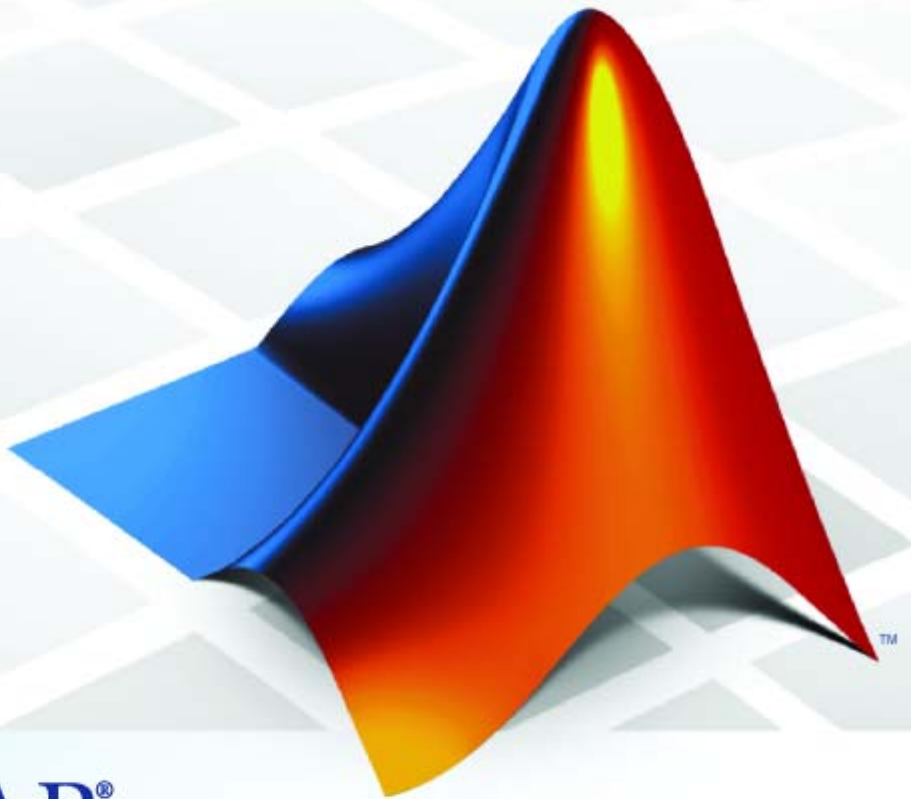


# SimEvents® 2

## Reference



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### Revision History

March 2007	Online only	Revised for Version 2.0 (Release 2007a). Previously part of <i>SimEvents</i> ® <i>User's Guide</i> .
September 2007	Online only	Revised for Version 2.1 (Release 2007b)
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# Function Reference

---

# se\_getseeds

---

## Purpose

Get seed values of random number generators in blocks

## Syntax

```
seedstruct = se_getseeds(sysid)
```

## Description

`seedstruct = se_getseeds(sysid)` returns the names and seed values of all SimEvents® blocks that are configured to use random number generators. The scope of the search is a system (including subsystems at any depth) or block. `sysid` is the system name, subsystem path name, or block path name. The output `seedstruct` is a structure having these fields:

- `system` — Value of the `sysid` input to `se_getseeds`
- `seeds` — Structure array, each element of which has these fields:
  - `block` — Path name of a block that uses a random number generator, relative to `system`
  - `value` — Numeric seed value of the block

## Examples

See the Seed Management Workflow for Random Number Generators demo.

## See Also

`se_setseeds`, `se_randomizeseeds`

“Making Results Repeatable by Storing Sets of Seeds” in the user guide documentation

“Sharing Seeds Among Models” in the user guide documentation



**Purpose** Randomize seeds of SimEvents blocks to make them unique

**Syntax**

```
se_randomizeseeds(obj)
se_randomizeseeds(obj, 'Mode', modevalue)
se_randomizeseeds(obj, 'Mode', 'SpecifySeeds', sv)
se_randomizeseeds(..., 'GlobalSeed', seed)
se_randomizeseeds(..., 'Verbose', verbosity)
```

**Description** `se_randomizeseeds(obj)` assigns the seeds of all SimEvents blocks that use random number generators within `obj`, making sure they are unique. `obj` is a system name, subsystem path name, block path name, or cell array of such names. If `obj` represents a system or subsystem, the function assigns seeds in subsystems of `obj` at any depth.

`se_randomizeseeds(obj, 'Mode', modevalue)` or `se_randomizeseeds(obj, 'Mode', 'SpecifySeeds', sv)` restricts the scope of the seed assignment based on the value of `modevalue`, as listed in this table.

Syntax Option	Operation
<code>se_randomizeseeds(obj, 'Mode', 'All')</code>	The function assigns all seeds in <code>obj</code> . This is the default behavior.
<code>se_randomizeseeds(obj, 'Mode', 'Identical')</code>	The function changes only those seeds in the system or subsystem <code>obj</code> that appear multiple times in <code>obj</code> .
<code>se_randomizeseeds(obj, 'Mode', 'SpecifySeeds', sv)</code>	The function changes only those seeds that currently have a value that appears in the vector <code>sv</code> .

`se_randomizeseeds(..., 'GlobalSeed', seed)` specifies a global seed that the function uses to generate seed values in a repeatable way. The argument `seed` must be a nonnegative integer. The result of using this syntax is repeatable for a given `seed` value, assuming the underlying

# se\_randomizeseeds

---

systems or blocks specified in `obj` do not change. However, to ensure repeatability, this syntax does not guarantee uniqueness of generated seed values.

`se_randomizeseeds(..., 'Verbose', verbosity)` explicitly reports the status of each seed change if *verbosity* is 'on'. By default, *verbosity* is 'off'.

## Examples

- [Avoiding Identical Seeds for Random Number Generators demo](#)
- [Seed Management Workflow for Random Number Generators demo](#)
- “Example: Running a Simulation and Varying a Parameter” in the user guide documentation

## See Also

`se_getseeds`, `se_setseeds`

“Running Simulations Repeatedly” in the user guide documentation

<b>Purpose</b>	Set seed values for SimEvents blocks with random number generators
<b>Syntax</b>	<pre>se_setseeds(seedstruct) se_setseeds(seedstruct, sysid) oldseedstruct = se_setseeds(seedstruct...) [oldseedstruct, status] = se_setseeds(seedstruct...)</pre>
<b>Description</b>	<p><code>se_setseeds(seedstruct)</code> sets the seed parameter values for all SimEvents blocks specified in the structure <code>seedstruct</code>. The input structure has the same form as the output of the <code>se_getseeds</code> function:</p> <ul style="list-style-type: none"><li>• <code>system</code> — Value of the <code>sysid</code> input to <code>se_getseeds</code></li><li>• <code>seeds</code> — Structure array, each element of which has these fields:<ul style="list-style-type: none"><li>▪ <code>block</code> — Path name of a block that uses a random number generator, relative to <code>system</code></li><li>▪ <code>value</code> — Numeric seed value of the block</li></ul></li></ul> <p><code>se_setseeds(seedstruct, sysid)</code> applies the seed values to the system <code>sysid</code>, overriding the system specified in the <code>system</code> field of <code>seedstruct</code>.</p> <p><code>oldseedstruct = se_setseeds(seedstruct...)</code> stores the original seed values in the structure <code>oldseedstruct</code> before setting them to the values specified in <code>seedstruct</code>. The form of <code>oldseedstruct</code> is the same as that of <code>seedstruct</code>.</p> <p><code>[oldseedstruct, status] = se_setseeds(seedstruct...)</code> returns a logical array, <code>status</code>, whose <code>nth</code> entry is false if the <code>nth</code> block in <code>seedstruct</code> was not found, was not a SimEvents block, or did not have a seed parameter in its current configuration.</p>
<b>Examples</b>	See the Seed Management Workflow for Random Number Generators demo.
<b>See Also</b>	<code>se_getseeds</code> , <code>se_randomizeseeds</code>

“Setting Seed Values Programmatically” in the user guide documentation

“Sharing Seeds Among Models” in the user guide documentation

**Purpose** Change model settings for discrete-event simulation

**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 simulation 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”.

**See Also** `simeventsstartup`

# simeventsdocex

---

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

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

# simeventsstartup

**Purpose** Set default model settings for discrete-event simulation

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

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

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

This function assigns the following simulation 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 model settings apply to new models that you create later in the MATLAB software session, but not to previously created models. To change the model settings of a previously created model, use `simeventsconfig`.



---

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

---

### See Also

`simeventsconfig`, `startup`



# Block Reference

---

Generators (p. 2-2)	Generate entities, events, and signals
SimEvents Sinks (p. 2-3)	View and export data
Attributes (p. 2-4)	Manage data attached to entities
Queues (p. 2-5)	Store entities in queue
Servers (p. 2-6)	Delay entities by service time
Routing (p. 2-7)	Design entity paths
Gates (p. 2-8)	Regulate entity admission
Entity Management (p. 2-9)	Combine and split entities
Signal Management (p. 2-10)	Manipulate signals based on events
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
Event Translation (p. 2-13)	Convert event types
Probes (p. 2-14)	Report information about the simulation
SimEvents User-Defined Functions (p. 2-15)	Support custom functions

# Generators

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

## Entity Management

Entity Combiner

Generate one entity per set of entities arriving simultaneously

Entity Splitter

Divide composite entity into component entities

**Signal Management**

Initial Value

Output specified value until first sample time hit

Signal Latch

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

## SimEvents Ports and Subsystems

Conn	Provide entity input port or entity output port for virtual subsystem
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

## 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

**Probes**

Entity Departure Counter	Count departures and write result to signal port and/or attribute
--------------------------	---



## SimEvents User-Defined Functions

Attribute Function

Access and modify attributes using  
Embedded MATLAB™ code



# Blocks — Alphabetical List

---

# Attribute Function

---

<b>Purpose</b>	Access and modify attributes using Embedded MATLAB code
<b>Library</b>	SimEvents User-Defined Functions
<b>Description</b>	<p>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.</p> <p>This block corresponds to a function that you write in an editor window that opens when you double-click the block. Your function names the attributes you want to access, modify, or create. When writing your function, you can use any part of the Embedded MATLAB subset of the MATLAB language, subject to the argument-naming rules described in “Writing Functions to Manipulate Attributes” and the attribute support described in “Attribute Value Support” in the user guide documentation.</p>



---

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

---

## Timing and Connections

The Attribute Function block automatically ensures that the computation and the reassignment of the attribute value use the correct timing. It is not necessary to use a discrete event subsystem in conjunction with the Attribute Function block.

In most cases, it is not necessary to introduce a storage block between the Attribute Function block and subsequent blocks that use attributes (for example, Attribute Scope). However, the next table indicates exceptional cases in which you should insert a Single Server block between the Attribute Function block and the block performing the subsequent operation.

Subsequent Operation	Block
Switching based on the same attribute that the Attribute Function block created or modified	Output Switch block with <b>Switching criterion=From attribute</b>
Preemption based on the same attribute that the Attribute Function block created or modified	Single Server block with <b>Permit preemption based on attribute</b> selected

## Ports

### Entity Input Ports

Label	Description
IN	Port for arriving entities.

### Entity Output Ports

Label	Description
OUT	Port for entities whose attributes the block accessed, created, or modified.

## Examples

- “Example: Setting Attributes” in the user guide documentation
- “Example: Incorporating Legacy Code” in the user guide documentation
- “Attribute Names Unique and Accessible in Composite Entity” in the user guide documentation
- Entity Combiner for Assembling Components demo
- Distributed Processing for Multi-Class Jobs demo, within the Distribution Center subsystem and its Service History Monitor subsystem

# Attribute Function

---

## See Also

Set Attribute, Get Attribute

“Writing Functions to Manipulate Attributes” in the user guide documentation

**Purpose**

Plot data from attribute of arriving entities

**Library**

SimEvents Sinks

**Description**

This block creates a plot using data from a real 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

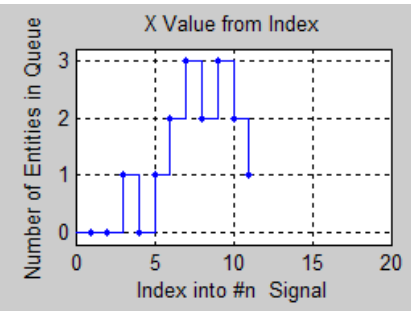
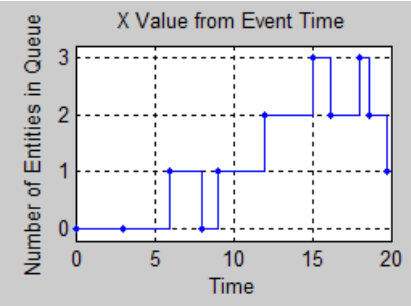
Use the **X value from** parameter to select the type of data for the horizontal axis. The table below describes the choices.

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

# Attribute Scope

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.



Entity Output Ports

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

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.

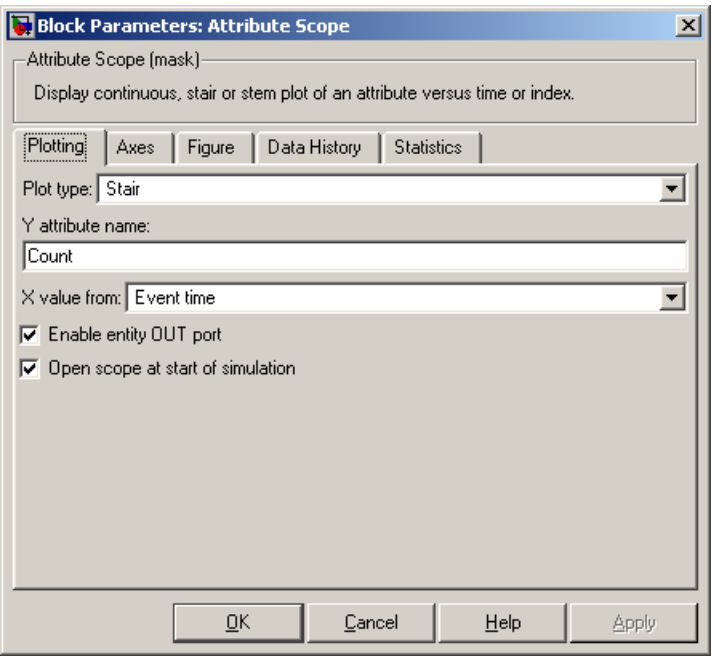
# Attribute Scope

---

## 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 3-5 for details.

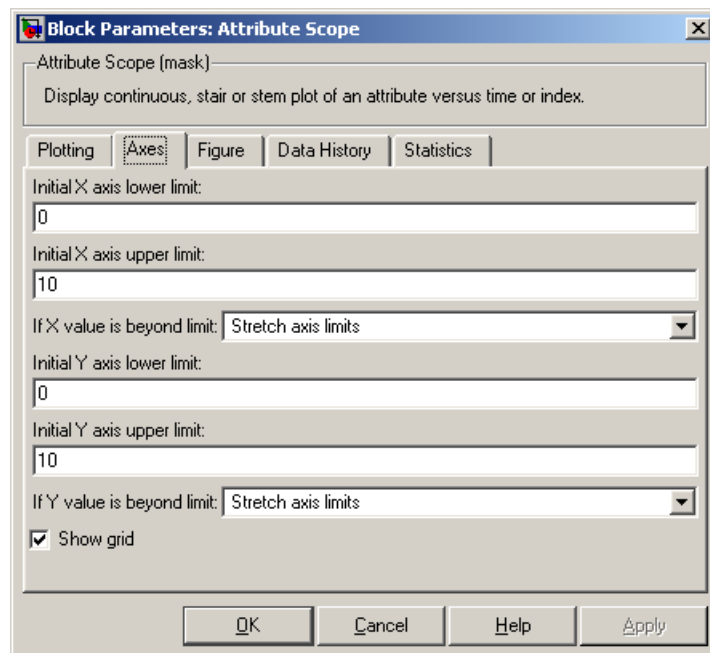
## Enable entity OUT port

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

# Attribute Scope

---

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.

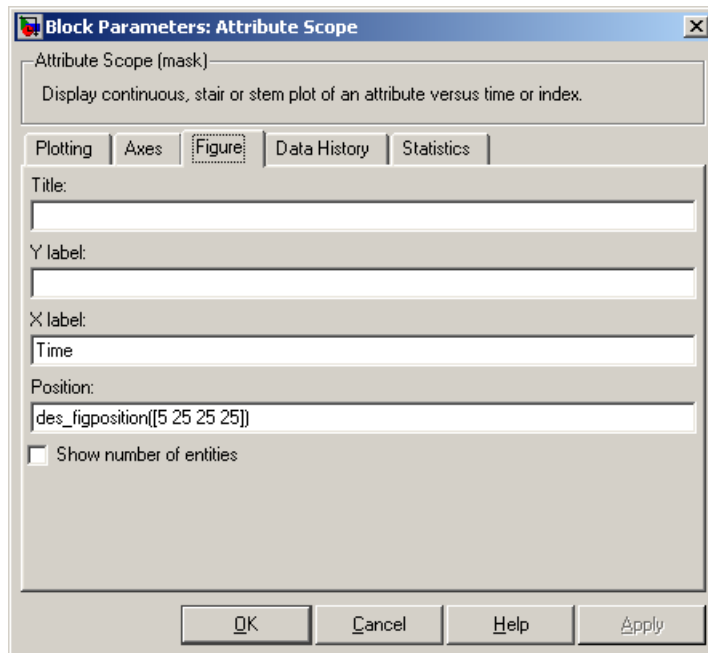
## **If Y value is beyond limit**

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.

**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.

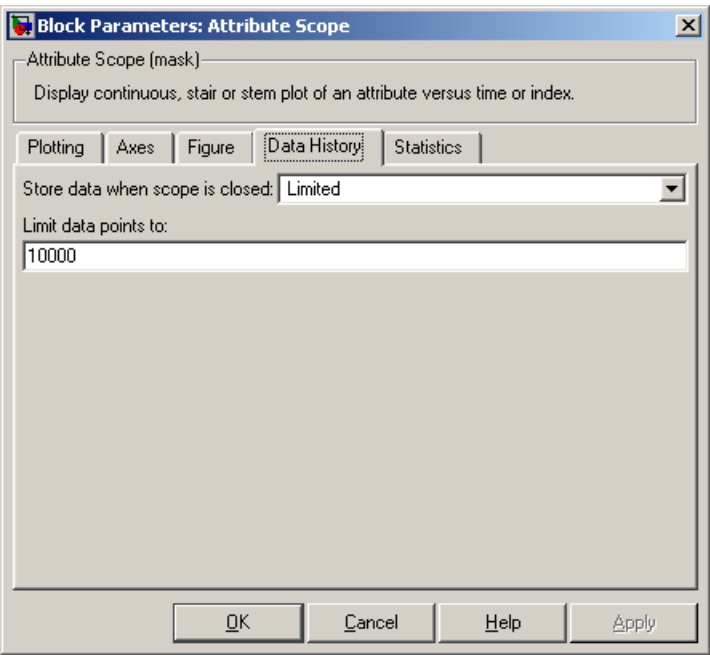
# Attribute Scope

---

## 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

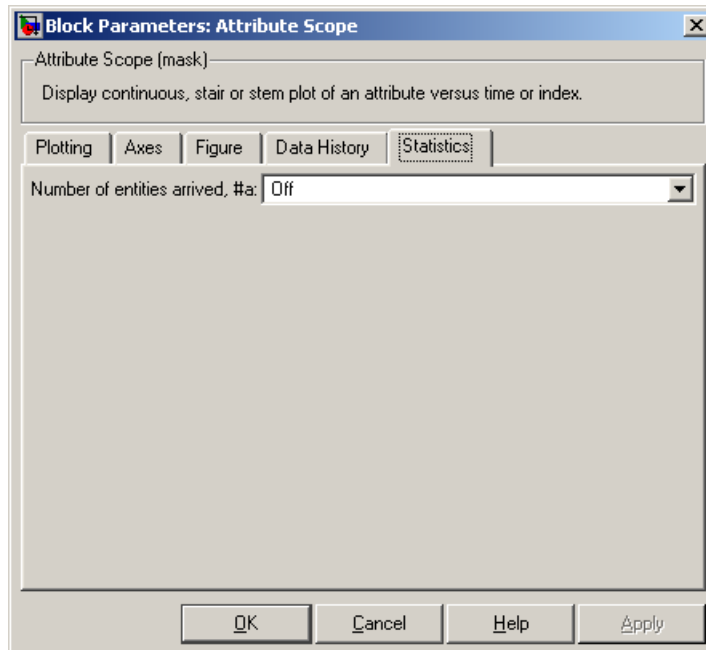
Select Unlimited to have the block cache all data for future viewing, Limited to cache a portion of the most recent data, and Disabled to avoid caching undisplayed data.

## 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.

## 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

# Attribute Scope

---

## See Also

X-Y Attribute Scope, Signal Scope

“Plotting Data” in the user guide documentation, “Accessing Attributes of Entities” in the user guide documentation



## 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

# Cancel Timeout

## 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

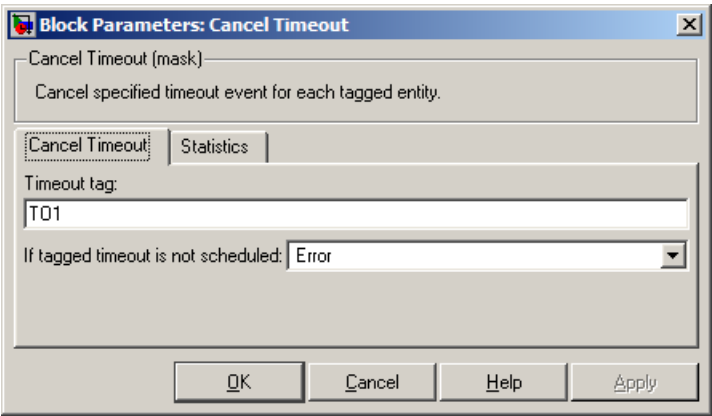
Label	Description	Time of Update When Statistic is On	Order of Update
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure	3
#t	Number of entities that have departed from this block and been associated with a timeout of the specified name.	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 <b>rt</b> values among all entities that have arrived at this block and been associated with timeouts 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

### 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

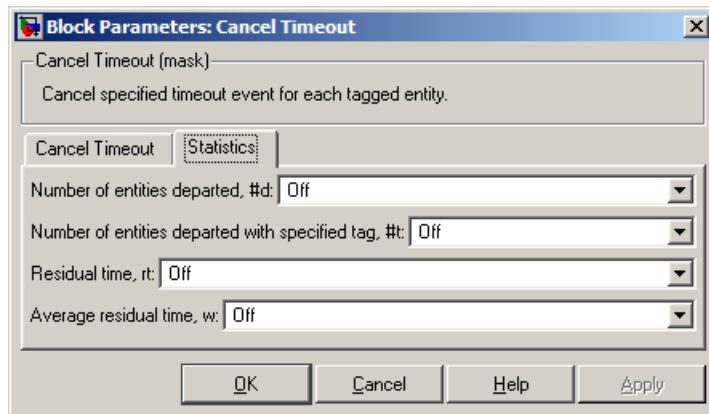
Behavior of the block if an arriving entity is not associated with a timeout event with the specified timeout tag.

### 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.

# Cancel Timeout

---



## 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

- “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

Provide entity input port or entity output port for virtual subsystem

## Library

SimEvents Ports and Subsystems

## Description



The Conn block, placed inside a subsystem containing blocks with entity ports, creates an entity port on the boundary of the subsystem. When you connect the Conn block, the port changes its appearance and becomes either an entity input port or an entity output port:

- Conn represents an input port if connected to another block's input port.
- Conn represents an output port if connected to another block's output port.

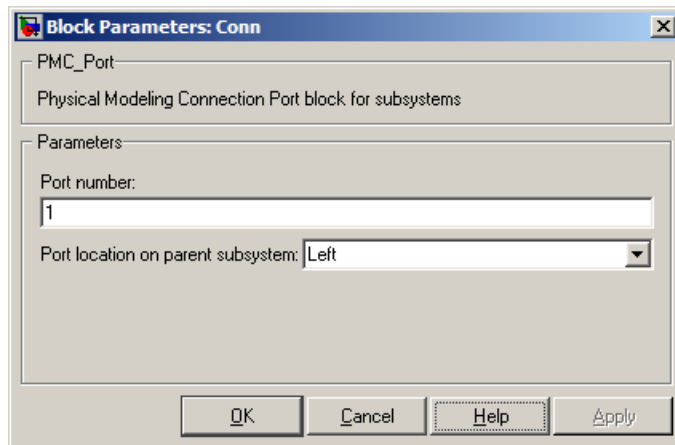
To create a new virtual subsystem, select one or more blocks in the model and select **Edit > Create Subsystem** from the model window's menu. The application automatically inserts and connects appropriate input and output ports. To add more ports to the subsystem along entity paths, insert and connect this block in the subsystem window.

---

**Note** This block is for entity paths in virtual subsystems, not signal connections in discrete event subsystems. To add a port to the Discrete Event Subsystem block, use the Discrete Event Inport or Discrete Event Outport block.

---

## Dialog Box



### Port number

Labels the subsystem connector port created by this block. Each connector port on the boundary of a single subsystem requires a unique number as a label.

### Port location on parent subsystem

Use this parameter to choose on which side of the parent subsystem boundary the port appears. The choices are **Left** and **Right**. The choice of port location is unrelated to whether the block represents an entity input port or an entity output port.

# Discrete Event Inport

---

## 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. The application executes the subsystem when at least one of the Discrete Event Inport blocks within the subsystem detects a qualifying signal-based event. If the signal corresponding to this block is a nonscalar array, the block detects a single qualifying event if any of the positions in the array has a qualifying event; for example, a value change from [1 2 3] to [1 5 6] represents one event, not two events. If N distinct qualifying events occur at the same time at distinct Discrete Event Inport blocks or at distinct sample time hits of a single Discrete Event Inport block, 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 or complex sample-based signal of type `double` and any dimension.

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.

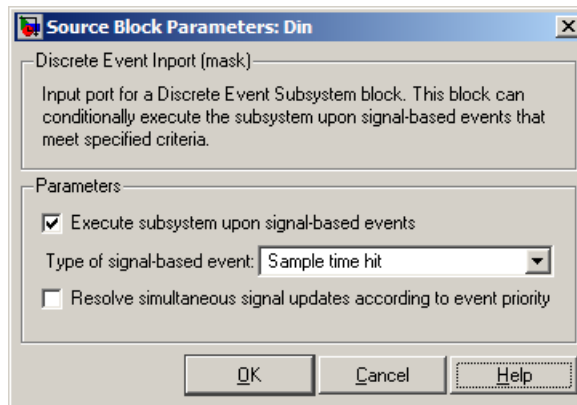
---

**Note** This block is for signal connections in discrete event subsystems, not entity paths in virtual subsystems. To add a port to a virtual subsystem along an entity path, use the Conn block.

---



## Dialog Box



### Execute subsystem upon signal-based events

If you select this option, the application 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. If the signal is complex, you must select **Sample time hit**. 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. If you do not select this option, the application executes the subsystem immediately upon detecting the

# Discrete Event Inport

---

signal-based event that causes it. For details, see “Choosing How to Resolve Simultaneous Signal Updates” 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 “Specifying 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



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.

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

---

**Note** This block is for signal connections in discrete event subsystems, not entity paths in virtual subsystems. To add a port to a virtual subsystem along an entity path, use the Conn block.

---

## 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

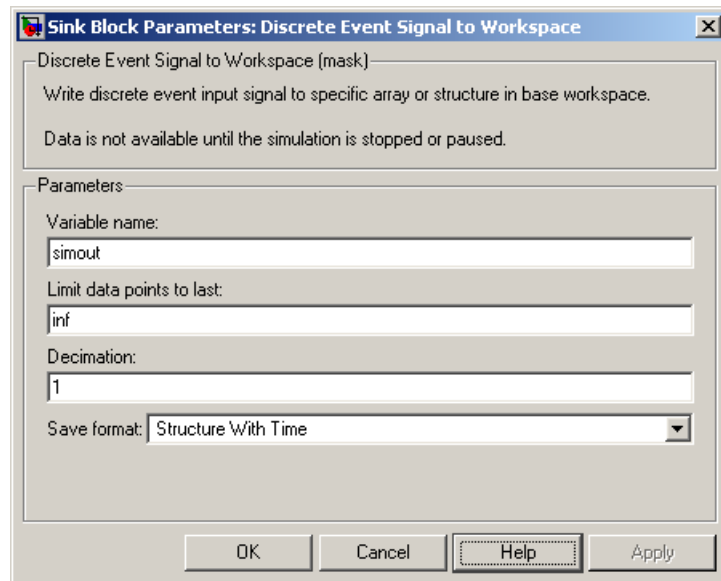
Configuration Parameters dialog box. By default, this option is selected and the variable is called tout. The `simeventsconfig` function clears the time logging option to avoid confusion between the time steps listed in tout and the update times of event-based signals in the simulation.

## 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 the application executes the subsystem when at least one of the Discrete Event Import blocks within the subsystem detects a qualifying signal-based event. If N qualifying events occur at the same simulation time (whether at distinct Discrete Event Import blocks or at distinct sample time hits of a single Discrete Event Import block), 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 are real or complex sample-based signals, of type `double` and any dimension. 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 Import blocks inside the subsystem. Similarly, the number of output ports drawn on the block corresponds to the number of Discrete Event Output 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

# Discrete Event Subsystem

user guide documentation. To view the contents of the 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 the Simulink engine 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



<b>Purpose</b>	Permit entity arrivals only when control signal is positive
<b>Library</b>	Gates
<b>Description</b>	This block represents a gate that is open whenever the control signal at the <b>en</b> 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 <b>en</b> signal is a numerical signal of type <b>double</b> . 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

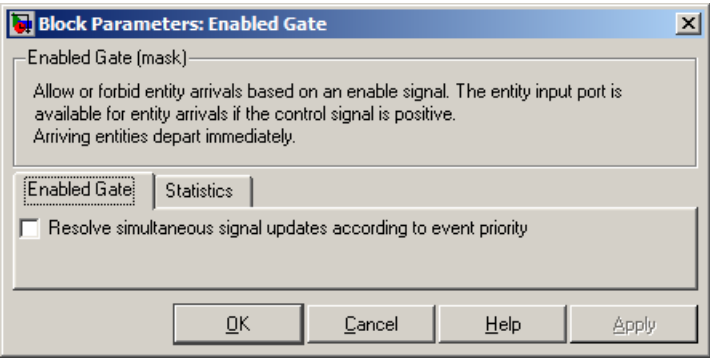
## Signal Output Ports

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 explicitly prioritize the gate-opening or gate-closing event, relative to other simultaneous events in the simulation. If you do not select this option, the event has priority SYS1 on the event calendar. For details, see “Choosing How to Resolve Simultaneous Signal Updates” in the user guide documentation.

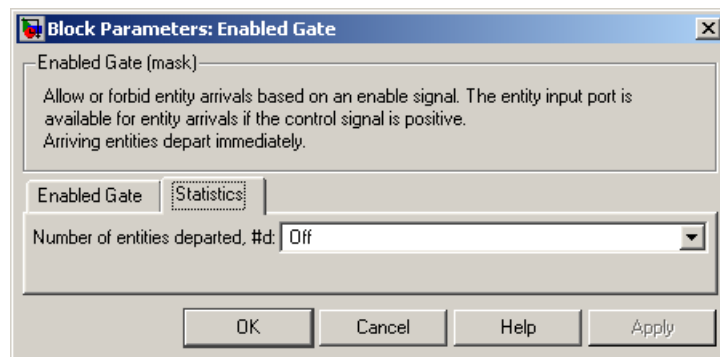
### Event priority

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 “Specifying 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

# Enabled Gate

---

**See Also**

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

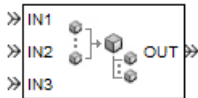
## Purpose

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.

---

Options for Managing Information When Combining Entities

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

If you do not select **Retain structure in departing entity**, 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.

# Entity Combiner

## Ports

### Entity Input Ports

Label	Description
IN1, IN2, IN3, etc.	Port for arriving entities. The <b>Number of entity input ports</b> 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

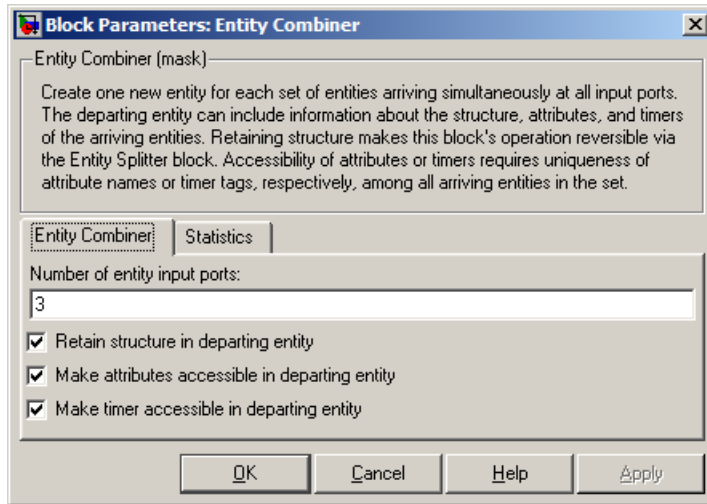
Label	Description	Time of Update When Statistic Is On
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure

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



## Dialog Box

### Entity Combiner Tab



#### Number of entity input ports

Determines how many entity input ports the block has. This parameter must be a literal value, not a variable or an expression requiring evaluation.

#### 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**.

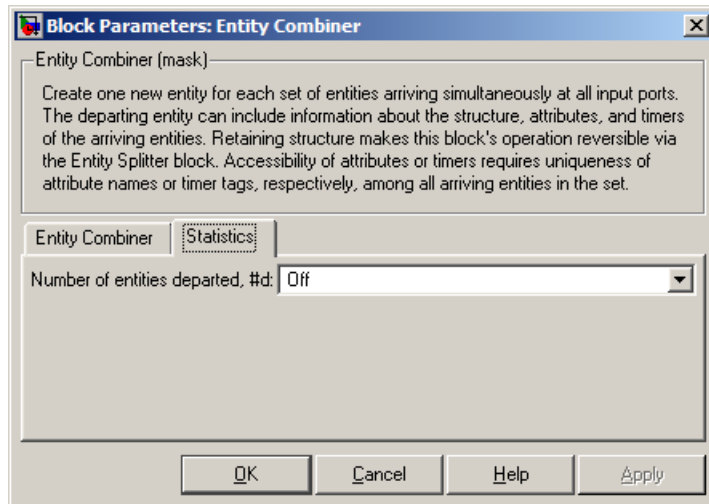
# Entity Combiner

---

## 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 for Assembling Components demo

## 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**, 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

# Entity Departure Counter

**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.



## 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 <b>Reset counter upon</b> 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 <b>Reset counter upon</b> to Change in signal from port vc.

### Entity Output Ports

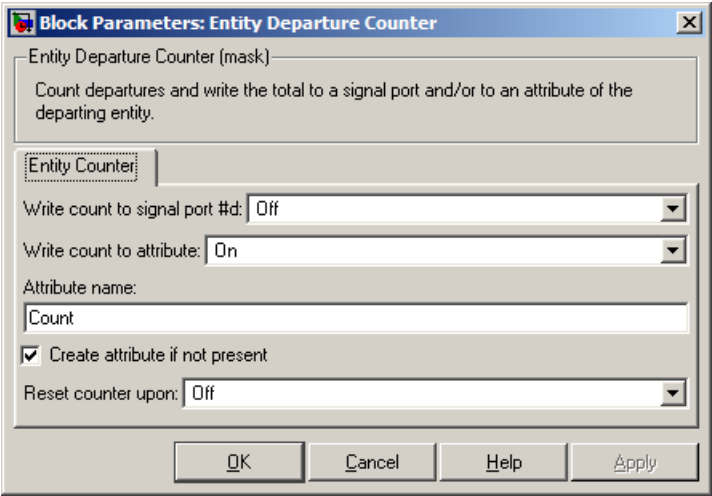
Label	Description
OUT	Port for departing entities.

## 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 explicitly prioritize the counter's reset event, relative to other simultaneous events in the simulation. If you do not select this option, the event has priority SYS1 on the event calendar. 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 “Specifying 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

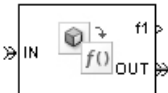
“Counting Entities” in the user guide documentation

# 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, 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, 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.

## Ports

### Entity Input Ports

Label	Description
IN	Port for arriving entities.



# Entity Departure Event to Function-Call Event

## Signal Input Ports

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

## 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 <b>e1</b> input signal.	Before or after entity departure, depending on <b>Timing of function call f1</b> parameter	1
f2	Function-call signal, possibly contingent on <b>e2</b> input signal.	Before entity departure if both <b>Timing of function call...</b> 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 <b>f1</b> port during the simulation.	After entity departure	3
#f2	Number of function calls the block has generated at the <b>f2</b> port during the simulation.	After entity departure	3

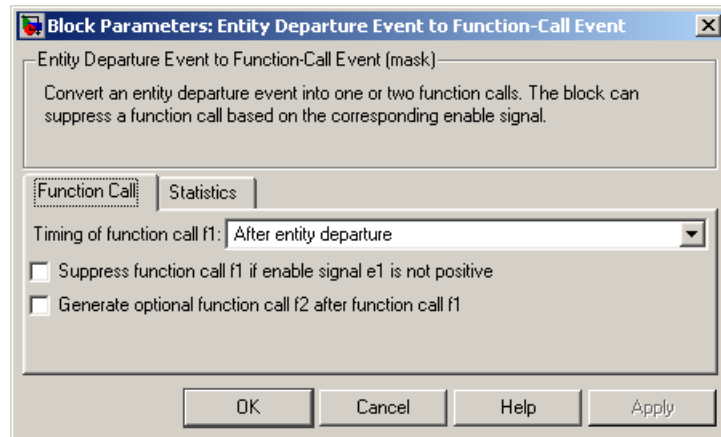
Output signals having the same number in the Order of Update column in the table above are updated in an arbitrary sequence relative to each other; you should not rely on a specific sequence for your simulation results.

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

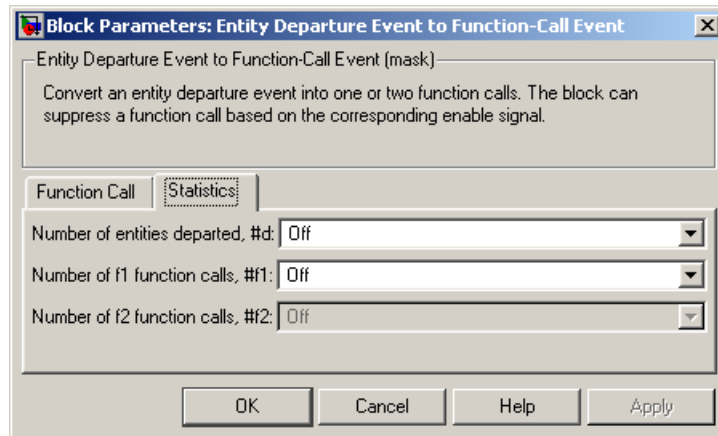
Selecting this option causes **f2** function calls to be contingent upon a positive value at the **e2** signal input port. This field appears

# 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

- “Example: Opening a Gate Upon Entity Departures” in the user guide documentation
- “Example: Using Entity-Based Timing for Choosing a Port” in the user guide documentation

## Entity Departure Event to Function-Call Event

---

- Markov-Modulated Poisson Process demo, within On-Off Modulated Markov Source subsystems

### 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

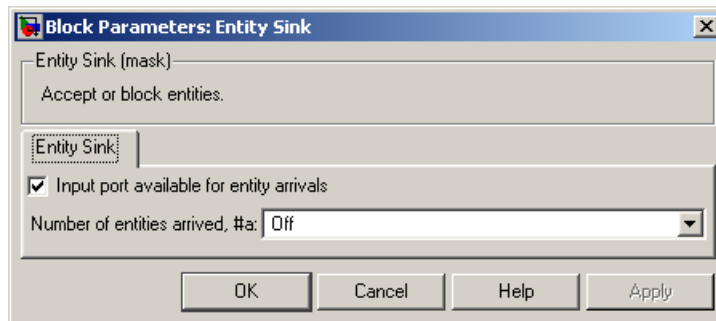
Label	Description
IN	Port for entities that arrive or attempt to arrive.

### 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 <b>Input port available for entity arrivals</b> , and then set <b>Number of entities arrived</b> 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

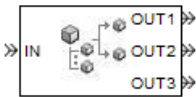
## See Also

Time-Based Entity Generator, Event-Based Entity Generator

# Entity Splitter

---

<b>Purpose</b>	Divide composite entity into component entities
<b>Library</b>	Entity Management
<b>Description</b>	<p>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 <b>Retain structure in departing entity</b> 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.</p> <p>Timeout events, if any, corresponding to the composite entity are canceled during the splitting operation.</p>



---

**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 <b>OUT1, OUT2, OUT3,...</b> , in that sequence.	The sequence of departures is always <b>OUT1, OUT2, OUT3,...</b> 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 <b>OUT1, OUT2, OUT3</b> . The second time, the component entities depart in the sequence <b>OUT2, OUT3, OUT1</b> . The third time, the component entities depart in the sequence <b>OUT3, OUT1, OUT2</b> . 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 <b>Initial seed</b> 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 <b>OUT3, OUT4, OUT1, OUT2</b> . If the random number is two on the next such occasion, then the component entities depart in the sequence <b>OUT2, OUT3, OUT4, OUT1</b> .

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 <b>Retain structure in departing entity</b> 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 <b>OUT<i>n</i></b> port corresponds to the entity that arrived at the <b>IN<i>n</i></b> entity input port of the corresponding Entity Combiner block. The <b>Number of entity output ports</b> parameter determines how many of these entity output ports the block has.

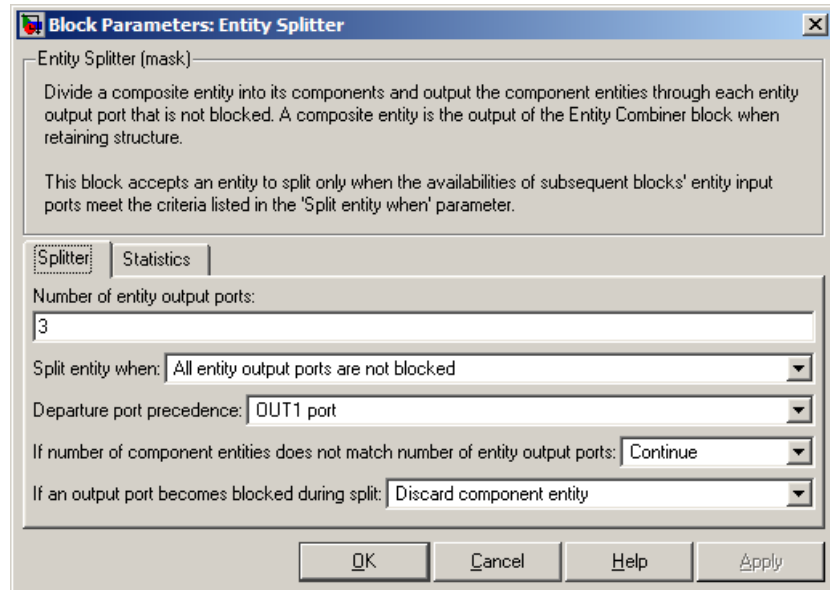
## Signal Output Ports

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. This parameter must be a literal value, not a variable or an expression requiring evaluation.

#### 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

# Entity Splitter

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

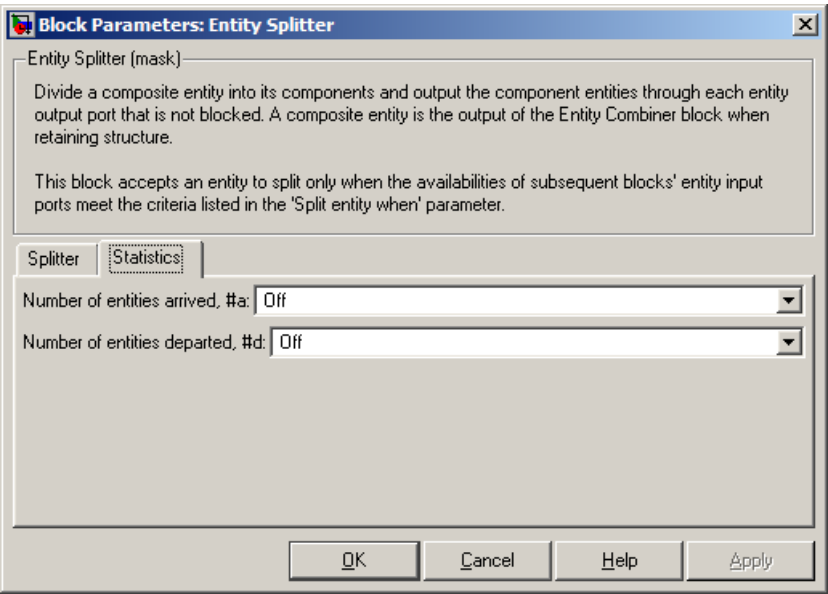
## If number of component entities does not match number of entity output ports

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

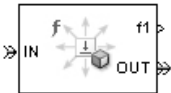
“Combining Entities” in the user guide documentation

# 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.

### 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 <b>Generate function call</b> parameter	1



# Entity-Based Function-Call Event Generator

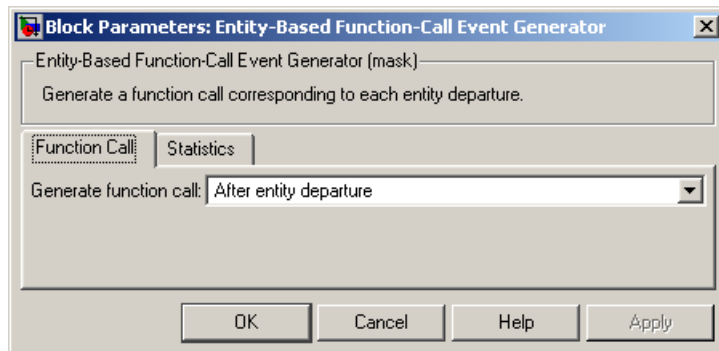
## Signal Output Ports (Continued)

Label	Description	Time of Update When Port Is Present	Order of Update
#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

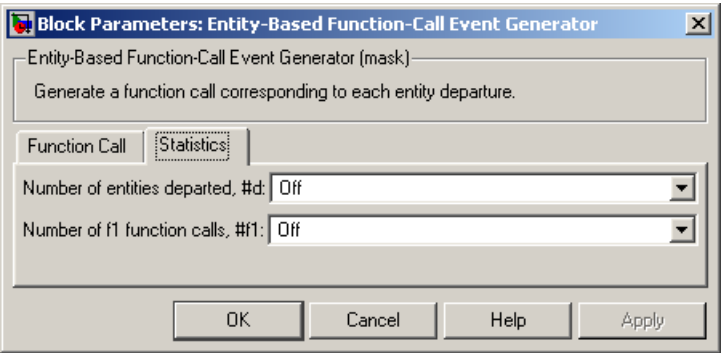


### Generate function call

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 the application recomputes and outputs the value of a signal	Sample time hit from port ts
Each time an input signal has a trigger edge	Trigger from port tr
Each time an input signal changes its value	Change in signal from port vc
Each time an input signal generates a function call	Function call from port fcn

**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 the Entity Output Port” on page 3-65.

## Responding to Blockage at the 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.

Response to Blockage	Parameter Values
Error message	Clear the <b>Allow OUT port blocking</b> check box.

# Event-Based Entity Generator

Response to Blockage	Parameter Values
The block discards all entities generated while the <b>OUT</b> port is blocked. Such entities do not depart from the block.	Select <b>Allow OUT port blocking</b> and set <b>Response during blockage period</b> 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 <b>Allow OUT port blocking</b> and set <b>Response during blockage period</b> 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 <b>Generate entities upon</b> to Sample time hit from port ts.
tr	Trigger signal whose edges indicate when to generate entities. This port appears only if you set <b>Generate entities upon</b> to Trigger from port tr.
vc	Signal whose numerical changes in value indicate when to generate entities. This port appears only if you set <b>Generate entities upon</b> to Change in signal from port vc.
fcn	Function-call signal that indicates when to generate entities. This port appears only if you set <b>Generate entities upon</b> to Function call from port fcn.

## Entity Output Ports

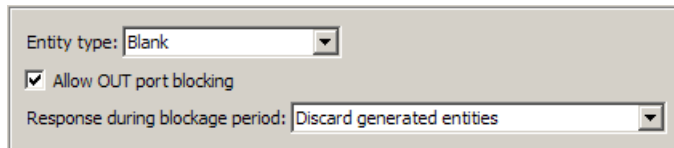
Label	Description
OUT	Port through which generated entities depart.

## 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 <b>OUT</b> port is blocked, and when entity departure is imminent in all cases	1
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	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 type: Blank

☒ Allow OUT port blocking

Response during blockage period: Discard generated entities

# Event-Based Entity Generator

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## 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.

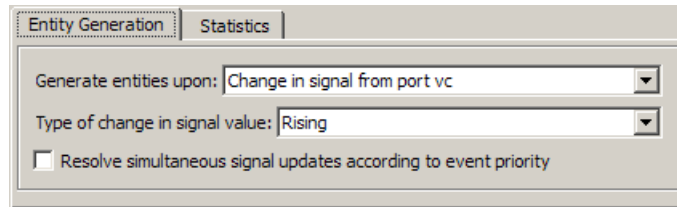
## Allow OUT port blocking

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 3-65. This field appears only if you select **Allow OUT port blocking**.

## Entity Generation Tab



The screenshot shows a dialog box with two tabs: "Entity Generation" (selected) and "Statistics". The "Entity Generation" tab contains the following controls:

- A dropdown menu labeled "Generate entities upon:" with the value "Change in signal from port vc" selected.
- A dropdown menu labeled "Type of change in signal value:" with the value "Rising" selected.
- A checkbox labeled "Resolve simultaneous signal updates according to event priority" which is currently unchecked.

## 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 change in signal value

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 explicitly prioritize the entity-generation event, relative to other simultaneous events in the simulation. If you do not select this option, the event has priority SYS1 on the event calendar. 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 “Specifying 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**

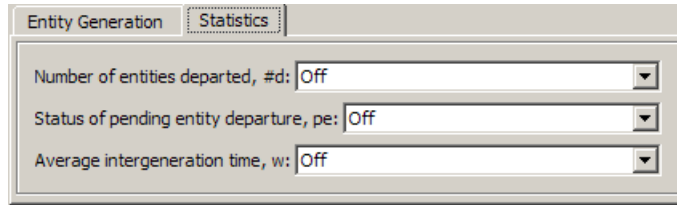
If you select this option, the block responds to function calls at the starting time of the simulation. Otherwise, the block responds only to function calls at subsequent times. This field appears only if you set **Generate entities upon** to Function call from port **fcn**.

## **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.

# Event-Based Entity Generator

---



The screenshot shows a dialog box titled "Entity Generation" with a "Statistics" tab selected. Inside the dialog, there are three settings, 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: Choices of Values for Event Priorities” in the user guide documentation
- “Example: Varying Fluid Flow Rate Based on Batching Logic” in the user guide documentation
- “Sample Use Cases for Event-Based Generation of Entities” in the user guide documentation

## See Also

Time-Based Entity Generator, Entity Sink

“Generating Entities When Events Occur” in the user guide documentation



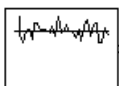
## Purpose

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

# Event-Based Random Number

**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
Log-logistic	Threshold, Scale

Distribution	Additional Parameters
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 3-81 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

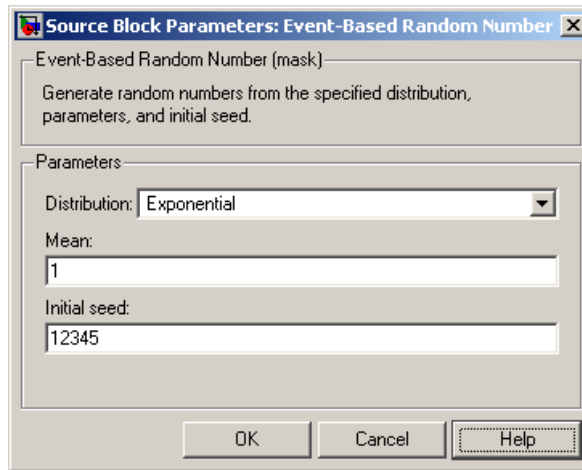
This block has one signal output port for the random numbers. The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0.

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

# Event-Based Random Number

---

## 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.

**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.

# Event-Based Random Number

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## 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  $\mu$  is the **Mean** parameter, a positive number.

A similar function in the Statistics Toolbox™ software is `expnd`.

### 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 software and `unifrnd` in the Statistics Toolbox software.

## 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 software is `binornd`.

## Triangular Distribution

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

# Event-Based Random Number

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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  $\theta$  is the **Threshold** parameter,  $b$  is the **Scale** parameter, and  $a$  is the **Shape** parameter. The **Scale** and **Shape** parameters must be positive. Also,  $\Gamma$  is the gamma function (gamma in MATLAB).

A similar function in the Statistics Toolbox software is gamrnd.

## Gaussian (Normal) Distribution

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

where  $\mu$  is the **Mean** parameter and  $\sigma$  is the **Standard deviation** parameter. The standard deviation parameter must be nonnegative.

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

## 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

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

This is a discrete distribution.

A similar function in the Statistics Toolbox software 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  $\lambda$  is the **Mean** parameter, a positive number. This is a discrete distribution.

A similar function in the Statistics Toolbox software 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  $\theta$  is the **Threshold** parameter,  $\mu$  is the **Mu** parameter, and  $\sigma$  is the **Sigma** parameter. The **Sigma** parameter must be positive.

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

## Log-Logistic Distribution

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

# Event-Based Random Number

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$X$  = 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  $\theta$  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 software 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 software is `unidrnd`.

## 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  $\theta$  is the **Threshold** parameter,  $\alpha$  is the **Scale** parameter, and  $\gamma$  is the **Shape** parameter. The **Scale** and **Shape** parameters must be positive.

A similar function in the Statistics Toolbox software 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

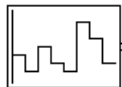
“Generating Random Signals” in the user guide documentation

# Event-Based Sequence

**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 language 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.

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

# Event-Based Sequence

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**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.

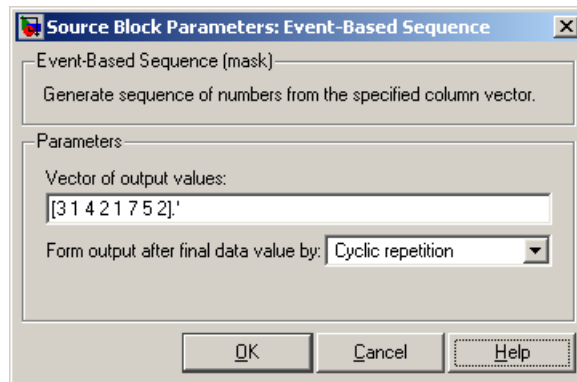
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## Ports

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.

## Examples

- “Specifying Generation Times for Entities” 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

# FIFO Queue

**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.



## 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 <b>Enable TO port for timed-out entities</b> . 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 When Entity Departs
#d	Number of entities that have departed from this block via the <b>OUT</b> port since the start of the simulation.	After entity departure via the <b>OUT</b> 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. A value of 0 indicates when the queue is empty or an entity departure is imminent.	After entity arrival and when entity departure is imminent	1
w	Sample mean of the waiting times in this block for all entities that have departed via any port.	After entity departure	2

Signal Output Ports (Continued)

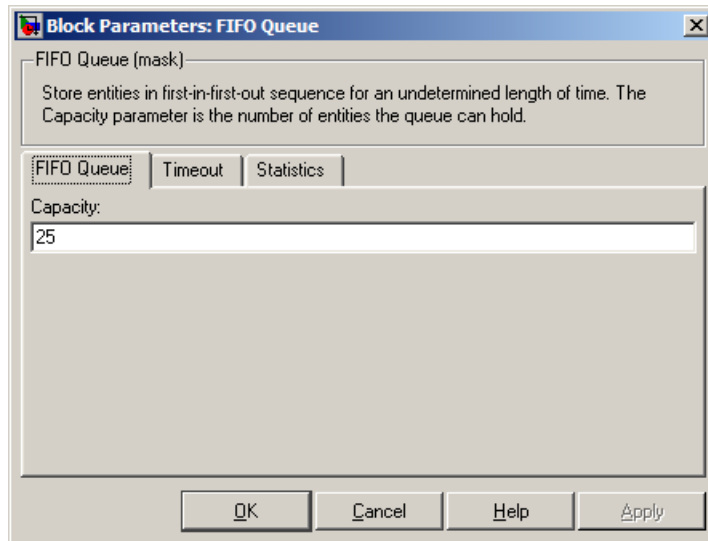
Label	Description	Time of Update When Statistic Is On	Order of Update When Entity Departs
len	Average number of entities in the queue over time, that is, the time average of the #n signal.	After entity arrival at a nonempty queue and after entity departure	2
#to	Number of entities that have timed out 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

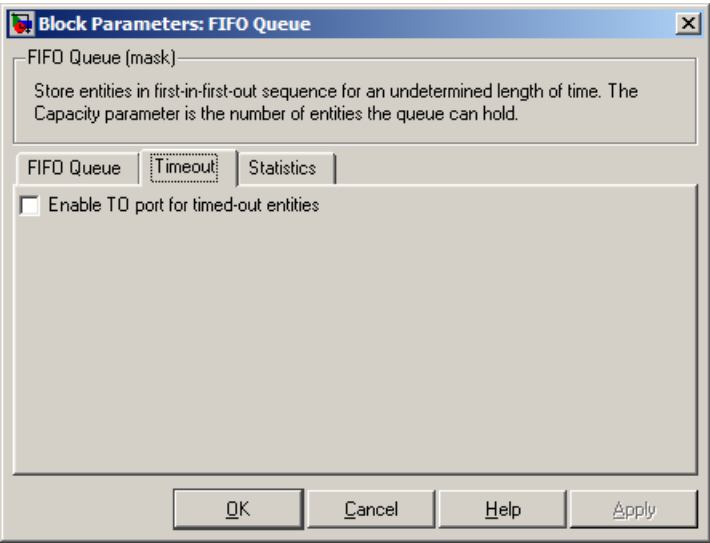
### FIFO Queue Tab



### Capacity

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

## Timeout Tab

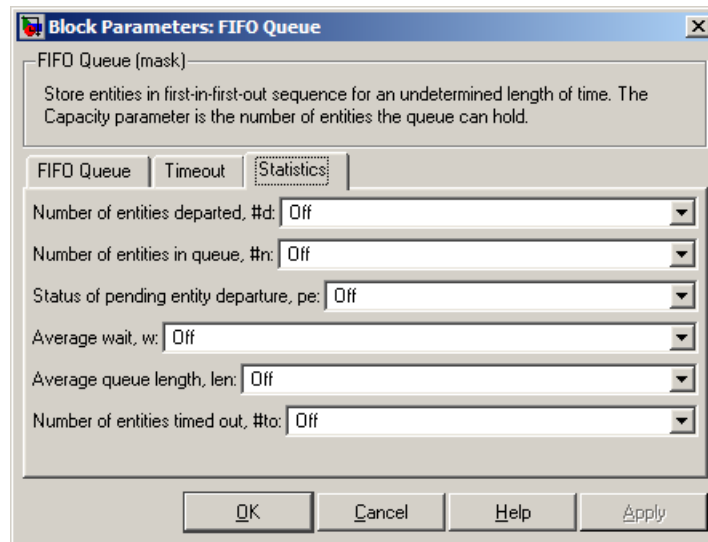


### Enable TO port for timed-out entities

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.



## 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

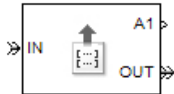
## Purpose

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 . By default, the attribute name in the new row is unique within the table.
- 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.

---

# Get Attribute

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 <b>Default Value</b> and <b>Treat Vector as 1-D</b> parameters in the table row for that attribute are disabled.
Default value	The block outputs a default value that you specify using the <b>Default Value</b> and <b>Treat Vector as 1-D</b> parameters in the table row for that attribute. The simulation proceeds.
Warn	The block outputs a default value that you specify using the <b>Default Value</b> and <b>Treat Vector as 1-D</b> 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.



**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

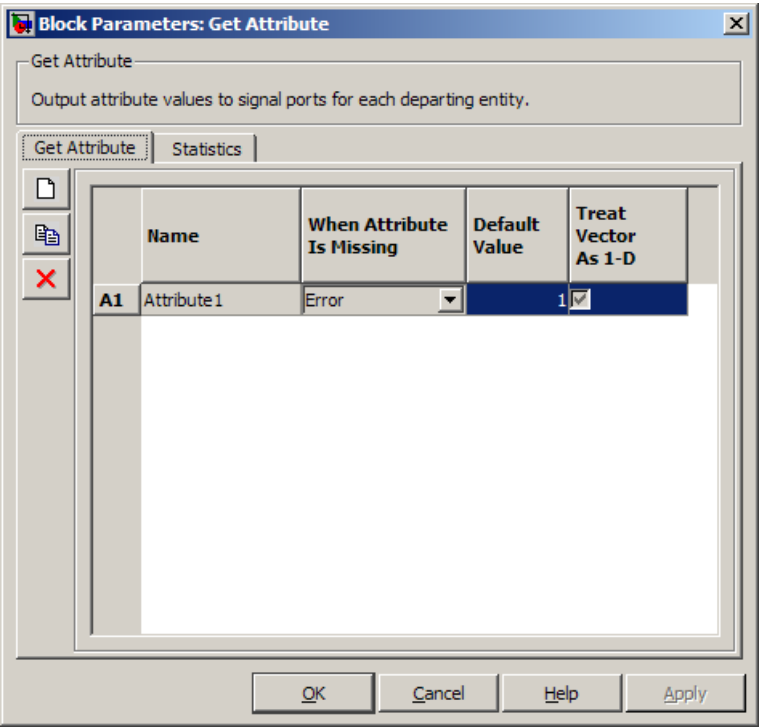
Output signals having the same number in the Order of Update column in the table above are updated in an arbitrary sequence relative to each other; you should not rely on a specific sequence for your simulation results.

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.

# Get Attribute

## 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. See “Attribute Value Support” in the user guide documentation to learn what kind of

data you can use as a default value. This field appears only if you set **When Attribute Is Missing** to `Default` value or `Warn`.

### **Treat Vector as 1-D**

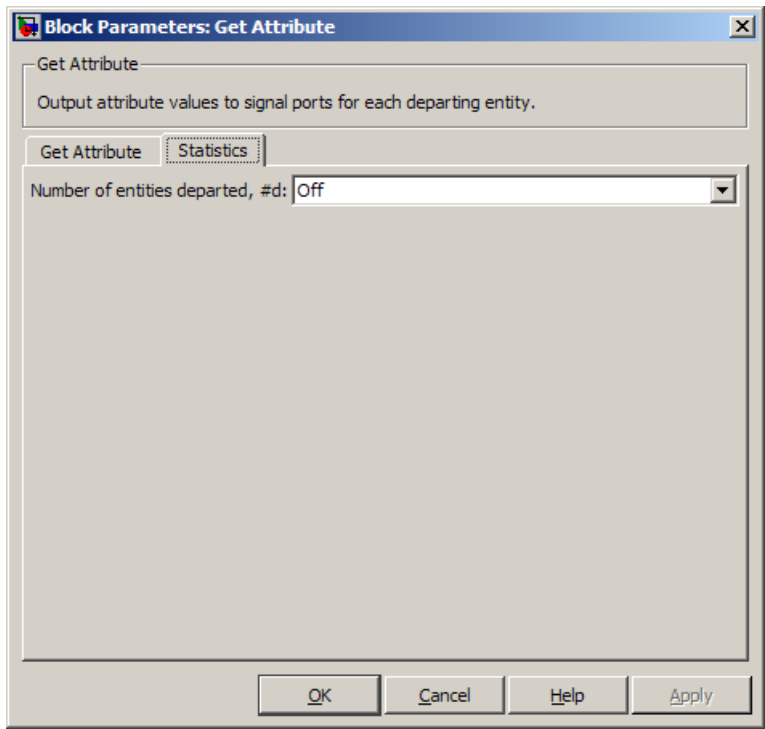
This option affects attributes whose **When Attribute Is Missing** parameter is set to `Default` value or `Warn`, and whose **Default Value** parameter evaluates to an N-element row or column vector. Selecting this option causes the block to consider the default value as a vector of length N. Otherwise, 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.

# Get Attribute

---



**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
- “Using Block Diagrams to Manipulate Attributes” in the user guide documentation

**See Also**

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

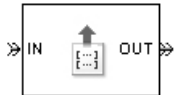
## Purpose

Output value of entity's attribute

## Library

Attributes

## Description



---

**Note** The Get Attribute block in the `simeventsattributes1` library will be removed in a future release. 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).

# Get Attribute (Obsolete)

## 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
Ax, where x = 1, 2, 3, 4	Value of the attribute specified on the Ax tab of the dialog. This port appears only if you set <b>Send attribute value to signal port Ax</b> on the Ax tab to On.	After entity departure	1

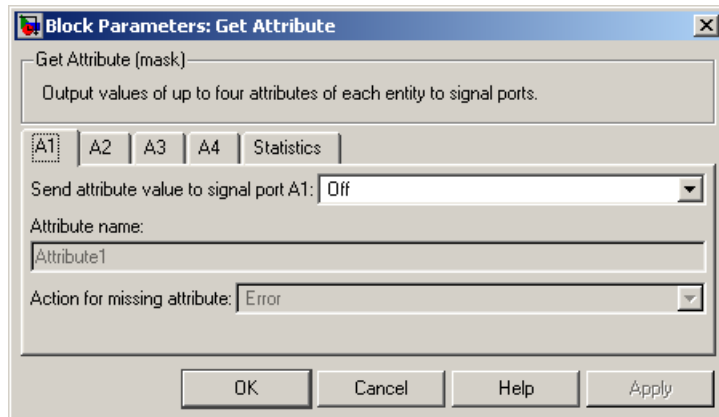
Output signals having the same number in the Order of Update column in the table above are updated in an arbitrary sequence relative to each other; you should not rely on a specific sequence for your simulation results.

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.

## 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 Ax, 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

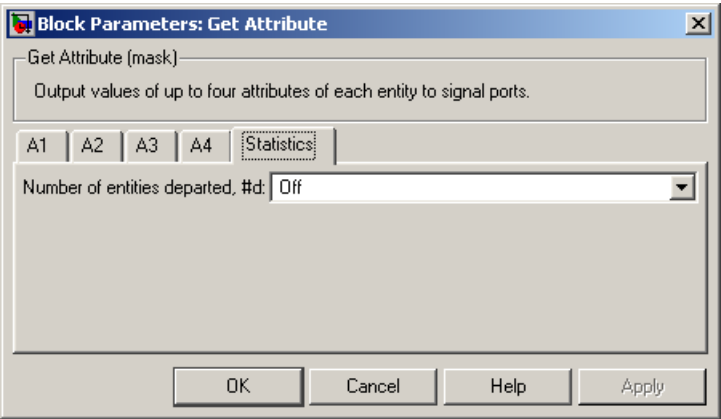
The value for the corresponding output signal if the entity does not possess the attribute named above. This field appears only if you set **Action for missing attribute** to **Output default value** or **Output default value and warn**.

# Get Attribute (Obsolete)

---

## 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
- “Using Block Diagrams to Manipulate Attributes” in the user guide documentation

## See Also

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



## 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 <b>Service time from</b> 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 <b>Enable TO port for timed-out entities</b> . 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 When Entity Departs
#d	Number of entities that have departed from this block via the <b>OUT</b> port since the start of the simulation.	After entity departure via the <b>OUT</b> port	5

## Signal Output Ports (Continued)

Label	Description	Time of Update When Statistic Is On	Order of Update When Entity Departs
<b>#n</b>	Number of entities in the block.	After entity arrival and after entity departure	4
<b>pe</b>	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 <b>OUT</b> port is blocked. The value of this signal is 0 if the block has no pending entities or if an entity departure is imminent.	After service completion and when entity departure is imminent	1
<b>#pe</b>	The number of entities that have completed their service but cannot depart because the <b>OUT</b> port is blocked.	After service completion (increase in value) and after entity departure (decrease in value)	3
<b>w</b>	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 <b>OUT</b> port is blocked when the entity completes service.	After entity departure	2
<b>#to</b>	Number of entities that have timed out from this block since the start of the simulation.	After entity departure via the <b>TO</b> port	5

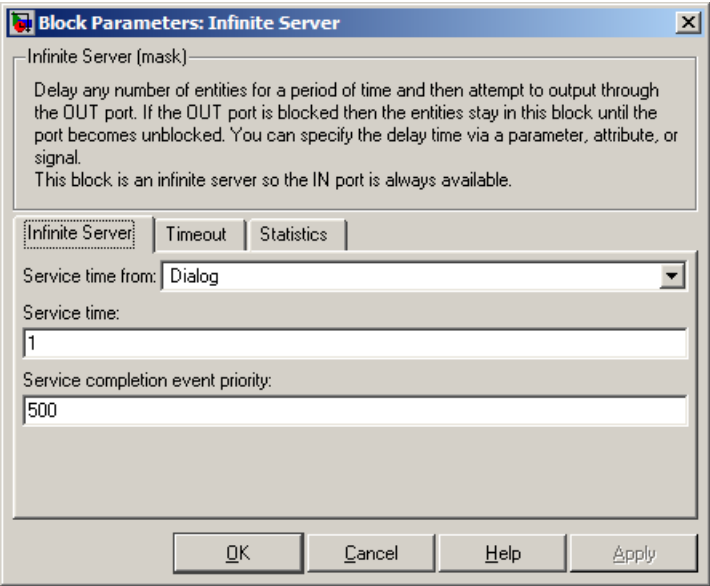
# Infinite Server

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**.

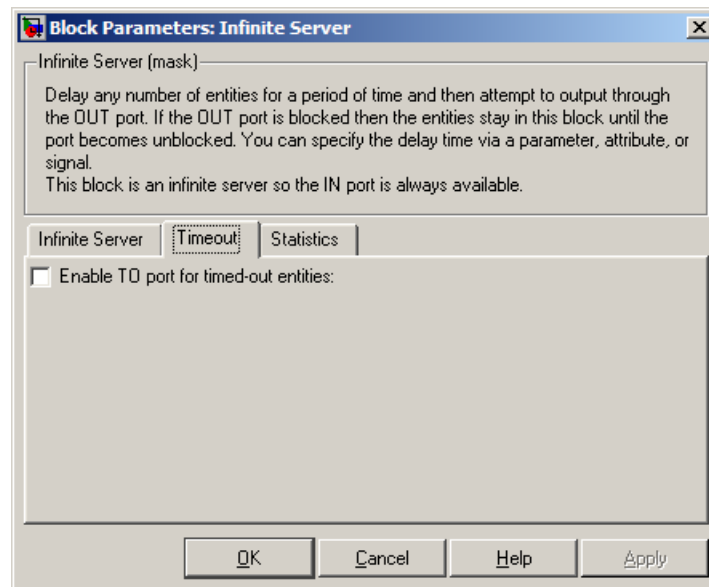
## Attribute name

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

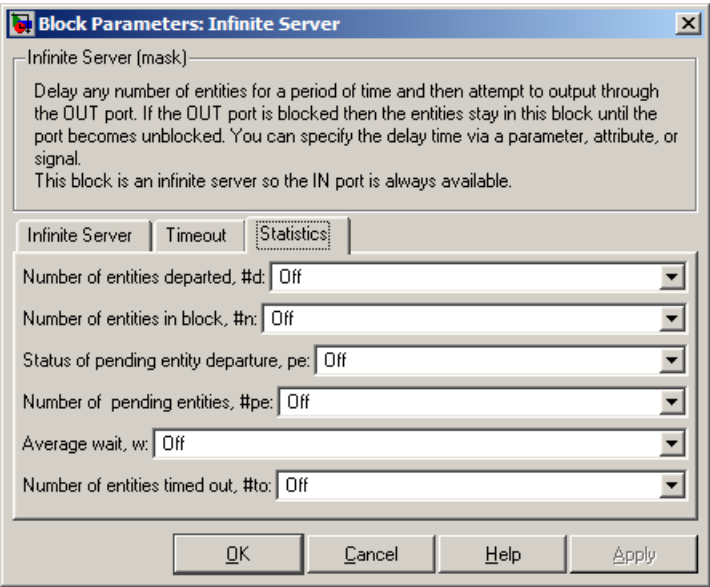


## Enable TO port for timed-out entities

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**.

**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

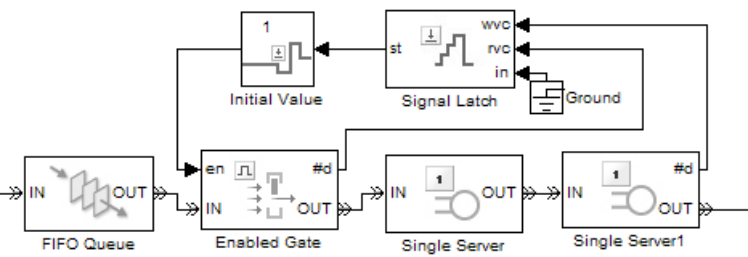
“Basic Queues and Servers” in the getting started documentation

# Initial Value

Purpose	Output specified value until first sample time hit
Library	Signal Management
Description	<p>This block establishes an initial value for an event-based signal. Before the first sample time hit at the input port, the value of the output signal is the <b>Value until first sample time hit</b> parameter value. Starting from the first sample time hit, the output signal is identical to the input signal.</p>



The following model fragment illustrates block usage in a feedback loop. When the simulation starts, the Initial Value block provides an initial value of 1 that opens the gate to permit the first entity to advance into the feedback loop. Without a nonzero initial value, no entity would arrive at the servers and the Signal Latch block would never experience any events.



**Note** The IC block in the Simulink library set operates in a time-based manner and is not suitable for event-based signals.



Ports

Signal Input Ports

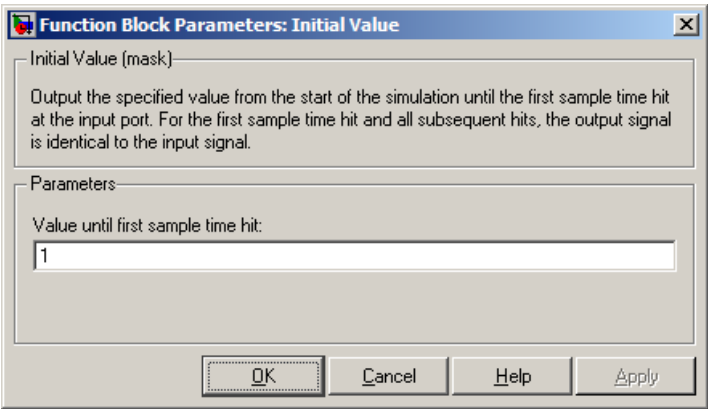
Label	Description
None	The first sample time hit in this signal causes the block to stop using the initial value from the block dialog box. From then on, the output signal is identical to the input signal.

Signal Output Ports

Label	Description
None	The value is either the initial value in the block dialog box or the input signal value, depending on whether the input signal has had a sample time hit yet during the simulation.

The initial output value, which is in effect strictly before the first sample time hit of the input signal, is the value of the **Value until first sample time hit** parameter.

Dialog Box



# Initial Value

---

## Value until first sample time hit

The value to output before the first sample time hit of the input signal. The value of this parameter must have the same dimensions, data type, and complexity as the input signal.

## Examples

- “Example: Controlling Joint Availability of Two Servers” in the user guide documentation
- “Example: Failure and Repair of a Server” in the user guide documentation
- “Example: Limiting the Time Until Service Completion” in the user guide documentation

## See Also

IC, Signal Latch

“Specifying Initial Values of Event-Based Signals” in the user guide 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, <b>IN1</b> 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, <b>IN1</b> .
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 <b>Initial seed</b> parameter initializes the random number generation process.
From signal port p	Selecting this option creates an additional signal input port, labeled <b>p</b> . The signal at this port must have integer values between 1 and the <b>Number of entity input ports</b> 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 <b>Number of entity input ports</b> 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,..., <b>Number of entity input ports</b> . This port appears only if you set <b>Switching criterion</b> to From signal port p.

### Entity Output Ports

Label	Description
OUT	Port for departing entities.

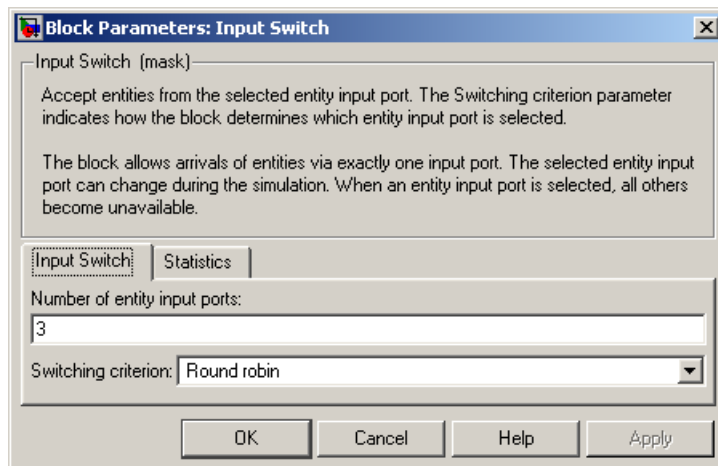
## Signal Output Ports

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,..., <b>Number of entity input ports</b> .	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. This parameter must be a literal value, not a variable or an expression requiring evaluation.

## 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

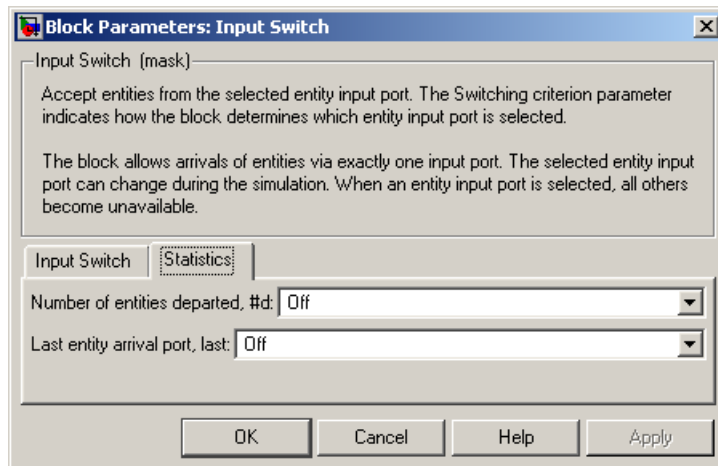
Select this option to explicitly prioritize the port-selection event, relative to other simultaneous events in the simulation. If you do not select this option, the event has priority SYS1 on the event calendar. For details, see “Choosing How to Resolve Simultaneous Signal Updates” in the user guide 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 “Specifying 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: Choices of Values for Event Priorities” 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

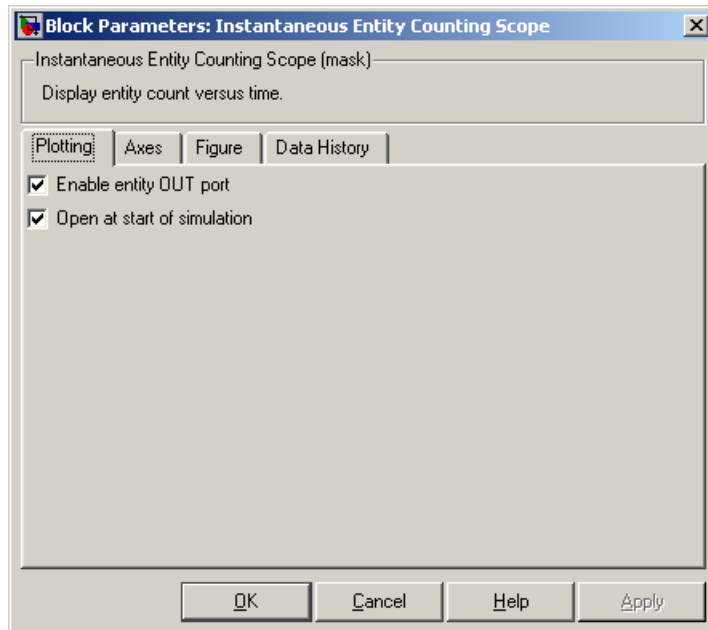
Label	Description
OUT	Port for departing entities. This port appears only if you select <b>Enable entity OUT port</b> .



## 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

The screenshot shows a software dialog box titled "Block Parameters: Instantaneous Entity Counting Scope". It has a tabbed interface with four tabs: "Plotting", "Axes" (which is selected), "Figure", and "Data History". The "Axes" tab contains the following settings:

- A text area at the top says "Instantaneous Entity Counting Scope (mask):" followed by "Display entity count versus time."
- "Initial X axis lower limit:" with a text input field containing "0".
- "Initial X axis upper limit:" with a text input field containing "10".
- "If X value is beyond limit:" with a dropdown menu set to "Stretch axis limits".
- "Initial Y axis lower limit:" with a text input field containing "0".
- "Initial Y axis upper limit:" with a text input field containing "10".
- "If Y value is beyond limit:" with a dropdown menu set to "Stretch axis limits".
- A checked checkbox labeled "Show grid".
- At the bottom are four buttons: "OK", "Cancel", "Help", and "Apply".

### 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.

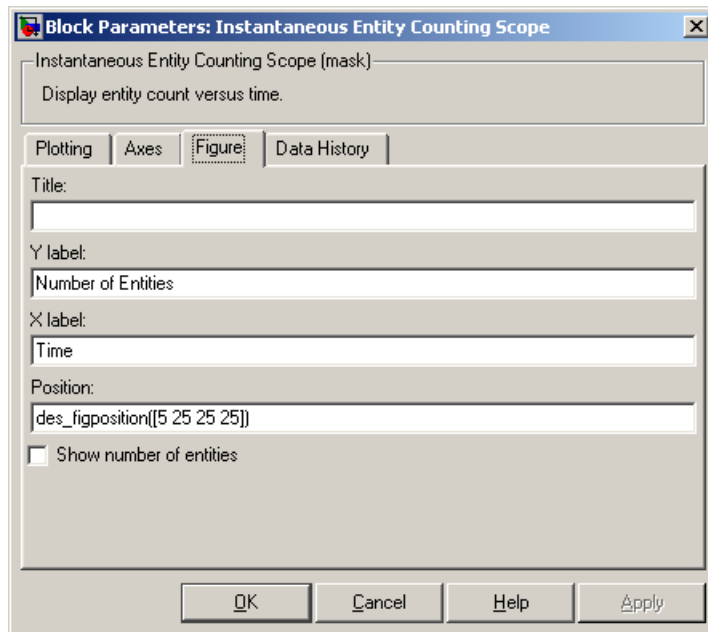
## If Y value is beyond limit

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.

# Instantaneous Entity Counting Scope

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**Y label**

Text that appears to the left of the vertical axis.

**X label**

Text that appears below the horizontal axis.

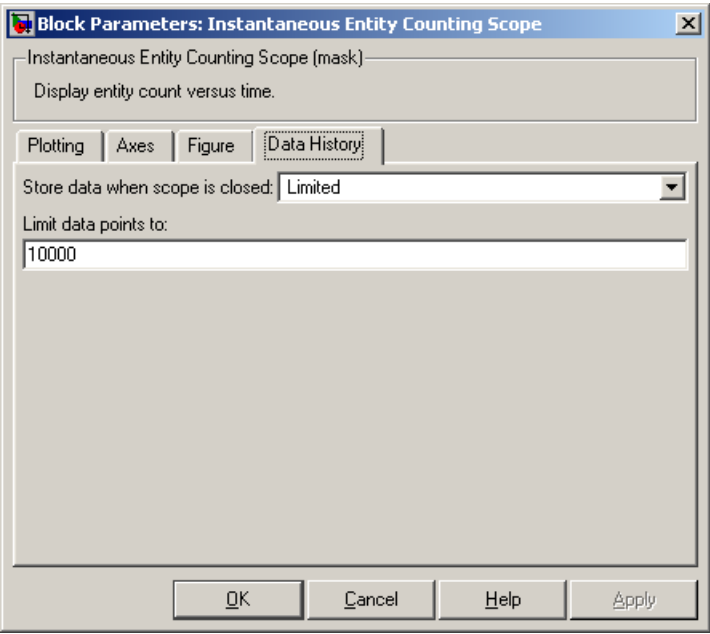
**Position**

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**.

## **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

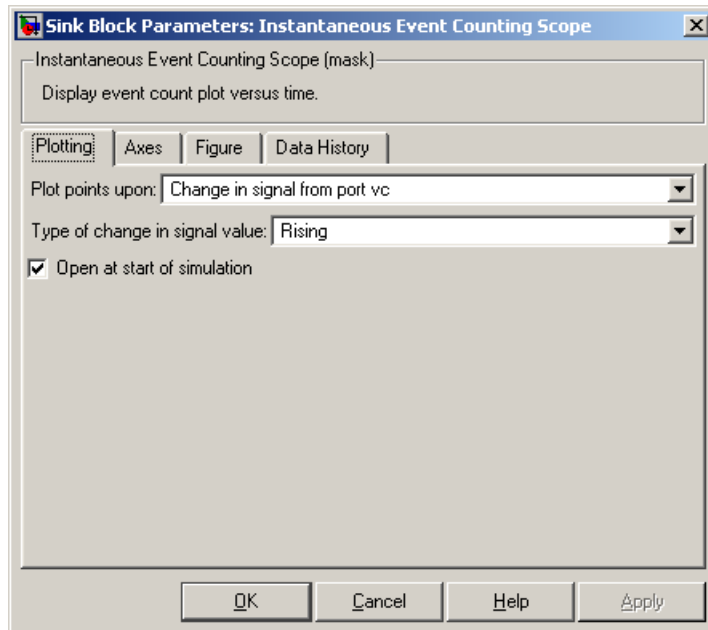
### Signal Input Ports

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

## 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 change in signal value

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

The image shows a dialog box titled "Sink Block Parameters: Instantaneous Event Counting Scope". It has a tabbed interface with four tabs: "Plotting", "Axes", "Figure", and "Data History". The "Axes" tab is currently selected. Inside the dialog, there is a section labeled "Instantaneous Event Counting Scope (mask)" with the text "Display event count plot versus time." Below this, there are input fields for "Initial X axis lower limit:" (set to 0) and "Initial X axis upper limit:" (set to 10). A dropdown menu for "If X value is beyond limit:" is set to "Stretch axis limits". Similarly, there are input fields for "Initial Y axis lower limit:" (set to 0) and "Initial Y axis upper limit:" (set to 10), with a dropdown menu for "If Y value is beyond limit:" also set to "Stretch axis limits". A checkbox labeled "Show grid" is checked. At the bottom, there are buttons for "OK", "Cancel", "Help", and "Apply".

## 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.

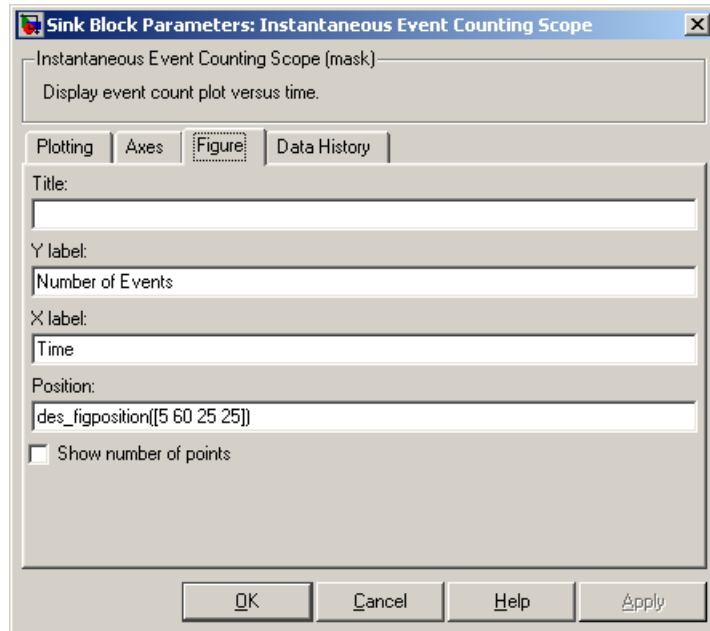
**Show grid**

Toggles the grid on and off.

# Instantaneous Event Counting Scope

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**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**

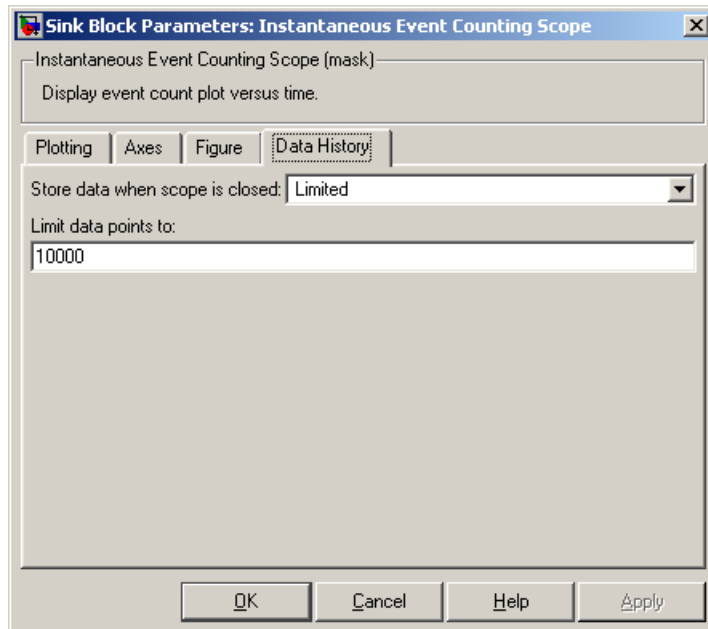
A four-element vector of the form `[left bottom width height]` specifying the position of the scope window. (0,0) is the lower left corner of the display.

# 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

---

<b>Examples</b>	See “Example: Plotting Event Counts to Check for Simultaneity” in the user guide documentation.
<b>See Also</b>	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 <b>Enable TO port for timed-out entities</b> . 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 When Entity Departs
#d	Number of entities that have departed from this block via the <b>OUT</b> port since the start of the simulation.	After entity departure via the <b>OUT</b> 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. A value of 0 indicates when the queue is empty or an entity departure is imminent.	After entity arrival and when entity departure is imminent	1
w	Sample mean of the waiting times in this block for all entities that have departed via any port.	After entity departure	2
len	Average number of entities in the queue over time, that is, the time average of the <b>#n</b> signal.	After entity arrival at a nonempty queue and after entity departure	2
#to	Number of entities that have timed out from this block since the start of the simulation.	After entity departure via the <b>TO</b> port	4

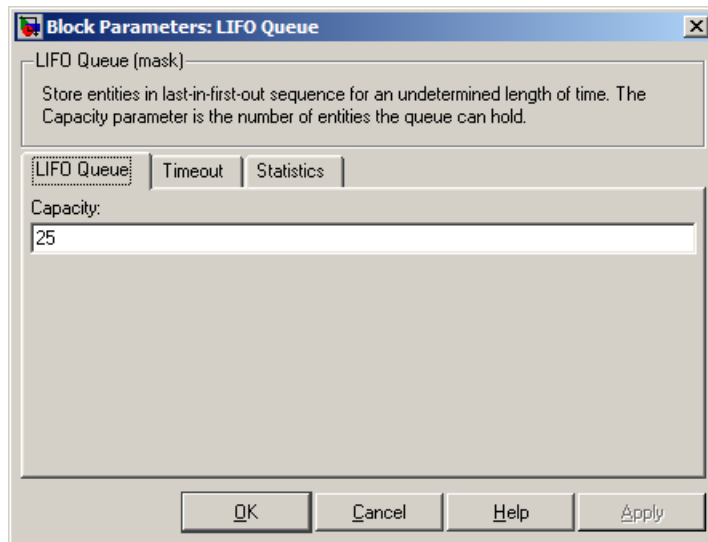
Output signals having the same number in the Order of Update column in the table above are updated in an arbitrary sequence relative to each

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

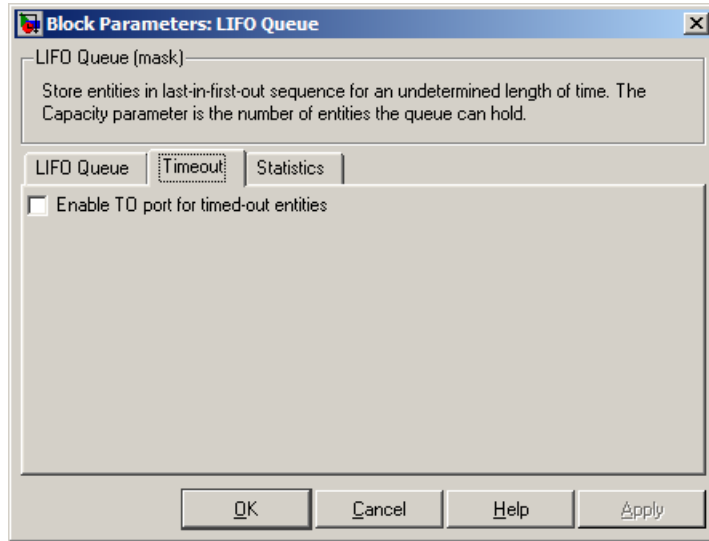
### LIFO Queue Tab



### Capacity

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

## Timeout Tab



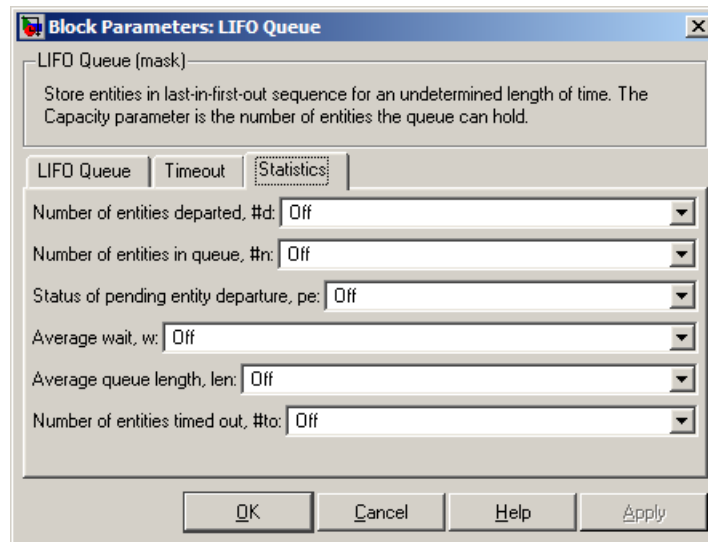
### Enable TO port for timed-out entities

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 <b>Service time from</b> 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 <b>Enable TO port for timed-out entities</b> . 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 When Entity Departs
#d	Number of entities that have departed from this block via the <b>OUT</b> port since the start of the simulation.	After entity departure via the <b>OUT</b> port	5

## Signal Output Ports (Continued)

Label	Description	Time of Update When Statistic Is On	Order of Update When Entity Departs
<b>#n</b>	Number of entities currently in the block, between 0 and N.	After entity arrival and after entity departure	4
<b>pe</b>	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 <b>OUT</b> port is blocked. The value of this signal is 0 if the block has no pending entities or if an entity departure is imminent.	After service completion and when entity departure is imminent	1
<b>#pe</b>	The number of entities that have completed their service but cannot depart because the <b>OUT</b> port is blocked.	After service completion (increase in value) and after entity departure (decrease in value)	3
<b>w</b>	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 <b>OUT</b> port is blocked when the entity completes service.	After entity departure	2

Signal Output Ports (Continued)

Label	Description	Time of Update When Statistic Is On	Order of Update When Entity Departs
util	Utilization of the N-server. If <b>Number of servers</b> is finite, <b>util</b> is the time average of the fraction of servers that are storing an entity. At time values when an entity arrives or departs, <b>util</b> equals 1/N times the time average of the <b>#n</b> signal. If <b>Number of servers</b> is infinite, then <b>util</b> 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.	2
#to	Number of entities that have timed out from this block since the start of the simulation.	After entity departure via the <b>TO</b> port	5

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

**Block Parameters: N-Server**

N-Server (mask)

Serve up to N entities independently for a period of time and then attempt to output each entity through the OUT port. If the OUT port is blocked then the pending 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.

The IN port is unavailable whenever the number of entities stored is N.

**N-Server** | Timeout | Statistics

Number of servers:  
5

Service time from: Dialog

Service time:  
1

Service completion event priority:  
500

OK Cancel Help Apply

### 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.

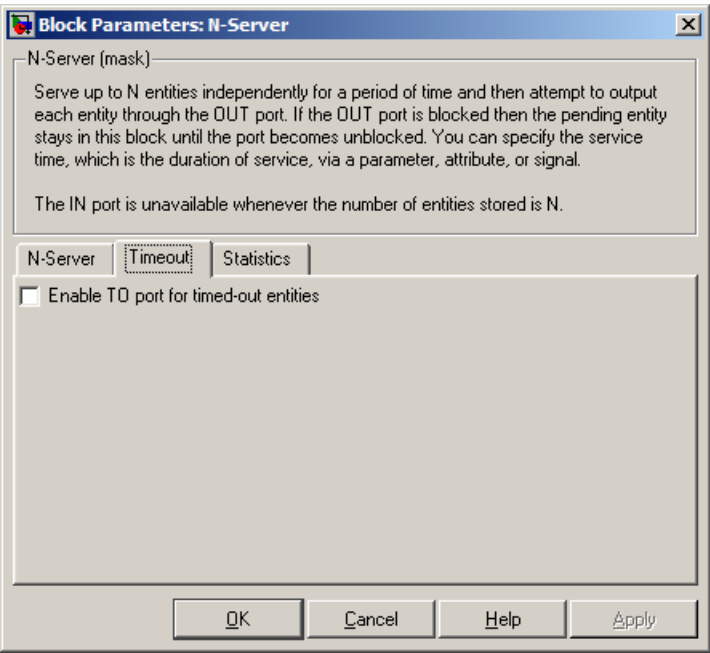
**Attribute name**

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**



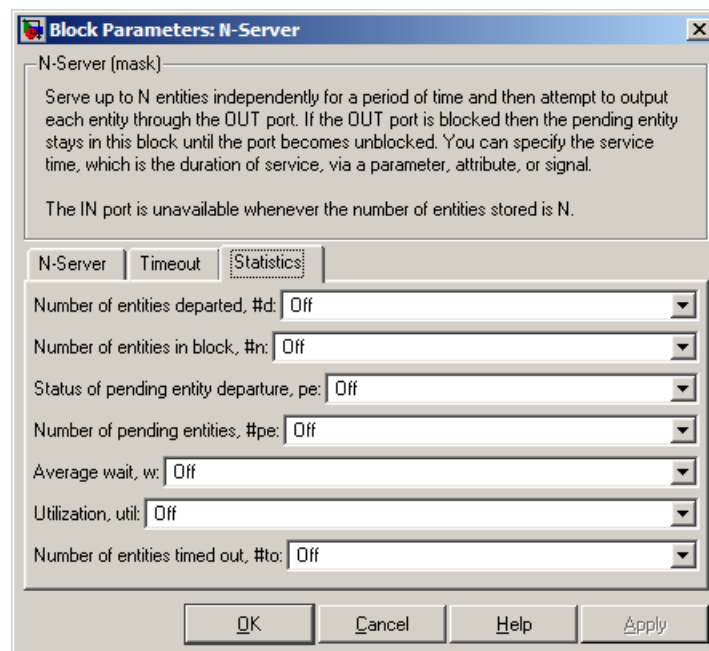


## Enable TO port for timed-out entities

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.



The screenshot shows the 'Block Parameters: N-Server' dialog box with the 'Statistics' tab selected. The dialog box has a title bar with a close button. Inside, there is a text area with the following text: 'N-Server (mask): Serve up to N entities independently for a period of time and then attempt to output each entity through the OUT port. If the OUT port is blocked then the pending 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. The IN port is unavailable whenever the number of entities stored is N.' Below the text area are four tabs: 'N-Server', 'Timeout', and 'Statistics' (which is selected). Under the 'Statistics' tab, there are seven dropdown menus, all set to 'Off': 'Number of entities departed, #d:', 'Number of entities in block, #n:', 'Status of pending entity departure, pe:', 'Number of pending entities, #pe:', 'Average wait, w:', 'Utilization, util:', and 'Number of entities timed out, #to:'. At the bottom of the dialog box are four buttons: 'OK', 'Cancel', 'Help', and 'Apply'.

**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

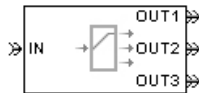
## Purpose

Select entity output port for departure

## Library

Routing

## Description

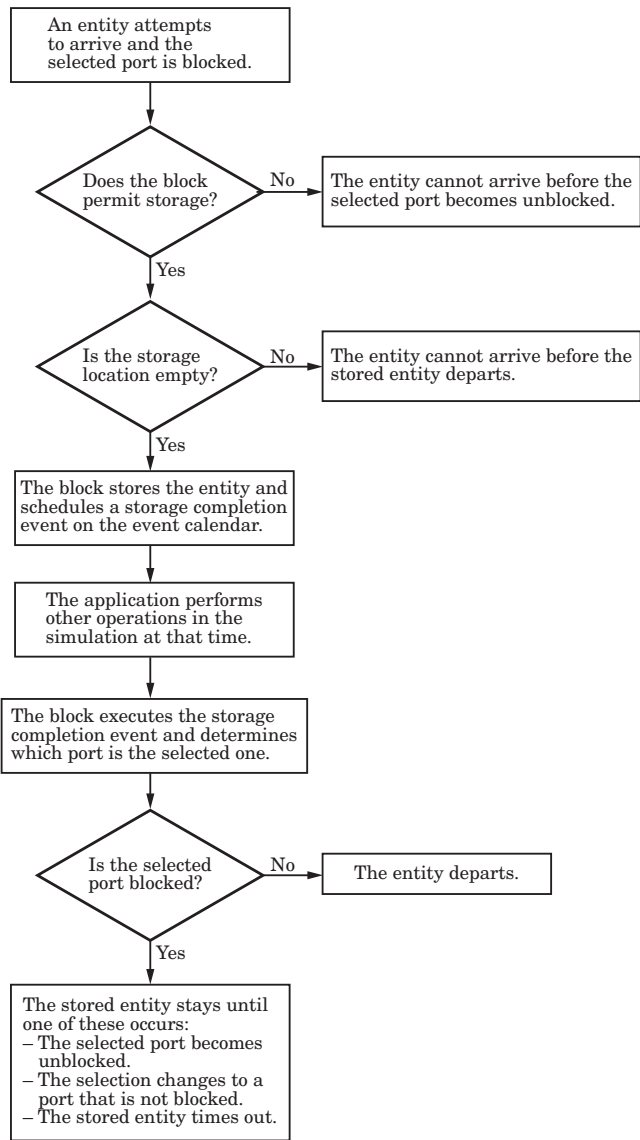


This block receives entities, which depart through one of multiple entity output ports. The selected port can change during the simulation.

## 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 <b>OUT1</b> 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, <b>OUT1</b> .
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 <b>Initial seed</b> 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 <b>OUT1</b> . If that port is blocked, then the block attempts to output the entity through <b>OUT2</b> , and so on. If all entity output ports are blocked, then this block's <b>IN</b> port is unavailable and the entity cannot arrive.
From signal port p	Selecting this option creates an additional signal input port, labeled <b>p</b> . The signal at this port uses integer values between 1 and the <b>Number of entity output ports</b> parameter value to refer to entity output ports. The block monitors the <b>p</b> signal's value throughout the simulation and reacts to changes by selecting the corresponding entity output port.
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 <b>Attribute name</b> parameter. The attribute value must be an integer between 1 and the <b>Number of entity output ports</b> 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
<b>p</b>	Index of the entity output port through which an arriving entity departs. Values must be integers between 1 and <b>Number of entity output ports</b> . This port appears only if you set <b>Switching criterion</b> 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 <b>Switching criterion</b> parameter determines which of multiple ports the entity departs through. The <b>Number of entity output ports</b> 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 <b>Switching criterion</b> to From signal port p, select <b>Store entity before switching</b> , and select <b>Enable TO port for timed-out entities</b> . This port must not be blocked when an entity attempts to depart here.



## Signal Output Ports

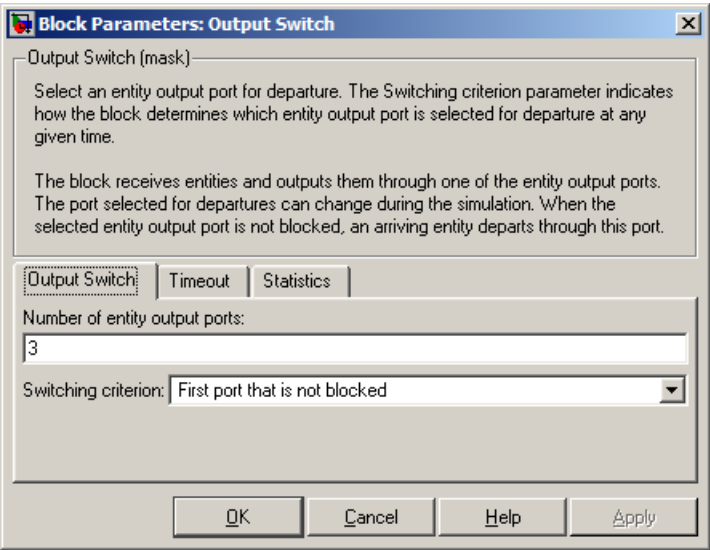
Label	Description	Time of Update When Statistic Is On	Order of Update
<b>#d</b>	Number of entities that have departed from this block without timing out, since the start of the simulation.	After entity departure via a port other than <b>TO</b>	3
<b>#to</b>	Number of entities that have timed out from this block since the start of the simulation.	After entity departure via the <b>TO</b> port	2
<b>pe</b>	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 or an entity departure is imminent.	After storage completion event if the entity fails to depart, and when entity departure is imminent	1
<b>last</b>	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,..., <b>Number of entity output ports</b> .	After entity departure via a port other than <b>TO</b>	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. This parameter must be a literal value, not a variable or an expression requiring evaluation.

### 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 explicitly prioritize the port-selection event, relative to other simultaneous events in the simulation. If you do not select this option, the event has priority SYS1 on the event calendar. 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 “Specifying 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

# Output Switch

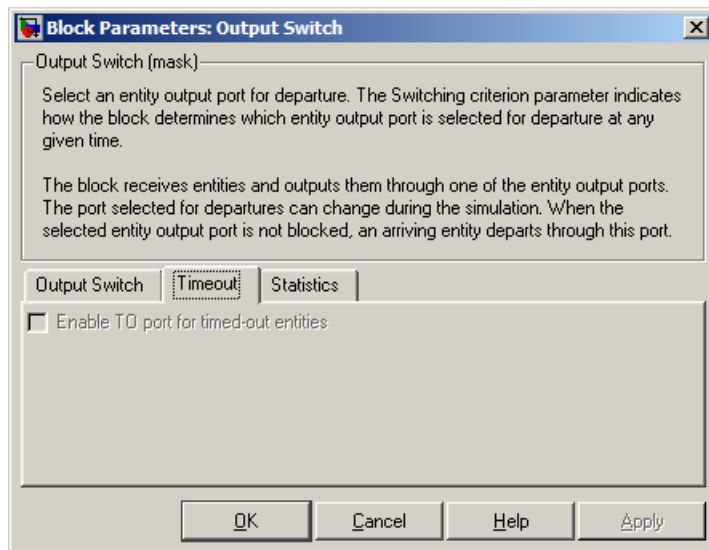
---

not select **Store entity before switching**, and select **Resolve simultaneous signal updates according to event priority**.

## 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

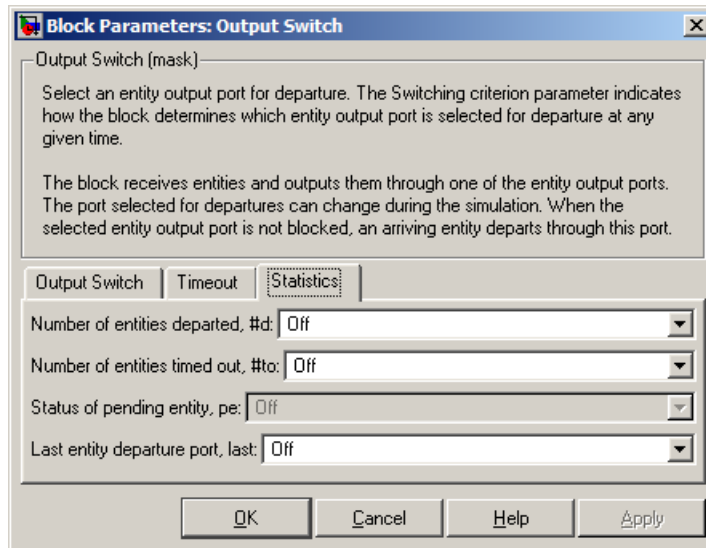


## Enable TO port for timed-out entities

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 <b>IN1, IN2, IN3</b> ,... until either an entity arrives or all ports are notified.	The sequence of notifications is always <b>IN1, IN2, IN3, IN4</b> throughout the simulation.
Equiprobable	Notify a random entity input port. All are equally likely and the <b>Initial seed</b> 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 <b>IN3, IN4, IN1, IN2</b> . If the random number is two on the next such occasion, then notify the ports in the sequence <b>IN2, IN3, IN4, IN1</b> .
Round robin	Notify the port next to the one through which the last departing entity arrived. The <b>IN1</b> 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 <b>IN2</b> 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 <b>IN3, IN4, IN1, IN2</b> . The sequence starts with <b>IN3</b> because it is next to <b>IN2</b> , 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 <b>p</b> 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 <b>p</b> signal is three, then notify the ports in the sequence <b>IN3, IN4, IN1, IN2</b> . If <b>p</b> is two on the next such occasion, then notify the ports in the sequence <b>IN2, IN3, IN4, IN1</b> .



Ports

Entity Input Ports

Label	Description
IN1, IN2, IN3, etc.	Port for arriving entities. The <b>Number of entity input ports</b> 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,..., <b>Number of entity input ports</b> . This port appears only if you set <b>Input port precedence</b> to From signal port p.

Entity Output Ports

Label	Description
OUT	Port for departing entities.

# Path Combiner

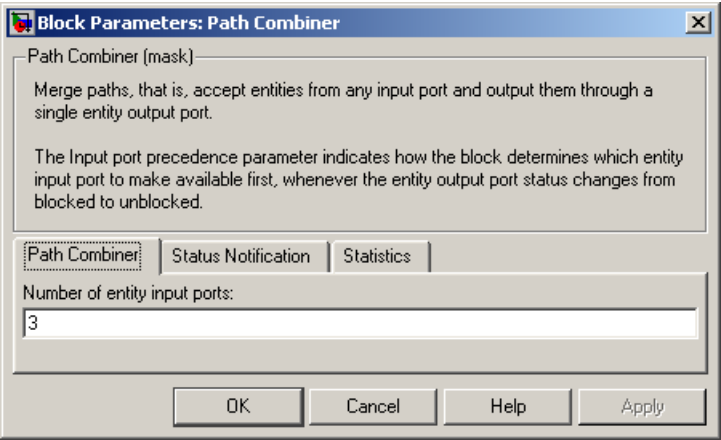
## Signal Output Ports

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,..., <b>Number of entity input ports</b> .	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

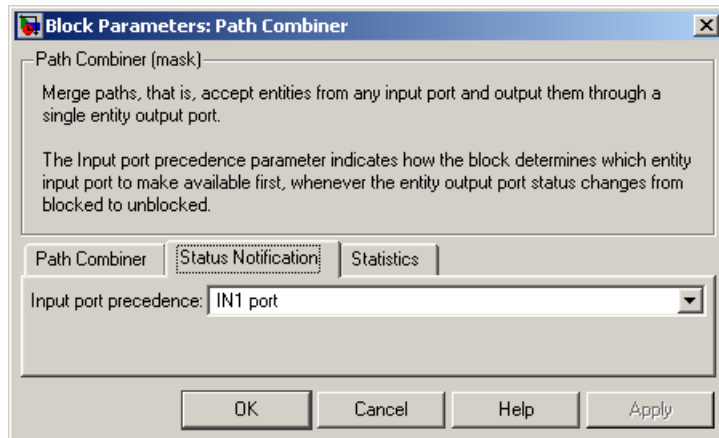
### Path Combiner Tab



## Number of entity input ports

Determines how many entity input ports the block has. This parameter must be a literal value, not a variable or an expression requiring evaluation.

## 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 explicitly prioritize the event that updates the port precedence, relative to other simultaneous events in the simulation. If you do not select this option, the event has priority SYS1 on the event calendar. For details, see “Choosing How to Resolve Simultaneous Signal Updates” in the user guide

# Path Combiner

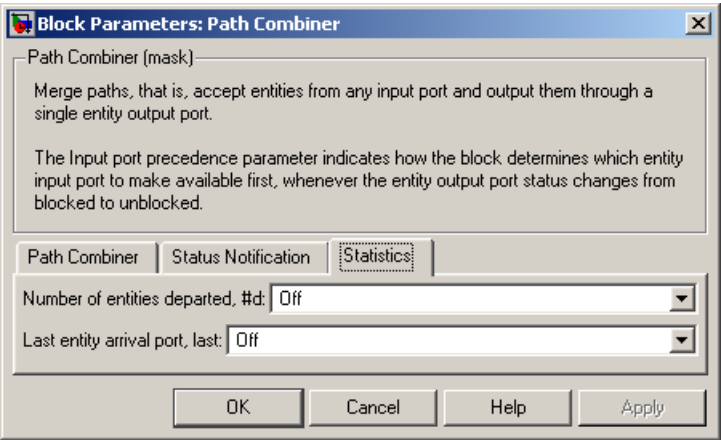
documentation. This field appears only if you set **Switching criterion** to From signal port p.

## Event priority

The priority of the event that updates the port precedence, relative to other simultaneous events in the simulation. For details, see “Specifying 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

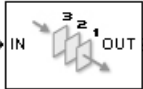
**Purpose**

Store entities in sorted sequence for undetermined length of time

**Library**

Queues

**Description**

The diagram shows a rectangular block representing a Priority Queue. On the left side, there is an input port labeled 'IN' with an arrow pointing into the block. On the right side, there is an output port labeled 'OUT' with an arrow pointing out of the block. Inside the block, there are three overlapping, slightly offset rectangular shapes, each with a small number '3' above it, suggesting a stack or a sequence of three entities. The block is outlined in black.

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 -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 <b>Enable TO port for timed-out entities</b> . 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 When Entity Departs
#d	Number of entities that have departed from this block via the <b>OUT</b> port since the start of the simulation.	After entity departure via the <b>OUT</b> 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. A value of 0 indicates when the queue is empty or an entity departure is imminent.	After entity arrival and when entity departure is imminent	1
w	Sample mean of the waiting times in this block for all entities that have departed via any port.	After entity departure	2

# Priority Queue

Signal Output Ports (Continued)

Label	Description	Time of Update When Statistic Is On	Order of Update When Entity Departs
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	2
#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

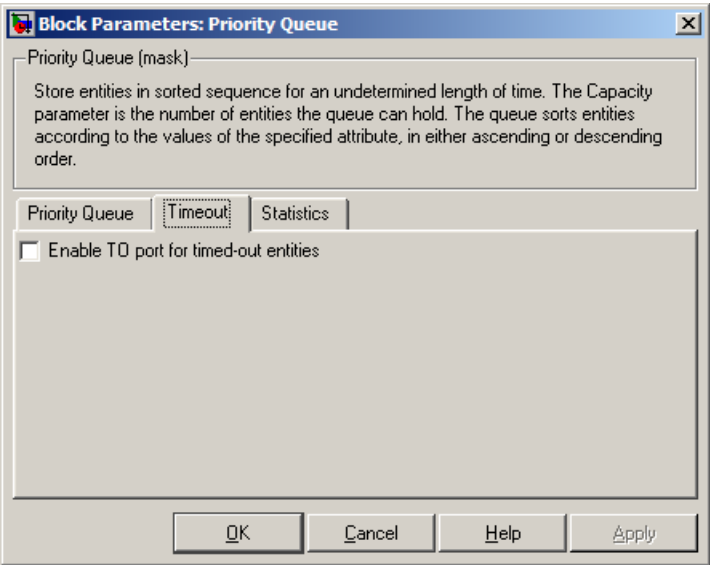
The block uses this attribute to sort entities in the queue.

### 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

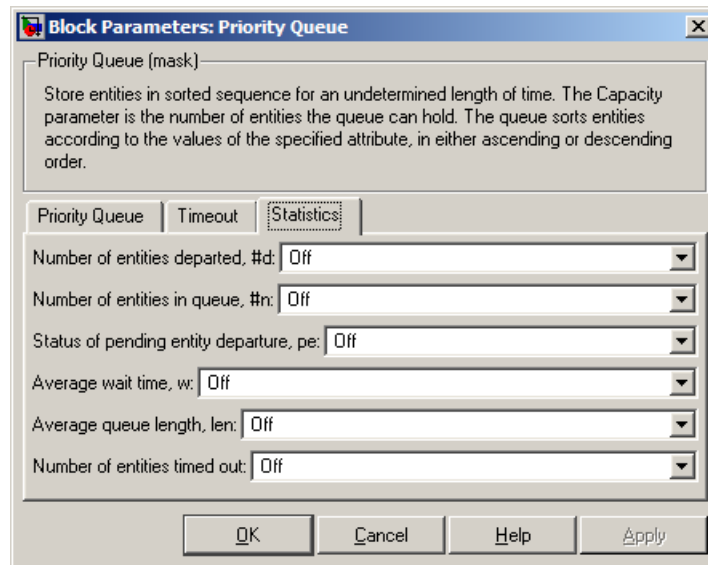


### Enable TO port for timed-out entities

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

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## 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

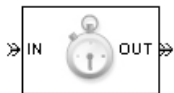
## Purpose

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

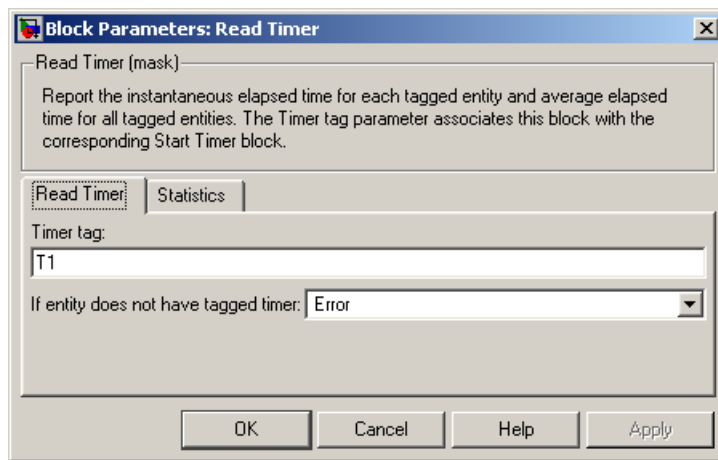
Label	Description	Time of Update When Statistic Is On	Order of Update
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure	3
#t	Total number of entities that have departed from this block and possessed a timer of the specified name.	After 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 <b>et</b> 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.

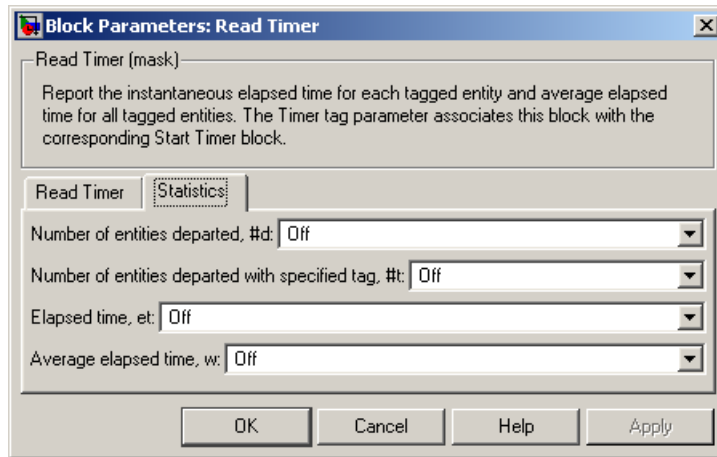
### Statistics Tab

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 <b>Open gate upon</b> to Trigger from port tr.
vc	Control signal whose numerical changes indicate when to open the gate. This port appears only if you set <b>Open gate upon</b> 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 <b>Open gate upon</b> 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

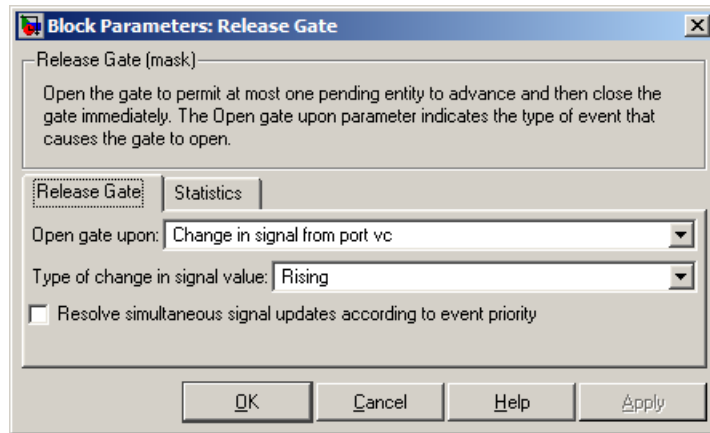
The initial output value, which is in effect from the start of the simulation until the first update by the block, is 0.

# 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

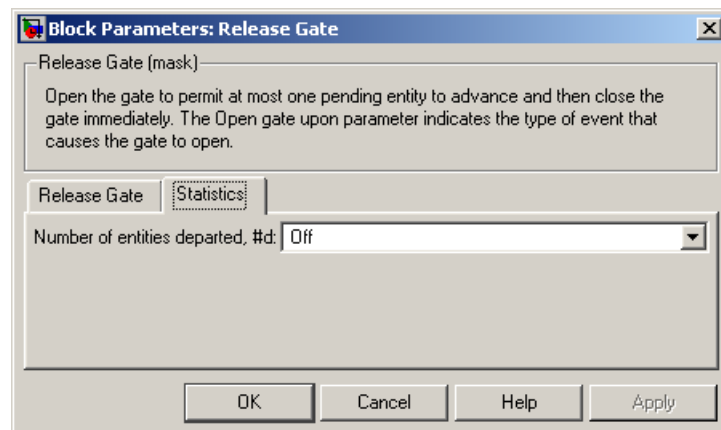
Select this option to explicitly prioritize the gate-opening event, relative to other simultaneous events in the simulation. If you do not select this option, the event has priority SYS1 on the event calendar. For details, see “Choosing How to Resolve Simultaneous Signal Updates” in the user guide documentation.

## Event priority

The priority of the gate-opening event, relative to other simultaneous events in the simulation. For details, see “Specifying 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**

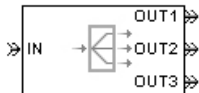
Enabled Gate  
“Regulating Arrivals Using Gates” in the user guide documentation

**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. Logistically, the block cancels the timeout event of the arriving entity and schedules new timeout events for the departing entities. 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.

## 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 <b>OUT1, OUT2, OUT3,...</b> , in that sequence.	The sequence of departures is always <b>OUT1, OUT2, OUT3,...</b> 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 <b>OUT1, OUT2, OUT3</b> . The second time, the copies depart in the sequence <b>OUT2, OUT3, OUT1</b> . The third time, the copies depart in the sequence <b>OUT3, OUT1, OUT2</b> . 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 <b>Initial seed</b> 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 <b>OUT3, OUT4, OUT1, OUT2</b> . If the random number is two on the next such occasion, then the copies depart in the sequence <b>OUT2, OUT3, OUT4, OUT1</b> .



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.

## Ports

### Entity Input Ports

Label	Description
IN	Port for arriving entities.

# Replicate

---

## Entity Output Ports

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

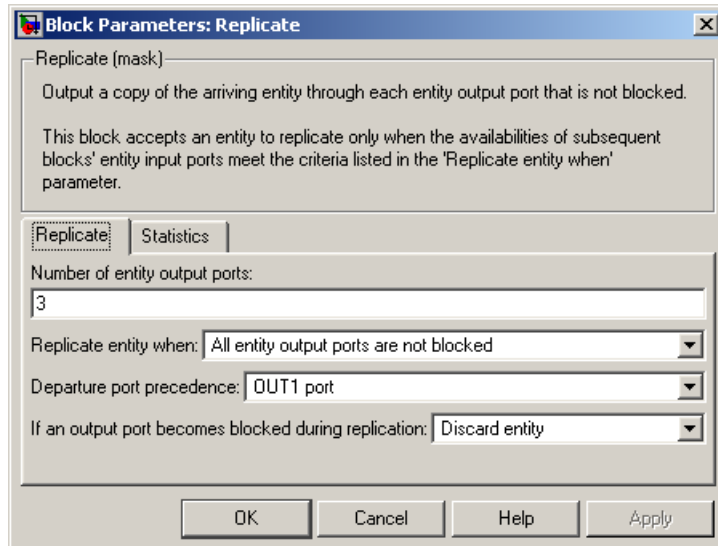
## Signal Output Ports

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. This parameter must be a literal value, not a variable or an expression requiring evaluation.

#### 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

---

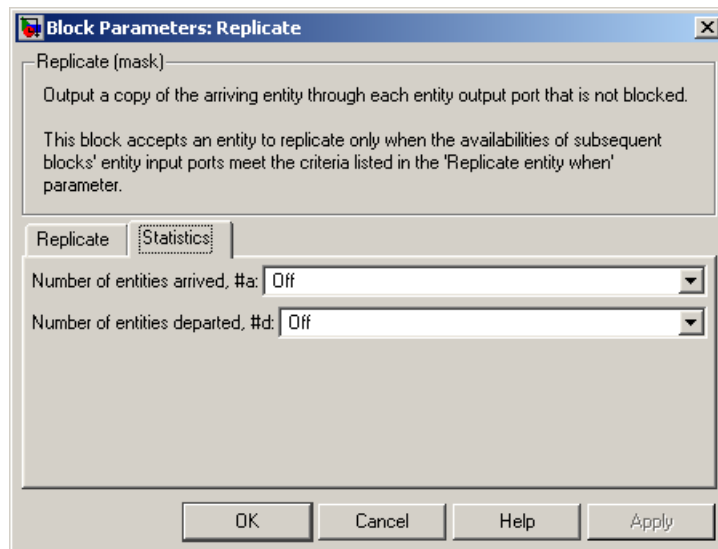
appears only if you set **Departure port precedence** to Equiprobable.

## 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**

- “Example: Waiting Time in LIFO Queue” in the user guide documentation
- Variable Entity Replication demo
- Ethernet Local Area Network demo

## **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 “Assigning 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 <b>Timeout interval from</b> 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

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## Timeout event priority

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

## If timeout is already scheduled

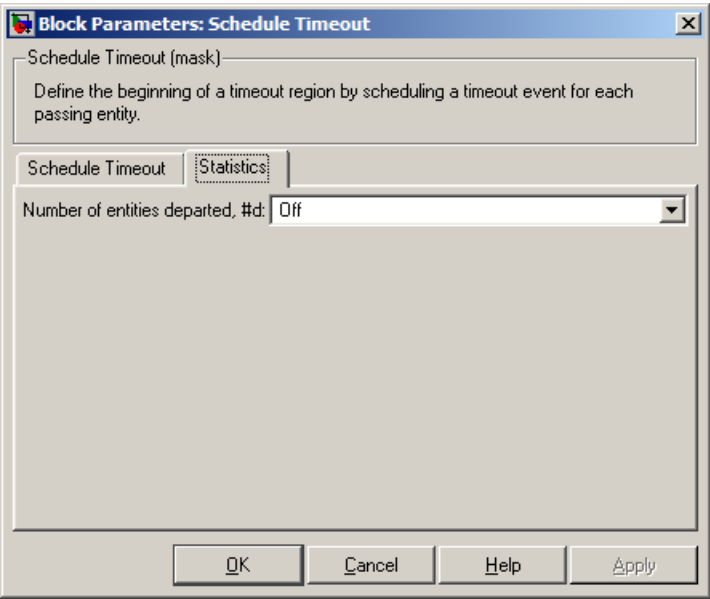
Behavior of the block if a timeout event with the specified timeout tag is already scheduled for the arriving entity.

## 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

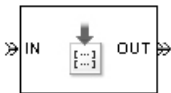
# Set Attribute

---

**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. See “Attribute Value Support” in the user guide documentation to learn what kind of data an attribute can store.



---

**Note** If you attach large arrays to entities in a model that contains a server or a queue block with large 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 . By default, the attribute name in the new row is unique within the table.
- 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 names that would be valid variable names in the MATLAB language, except `nan` and `inf` (with any use of case), are valid as attribute names. To determine whether a name is a valid 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 names that would be valid variable names in the MATLAB language, except `nan` and `inf` (with any use of case), are valid as attribute names. To determine whether a name is a valid variable name, use the `isvarname` function.

# Set Attribute

- 2 Set **Value From** to **Signal** port. The **Value** and **Treat Vector as 1-D** fields become disabled.
- 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 <b>Ax</b> row of the table in the dialog box. This port appears only if you set <b>Value From</b> in the <b>Ax</b> row to <b>Signal</b> port.

### Entity Output Ports

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

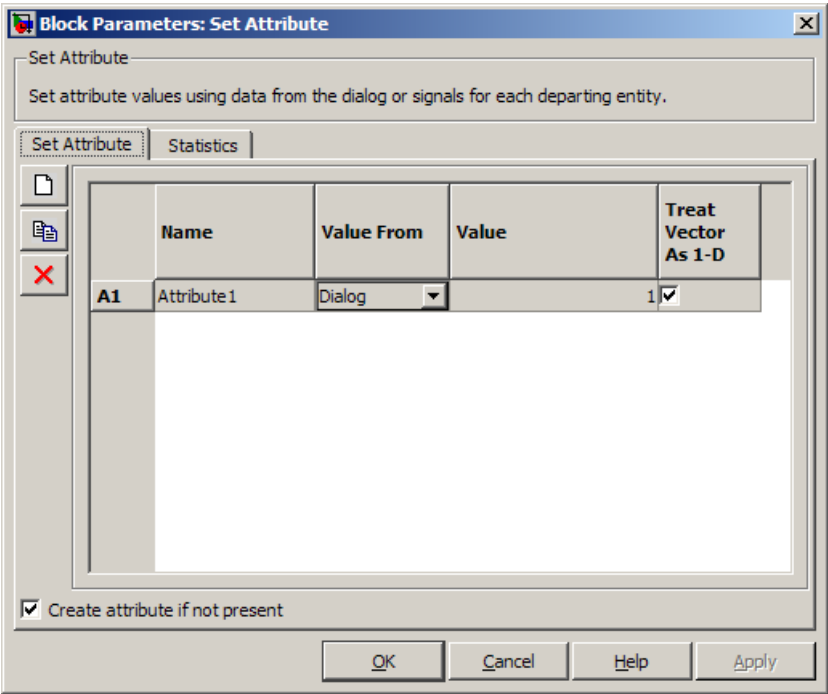
Signal Output Ports

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



# Set Attribute

---

## **Name**

The name of the attribute to set.

## **Value From**

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

## **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.

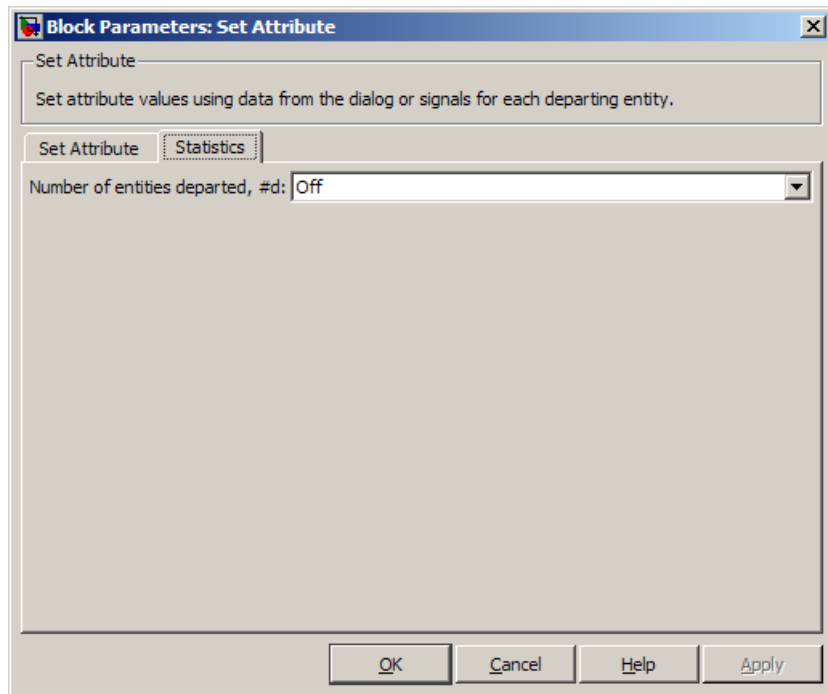
## **Create attribute if not present**

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 will be removed in a future release. 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 names that would be valid variable names in the MATLAB language, except `nan` and `inf` (with any use of case), are valid as attribute names. To determine whether a name is a valid 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 names that would be valid variable names in the MATLAB language, except `nan` and `inf` (with any use of case), are valid as

# Set Attribute (Obsolete)

attribute names. To determine whether a name is a valid 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 <b>Ax</b> tab of the dialog. This port appears only if you set <b>Attribute assignment</b> on the <b>Ax</b> tab to From signal port Ax.

### Entity Output Ports

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

## Signal Output Ports

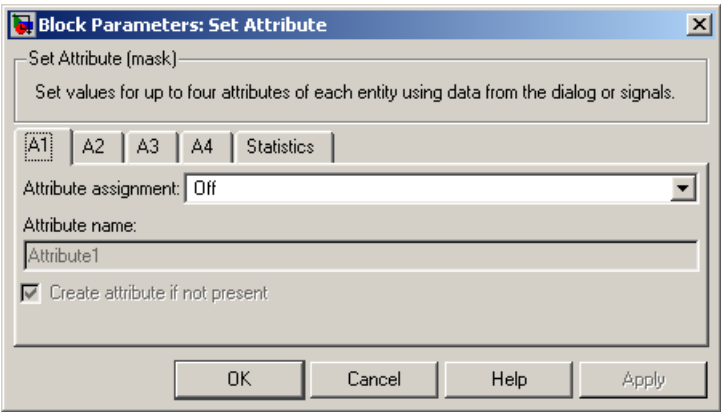
Label	Description	Time of Update When Statistic Is On
#d	Number of entities that have departed from this block since the start of the simulation.	After entity departure

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

### 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**

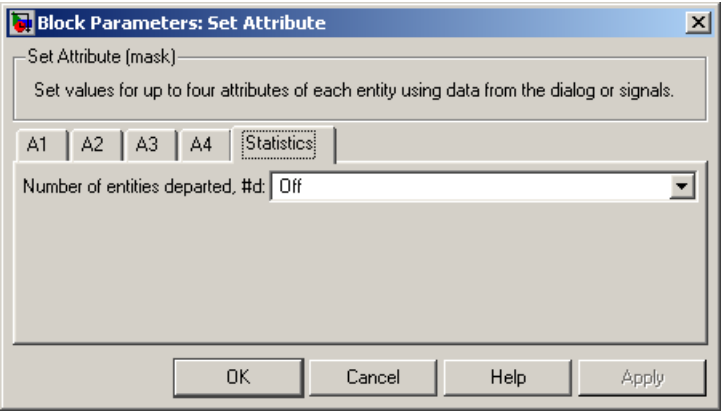
The value to assign to the attribute named above. This parameter appears only if you set **Attribute assignment** to Specify via dialog.

**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

Signal Management

## Description



The Signal Latch block is a versatile block for manipulating event-based signals. You can use it to delay or resample signals based on events, not time. 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
wt <span>s</span>	Signal whose updates cause write events. This port appears only if you set <b>Write to memory upon</b> to Sample time hit from port wt <span>s</span> .
wtr	Trigger signal whose edges cause write events. This port appears only if you set <b>Write to memory upon</b> to Trigger from port wtr.
wvc	Signal whose numerical changes in value cause write events. This port appears only if you set <b>Write to memory upon</b> to Change in signal from port wvc.
wfc <span>n</span>	Function-call signal that causes write events. This port appears only if you set <b>Write to memory upon</b> to Function call from port wfc <span>n</span> .
rt <span>s</span>	Signal whose updates cause read events. This port appears only if you set <b>Read from memory upon</b> to Sample time hit from port rt <span>s</span> .
rtr	Trigger signal whose edges cause read events. This port appears only if you set <b>Read from memory upon</b> to Trigger from port rtr.
rvc	Signal whose numerical changes in value cause read events. This port appears only if you set <b>Read from memory upon</b> to Change in signal from port rvc.
rfc <span>n</span>	Function-call signal that causes read events. This port appears only if you set <b>Read from memory upon</b> to Function call from port rfc <span>n</span> .
in	Signal to be resampled and/or delayed.

# Signal Latch

## Signal Output Ports

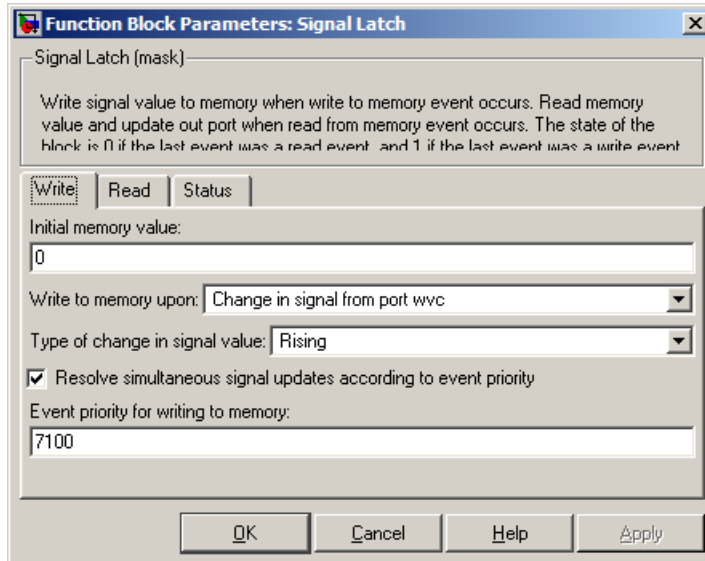
Label	Description	Time of Update When Statistic Is On	Order of Update	Initial Value
st	0 or 1, depending on whether the block more recently processed a read or write event.	Upon write events and upon read events	1	0
mem	The value of the block's internal memory when a write event occurs.	Upon write events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



The dialog box is titled "Function Block Parameters: Signal Latch". It has a tabbed interface with three tabs: "Write", "Read", and "Status". The "Write" tab is currently selected. The "Write" tab contains the following fields and controls:

- A text area with the description: "Write signal value to memory when write to memory event occurs. Read memory value and update out port when read from memory event occurs. The state of the block is 0 if the last event was a read event and 1 if the last event was a write event."
- Three tabs: "Write", "Read", and "Status".
- A text field labeled "Initial memory value:" with the value "0".
- A dropdown menu labeled "Write to memory upon:" with the selected value "Change in signal from port wvc".
- A dropdown menu labeled "Type of change in signal value:" with the selected value "Rising".
- A checked checkbox labeled "Resolve simultaneous signal updates according to event priority".
- A text field labeled "Event priority for writing to memory:" with the value "7100".
- Four buttons at the bottom: "OK", "Cancel", "Help", and "Apply".

### 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.

## **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. If you do not select this option, the application executes the write event immediately upon detecting the signal-based event that causes it. For details, see “Choosing How to Resolve Simultaneous Signal Updates” in the user guide documentation.

---

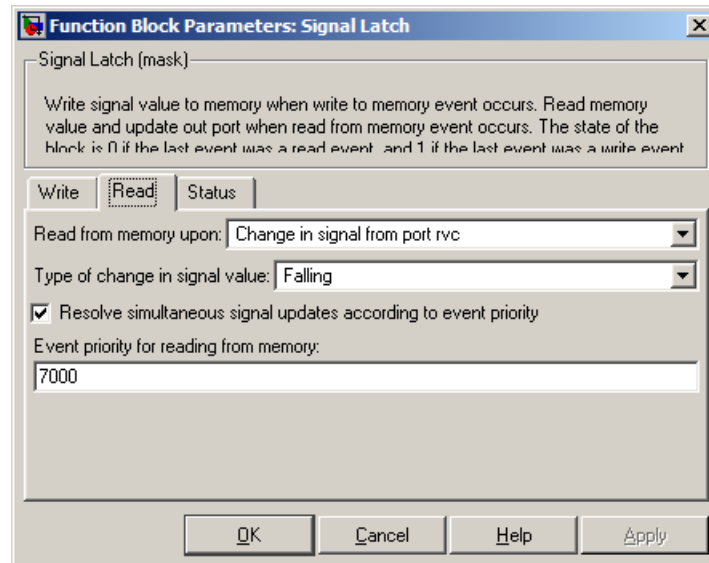
**Note** If this block has a function-call input, you might need to select this option to prevent latency in the signal input.

---

## **Event priority for writing to memory**

The priority of the write event, relative to other simultaneous events in the simulation. For details, see “Specifying 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. If you do not select this option, the application executes the read event

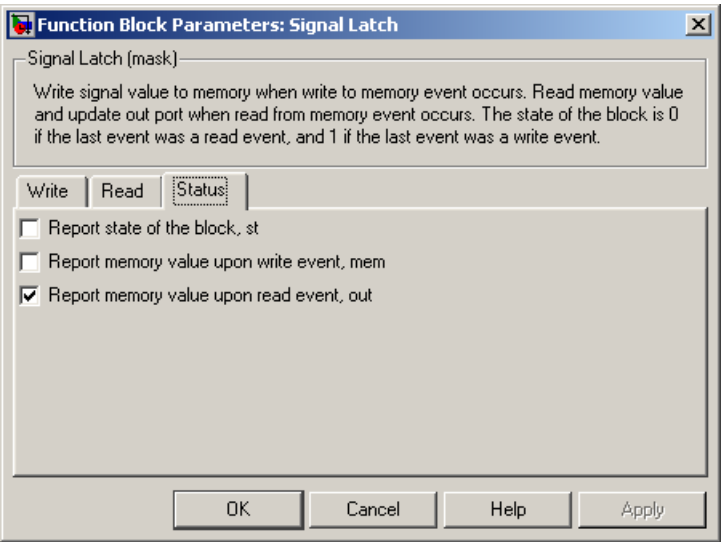
immediately upon detecting the signal-based event that causes it. For details, see “Choosing How to Resolve Simultaneous Signal Updates” in the user guide documentation. This field appears only if you set **Read from memory upon** to an option other than Write to memory event.

**Note** If this block has a function-call input, you might need to select this option to prevent latency in the signal input.

### Event priority for reading from memory

The priority of the read event, relative to other simultaneous events in the simulation. For details, see “Specifying 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.

### 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**

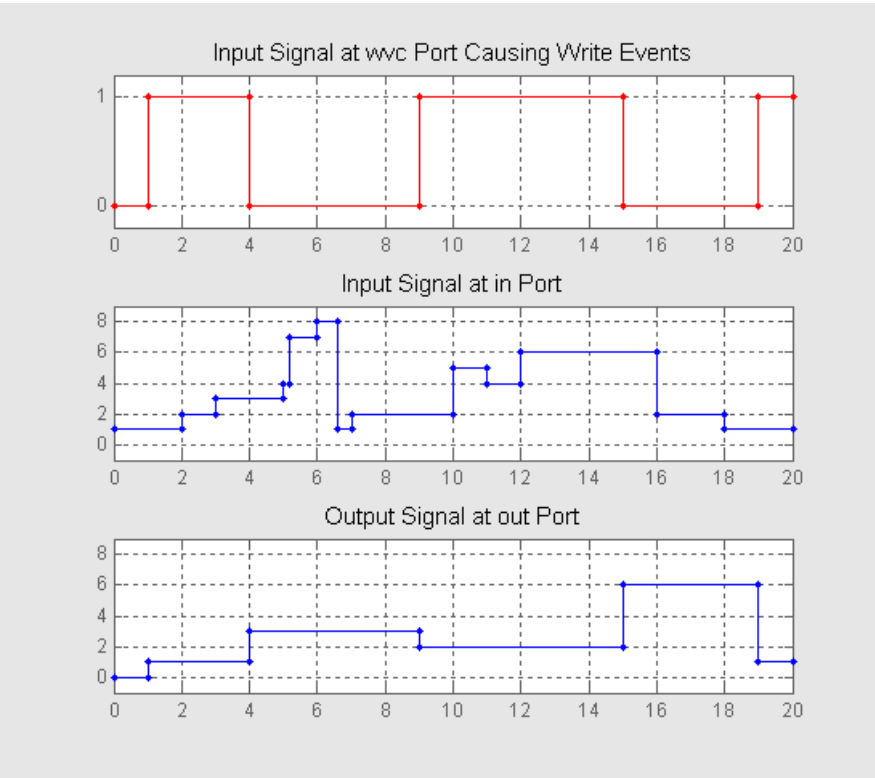
Controls the presence of the signal output port labeled **out**.

## 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.

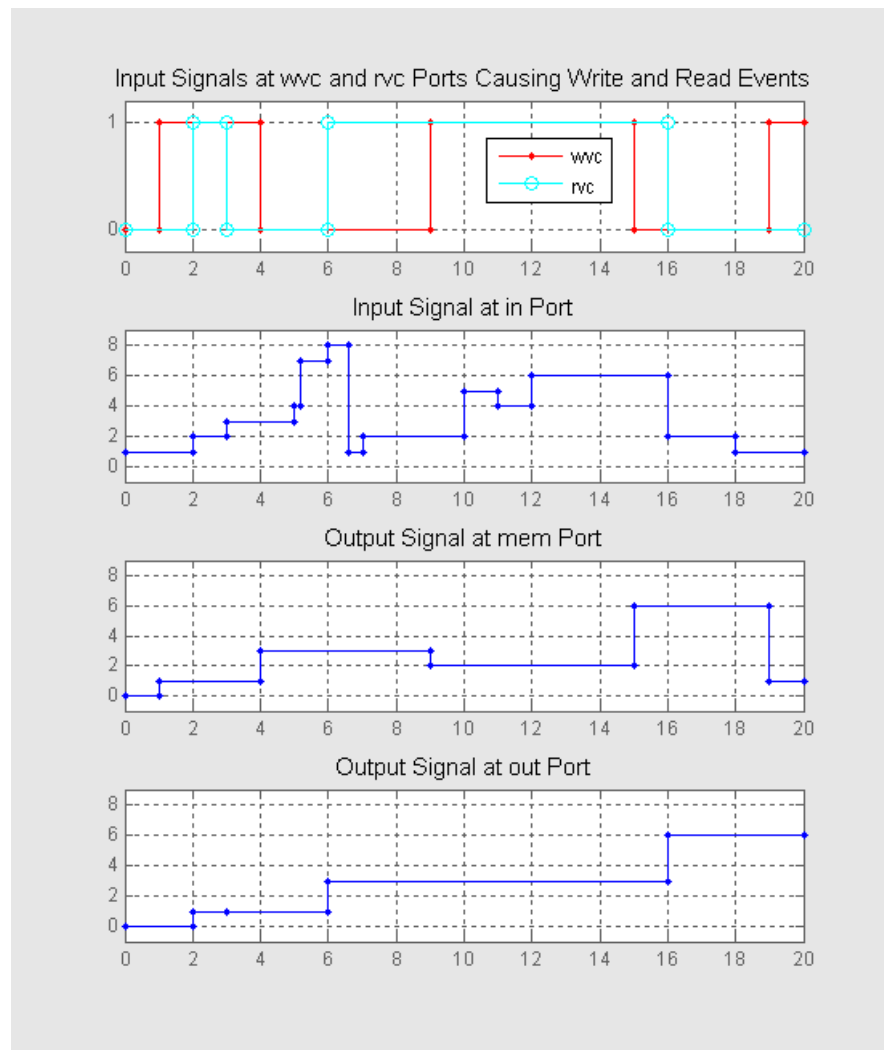
# Signal Latch



## 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

**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**

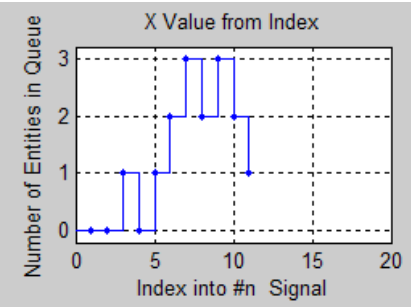
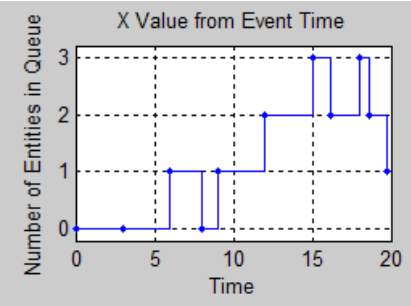
Use the **X value from** parameter to select the type of data for the horizontal axis. The table below describes the choices.

Source of X Data	Description of Plot
Event time	Plot of the <b>in</b> 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 <b>in</b> 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

# Signal Scope

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 Output Ports

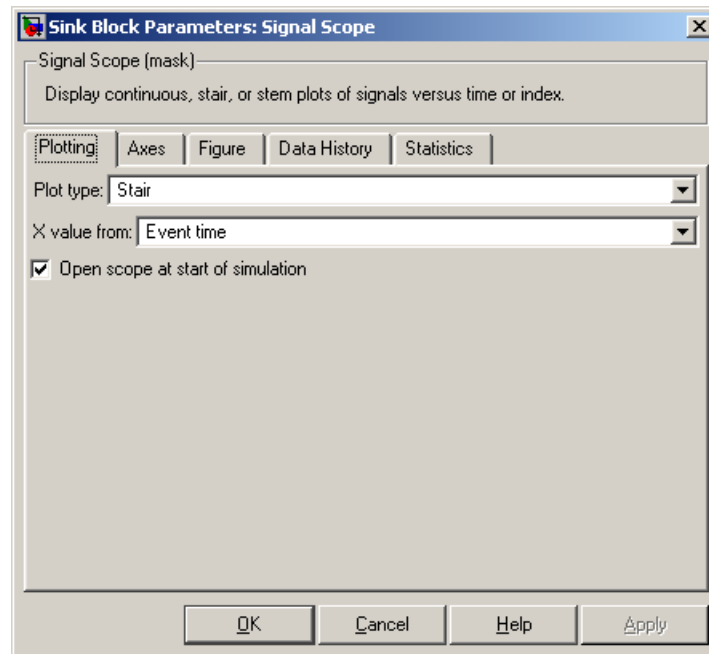
Label	Description
#c	Number of points the block has plotted.

## Dialog Box

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

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 3-217 for details.

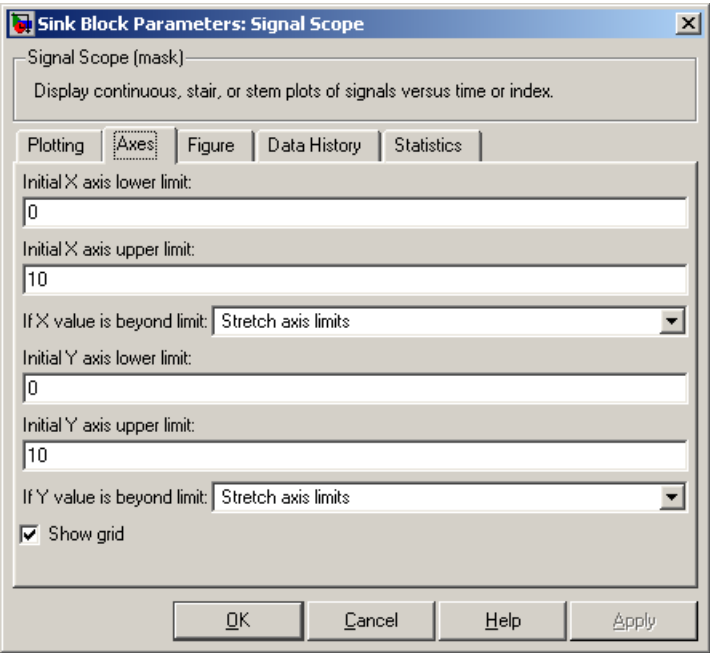
# Signal Scope

---

## 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.

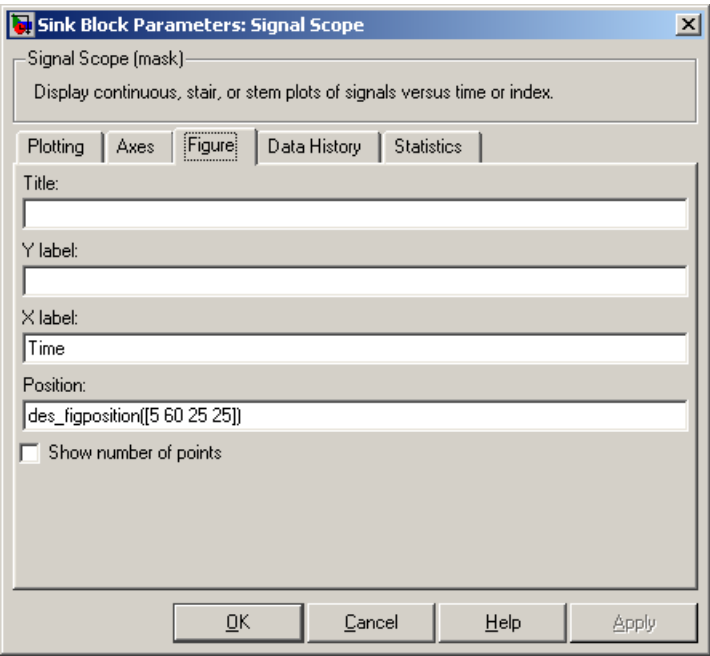
**If Y value is beyond limit**

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

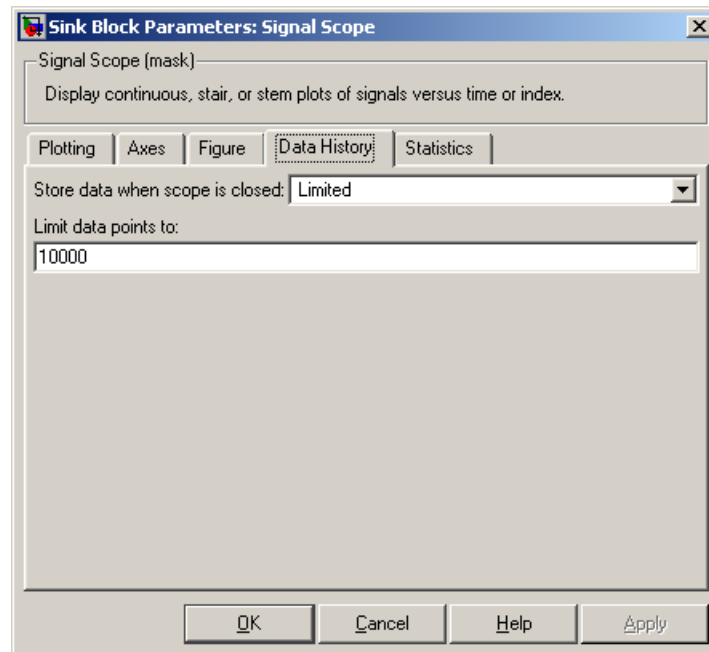
A four-element vector of the form `[left bottom width height]` specifying the position of the scope window. (0,0) is the lower left corner of the display.



## 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

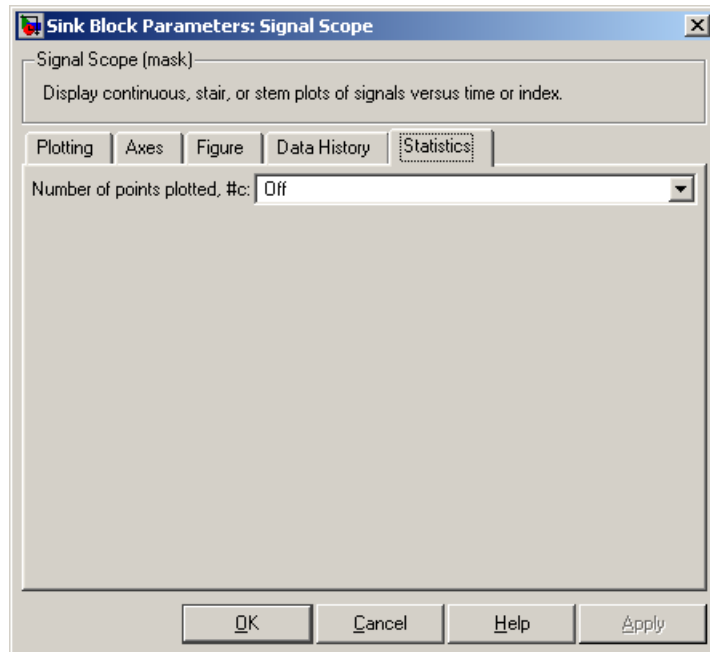
Select Unlimited to have the block cache all data for future viewing, Limited to cache a portion of the most recent data, and Disabled to avoid caching undisplayed data.

## 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

- “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

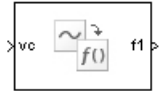
# Signal-Based Event to Function-Call Event

---

**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 <b>Resolve simultaneous signal updates according to event priority</b> , and then set <b>Function-call delay from</b> to Signal port t.
ts	Primary criterion is satisfied when the application updates the signal at this port. This port appears only if you set <b>Generate function call only upon</b> to Sample time hit from port ts.
tr	Primary criterion is satisfied when the signal has a rising or falling edge, depending on the <b>Trigger type</b> parameter. This port appears only if you set <b>Generate function call only upon</b> to Trigger from port tr.
vc	Primary criterion is satisfied when the signal at this port increases or decreases, depending on the <b>Type of change in signal value</b> parameter. This port appears only if you set <b>Generate function call only upon</b> 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 <b>Generate function call only upon</b> 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 <b>f1</b> output port. This input port appears only if you select <b>Suppress function call f1 if enable signal e1 is not positive</b> .
e2	When this signal is 0 or negative, the block does not generate a function call at the <b>f2</b> output port. This input port appears only if you select <b>Suppress function call f2 if enable signal e2 is not positive</b> .

# Signal-Based Event to Function-Call Event

## Signal Output Ports

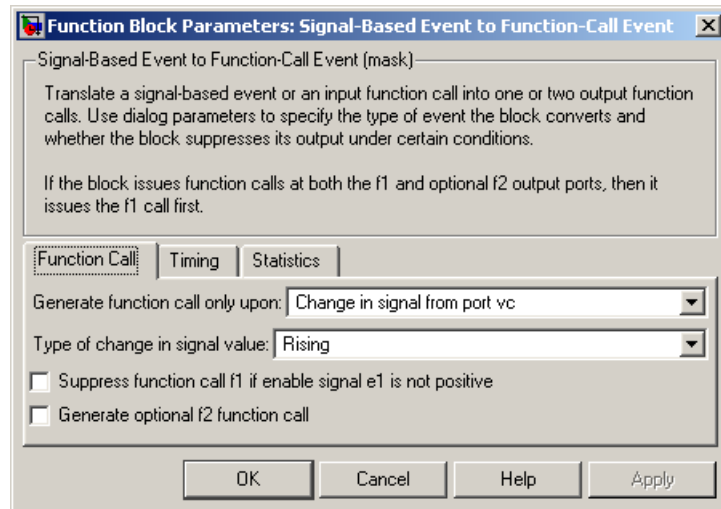
Label	Description	Order of Update
f1	Function call, possibly contingent on e1 input signal	1
f2	Function call, possibly contingent on e2 input signal	2
#f1	Number of function calls the block has generated at the f1 port during the simulation	3
#f2	Number of function calls the block has generated at the 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.

## 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.

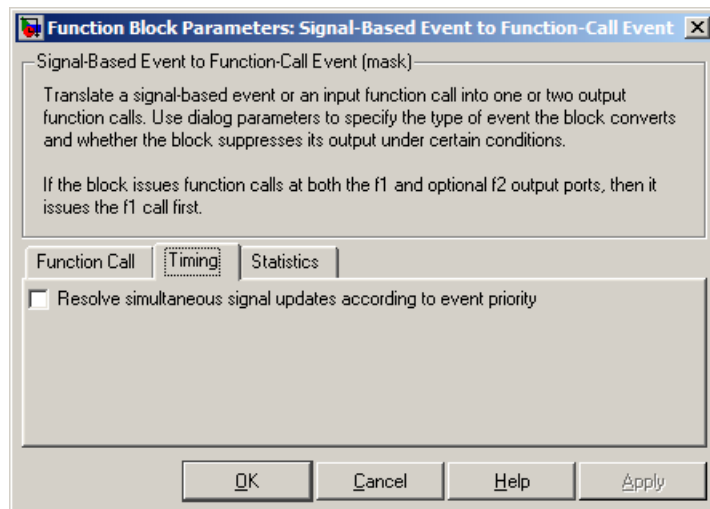
## Generate optional f2 function call

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. If you do not select this option, the application issues the function call immediately upon detecting the signal-based event that



causes it. For details, see “Choosing How to Resolve Simultaneous Signal Updates” in the user guide documentation.

---

**Note** If this block has both a function-call input and a signal input, you might need to select this option to prevent latency in the signal.

---

## Event priority

The priority of the function-call event, relative to other simultaneous events in the simulation. For details, see “Specifying 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

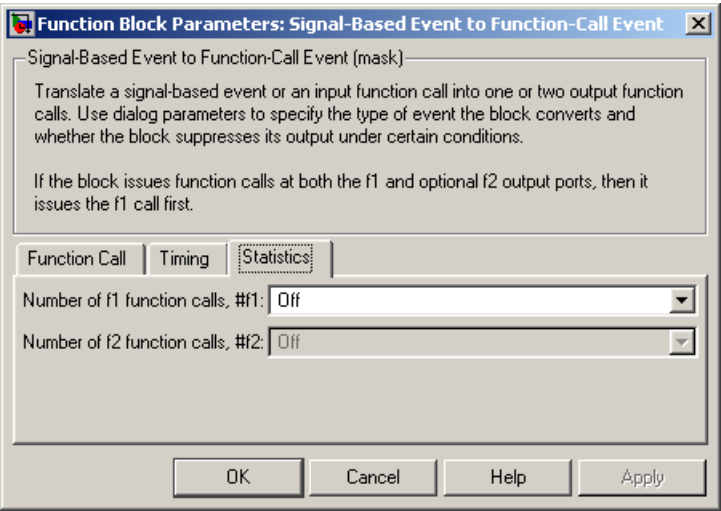
Determines whether the delay between the input event and the output function call is computed from a parameter in this dialog box or from an input signal. This field appears only if you select **Resolve simultaneous signal updates according to event priority**.

## 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

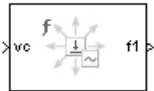
## See Also

Entity Departure Event to Function-Call Event  
“Manipulating Events” in the user guide documentation

**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 the application updates the signal at this port. This port appears only if you set <b>Generate function call only upon</b> 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 <b>Trigger type</b> parameter. This port appears only if you set <b>Generate function call only upon</b> to Trigger from port tr.
vc	The block generates a function call when the signal at this port increases or decreases, depending on the <b>Type of change in signal value</b> parameter. This port appears only if you set <b>Generate function call only upon</b> 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 <b>Generate function call only upon</b> 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

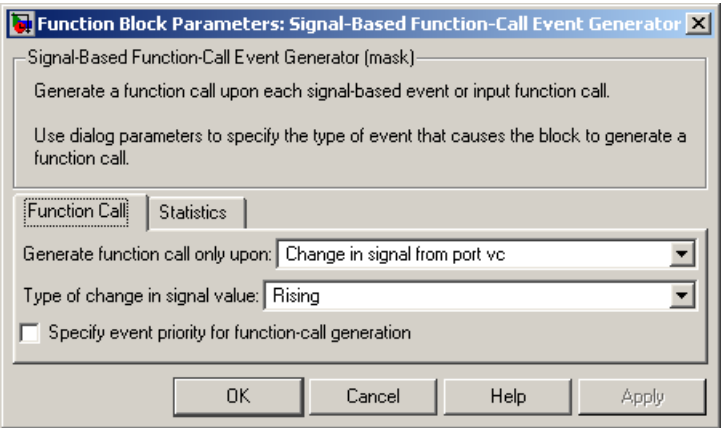
## Signal Output Ports

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

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. If you do not select this option, the application issues the function call immediately upon detecting the signal-based event that causes it. For details, see “Choosing How to Resolve Simultaneous Signal Updates” in the user guide documentation.

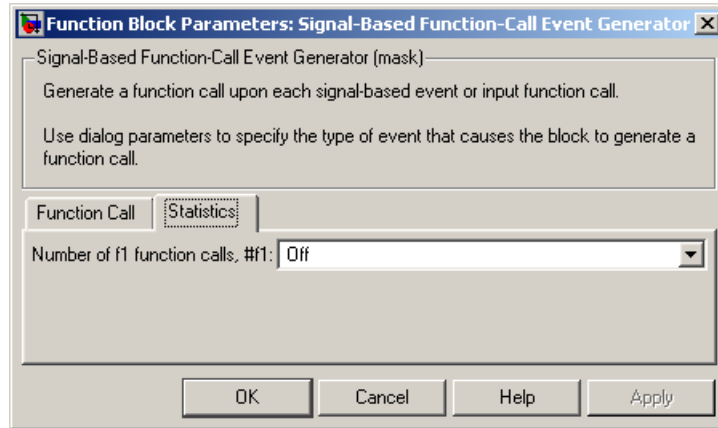
## **Event priority**

The priority of the function-call event, relative to other simultaneous events in the simulation. For details, see “Specifying 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**.

# Signal-Based Function-Call Event Generator

---

## Statistics Tab



### 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

## 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.

# Single Server

---

## 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 <b>Service time from</b> 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 <b>Enable TO port for timed-out entities</b> . 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 When Entity Departs
#d	Number of entities that have departed from this block via the <b>OUT</b> port since the start of the simulation.	After entity departure via the <b>OUT</b> port	4
#n	Number of entities currently in the block, either 0 or 1.	After entity arrival and after entity departure from the <b>OUT</b> port	3
#p	Number of entities that have been preempted from this block since the start of the simulation.	After entity departure from the <b>P</b> 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 <b>OUT</b> port because the subsequent entity input port is unavailable.	After service completion and when entity departure is imminent	1
w	Sample mean of the waiting times in this block for all entities that have departed from the <b>OUT</b> or <b>TO</b> port. An entity's waiting time might exceed its service time if the <b>OUT</b> port is blocked when the entity completes service.	After entity departure from the <b>OUT</b> or <b>TO</b> port	2

# Single Server

Signal Output Ports (Continued)

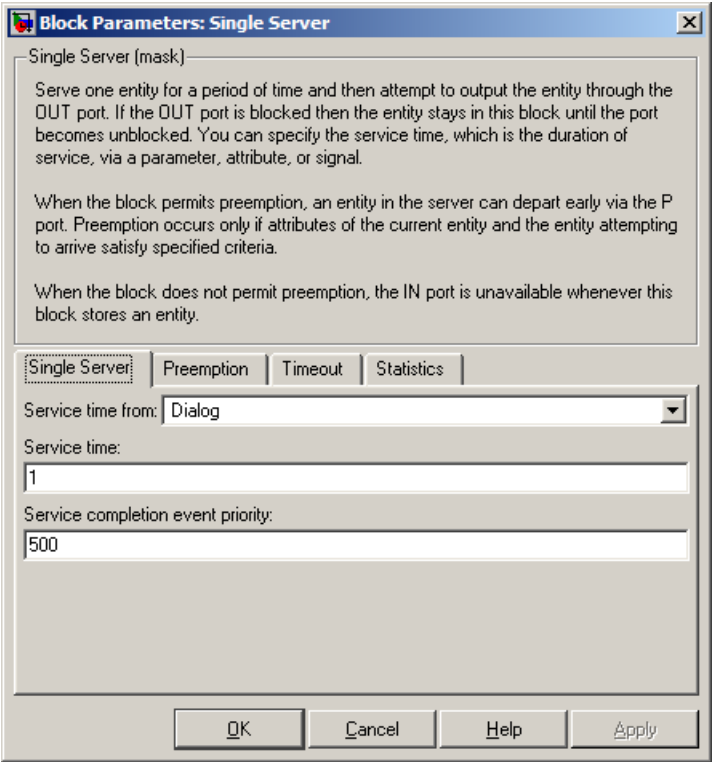
Label	Description	Time of Update When Statistic Is On	Order of Update When Entity Departs
util	Utilization of the server, which is the fraction of simulation time spent storing an entity. At $T=0$ , the utilization is 0 or 1 depending on whether the server contains an entity.	Performance considerations cause the block to suppress signal updates until specific occurrences cause updates. In On mode, updates occur after an entity departure from the <b>OUT</b> port and after an entity arrival. In Upon stop or pause mode, stopping or pausing the simulation causes an update.	2
#to	Number of entities that have timed out from this block since the start of the simulation.	After entity departure via the <b>TO</b> 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

## Single Server Tab



### 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.

# Single Server

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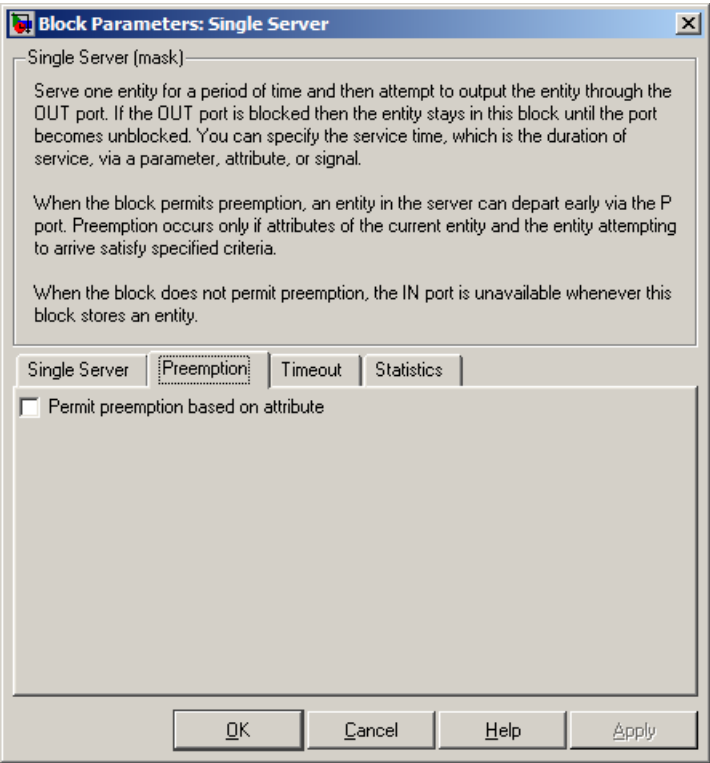
## Attribute name

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**

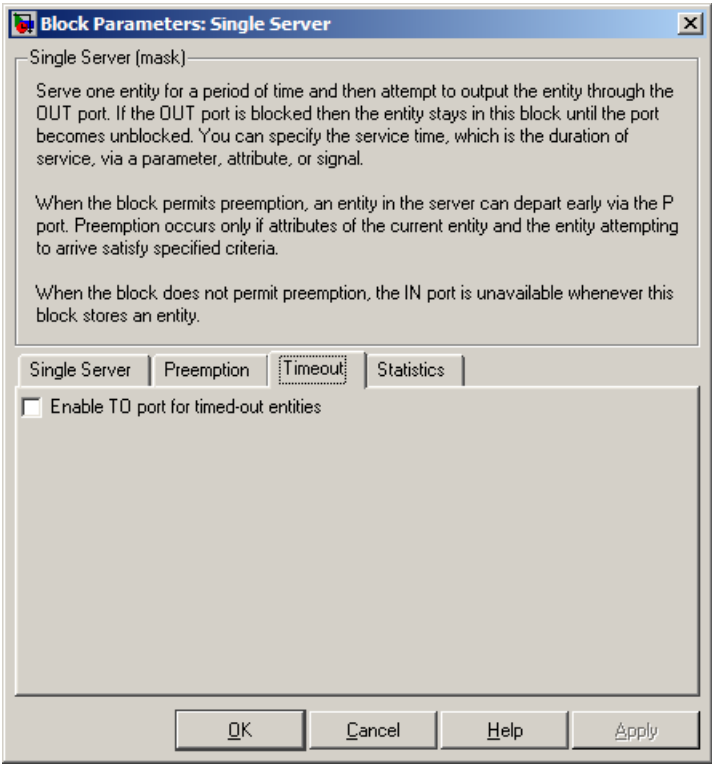
The name of the attribute the block uses when recording the residual service time of entities. This field appears only if you select **Write residual service time to attribute**.

## **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**.

# Single Server

## Timeout Tab

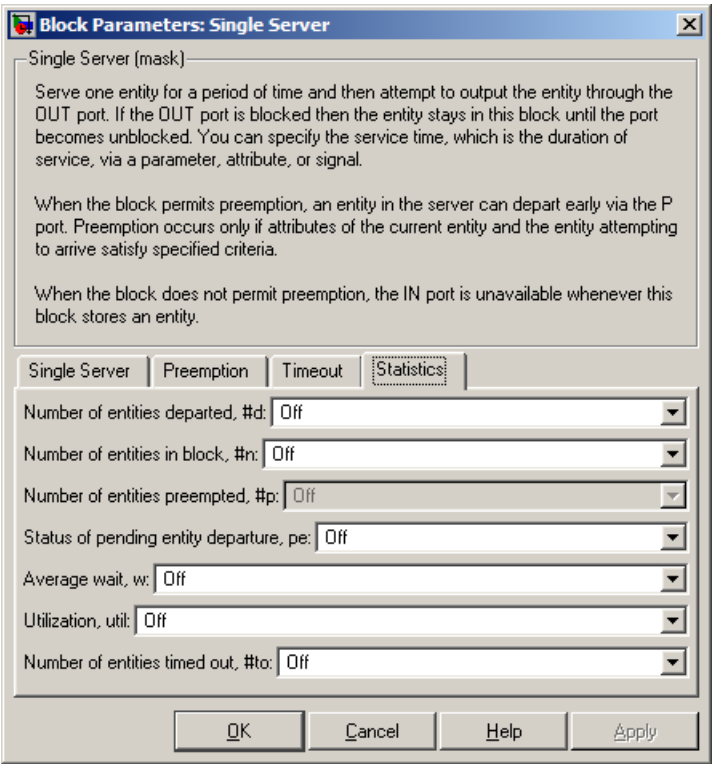


### Enable TO port for timed-out entities

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**.

**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**.

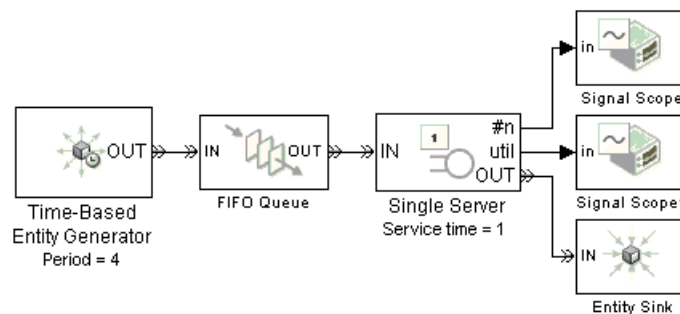
## Examples

- “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



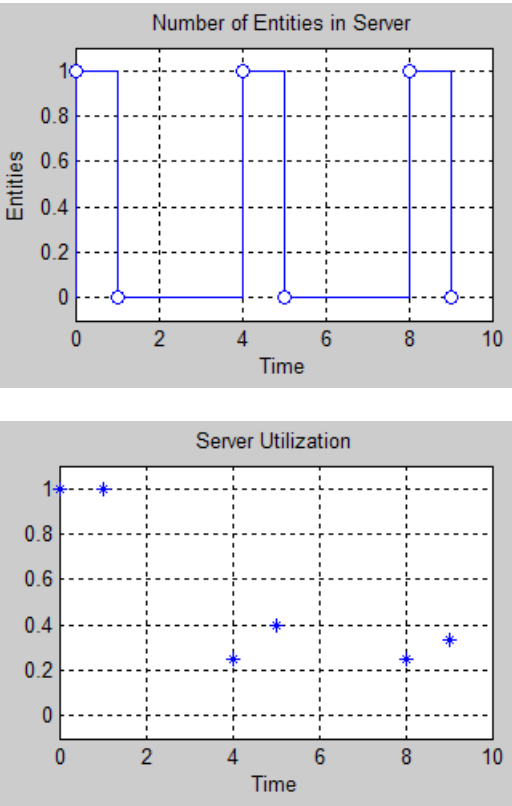
- “Example: Controlling Joint Availability of Two Servers” in the user guide documentation
- “Example: Synchronizing Service Start Times with the Clock” in the user guide documentation

The following example illustrates the timing of updates of the **util** signal, as described in Signal Output Ports on page 3-239.

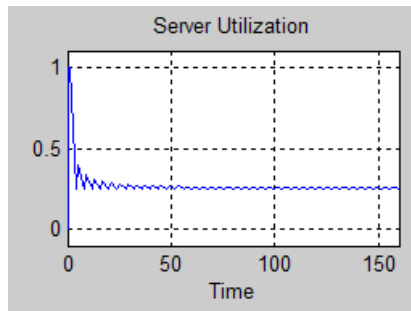


The server has idle periods that reduce its utilization. However, the server block recomputes the **util** signal only when the number of entities in the server changes. While the definition of utilization says that the utilization is less than 1 at time 3, the **util** signal remains at its previous value of 1 until the next entity arrives at time 4.

# Single Server



In a longer simulation, the differences in the value of **util** compared to its theoretical definition become less pronounced.



## See Also

N-Server, Infinite Server

“Basic Queues and Servers” in the getting started documentation

# Start Timer

**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.

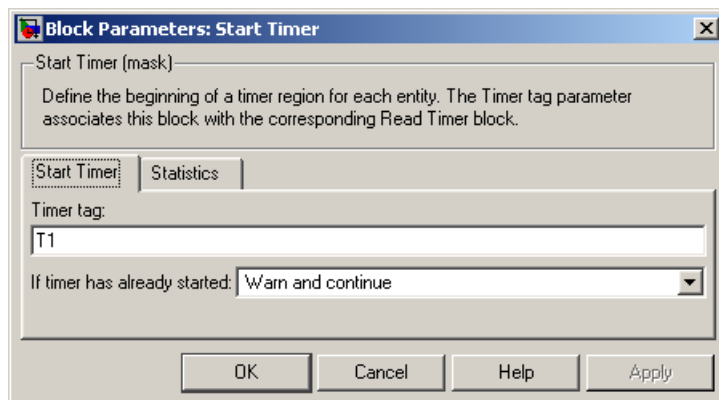
## Signal Output Ports

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.

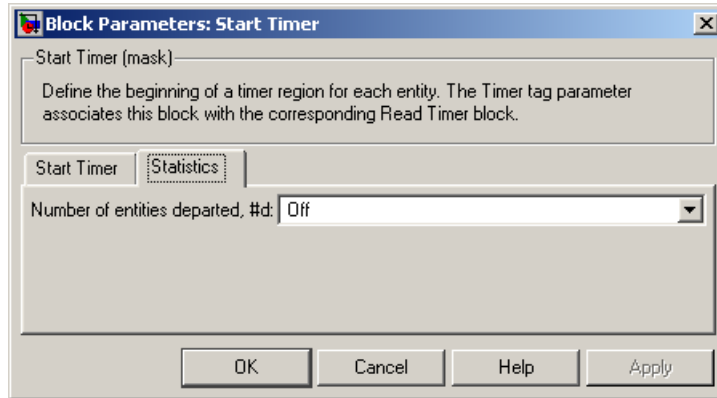
### Statistics Tab

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

# Start Timer

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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

<b>Purpose</b>	Configuration for Discrete Event Subsystem block
<b>Library</b>	SimEvents Ports and Subsystems
<b>Description</b>	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.
<b>See Also</b>	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.



- 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 3-259.

## 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 <b>Generate entity at simulation start</b> , then the block also reads the value of this signal at the start of the simulation. This port appears only if you set <b>Generate entities with</b> 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 <b>OUT</b> port is blocked, and when entity departure is imminent in all cases	1
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	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 type:

Blank

Response when blocked:

Pause generation

Response when unblocked:

Immediate restart

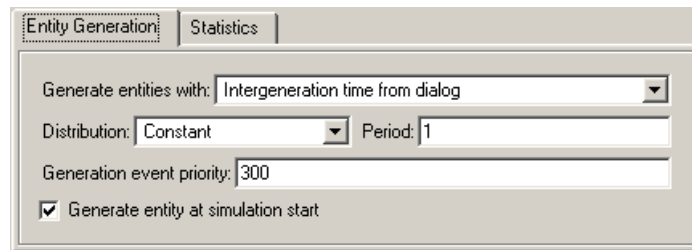
### Entity type

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

## 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 3-254.

## Entity Generation Tab

The image shows a software dialog box titled "Entity Generation" with a "Statistics" tab. Inside the dialog, there are four main settings: "Generate entities with:" is set to "Intergeneration time from dialog" (selected from a dropdown); "Distribution:" is set to "Constant" (selected from a dropdown) with a "Period:" field set to "1"; "Generation event priority:" is set to "300"; and a checkbox labeled "Generate entity at simulation start" is checked.

## 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.

# Time-Based Entity Generator

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## 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.

Entity Generation

Statistics

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**.

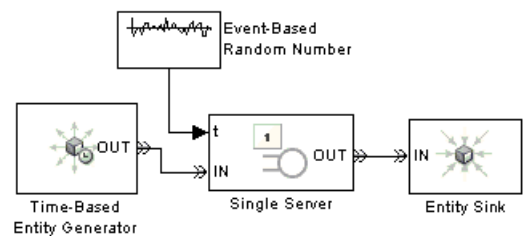
**Examples**

- “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
- “Specifying Generation Times for Entities” 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 <b>OUT</b> 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 $T=2.5+1=3.5$ .

## Immediate Restart (Continued)

Time (s)	Behavior
3.5	Entity generator generates the third entity, and holds it because the <b>OUT</b> 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 <b>OUT</b> 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 $T=3.5+1=4.5$ .

# Time-Based Entity Generator

## Delayed Restart (Continued)

Time (s)	Behavior
4.5	Entity generator generates the third entity, and holds it because the <b>OUT</b> port is blocked.
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



**Purpose** Plot data from two attributes of arriving entities

**Library** SimEvents Sinks

**Description** This block plots a curve using data from two real 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 <b>Enable entity OUT port</b> .

### Signal Output Ports

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

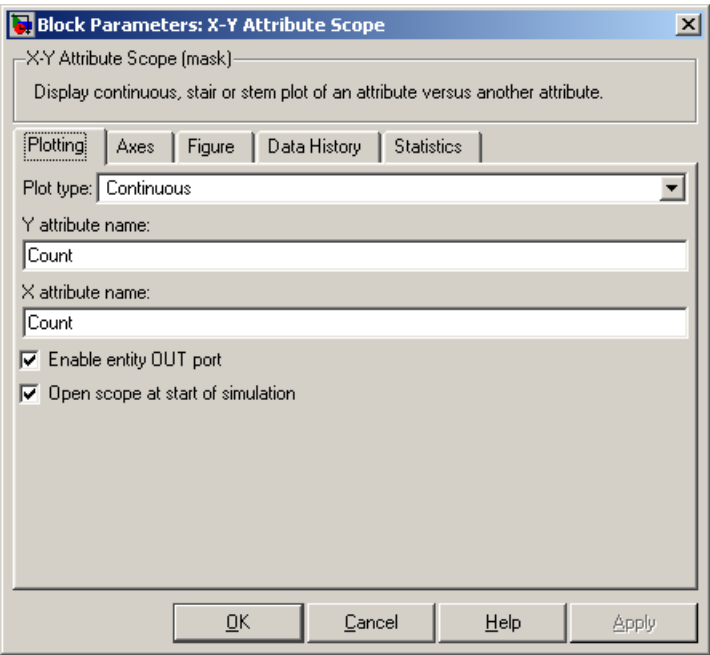
# X-Y Attribute Scope

## Dialog Box

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

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 attribute name

Name of the attribute to plot along the horizontal axis.

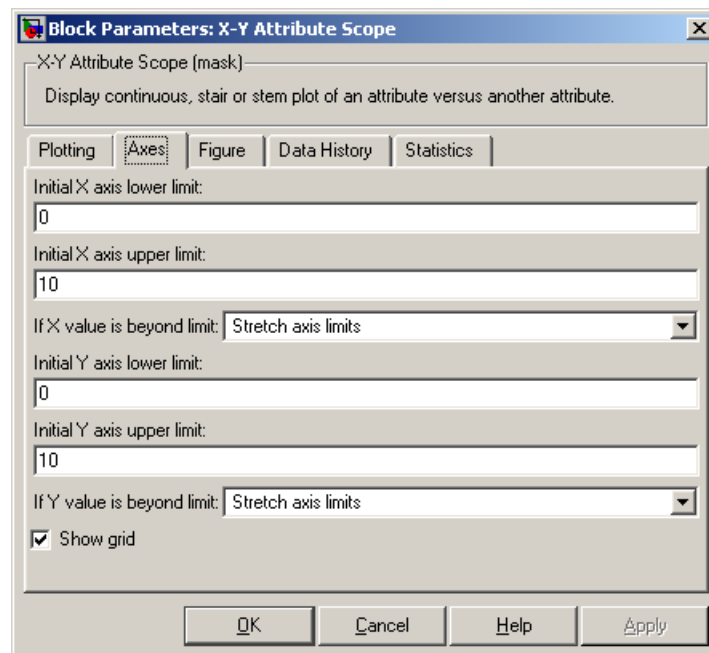
## Enable entity OUT port

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

## X-Y Attribute Scope

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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.

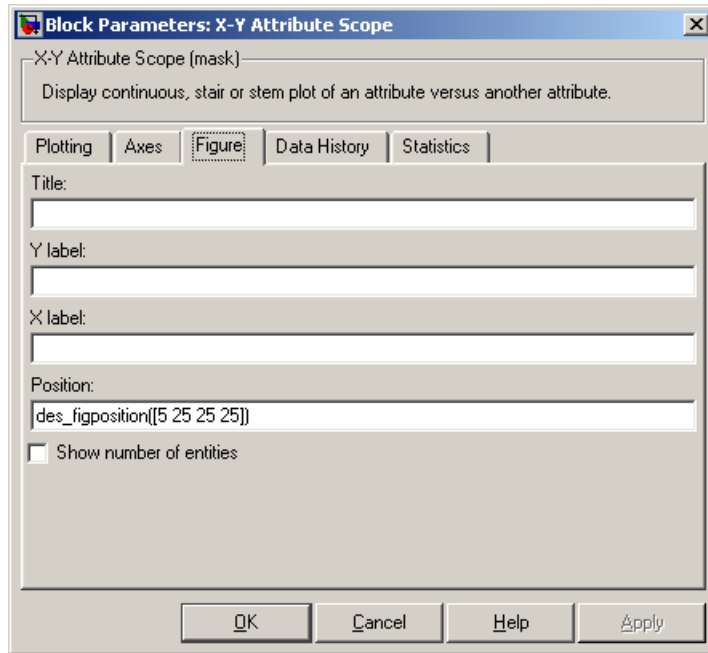
### **If Y value is beyond limit**

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.

**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.

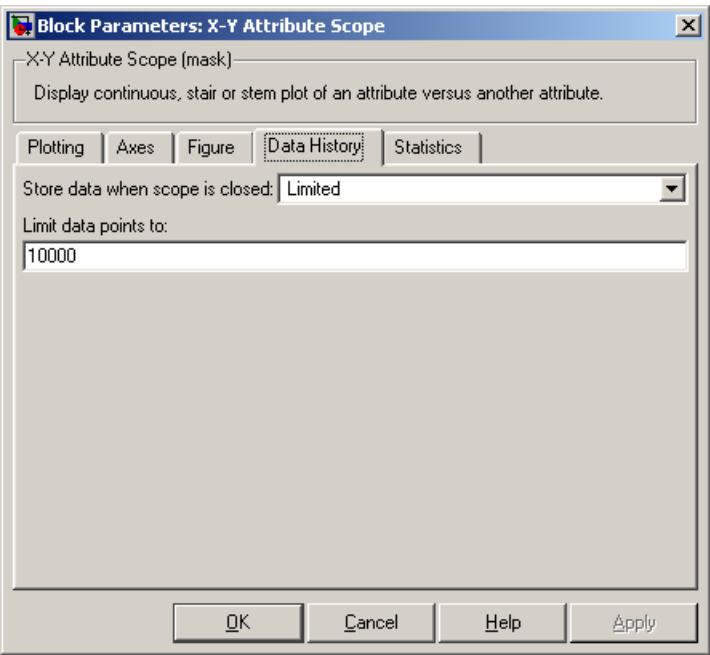
# X-Y Attribute Scope

---

## 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

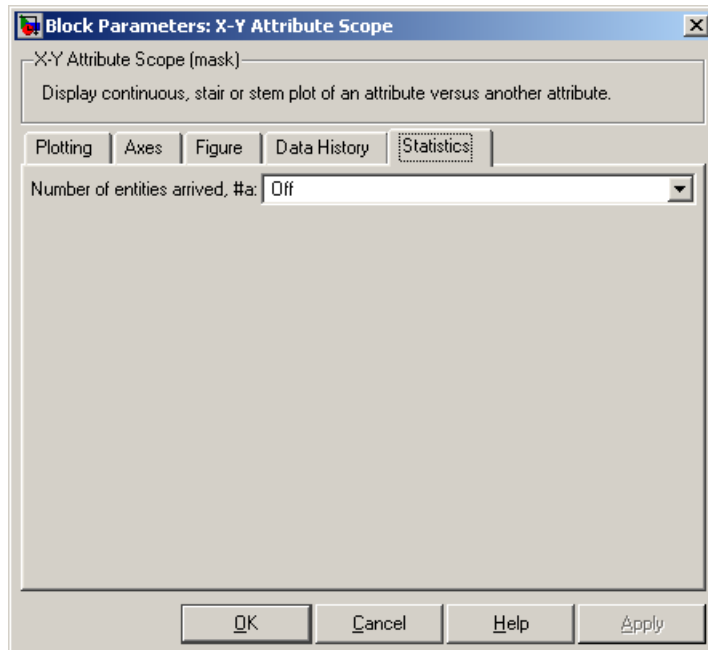
Select Unlimited to have the block cache all data for future viewing, Limited to cache a portion of the most recent data, and Disabled to avoid caching undisplayed data.

## 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.

## 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.

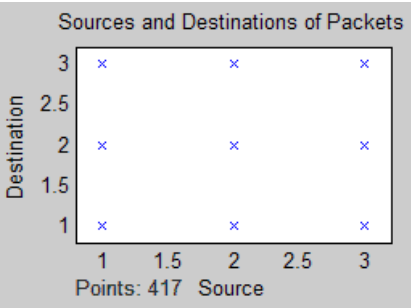
## Examples

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

# X-Y Attribute Scope

---

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



**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.

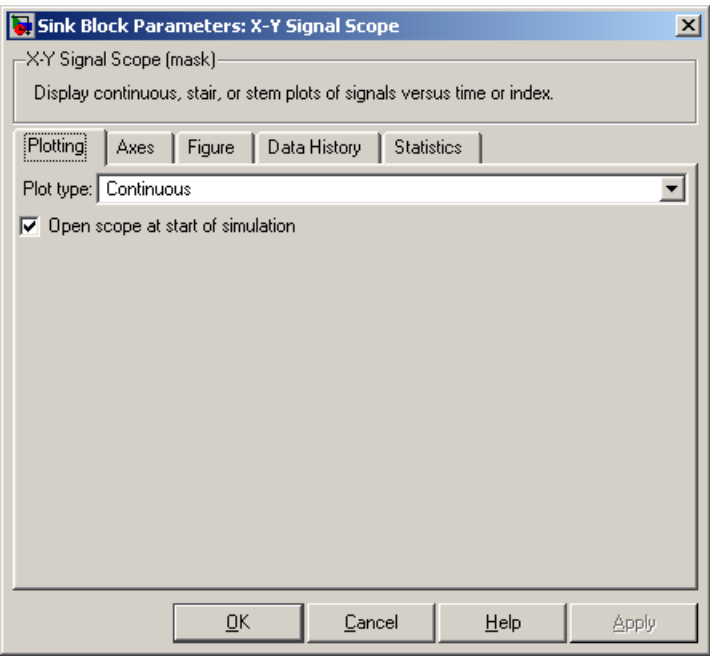
# X-Y Signal Scope

---

## Dialog Box

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

## Plotting Tab



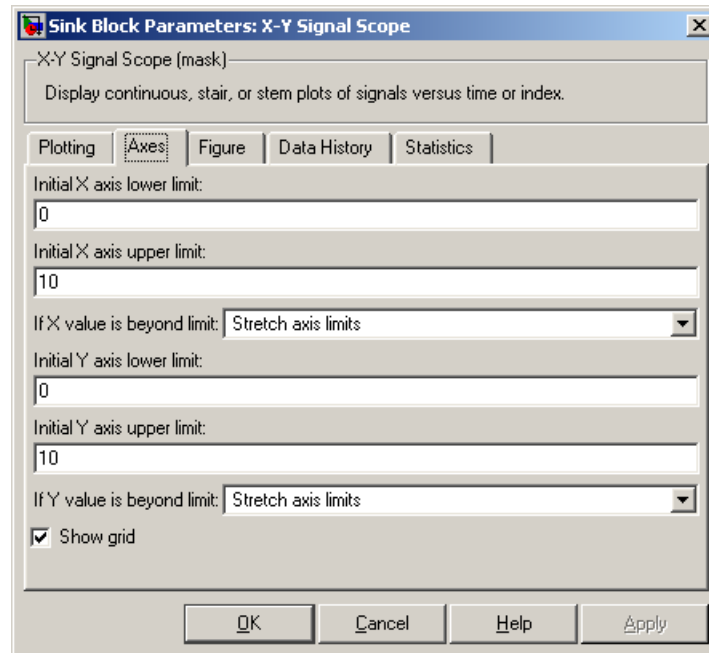
### Plot type

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.

## 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 Signal Scope

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

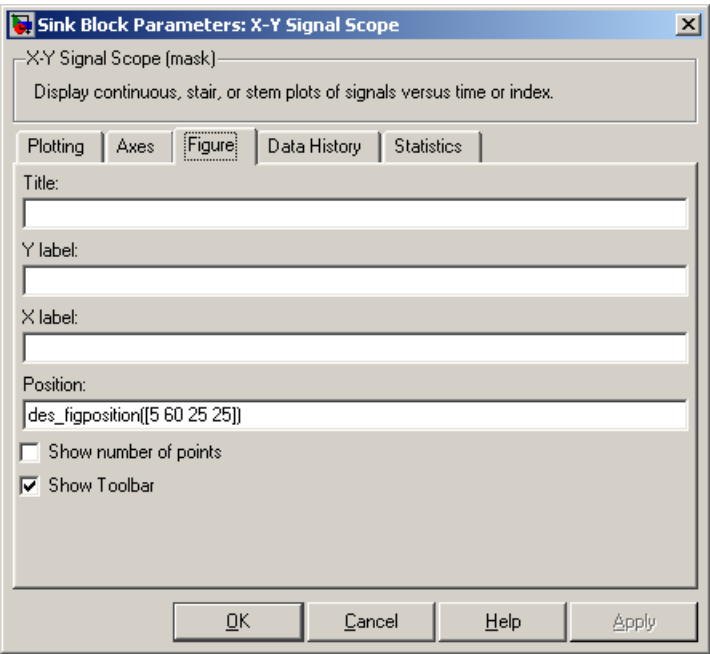
## If Y value is beyond limit

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.

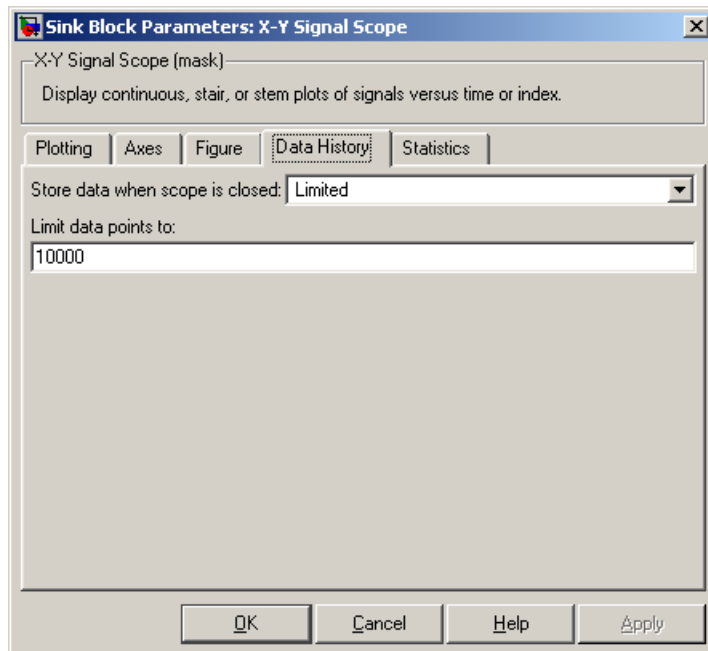
## Position

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 points

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

## Data History Tab



# X-Y Signal Scope

---

### Store data when scope is closed

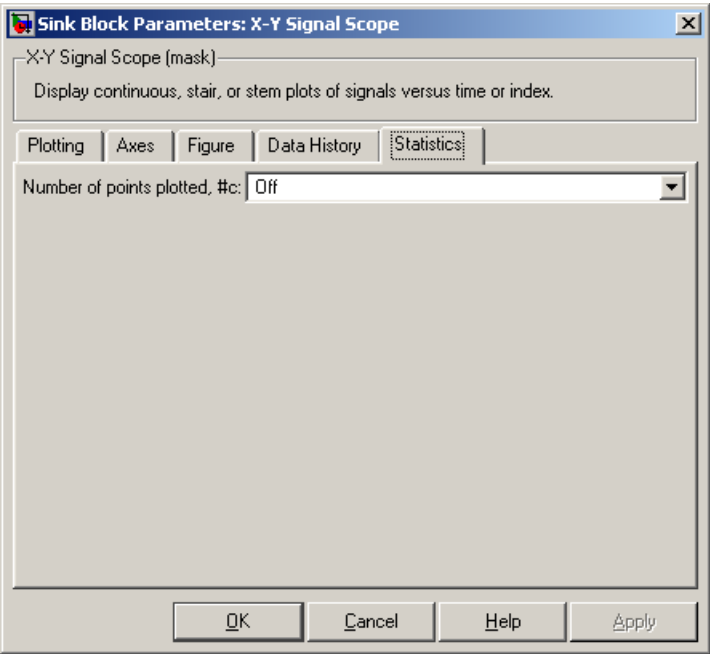
Select **Unlimited** to have the block cache all data for future viewing, **Limited** to cache a portion of the most recent data, and **Disabled** to avoid caching undisplayed data.

### 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.

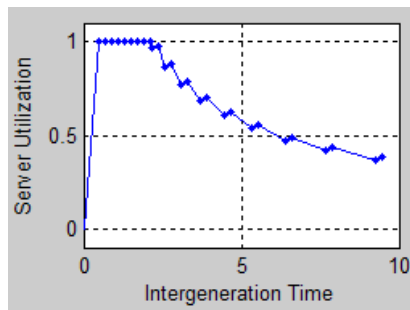
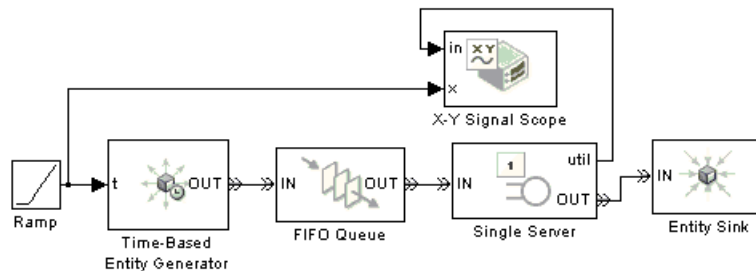


## Number of points plotted

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

# X-Y Signal Scope

---

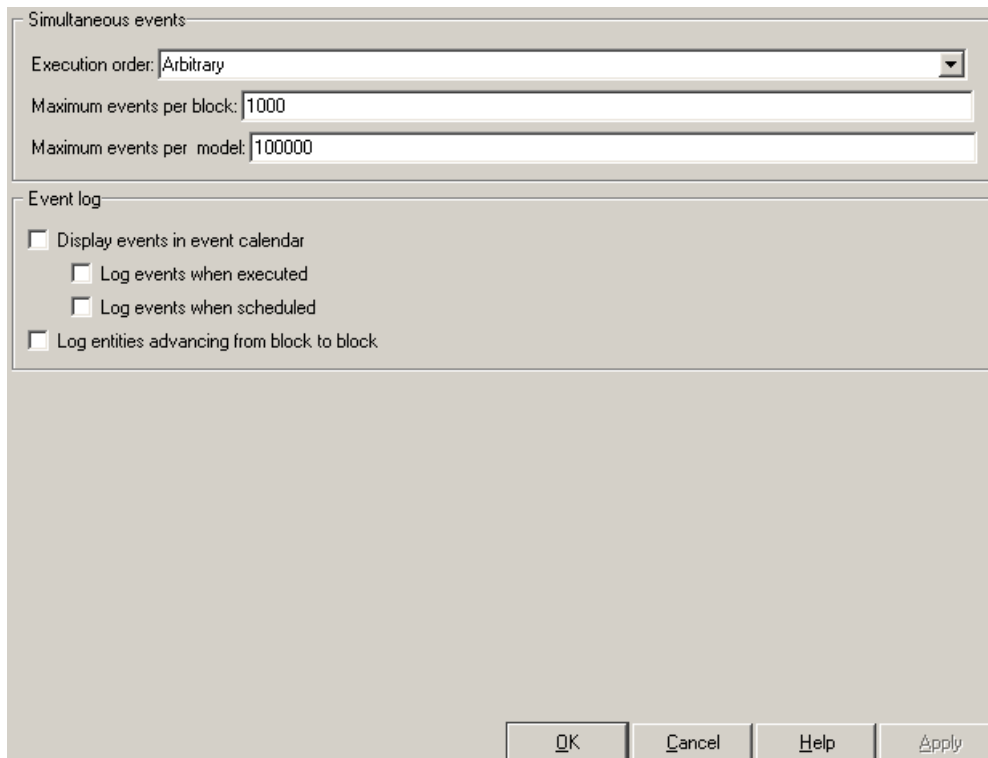


# Configuration Parameters

---

- “SimEvents Pane” on page 4-2
- “SimEvents Diagnostics Pane” on page 4-13

### SimEvents Pane



The SimEvents Pane dialog box is divided into two main sections: "Simultaneous events" and "Event log".

**Simultaneous events**

- Execution order: Arbitrary (dropdown menu)
- Maximum events per block: 1000 (text input)
- Maximum events per model: 100000 (text input)

**Event log**

- ☐ Display events in event calendar
  - ☐ Log events when executed
  - ☐ Log events when scheduled
- ☐ Log entities advancing from block to block

At the bottom right, there are four buttons: OK, Cancel, Help, and Apply.

**In this section...**

“SimEvents Pane Overview” on page 4-4

“Execution order” on page 4-5

“Seed for event randomization” on page 4-6

“Maximum events per block” on page 4-7

“Maximum events per model” on page 4-8

“Display events in event calendar” on page 4-9

“Log events when executed” on page 4-10

“Log events when scheduled” on page 4-11

“Log entities advancing from block to block” on page 4-12

### **SimEvents Pane Overview**

Configure modelwide parameters related to discrete-event simulation and the logging of events and entities.

### **Configuration**

This pane appears only if your model contains a SimEvents block.

## Execution order

Select an algorithm for determining the sequence for processing simultaneous events having equal priorities.

### Settings

**Default:** Arbitrary

#### Arbitrary

Causes the simulation to use an internal algorithm to determine the sequence for processing simultaneous events having equal priorities.

#### Randomized

Causes the simulation to assign equal probability to all possible execution sequences of simultaneous events having equal numerical priorities.

### Tip

The processing sequence might be different from the sequence in which the events were scheduled on the event calendar.

### Dependency

Selecting Randomized enables **Seed for event randomization**.

### Command-Line Information

**Parameter:** propIdentEvents

**Type:** double

**Value:** 0 | 1

**Default:** 0

### See Also

- “Event Sequencing”
- “Procedure for Specifying Equal-Priority Behavior”

### Seed for event randomization

Initialize the random number generator for event processing.

#### Settings

**Default:** 123456789

**Minimum:** 0

**Maximum:** any value less than Inf

This is a number that initializes the random number generator used to determine the sequence for processing simultaneous events having equal priorities.

#### Tips

- For a given value of this parameter, the output of the random number generator is repeatable.
- To avoid unexpected correlations, make the value of this parameter distinct from all other seed parameters in the model (for example, the **Initial seed** parameter in the Event-Based Random Number block).

#### Dependency

This parameter is enabled by **Execution order**.

#### Command-Line Information

**Parameter:** propIdentEventSeed

**Type:** string

**Value:** any valid string

**Default:** '123456789'

#### See Also

“Unexpected Correlation of Random Processes”

## Maximum events per block

Limit the number of entity generation, service completion, subsystem execution, and function-call events that each SimEvents block performs at each fixed time instant.

### Settings

**Default:** 1000

**Minimum:** 2

**Maximum:** any value less than Inf

### Command-Line Information

**Parameter:** propMaxDesBlkSimulEvents

**Type:** string

**Value:**

**Default:** '1000'

### See Also

“Livelock Prevention”

### Maximum events per model

Limit the total number of events scheduled via the event calendar at each fixed time instant.

#### Settings

**Default:** 100000

**Minimum:** 2

**Maximum:** any value less than Inf

#### Command-Line Information

**Parameter:** propMaxDesMdlSimulEvents

**Type:** string

**Value:**

**Default:** '100000'

#### See Also

“Livelock Prevention”



## Display events in event calendar

Display a message and the list of events that are in the event calendar.

### Settings

**Default:** false



True

Displays the list of events in the event calendar each time it schedules, executes, or deletes an event during the simulation. The list, as well as a message indicating the specific change in the event calendar, appears in the MATLAB Command Window.



False

Does not display a list of events.

### Dependencies

This parameter disables **Log events when executed** and **Log events when scheduled**.

### Command-Line Information

**Parameter:** propDisplayEventCalendar

**Type:** logical

**Value:** true | false

**Default:** false

### Recommended Settings

Application	Setting
Debugging	True
Efficiency	False

### See Also

“Logging the List of Events”

## Log events when executed

Display a message to indicate processing of an event in the event calendar.

### Settings

**Default:** false



True

Displays a message each time the application processes an event in the event calendar during the simulation. The information appears in the MATLAB Command Window.



False

Does not display execution information.

### Dependency

This parameter is disabled by **Display events in event calendar**.

### Command-Line Information

**Parameter:** propLogEventsExecuted

**Type:** logical

**Value:** true | false

**Default:** false

### Recommended Settings

Application	Setting
Debugging	True
Efficiency	False

### See Also

“Logging the Processing of Events”

## Log events when scheduled

Display a message to indicate scheduling of an event in the event calendar.

### Settings

**Default:** false



True

Displays a message each time the application schedules an event in the event calendar during the simulation. The information appears in the MATLAB Command Window.



False

Does not display scheduling information.

### Dependency

This parameter is disabled by **Display events in event calendar**.

### Command-Line Information

**Parameter:** propLogEventsScheduled

**Type:** logical

**Value:** true | false

**Default:** false

### Recommended Settings

Application	Setting
Debugging	True
Efficiency	False

### See Also

“Logging the Scheduling of Events”

## Log entities advancing from block to block

Display messages to indicate when entities advance from block to block during the simulation.

### Settings

**Default:** false



True

Displays a message in the MATLAB Command Window each time an entity advances from block to block during the simulation.



False

Does not display information about entities advancing.

### Command-Line Information

**Parameter:** propLogDepartureEvents

**Type:** logical

**Value:** true | false

**Default:** false

### Recommended Settings

Application	Setting
Debugging	True
Efficiency	False

### See Also

“Viewing Entity Locations”

## SimEvents Diagnostics Pane

The screenshot shows the 'Diagnostics' dialog box with two main sections: 'Race conditions' and 'Random number generators'. Each section contains several settings with dropdown menus.

Race conditions	
Attribute output delayed relative to entities:	warning
Response to function call delayed relative to entities:	warning
Statistical output delayed relative to entities:	none
Modification of attribute values used for decision making:	error

Random number generators	
Identical seeds for random number generators:	warning

At the bottom of the dialog are four buttons: OK, Cancel, Help, and Apply.

### In this section...

“Diagnostics Pane Overview” on page 4-14

“Attribute output delayed relative to entities” on page 4-15

“Response to function call delayed relative to entities” on page 4-17

“Statistical output delayed relative to entities” on page 4-19

“Modification of attribute values used for decision making” on page 4-21

“Identical seeds for random number generators” on page 4-23

### **Diagnostics Pane Overview**

Specify what diagnostic action the application should take, if any, when it detects situations that might cause problems or unexpected results in the simulation.

### **Configuration**

This pane appears only if your model contains a SimEvents block.

### **Tips**

- The options are typically to do nothing or to display a warning or an error message.
- A warning does not terminate a simulation, but an error does.

## Attribute output delayed relative to entities

Select the diagnostic action to take if the application detects a situation in which a Get Attribute block updates a signal during entity advancement, but a subsequent block responds to the signal update after the entity has arrived. The event-processing sequence might cause the latter block to process the entity using outdated signal values.

### Settings

**Default:** warning

none

The application does not check for this situation.

warning

When the application detects this situation, it displays a warning.

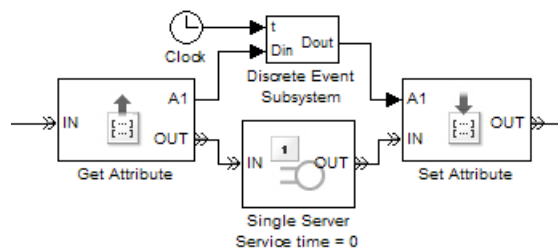
error

When the application detects this situation, it terminates the simulation and displays an error message.

### Tip

A Single Server block whose **Service time** parameter is 0 can address the problem by storing the entity while the latter block responds to the signal update.

### Example of Solution



For details, see “Using Block Diagrams to Manipulate Attributes”.

**Command-Line Information**

**Parameter:** propDiagAttribOutput  
**Type:** double  
**Value:** 0 | 1 | 2  
**Default:** 1

**Recommended Settings**

Application	Setting
Debugging	warning or error
Efficiency	none

**See Also**

- “Unexpected Use of Old Value of Signal”
- Managing Race Conditions demo



## Response to function call delayed relative to entities

Select the diagnostic action to take if the application detects a situation in which a block issues a function call during entity advancement, but subsequent blocks respond to the function call and its consequences after the entity has arrived. The event-processing sequence might cause subsequent blocks to process the entity using outdated values of a signal whose update is a consequence of the function call.

### Settings

**Default:** warning

none

The application does not check for this situation.

warning

When the application detects this situation, it displays a warning.

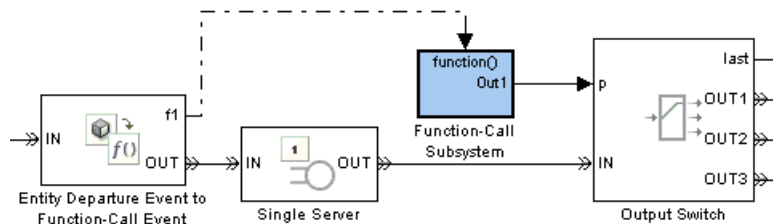
error

When the application detects this situation, it terminates the simulation and displays an error message.

### Tip

A Single Server block whose **Service time** parameter is 0 can address the problem by storing the entity while subsequent blocks respond to the function call and its consequences.

### Example of Solution



For details, see “Example: Using Entity-Based Timing for Choosing a Port”.

**Command-Line Information**

**Parameter:** propDiagFcnCallOutput  
**Type:** double  
**Value:** 0 | 1 | 2  
**Default:** 1

**Recommended Settings**

Application	Setting
Debugging	warning or error
Efficiency	none

**See Also**

“Unexpected Use of Old Value of Signal”

## Statistical output delayed relative to entities

Select the diagnostic action to take if the application detects a situation in which a block updates a statistical output signal during entity advancement, but a subsequent block responds to the signal update after the entity has arrived. The event-processing sequence might cause the latter block to process the entity using outdated signal values.

### Settings

**Default:** warning

none

The application does not check for this situation.

warning

When the application detects this situation, it displays a warning.

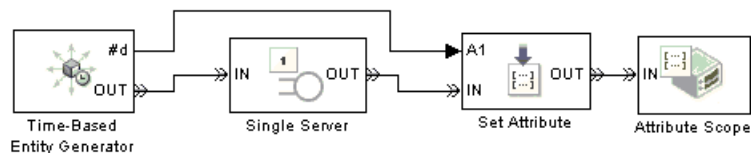
error

When the application detects this situation, it terminates the simulation and displays an error message.

### Tip

A Single Server block whose **Service time** parameter is 0 can address the problem by storing the entity while the latter block responds to the signal update.

### Example of Solution



For details, see “Example: Sequence of Departures and Statistical Updates”.

### Command-Line Information

**Parameter:** propDiagStatOutput

**Type:** double  
**Value:** 0 | 1 | 2  
**Default:** 0

**Recommended Settings**

Application	Setting
Debugging	warning or error
Efficiency	none

**See Also**  
“Unexpected Use of Old Value of Signal”

## Modification of attribute values used for decision making

Select the diagnostic action to take if the application detects certain situations in which a block modifies an attribute that a subsequent block uses to determine its availability. In some of these cases, internal queries among blocks might result in a decision based on information that changes when the entity actually advances.

### Settings

**Default:** warning

none

The application does not check for this situation.

warning

When the application detects this situation, it displays a warning.

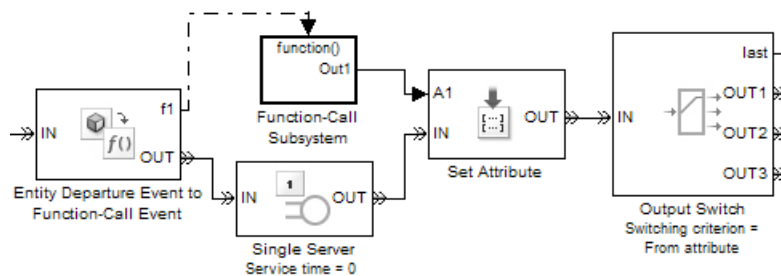
error

When the application detects this situation, it terminates the simulation and displays an error message.

### Tip

A Single Server block whose **Service time** parameter is 0 can address the problem by storing the entity while the latter block responds to the signal update.

### Example of Solution



The model is similar to the one in “Example: Using Entity-Based Timing for Choosing a Port”, but performs switching based on an attribute rather than a signal value.

**Command-Line Information**

**Parameter:** propDiagChangeAttrib  
**Type:** double  
**Value:** 0 | 1 | 2  
**Default:** 2

**Recommended Settings**

Application	Setting
Debugging	warning or error
Efficiency	none

**See Also**

“Querying Whether a Subsequent Block Can Accept an Entity”

## Identical seeds for random number generators

Select the diagnostic action to take if the application detects that multiple random number generators use the same seed value, which might cause correlations among random processes.

### Settings

**Default:** warning

none

The application does not check for this situation.

warning

When the application detects this situation, it displays a warning.

error

When the application detects this situation, it terminates the simulation and displays an error message.

### Tips

- If you set the parameter to warning, the warning message contains hyperlinks labeled “Randomize” and “Randomize All” that can help you address the problem.
- The `se_randomizeseeds` function provides a programmatic way to address the problem.
- Set the parameter to none if duplicate seeds are intentional in your model. For example, the Comparison of Routing Policies demo implements the same random arrival process multiple times, to compare routing policies.

### Command-Line Information

**Parameter:** propRNGIdenticalSeeds

**Type:** double

**Value:** 0 | 1 | 2

**Default:** 1

**Recommended Settings**

Application	Setting
Debugging	warning or error
Efficiency	none

**See Also**

- [Avoiding Identical Seeds for Random Number Generators demo](#)
- [“Unexpected Correlation of Random Processes”](#)
- `se_randomizeseeds`



**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 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 numerical 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  $T+\Delta t$  are considered simultaneous if  $0 \leq \Delta t \leq 128 \cdot \text{eps} \cdot T$ , where  $\text{eps}$  is the floating-point relative accuracy in MATLAB software 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 “Working with Multivalued Signals” in the user guide documentation for details.





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