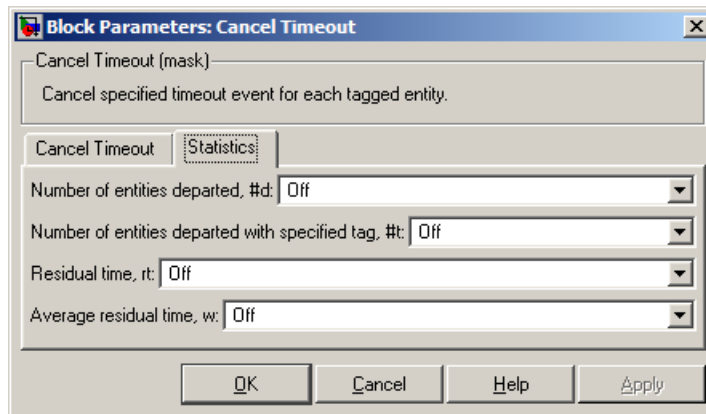
Name of the timeout event to cancel, corresponding to the **Timeout tag** parameter of a Schedule Timeout block in the model.

If tagged timeout is not scheduled

Behavior of the block if an arriving entity is not associated with a timeout event with the specified timeout tag.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



Number of entities departed

Controls the presence and behavior of the signal output port labeled **#d**.

Number of entities departed with specified tag

Controls the presence and behavior of the signal output port labeled **#t**.

Residual time

Controls the presence of the signal output port labeled **rt**.

Average residual time

Controls the presence and behavior of the signal output port labeled **w**.

Examples

- “Basic Example Using Timeouts” in the user guide documentation
- “Defining Entity Paths on Which Timeouts Apply” in the user guide documentation
- “Example: Dropped and Timed-Out Packets” in the user guide documentation
- “Example: Rerouting Timed-Out Entities to Expedite Handling” in the user guide documentation

Cancel Timeout

- “Example: Limiting the Time Until Service Completion” in the user guide documentation

See Also

Schedule Timeout, “Forcing Departures Using Timeouts” in the user guide documentation

Purpose

Input port for Discrete Event Subsystem block

Library

SimEvents Ports and Subsystems

Description



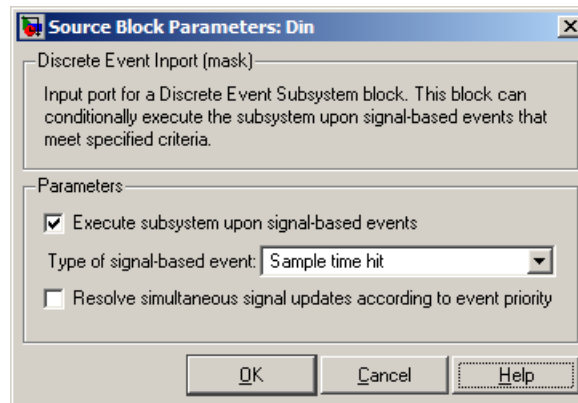
Discrete Event Inport blocks are the links from outside a discrete event subsystem into the subsystem. Simulink executes the subsystem when at least one of the Discrete Event Inport blocks within the subsystem detects a qualifying signal-based event. If N qualifying events occur at the same time (whether at the same or different Discrete Event Inport blocks), then the subsystem executes N times and updates its output signals N times.

By default, the names of Discrete Event Inport blocks appear in the subsystem window as **Din**, **Din1**, **Din2**, etc. A discrete event inport represents a real scalar signal of type double.

Copying and pasting Discrete Event Inport blocks is supported, but duplicating them is not.

To create a subsystem using the Discrete Event Subsystem block, see “Setting Up Signal-Based Discrete Event Subsystems” in the user guide documentation.

Dialog Box



Discrete Event Inport

Execute subsystem upon signal-based events

If you select this option, Simulink executes the subsystem when a qualifying signal-based event occurs in the signal corresponding to this inport block. If you clear this option, the subsystem reads the signal upon execution but does not respond to its events.

Type of signal-based event

Determines the type of event that is a qualifying event in the signal corresponding to this inport block. This field appears only if you select **Execute subsystem upon signal-based events**.

Type of change in signal value, Trigger type

The type of change in the control signal's value, or the type of trigger, that further restricts the event type specified in **Type of signal-based event**. This field appears only if you set **Type of signal-based event** to Change in signal or Trigger.

Resolve simultaneous signal updates according to event priority

Select this option to control the sequencing of the subsystem's execution event in response to updates in the signal corresponding to this inport block, relative to other simultaneous events in the simulation. For details, see "Choosing How to Resolve Simultaneous Signal Updates" and "Multiple-Input Subsystems" in the user guide documentation.

Event priority


The priority of the subsystem's execution event (in response to updates in the signal corresponding to this inport block), relative to other simultaneous events in the simulation. For details, see "Using Event Priorities to Resolve Simultaneous Signal Updates" in the user guide documentation. This field appears only if you select **Resolve simultaneous signal updates according to event priority**.

Examples

See "Examples Using Discrete Event Subsystem Blocks" in the user guide documentation.

See Also

Discrete Event Subsystem, Discrete Event Outport, "Controlling Timing with Subsystems" in the user guide documentation

Purpose	Provide output port for Discrete Event Subsystem block
Library	SimEvents Ports and Subsystems
Description 	<p>Discrete Event Outputport blocks are the links from a discrete event subsystem to a destination outside the subsystem. By default, the names of Discrete Event Outputport blocks appear in the subsystem window as Dout, Dout1, Dout2, etc.</p> <p>To create a subsystem using the Discrete Event Subsystem block, see “Setting Up Signal-Based Discrete Event Subsystems” in the user guide documentation.</p>
Examples	See “Examples Using Discrete Event Subsystem Blocks” in the user guide documentation.
See Also	Discrete Event Subsystem, Discrete Event Inport, “Controlling Timing with Subsystems” in the user guide documentation

Discrete Event Signal to Workspace

Purpose Write event-based signal to workspace

Library SimEvents Sinks

Description This block writes its input to a structure or array in the base MATLAB workspace when the simulation stops or pauses. This block is similar to the To Workspace block in the Simulink Sinks library but is tailored for use with event-based signals.

Output Format

The **Save format** parameter determines the output format. The Structure With Time output format is most appropriate for event-based signals because it indicates when the signal assumes each value. Updates of event-based signals are typically aperiodic.

For scalar signals, you can convert a structure with time into a two-column matrix containing times in the first column and signal values in the second column. To do this, use an assignment like the one below. In place of `simout`, use the name specified in this block's **Variable name** parameter.

```
times_values = [simout.time, simout.signals.values];
```

For descriptions of all output formats, see the reference page for the To Workspace block in the Simulink documentation.

Comparison with To Workspace Block

This block can detect zero-duration values of the input signal, as well as signal updates that do not necessarily correspond to time steps determined by time-based dynamics.

This block does not support data types other than `double`, and has no **Sample time** parameter because event-based signals do not have a true sample time.

The simulation times at which this block records data is typically unrelated to the variable that a model creates if you select **Time** in the **Save to workspace** section of the **Data Import/Export** tab of the

Discrete Event Signal to Workspace

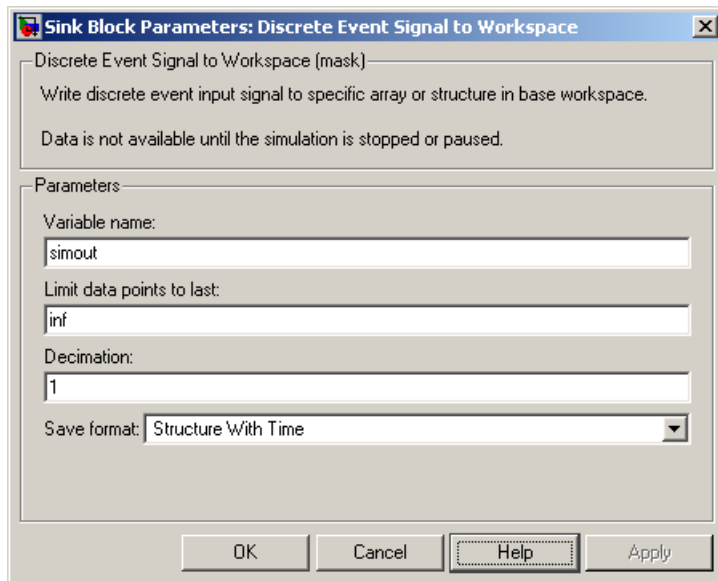
Configuration Parameters dialog box. By default, this option is selected and the variable is called tout. The `simeventsconfig` function clears the time logging option to avoid confusion between the time steps listed in `tout` and the update times of event-based signals in the simulation.

Ports

This block has one signal input port for the signal to write to the workspace.

The block has no entity ports, and no signal output port.

Dialog Box



Variable name

The name of the structure or array that holds the data.

Limit data points to last

The maximum number of input samples to be saved.

Decimation

A positive integer, n , that specifies the decimation factor. The block ignores the first $n-1$ out of every n input samples.

Discrete Event Signal to Workspace

Save format

Format in which to save simulation output to the workspace. The recommended format for event-based signals is Structure With Time.

Examples

- “Example: Sending Queue Length to the Workspace” in the user guide documentation
- “Example: Observing Service Completions” in the user guide documentation

See Also

To Workspace, “Sending Data to the MATLAB Workspace” in the user guide documentation

Purpose Subsystem to be executed upon signal-based events

Library SimEvents Ports and Subsystems

Description



This block represents a subsystem of the system that contains it. It is configured so that Simulink executes the subsystem when at least one of the Discrete Event Inport blocks within the subsystem detects a qualifying signal-based event. If N qualifying events occur at the same simulation time (whether at the same or different Discrete Event Inport blocks), then the subsystem executes N times and updates its output signals N times.

Attach inputs from the upper level to blocks inside the subsystem using the **Din**, **Din1**, **Din2**, etc., ports on the Discrete Event Subsystem block. Inputs must be real scalar signals of type `double`. Attach outputs, if necessary, from blocks inside the subsystem to the upper level using the **Dout**, **Dout1**, **Dout2**, etc., ports on the Discrete Event Subsystem block.

The number of input ports drawn on the Discrete Event Subsystem block's icon corresponds to the number of nonduplicate Discrete Event Inport blocks inside the subsystem. Similarly, the number of output ports drawn on the block corresponds to the number of Discrete Event Outport blocks inside the subsystem.

Note This block is compatible only with inports and outports from the SimEvents Ports and Subsystems library. To add inports or outports to the Discrete Event Subsystem window, either copy new ports from the SimEvents Ports and Subsystems library (not the Simulink Ports & Subsystems library), or copy and paste the ports that are in the Discrete Event Subsystem window by default.

To create a subsystem using the Discrete Event Subsystem block, see “Setting Up Signal-Based Discrete Event Subsystems” in the user guide documentation. A discussion of discrete event subsystems and examples using this block are in “Controlling Timing with Subsystems” in the user guide documentation. To view the contents of the subsystem,

Discrete Event Subsystem

double-click the Discrete Event Subsystem block; the Model Explorer tool does not show the contents.

“Block execution” in this documentation is shorthand for “block methods execution.” Methods are functions that Simulink uses to solve a model. Blocks are made up of multiple methods. For details, see “Block Methods” in the Simulink documentation.

Ports

Signal Input Ports

Label	Description
Din, Din1, Din2, etc.	Signals that serve as inputs to the blocks in the subsystem. At least one input signal must be present; others are optional. Each port appears only if the subsystem contains a Discrete Event Inport block of the same name.

Signal Output Ports

Label	Description
Dout, Dout1, Dout2, etc.	Optional signals that serve as outputs from the blocks in the subsystem. Each port appears only if the subsystem contains a Discrete Event Outport block of the same name.

The initial output value for each output signal, which is in effect from the start of the simulation until the first update by the block, is 0.

Examples

See “Examples Using Discrete Event Subsystem Blocks” in the user guide documentation.

See Also

Discrete Event Inport, Discrete Event Outport, “Controlling Timing with Subsystems” in the user guide documentation

Purpose Permit entity arrivals only when control signal is positive

Library Gates

Description This block represents a gate that is open whenever the control signal at the **en** input port is positive, and closed whenever the signal is zero or negative. By definition, an open gate permits entity arrivals as long as the entities would be able to advance immediately to the next block, while a closed gate forbids entity arrivals. The **en** signal is a numerical signal of type double. Because the signal can remain positive for a time interval of arbitrary length, an enabled gate can remain open for a time interval of arbitrary length. The length can be zero or a positive number.

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities.

Signal Input Ports

Label	Description
en	The gate is open whenever this signal is positive.

Entity Output Ports

Label	Description
OUT	Port for departing entities.

Enabled Gate

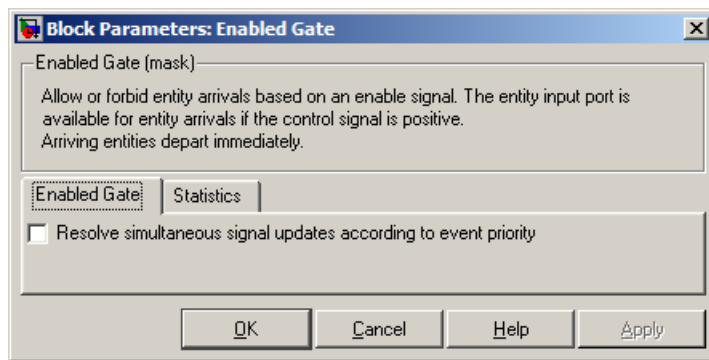
Signal Output Ports

Label	Description	Time of Update When Statistic Is On
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0.

Dialog Box

Enabled Gate Tab



Resolve simultaneous signal updates according to event priority

Select this option to control the processing sequence of the gate-opening and gate-closing events, relative to other simultaneous events in the simulation. For details, see “Choosing How to Resolve Simultaneous Signal Updates” in the user guide documentation.

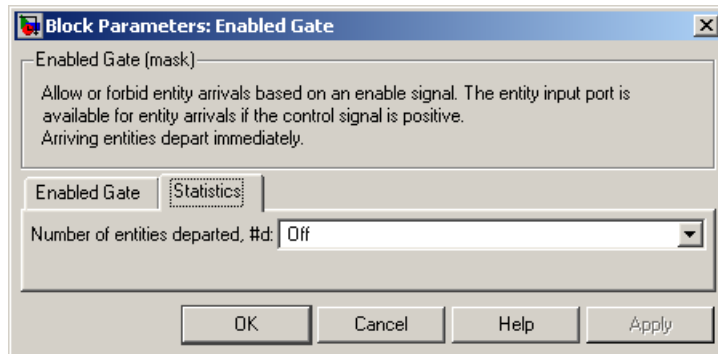
Event priority

The priority of the gate-opening and gate-closing events, relative to other simultaneous events in the simulation. Gate opening and closing are distinct events that share the same event priority. For details, see “Using Event Priorities to Resolve Simultaneous

Signal Updates” in the user guide documentation. This field appears only if you select **Resolve simultaneous signal updates according to event priority**.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



Number of entities departed

Controls the presence and behavior of the signal output port labeled #d.

Examples

- “Example: Controlling Joint Availability of Two Servers” in the user guide documentation
- “Example: First Entity as a Special Case” in the user guide documentation
- “Example: Limiting the Time Until Service Completion” in the user guide documentation

See Also

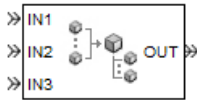
Release Gate, “Regulating Arrivals Using Gates” in the user guide documentation

Entity Combiner

Purpose Generate one entity per set of entities arriving simultaneously

Library Entity Management

Description



This block generates one new entity for each set of entities arriving simultaneously at multiple input ports. The arriving entities are called component entities. They might represent different parts within a larger item, such as a header, payload, and trailer that are parts of a packet. The Entity Combiner block and its preceding blocks automatically detect when all necessary component entities are ready for the combining operation to proceed. Your parameter choices in this block determine whether other blocks can access the attributes or timers of the component entities, and whether the combining operation is reversible. Some parameter choices require uniqueness of attribute names or timer tags in the component entities.

Timeout events, if any, corresponding to the component entities are canceled during the combining operation.

Waiting for Component Entities on Multiple Paths

The Entity Combiner block has multiple entity input ports and one entity output port. The combining operation occurs when all necessary component entities are ready and the resulting entity would be able to depart. More explicitly, when all the blocks that connect to the Entity Combiner block's entity input ports have a pending entity simultaneously and the port connecting to the Entity Combiner block's entity output port is available, the Entity Combiner block accepts one entity arrival at each input port and outputs one entity. At all other times, the Entity Combiner block's input ports are unavailable.

Tip It is typical to connect a queue or other storage block to each entity input port of the Entity Combiner block. The storage blocks provide a place for pending entities to wait for other entity paths to have pending entities. Storage blocks are especially important if multiple component entities come from a single multiple-output block, such as a Replicate or Entity Splitter block.

Managing Information When Combining Entities

The entity that departs from the Entity Combiner block can optionally carry information about the component entities that the block combines. In some applications, you might consider the information to be more important than the entities that carry it. The table below indicates how different options of the block produce different requirements and behavior regarding

- Uniqueness of attribute names among the entities at all entity input ports of the Entity Combiner block
- Uniqueness of timer tags among the entities at all entity input ports of the Entity Combiner block
- Your ability to use the departing entity to access attributes and timers from the component entities
- Your ability to split the departing entity into its components using the Entity Splitter block

Note You can manage access to the set of attributes and the set of timers independently. The table treats attributes and timers together merely for conciseness.

Entity Combiner

Options for Managing Information When Combining Entities

<input checked="" type="checkbox"/> Retain structure in departing entity <input checked="" type="checkbox"/> Make attributes accessible in departing entity <input checked="" type="checkbox"/> Make timer accessible in departing entity	<input type="checkbox"/> Retain structure in departing entity <input checked="" type="checkbox"/> Copy attributes to departing entity <input checked="" type="checkbox"/> Copy timers to departing entity
<ul style="list-style-type: none">• You can split the departing entity, which is called a composite entity.• Attribute names and timer tags must be unique.• You can access attributes and timers.	<ul style="list-style-type: none">• You cannot split the departing entity.• Attribute names and timer tags must be unique.• You can access attributes and timers.
<input checked="" type="checkbox"/> Retain structure in departing entity <input type="checkbox"/> Make attributes accessible in departing entity <input type="checkbox"/> Make timer accessible in departing entity	<input type="checkbox"/> Retain structure in departing entity <input type="checkbox"/> Copy attributes to departing entity <input type="checkbox"/> Copy timers to departing entity
<ul style="list-style-type: none">• You can split the departing entity, which is called a composite entity. When you split the composite entity, attributes and timers of components become accessible.• Uniqueness of attribute names and timer tags is optional.• You cannot access attributes and timers via the departing entity.	<ul style="list-style-type: none">• You cannot split the departing entity.• Uniqueness of attribute names and timer tags is optional.• You cannot access attributes and timers.

If you do not select **Retain structure in departing entity**, then you can think of the block as generating a new nonhierarchical entity, copying attribute or timer information to the new entity if necessary, and then discarding the component entities.

Ports

Entity Input Ports

Label	Description
IN1, IN2, IN3, etc.	Port for arriving entities. The Number of entity input ports parameter determines how many of these entity input ports the block has.

Entity Output Ports

Label	Description
OUT	Port for departing entities.

Signal Output Ports

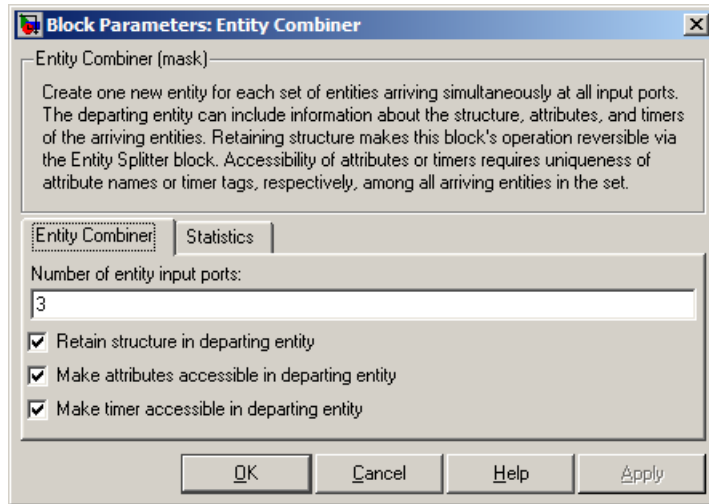
Label	Description	Time of Update When Statistic Is On
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0.

Entity Combiner

Dialog Box

Entity Combiner Tab



Number of entity input ports

Determines how many entity input ports the block has.

Retain structure in departing entity

If you select this option, the departing entity carries information about the number of component entities and which attributes and timers each component entity possesses. Such information enables you to recover the component entities using the Entity Splitter block.

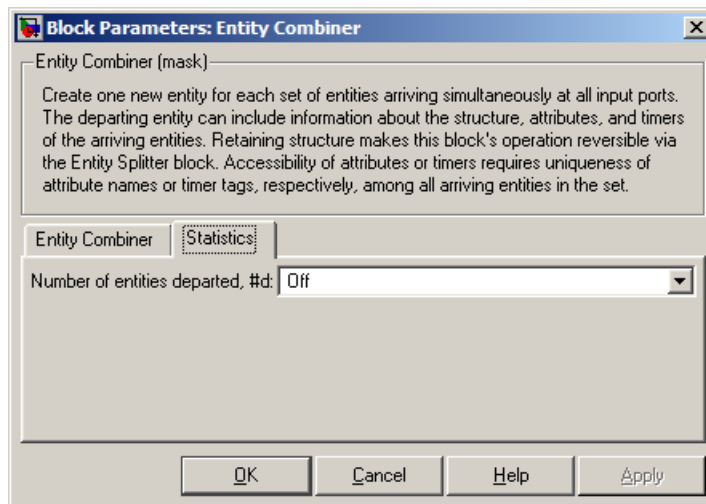
Make attributes accessible in departing entity, Copy attributes to departing entity

If you select this option, you can access attributes from the component entities via the departing entity. The name of this field depends on whether you select **Retain structure in departing entity**.

Make timers accessible in departing entity, Copy timers to departing entity

If you select this option, you can access timers from the component entities via the departing entity. The name of this field depends on whether you select **Retain structure in departing entity**.

Statistics Tab



Number of entities departed

Controls the presence and behavior of the signal output port labeled #d.

Examples

- “Example: Waiting to Combine Entities” in the user guide documentation
- “Example: Copying Timers When Combining Entities” in the user guide documentation
- “Example: Managing Data in Composite Entities” in the user guide documentation

Entity Combiner

Limitations

In general, a composite entity can arrive at this block and become a component entity within a new nested composite entity. However, if you select **Retain structure in departing entity**, then the depth of nesting is limited. This prevents the memory usage of nested composite entities from growing without bound in the case of a looped entity path.

See Also

Entity Splitter, “Combining Entities” in the user guide documentation

Purpose Count departures and write result to signal port and/or attribute

Library Probes

Description



This block computes the number of entities that have departed from this block since the start of the simulation or since the last reset, whichever occurred later. The block writes this number to a signal output port and/or an attribute of each departing entity. The departing entity is included in the count.

Resetting the Counter During the Simulation

To reset the entity count to zero based on a signal-based event, follow this procedure:

- 1 Indicate which signal-based events cause the counter to reset:
 - To reset based on a trigger edge in an input signal, set **Reset counter upon** to Trigger from port tr. Then set **Trigger type** to Rising, Falling, or Either.
 - To reset based on a change in the value of an input signal, set **Reset counter upon** to Change in signal from port vc. Then set **Type of change in signal value** to Rising, Falling, or Either.

For the difference between trigger and value-change events, see “Supported Events in SimEvents Models” in the user guide documentation.

- 2 If you want to specify an explicit priority for the reset event, then select **Resolve simultaneous signal updates according to event priority** and enter the priority using the **Event priority** parameter. Though slightly slower, this option lets you control the processing sequence of simultaneous events.

- 3 Click **OK** or **Apply**. The block now has a signal input port.

Entity Departure Counter

- 4 Connect a signal to the signal input port. During the simulation, the block resets its counter whenever the input signal satisfies your specified event criteria.

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities.

Signal Input Ports

Label	Description
tr	When the signal at this port satisfies the specified trigger criteria, the block resets its internal counter and the #d output signal to zero. This port appears only if you set Reset counter upon to Trigger from port tr.
vc	When the signal at this port satisfies the specified value-change criteria, the block resets its internal counter and the #d output signal to zero. This port appears only if you set Reset counter upon to Change in signal from port vc.

Entity Output Ports

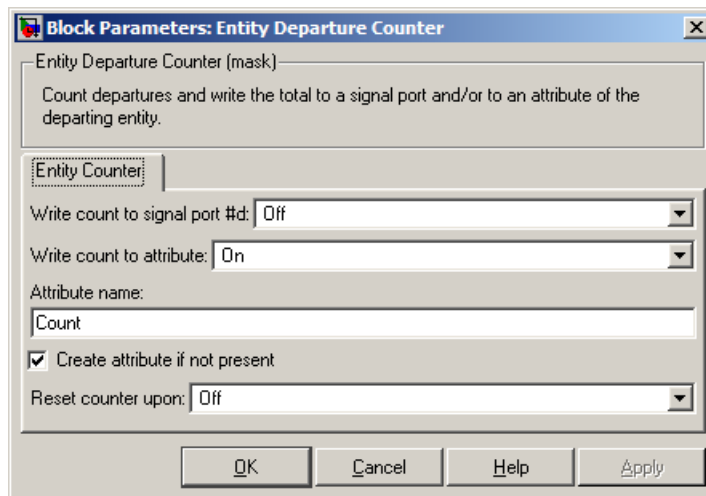
Label	Description
OUT	Port for departing entities.

Signal Output Ports

Label	Description	Time of Update When Statistic Is On
#d	Number of entities that have departed from this block since the start of the simulation or since the last reset.	After entity departure

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0.

Dialog Box



Write count to signal port #d

Controls the presence and behavior of the signal output port labeled #d. This parameter determines whether the block outputs the entity count through a signal output port throughout the simulation, only when you stop or pause the simulation, or not at all.

Entity Departure Counter

Write count to attribute

If you set this to On, the block assigns the entity count to the attribute specified in the **Attribute name** parameter.

Attribute name

The name of the attribute the block uses to record the entity count. This field appears only if you set **Write count to attribute** to On.

Create attribute if not present

Selecting this option enables the block to define a new attribute for the entity count. Otherwise, the block issues an error if the attribute named above does not already exist. This field appears only if you set **Write count to attribute** to On.

Reset counter upon

Determines whether the block resets its internal counter to zero based on trigger edges, based on changes in signal values, or not at all.

Trigger type

Determines whether rising, falling, or either type of trigger edge causes the counter to reset. This field appears only if you set **Reset counter upon** to Trigger from port tr.

Type of change in signal value

Determines whether rising, falling, or either type of value change causes the counter to reset. This field appears only if you set **Reset counter upon** to Change in signal from port vc.

Resolve simultaneous signal updates according to event priority

Select this option to control the sequencing of the counter's reset event, relative to other simultaneous events in the simulation. For details, see "Choosing How to Resolve Simultaneous Signal Updates" in the user guide documentation. This field appears only if you set **Reset counter upon** to Trigger from port tr or Change in signal from port vc.

Event priority

The priority of the counter's reset event, relative to other simultaneous events in the simulation. For details, see "Using

Event Priorities to Resolve Simultaneous Signal Updates” in the user guide documentation. This field appears only if you set **Reset counter upon** to either `Trigger from port tr` or `Change in signal from port vc`, and then select **Resolve simultaneous signal updates according to event priority**.

Examples

- “Example: Setting Attributes” in the user guide documentation
- “Example: Resetting a Counter After a Transient Period” in the user guide documentation
- “Stopping Based on Entity Count” in the user guide documentation

See Also

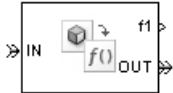
Instantaneous Entity Counting Scope, “Counting Entities” in the user guide documentation

Entity Departure Event to Function-Call Event

Purpose Convert entity departure event into one or two function calls

Library Event Translation

Description This block converts an entity departure event into one or two function calls that you can use to invoke function-call subsystems, Stateflow® blocks, or other blocks that accept function-call inputs. The block can suppress its output under certain conditions.



Criteria for Generating Function Calls

The primary criterion is the departure, or imminent departure, of an entity from the block. You can choose whether the block generates the function call before or after the departure.

To generate up to two function calls per event, select **Generate optional function call f2 after function call f1**. If you configure the block to generate the **f1** function call before the entity departure, then you can independently choose whether the block generates the **f2** function call before or after that departure.

To make the **f1** or **f2** output function call contingent upon a secondary criterion, select **Suppress function call f1 if enable signal e1 is not positive** or **Suppress function call f2 if enable signal e2 is not positive**. The block acquires an additional signal input port, labeled **e1** or **e2**, to which you connect a control signal. If the control signal is zero or negative when the block is about to generate the function call, then the block suppresses the function call. The **e1** and **e2** ports operate independently of each other as secondary criteria for their respective function-call output ports.

Entity Departure Event to Function-Call Event

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities.

Signal Input Ports

Label	Description
e1	When this signal is 0 or negative, the block does not generate a function call at the f1 output port. This input port appears only if you select Suppress function call f1 if enable signal e1 is not positive .
e2	When this signal is 0 or negative, the block does not generate a function call at the f2 output port. This input port appears only if you select Suppress function call f2 if enable signal e2 is not positive .

Entity Output Ports

Label	Description
OUT	Port for departing entities.

Entity Departure Event to Function-Call Event

Signal Output Ports

Label	Description	Time of Update When Port Is Present	Order of Update
f1	Function-call signal, possibly contingent on e1 input signal.	Before or after entity departure, depending on Timing of function call f1 parameter	1
f2	Function-call signal, possibly contingent on e2 input signal.	Before entity departure if both Timing of function call... parameters are set to Before entity departure; otherwise, after entity departure	2
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure	4
#f1	Number of function calls the block has generated at the f1 port during the simulation.	After entity departure	3
#f2	Number of function calls the block has generated at the f2 port during the simulation.	After entity departure	3

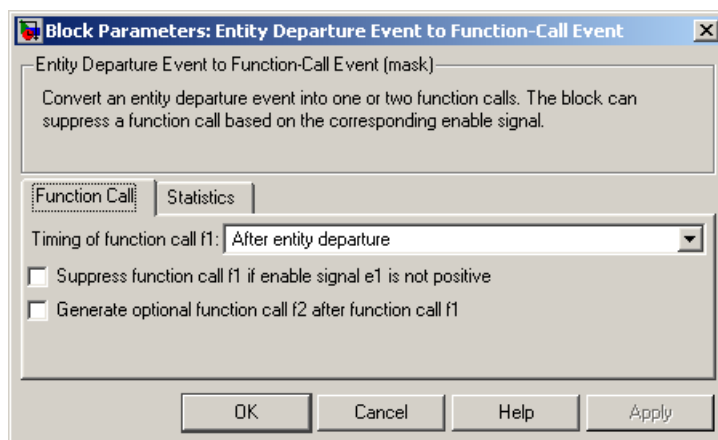
Output signals having the same number in the Order of Update column in the table above are updated in an arbitrary sequence relative to each other; you should not rely on a specific sequence for your simulation results.

The initial output value for the numerical signals, which is in effect from the start of the simulation until the first update by the block, is 0.

Entity Departure Event to Function-Call Event

Dialog Box

Function Call Tab



Timing of function call f1

Determines whether the **f1** function call occurs before or after the entity departure event.

Suppress function call f1 if enable signal e1 is not positive

Selecting this option causes **f1** function calls to be contingent upon a positive value at the **e1** signal input port.

Generate optional function call f2 after function call f1

Selecting this option causes the block to generate a function call at the optional **f2** output port when appropriate criteria are satisfied.

Timing of function call f2

Determines whether the **f2** function call occurs before or after the entity departure event. This field appears only if you set **Timing of function call f1** to Before entity departure and select **Generate optional function call f2 after function call f1**.

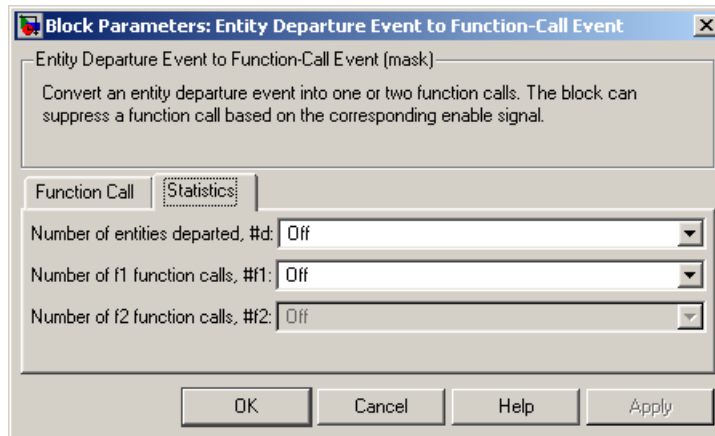
Suppress function call f2 if enable signal e2 is not positive

Selecting this option causes **f2** function calls to be contingent upon a positive value at the **e2** signal input port. This field appears

Entity Departure Event to Function-Call Event

only if you select **Generate optional function call f2 after function call f1**.

Statistics Tab



Number of entities departed

Controls the presence and behavior of the signal output port labeled **#d**.

Number of f1 function calls

Controls the presence and behavior of the signal output port labeled **#f1**.

Number of f2 function calls

Controls the presence and behavior of the signal output port labeled **#f2**. This field is active only if you select **Generate optional function call f2 after function call f1** on the **Function Call** tab of this dialog box.

Examples

- “Sample Use Cases” in the user guide documentation — examples related to entity generation based on events
- “Example: Opening a Gate Upon Entity Departures” in the user guide documentation — an example involving a gate

Entity Departure Event to Function-Call Event

- “Example: Using Entity-Based Timing for Choosing a Port” in the user guide documentation — a computation inside a discrete event subsystem

See Also

Signal-Based Event to Function-Call Event, “Manipulating Events” in the user guide documentation

Entity Sink

Purpose Accept or block entities

Library SimEvents Sinks

Description This block provides a way to terminate an entity path:



- If you select **Input port available for entity arrivals**, the block always accepts entity arrivals.
- If you do not select **Input port available for entity arrivals**, the block never accepts entity arrivals. The simulation issues an error message if an entity attempts to arrive at the block.

Ports

Entity Input Ports

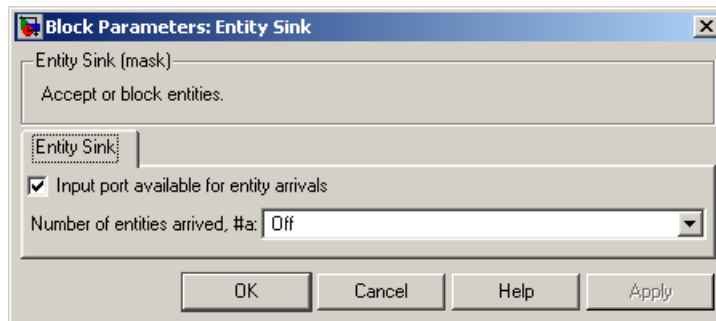
Label	Description
IN	Port for entities that arrive or attempt to arrive.

Signal Output Ports

Label	Description	Time of Update When Statistic Is On
#a	Number of entities that the block has accepted. This port appears only if you select Input port available for entity arrivals , and then set Number of entities arrived to either On or Upon stop or pause.	After entity arrival

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0.

Dialog Box



Input port available for entity arrivals

Determines whether the block accepts or blocks entities that attempt to arrive.

Number of entities arrived

Controls the presence and behavior of the signal output port labeled #a. This field appears only if you select **Input port available for entity arrivals**.

Examples

- “Modeling the Channels” in the getting started documentation
- “Example: Using an Attribute to Select an Output Port” in the getting started documentation

See Also

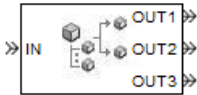
Time-Based Entity Generator, Event-Based Entity Generator

Entity Splitter

Purpose Divide composite entity into component entities

Library Entity Management

Description



This block divides a composite entity into its components and outputs the component entities through each entity output port that is not blocked. A composite entity is an entity that the Entity Combiner block creates using the **Retain structure in departing entity** option. In a typical pairing, the number of entity input ports of the Entity Combiner block equals the number of entity output ports of the Entity Splitter block.

Timeout events, if any, corresponding to the composite entity are canceled during the splitting operation.

Note If you want identical copies of an arriving entity to advance along multiple entity paths, use the Replicate block instead of the Entity Splitter block. The Replicate block copies entities without regard to their structure.

Attributes and Timers

Attributes and timers from the original component entities (that combined to form the composite entity) are present in the component entities that depart from this block. The values of the attributes and timers might have changed between the combining and splitting operations.

If the composite entity acquired a new attribute or a new timer between the combining and splitting operations, then it is not present in the component entities that depart from this block.

Complete or Partial Splitting

The **Split entity when** parameter affects the circumstances under which the block accepts an entity to split. Choices are in the table below.

Parameter Value	Description
All entity output ports are not blocked	The block accepts an entity to split only when all component entities would be able to depart immediately.
Any entity output port is not blocked	The block accepts an entity to split when at least one component entity would be able to depart immediately.

Departure of Component Entities

Each time the block splits an entity, the component entities depart in a sequence whose start is determined by the **Departure port precedence** parameter. Choices are in the table below.

Parameter Value	Description	Example
OUT1 port	Each time the block splits an entity, the component entities depart via entity output ports OUT1, OUT2, OUT3,... , in that sequence.	The sequence of departures is always OUT1, OUT2, OUT3,... throughout the simulation.

Entity Splitter

Parameter Value	Description	Example
Round robin	Each time the block splits an entity, the first component entity departs via the port after the one that received preference on the last such occasion. The remaining component entities depart via the subsequent ports in turn.	On a block with three entity output ports, the first time the block splits an entity, the component entities depart in the sequence OUT1, OUT2, OUT3 . The second time, the component entities depart in the sequence OUT2, OUT3, OUT1 . The third time, the component entities depart in the sequence OUT3, OUT1, OUT2 . The fourth time is analogous to the first time, and so on.
Equiprobable	Each time the block splits an entity, the first component entity departs via a randomly selected entity output port. All entity output ports are equally likely to be selected and the Initial seed parameter initializes the random number generation process. The remaining component entities depart via the subsequent ports in turn.	On a block with four entity output ports, if the random number is three, then the component entities depart in the sequence OUT3, OUT4, OUT1, OUT2 . If the random number is two on the next such occasion, then the component entities depart in the sequence OUT2, OUT3, OUT4, OUT1 .

An example in which the choice of **Departure port precedence** parameter is relevant is a model that sets an attribute on each component entity based on its departure port and then advances all component entities along a merged path to a FIFO Queue block. At each splitting occurrence during the simulation, the **Departure port precedence** parameter determines the sequence of the component entities in the queue.

In some cases, a departure through one entity output port causes another entity output port to become newly blocked. For example, this

could happen if two entity output ports connect to a Path Combiner block, which in turn connects to a Single Server block whose service time is nonzero. Use the **If an output port becomes blocked during split** parameter to determine how the block responds. Choices are in the table below.

Parameter Value	Description
Discard entity	The block discards the component entity that is supposed to depart through the newly blocked entity output port.
Warn and discard entity	The block issues a warning message in the MATLAB Command Window, and discards the component entity that is supposed to depart through the newly blocked entity output port.
Error	The simulation halts with an error message.

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities, which must be composite entities created by the Entity Combiner block using the Retain structure in departing entity option.

Entity Splitter

Entity Output Ports

Label	Description
OUT1 , OUT2 , OUT3 , etc.	Entity ports through which component entities depart. The entity that departs via the OUTn port corresponds to the entity that arrived at the INn entity input port of the corresponding Entity Combiner block. The Number of entity output ports parameter determines how many of these entity output ports the block has.

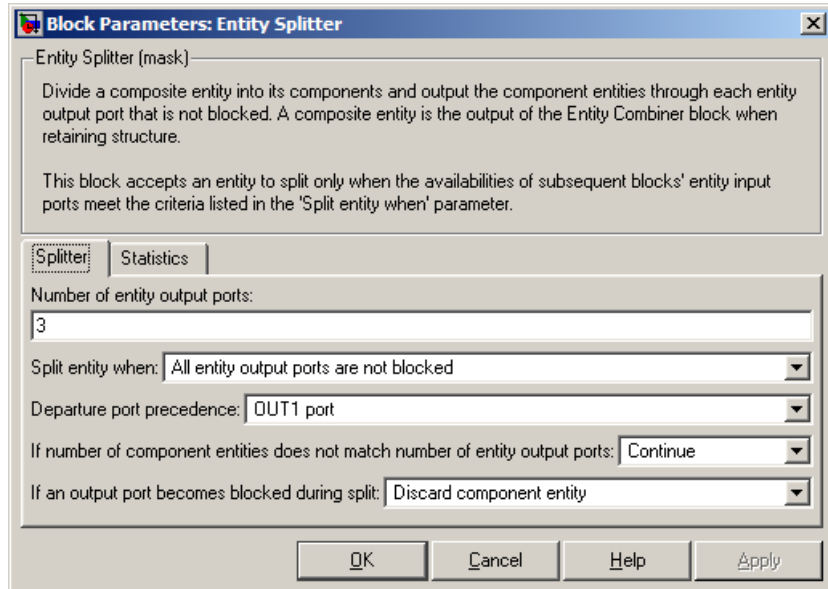
Signal Output Ports

Label	Description	Time of Update When Statistic Is On	Order of Update
#a	Number of entities that have arrived at this block since the start of the simulation.	After entity arrival	1
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure	2

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0 for all signals.

Dialog Box

Entity Splitter Tab



Number of entity output ports

Determines how many entity output ports the block has.

Split entity when

Determines whether the block is available to arriving entities whenever at least one entity output port is not blocked, or only when all entity output ports are not blocked.

Departure port precedence

Determines the start of the sequence in which the block outputs the component entities, each time the block splits an entity.

Initial seed

A nonnegative integer that initializes the random number generator used to determine the output sequence. This field appears only if you set **Departure port precedence** to Equiprobable.

Entity Splitter

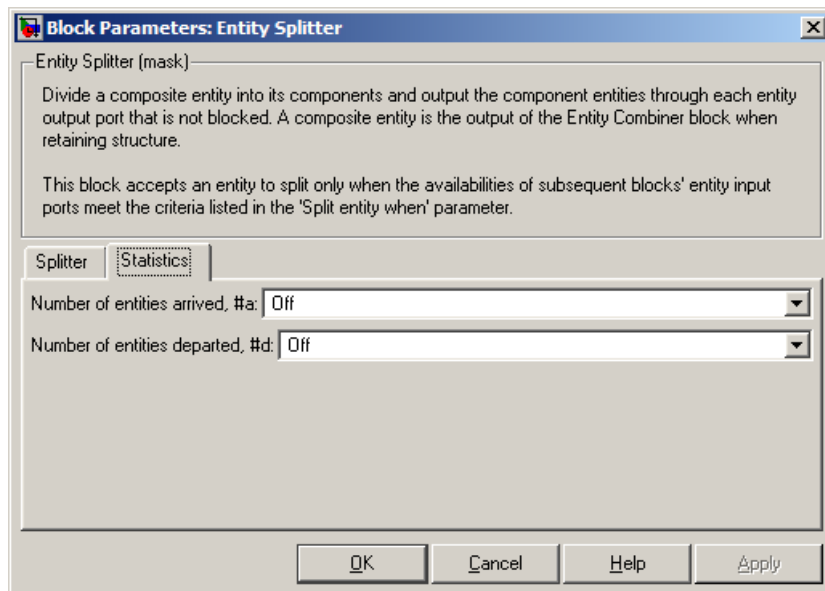
If number of component entities does not match number of entity output ports

Determines whether the block issues a message when the number of component entities in the arriving composite entity does not equal the number of entity output ports of this block. “Continue” means that the block ignores any extra entity output ports and discards any extra component entities.

If an output port becomes blocked during split

Determines whether the block issues a message when a component entity is unable to depart because an output port becomes blocked during the splitting process. This field appears only if you set **Split entity when** to All entity output ports are not blocked.

Statistics Tab



Number of entities arrived

Controls the presence and behavior of the signal output port labeled **#a**.

Number of entities departed

Controls the presence and behavior of the signal output port labeled **#d**.

Examples

See “Example: Managing Data in Composite Entities” in the user guide documentation.

See Also

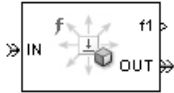
Entity Combiner, “Combining Entities” in the user guide documentation

Entity-Based Function-Call Event Generator

Purpose Generate function call events corresponding to entities

Library Generators / Event Generators

Description



This block generates a function call corresponding to each entity that arrives at the block. You can choose whether the block generates the function call before or after the departure. You can use the function call to invoke function-call subsystems, Stateflow blocks, or other blocks that accept function-call inputs.

This block is similar to the Entity Departure Event to Function-Call Event block, which offers more flexibility.

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities.

Entity Output Ports

Label	Description
OUT	Port for departing entities.

Entity-Based Function-Call Event Generator

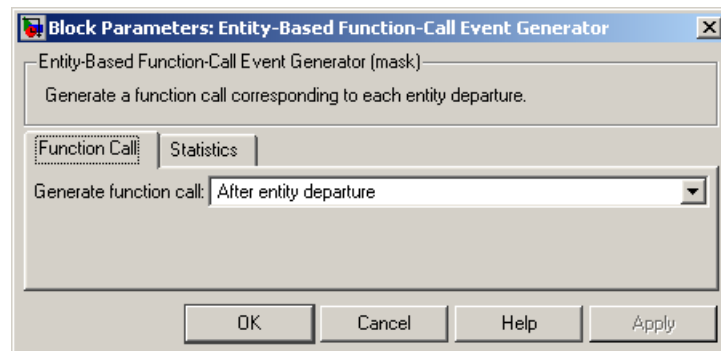
Signal Output Ports

Label	Description	Time of Update When Port Is Present	Order of Update
f1	Function-call signal.	Before or after entity departure, depending on Generate function call parameter	1
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure	3
#f1	Number of function calls the block has generated since the start of the simulation.	After entity departure	2

The initial output value for the numerical signals, which is in effect from the start of the simulation until the first update by the block, is 0.

Dialog Box

Function Call Tab

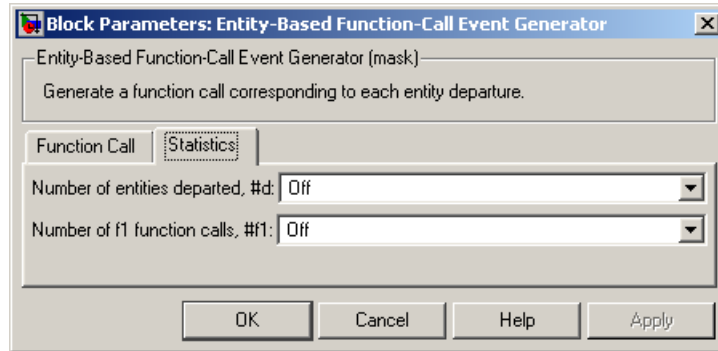


Generate function call

Determines whether the function call occurs before or after the entity departs from this block.

Entity-Based Function-Call Event Generator

Statistics Tab



Number of entities departed

Controls the presence and behavior of the signal output port labeled **#d**.

Number of f1 function calls

Controls the presence and behavior of the signal output port labeled **#f1**.

Examples

See “Example: Performing a Computation on Selected Entity Paths” in the user guide documentation.

See Also

Entity Departure Event to Function-Call Event, Signal-Based Function-Call Event Generator, “Generating Function-Call Events” in the user guide documentation

Purpose

Generate entity upon signal-based event or function call

Library

Generators / Entity Generators

Description

This block is designed to generate entities when events of a specified type occur.



When to Generate Entities	Generate entities upon Value
Each time Simulink recomputes and outputs the value of a signal	Sample time hit from port <code>ts</code>
Each time an input signal has a trigger edge	Trigger from port <code>tr</code>
Each time an input signal changes its value	Change in signal from port <code>vc</code>
Each time an input signal generates a function call	Function call from port <code>fcn</code>

For details about these options, see “Generating Entities When Events Occur” in the user guide documentation.

Note An exceptional case is when the block temporarily suspends its normal entity-generation behavior. See the description of the `Delay first pending entity` option in “Responding to Blockage at Entity Output Port” on page 3-59.

Responding to Blockage at Entity Output Port

Using the **Allow OUT port blocking** and optional **Response during blockage period** parameters, you can choose how this block responds when the subsequent entity input port is not available to accept the newly generated entity. The possible responses are in the table below.

Event-Based Entity Generator

Response to Blockage	Parameter Values
Error message	Clear the Allow OUT port blocking check box.
The block discards all entities generated while the OUT port is blocked. Such entities do not depart from the block.	Select Allow OUT port blocking and set Response during blockage period to Discard generated entities
The block holds one generated entity and temporarily suspends the generation of additional entities. When the subsequent entity input port becomes available, this block outputs the held entity and resumes normal operation.	Select Allow OUT port blocking and set Response during blockage period to Delay first pending entity

Ports

Signal Input Ports

Label	Description
ts	Signal whose updates indicate when to generate entities. This port appears only if you set Generate entities upon to Sample time hit from port ts.
tr	Trigger signal whose edges indicate when to generate entities. This port appears only if you set Generate entities upon to Trigger from port tr.

Event-Based Entity Generator

Label	Description
vc	Signal whose numerical changes in value indicate when to generate entities. This port appears only if you set Generate entities upon to Change in signal from port vc.
fcn	Function-call signal that indicates when to generate entities. This port appears only if you set Generate entities upon to Function call from port fcn.

Entity Output Ports

Label	Description
OUT	Port through which generated entities depart.

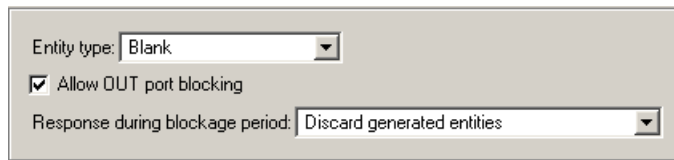
Signal Output Ports

Label	Description	Time of Update When Statistic Is On	Order of Update
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure	3
pe	A value of 1 indicates when the block tries and fails to output an entity.	After entity generation if OUT port is blocked, and after entity departure in all cases	2
w	Average intergeneration time, in seconds, for all pairs of successive entities that have departed from this block. The signal value is 0 before the second entity departure.	After entity departure	1

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0 for all signals.

Event-Based Entity Generator

Dialog Box



Entity type: Blank

Allow OUT port blocking

Response during blockage period: Discard generated entities

Entity type

The blank type includes no attributes. The standard type includes attributes called **Priority** and **Count** with default values of 10 and 0, respectively.

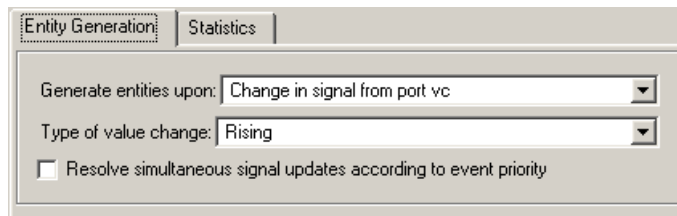
Allow OUT port blocking

If you do not select this option, the simulation halts with an error message if the subsequent entity input port is not available to accept an entity when this block generates it.

Response during blockage period

Determines how the block responds if a generated entity cannot depart immediately because the entity input port of the subsequent block is unavailable; see “Responding to Blockage at the Entity Output Port” on page 3-245. This field appears only if you select **Allow OUT port blocking**.

Entity Generation Tab



Entity Generation | Statistics

Generate entities upon: Change in signal from port vc

Type of value change: Rising

Resolve simultaneous signal updates according to event priority

Generate entities upon

The type of event that indicates when the block should generate an entity.

Trigger type

Determines whether rising, falling, or either type of trigger edge causes an entity generation. This field appears only if you set **Generate entities upon** to Trigger from port tr.

Type of value change

Determines whether rising, falling, or either type of value change causes an entity generation. This field appears only if you set **Generate entities upon** to Change in signal from port vc.

Resolve simultaneous signal updates according to event priority

Select this option to control the sequencing of the entity-generation event, relative to other simultaneous events in the simulation. For details, see “Choosing How to Resolve Simultaneous Signal Updates” in the user guide documentation.

Event priority

The priority of the entity-generation event, relative to other simultaneous events in the simulation. For details, see “Using Event Priorities to Resolve Simultaneous Signal Updates” in the user guide documentation. This field appears only if you select **Resolve simultaneous signal updates according to event priority**.

Generate entity at simulation start

If you select this option, the block generates the first entity when the simulation begins. Otherwise, the block generates the first entity upon the first update of the **ts** signal at a nonzero value of time. This field appears only if you set **Generate entities to** Sample time hit from port ts.

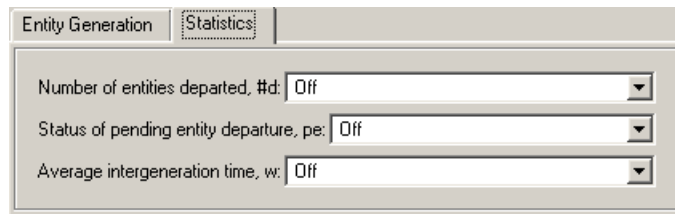
Allow entity generation at simulation start

If you select this option, the block responds to function calls at the starting time of the simulation. Otherwise, the block responds only to function calls at subsequent times. This field appears only if you set **Generate entities upon** to Function call from port fcn.

Event-Based Entity Generator

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



The screenshot shows a software interface with two tabs: 'Entity Generation' and 'Statistics'. The 'Statistics' tab is active. It contains three rows of controls, each with a label and a dropdown menu:

- Number of entities departed, #d: Off
- Status of pending entity departure, pe: Off
- Average intergeneration time, w: Off

Number of entities departed

Controls the presence and behavior of the signal output port labeled **#d**.

Status of pending entity departure

Controls the presence and behavior of the signal output port labeled **pe**.

Average intergeneration time

Controls the presence and behavior of the signal output port labeled **w**.

Examples

- “Example: Plotting Event Counts to Check for Simultaneity” in the user guide documentation
- “Example: Race Conditions at a Switch” in the user guide documentation
- “Example: Varying Fluid Flow Rate Based on Batching Logic” in the user guide documentation
- “Sample Use Cases” under “Detecting Sample Time Hits” in the user guide documentation

- “Sample Use Cases” under “Detecting Changes in Signal Values” in the user guide documentation
- “Sample Use Cases” under “Detecting Edges in Trigger Signals” in the user guide documentation
- “Sample Use Cases” under “Detecting Function Calls” in the user guide documentation

See Also

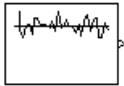
Time-Based Entity Generator, Entity Sink, “Generating Entities When Events Occur” in the user guide documentation

Event-Based Random Number

Purpose Generate random numbers from specified distribution, parameters, and initial seed

Library Generators / Signal Generators

Description



This block generates random numbers in an event-based manner, inferring from a subsequent block when to generate a new random number. For example, when connected to the **t** input port of a Single Server block, the Event-Based Random Number block generates a new random number each time an entity arrives at the server.

You specify the distribution from which the block draws random numbers. The seed of the random number generator is reset to the value of the **Initial seed** parameter each time a simulation starts, which makes the random behavior repeatable.

Connecting to Other Blocks

This block has a restricted set of valid connections to other blocks because the Event-Based Random Number block is designed to infer from a subsequent block when to generate a new random number.

Connections from the Event-Based Random Number block must satisfy all of these conditions:

- Exactly one line must connect to a port listed in “Notifying Ports” in the user guide documentation
- Zero or more lines may connect to ports listed in “Monitoring Ports” in the user guide documentation
- No lines may connect to other ports; in particular, do not connect this block to the ports listed in “Reactive Ports” in the user guide documentation

Note Connections from the Event-Based Random Number block to ports other than notifying ports and monitoring ports are not supported. To create a random signal that can be an input to a reactive port, see the techniques described in “Generating Random Signals Based on Arbitrary Events” and “Generating Random Time-Based Signals” in the user guide documentation.

Distribution Types

The **Distribution** parameter names the type of distribution the block uses to generate random numbers. When you set the **Distribution** parameter, the block changes its dialog box to show additional parameters that determine the probability density function (or probability mass function, for a discrete distribution). The available distributions and the additional parameters for each are described in the sections that follow.

Distribution	Additional Parameters
Exponential	Mean
Uniform	Minimum, Maximum
Bernoulli	Probability of 1
Binomial	Probability of success in a single trial, Number of trials
Triangular	Minimum, Maximum, Mode
Gamma	Threshold, Scale, Shape
Gaussian (normal)	Mean, Standard deviation
Geometric	Probability of success in a single trial
Poisson	Mean
Lognormal	Threshold, Mu, Sigma

Event-Based Random Number

Distribution	Additional Parameters
Log-logistic	Threshold, Scale
Beta	Minimum, Maximum, Shape parameter a, Shape parameter b
Discrete uniform	Minimum, Maximum, Number of values
Weibull	Threshold, Scale, Shape
Arbitrary continuous	Value vector, Cumulative probability function vector
Arbitrary discrete	Value vector, Probability vector

For information about the definitions and properties of each distribution, see “References” on page 3-76 below.

Range of Output Values

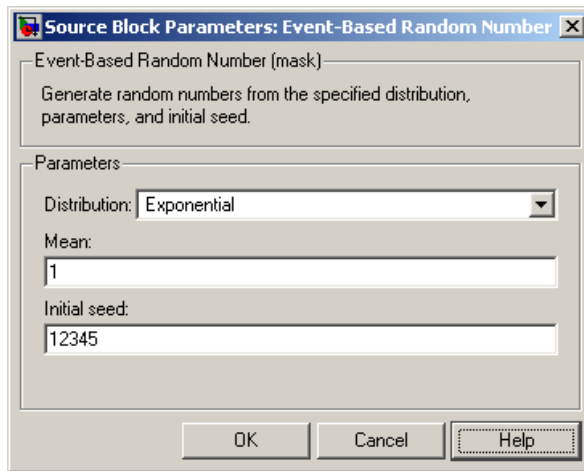
Different distributions have different output ranges. Make sure the distribution and parameters you choose are suitable for your application. For example, when generating random service times, do not use a Gaussian distribution because it can produce negative numbers.

Ports

This block has one signal output port for the random numbers. The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0.

The block has no entity ports, and no signal input port.

Dialog Box



Distribution

The distribution from which the block generates random numbers.

Mean

The mean value of an exponential, Gaussian, or Poisson distribution.

Minimum, Maximum

The minimum and maximum values of a uniform, triangular, beta, or discrete uniform distribution.

Probability for output to be 0

The probability of a zero in a Bernoulli distribution.

Probability of success in a single trial

The probability of a successful outcome in each trial used to describe a binomial or geometric distribution.

Number of trials

The number of trials used to describe a binomial distribution.

Event-Based Random Number

Mode

The statistical mode of a triangular distribution. The triangular distribution also uses the **Minimum** and **Maximum** parameters to define its density function.

Threshold, Scale, Shape

Parameters that define the density function of a gamma, log-logistic, or Weibull distribution. The log-logistic distribution does not use a **Shape** parameter, however.

Threshold, Mu, Sigma

Parameters that define the density function of a lognormal distribution. The log of a lognormal random variable is normally distributed with mean **Mu** and standard deviation **Sigma**.

Standard deviation

The standard deviation of a Gaussian distribution, which also uses the **Mean** parameter to define its density function.

Shape parameter a, Shape parameter b

The first and second shape parameters, respectively, of a beta distribution. The beta distribution also uses the **Minimum** and **Maximum** parameters to define its density function.

Number of values

The number of possible outputs of a discrete uniform distribution, including the values of the **Minimum** and **Maximum** parameters. **Number of values** must exceed 1.

Value vector

A vector of values in ascending order, representing the possible random values in an arbitrary continuous or arbitrary discrete distribution.

Cumulative probability function vector

A vector of values in ascending order representing the cumulative probability function for an arbitrary continuous distribution. The first and last values of the vector must be 0 and 1, respectively. This parameter and the **Value vector** parameter must have the same vector length.

Probability vector

A vector of values representing the probability of each value in the **Value vector** function for an arbitrary discrete distribution. This vector must contain nonnegative values that sum to 1. This parameter and the **Value vector** parameter must have the same vector length.

Initial seed

A nonnegative integer that initializes the random number generator.

Examples

See “Examples of Random Event-Based Signals” in the user guide documentation.

Algorithm

Below are the expressions for f , the probability density functions for the continuous distributions and probability mass functions for the discrete distributions that the block supports.

Exponential Distribution

$$f(x) = \begin{cases} \frac{1}{\mu} \exp\left(-\frac{x}{\mu}\right) & \text{for } x \geq 0 \\ 0 & \text{otherwise} \end{cases}$$

where μ is the **Mean** parameter, a positive number.

A similar function in the Statistics Toolbox is `exprnd`.

Uniform Distribution

$$f(x) = \begin{cases} \frac{1}{U-L} & \text{for } L \leq x \leq U \\ 0 & \text{otherwise} \end{cases}$$

where L is the **Minimum** parameter and U is the **Maximum** parameter.

Similar functions are `rand` in MATLAB and `unifrnd` in the Statistics Toolbox.

Event-Based Random Number

Bernoulli Distribution

$$f(x) = \begin{cases} p^x(1-p)^{1-x} & \text{for } x = 0,1 \\ 0 & \text{otherwise} \end{cases}$$

where p is the **Probability of 1** parameter. The value p must be between 0 and 1, inclusive. This is a discrete distribution.

This distribution is a special case of the binomial distribution in which the number of trials is 1.

Binomial Distribution

$$f(x) = \begin{cases} \frac{n!}{x!(n-x)!} p^x q^{(n-x)} & \text{for } x = 0,1,2,\dots,n \\ 0 & \text{otherwise} \end{cases}$$

where p is the **Probability of success in a single trial** parameter, $q = 1-p$, and n is the **Number of trials** parameter. The value p must be between 0 and 1, inclusive, while n must be positive. This is a discrete distribution.

A similar function in the Statistics Toolbox is `binornd`.

Triangular Distribution

$$f(x) = \begin{cases} \frac{2(x-L)}{(U-L)(m-L)} & \text{for } L \leq x \leq m \\ \frac{2(U-x)}{(U-L)(U-m)} & \text{for } m < x \leq U \\ 0 & \text{otherwise} \end{cases}$$

where L is the **Minimum** parameter, U is the **Maximum** parameter, and m is the **Mode** parameter. These parameters must satisfy $L < m < U$.

Gamma Distribution

$$f(x) = \begin{cases} \frac{\left(\frac{x-\theta}{b}\right)^{a-1} \exp\left(-\frac{x-\theta}{b}\right)}{b\Gamma(a)} & \text{for } x \geq \theta \\ 0 & \text{otherwise} \end{cases}$$

where θ is the **Threshold** parameter, b is the **Scale** parameter, and a is the **Shape** parameter. The **Scale** and **Shape** parameters must be positive. Also, Γ is the gamma function (gamma in MATLAB).

A similar function in the Statistics Toolbox is `gamrnd`.

Gaussian (Normal) Distribution

$$f(x) = \frac{\exp\left(-\frac{(x-\mu)^2}{2\sigma^2}\right)}{\sigma\sqrt{2\pi}}$$

where μ is the **Mean** parameter and σ is the **Standard deviation** parameter. The standard deviation parameter must be nonnegative.

Similar functions are `randn` in MATLAB and `normrnd` in the Statistics Toolbox.

Geometric Distribution

If the **Probability of success in a single trial** parameter is strictly between 0 and 1, then the probability mass function is defined by

$$f(x) = \begin{cases} pq^x & \text{for } x = 0, 1, 2, \dots \\ 0 & \text{otherwise} \end{cases}$$

where p is the **Probability of success in a single trial** parameter and $q = 1-p$.

In the special case where the **Probability of success in a single trial** parameter is 1, then

Event-Based Random Number

$$f(x) = \begin{cases} 1 & \text{for } x = 0 \\ 0 & \text{otherwise} \end{cases}$$

This is a discrete distribution.

A similar function in the Statistics Toolbox is `geornd`.

Poisson Distribution

$$f(x) = \begin{cases} \frac{e^{-\lambda} \lambda^x}{x!} & \text{for } x = 0, 1, 2, \dots \\ 0 & \text{otherwise} \end{cases}$$

where λ is the **Mean** parameter, a positive number. This is a discrete distribution.

A similar function in the Statistics Toolbox is `poissrnd`.

Lognormal Distribution

$$f(x) = \begin{cases} \frac{\exp\left[\frac{-(\ln(x-\theta)-\mu)^2}{2\sigma^2}\right]}{(x-\theta)\sigma\sqrt{2\pi}} & \text{for } x \geq \theta \\ 0 & \text{otherwise} \end{cases}$$

where θ is the **Threshold** parameter, μ is the **Mu** parameter, and σ is the **Sigma** parameter. The **Sigma** parameter must be positive.

A similar function in the Statistics Toolbox is `lognrnd`.

Log-Logistic Distribution

The log-logistic distribution is derived from the logistic distribution, as follows:

X = Random variable with logistic distribution

$Y = e^X$ = Random variable with log-logistic distribution

The probability density function for the logistic distribution is

$$f_{\text{logistic}}(x) = \frac{1}{b} \cdot \frac{e^{(x-\theta)/b}}{(1 + e^{(x-\theta)/b})^2}$$

where θ is the **Threshold** parameter and b is the **Scale** parameter. The **Scale** parameter must be positive.

Beta Distribution

$$f(x) = \begin{cases} \frac{(x-L)^{a-1}(U-x)^{b-1}}{B(a,b)(U-L)^{a+b-1}} & \text{for } L \leq x \leq U \\ 0 & \text{otherwise} \end{cases}$$

where L is the **Minimum** parameter, M is the **Maximum** parameter, a is the **Shape parameter a** parameter, b is the **Shape parameter b** parameter, and $B(a,b)$ is the beta function defined by

$$B(a,b) = \int_0^1 t^{a-1}(1-t)^{b-1} dt$$

The two shape parameters must be positive.

A similar function in the Statistics Toolbox is `betarnd`.

Discrete Uniform Distribution

$$f(x) = \begin{cases} 1/K & \text{for } x = L + k \frac{(U-L)}{K-1}, k = 0, 1, 2, \dots, K-1 \\ 0 & \text{otherwise} \end{cases}$$

where L is the **Minimum** parameter, U is the **Maximum** parameter, and K is the **Number of values** parameter. This is a discrete distribution. If $(U-L)/(K-1)$ and L are both integers, then all outputs from this distribution are integers.

A similar function in the Statistics Toolbox is `unidrnd`.

Event-Based Random Number

Weibull Distribution

$$f(x) = \begin{cases} \frac{\gamma}{\alpha} \left(\frac{x - \theta}{\alpha} \right)^{\gamma-1} \exp \left[- \left(\frac{x - \theta}{\alpha} \right)^\gamma \right] & \text{for } x \geq \theta \\ 0 & \text{otherwise} \end{cases}$$

where θ is the **Threshold** parameter, α is the **Scale** parameter, and γ is the **Shape** parameter. The **Scale** and **Shape** parameters must be positive.

A similar function in the Statistics Toolbox is `wblrnd`.

References

- [1] Evans, M., N. Hastings, and B. Peacock, *Statistical Distributions*, Wiley-Interscience, 2000.
- [2] Johnson, N. L., S. Kotz, and N. Balakrishnan, *Continuous Univariate Distributions*, Volume 1, Wiley-Interscience, 1993.
- [3] Johnson, N. L., S. Kotz, and N. Balakrishnan, *Continuous Univariate Distributions*, Volume 2, Wiley-Interscience, 1994.
- [4] Johnson, N. L., S. Kotz, and A. W. Kemp, *Univariate Discrete Distributions*, Wiley-Interscience, 1993.

See Also

Signal Latch, Event-Based Sequence, “Generating Random Signals” in the user guide documentation

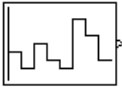
Purpose

Generate sequence of numbers from specified column vector

Library

Generators / Signal Generators

Description



This block generates an event-based signal using data you provide, inferring from a subsequent block when to output the next value from your data. You specify the data as a column vector using the **Vector of output values** parameter. The parameter value can be any MATLAB expression that evaluates to a column vector, including the name of a column vector variable in the MATLAB base workspace. As an example of inferring timing from a subsequent block, if you connect this block to the **t** input port of a Single Server block, then the Event-Based Sequence block outputs a new value each time an entity arrives at the server.

Behavior After Data Runs Out

If the block needs more data than the vector contains, subsequent output values follow a rule you specify using the **Form output after final data value by** parameter. The table below lists possible values for this parameter.

Note In all cases, the choice of parameter value affects only the values, not the timing, of the output signal. The output signal is always an event-based signal whose sample time hits depend on notifications from a subsequent block.

Parameter Value	Description
Cyclic repetition	When the block needs a new output value after exhausting the data, it starts over at the beginning of the vector.
Holding final value	After exhausting the data, the block outputs the last data value for every sample time hit.

Event-Based Sequence

Parameter Value	Description
Setting to infinity	After exhausting the data, the block outputs the value <code>inf</code> for every sample time hit. For example, if the block outputs intergeneration times for an entity generator, then the generator produces up to a fixed number of entities.
Setting to zero	After exhausting the data, the block outputs zero for every sample time hit. For example, if the block outputs service times for a server, then the server delays up to a fixed number of entities.

Connecting to Other Blocks

The Event-Based Sequence block has a restricted set of valid connections to other blocks because it is designed to infer from a subsequent block when to generate a new number.

Connections from the Event-Based Sequence block must satisfy all of these conditions:

- Exactly one line must connect to a port listed in “Notifying Ports” in the user guide documentation
- Zero or more lines may connect to ports listed in “Monitoring Ports” in the user guide documentation
- No lines may connect to other ports; in particular, do not connect this block to the ports listed in “Reactive Ports” in the user guide documentation

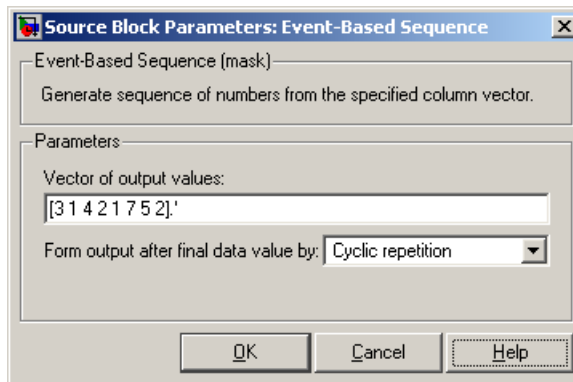
Note Connections from the Event-Based Sequence block to ports other than notifying ports and monitoring ports are not supported. To create a sequence that can be an input to a reactive port, see the techniques described in “Generating Random Signals Based on Arbitrary Events” in the user guide documentation or use time-based blocks such as Repeating Sequence Stair and From Workspace.

Ports

This block has one signal output port for the numbers in the sequence. The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0.

The block has no entity ports, and no signal input port.

Dialog Box



Vector of output values

A column vector whose entries become values of this block’s output signal. To use a column vector variable in the MATLAB base workspace, enter the variable name.

Form output after final data value by

The method for generating output after the block exhausts the data referenced in the **Vector of output values** parameter.

Event-Based Sequence

Examples

- “Using Generation Times from a Vector” in the user guide documentation
- “Example: Counting Simultaneous Departures from a Server” in the user guide documentation
- “Example: Setting Attributes” in the user guide documentation

See Also

Event-Based Random Number, Repeating Sequence Stair, From Workspace, “Using Data Sets to Create Event-Based Signals” in the user guide documentation

Purpose Store entities in sequence for undetermined length of time

Library Queues

Description



This block stores up to N entities simultaneously, where N is the **Capacity** parameter value. The block attempts to output an entity through the **OUT** port, but retains the entity if the **OUT** port is blocked and $N > 0$. If the block is storing multiple entities and no entity times out, then entities depart in a first-in, first-out (FIFO) fashion. If an entity in this block is scheduled to time out, then it might depart prematurely via the optional **TO** port; see “Forcing Departures Using Timeouts” in the user guide documentation for details about timeouts. The length of time that an entity stays in this block cannot be determined in advance.

The **IN** port is unavailable whenever $N > 0$ and this block stores exactly N entities. In this case, the queue is said to be full.

If $N = 0$, then the availability of the **IN** port matches the availability of the subsequent block’s entity input port to which this block’s **OUT** port is connected. If $N = 0$, all arriving entities depart immediately because this block cannot store entities.

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities, which are stored.

FIFO Queue

Entity Output Ports

Label	Description
OUT	Port for departing entities that do not time out while in this block.
TO	Port for entities that time out while in this block. This port appears only if you select Enable TO port for timed-out entities . This port must not be blocked when an entity attempts to depart here.

Signal Output Ports

Label	Description	Time of Update When Statistic Is On	Order of Update
#d	Number of entities that have departed from this block via the OUT port since the start of the simulation.	After entity departure via the OUT port	4
#n	Number of entities currently in the queue.	After entity arrival at a nonempty queue and after entity departure	3
pe	A value of 1 indicates when the block tries and fails to output an entity; that is, the queue is nonempty. A value of 0 indicates when the queue is empty.	After entity arrival and after entity departure	2
w	Sample mean of the waiting times in this block for all entities that have departed via any port.	After entity departure	1

Label	Description	Time of Update When Statistic Is On	Order of Update
len	Average number of entities in the queue over time, that is, the time average of the #n signal.	After entity arrival at a nonempty queue and after entity departure	1
#to	Number of entities that have timed out from this block since the start of the simulation.	After entity departure via the TO port	4

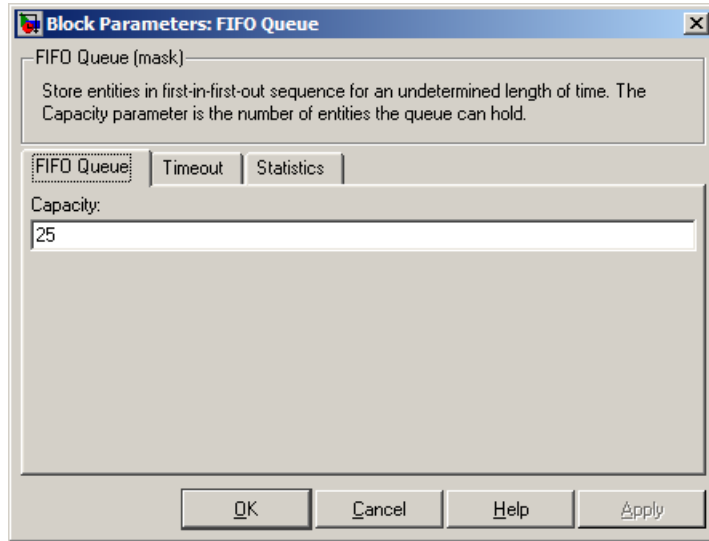
Output signals having the same number in the Order of Update column in the table above are updated in an arbitrary sequence relative to each other; you should not rely on a specific sequence for your simulation results.

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0 for all signals.

FIFO Queue

Dialog Box

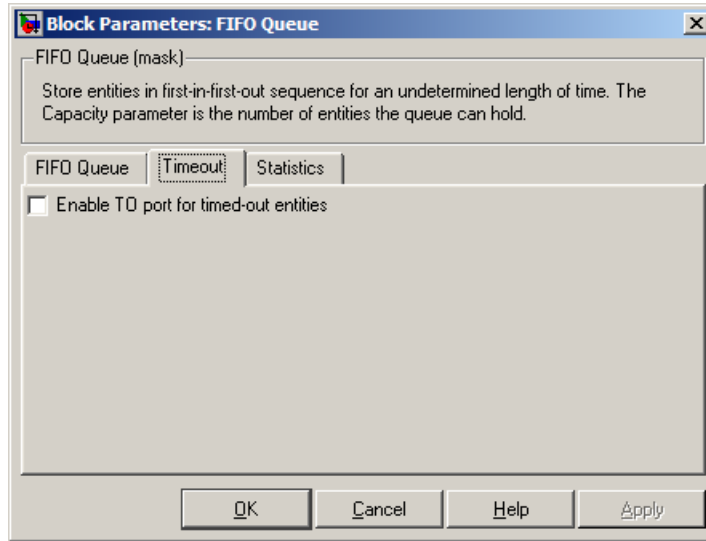
FIFO Queue Tab



Capacity

Determines how many entities the block can store at a time.

Timeout Tab



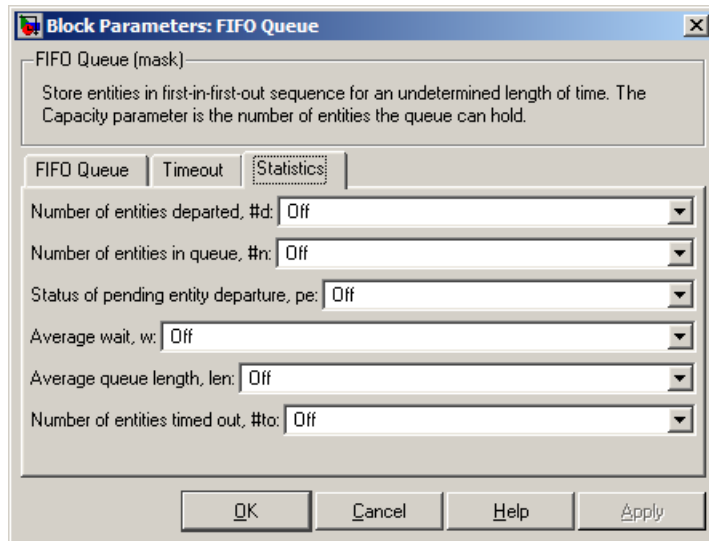
Enable TO port for timed-out entities

This option becomes relevant if an entity times out while in this block. Selecting this option provides a **TO** entity output port through which the timed-out entity departs. If you clear this option in a model that uses timeouts, see the **If entity has no destination when timeout occurs** parameter of the Schedule Timeout block.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.

FIFO Queue



Number of entities departed

Controls the presence and behavior of the signal output port labeled **#d**.

Number of entities in queue

Controls the presence and behavior of the signal output port labeled **#n**.

Status of pending entity departure

Controls the presence of the signal output port labeled **pe**.

Average wait

Controls the presence and behavior of the signal output port labeled **w**.

Average queue length

Controls the presence and behavior of the signal output port labeled **len**.

Number of entities timed out

Controls the presence and behavior of the signal output port labeled **#to**.

Examples

- “Building a Simple Discrete-Event Model” in the getting started documentation
- “Example: Selecting the First Available Server” in the getting started documentation
- “Example: Round-Robin Approach to Choosing Inputs” in the getting started documentation
- “Constructs Involving Queues and Servers” in the getting started documentation
- “Example of a Logical Queue” in the getting started documentation
- “Example: Waiting Time in LIFO Queue” in the user guide documentation

See Also

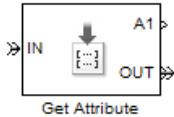
LIFO Queue, Priority Queue, “Basic Queues and Servers” in the getting started documentation

Get Attribute

Purpose Output value of entity's attribute

Library Attributes




Description



This block outputs signals using data from attributes of entities. For each arriving entity, the block updates the signal at the signal output ports using values of the attributes named in the block dialog box. The block also outputs the entity unchanged.

Manipulating the Rows of the Table

Each attribute corresponds to a row in the table on the **Get Attribute** tab in the block's dialog box. Buttons to the left of the table let you manipulate rows in the table:

- To add a new row to the table, click the Add button .
- To duplicate a row, select it and click the Copy button .
- To remove a row, select it and click the Delete button .

Note The dialog box does not ask you to confirm the deletion and does not offer an undo operation. However, if you delete a row by mistake, you can click **Cancel** to ignore unapplied changes.

Note Deleting a row and applying the change might affect signal output ports corresponding to other rows of the table. For example, if the block has a signal output port **A2** and you delete the row marked **A1**, then the block renames **A2** as **A1**. Check that any signal that connects to the renamed port is still connected as you expect.

Within each row, you can specify aspects of the block's behavior that relate to the attribute that corresponds to that row.

Missing Attributes

You can specify the block's behavior if the arriving entity does not possess an attribute listed in the table of the block dialog box. Use the **When attribute is missing** parameter in the table row for that attribute, as described below.

Parameter Value	Block Behavior in Case of Missing Attribute
Error	The block issues an error message and halts the simulation. In this case, the Default value and Treat vector as 1-D parameters in the table row for that attribute are disabled.
Default value	The block outputs a default value that you specify using the Default value and Treat vector as 1-D parameters in the table row for that attribute. The simulation proceeds.
Warn	The block outputs a default value that you specify using the Default value and Treat vector as 1-D parameters in the table row for that attribute. The block also issues a warning in the MATLAB Command Window. The simulation proceeds.

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities.

Get Attribute

Entity Output Ports

Label	Description
OUT	Port for departing entities.

Signal Output Ports

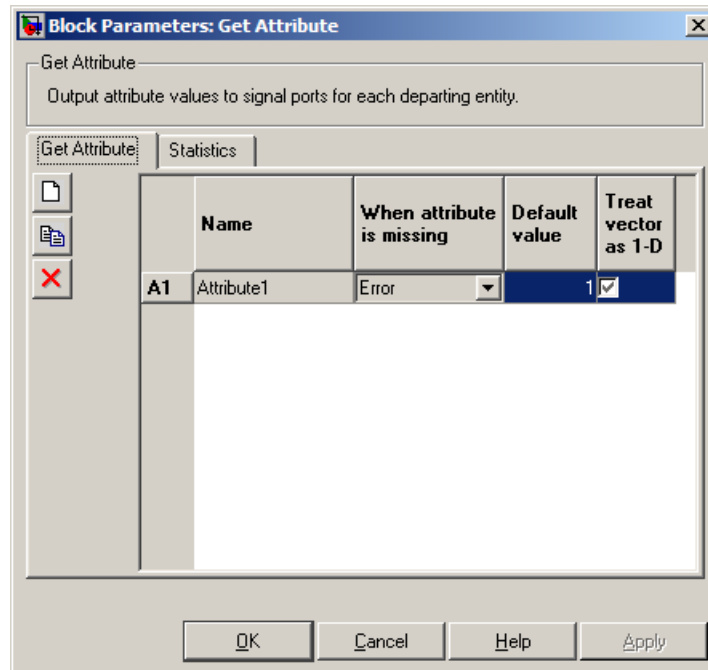
Label	Description	Time of Update When Statistic Is On	Order of Update
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure	2
A_x , where x = 1, 2, 3,...	Value of the attribute specified in the A_x row of the table in the dialog.	After entity departure	1

Output signals having the same number in the Order of Update column in the table above are updated in an arbitrary sequence relative to each other; you should not rely on a specific sequence for your simulation results.

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0 for all signals.

Dialog Box

Get Attribute Tab



Name

The name of the attribute to query.

When attribute is missing

The response of the block when the entity does not possess an attribute named in the table.

Default value

The value for the corresponding output signal if the entity does not possess an attribute named in the table. This field appears only if you set **When attribute is missing** to Default value or Warn.

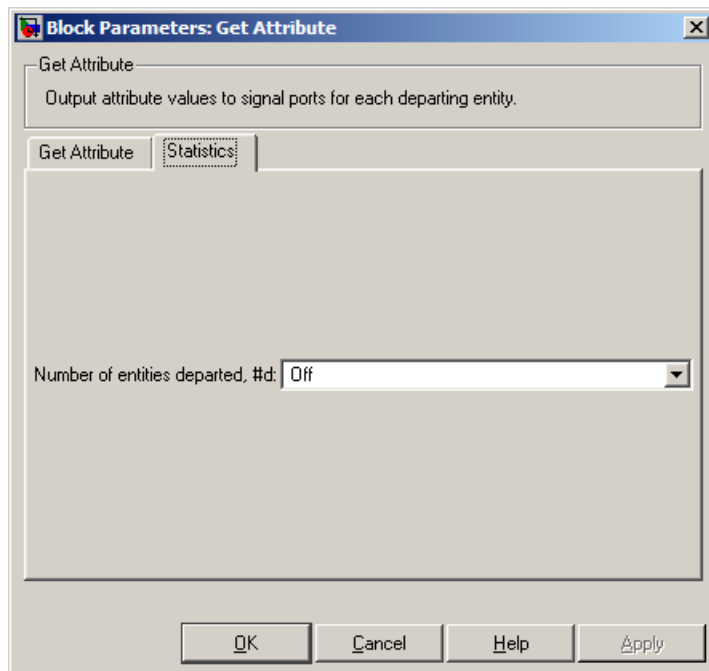
Get Attribute

Treat vector as 1-D

This option affects attributes whose **When attribute is missing** parameter is set to Default value or Warn, and whose **Default value** parameter evaluates to an N-element row or column vector. Selecting this option causes the block to consider the default value as a vector of length N. Otherwise, the block considers the default value as a multidimensional array.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



Number of entities departed

Controls the presence and behavior of the signal output port labeled **#d**.

Examples

- “Adding Event-Based Behavior” in the getting started documentation
- “Example: Manipulating Data” in the user guide documentation

See Also

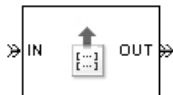
Set Attribute, “Accessing Attributes of Entities” in the user guide documentation

Get Attribute (Obsolete)

Purpose Output value of entity's attribute

Library Attributes

Description



Note The Get Attribute block in the simeventsattributes1 library is currently supported, but The MathWorks plans on making this block obsolete in a future release. We recommend you use the Get Attribute block in the simeventsattributes2 library instead.

This block outputs signals from up to four attributes. For each entity, the block updates the signal at the **A1**, **A2**, **A3**, and/or **A4** signal output port using the value of the attribute named in the corresponding tab of the dialog box. The block also outputs the entity unchanged.

To query fewer than the maximum number of attributes, you can deactivate unused tabs by setting **Send attribute value to signal port A4**, for example, to Off.

To specify the names of attributes you want to query, use the **Attribute name** parameter in the dialog box.

Missing Attributes

If the block is configured to retrieve the value of an attribute that an arriving entity does not possess, then the block can react in one of these ways:

- Issue an error message and halt the simulation.
- Output a default value that you specify. The simulation proceeds.
- Output a default value that you specify and also issue a warning in the MATLAB Command Window. The simulation proceeds.

You determine the reaction using the **Action for missing attribute** parameter on each attribute tab of the dialog. The error and warning options can be useful for debugging a simulation (for example, to locate a mistyped attribute name in a dialog box).

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities.

Entity Output Ports

Label	Description
OUT	Port for departing entities.

Signal Output Ports

Label	Description	Time of Update When Statistic Is On	Order of Update
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure	2
A_x , where x = 1, 2, 3, 4	Value of the attribute specified on the A_x tab of the dialog. This port appears only if you set Send attribute value to signal port A_x on the A_x tab to On.	After entity departure	1

Output signals having the same number in the Order of Update column in the table above are updated in an arbitrary sequence relative to each other; you should not rely on a specific sequence for your simulation results.

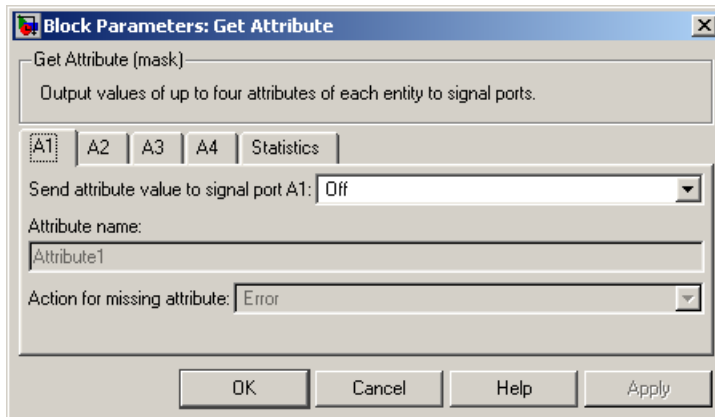
The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0 for all signals.

Get Attribute (Obsolete)

Dialog Box

A1, A2, A3, A4 Tabs

The **A1**, **A2**, **A3**, and **A4** tabs have similar parameter choices. By assigning different values to the parameters, you can configure this block to retrieve the values of up to four different attributes for each entity that the block processes.



Send attribute value to signal port A_x , where $x = 1, 2, 3, 4$

Indicates whether the block creates an output signal with the value of an attribute. Choosing **Off** indicates that you are not using this tab of the dialog and makes the parameters below inactive or invisible.

Attribute name

The name of the attribute to query.

Action for missing attribute

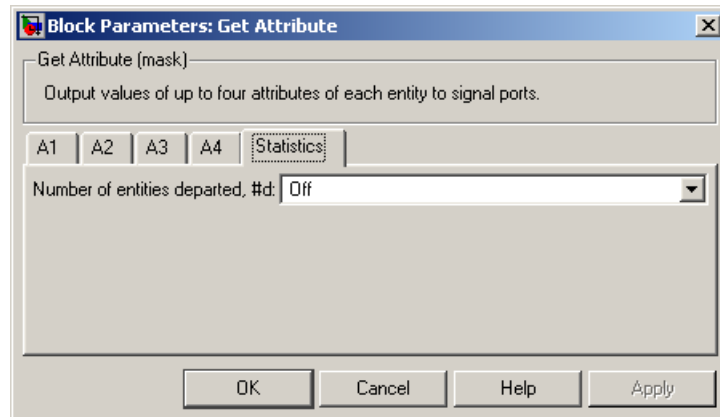
The response of the block when the entity does not possess the attribute named above.

Default value

The value for the corresponding Simulink output signal if the entity does not possess the attribute named above. This field appears only if you set **Action for missing attribute** to **Output default value** or **Output default value and warn**.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



Number of entities departed

Controls the presence and behavior of the signal output port labeled #d.

Examples

- “Adding Event-Based Behavior” in the getting started documentation
- “Example: Manipulating Data” in the user guide documentation

See Also

Get Attribute, Set Attribute, “Accessing Attributes of Entities” in the user guide documentation

Infinite Server

Purpose Delay any number of entities for period of time

Library Servers

Description



This block serves any number of entities for a period of time, called the *service time*, and then attempts to output them through the **OUT** port. If the **OUT** port is blocked, then the block holds the entities until the port becomes unblocked. If an entity in this block is scheduled to time out, then it might depart prematurely via the optional **TO** port; see “Forcing Departures Using Timeouts” in the user guide documentation for details about timeouts.

An infinite server is like an infinite set of single servers connected in parallel, followed by a path combiner; the path combiner notifies entities of an unblocked path in the sequence in which the entities completed their service time, until one entity departs.

You specify the service time, which is the duration of service, via a parameter, attribute, or signal, depending on the **Service time from** parameter value. The block determines the service time for an entity upon its arrival. Service times are assumed to be specified in seconds.

Note If you specify the service time via an event-based signal, be sure that its updates occur before the entity arrives. For common problems and troubleshooting tips, see “Unexpected Use of Old Value of Signal” in the user guide documentation.

The **IN** port of an infinite server is always available. You can interpret an infinite server as a mechanism for delaying entities. Some discussions of this block suggest this interpretation by using the word *delay* instead of *serve*.

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities, which will be served.

Signal Input Ports

Label	Description
t	Service time, in seconds, for a newly arrived entity. This port appears only if you set Service time from to Signal port t.

Entity Output Ports

Label	Description
OUT	Port for departing entities that have completed their service time and have not timed out while in this block.
TO	Port for entities that time out while in this block. This port appears only if you select Enable TO port for timed-out entities . This port must not be blocked when an entity attempts to depart here.

Infinite Server

Signal Output Ports

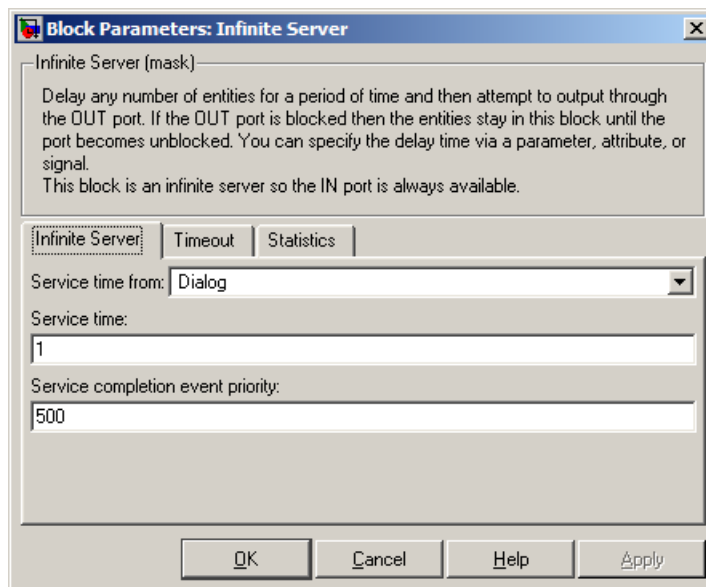
Label	Description	Time of Update When Statistic Is On	Order of Update
#d	Number of entities that have departed from this block via the OUT port since the start of the simulation.	After entity departure via the OUT port	4
#n	Number of entities in the block.	After entity arrival and after entity departure	3
pe	The value is 1 if the block is holding any pending entities, that is, entities that have completed their service but cannot depart because the OUT port is blocked. The value of this signal is 0 otherwise.	After service completion and after entity departure	2
#pe	The number of entities that have completed their service but cannot depart because the OUT port is blocked.	After service completion and after entity departure	2
w	Sample mean of the waiting times in this block for all entities that have departed via any port. An entity's waiting time might exceed its service time if the OUT port is blocked when the entity completes service.	After entity departure	1
#to	Number of entities that have timed out from this block since the start of the simulation.	After entity departure via the TO port	4

Output signals having the same number in the Order of Update column in the table above are updated in an arbitrary sequence relative to each other; you should not rely on a specific sequence for your simulation results.

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0 for all signals.

Dialog Box

Infinite Server Tab



Service time from

Determines whether the service time is computed from a parameter in this dialog box, a signal input port, or an attribute of the entity being served.

Service time

The service time, in seconds, for all entities. This field appears only if you set **Service time from** to Dialog.

Infinite Server

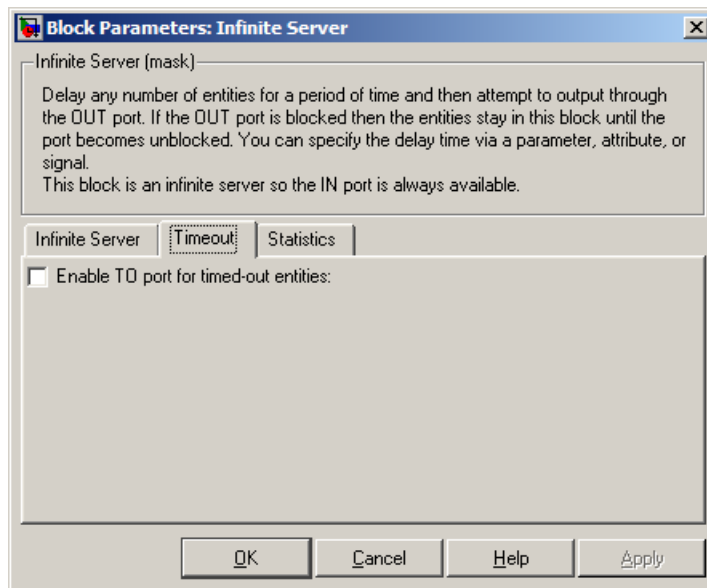
Attribute name

The name of the attribute whose value the block uses as the service time for an entity. This field appears only if you set **Service time from** to Attribute.

Service completion event priority

The priority of the service completion event, relative to other simultaneous events in the simulation.

Timeout Tab

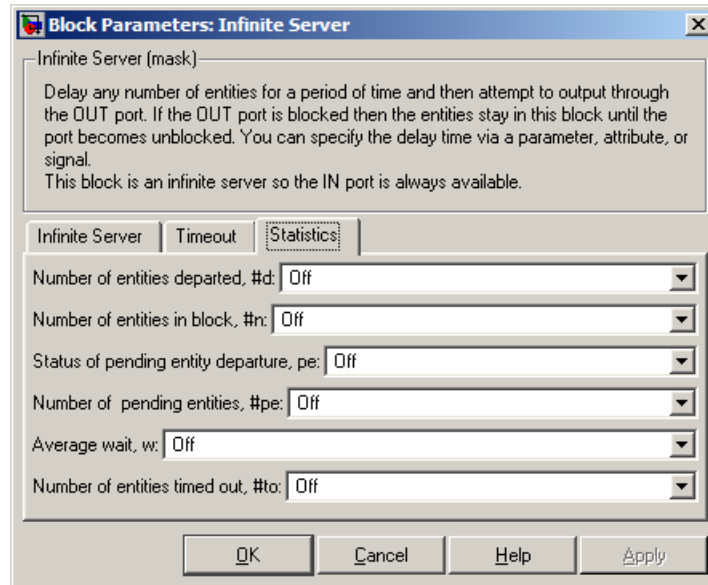


Enable TO port for timed-out entities

This option becomes relevant if an entity times out while in this block. Selecting this option provides a **TO** entity output port through which the timed-out entity departs. If you clear this option in a model that uses timeouts, see the **If entity has no destination when timeout occurs** parameter of the Schedule Timeout block.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



Number of entities departed

Controls the presence and behavior of the signal output port labeled **#d**.

Number of entities in block

Controls the presence and behavior of the signal output port labeled **#n**.

Status of pending entity departure

Controls the presence of the signal output port labeled **pe**.

Infinite Server

Number of pending entities

Controls the presence and behavior of the signal output port labeled **#pe**.

Average wait

Controls the presence and behavior of the signal output port labeled **w**.

Number of entities timed out

Controls the presence and behavior of the signal output port labeled **#to**.

Examples

- “Adding Event-Based Behavior” in the getting started documentation
- “Restarting a Timer from Zero” in the user guide documentation
- “Example: Counting Simultaneous Departures from a Server” in the user guide documentation

See Also

Single Server, N-Server, “Basic Queues and Servers” in the getting started documentation

Purpose Accept entities from selected entity input port

Library Routing

Description



This block selects exactly one entity input port for potential arrivals. The selected entity input port can change during the simulation. When one entity input port becomes selected, all others become unavailable.

The possible rules the block uses for selecting an entity input port, as well as the corresponding values of the **Switching criterion** parameter in the dialog box, are listed in the table below.

Switching criterion Value	Description
Round robin	At the beginning of the simulation, IN1 is selected. After each departure, the block selects the entity input port next to the last selected port. After exhausting all entity input ports, the block returns to the first one, IN1 .
Equiprobable	At the beginning of the simulation and after each departure, the block randomly chooses which entity input port is selected for the next arrival. All entity input ports are equally likely. The Initial seed parameter initializes the random number generation process.
From signal port p	Selecting this option creates an additional signal input port, labeled p . The signal at this port must have integer values between 1 and the Number of entity input ports parameter value. The block detects changes in this integer value and selects the corresponding entity input port for future arriving entities.

Input Switch

Tip If multiple entity input ports of the Input Switch block are on entity paths that come from a single block having multiple entity output ports, then you should include a storage block in each of those paths.

For example, instead of connecting two entity output ports of an Entity Splitter block directly to two entity input ports of an Input Switch block, you should insert a storage block in each of the two paths.

Ports

Entity Input Ports

Label	Description
IN1, IN2, IN3, etc.	Ports for potential entity arrivals. At any given time, one input port is selected and the others are unavailable. The Number of entity input ports parameter determines how many of these entity input ports the block has.

Signal Input Ports

Label	Description
p	Index of the entity input port that is available. Values are 1, 2, 3,..., Number of entity input ports . This port appears only if you set Switching criterion to From signal port p.

Entity Output Ports

Label	Description
OUT	Port for departing entities.

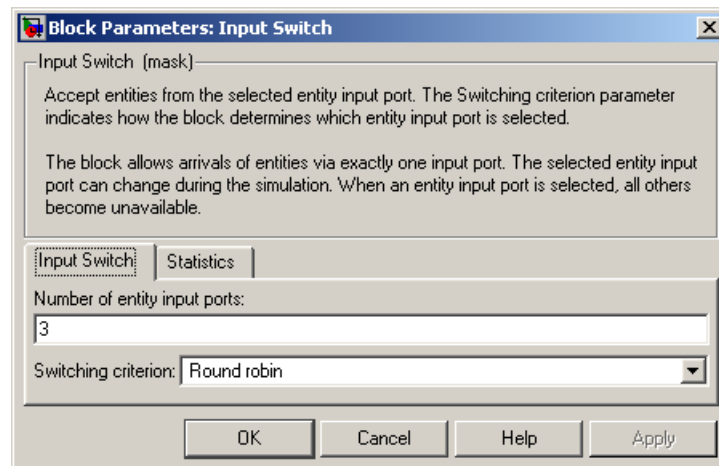
Signal Output Ports

Label	Description	Time of Update When Statistic Is On	Order of Update
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure	2
last	Index of the input port that was available the last time an entity departed. The initial value is 0. After an entity has departed, values are 1, 2, 3,..., Number of entity input ports .	After entity departure	1

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0 for all signals.

Dialog Box

Input Switch Tab



Input Switch

Number of entity input ports

Determines how many entity input ports the block has.

Switching criterion

The rule that determines which entity input port is selected for receiving entities.

Initial seed

A nonnegative integer that initializes the random number generator used to select an entity input port. This field appears only if you set **Switching criterion** to Equiprobable.

Resolve simultaneous signal updates according to event priority

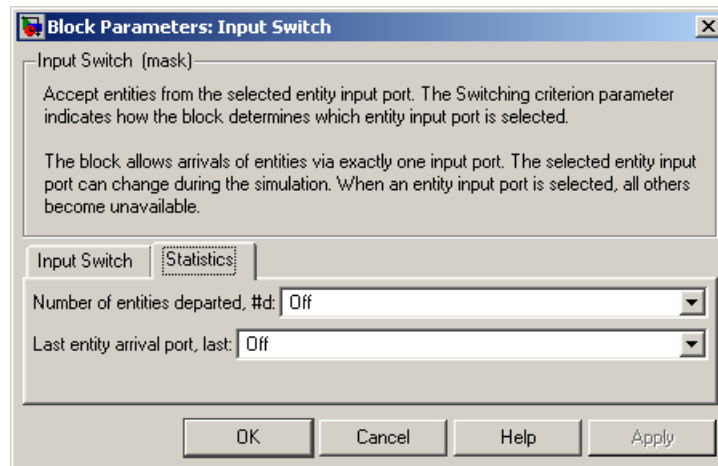
Select this option to control the sequencing of the port-selection event, relative to other simultaneous events in the simulation. For details, see “Choosing How to Resolve Simultaneous Signal Updates” in the user guide documentation. This field appears only if you set **Switching criterion** to From signal port p.

Event priority

The priority of the port-selection event, relative to other simultaneous events in the simulation. For details, see “Using Event Priorities to Resolve Simultaneous Signal Updates” in the user guide documentation. This field appears only if you set **Switching criterion** to From signal port p and select **Resolve simultaneous signal updates according to event priority**.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



Number of entities departed

Controls the presence and behavior of the signal output port labeled **#d**.

Last entity arrival port

Controls the presence of the signal output port labeled **last**.

Examples

- “Example: Race Conditions at a Switch” in the user guide documentation
- “Example: Round-Robin Approach to Choosing Inputs” in the getting started documentation
- “Example: Compound Switching Logic”

See Also

Output Switch, “Using the Input Switch” in the getting started documentation

Instantaneous Entity Counting Scope

Purpose Plot entity count versus time

Library SimEvents Sinks

Description This block creates a plot by counting arriving entities at each arrival time. The block restarts the count from 1 when the time changes. As a result, the count is cumulative for a given time instant but not cumulative across the entire simulation.



Note If you want to plot the total number of arriving entities across the entire simulation, connect the **#d** signal of the Entity Departure Counter block to the Signal Scope block.

Use the **Enable entity OUT port** option to choose whether the entity advances to a subsequent block or whether the block absorbs the arriving entity.

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities, which the block counts.

Entity Output Ports

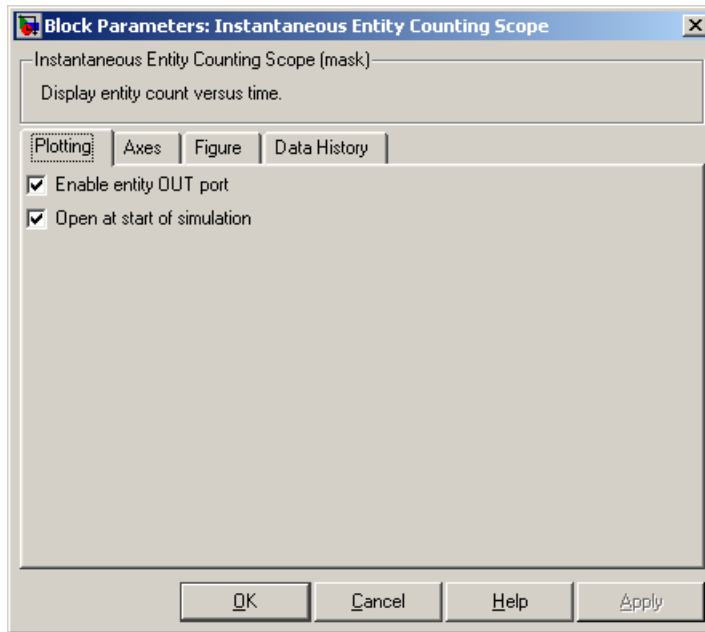
Label	Description
OUT	Port for departing entities. This port appears only if you select Enable entity OUT port .

Instantaneous Entity Counting Scope

Dialog Box

To open the block dialog box, click the Parameters toolbar button in the plot window.

Plotting Tab



Enable entity OUT port

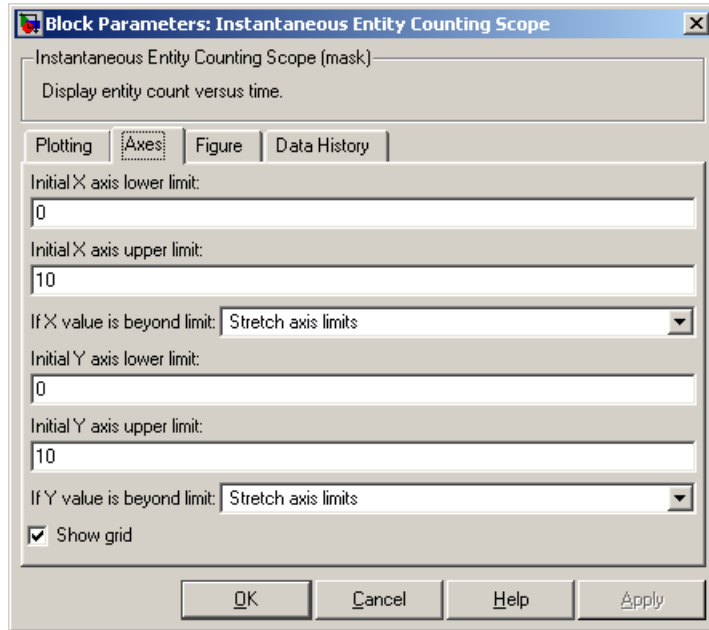
Causes the block to have an entity output port labeled **OUT**, through which the arriving entity departs. If you clear this box, the block absorbs arriving entities.

Open scope at start of simulation

Selecting this option causes the plot window to open when you start the simulation. If you clear this box, you can open the plot window by double-clicking the block icon.

Instantaneous Entity Counting Scope

Axes Tab



Initial X axis lower limit, Initial X axis upper limit

The interval shown on the X axis at the beginning of the simulation. The interval might change from this initial setting due to zooming, autoscaling, or the **If X value is beyond limit** setting.

If X value is beyond limit

Determines how the plot changes if one or more X values are not within the limits shown on the X axis. For details, see “Varying Axis Limits Automatically” in the user guide documentation.

Initial Y axis lower limit, Initial Y axis upper limit

The interval shown on the Y axis at the beginning of the simulation. The interval might change from this initial setting

Instantaneous Entity Counting Scope

due to zooming, autoscaling, or the **If Y value is beyond limit** setting.

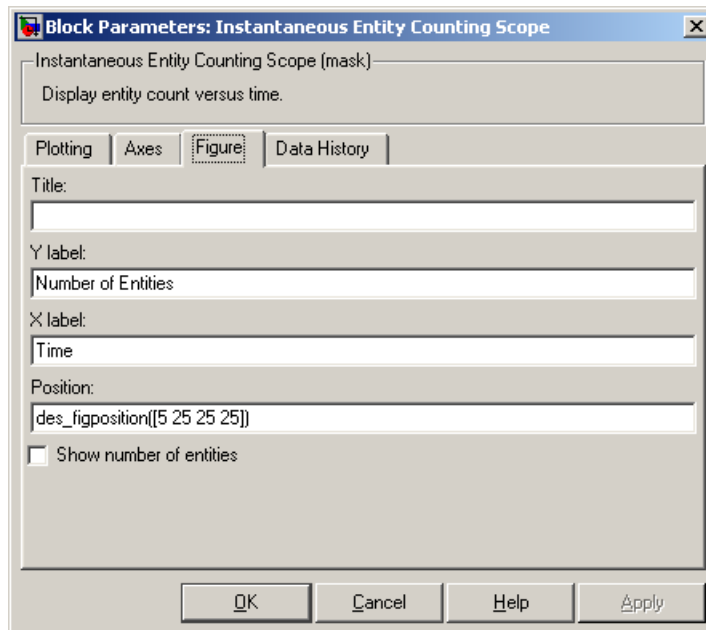
If Y value is beyond limit

Determines how the plot changes if one or more entity counts are not within the limits shown on the Y axis. For details, see “Varying Axis Limits Automatically” in the user guide documentation.

Show grid

Toggles the grid on and off.

Figure Tab



Title

Text that appears as the title of the plot, above the axes.

Y label

Text that appears to the left of the vertical axis.

Instantaneous Entity Counting Scope

X label

Text that appears below the horizontal axis.

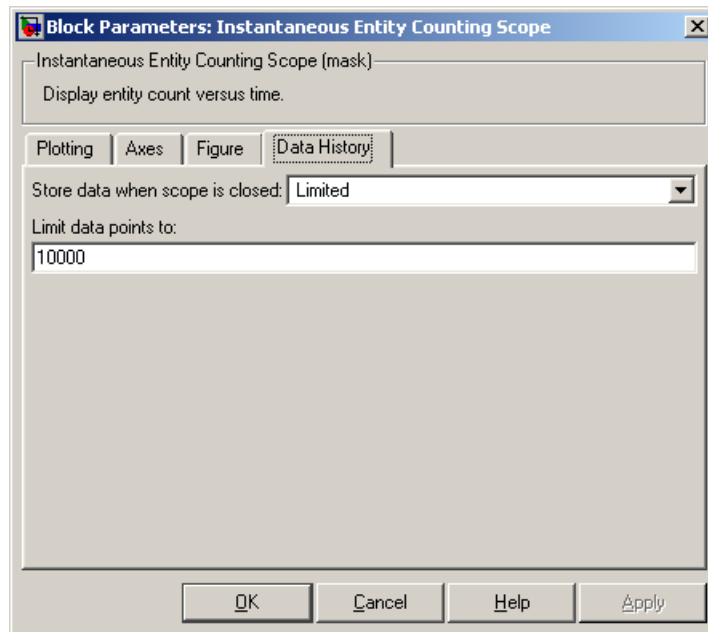
Position

A four-element vector of the form [left bottom width height] specifying the position of the scope window. (0,0) is the lower left corner of the display.

Show number of entities

Displays the number of plotted points using an annotation in the plot window.

Data History Tab



Instantaneous Entity Counting Scope

Store data when scope is closed

Select **Unlimited** to have the block cache all data for future viewing, **Limited** to cache a portion of the most recent data, and **Disabled** to avoid caching undisplayed data.

Limit data points to

The number of data points the block caches, using the most recent data. This field appears only if you set **Store data when scope is closed** to **Limited**.

Examples

- “Example: Counting Simultaneous Departures from a Server” in the user guide documentation
- “Example: Synchronizing Service Start Times with the Clock” in the user guide documentation

See Also

Entity Departure Counter, Instantaneous Event Counting Scope, “Plotting Data” in the user guide documentation, “Counting Entities” in the user guide documentation

Instantaneous Event Counting Scope

Purpose Plot event count versus time

Library SimEvents Sinks

Description This block creates a plot by counting events. The block restarts the count from 1 when the time changes. As a result, the count is cumulative for a given time instant but not cumulative across the entire simulation.



When the block has a **ts** input port and the input signal is an event-based signal, a stem with no marker represents the signal's initial condition.

Ports

Signal Input Ports

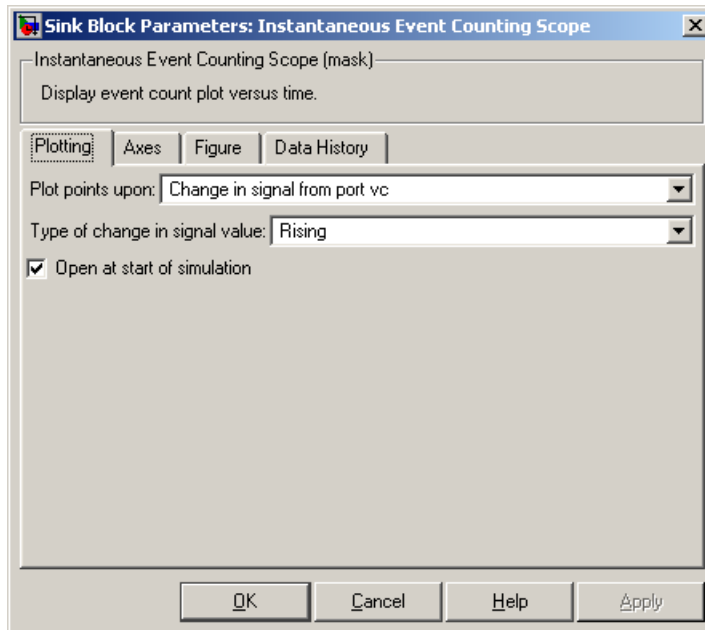
Label	Description
ts	Signal whose updates increment the counter. This port appears only if you set Plot points upon to Sample time hit from port ts .
tr	Trigger signal whose edges increment the counter. This port appears only if you set Plot points upon to Trigger from port tr .
vc	Signal whose numerical changes in value increment the counter. This port appears only if you set Plot points upon to Change in signal from port vc .
fcn	Function-call signal that indicates when to increment the counter. This port appears only if you set Plot points upon to Function call from port fcn .

Instantaneous Event Counting Scope

Dialog Box

To open the block dialog box, click the Parameters toolbar button in the plot window.

Plotting Tab



Plot points upon

The type of event that indicates when the block increments its counter.

Trigger type

Determines whether rising, falling, or either type of trigger edge causes the block to increment its counter. This field appears only if you set **Plot points upon** to Trigger from port tr.

Instantaneous Event Counting Scope

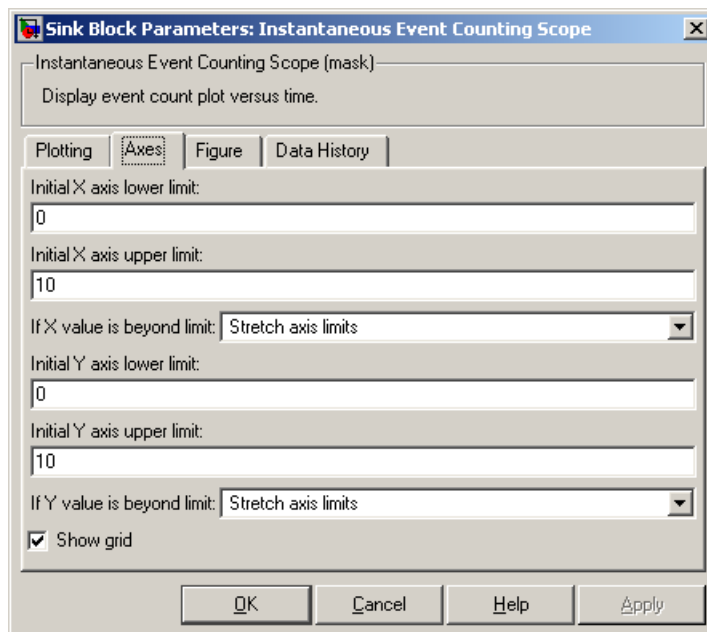
Type of value change

Determines whether rising, falling, or either type of value change causes the block to increment its counter. This field appears only if you set **Plot points upon** to Change in signal from port vc.

Open scope at start of simulation

Selecting this option causes the plot window to open when you start the simulation. If you clear this box, you can open the plot window by double-clicking the block icon.

Axes Tab



Initial X axis lower limit, Initial X axis upper limit

The interval shown on the X axis at the beginning of the simulation. The interval might change from this initial setting due to zooming, autoscaling, or the **If X value is beyond limit** setting.

If X value is beyond limit

Determines how the plot changes if one or more X values are not within the limits shown on the X axis. For details, see “Varying Axis Limits Automatically” in the user guide documentation.

Initial Y axis lower limit, Initial Y axis upper limit

The interval shown on the Y axis at the beginning of the simulation. The interval might change from this initial setting due to zooming, autoscaling, or the **If Y value is beyond limit** setting.

If Y value is beyond limit

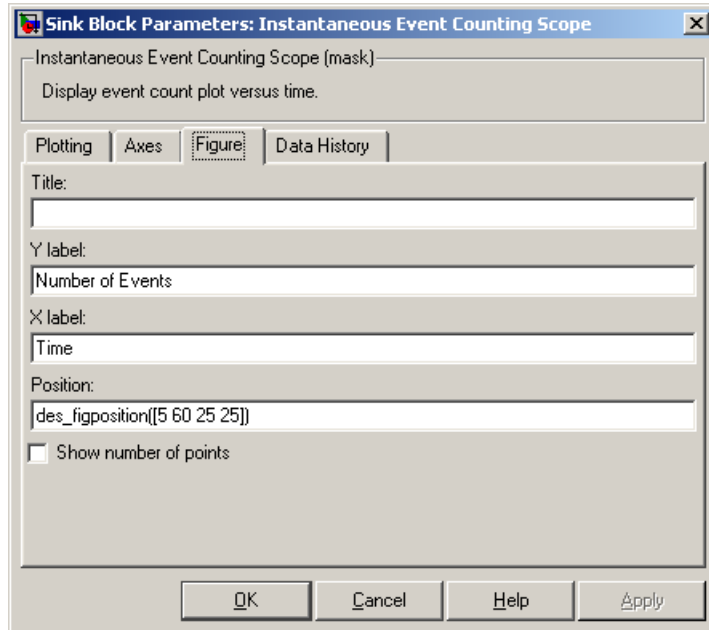
Determines how the plot changes if one or more event counts are not within the limits shown on the Y axis. For details, see “Varying Axis Limits Automatically” in the user guide documentation.

Show grid

Toggles the grid on and off.

Instantaneous Event Counting Scope

Figure Tab



Title

Text that appears as the title of the plot, above the axes.

Y label

Text that appears to the left of the vertical axis.

X label

Text that appears below the horizontal axis.

Position

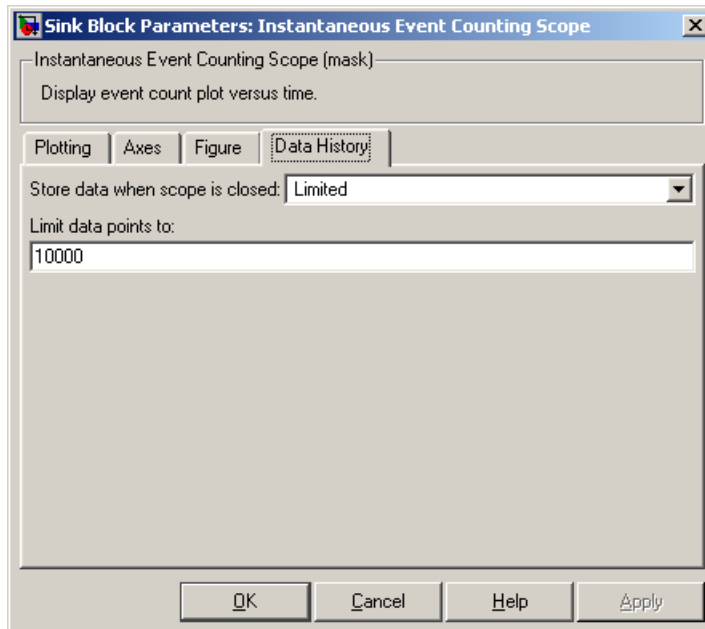
A four-element vector of the form [left bottom width height] specifying the position of the scope window. (0,0) is the lower left corner of the display.

Instantaneous Event Counting Scope

Show number of points

Displays the number of plotted points using an annotation in the plot window.

Data History Tab



Store data when scope is closed

Select Unlimited to have the block cache all data for future viewing, Limited to cache a portion of the most recent data, and Disabled to avoid caching undisplayed data.

Limit data points to

The number of data points the block caches, using the most recent data. This field appears only if you set **Store data when scope is closed** to Limited.

Instantaneous Event Counting Scope

Examples

See “Example: Plotting Event Counts to Check for Simultaneity” in the user guide documentation.

See Also

Signal Scope, Instantaneous Entity Counting Scope, “Plotting Data” in the user guide documentation, “Observing Events” in the user guide documentation

Purpose Store entities in stack for undetermined length of time

Library Queues

Description



This block stores up to N entities simultaneously, where N is the **Capacity** parameter value. The block attempts to output an entity through the **OUT** port but retains the entity if the **OUT** port is blocked and $N > 0$. If the block is storing multiple entities and no entity times out, then entities depart in a last-in, first-out (LIFO) fashion. If an entity in this block is scheduled to time out, then it might depart prematurely via the optional **TO** port. The length of time that an entity stays in this block cannot be determined in advance.

The **IN** port is unavailable whenever $N > 0$ and this block stores exactly N entities. In this case, the queue is said to be full.

If $N = 0$, then the availability of the **IN** port matches the availability of the subsequent block's entity input port to which this block's **OUT** port is connected. If $N = 0$, all arriving entities depart immediately because this block cannot store entities.

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities, which will be stored.

Entity Output Ports

Label	Description
OUT	Port for departing entities that do not time out while in this block.
TO	Port for entities that time out while in this block. This port appears only if you select Enable TO port for timed-out entities . This port must not be blocked when an entity attempts to depart here.

Signal Output Ports

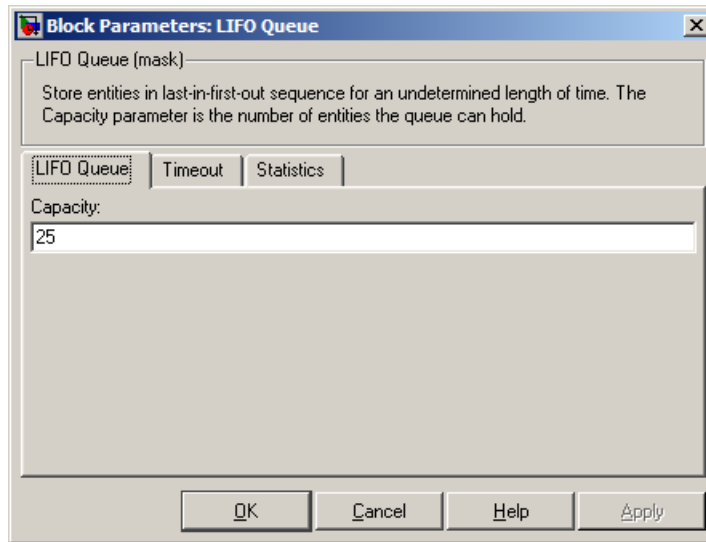
Label	Description	Time of Update When Statistic Is On	Order of Update
#d	Number of entities that have departed from this block via the OUT port since the start of the simulation.	After entity departure via the OUT port	4
#n	Number of entities currently in the queue.	After entity arrival at a nonempty queue and after entity departure	3
pe	A value of 1 indicates when the block tries and fails to output an entity; that is, the queue is nonempty. A value of 0 indicates when the queue is empty.	After entity arrival and before entity departure	2
w	Sample mean of the waiting times in this block for all entities that have departed via any port.	After entity departure	1
len	Average number of entities in the queue over time, that is, the time average of the #n signal.	After entity arrival at a nonempty queue and after entity departure	1
#to	Number of entities that have timed out from this block since the start of the simulation.	After entity departure via the TO port	4

Output signals having the same number in the Order of Update column in the table above are updated in an arbitrary sequence relative to each other; you should not rely on a specific sequence for your simulation results.

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0 for all signals.

Dialog Box

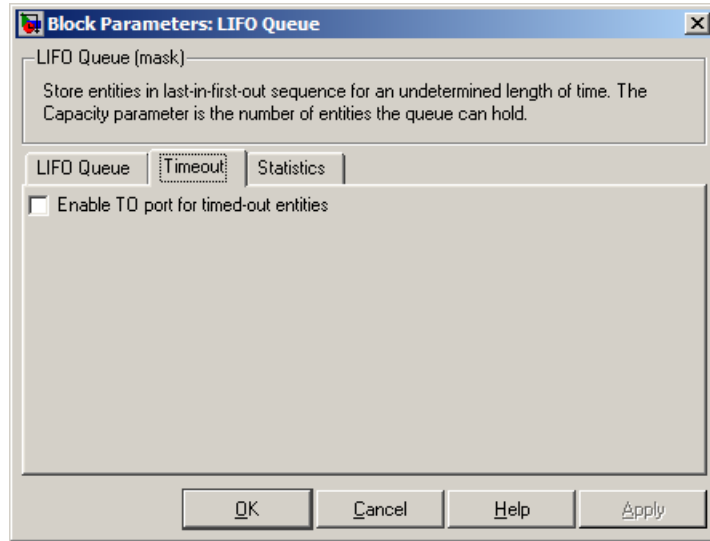
LIFO Queue Tab



Capacity

Determines how many entities the block can store at a time.

Timeout Tab

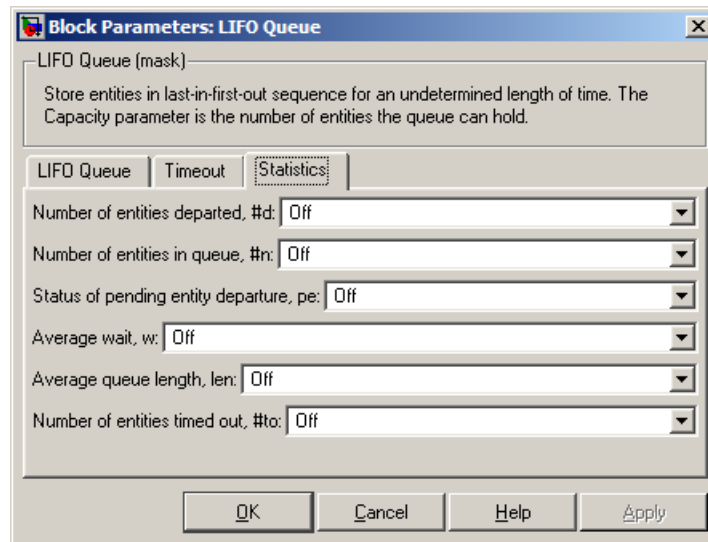


Enable TO port for timed-out entities

This option becomes relevant if an entity times out while in this block. Selecting this option provides a **TO** entity output port through which the timed-out entity departs. If you clear this option in a model that uses timeouts, see the **If entity has no destination when timeout occurs** parameter of the Schedule Timeout block.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



Number of entities departed

Controls the presence and behavior of the signal output port labeled **#d**.

Number of entities in queue

Controls the presence and behavior of the signal output port labeled **#n**.

Status of pending entity departure

Controls the presence of the signal output port labeled **pe**.

Average wait

Controls the presence and behavior of the signal output port labeled **w**.

Average queue length

Controls the presence and behavior of the signal output port labeled **len**.

LIFO Queue

Number of entities timed out

Controls the presence and behavior of the signal output port labeled **#to**.

Examples

See “Example: Waiting Time in LIFO Queue” in the user guide documentation.

See Also

FIFO Queue, Priority Queue, “Using a LIFO Queuing Discipline” in the user guide documentation

Purpose Serve up to N entities for period of time

Library Servers

Description



This block stores up to N entities, serving each one independently for a period of time and then attempting to output the entity through the **OUT** port. If the **OUT** port is blocked, then the entity stays in this block until the port becomes unblocked. If an entity in this block is scheduled to time out, then it might depart prematurely via the optional **TO** port; see “Forcing Departures Using Timeouts” in the user guide documentation for details about timeouts.

An N-server is like a set of N single servers connected in parallel, followed by a path combiner; the path combiner notifies entities of an unblocked path in the sequence in which the entities completed their service time, until one entity departs.

You specify the service time, which is the duration of service, via a parameter, attribute, or signal, depending on the **Service time from** parameter value. The block determines the service time for an entity upon its arrival. Service times are assumed to be specified in seconds.

Note If you specify the service time via an event-based signal, be sure that its updates occur before the entity arrives. For common problems and troubleshooting tips, see “Unexpected Use of Old Value of Signal” in the user guide documentation.

All entities that arrive do so via the **IN** port. The **IN** port is unavailable whenever this block contains N entities. In that case, the **IN** port becomes available when at least one of the N entities departs.

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities, which will be served.

Signal Input Ports

Label	Description
t	Service time, in seconds, for a newly arrived entity. This port appears only if you set Service time from to Signal port t.

Entity Output Ports

Label	Description
OUT	Port for departing entities that have completed their service time and have not timed out while in this block.
TO	Port for entities that time out while in this block. This port appears only if you select Enable TO port for timed-out entities . This port must not be blocked when an entity attempts to depart here.

Signal Output Ports

Label	Description	Time of Update When Statistic Is On	Order of Update
#d	Number of entities that have departed from this block via the OUT port since the start of the simulation.	After entity departure via the OUT port	4
#n	Number of entities currently in the block, between 0 and N.	After entity arrival and after entity departure	3

Label	Description	Time of Update When Statistic Is On	Order of Update
pe	The value is 1 if the block is holding any pending entities, that is, entities that have completed their service but cannot depart because the OUT port is blocked. The value of this signal is 0 otherwise.	After service completion and after entity departure	2
#pe	The number of entities that have completed their service but cannot depart because the OUT port is blocked.	After service completion and after entity departure	2
w	Sample mean of the waiting times in this block for all entities that have departed via any port. An entity's waiting time might exceed its service time if the OUT port is blocked when the entity completes service.	After entity departure	1

N-Server

Label	Description	Time of Update When Statistic Is On	Order of Update
util	Utilization of the N-server. If Number of servers is finite, util is the time average of the fraction of servers that are storing an entity. At time values when an entity arrives or departs, util equals $1/N$ times the time average of the #n signal. If Number of servers is infinite, then util is always zero.	Performance considerations cause the block to suppress signal updates until specific occurrences cause updates. In On mode, updates occur after an entity departure and after an entity arrival. In Upon stop or pause mode, stopping or pausing the simulation causes an update.	1
#to	Number of entities that have timed out from this block since the start of the simulation.	After entity departure via the TO port	4

Output signals having the same number in the Order of Update column in the table above are updated in an arbitrary sequence relative to each other; you should not rely on a specific sequence for your simulation results.

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0 for all signals.

A more precise definition of the utilization signal **util** at an update time $T > 0$ is

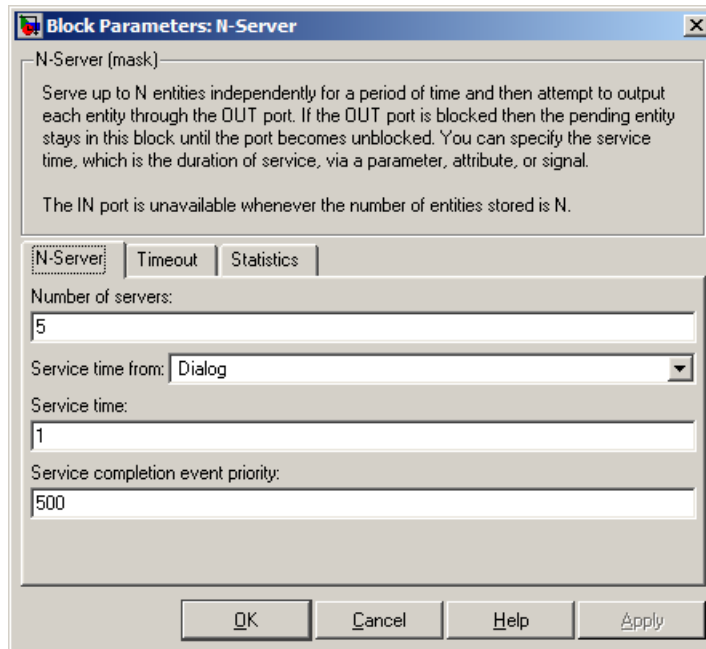
$$\frac{1}{T} \sum_k \left(\frac{(\#n)_k}{N} \right) \cdot \text{length}(I_k)$$

where I_k is the k th time interval between successive pairs of times that

util is updated and $(\#n)_k$ is the number of entities the N-Server block is storing during the open interval I_k . If an update of **util** occurs at $T=0$, the value is $\#n/N$.

Dialog Box

N-Server Tab



Number of servers

The number of servers the block represents, N.

Service time from

Determines whether the service time is computed from a parameter in this dialog box, an input signal, or an attribute of the entity being served.

Service time

The service time, in seconds, for all entities. This field appears only if you set **Service time from** to Dialog.

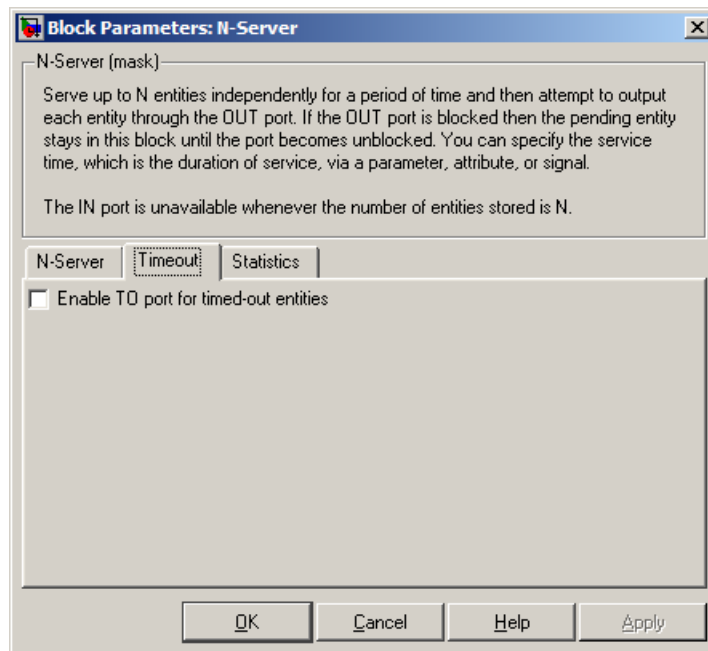
Attribute name

The name of the attribute whose value the block uses as the service time for an entity. This field appears only if you set **Service time from** to Attribute.

Service completion event priority

The priority of the service completion event, relative to other simultaneous events in the simulation.

Timeout Tab



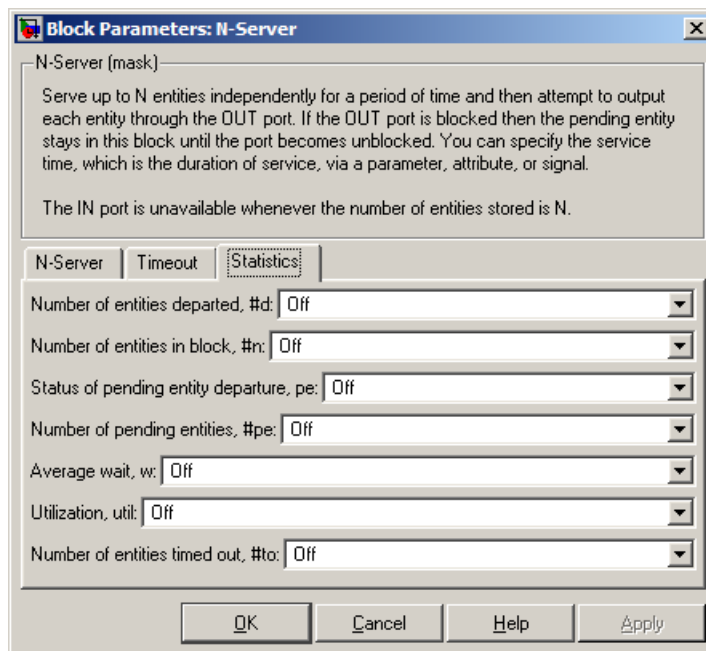
Enable TO port for timed-out entities

This option becomes relevant if an entity times out while in this block. Selecting this option provides a **TO** entity output port through which the timed-out entity departs. If you clear this option in a model that uses timeouts, see the **If entity has no**

destination when timeout occurs parameter of the Schedule Timeout block.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



Number of entities departed

Controls the presence and behavior of the signal output port labeled **#d**.

Number of entities in block

Controls the presence and behavior of the signal output port labeled **#n**.

Status of pending entity departure

Controls the presence of the signal output port labeled **pe**.

Number of pending entities

Controls the presence and behavior of the signal output port labeled **#pe**.

Average wait

Controls the presence and behavior of the signal output port labeled **w**.

Utilization

Controls the presence and behavior of the signal output port labeled **util**.

Number of entities timed out

Controls the presence and behavior of the signal output port labeled **#to**.

Examples

See “Example: M/M/5 Queuing System” in the user guide documentation.

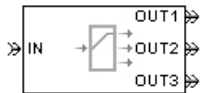
See Also

Single Server, Infinite Server, “Modeling Multiple Servers” in the user guide documentation

Purpose Select entity output port for departure

Library Routing

Description

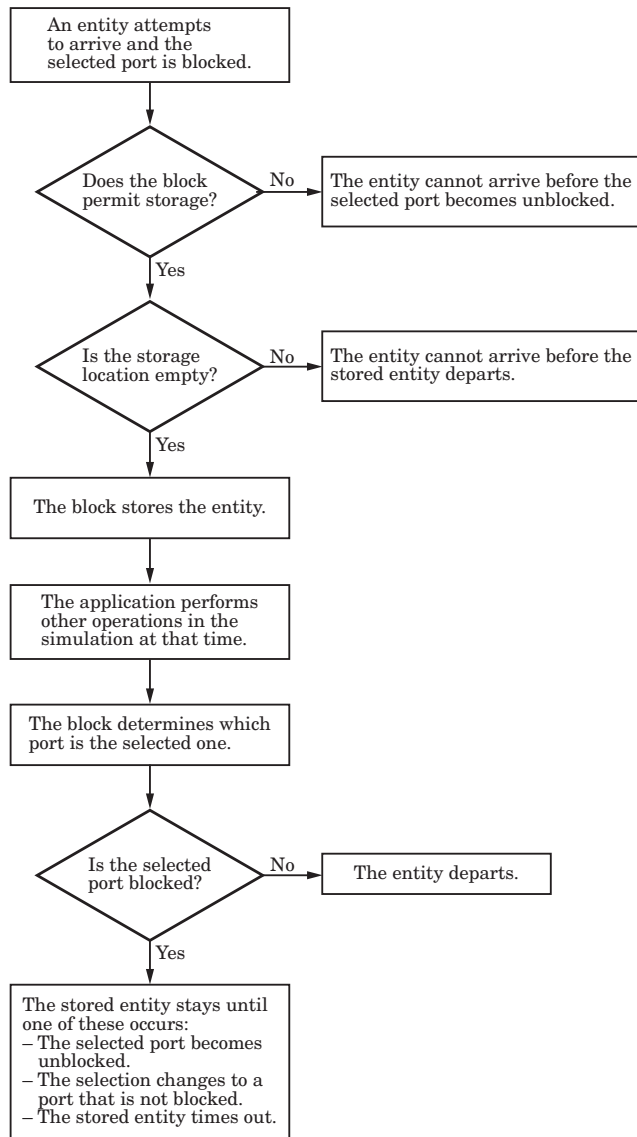


This block receives entities, which depart through one of multiple entity output ports. The selected port can change during the simulation.

Managing Arrivals and Departures

When the selected port is not blocked, an arriving entity departs through that port. When an entity attempts to arrive and the selected port is blocked, the block's behavior depends on the block's configuration and state, as illustrated in the figure.

Output Switch



Note This block permits storage only if you set **Switching criterion** to From signal port p, and then select **Store entity before switching**.

Entities that time out depart via the block's **TO** port. For details on timeouts, see “Forcing Departures Using Timeouts” in the user guide documentation.

Switching Criteria

The **Switching criterion** parameter indicates how the block determines which entity output port is selected for departure at any given time. The values of the **Switching criterion** parameter are described in the table below.

Switching criterion Value	Description
Round robin	The first arriving entity in the simulation departs via the OUT1 port. Upon each subsequent arrival, the block selects the entity output port next to the last selected port. After exhausting all entity output ports, the block returns to the first one, OUT1 .
Equiprobable	At the beginning of the simulation and upon each departure, the block randomly chooses the entity output port through which the next arriving entity departs. All entity output ports are equally likely to be selected. The Initial seed parameter initializes the random number generation process.

Output Switch

Switching criterion Value	Description
First port that is not blocked	When an entity attempts to arrive, the block attempts to output the entity through OUT1 . If that port is blocked, then the block attempts to output the entity through OUT2 , and so on. If all entity output ports are blocked, then this block's IN port is unavailable and the entity cannot arrive.
From signal port p	Selecting this option creates an additional signal input port, labeled p . The signal at this port uses integer values between 1 and the Number of entity output ports parameter value to refer to entity output ports. The block monitors the p signal's value throughout the simulation and reacts to changes by selecting the appropriate entity output port. An entity departs through the entity output port that corresponds to the p signal's value at the time of departure.
From attribute	An arriving entity departs through the entity output port that corresponds to the value of an attribute of your choice. Name the attribute using the Attribute name parameter. The attribute value must be an integer between 1 and the Number of entity output ports parameter value. If the indicated entity output port is blocked, then this block does not accept the entity for arrival until the entity output port becomes unblocked.

Note If you set **Switching criterion** to From signal port *p*, then the block offers several options to help you ensure that the signal is up to date and valid when the block uses it to determine how to process the arriving entity. Be especially careful when the signal is in a feedback loop, or when the signal can change at the same time an entity arrives. For details, see “Output Switching Based on a Signal” in the user guide documentation. For common problems and troubleshooting tips, see “Unexpected Use of Old Value of Signal” in the user guide documentation.

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities.

Signal Input Ports

Label	Description
p	Index of the entity output port through which an arriving entity departs. Values must be integers between 1 and Number of entity output ports . This port appears only if you set Switching criterion to From signal port <i>p</i> .

Output Switch

Entity Output Ports

Label	Description
OUT1, OUT2, OUT3, etc.	Entity ports through which an arriving entity departs, where the Switching criterion parameter determines which of multiple ports the entity departs through. The Number of entity output ports parameter determines how many of these entity output ports the block has.
TO	Port for entities that time out while in this block. This port appears only if you set Switching criterion to From signal port p, select Store entity before switching , and select Enable TO port for timed-out entities . This port must not be blocked when an entity attempts to depart here.

Signal Output Ports

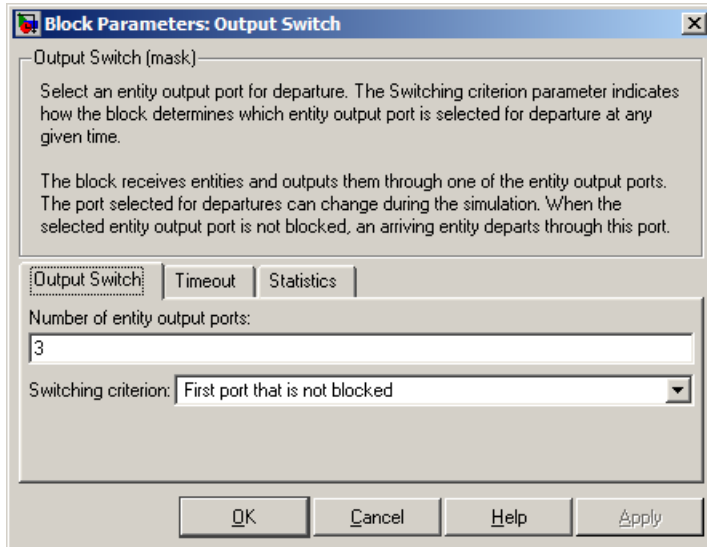
Label	Description	Time of Update When Statistic Is On	Order of Update
#d	Number of entities that have departed from this block without timing out, since the start of the simulation.	After entity departure via a port other than TO	3
#to	Number of entities that have timed out from this block since the start of the simulation.	After entity departure via the TO port	2
pe	A value of 1 indicates when the block stores an entity after the entity tries and fails to depart. A value of 0 indicates when the storage location is empty.	After entity arrival and after entity departure	1
last	Index of the output port through which the last entity departed, excluding timed-out entities. Aside from the initial condition, values of this signal are 1, 2, 3,..., Number of entity output ports .	After entity departure via a port other than TO	2

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0 for all signals.

Output Switch

Dialog Box

Output Switch Tab



Number of entity output ports

Determines how many entity output ports the block has.

Switching criterion

The rule that determines which entity output port an arriving entity departs through.

Initial seed

A nonnegative integer that initializes the random number generator used to select an entity output port. This field appears only if you set **Switching criterion** to Equiprobable.

Specify initial port selection

Select this option to indicate the initially selected entity output port. For details, see “Specifying an Initial Port Selection” in the user guide documentation. This field appears only if you set **Switching criterion** to From signal port p.

Initial port selection

The entity output port that the block selects when the simulation begins. The value must be an integer between 1 and **Number of entity output ports**. The block uses **Initial port selection** instead of the **p** signal's value until the signal has its first sample time hit. This field appears only if you set **Switching criterion** to From signal port **p** and select **Specify initial port selection**.

Store entity before switching

If you select this option, the block can store one entity at a time. Furthermore, the block decouples its arrival and departure processing to give other blocks in the simulation an opportunity to update the **p** signal if appropriate. If you do not select this option, the block processes an arrival and departure as an atomic operation and assumes that the **p** signal is already up to date at the given time. For details, see “Using the Storage Option to Prevent Latency Problems” in the user guide documentation. This field appears only if you set **Switching criterion** to From signal port **p**.

Resolve simultaneous signal updates according to event priority

Select this option to control the sequencing of the port-selection event, relative to other simultaneous events in the simulation. For details, see “Choosing How to Resolve Simultaneous Signal Updates” in the user guide documentation. This field appears only if you set **Switching criterion** to From signal port **p** and do not select **Store entity before switching**.

Event priority

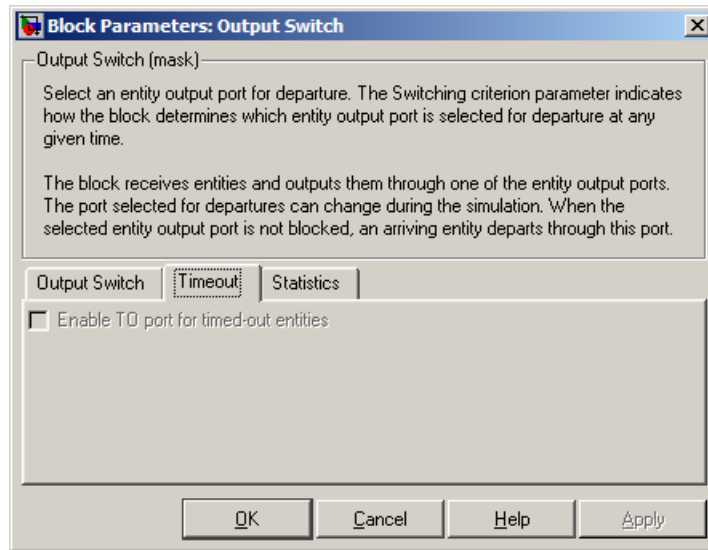
The priority of the port-selection event, relative to other simultaneous events in the simulation. For details, see “Using Event Priorities to Resolve Simultaneous Signal Updates” in the user guide documentation. This field appears only if you set **Switching criterion** to From signal port **p**, do not select **Store entity before switching**, and select **Resolve simultaneous signal updates according to event priority**.

Output Switch

Attribute name

The name of an attribute used to select an entity output port.
This field appears only if you set **Switching criterion** to From attribute.

Timeout Tab

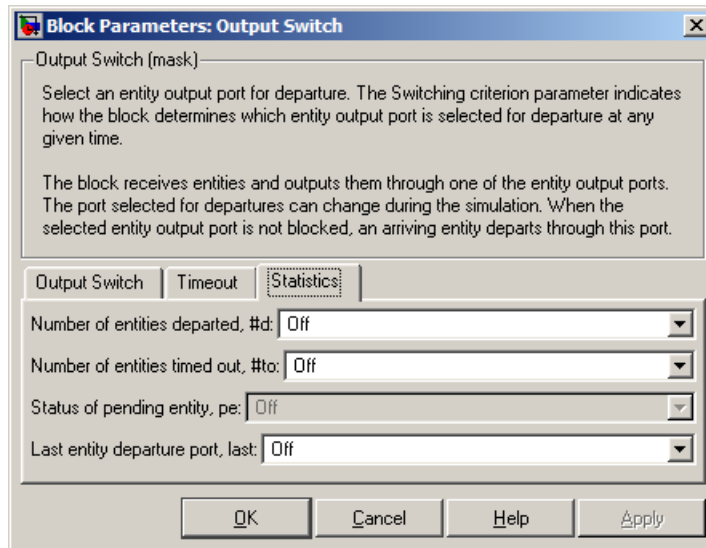


Enable TO port for timed-out entities

This option is available only if you set **Switching criterion** to From signal port p , and then select **Store entity before switching** on the **Output Switch** tab of the dialog box. This option becomes relevant if an entity times out while in this block. Selecting this option provides a **TO** entity output port through which the timed-out entity departs. If you clear this option in a model that uses timeouts, see the description of the **If entity has no destination when timeout occurs** parameter on the Schedule Timeout block reference page.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



Number of entities departed

Controls the presence and behavior of the signal output port labeled **#d**.

Number of entities timed out

Controls the presence of the signal output port labeled **#to**.

Status of pending entity

Controls the presence of the signal output port labeled **pe**. This parameter can have the value **On** only if you set **Switching criterion** to **From signal port p**, and then select **Store entity before switching** on the **Output Switch** tab of the dialog box.

Output Switch

Last entity departure port

Controls the presence of the signal output port labeled **last**.

Examples

- “Example: Selecting the First Available Server” in the getting started documentation
- “Example: Using an Attribute to Select an Output Port” in the getting started documentation
- “Example: A Packet Switch” in the getting started documentation
- “Example: Choosing the Shortest Queue” in the user guide documentation
- “Example: Using Servers in Shifts” in the user guide documentation

See Also

Input Switch, “Using the Output Switch” in the getting started documentation, “Output Switching Based on a Signal” in the user guide documentation

Purpose Merge entity paths

Library Routing

Description



This block accepts entities through any entity input port and outputs them through a single entity output port. You specify the number of entity input ports using the **Number of entity input ports** parameter.

If multiple entities arrive at the Path Combiner block simultaneously while the entity output port is not blocked, then the sequence in which the entities depart depends on the sequence of departure events from blocks that precede the Path Combiner block. Although the departure time is the same for all such entities, the sequence might affect the system's behavior. For example, if the entities advance to a queue, the departure sequence determines their positions in the queue.

Input Port Precedence

The **Input port precedence** parameter indicates how the block determines which entity input port to notify first, whenever the entity output port changes its status from blocked to unblocked. The first notified port is the first port to become available to an arriving entity. Choices for the **Input port precedence** parameter are described in the following table. For an example illustrating when this parameter is significant, see “Combining Entity Paths” in the getting started documentation.

Path Combiner

Input Port Precedence	Action when Entity Output Port Becomes Unblocked	Example for Block with Four Entity Input Ports
IN1 port	Notify entity input ports IN1, IN2, IN3 ,... until either an entity arrives or all ports are notified.	The sequence of notifications is always IN1, IN2, IN3, IN4 throughout the simulation.
Equiprobable	Notify a random entity input port. All are equally likely and the Initial seed parameter initializes the random number generator. If this does not result in an entity arrival, then notify the subsequent ports in turn until either an entity arrives or all ports are notified.	If the random number is three, then notify the ports in the sequence IN3, IN4, IN1, IN2 . If the random number is two on the next such occasion, then notify the ports in the sequence IN2, IN3, IN4, IN1 .
Round robin	Notify the port next to the one through which the last departing entity arrived. The IN1 port is considered “next to” the last entity input port on the block. If this does not result in an entity arrival, then notify the subsequent ports in turn until either an entity arrives or all ports are notified.	An entity arrives through the IN2 port and advances to a Single Server block. Meanwhile, entities attempt to arrive at the Path Combiner block. When the server becomes available, the Path Combiner block notifies the ports in the sequence IN3, IN4, IN1, IN2 . The sequence starts with IN3 because it is next to IN2 , which is the port through which the last departing entity arrived.
From signal port p	Notify the port whose index is the value of the p input signal. If this does not result in an entity arrival, then notify the subsequent ports in turn until either an entity arrives or all ports are notified.	If the value of the p signal is three, then notify the ports in the sequence IN3, IN4, IN1, IN2 . If p is two on the next such occasion, then notify the ports in the sequence IN2, IN3, IN4, IN1 .

Ports

Entity Input Ports

Label	Description
IN1, IN2, IN3, etc.	Port for arriving entities. The Number of entity input ports parameter determines how many of these entity input ports the block has.

Signal Input Ports

Label	Description
p	Index of the entity input port that the block makes available first, upon an event that changes the entity output port from blocked to unblocked. Values are 1, 2, 3,..., Number of entity input ports . This port appears only if you set Input port precedence to From signal port p.

Entity Output Ports

Label	Description
OUT	Port for departing entities.

Path Combiner

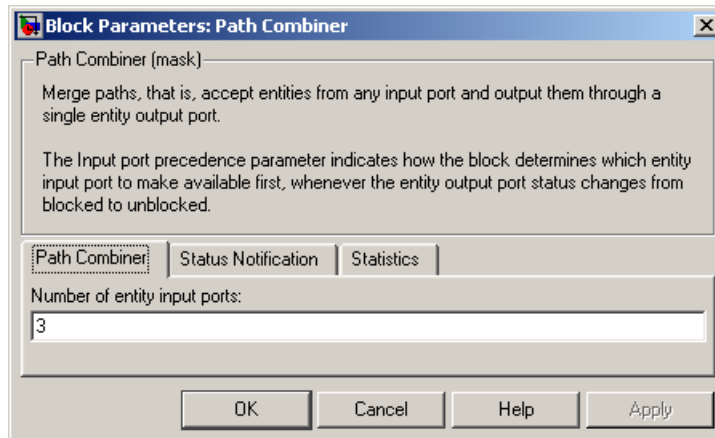
Signal Output Ports

Label	Description	Time of Update When Statistic Is On	Order of Update
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure	2
last	Index of the input port through which the last entity arrived. The initial value is 0. After an entity has arrived and departed, values are 1, 2, 3,..., Number of entity input ports .	After entity departure	1

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0 for all signals.

Dialog Box

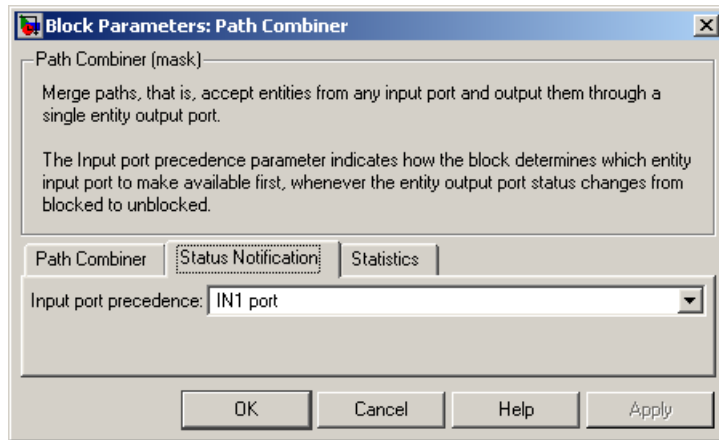
Path Combiner Tab



Number of entity input ports

Determines how many entity input ports the block has.

Status Notification Tab



Input port precedence

Determines which entity input port the block makes available first, upon an event that changes the entity output port from blocked to unblocked.

Initial seed

A nonnegative integer that initializes the random number generator used to select an entity input port to notify first about status changes. This field appears only if you set **Input port precedence** to Equiprobable.

Resolve simultaneous signal updates according to event priority

Select this option to control the sequencing of the event that updates the port precedence, relative to other simultaneous events in the simulation. For details, see “Choosing How to Resolve Simultaneous Signal Updates” in the user guide documentation. This field appears only if you set **Switching criterion** to From signal port p.

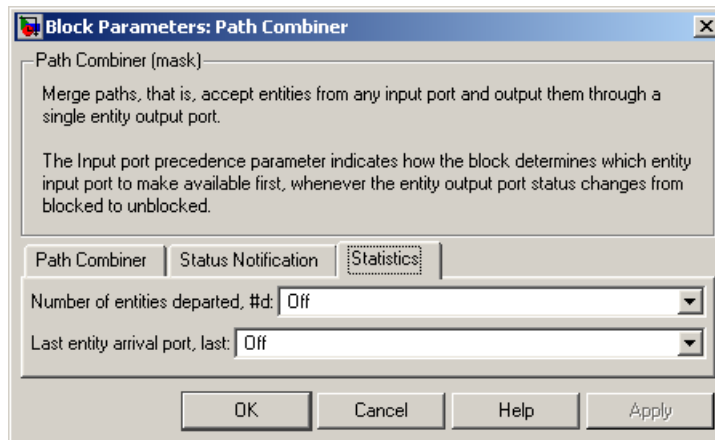
Path Combiner

Event priority

The priority of the event that updates the port precedence, relative to other simultaneous events in the simulation. For details, see “Using Event Priorities to Resolve Simultaneous Signal Updates” in the user guide documentation. This field appears only if you set **Switching criterion** to From signal port *p* and select **Resolve simultaneous signal updates according to event priority**.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



Number of entities departed

Controls the presence and behavior of the signal output port labeled **#d**.

Last entity arrival port

Controls the presence and behavior of the signal output port labeled **last**.

Examples

- “Combining Entity Paths” in the getting started documentation
- “Example: A Packet Switch” in the getting started documentation
- “Example: First Entity as a Special Case” in the user guide documentation

See Also

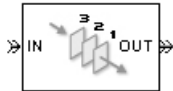
Input Switch, Output Switch, “Combining Entity Paths” in the getting started documentation

Priority Queue

Purpose Store entities in sorted sequence for undetermined length of time

Library Queues

Description



This block stores up to N entities simultaneously in a sorted sequence, where N is the **Capacity** parameter value. The queue sorts entities according to the values of an attribute, in either ascending or descending order. Use the **Sorting attribute name** and **Sorting direction** parameters to determine the sorting behavior. The block accepts real numbers, Inf , and $-\text{Inf}$ as valid values of the sorting attribute.

The block attempts to output an entity through the **OUT** port but retains the entity if the **OUT** port is blocked and $N > 0$. If an entity in this block is scheduled to time out, then it might depart prematurely via the optional **TO** port. The length of time that an entity stays in this block cannot be determined in advance. The **IN** port is unavailable whenever $N > 0$ and this block stores exactly N entities. In this case, the queue is said to be full.

While you can view the value of the sorting attribute as an entity priority, this value has nothing to do with event priorities or block priorities.

If $N = 0$, then the availability of the **IN** port matches the availability of the subsequent block's entity input port to which this block's **OUT** port is connected. If $N = 0$, all arriving entities depart immediately because this block cannot store entities.

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities, which will be stored.

Entity Output Ports

Label	Description
OUT	Port for departing entities that do not time out while in this block.
TO	Port for entities that time out while in this block. This port appears only if you select Enable TO port for timed-out entities . This port must not be blocked when an entity attempts to depart here.

Signal Output Ports

Label	Description	Time of Update When Statistic Is On	Order of Update
#d	Number of entities that have departed from this block via the OUT port since the start of the simulation.	After entity departure via the OUT port	4
#n	Number of entities currently in the queue.	After entity arrival at a nonempty queue and after entity departure	3
pe	A value of 1 indicates when the block tries and fails to output an entity; that is, the queue is nonempty. A value of 0 indicates when the queue is empty.	After entity arrival and after entity departure	2
w	Sample mean of the waiting times in this block for all entities that have departed via any port.	After entity departure	1

Priority Queue

Label	Description	Time of Update When Statistic Is On	Order of Update
len	Average number of entities in the queue over time, that is, the time average of the #n signal.	After entity arrival at a nonempty queue and after entity departure	1
#to	Number of entities that have timed out from this block since the start of the simulation.	After entity departure via the TO port	4

Output signals having the same number in the Order of Update column in the table above are updated in an arbitrary sequence relative to each other; you should not rely on a specific sequence for your simulation results.

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0 for all signals.

Dialog Box

Priority Queue Tab

Block Parameters: Priority Queue

Priority Queue (mask)

Store entities in sorted sequence for an undetermined length of time. The Capacity parameter is the number of entities the queue can hold. The queue sorts entities according to the values of the specified attribute, in either ascending or descending order.

Priority Queue | Timeout | Statistics

Capacity:
25

Sorting attribute name:
PriorityAttributeName

Sorting direction: Ascending

OK Cancel Help Apply

Capacity

Determines how many entities the block can store at a time.

Sorting attribute name

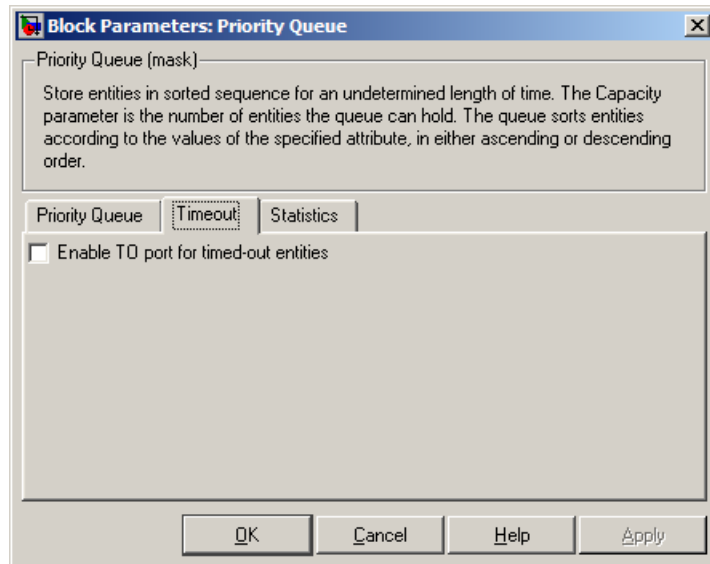
The block uses this attribute to sort entities in the queue.

Sorting direction

Determines whether the entity at the head of the queue is the one with the smallest (Ascending) or largest (Descending) value of the attribute named above. Entities sharing the same attribute value are sorted in FIFO sequence.

Priority Queue

Timeout Tab

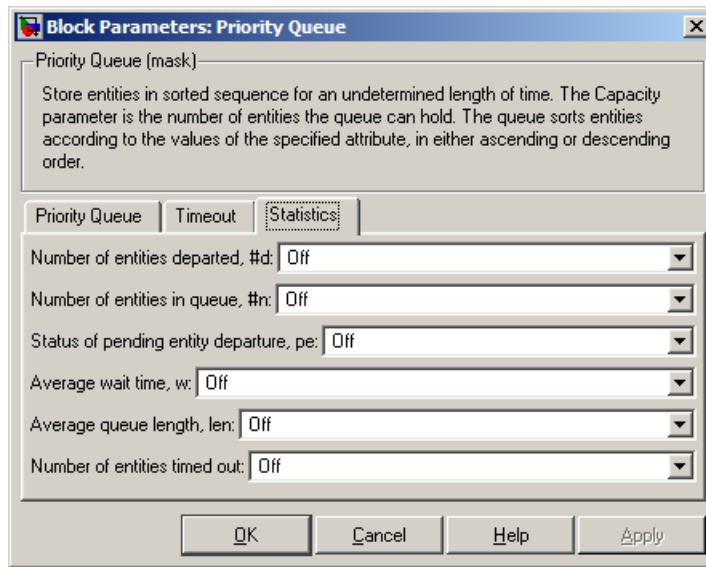


Enable TO port for timed-out entities

This option becomes relevant if an entity times out while in this block. Selecting this option provides a **TO** entity output port through which the timed-out entity departs. If you clear this option in a model that uses timeouts, see the **If entity has no destination when timeout occurs** parameter of the Schedule Timeout block.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



Number of entities departed

Controls the presence and behavior of the signal output port labeled **#d**.

Number of entities in queue

Controls the presence and behavior of the signal output port labeled **#n**.

Status of pending entity departure

Controls the presence of the signal output port labeled **pe**.

Average wait

Controls the presence and behavior of the signal output port labeled **w**.

Average queue length

Controls the presence and behavior of the signal output port labeled **len**.

Priority Queue

Number of entities timed out

Controls the presence and behavior of the signal output port labeled **#to**.

Examples

- “Example: Serving Preferred Customers First” in the user guide documentation
- “Example: Preemption by High-Priority Entities” in the user guide documentation
- “Example: Rerouting Timed-Out Entities to Expedite Handling” in the user guide documentation

See Also

FIFO Queue, LIFO Queue, Single Server, “Sorting by Priority” in the user guide documentation

Purpose

Report statistical data about named timer associated with arriving entities

Library

Timing

Description



This block reads the value of a timer that the Start Timer block previously associated with the arriving entity. Using the **Report elapsed time** and **Report average elapsed time** parameters, you can configure the block to report the following statistics via the **et** and **w** signal output ports, respectively:

- The instantaneous value from the named timer associated with the arriving entity
- The average of **et** values among all entities that have arrived at this block during the simulation and possessed a timer of the specified name

Note If the arriving entity does not possess a timer of that name, then you can configure the block to either produce an error or ignore the timer's absence. In the latter case, the output signals maintain their previous values.

The timer continues timing after the entity departs from this block, which is relevant if the same entity arrives at another Read Timer block later in the simulation.

For more information about using this block with the Start Timer block, see “Using Timers” in the user guide documentation.

Read Timer

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities.

Entity Output Ports

Label	Description
OUT	Port for departing entities.

Signal Output Ports

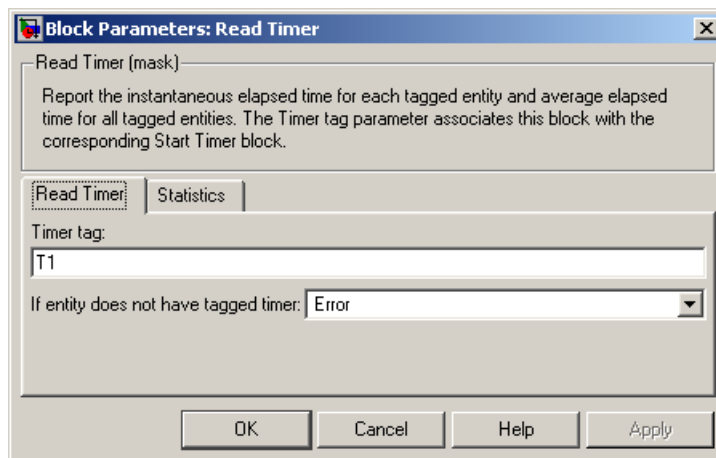
Label	Description	Time of Update When Statistic Is On	Order of Update
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure	3
#t	Total number of entities that have departed from this block and possessed a timer of the specified name.	After entity departure	2
et	Instantaneous elapsed time for the arriving entity, if it possesses a timer of the specified name.	After entity departure	2
w	Average among the et values for all entities that have arrived at this block and possessed a timer of the specified name.	After entity departure	1

Output signals having the same number in the Order of Update column in the table above are updated in an arbitrary sequence relative to each other; you should not rely on a specific sequence for your simulation results.

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0 for all signals.

Dialog Box

Read Timer Tab



Timer tag

Name of the timer to read. This timer tag corresponds to the **Timer tag** parameter of a Start Timer block in the model.

If entity does not have tagged timer

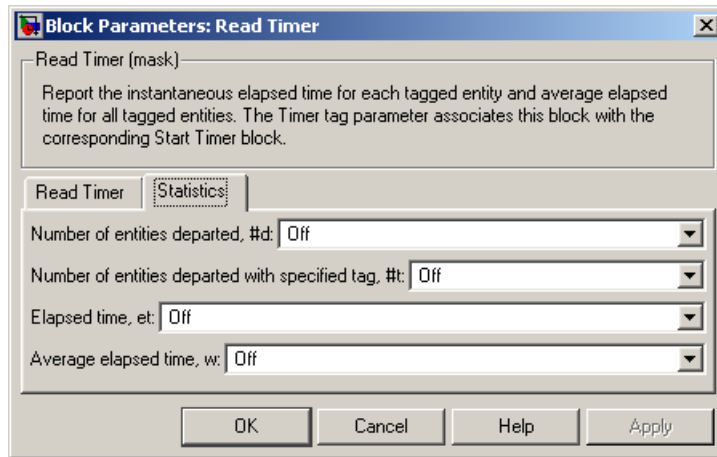
Behavior of the block if an arriving entity does not possess a timer with the specified timer tag.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause

Read Timer

the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



Number of entities departed

Controls the presence and behavior of the signal output port labeled **#d**.

Number of entities departed with specified tag

Controls the presence and behavior of the signal output port labeled **#t**. If you set **If entity does not have tagged timer** to Ignore, then the **#t** value might be less than the **#d** value.

Report elapsed time

Controls the presence of the signal output port labeled **et**.

Report average elapsed time

Controls the presence and behavior of the signal output port labeled **w**.

Examples

- “Basic Procedure for Using Timer Blocks” in the user guide documentation

- “Timing Multiple Entity Paths with One Timer” in the user guide documentation
- “Restarting a Timer from Zero” in the user guide documentation
- “Timing Multiple Processes Independently” in the user guide documentation

See Also

Start Timer, “Using Timers” in the user guide documentation

Release Gate

Purpose Permit one pending entity to arrive when event occurs

Library Gates

Description



This block permits the arrival of one pending entity when a signal-based event or function call occurs; at all other times, the block's entity input port is unavailable. By definition, the gate's opening permits one pending entity to arrive if able to advance immediately to the next block.

No simulation time passes between the opening and subsequent closing of the gate; that is, the gate opens and then closes in the same time instant. If no entity is already pending when the gate opens, then the gate closes without processing any entities.

The **Open gate upon** parameter determines the type of event that opens the gate. Possible types are

- Edges in a trigger signal
- Changes in the numerical value of a signal
- Function calls

For more details, see “Opening a Gate Instantaneously” in the user guide documentation.

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities.

Signal Input Ports

Label	Description
tr	Trigger signal that indicates when to open the gate. This port appears only if you set Open gate upon to Trigger from port tr.
vc	Control signal whose numerical changes indicate when to open the gate. This port appears only if you set Open gate upon to Change in signal from port vc.
fcn	Function-call signal that indicates when to open the gate. This port appears only if you set Open gate upon to Function call from port fcn.

Entity Output Ports

Label	Description
OUT	Port for departing entities.

Signal Output Ports

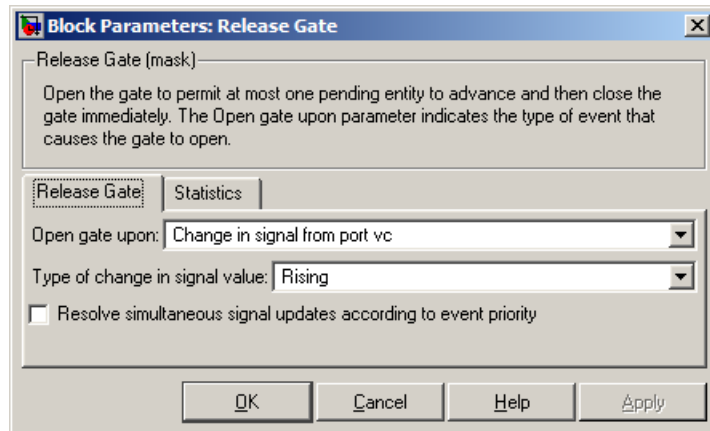
Label	Description	Time of Update When Statistic Is On
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0.

Release Gate

Dialog Box

Release Gate Tab



Open gate upon

Determines the type of event that causes the gate to open instantaneously.

Trigger type

Determines whether rising, falling, or either type of trigger edge causes the gate to open. This field appears only if you set **Open gate upon** to Trigger from port tr.

Type of change in signal value

Determines whether rising, falling, or either type of value change causes the gate to open. This field appears only if you set **Open gate upon** to Change in signal from port vc.

Resolve simultaneous signal updates according to event priority

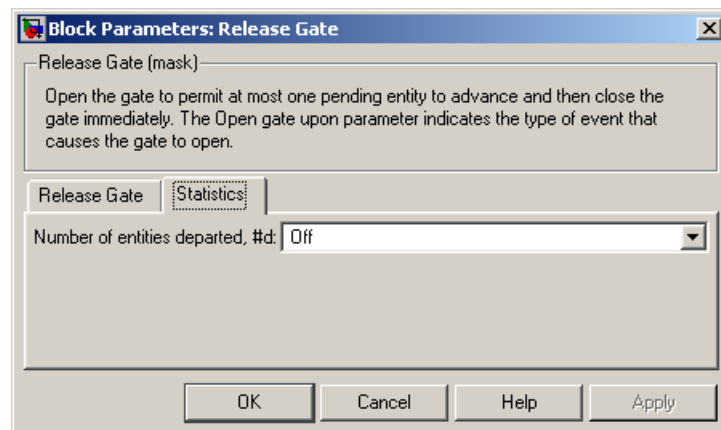
Select this option to control the sequencing of the gate-opening event, relative to other simultaneous events in the simulation. For details, see “Choosing How to Resolve Simultaneous Signal Updates” in the user guide documentation.

Event priority

The priority of the gate-opening event, relative to other simultaneous events in the simulation. For details, see “Using Event Priorities to Resolve Simultaneous Signal Updates” in the user guide documentation. This field appears only if you select **Resolve simultaneous signal updates according to event priority**.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



Number of entities departed

Controls the presence and behavior of the signal output port labeled #d.

Examples

- “Example: Synchronizing Service Start Times with the Clock” in the user guide documentation
- “Example: First Entity as a Special Case” in the user guide documentation

Release Gate

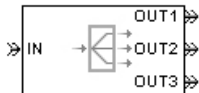
See Also

Enabled Gate, “Regulating Arrivals Using Gates” in the user guide documentation

Purpose Output copies of entity

Library Routing

Description



This block outputs a copy of the arriving entity through each entity output port that is not blocked. You specify the number of copies that the block makes, using the **Number of entity output ports** parameter.

When the block replicates an entity that is subject to a timeout, all departing entities share the same expiration time; that is, the timeout events corresponding to all departing entities share the same scheduled event time. For details about timeout events, see “Forcing Departures Using Timeouts” in the user guide documentation.

Complete or Partial Replication

The **Replicate entity when** parameter affects the circumstances under which the block accepts an entity to replicate. Choices are in the table below.

Parameter Value	Description
All entity output ports are not blocked	The block accepts an entity to replicate only when all entity output ports are connected to available ports of subsequent blocks.
Any entity output port is not blocked	The block accepts an entity to replicate when at least one entity output port is connected to an available port of a subsequent block.

If you connect multiple copies of this block, you can implement logical combinations of the parameter values in the table.

Replicate

Departure of Copies

Each time the block replicates an entity, the copies depart in a sequence whose start is determined by the **Departure port precedence** parameter. Choices are in the table below.

Parameter Value	Description	Example
OUT1 port	Each time the block replicates an entity, the copies depart via entity output ports OUT1 , OUT2 , OUT3 ,..., in that sequence.	The sequence of departures is always OUT1 , OUT2 , OUT3 ,... throughout the simulation.
Round robin	Each time the block replicates an entity, the first copy departs via the port after the one that received preference on the last such occasion. The remaining copies depart via the subsequent ports in turn.	On a block with three entity output ports, the first time the block replicates an entity, the copies depart in the sequence OUT1 , OUT2 , OUT3 . The second time, the copies depart in the sequence OUT2 , OUT3 , OUT1 . The third time, the copies depart in the sequence OUT3 , OUT1 , OUT2 . The fourth time is analogous to the first time, and so on.
Equiprobable	Each time the block replicates an entity, the first copy departs via a randomly selected entity output port. All entity output ports are equally likely to be selected and the Initial seed parameter initializes the random number generation process. The remaining copies depart via the subsequent ports in turn.	On a block with four entity output ports, if the random number is three, then the copies depart in the sequence OUT3 , OUT4 , OUT1 , OUT2 . If the random number is two on the next such occasion, then the copies depart in the sequence OUT2 , OUT3 , OUT4 , OUT1 .

An example in which the choice of **Departure port precedence** parameter is relevant is a model that sets an attribute on each replicated entity based on its departure port and then advances all replicated entities along a merged path to a FIFO Queue block. At each replication occurrence during the simulation, the **Departure port precedence** parameter determines the sequence of the replicated entities in the queue.

In some cases, a departure through one entity output port causes another entity output port to become newly blocked. For example, this could happen if two entity output ports connect to a Path Combiner block, which in turn connects to a Single Server block whose service time is nonzero. Use the **If an output port becomes blocked during replication** parameter to determine how the block responds. Choices are in the table below.

Parameter Value	Description
Discard entity	The block discards the entity that is supposed to depart through the newly blocked entity output port.
Warn and discard entity	The block issues a warning message in the MATLAB Command Window, and discards the entity that is supposed to depart through the newly blocked entity output port.
Error	The simulation halts with an error message.

Replicate

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities.

Entity Output Ports

Label	Description
OUT1, OUT2, OUT3, etc.	Port for departing entities, which are copies of the arriving entity. The Number of entity output ports parameter determines how many of these entity input ports the block has.

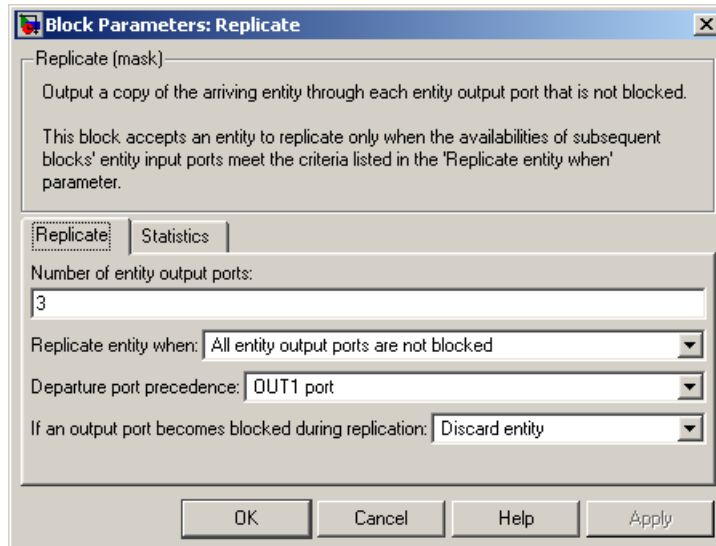
Signal Output Ports

Label	Description	Time of Update When Statistic Is On	Order of Update
#a	Number of entities that have arrived at this block since the start of the simulation.	After entity arrival	1
#d	Number of entities that have departed from this block since the start of the simulation.	After each entity departure	2

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0 for all signals.

Dialog Box

Replicate Tab



Number of entity output ports

Determines how many entity output ports the block has; that is, the maximum number of copies the block makes for each arriving entity.

Replicate entity when

Determines whether the block is available to arriving entities whenever at least one entity output port is not blocked, or only when all entity output ports are not blocked.

Departure port precedence

Determines the start of the sequence in which the block outputs the copies, each time the block replicates an entity.

Initial seed

A nonnegative integer that initializes the random number generator used to determine the output sequence. This field

Replicate

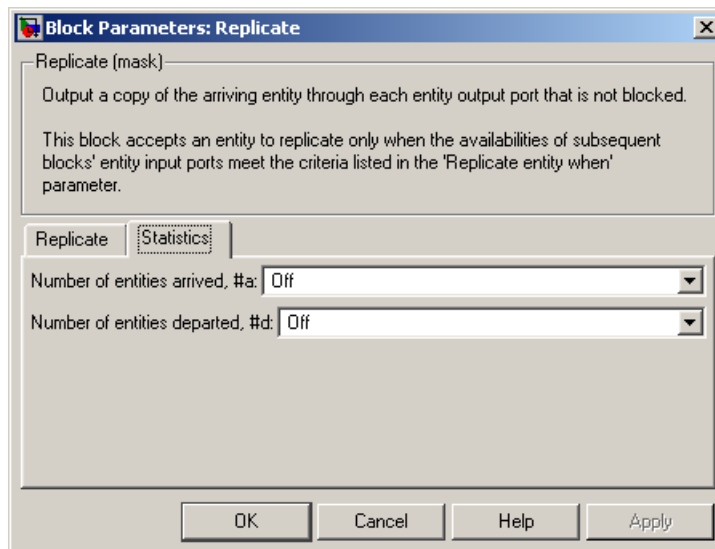
appears only if you set **Departure port precedence** to Equiprobable.

If an output port becomes blocked during replication

Determines whether the block issues a message when a replicated entity is unable to depart because an output port becomes blocked during the replication process. This field appears only if you set **Replicate entity when** to All entity output ports are not blocked.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



Number of entities arrived

Controls the presence and behavior of the signal output port labeled **#a**.

Number of entities departed

Controls the presence and behavior of the signal output port labeled **#d**.

Examples

See “Example: Waiting Time in LIFO Queue” in the user guide documentation.

See Also

Event-Based Entity Generator, Path Combiner, “Replicating Entities on Multiple Paths” in the user guide documentation

Schedule Timeout

Purpose Schedule timeout event for each entity

Library Timing

Description



This block schedules a timeout event for each arriving entity. Timeout events enable you to limit the time that an entity spends on designated entity paths during the simulation. Topologically, this block designates a beginning of an entity path that is relevant to the time limit.

Characteristics of Timeout Event

The timeout event is on the event calendar and has these characteristics:

- Event time equal to the entity’s arrival time plus a timeout interval. You specify the timeout interval via a parameter, attribute, or signal, depending on the **Timeout interval from** parameter value. The block determines the absolute event time of an entity’s timeout event upon the entity’s arrival.

Note If you specify the timeout interval via an event-based signal, be sure that its updates occur before the entity arrives. For common problems and troubleshooting tips, see “Unexpected Use of Old Value of Signal” in the user guide documentation.

For example, if an entity arrives at $T=5$ and the timeout interval is 3 (seconds), then the block schedules the timeout event to occur at $T=5+3=8$.

- A name that you specify via the **Timeout tag** parameter. The event calendar can contain multiple independent timeout events for the same entity, as long as they have distinct timeout tags. This block does not affect timeout events having other timeout tags.
- Event priority that you specify via the **Timeout event priority** parameter. Note that if timeout events for two entities have distinct event priorities and are scheduled for the same value, or sufficiently close values, of the simulation clock, then the priority values

determine which entity times out first. For details, see “Setting Event Priorities” and “Processing Sequence for Simultaneous Events” in the user guide documentation.

Occurrence of Timeout Event

If the timeout event occurs for a specific entity, then that entity attempts to depart from a **TO** entity output port of the storage block in which it resides. To configure a block so that it has a **TO** port, select the **Enable TO port for timed-out entities** parameter in the block’s dialog box. If the timeout event occurs while the entity is in a block that has no **TO** port, then the Schedule Timeout block’s **If entity has no destination when timeout occurs** parameter indicates whether the simulation halts with an error message, or discards the entity while issuing a warning.

To cancel a timeout event before it occurs, use the Cancel Timeout block. You cannot directly change the scheduled time or priority of a timeout event that is already on the event calendar. You can, however, cancel a timeout event and subsequently schedule a new one having the same timeout tag.

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities.

Signal Input Ports

Label	Description
ti	Timeout interval for a newly arrived entity. This port appears only if you set Timeout interval from to Signal port ti.

Schedule Timeout

Entity Output Ports

Label	Description
OUT	Port for entities whose timeout event the block has just scheduled.

Signal Output Ports

Label	Description	Time of Update When Statistic Is On
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0.

Dialog Box

Schedule Timeout Tab

Block Parameters: Schedule Timeout

Schedule Timeout (mask)
Define the beginning of a timeout region by scheduling a timeout event for each passing entity.

Schedule Timeout | Statistics

Timeout tag:
T01

Timeout interval from: Dialog

Timeout interval:
1

Timeout event priority:
1700

If timeout is already scheduled: Error

If entity has no destination when timeout occurs: Error

OK Cancel Help Apply

Timeout tag

Name of the timeout to associate with each entity.

Timeout interval from

Determines whether the timeout interval is computed from a parameter in this dialog box, an input signal, or an attribute of the arriving entity.

Timeout interval

The length of time between an entity's arrival time and the scheduled timeout event for that entity. This field appears only if you set **Timeout interval from** to Dialog.

Attribute name

The name of the attribute whose value the block uses as the timeout interval for an entity. This field appears only if you set **Timeout interval from** to Attribute.

Schedule Timeout

Timeout event priority

The priority of the timeout event, relative to other simultaneous events in the simulation.

If timeout is already scheduled

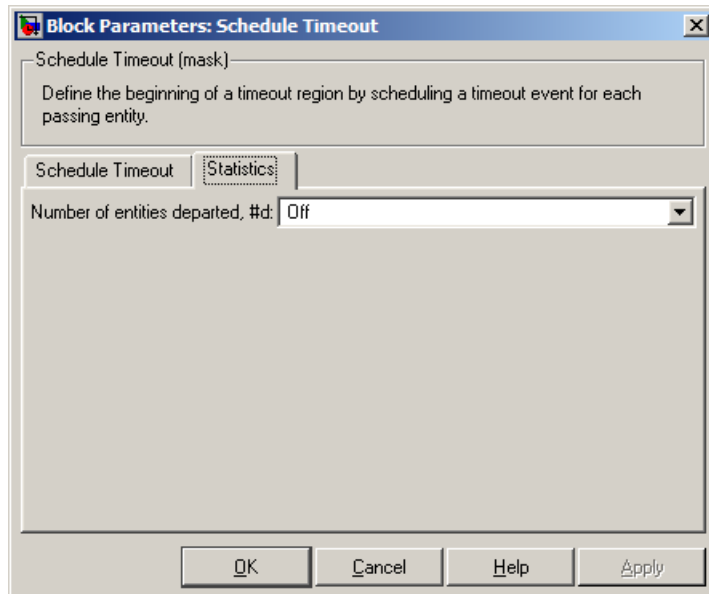
Behavior of the block if a timeout event with the specified timeout tag is already scheduled for the arriving entity.

If entity has no destination when timeout occurs

Behavior of the block if a timeout event occurs for an entity that resides in a block that has no visible **TO** entity output port.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



Number of entities departed

Controls the presence and behavior of the signal output port labeled **#d**.

Examples

- “Basic Example Using Timeouts” in the user guide documentation
- “Defining Entity Paths on Which Timeouts Apply” in the user guide documentation
- “Example: Dropped and Timed-Out Packets” in the user guide documentation
- “Example: Rerouting Timed-Out Entities to Expedite Handling” in the user guide documentation
- “Example: Limiting the Time Until Service Completion” in the user guide documentation

See Also

Cancel Timeout, “Forcing Departures Using Timeouts” in the user guide documentation

Set Attribute

Purpose Assign data to entity

Library Attributes

Description






This block accepts an entity, assigns data to it, and then outputs it. Assigned data is stored in attributes of the entity, where each attribute has a name and a value. Data can be a real-valued array of any dimension and double data type. For each attribute, the dimensions must be consistent throughout the model.

Note If you attach large arrays to entities in a model that contains an infinite server or a queue block with infinite capacity, the simulation could run out of memory.

Manipulating the Rows of the Table

Each attribute corresponds to a row in the table on the **Set Attribute** tab in the block's dialog box. Buttons to the left of the table let you manipulate rows in the table:

- To add a new row to the table, click the Add button .
- To duplicate a row, select it and click the Copy button .
- To remove a row, select it and click the Delete button .

Note The dialog box does not ask you to confirm the deletion and does not offer an undo operation. However, if you delete a row by mistake, you can click **Cancel** to ignore unapplied changes.

Note Deleting a row and applying the change might affect signal input ports corresponding to other rows of the table. For example, if the block has a signal input port **A2** and you delete the row marked **A1**, then the block renames **A2** as **A1**. Check that any signal that connects to the renamed port is still connected as you expect.

Configuring Individual Rows to Set Particular Attributes

Within each row, you can specify properties of the attribute that corresponds to that row.

Assigning a Constant Value Using the Block Parameters Dialog Box

- 1 Select the **Name** field and type the name of the attribute you want to set. All valid MATLAB variable names, except `nan` and `inf` (with any use of case), are valid as attribute names. To determine whether a name is a valid MATLAB variable name, use the `isvarname` function.
- 2 Set **Value from** to Dialog.
- 3 Select the **Value** field and enter the value for the attribute.
- 4 Determine if the constant value you typed is a vector that you want the block to interpret a one-dimensional array rather than a multidimensional array. If yes, select **Treat vector as 1-D**.

Assigning a Value Using an Input Signal

- 1 Select the **Name** field and type the name of attribute you want to set. All valid MATLAB variable names, except `nan` and `inf` (with any use of case), are valid as attribute names. To determine whether a name is a valid MATLAB variable name, use the `isvarname` function.
- 2 Set **Value from** to Signal port. The **Value** and **Treat vector as 1-D** fields become disabled.

Set Attribute

- 3 Click **OK** or **Apply**. The block now has a signal input port whose label matches the label to the left of the row of the table (**A1**, **A2**, etc.).
- 4 Connect a signal to the **Ax** input port. During the simulation, the block assigns the value of this signal to the attribute. The signal must be sample-based instead of frame-based.

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities.

Signal Input Ports

Label	Description
Ax	Data to assign for the attribute specified in the Ax row of the table in the dialog box. This port appears only if you set Value from in the Ax row to Signal port.

Entity Output Ports

Label	Description
OUT	Port for departing entities, with data assigned to them.

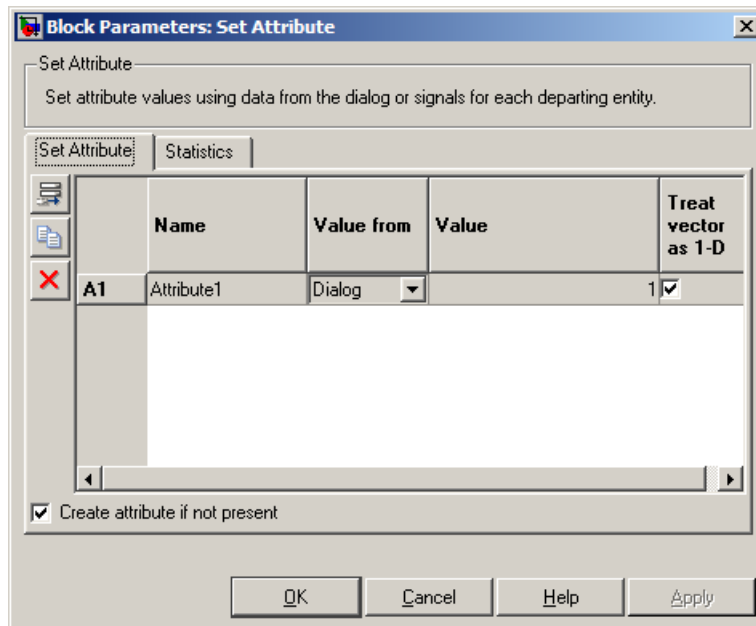
Signal Output Ports

Label	Description	Time of Update When Statistic Is On
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0.

Dialog Box

Set Attribute Tab



Value from

Determines whether the data for attribute values comes from the dialog or a signal.

Set Attribute

Name

The name of the attribute to set.

Value

The value to assign to the attribute. This field is active only if you set **Value from** to Dialog.

Treat vector as 1-D

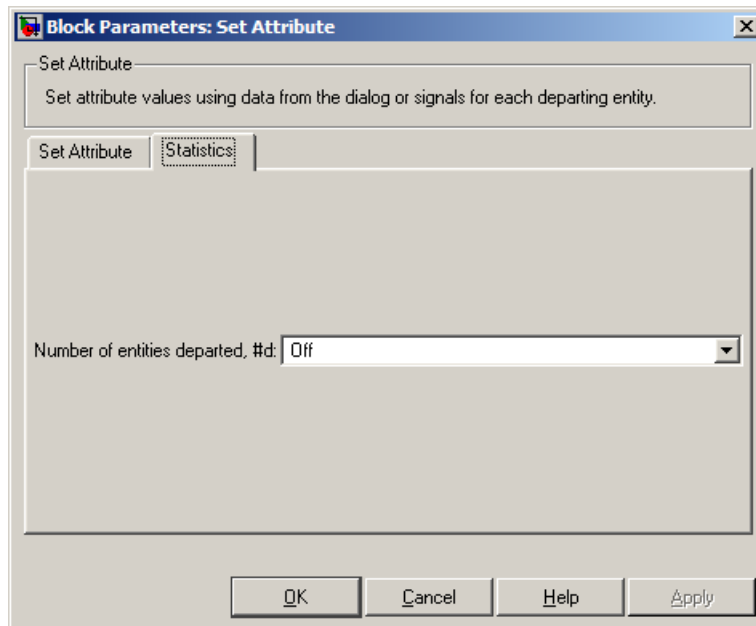
This option affects attributes whose **Value from** parameter is set to Dialog and whose **Value** parameter evaluates to an N-element row or column vector. Selecting this option causes the block to assign the attribute as a vector of length N. Otherwise, the block assigns the attribute as a multidimensional array.

Create attribute if not present

Selecting this option enables the block to define new attributes. Otherwise, the block issues an error if any attribute named in the table does not already exist.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



Number of entities departed

Controls the presence and behavior of the signal output port labeled **#d**.

Examples

- “Example: Setting Attributes” in the user guide documentation
- “Example: Using an Attribute to Select an Output Port” in the getting started documentation
- “Example: Round-Robin Approach to Choosing Inputs” in the getting started documentation
- “Adding Event-Based Behavior” in the getting started documentation
- “Example: Rerouting Timed-Out Entities to Expedite Handling” in the user guide documentation

Set Attribute

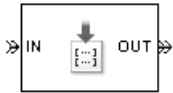
See Also

Get Attribute, “Setting Attributes of Entities” in the user guide documentation

Purpose Assign data to entity

Library Attributes

Description



Note The Set Attribute block in the simeventsattributes1 library is currently supported, but The MathWorks plans on making this block obsolete in a future release. We recommend you use the Set Attribute block in the simeventsattributes2 library instead.

This block accepts an entity, assigns data to it, and then outputs it. Assigned data is stored in attributes of the entity, where each attribute has a name and a value.

You can assign up to four attributes with a single instance of this block. For each attribute you want to set, configure one of the tabs named **A1**, **A2**, **A3**, and **A4** in the block's dialog box using one of these procedures:

Assigning a Constant Value Using This Dialog Box

- 1 Set **Attribute assignment** to Specify via dialog.
- 2 Specify the name of attribute you want to set, in the **Attribute name** field. All valid MATLAB variable names, except nan and inf (with any use of case), are valid as attribute names. To determine whether a name is a valid MATLAB variable name, use the isvarname function.
- 3 Specify the constant value for the attribute in the **Value** field.

Assigning a Value Using an Input Signal

- 1 Set **Attribute assignment** to From signal port Ax, where x is 1, 2, 3, or 4.
- 2 Specify the name of attribute you want to set, in the **Attribute name** field. All valid MATLAB variable names, except nan and inf (with

Set Attribute (Obsolete)

any use of case), are valid as attribute names. To determine whether a name is a valid MATLAB variable name, use the `isvarname` function.

- 3 Click **OK** or **Apply**. The block now has a signal input port labeled **Ax**.
- 4 Connect a signal to the **Ax** input port. During the simulation, the block assigns the value of this signal to the attribute.

If you want to set fewer than the maximum number of attributes, then you can deactivate tabs that you are not using by setting those tabs' **Attribute assignment** parameters to `Off`.

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities.

Signal Input Ports

Label	Description
Ax	Data to assign for the attribute specified on the Ax tab of the dialog. This port appears only if you set Attribute assignment on the Ax tab to <code>From signal port Ax</code> .

Entity Output Ports

Label	Description
OUT	Port for departing entities, with data assigned to them.

Set Attribute (Obsolete)

Signal Output Ports

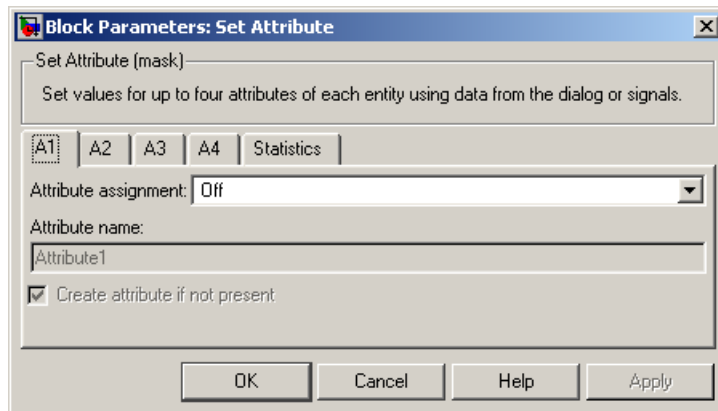
Label	Description	Time of Update When Statistic Is On
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0.

Dialog Box

A1, A2, A3, A4 Tabs

The **A1**, **A2**, **A3**, and **A4** tabs have similar parameter choices. By assigning different values to the parameters, you can configure this block to assign up to four different attributes for each entity that the block processes.



Attribute assignment

Determines whether the data for attribute values comes from the dialog or a signal. Choosing **Off** indicates that you are not using this tab of the dialog and makes the parameters below inactive or invisible.

Set Attribute (Obsolete)

Attribute name

The name of the attribute to set.

Value

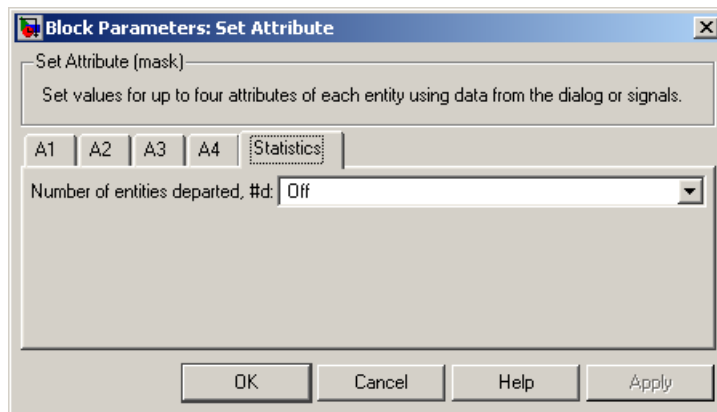
The value to assign to the attribute named above. This parameter appears only if you set **Attribute assignment** to Specify via dialog.

Create attribute if not present

Selecting this option enables the block to define new attributes. Otherwise, the block issues an error if the attribute named above does not already exist.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



Number of entities departed

Controls the presence and behavior of the signal output port labeled **#d**.

Examples

- “Example: Setting Attributes” in the user guide documentation
- “Example: Using an Attribute to Select an Output Port” in the getting started documentation
- “Example: Round-Robin Approach to Choosing Inputs” in the getting started documentation
- “Adding Event-Based Behavior” in the getting started documentation
- “Example: Rerouting Timed-Out Entities to Expedite Handling” in the user guide documentation

See Also

Set Attribute, Get Attribute, “Setting Attributes of Entities” in the user guide documentation

Signal Latch

Purpose

Write input signal value to memory and read memory to output signal upon events

Library

Gates

Description



This block stores and outputs the values of the **in** input signal based on events:

- The block writes the value of the **in** signal to an internal memory location when a “write to memory” event occurs. The **Write to memory upon** parameter indicates the type of signal-based event or function call that causes a write event.
- The block reads the memory value and updates the signal at the **out** port, if present, when a “read from memory” event occurs. The **Read from memory upon** parameter indicates the type of internal or external event that causes a read event:
 - If you set **Read from memory upon** to Write to memory event, then every write event causes a read event. The **out** signal is like a resampled version of the **in** signal.
 - Otherwise, the **Read from memory upon** parameter indicates the type of signal-based event or function call that causes a read event. In this case, write and read events occur independently and are not required to alternate. The **out** signal is like a delayed resampled version of the **in** signal.

This block is useful for modeling feedback loops in discrete-event systems in which an output from one component is an input to another component. Because the two components work separately in such a system, the updates of the input and output signals are independent in both causality and timing. This block lets you control the causality and timing associated with storing the output from one component and updating the value received by the other component. For an example that uses this block in a feedback loop, see the Dynamic Voltage Scaling Using Online Gradient Estimation demo.

Ports

Signal Input Ports

Label	Description
wts	Signal whose updates cause write events. This port appears only if you set Write to memory upon to Sample time hit from port wts.
wtr	Trigger signal whose edges cause write events. This port appears only if you set Write to memory upon to Trigger from port wtr.
wvc	Signal whose numerical changes in value cause write events. This port appears only if you set Write to memory upon to Change in signal from port wvc.
wfcn	Function-call signal that causes write events. This port appears only if you set Write to memory upon to Function call from port wfcn.
rts	Signal whose updates cause read events. This port appears only if you set Read from memory upon to Sample time hit from port rts.
rtr	Trigger signal whose edges cause read events. This port appears only if you set Read from memory upon to Trigger from port rtr.
rvc	Signal whose numerical changes in value cause read events. This port appears only if you set Read from memory upon to Change in signal from port rvc.
rfcn	Function-call signal that causes read events. This port appears only if you set Read from memory upon to Function call from port rfcn.
in	Signal to be resampled and/or delayed.

Signal Latch

Signal Output Ports

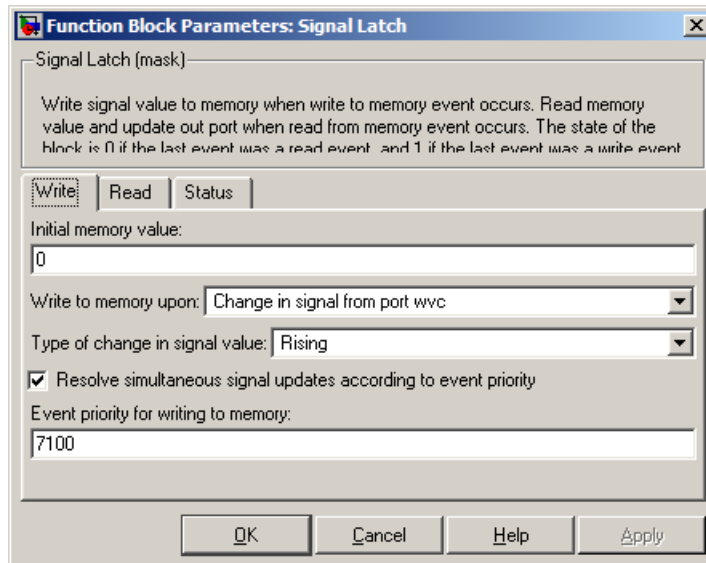
Label	Description	Time of Update When Statistic Is On	Order of Update	Initial Value
st	0 or 1, depending on whether the block more recently processed a read or write event.	Upon write events and upon read events	1	0
mem	The value of the block's internal memory when a write event occurs.	Upon write events	1	Value of Initial memory value parameter
out	The value of the block's internal memory when a read event occurs.	Upon read events	1	

Output signals having the same number in the Order of Update column in the table above are updated in an arbitrary sequence relative to each other; you should not rely on a specific sequence for your simulation results.

The initial value is in effect from the start of the simulation until the first update by the block.

Dialog Box

Write Tab



Initial memory value

The value in the block's internal memory before the first write event occurs.

Write to memory upon

The type of signal-based event or function call that causes a write event.

Trigger type

Determines whether rising, falling, or either type of trigger edge causes a write event. This field appears only if you set **Write to memory upon** to Trigger from port wtr.

Type of change in signal value

Determines whether rising, falling, or either type of value change causes a write event. This field appears only if you set **Write to memory upon** to Change in signal from port wvc.

Signal Latch

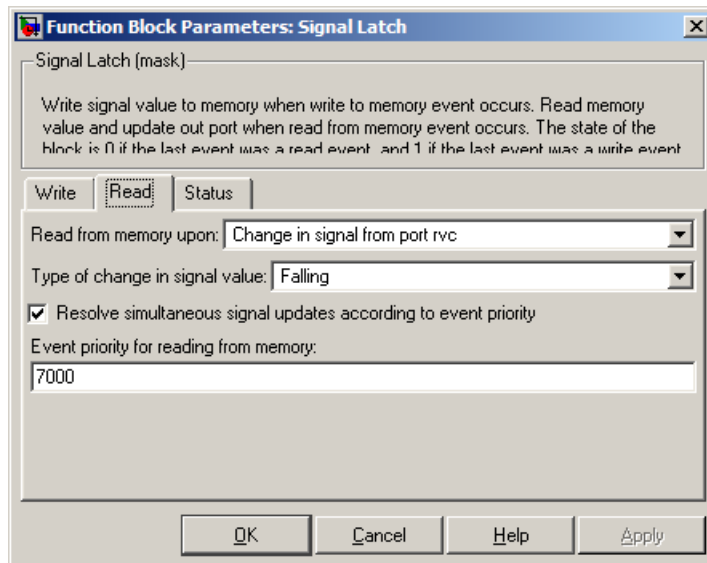
Resolve simultaneous signal updates according to event priority

Select this option to control the sequencing of the write event, relative to other simultaneous events in the simulation. For details, see “Choosing How to Resolve Simultaneous Signal Updates” in the user guide documentation.

Event priority for writing to memory

The priority of the write event, relative to other simultaneous events in the simulation. For details, see “Using Event Priorities to Resolve Simultaneous Signal Updates” in the user guide documentation. This field appears only if you select **Resolve simultaneous signal updates according to event priority** on this tab.

Read Tab



Read from memory upon

The type of signal-based event, function call, or internal write event that causes a read event.

Trigger type

Determines whether rising, falling, or either type of trigger edge causes a read event. This field appears only if you set **Read from memory upon** to Trigger from port rtr.

Type of change in signal value

Determines whether rising, falling, or either type of value change causes a read event. This field appears only if you set **Read from memory upon** to Change in signal from port rvc.

Resolve simultaneous signal updates according to event priority

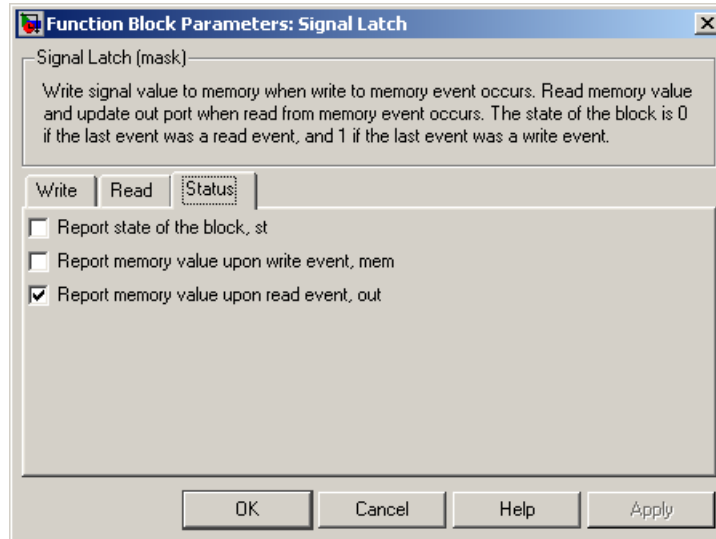
Select this option to control the sequencing of the read event, relative to other simultaneous events in the simulation. For details, see “Choosing How to Resolve Simultaneous Signal Updates” in the user guide documentation. This field appears only if you set **Read from memory upon** to an option other than Write to memory event.

Event priority for reading from memory

The priority of the read event, relative to other simultaneous events in the simulation. For details, see “Using Event Priorities to Resolve Simultaneous Signal Updates”. This field appears only if you select **Resolve simultaneous signal updates according to event priority** on this tab.

Signal Latch

Status Tab



Report state of the block

Controls the presence of the signal output port labeled **st**.

Report memory value upon write event

Controls the presence of the signal output port labeled **mem**.

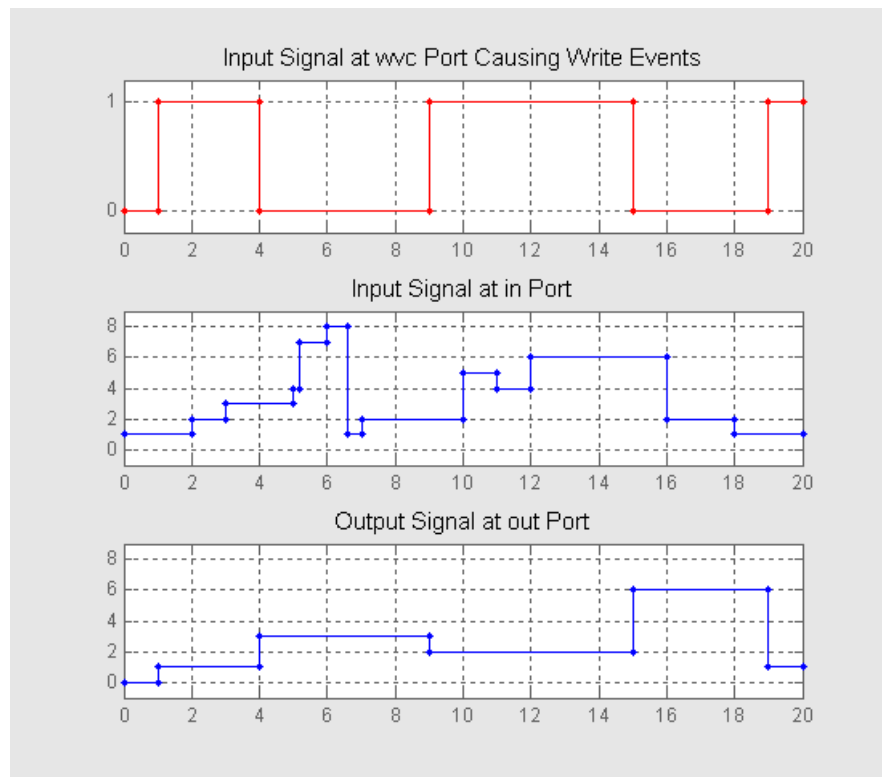
Report memory value upon read event

Controls the presence of the signal output port labeled **out**.

Examples

Reading from Memory Upon Each Write Event

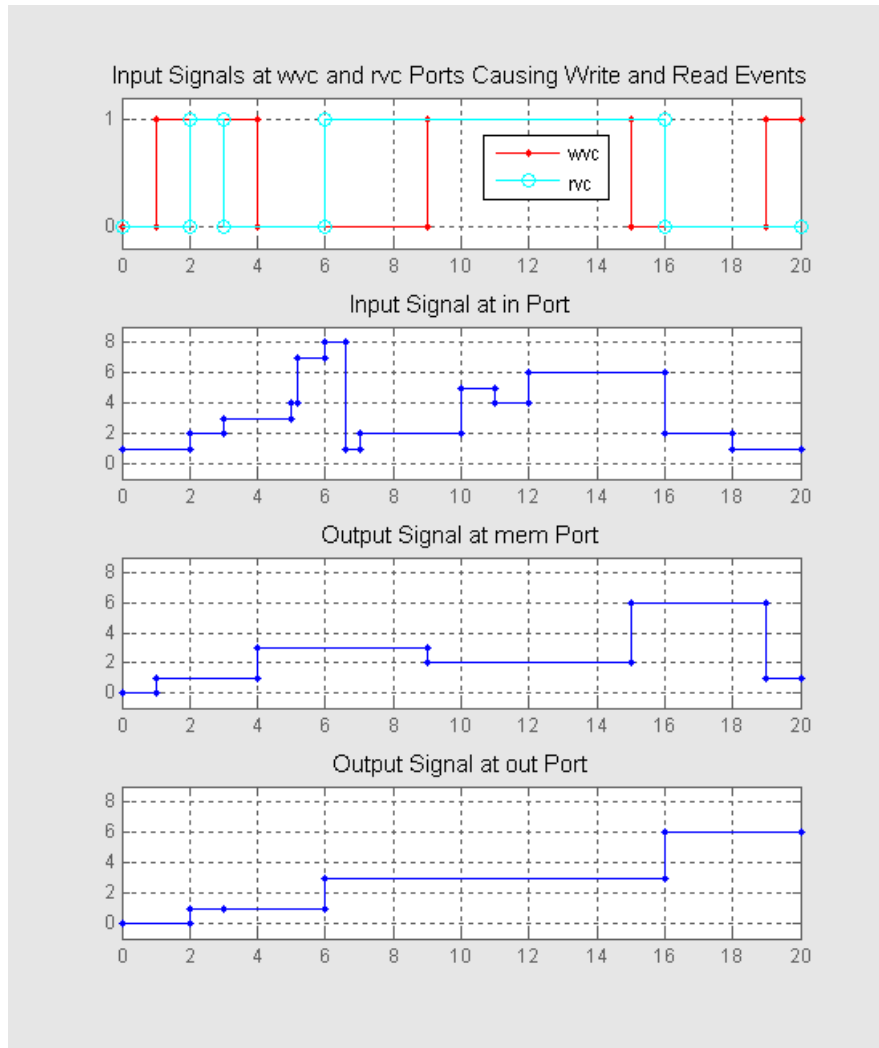
In the plot below, the output signal reflects values of the input signal upon each rising or falling value of the **wvc** signal. Between successive write events, the output signal maintains the value from the most recent write event. Before the first write event, the output signal is 0 because of the initial memory value.



Independent Read and Write Events

In the plot below, the **mem** signal reflects values of the input signal upon each rising or falling value of the **wvc** signal, while the **out** signal reflects values of the **mem** signal upon each rising or falling value of the **rvc** signal.

Signal Latch



For examples showing the use of this block in a model, see

- “Example: Creating a Random Signal for Switching” in the user guide documentation
- “Generating Random Time-Based Signals” in the user guide documentation
- “Example: Resampling a Signal Based on Events” in the user guide documentation
- “Example: Detecting Collisions by Comparing Events” in the user guide documentation
- “Example: Compound Switching Logic” in the user guide documentation

See Also

Data Store Memory, Data Store Read, Data Store Write, “Manipulating Signals” in the user guide documentation

Signal Scope

Purpose Plot data from signal

Library SimEvents Sinks

Description



This block creates a plot using data from a signal. The plot is particularly appropriate for data arising from discrete-event simulations or data related to entities because the plot can include zero-duration values.

The data for the vertical axis comes from the signal connected to the block's signal input port labeled **in**.

The **Plot type** parameter on the **Plotting** tab determines whether and how the block connects the points that it plots. For details, see “Connections Among Points in Plots” in the user guide documentation.

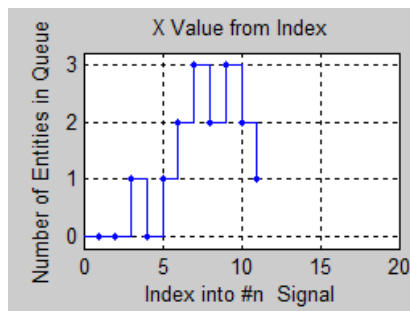
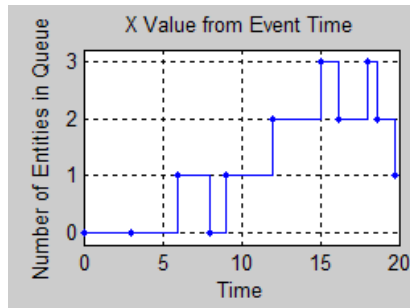
Selecting Data for the Horizontal Axis

Use the **X value from** parameter to select the type of data for the horizontal axis. The table below describes the choices.

Source of X Data	Description of Plot
Event time	Plot of the in signal versus simulation time. For example, you might use this option to see how the length of a queue changes over time.
Index	Plot of the in signal's successive values against a horizontal axis that represents the index of the values. The signal's first value during the simulation has an index of 1, the signal's second value has an index of 2, and so on. For example, you might use this option for a signal that has zero-duration values, to help determine the exact sequence among values that the signal assumes simultaneously.

The figures below illustrate the different sources of data for the horizontal axis. The plots look similar, except that the second plot has

uniform horizontal spacing rather than time-based spacing between successive points.



Ports

Signal Input Ports

Label	Description
in	Signal containing data for the Y axis.

Signal Scope

Signal Output Ports

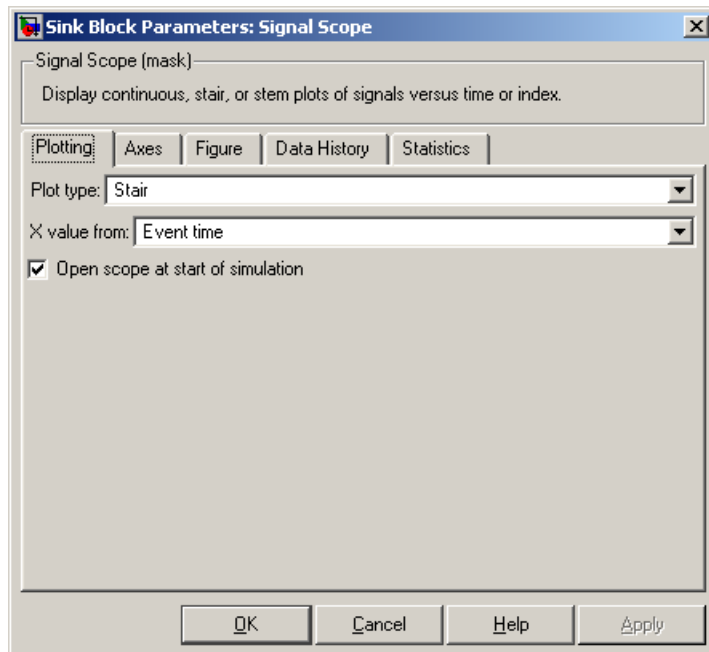
Label	Description
#c	Number of points the block has plotted.

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0.

Dialog Box

To open the block dialog box, click the Parameters toolbar button in the plot window.

Plotting Tab



Plot type

The presentation format for the data. See “Connections Among Points in Plots” in the user guide documentation for details.

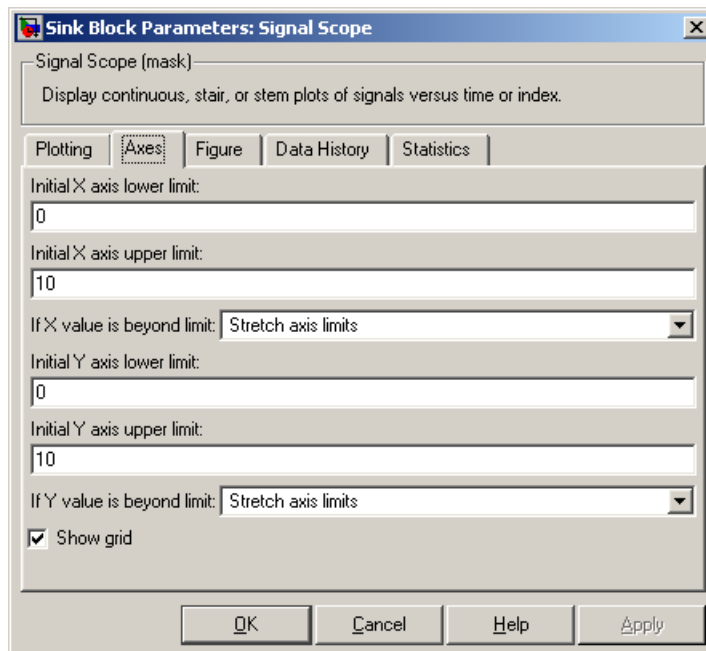
X value from

Source of data for the plot’s horizontal axis. See “Selecting Data for the Horizontal Axis” on page 3-208 for details.

Open scope at start of simulation

Selecting this option causes the plot window to open when you start the simulation. If you clear this box, you can open the plot window by double-clicking the block icon.

Axes Tab



Initial X axis lower limit, Initial X axis upper limit

The interval shown on the X axis at the beginning of the simulation. The interval might change from this initial setting due to zooming, autoscaling, or the **If X value is beyond limit** setting.

If X value is beyond limit

Determines how the plot changes if one or more X values are not within the limits shown on the X axis. For details, see “Varying Axis Limits Automatically” in the user guide documentation.

Initial Y axis lower limit, Initial Y axis upper limit

The interval shown on the Y axis at the beginning of the simulation. The interval might change from this initial setting due to zooming, autoscaling, or the **If Y value is beyond limit** setting.

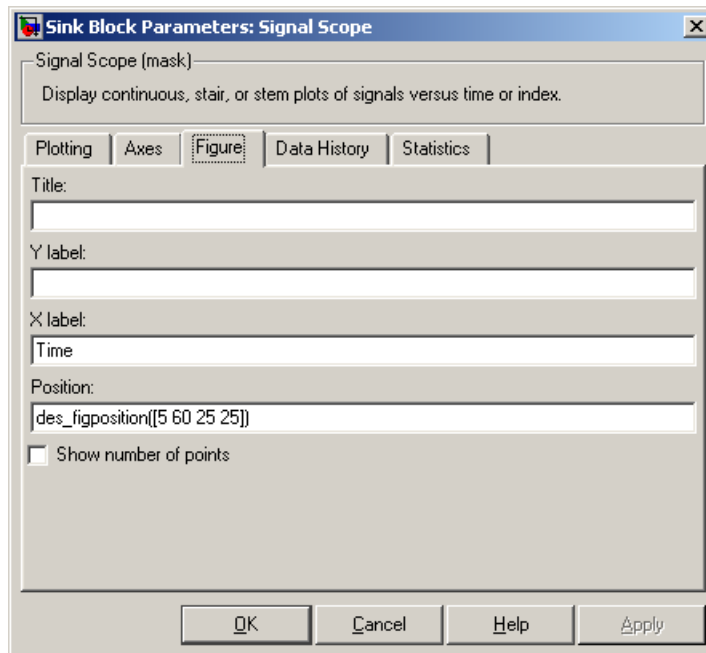
If Y value is beyond limit

Determines how the plot changes if one or more values of the **in** signal are not within the limits shown on the Y axis. For details, see “Varying Axis Limits Automatically” in the user guide documentation.

Show grid

Toggles the grid on and off.

Figure Tab



Title

Text that appears as the title of the plot, above the axes.

Y label

Text that appears to the left of the vertical axis.

X label

Text that appears below the horizontal axis.

Position

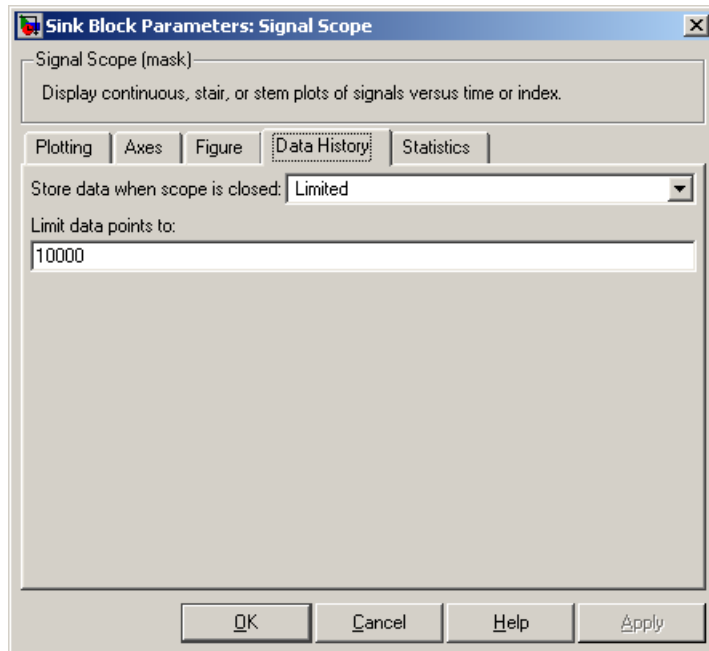
A four-element vector of the form `[left bottom width height]` specifying the position of the scope window. (0,0) is the lower left corner of the display.

Signal Scope

Show number of points

Displays the number of plotted points using an annotation in the plot window.

Data History Tab



Store data when scope is closed

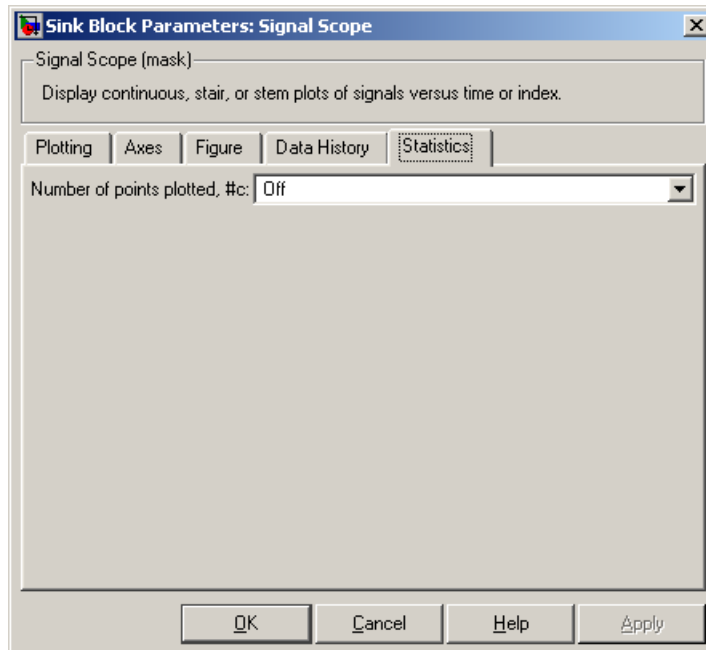
Select Unlimited to have the block cache all data for future viewing, Limited to cache a portion of the most recent data, and Disabled to avoid caching undisplayed data.

Limit data points to

The number of data points the block caches, using the most recent data. This field appears only if you set **Store data when scope is closed** to Limited.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



Number of points plotted

Controls the presence and behavior of the signal output port labeled #c.

Examples

- “Building a Simple Discrete-Event Model” and “Observations from Plots” in the getting started documentation
- “Example: Using Servers in Shifts” in the user guide documentation

Signal Scope

- “Example: Choosing the Shortest Queue” in the user guide documentation

See Also

X-Y Signal Scope, Attribute Scope, “Plotting Data” in the user guide documentation

Signal-Based Event to Function-Call Event

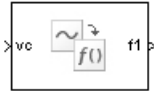
Purpose

Convert signal-based events into function calls

Library

Event Translation

Description



This block converts a signal-based event or a function-call input into one or two function calls that you can use to invoke function-call subsystems, Stateflow blocks, or other blocks that accept function-call inputs. You specify the type of event the block translates and whether the block suppresses its output under certain conditions. You can also delay the output function calls by an amount of time that you specify via a parameter or an input signal.

Criteria for Generating Function Calls

The primary criterion, based on the **Generate function call only upon** parameter, is a signal-based event or a function call. By default, the block generates a function call upon each event of the type you specify.

To generate up to two function calls upon each event, select **Generate optional f2 function call**. If the block generates function calls at both the **f1** and **f2** output ports, then it generates the **f1** call first and generates the **f2** call as a subsequent part of the same operation.

To make the **f1** or **f2** output function call contingent upon a secondary criterion, select **Suppress function call f1 if enable signal e1 is not positive** or **Suppress function call f2 if enable signal e2 is not positive**. The block acquires an additional signal input port, labeled **e1** or **e2**, to which you connect a control signal. If the control signal is zero or negative when the block is about to generate the function call, then the block suppresses the function call. The **e1** and **e2** ports operate independently of each other as secondary criteria for their respective function-call output ports.

Signal-Based Event to Function-Call Event

Ports

Signal Input Ports

Label	Description
t	The delay, in seconds, between the input event and the output function call. A positive value schedules the function call in the future, while a value of zero schedules the function call at the current simulation time. This port appears only if you select Resolve simultaneous signal updates according to event priority , and then set Function-call delay from to Signal port t .
ts	Primary criterion is satisfied when Simulink updates the signal at this port. This port appears only if you set Generate function call only upon to Sample time hit from port ts .
tr	Primary criterion is satisfied when the signal has a rising or falling edge, depending on the Trigger type parameter. This port appears only if you set Generate function call only upon to Trigger from port tr .
vc	Primary criterion is satisfied when the signal at this port increases or decreases, depending on the Type of change in signal value parameter. This port appears only if you set Generate function call only upon to Change in signal from port vc .
fcn	Primary criterion is satisfied when this input port detects a function call. This port appears only if you set Generate function call only upon to Function call from port fcn . Do not connect this port to an output port from the same instance of this block.
e1	When this signal is 0 or negative, the block does not generate a function call at the f1 output port. This input port appears only if you select Suppress function call f1 if enable signal e1 is not positive .
e2	When this signal is 0 or negative, the block does not generate a function call at the f2 output port. This input port appears only if you select Suppress function call f2 if enable signal e2 is not positive .

Signal-Based Event to Function-Call Event

Signal Output Ports

Label	Description	Order of Update
f1	Function call, possibly contingent on e1 input signal	1
f2	Function call, possibly contingent on e2 input signal	2
#f1	Number of function calls the block has generated at the f1 port during the simulation	3
#f2	Number of function calls the block has generated at the f2 port during the simulation	3

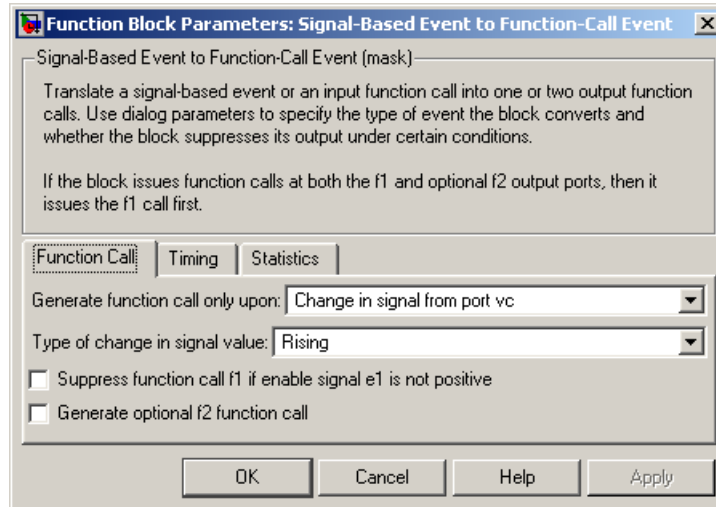
Output signals having the same number in the Order of Update column in the table above are updated in an arbitrary sequence relative to each other; you should not rely on a specific sequence for your simulation results.

The initial output value for the numerical signals, which is in effect from the start of the simulation until the first update by the block, is 0.

Signal-Based Event to Function-Call Event

Dialog Box

Function Call Tab



Generate function call only upon

The primary criterion for determining when the block generates a function call. Optional secondary criteria are established by the **Suppress function call...** parameters below.

Trigger type

Determines whether rising, falling, or either type of trigger edge causes the block to generate a function call. This field appears only if you set **Generate function call only upon** to Trigger from port tr.

Type of change in signal value

Determines whether rising, falling, or either type of value change causes the block to generate a function call. This field appears only if you set **Generate function call only upon** to Change in signal from port vc.

Signal-Based Event to Function-Call Event

Suppress function call f1 if enable signal e1 is not positive

Selecting this option causes **f1** function calls to be contingent upon a positive value at the **e1** signal input port.

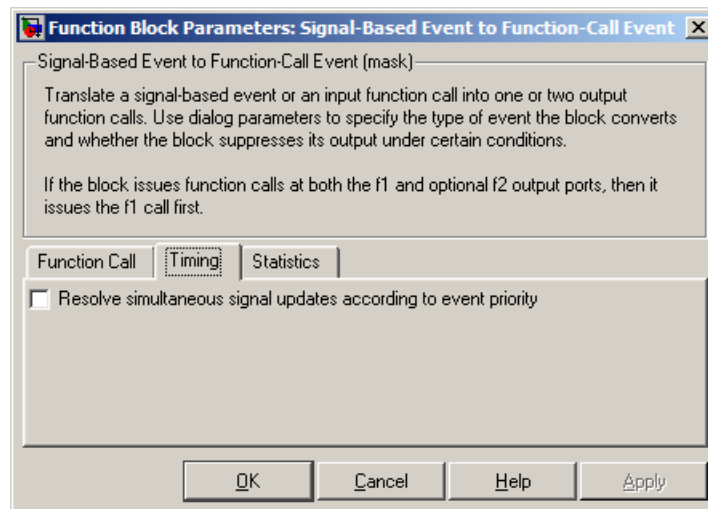
Generate optional f2 function call

Selecting this option causes the block to generate a function call at the optional **f2** output port when appropriate criteria are satisfied.

Suppress function call f2 if enable signal e2 is not positive

Selecting this option causes **f2** function calls to be contingent upon a positive value at the **e2** signal input port. This field appears only if you select **Generate optional f2 function call**.

Timing Tab



Resolve simultaneous signal updates according to event priority

Select this option to control the sequencing of the function-call event, relative to other simultaneous events in the simulation. For details, see “Choosing How to Resolve Simultaneous Signal Updates” in the user guide documentation.

Signal-Based Event to Function-Call Event

Event priority

The priority of the function-call event, relative to other simultaneous events in the simulation. For details, see “Using Event Priorities to Resolve Simultaneous Signal Updates” in the user guide documentation. This field appears only if you select **Resolve simultaneous signal updates according to event priority**.

Function-call delay from

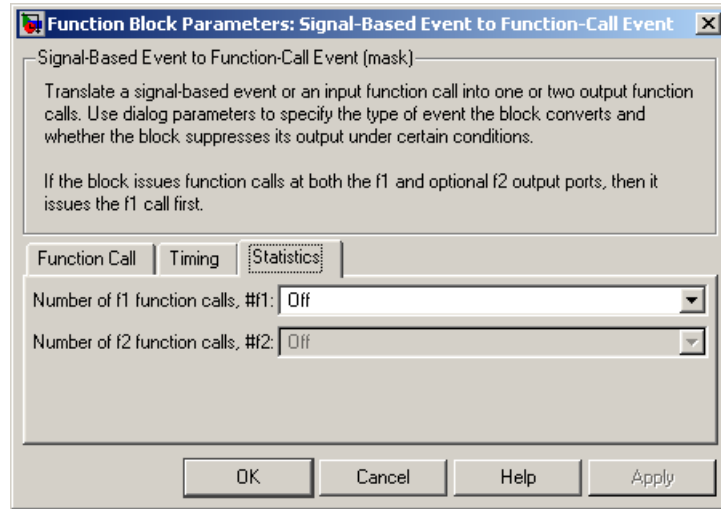
Determines whether the delay between the input event and the output function call is computed from a parameter in this dialog box or from an input signal. This field appears only if you select **Resolve simultaneous signal updates according to event priority**.

Function-call time delay

The delay, in seconds, between the input event and the output function call. A positive value schedules the function call in the future, while a value of zero schedules the function call at the current simulation time. This field appears only if you select **Resolve simultaneous signal updates according to event priority**, and then set **Function-call delay from** to Dialog.

Signal-Based Event to Function-Call Event

Statistics Tab



Number of f1 function calls

Controls the presence and behavior of the signal output port labeled **#f1**.

Number of f2 function calls

Controls the presence and behavior of the signal output port labeled **#f2**. This field is active only if you select **Generate optional f2 function call** on the **Function Call** tab of this dialog box.

Examples

- “Example: Detecting Changes in the Last-Updated Signal” in the user guide documentation
- “Example: Using a #n Signal as a Trigger” in the user guide documentation

See Also

Entity Departure Event to Function-Call Event, “Manipulating Events” in the user guide documentation

Signal-Based Function-Call Event Generator

Purpose Generate function-call events in response to signal-based events

Library Generators / Event Generators

Description



This block generates an output function call corresponding to each signal-based event or input function call. You specify the type of event the block responds to. You can use the function call to invoke function-call subsystems, Stateflow blocks, or other blocks that accept function-call inputs.

This block is similar to the Signal-Based Event to Function-Call Event block, which offers more flexibility.

Ports

Signal Input Ports

Label	Description
ts	The block generates a function call when Simulink updates the signal at this port. This port appears only if you set Generate function call only upon to Sample time hit from port ts.
tr	The block generates a function call when the signal has a rising or falling edge, depending on the Trigger type parameter. This port appears only if you set Generate function call only upon to Trigger from port tr.
vc	The block generates a function call when the signal at this port increases or decreases, depending on the Type of change in signal value parameter. This port appears only if you set Generate function call only upon to Change in signal from port vc.
fcn	The block generates a function call when this input port detects a function call. This port appears only if you set Generate function call only upon to Function call from port fcn. Do not connect this port to an output port from the same instance of this block.

Signal-Based Function-Call Event Generator

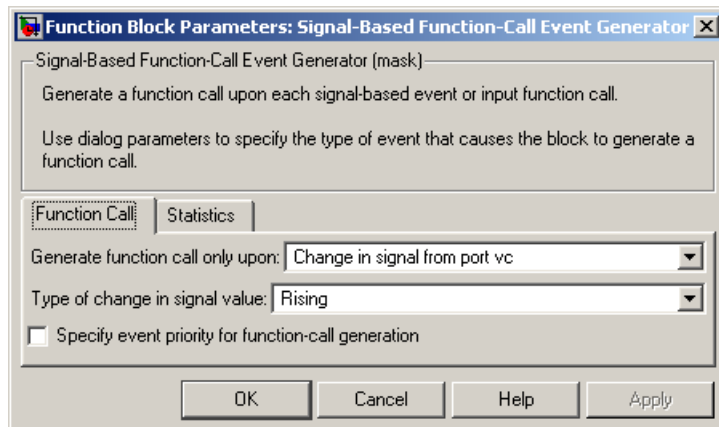
Signal Output Ports

Label	Description	Order of Update
f1	Function-call signal.	1
#f1	Number of function calls the block has generated during the simulation.	2

The initial output value for the numerical signals, which is in effect from the start of the simulation until the first update by the block, is 0.

Dialog Box

Function Call Tab



Generate function call only upon

The primary criterion for determining when the block generates a function call. Optional secondary criteria are established by the **Suppress function call...** parameters below.

Trigger type

Determines whether rising, falling, or either type of trigger edge causes the block to generate a function call. This field appears

Signal-Based Function-Call Event Generator

only if you set **Generate function call only upon** to Trigger from port tr.

Type of change in signal value

Determines whether rising, falling, or either type of value change causes the block to generate a function call. This field appears only if you set **Generate function call only upon** to Change in signal from port vc.

Resolve simultaneous signal updates according to event priority

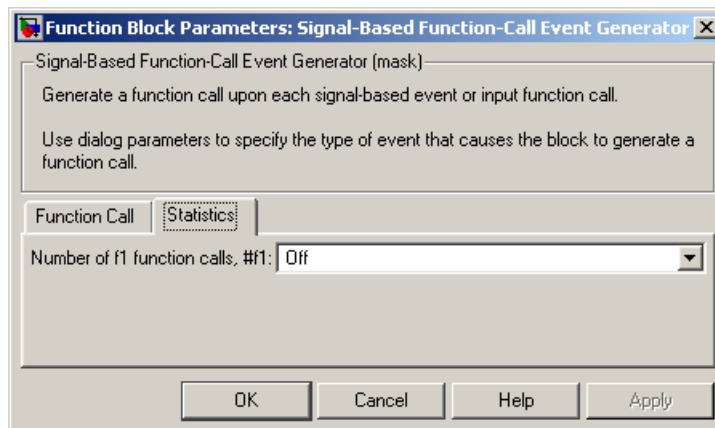
Select this option to control the sequencing of the function-call event, relative to other simultaneous events in the simulation.

For details, see “Choosing How to Resolve Simultaneous Signal Updates” in the user guide documentation.

Event priority

The priority of the function-call event, relative to other simultaneous events in the simulation. For details, see “Using Event Priorities to Resolve Simultaneous Signal Updates” in the user guide documentation. This field appears only if you select **Resolve simultaneous signal updates according to event priority**.

Statistics Tab



Signal-Based Function-Call Event Generator

Number of f1 function calls

Controls the presence and behavior of the signal output port labeled **#f1**.

Examples

- “Example: Calling a Stateflow Block Upon Changes in Server Contents” in the user guide documentation
- “Example: Counting Events from Multiple Sources” in the user guide documentation

See Also

Signal-Based Event to Function-Call Event, “Generating Function-Call Events” in the user guide documentation

Single Server

Purpose Serve one entity for period of time

Library Servers

Description



This block serves one entity for a period of time, and then attempts to output the entity through the **OUT** port. If the **OUT** port is blocked, then the entity stays in this block until the port becomes unblocked. If an entity in this block is scheduled to time out, then it might depart prematurely via the optional **TO** port; see “Forcing Departures Using Timeouts” in the user guide documentation for details about timeouts.

You specify the service time, which is the duration of service, via a parameter, attribute, or signal, depending on the **Service time from** parameter value. The block determines the service time for an entity upon its arrival. Service times are assumed to be specified in seconds.

Note If you specify the service time via an event-based signal, be sure that its updates occur before the entity arrives. For common problems and troubleshooting tips, see “Unexpected Use of Old Value of Signal” in the user guide documentation.

The block permits preemption if you select **Permit preemption based on attribute**. In this case, an entity in the server can depart early via the **P** port. Preemption occurs only if attributes of the current entity and the entity attempting to arrive satisfy specified criteria. For details, see “Preempting an Entity in a Server” in the user guide documentation.

When the block does not permit preemption, the **IN** port is unavailable whenever this block stores an entity. In this case, the **IN** port becomes available when the entity departs.

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities, which will be served.

Signal Input Ports

Label	Description
t	Service time, in seconds, for a newly arrived entity. This port appears only if you set Service time from to Signal port t.

Entity Output Ports

Label	Description
OUT	Port for departing entities that have completed their service time, have not timed out while in this block, and have not been preempted.
P	Port for entities that have been preempted by an arriving entity. This port must not be blocked at the time of preemption.
TO	Port for entities that time out while in this block. This port appears only if you select Enable TO port for timed-out entities . This port must not be blocked when an entity attempts to depart here.

Single Server

Signal Output Ports

Label	Description	Time of Update When Statistic Is On	Order of Update
#d	Number of entities that have departed from this block via the OUT port since the start of the simulation.	After entity departure via the OUT port	4
#n	Number of entities currently in the block, either 0 or 1.	After entity arrival and after entity departure from the OUT port	3
#p	Number of entities that have been preempted from this block since the start of the simulation.	After entity departure from the P port	4
pe	A value of 1 indicates when the block tries and fails to output an entity, that is, an entity has completed its service, but cannot depart from the OUT port because the subsequent entity input port is unavailable.	After service completion and after entity departure	2
w	Sample mean of the waiting times in this block for all entities that have departed from the OUT or TO port. An entity's waiting time might exceed its service time if the OUT port is blocked when the entity completes service.	After entity departure from the OUT or TO port	1

Label	Description	Time of Update When Statistic Is On	Order of Update
util	Utilization of the server, which is the fraction of simulation time spent storing an entity. At T=0, the utilization is 0 or 1 depending on whether the server contains an entity.	Performance considerations cause the block to suppress signal updates until specific occurrences cause updates. In On mode, updates occur after an entity departure from the OUT port and after an entity arrival. In Upon stop or pause mode, stopping or pausing the simulation causes an update.	1
#to	Number of entities that have timed out from this block since the start of the simulation.	After entity departure via the TO port	4

Output signals having the same number in the Order of Update column in the table above are updated in an arbitrary sequence relative to each other; you should not rely on a specific sequence for your simulation results.

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0 for all signals.

Single Server

Dialog Box

Single Server Tab

Block Parameters: Single Server

Single Server (mask)

Serve one entity for a period of time and then attempt to output the entity through the OUT port. If the OUT port is blocked then the entity stays in this block until the port becomes unblocked. You can specify the service time, which is the duration of service, via a parameter, attribute, or signal.

When the block permits preemption, an entity in the server can depart early via the P port. Preemption occurs only if attributes of the current entity and the entity attempting to arrive satisfy specified criteria.

When the block does not permit preemption, the IN port is unavailable whenever this block stores an entity.

Single Server | Preemption | Timeout | Statistics

Service time from: Dialog

Service time: 1

Service completion event priority: 500

OK Cancel Help Apply

Service time from

Determines whether the service time is computed from a parameter in this dialog box, an input signal, or an attribute of the entity being served.

Service time

The service time, in seconds, for all entities. This field appears only if you set **Service time from** to Dialog.

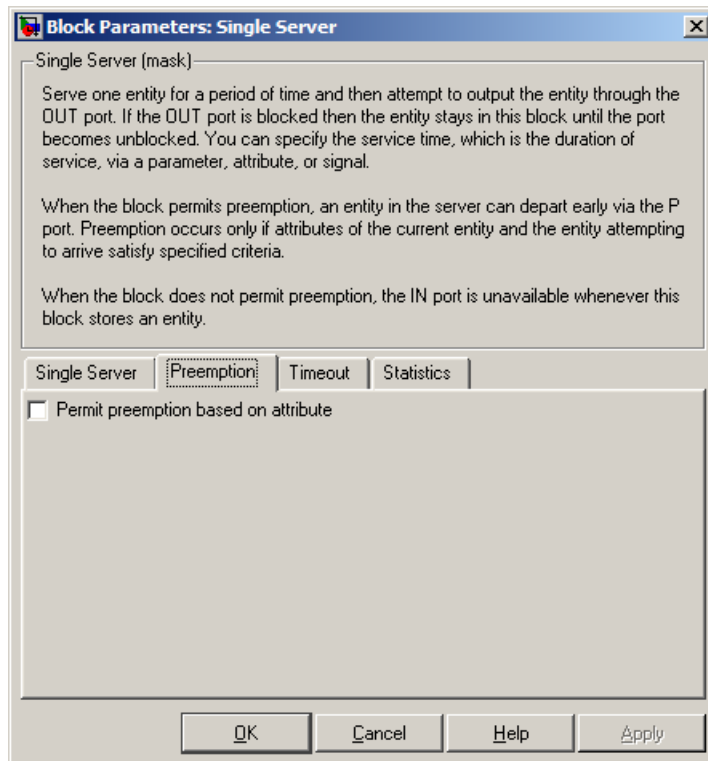
Attribute name

The name of the attribute whose value the block uses as the service time for an entity. This field appears only if you set **Service time from** to Attribute.

Service completion event priority

The priority of the service completion event, relative to other simultaneous events in the simulation.

Preemption Tab



Permit preemption based on attribute

If you select this option, the block can replace an entity by a higher priority entity. Otherwise, the block never permits new arrivals when it is storing an entity. Selecting this option also sets **Average wait** on the **Statistics** tab to Off and makes that parameter unavailable.

Sorting attribute name

The block uses this attribute to determine whether a new entity can preempt the one in the server. This field appears only if you select **Permit preemption based on attribute**.

Sorting direction

Preemption occurs when the arriving entity has a strictly smaller (Ascending) or strictly larger (Descending) value of the attribute named above, compared to the attribute value of the entity in the server. This field appears only if you select **Permit preemption based on attribute**.

Write residual service time to attribute

If you select this option, a preemption event causes the block to set an attribute in the preempted entity. The attribute value is the remaining service time the entity would have required if it had not been preempted. This field appears only if you select **Permit preemption based on attribute**.

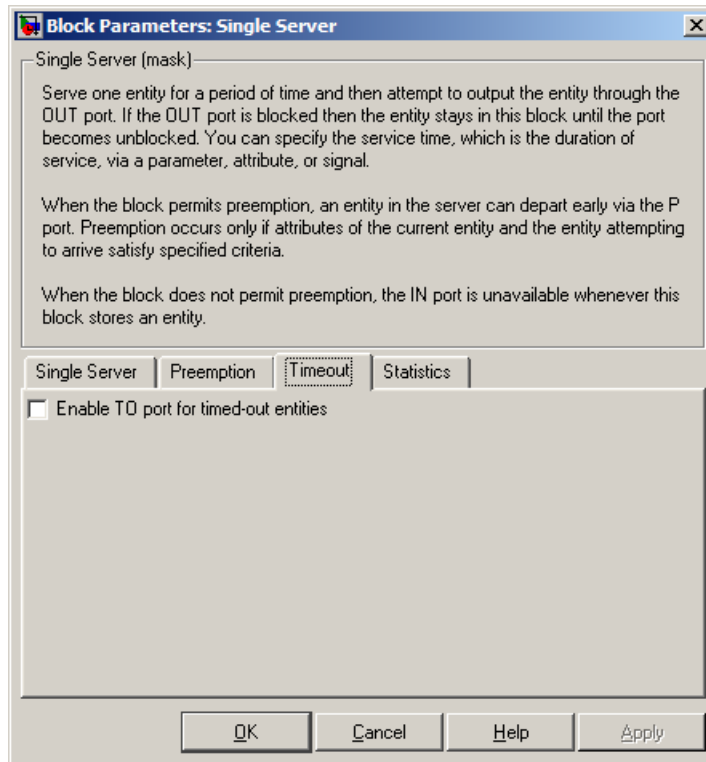
Residual service time attribute name

The name of the attribute the block uses when recording the residual service time of entities. This field appears only if you select **Write residual service time to attribute**.

Create attribute if not present

Selecting this option enables the block to define a new attribute for the residual service time. Otherwise, the block issues an error if the attribute named above does not already exist. This field appears only if you select **Write residual service time to attribute**.

Timeout Tab



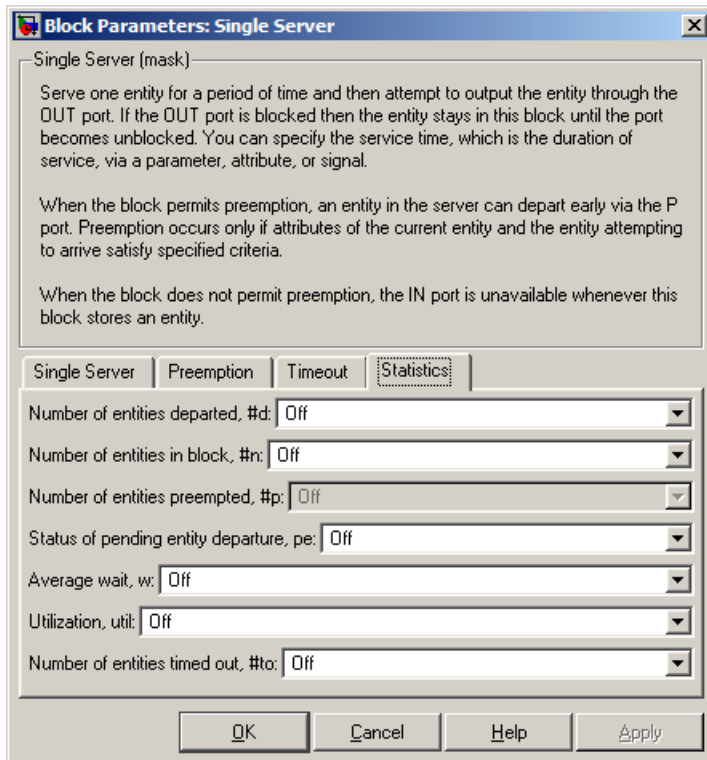
Enable TO port for timed-out entities

This option becomes relevant if an entity times out while in this block. Selecting this option provides a **TO** entity output port through which the timed-out entity departs. If you clear this option in a model that uses timeouts, see the **If entity has no destination when timeout occurs** parameter of the Schedule Timeout block.

Single Server

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



Number of entities departed

Controls the presence and behavior of the signal output port labeled **#d**.

Number of entities in block

Controls the presence and behavior of the signal output port labeled **#n**.

Number of entities preempted

Controls the presence and behavior of the signal output port labeled **#p**. This field is available only if you select the **Permit preemption based on attribute** option on the **Preemption** tab.

Status of pending entity departure

Controls the presence of the signal output port labeled **pe**.

Average wait

Controls the presence and behavior of the signal output port labeled **w**. This field is available only if you clear the **Permit preemption based on attribute** option on the **Preemption** tab.

Utilization

Controls the presence and behavior of the signal output port labeled **util**.

Number of entities timed out

Controls the presence and behavior of the signal output port labeled **#to**.

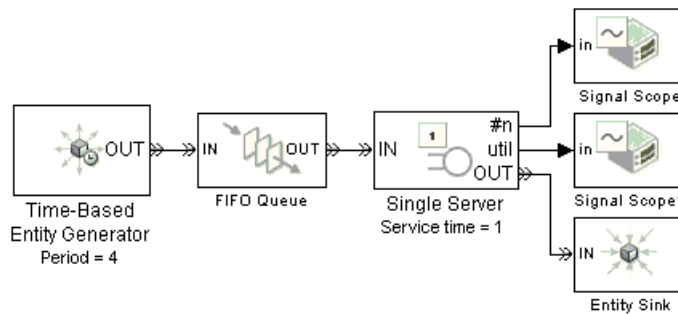
Examples

- “Building a Simple Discrete-Event Model” in the getting started documentation
- “Example: Selecting the First Available Server” in the getting started documentation
- “Constructs Involving Queues and Servers” in the getting started documentation
- “Example: Using a Signal or an Attribute” in the user guide documentation
- “Example: Using Servers in Shifts” in the user guide documentation
- “Example: Preemption by High-Priority Entities” in the user guide documentation

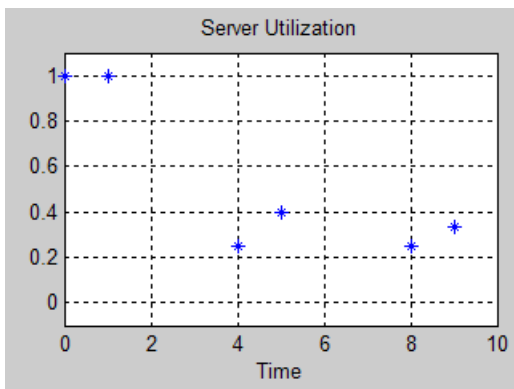
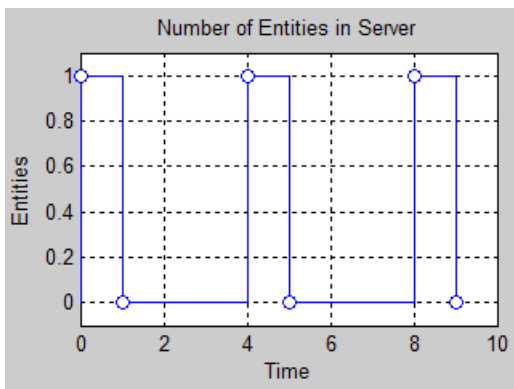
Single Server

- “Example: Controlling Joint Availability of Two Servers” in the user guide documentation
- “Example: Synchronizing Service Start Times with the Clock” in the user guide documentation

The following example illustrates the timing of updates of the **util** signal, as described in Signal Output Ports on page 3-230.

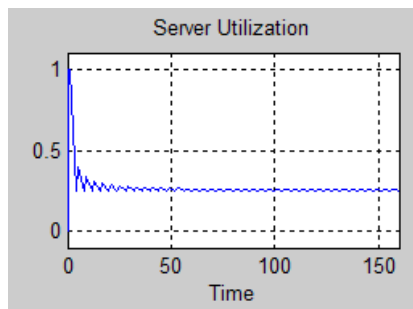


The server has idle periods that reduce its utilization. However, the server block recomputes the **util** signal only when the number of entities in the server changes. While the definition of utilization says that the utilization is less than 1 at time 3, the **util** signal remains at its previous value of 1 until the next entity arrives at time 4.



In a longer simulation, the differences in the value of **util** compared to its theoretical definition become less pronounced.

Single Server



See Also

N-Server, Infinite Server, "Basic Queues and Servers" in the getting started documentation

Purpose Associate named timer to each arriving entity independently and start timing

Library Timing

Description



This block associates a named timer to each arriving entity independently and starts the timer. If the entity was previously associated with a timer of the same name, then the block either continues or restarts that timer, depending on your setting for the **If timer has already started** parameter; the Warn and continue option can be helpful for debugging or preventing modeling errors. Other timers, if any, associated with the arriving entity are unaffected.

This block works with the Read Timer block. To read the value of the timer named in this block, reference the timer name in the Read Timer block. For more information about using this pair of blocks, see “Using Timers” in the user guide documentation.

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities.

Entity Output Ports

Label	Description
OUT	Port for departing entities, which have named timers attached to them.

Start Timer

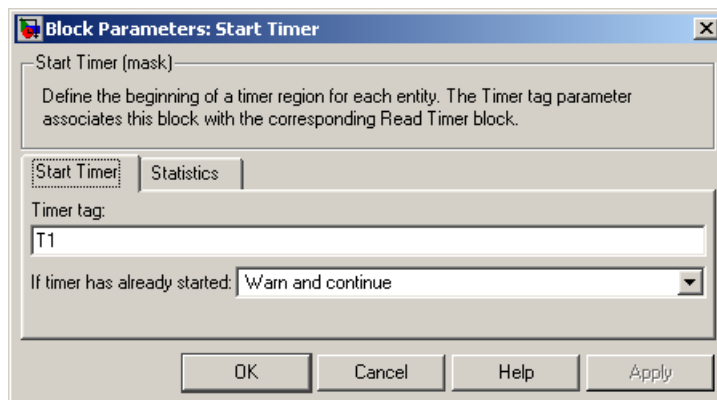
Signal Output Ports

Label	Description	Time of Update When Statistic Is On
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0.

Dialog Box

Start Timer Tab



Timer tag

Name of the timer to associate with each entity.

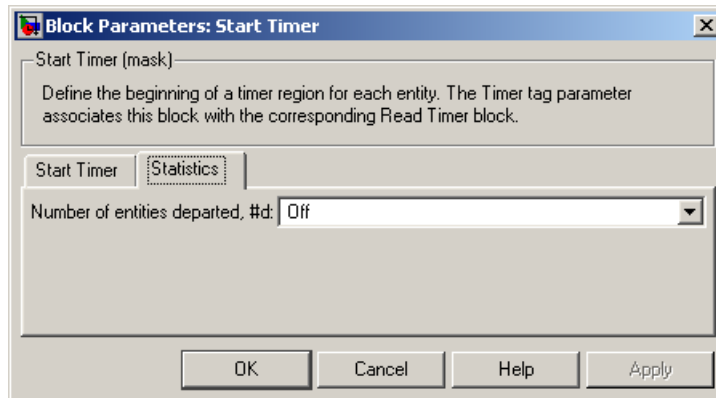
If timer has already started

Behavior of the block if an arriving entity already has a timer with the specified timer tag.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause

the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



Number of entities departed

Controls the presence and behavior of the signal output port labeled #d.

Examples

- “Basic Procedure for Using Timer Blocks” in the user guide documentation
- “Timing Multiple Entity Paths with One Timer” in the user guide documentation
- “Restarting a Timer from Zero” in the user guide documentation
- “Timing Multiple Processes Independently” in the user guide documentation

See Also

Read Timer, “Using Timers” in the user guide documentation

Subsystem Configuration

Purpose	Configuration for Discrete Event Subsystem block
Library	SimEvents Ports and Subsystems
Description	Every Discrete Event Subsystem window must contain exactly one copy of this configuration block. Do not delete this block from the subsystem window or else the subsystem will not work properly. To create a subsystem using the Discrete Event Subsystem block, see “Setting Up Signal-Based Discrete Event Subsystems” in the user guide documentation.
See Also	Discrete Event Subsystem, Discrete Event Inport, “Controlling Timing with Subsystems” in the user guide documentation

Time-Based Entity Generator

Purpose

Generate entities using intergeneration times from signal or statistical distribution

Library

Generators / Entity Generators

Description



This block is designed to generate entities using intergeneration times that satisfy criteria that you specify. The intergeneration time is the time interval between two successive entities' generation events.

Intergeneration Times	Value of Generate entities with Parameter
Distributed according to various parameters in the block's dialog box	Intergeneration time from dialog
Specified using an input signal that the block reads at the start of the simulation and each time it generates an entity	Intergeneration time from port t

For details about these options, see “Introduction to the Time-Based Entity Generator”.

Responding to Blockage at the Entity Output Port

You can choose how this block responds when it generates an entity that the subsequent input port is not available to accept. If applicable, you can also choose how the block responds when that port later becomes available.

- If you set **Response when blocked** to Error, then the simulation halts with an error message if the subsequent entity input port is not available to accept an entity when this block generates it.
- If you set **Response when blocked** to Pause generation, then this block holds the generated entity and temporarily suspends the generation of additional entities. The **Response when unblocked** parameter determines when the held entity departs.

Time-Based Entity Generator

- If you set **Response when unblocked** to Immediate restart, then the held entity departs after this block receives notification that the subsequent entity input port has become available. After the held entity departs, this block schedules the generation of the next entity.
- If you set **Response when unblocked** to Delayed restart, then upon receiving notification that the subsequent entity input port has become available, this block schedules an extra generation event for the held entity. The event time is the current time plus the same intergeneration time used when first generating the held entity. When the extra generation event is processed, the held entity attempts to depart.

For an example, see “Example: Responding to Blockage” on page 3-250.

Ports

Signal Input Ports

Label	Description
t	Time interval between generation events of the current entity and the next entity. The block reads the value after the current entity has departed and the block has updated its output signals, if any. If you do not select Generate entity at simulation start , then the block also reads the value of this signal at the start of the simulation. This port appears only if you set Generate entities with to Intergeneration time from port t.

Entity Output Ports

Label	Description
OUT	Port through which generated entities depart.

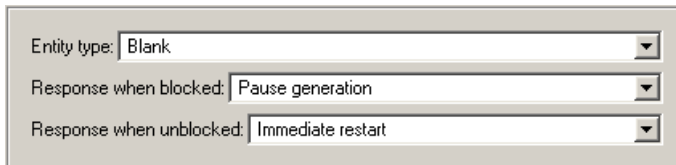
Time-Based Entity Generator

Signal Output Ports

Label	Description	Time of Update When Statistic Is On	Order of Update
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure	3
pe	A value of 1 indicates when the block is holding an entity that cannot depart because the subsequent entity input port is unavailable or because of a delayed restart of this block.	After entity generation if OUT port is blocked, and after entity departure in all cases	2
w	Average interdeparture time, in seconds, for all pairs of successive entities that have departed from this block. The signal value is 0 before the second entity departure.	After entity departure	1

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0 for all signals.

Dialog Box



Entity type: Blank

Response when blocked: Pause generation

Response when unblocked: Immediate restart

Entity type

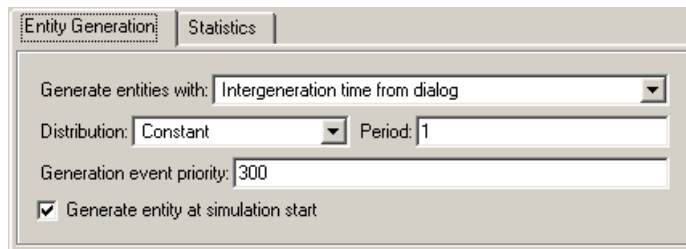
The blank type includes no attributes. The standard type includes attributes called Priority and Count with default values of 10 and 0, respectively.

Time-Based Entity Generator

Response when blocked, Response when unblocked

Determines how the block responds if a generated entity cannot depart immediately because the entity input port of the subsequent block is unavailable; see “Responding to Blockage at the Entity Output Port” on page 3-245.

Entity Generation Tab



The screenshot shows a dialog box with two tabs: "Entity Generation" and "Statistics". The "Entity Generation" tab is active. It contains the following controls:

- "Generate entities with:" dropdown menu set to "Intergeneration time from dialog".
- "Distribution:" dropdown menu set to "Constant".
- "Period:" text field containing the value "1".
- "Generation event priority:" text field containing the value "300".
- A checked checkbox labeled "Generate entity at simulation start".

Generate entities with

Determines where the block gets instructions about when to generate entities.

Distribution

The statistical distribution of intergeneration times. This field appears only if you set **Generate entities with** to Intergeneration time from dialog.

Period

The time interval between entity generations, in seconds. This field appears only if you set **Generate entities with** to Intergeneration time from dialog and set **Distribution** to Constant.

Initial seed

A nonnegative integer that initializes the random number generator. This field appears only if you set **Generate entities with** to Intergeneration time from dialog and set **Distribution** to Uniform or Exponential.

Minimum, Maximum

The endpoints, in seconds, of the interval over which the distribution is uniform. These fields appear only if you set **Generate entities with** to Intergeneration time from dialog and set **Distribution** to Uniform.

Mean

The expected value of the exponential distribution. This field appears only if you set **Generate entities with** to Intergeneration time from dialog and set **Distribution** to Exponential.

Generation event priority

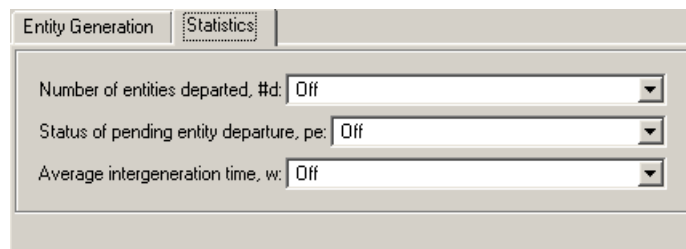
The priority of the entity-generation event, relative to other simultaneous events in the simulation.

Generate entity at simulation start

If you select this option, the block generates the first entity when the simulation begins and the second entity at the first intergeneration time. Otherwise, the block generates the first entity at the first intergeneration time.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



The screenshot shows a dialog box with two tabs: "Entity Generation" and "Statistics". The "Statistics" tab is active. It contains three dropdown menus, all set to "Off":

- Number of entities departed, #d: Off
- Status of pending entity departure, pe: Off
- Average intergeneration time, w: Off

Time-Based Entity Generator

Number of entities departed

Controls the presence and behavior of the signal output port labeled **#d**.

Status of pending entity departure

Controls the presence and behavior of the signal output port labeled **pe**.

Average intergeneration time

Controls the presence and behavior of the signal output port labeled **w**.

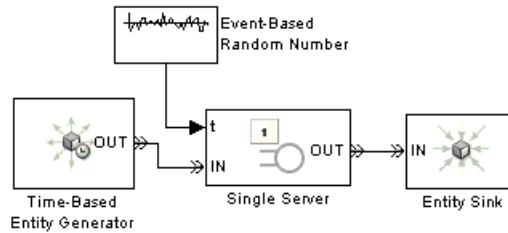
Examples

- “Building a Simple Discrete-Event Model” in the getting started documentation
- “Example: Using Random Intergeneration Times in a Queuing System” in the getting started documentation
- “Example: Using a Step Function as Intergeneration Time” in the getting started documentation
- “Example: Using an Arbitrary Discrete Distribution as Intergeneration Time” in the getting started documentation
- “Using Generation Times from a Vector” in the user guide documentation

Example: Responding to Blockage

To illustrate the blockage options, consider a Time-Based Entity Generator block followed by a Single Server block, followed by an Entity Sink block.

Time-Based Entity Generator



Suppose the entity generator has **Response when blocked** set to Pause generation. Also, suppose that the intergeneration time is 1 with the first entity generated at $T=1$, and that the service times for the first three entities in the server are 1.5, 2.2, and 1.8. The tables below indicate how the **Response when unblocked** values affect the behavior in the simulation.

Immediate Restart

Time (s)	Behavior
1	Entity generator generates and outputs the first entity to the server. The server's entity input port becomes unavailable. The first entity is scheduled to depart from the server at $T=1+1.5=2.5$.
2	Entity generator generates the second entity and holds it because the OUT port is blocked.
2.5	First entity departs from the server. The server's entity input port becomes available and the second entity advances from the entity generator to the server. The server's entity input port becomes unavailable again. The second entity is scheduled to complete service at $T=2.5+2.2=4.7$. The entity generator schedules the next generation for $T=2.5+1=3.5$.

Time-Based Entity Generator

Time (s)	Behavior
3.5	Entity generator generates the third entity, and holds it because the OUT port is blocked.
4.7	Second entity departs from the server. The server's entity input port becomes available and the third entity advances from the entity generator to the server. The server's entity input port becomes unavailable again. The third entity is scheduled to complete service at $T=4.7+1.8=6.5$. The entity generator schedules the next generation for $T=4.7+1=5.7$.

Delayed Restart

Time (s)	Behavior
1	Entity generator generates and outputs the first entity to the server. The server's entity input port becomes unavailable. The first entity is scheduled to depart from the server at $T=1+1.5=2.5$.
2	Entity generator generates the second entity and holds it because the OUT port is blocked.
2.5	First entity departs from the server. The server's entity input port becomes available. The entity generator schedules an extra generation event for the second entity at $T=2.5+1=3.5$.
3.5	The second entity advances from the entity generator to the server. The server's entity input port becomes unavailable again. The second entity is scheduled to complete service at $T=3.5+2.2=5.7$. The entity generator schedules the next generation for $T=3.5+1=4.5$.
4.5	Entity generator generates the third entity, and holds it because the OUT port is blocked.

Time-Based Entity Generator

Time (s)	Behavior
5.7	Second entity departs from the server. The server's entity input port becomes available. The entity generator schedules an extra generation event for the third entity at $T=5.7+1=6.7$.
6.7	The third entity advances from the entity generator to the server. The server's entity input port becomes unavailable again. The third entity is scheduled to complete service at $T=6.7+1.8=8.5$. The entity generator schedules the next generation for $T=6.7+1=7.7$.

See Also

Event-Based Entity Generator, Entity Sink, "Creating Entities Using Intergeneration Times" in the getting started documentation

X-Y Attribute Scope

Purpose Plot data from two attributes of arriving entities

Library SimEvents Sinks

Description This block plots a curve using data from two scalar-valued attributes of arriving entities. Use the **Y attribute name** and **X attribute name** parameters to specify which attributes to plot.



Use the **Enable entity OUT port** option to choose whether the entity advances to a subsequent block or whether the block absorbs the arriving entity.

The **Plot type** parameter on the **Plotting** tab determines whether and how the block connects the points that it plots. For details, see “Connections Among Points in Plots” in the user guide documentation.

Ports

Entity Input Ports

Label	Description
IN	Port for arriving entities, whose attributes contain the data to plot.

Entity Output Ports

Label	Description
OUT	Port for departing entities. This port appears only if you select Enable entity OUT port .

Signal Output Ports

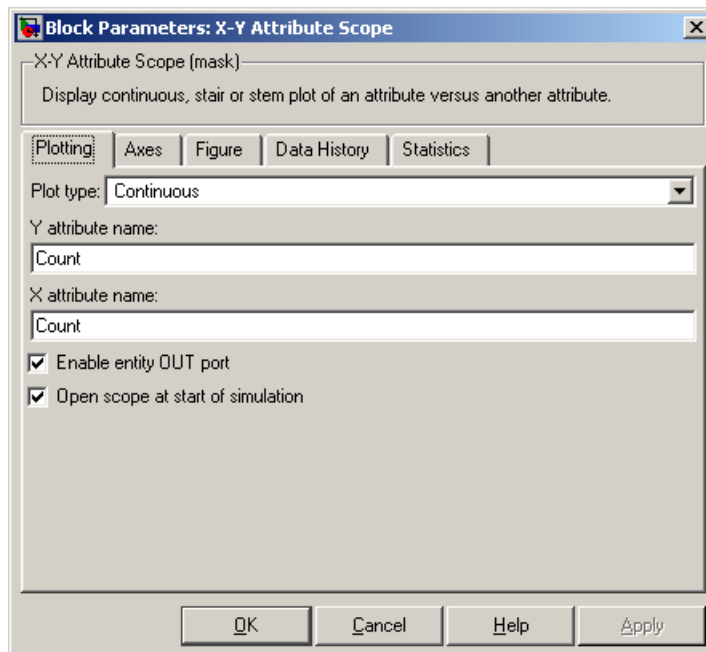
Label	Description
#a	Number of entities that have arrived at the block since the start of the simulation.

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0.

Dialog Box

To open the block dialog box, click the Parameters toolbar button in the plot window.

Plotting Tab



X-Y Attribute Scope

Plot type

The presentation format for the data. See “Connections Among Points in Plots” in the user guide documentation for details.

Y attribute name

Name of the attribute to plot along the vertical axis.

X attribute name

Name of the attribute to plot along the horizontal axis.

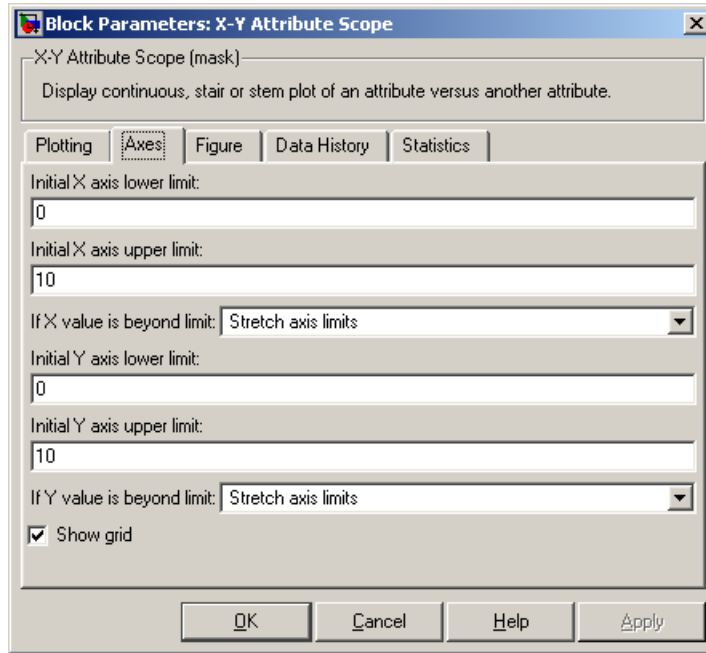
Enable entity OUT port

Causes the block to have an entity output port labeled **OUT**, through which the arriving entity departs. If you clear this box, the block absorbs arriving entities.

Open scope at start of simulation

Selecting this option causes the plot window to open when you start the simulation. If you clear this box, you can open the plot window by double-clicking the block icon.

Axes Tab



Initial X axis lower limit, Initial X axis upper limit

The interval shown on the X axis at the beginning of the simulation. The interval might change from this initial setting due to zooming, autoscaling, or the **If X value is beyond limit** setting.

If X value is beyond limit

Determines how the plot changes if one or more X values are not within the limits shown on the X axis. For details, see “Varying Axis Limits Automatically” in the user guide documentation.

Initial Y axis lower limit, Initial Y axis upper limit

The interval shown on the Y axis at the beginning of the simulation. The interval might change from this initial setting

X-Y Attribute Scope

due to zooming, autoscaling, or the **If Y value is beyond limit** setting.

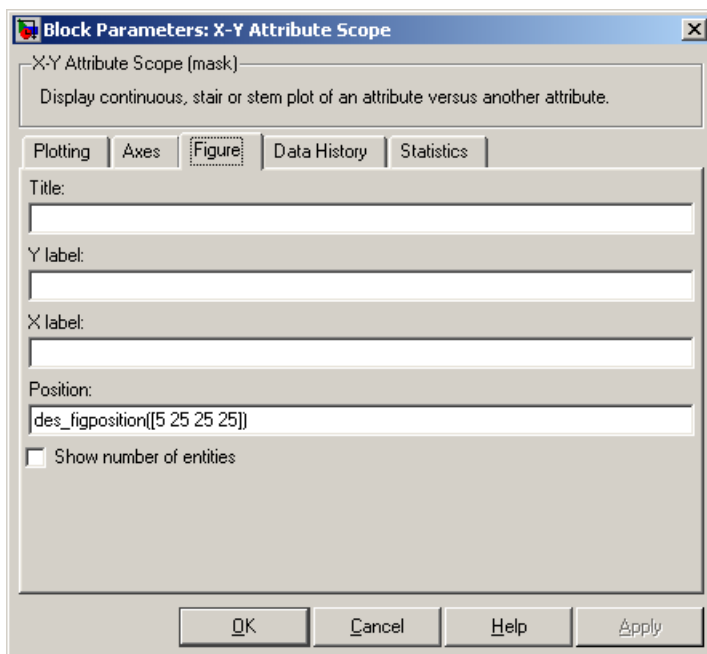
If Y value is beyond limit

Determines how the plot changes if one or more Y values are not within the limits shown on the Y axis. For details, see “Varying Axis Limits Automatically” in the user guide documentation.

Show grid

Toggles the grid on and off.

Figure Tab



Title

Text that appears as the title of the plot, above the axes.

Y label

Text that appears to the left of the vertical axis.

X label

Text that appears below the horizontal axis.

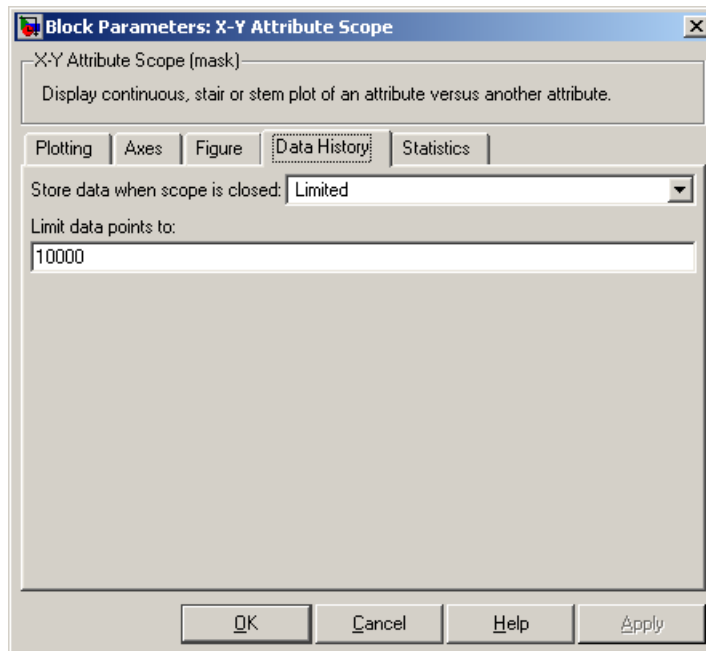
Position

A four-element vector of the form [left bottom width height] specifying the position of the scope window. (0,0) is the lower left corner of the display.

Show number of entities

Displays the number of plotted points using an annotation in the plot window.

Data History Tab



X-Y Attribute Scope

Store data when scope is closed

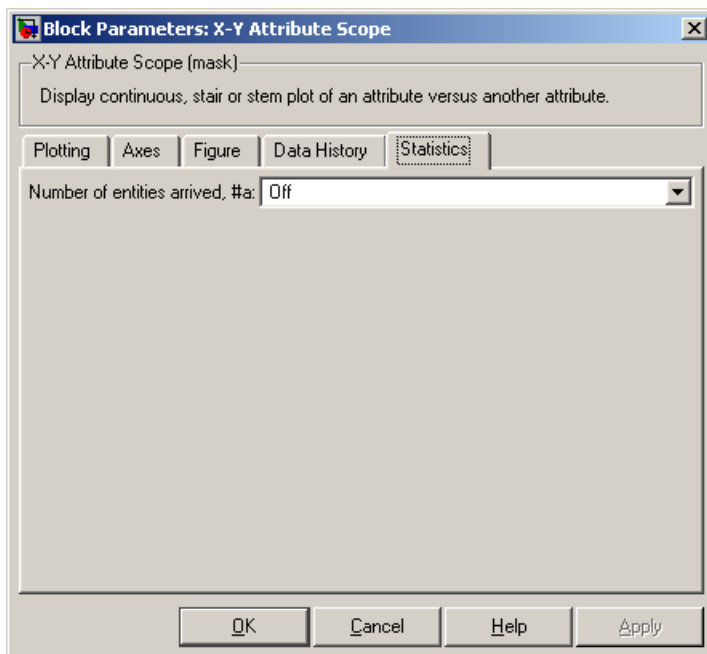
Select **Unlimited** to have the block cache all data for future viewing, **Limited** to cache a portion of the most recent data, and **Disabled** to avoid caching undisplayed data.

Limit data points to

The number of data points the block caches, using the most recent data. This field appears only if you set **Store data when scope is closed** to **Limited**.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.

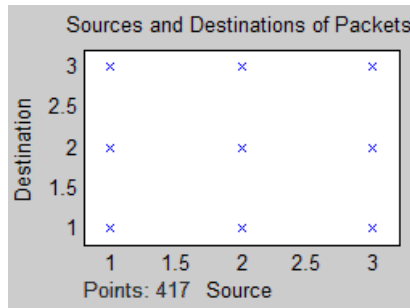


Number of entities arrived

Controls the presence and behavior of the signal output port labeled **#a**.

Examples

You can modify the example in “Example: A Packet Switch” in the getting started documentation to check that all possible combinations of source and destination are used in the simulation. Insert an X-Y Attribute Scope block between the Path Combiner and Output Switch blocks and use it to plot the Destination attribute against the Source attribute.



See Also

Attribute Scope, X-Y Signal Scope, “Plotting Data” in the user guide documentation, “Accessing Attributes of Entities” in the user guide documentation

X-Y Signal Scope

Purpose Plot data from two signals

Library SimEvents Sinks

Description This block plots a curve using data from two input signals. The plot is particularly appropriate for data arising from discrete-event simulations or data related to entities because the plot can include zero-duration values.



The **Plot type** parameter on the **Plotting** tab determines whether and how the block connects the points that it plots. For details, see “Connections Among Points in Plots” in the user guide documentation.

Ports

Signal Input Ports

Label	Description
in	Signal containing data for Y axis.
x	Signal containing data for X axis.

Signal Output Ports

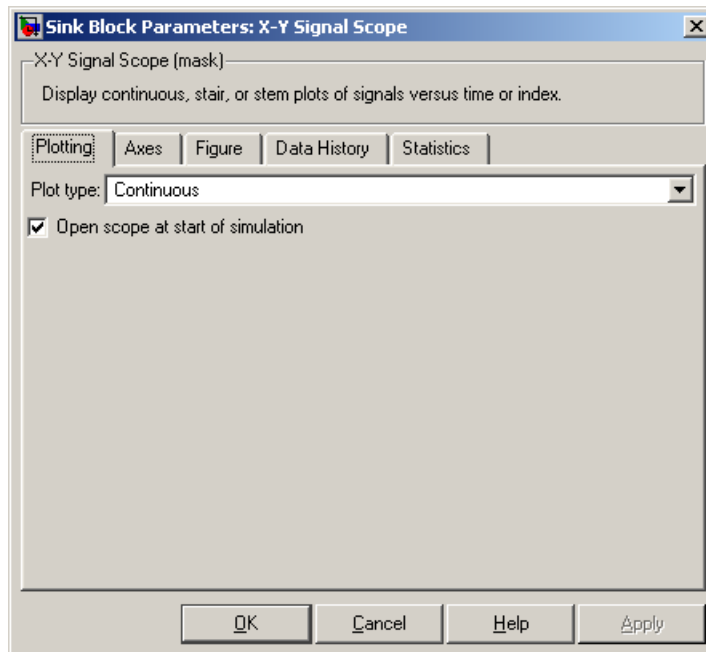
Label	Description
#c	Number of points the block has plotted.

The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0.

Dialog Box

To open the block dialog box, click the Parameters toolbar button in the plot window.

Plotting Tab



Plot type

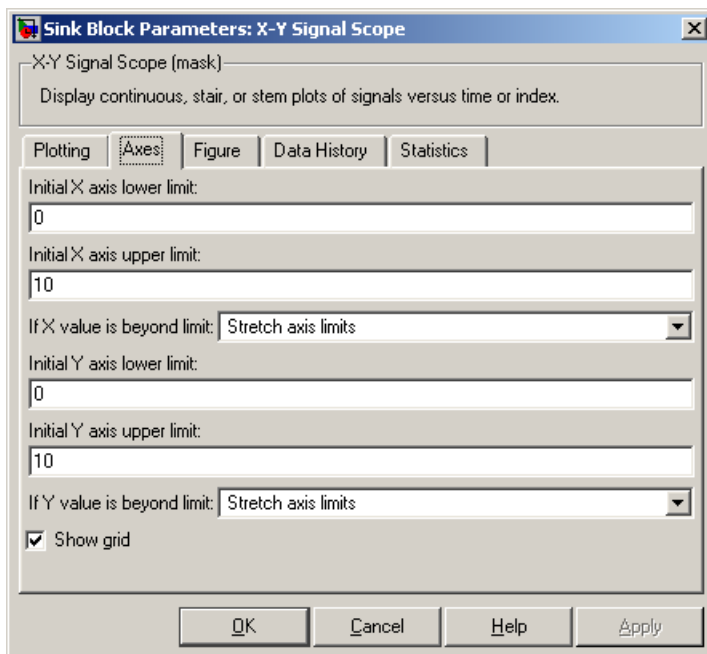
The presentation format for the data. See “Connections Among Points in Plots” in the user guide documentation for details.

Open scope at start of simulation

Selecting this option causes the plot window to open when you start the simulation. If you clear this box, you can open the plot window by double-clicking the block icon.

X-Y Signal Scope

Axes Tab



Initial X axis lower limit, Initial X axis upper limit

The interval shown on the X axis at the beginning of the simulation. The interval might change from this initial setting due to zooming, autoscaling, or the **If X value is beyond limit** setting.

If X value is beyond limit

Determines how the plot changes if one or more X values are not within the limits shown on the X axis. For details, see “Varying Axis Limits Automatically” in the user guide documentation.

Initial Y axis lower limit, Initial Y axis upper limit

The interval shown on the Y axis at the beginning of the simulation. The interval might change from this initial setting

due to zooming, autoscaling, or the **If Y value is beyond limit** setting.

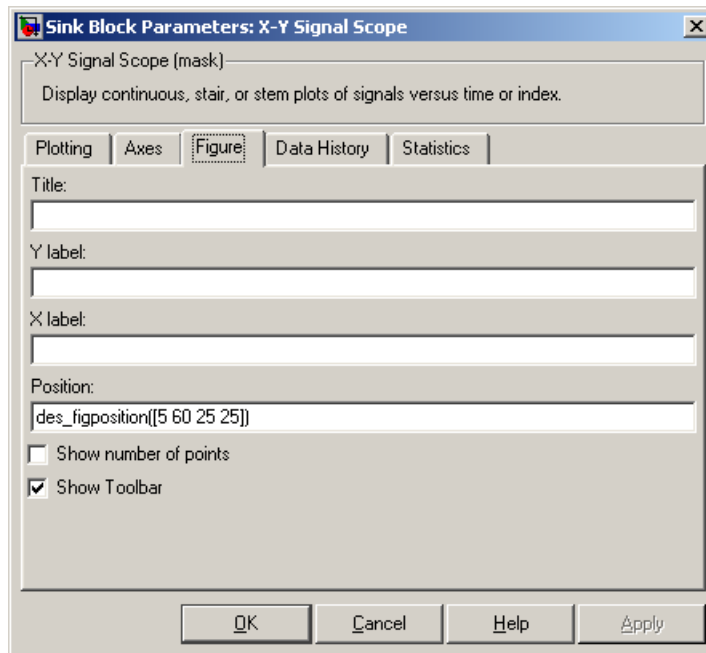
If Y value is beyond limit

Determines how the plot changes if one or more Y values are not within the limits shown on the Y axis. For details, see “Varying Axis Limits Automatically” in the user guide documentation.

Show grid

Toggles the grid on and off.

Figure Tab



Title

Text that appears as the title of the plot, above the axes.

X-Y Signal Scope

Y label

Text that appears to the left of the vertical axis.

X label

Text that appears below the horizontal axis.

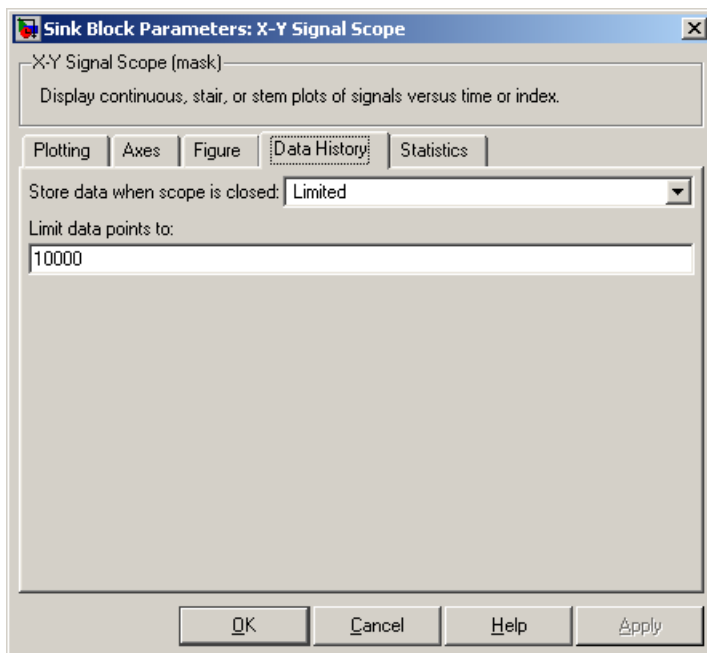
Position

A four-element vector of the form [left bottom width height] specifying the position of the scope window. (0,0) is the lower left corner of the display.

Show number of points

Displays the number of plotted points using an annotation in the plot window.

Data History Tab



Store data when scope is closed

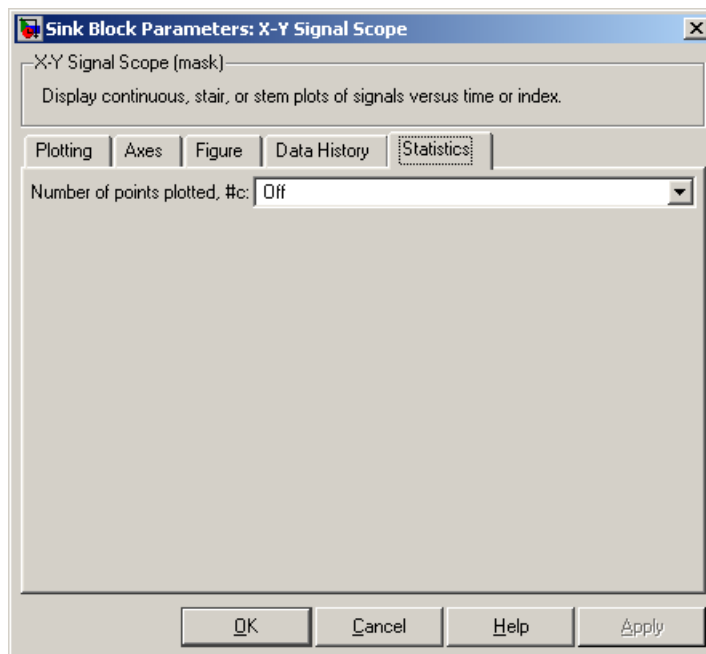
Select **Unlimited** to have the block cache all data for future viewing, **Limited** to cache a portion of the most recent data, and **Disabled** to avoid caching undisplayed data.

Limit data points to

The number of data points the block caches, using the most recent data. This field appears only if you set **Store data when scope is closed** to **Limited**.

Statistics Tab

These parameters determine whether certain ports produce data throughout the simulation, produce data only when you stop or pause the simulation, or are omitted from the block. For descriptions of the affected ports, see the “Signal Output Ports” table above.



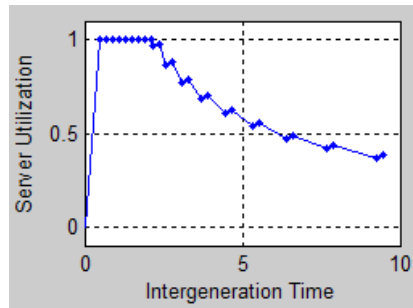
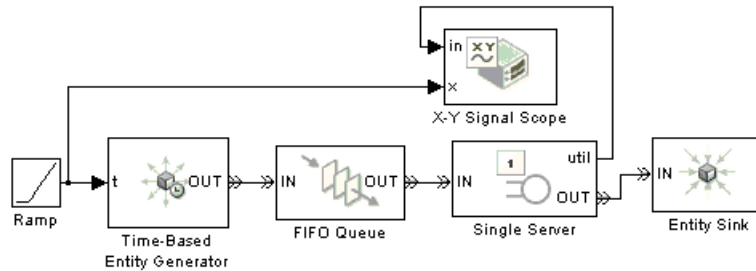
X-Y Signal Scope

Number of points plotted

Controls the presence and behavior of the signal output port labeled #c.

Examples

The model below shows the relationship between the utilization of a server and the interarrival time of entities.



See Also

Signal Scope, X-Y Attribute Scope, “Plotting Data” in the user guide documentation

advance

To depart from one block and arrive immediately at another block. An entity advances from block to block during a simulation.

arrival

Entrance of an entity to a block via an entity input port. Arrival is the opposite of departure.

attribute

Data associated with an entity.

For example, an entity might be associated with a size, weight, speed, or part number.

available

The state of an entity input port that permits entities to arrive at the block.

For example, when a Single Server block is empty, its entity input port is available. When the block is busy serving, its entity input port is unavailable.

blocked

The state of an entity output port when an entity is trying to depart via the port and the port connects to an unavailable entity input port of another block.

For example, consider a FIFO Queue block whose entity output port is connected to the Single Server block's entity input port. Suppose the queue contains one entity. The queue's entity output port is blocked if the server's entity input port is unavailable, and not blocked if the server's entity input port is available. If the queue is empty, then its entity output port is not blocked because no entity is trying to depart.

component entity

An entity that forms part of a composite entity.

composite entity

An entity that comprises one or more entities as subordinate parts. The parts are called component entities.

departure

Exit of an entity from a block via an entity output port. Departure is the opposite of arrival.

discrete event subsystem

A subsystem containing time-based blocks that is called at the exact time of each qualifying event, rather than at times suggested by the time-based simulation clock. For the Discrete Event Subsystem block, qualifying events are signal-based events; for an appropriately configured Function-Call Subsystem block, qualifying events are function calls.

For example, the subsystem might contain blocks that end the simulation if the length of a queue exceeds 100, and might be configured so that the subsystem executes only at the exact moments when the queue reports an increased length.

entity

An abstract representation of an item of interest in a discrete-event simulation. The specific interpretation of an entity depends on what you are modeling. Entities can carry data, known in SimEvents as attributes.

For example, an entity could represent a packet in a communication network, a person using a bank of elevators, or a part on a conveyor belt.

entity input port

An input port at which an entity can potentially arrive. An entity input port can be available or unavailable; this state, which can change during the simulation, helps determine whether the port actually accepts the arrivals of new entities.

entity output port

An output port from which an entity can potentially depart. An entity output port can have a state of blocked or not blocked; this state, which can change during the simulation, determines whether the port's attempt to output an entity is successful.

entity path

A connection from an entity output port to an entity input port, depicted as a line connecting the entity ports of two blocks. An entity path represents the equivalence between an entity's departure from the first block and arrival at the second block. The connection line depicts a relationship between the two blocks.

An entity path is in active use by an entity only at zero or more discrete times during the simulation. By contrast, a connection line between signal ports represents a signal that has a well-defined value at all times during the simulation.

entity port

An entity input port or an entity output port.

entity priority

A real number associated with an entity, used to determine its sequence in a priority queue.

Contrast with event priority.

entity-departure subsystem

A kind of discrete event subsystem that is called at the exact time of each entity departure from a block or blocks, rather than at times suggested by the time-based simulation clock. See "Creating Entity-Departure Subsystems" in the user guide documentation for details.

event

An instantaneous discrete incident that changes a state variable, an output, and/or the occurrence of other events. The prototypical events are arrivals and departures of entities.

Examples of events are the generation of a new data packet in communications, the exit of a person from an elevator, and the placement of a new part on a conveyor belt.

event calendar

The internal list of all events that are scheduled for the current time or future times.

For example, when a server begins its service time on a specific entity, the application inserts an entry into the event calendar for the completion of service on that entity at a future time. In a system representing elevator passengers, this event calendar entry might represent the event whereby a specific person in an elevator reaches the desired floor.

event priority

A positive integer associated with an event, used to sequence the processing of simultaneous events. Simultaneous events having distinct event priorities are processed in ascending order of the event priority values.

Contrast with entity priority.

event translation

Conversion of one event into another. The result of the translation is often a function call, but can be another type of event. The result of the translation can occur at the same time as, or a later time than, the original event.

event-based signal

A signal that can change in response to discrete events. For example, the signal representing the number of entities in a queue changes upon each arrival at or departure from the queue.

event-based simulation

A simulation that permits the system's state transitions to depend on asynchronous discrete incidents called events.

function-call event

A discrete invocation request carried from block to block by a special signal called a function-call signal. A function-call event is also called simply a function call.

intergeneration time

The time interval between successive generations, as in a Time-Based Entity Generator block.

monitoring port

A signal input port that is designed for observing signal values. Contrast with notifying port.

notifying port

A signal input port that notifies the preceding block when a certain event has occurred. When the preceding block is the Event-Based Random Number block, it responds to the notification by generating a new random number.

For example, the **t** input port of a Single Server block is a notifying port; when connected to this port, the Event-Based Random Number block generates a new random number each time it receives notification that an entity has arrived at the server.

pending entity

An entity that tries and fails to depart from a block. The failure occurs because the entity output port through which the entity would depart is connected to an unavailable entity input port of another block.

preemption

The replacement of an entity in a server block by an entity that satisfies certain criteria.

reactive port

A signal input port that listens for updates or changes in the input signal and causes an appropriate reaction in the block possessing the port. For example, the **p** port on an Input Switch block listens for changes in the input signal; the block reacts by selecting a new entity port for potential arrivals.

sample time hit event

An update in the value of a signal that is connected to a block configured to react to signal updates. The updated value could be the same as or different from the previous value.

signal port

An input or output port that represents a numerical quantity that changes over time and that is defined for all times during the

simulation. Unlike an entity port, a signal port has no state and does not have entity arrivals or entity departures.

signal-based event

A sample time hit event, value change event, or trigger event.

simultaneous events

Events that occur at the same value, or sufficiently close values, of the simulation clock. Events scheduled on the event calendar for times T and $T+dt$ are considered simultaneous if $0 \leq dt \leq 128 * \text{eps} * T$ where eps is the floating-point relative accuracy in MATLAB and T is the simulation time.

For example, in a D/D/1 queuing system where the arrival rate equals the service rate, an entity generation event and a service completion event are simultaneous. Parameters in the model determine which of these events occurs first, though the clock has the same value in both cases.

time-based simulation

A simulation in which state transitions depend on time.

For example, a simulation based solely on differential equations in which time is an independent variable is a time-based simulation.

timeout event

An event that causes an entity to depart via a special output port when the entity has exceeded a previously established time limit. Use the Schedule Timeout block to schedule a timeout event for each arriving entity. Optionally, use the Cancel Timeout block to remove a timeout event from the event calendar before the event occurs. See “Forcing Departures Using Timeouts” in the user guide documentation for details.

timeout interval

The duration between an entity’s arrival at a Schedule Timeout block and the scheduled time of the entity’s timeout event. See “Forcing Departures Using Timeouts” in the user guide documentation for details.

trigger edge

A rising edge or falling edge of a signal. A rising edge is an increase from a negative or zero value to a positive value (or zero if the initial

value is negative). A falling edge is a decrease from a positive or a zero value to a negative value (or zero if the initial value is positive).

trigger event

A trigger edge in a signal that is connected to a block configured to react to trigger edges.

trigger signal

A signal whose trigger edges are used to invoke a behavior during the simulation.

unavailable

The state of an entity input port that prevents entities from arriving at the block.

For example, when a Single Server block is empty, its entity input port is available. When the block is busy serving, its entity input port is unavailable.

value change event

An increase or decrease in the numerical value of a signal that is connected to a block configured to react to relevant changes.

zero-duration value

A value that an event-based signal assumes at an instant in time but that does not persist for a positive duration.

For example, when a full N-server advances one entity to the next block, the statistical signal representing the number of entities in the block assumes the value N-1. However, if the departure causes another entity to arrive at the block at the same time instant, then the statistical signal assumes the value N. The value of N-1, which does not persist for a positive duration, is a zero-duration value. This phenomenon occurs in many situations; see “Multiple Simultaneous Updates of an Output Signal” in the user guide documentation for details.

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