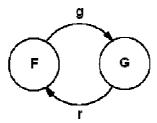


Discrete Event Systems 2013/14





Master of Science in Engineering – University of Siena

About the instructor

Ing. Simone Paoletti

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email: paoletti@dii.unisi.it

web page: http://www3.diism.unisi.it/~paoletti/

office hours: every Wednesday, from 3PM to 5PM

research interests:

- system identification
- robust control of uncertain systems
- · smart grids





About the course (1/2)

- · Students:
 - ✓ MSc Computer and Automation Engineering (1st year)
 - ✓ LM Ingegneria Gestionale (1st year)
 - ✓ others?
- 6 CFU (about 54 hours)
 - √ ~75% lectures and exercises
 - √ ~25% lab tutorials



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About the course (2/2)

Basic background:

- · Dynamical systems
- Probability

Textbook:

C.G. Cassandras, S. Lafortune,

"Introduction to discrete event systems", 2^{nd} ed. Springer, 2008

+ lecture notes available on-line





Exams (1/2)

- · The final exam is both written and oral
 - ✓ admission to the oral exam is subject to a grade ≥18 obtained
 at the written exam
 - ✓ the oral exam should be given within the same session as the
 written exam
- · Two partial written exams during the course
 - ✓ admission to the oral exam is subject to an average grade ≥18 and both grades ≥15
 - ✓ during the winter session of exams, students may improve the grade of <u>one</u> partial written exam



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Exams (2/2)

- The written exams may consist of both:
 - ✓ exercises "on the paper"
 - ✓ exercises with Matlab
- The language for oral exams can be either English or Italian



Course schedule

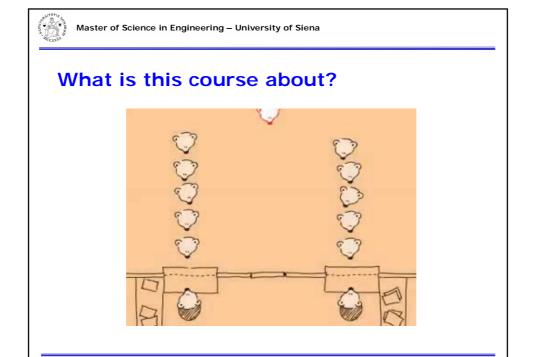
Duration: from October 1 to January 17

- Tuesday from 2PM to 6PM (room 149)
- Thursday from 2PM to 4PM (room 149)

Web-page

General information, lecture notes, exercises, past exams, etc. will be available on the course web page:

http://www3.diism.unisi.it/~paoletti/teaching/sed/1314/index.html





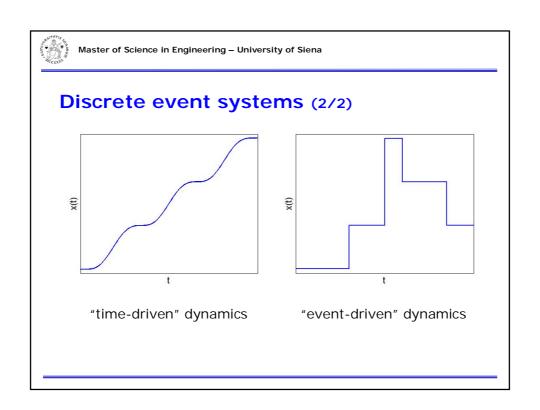
Discrete event systems (1/2)

A *discrete event system* (DES) is a dynamical system characterized by:

- a discrete set **E** of events
- a discrete state space X
- "event-driven" dynamics



the state changes only upon the (typically asynchronous) occurrence of *events*



Examples of discrete event systems (1/3)

- a manufacturing plant with machines, workers, conveyor belts, buffers, etc.
- a bank with different types of customers and services (desks, ATMs, etc.)
- an *airport* with passengers in different states (check-in, security control, gate, boarding, etc.)
- a *computer system* with resources and processes needing access to resources
- a road system with cars, roads, crosses, traffic lights, etc.
- a fast-food restaurant with a staff and different types of customers



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Examples of discrete event systems (2/3)

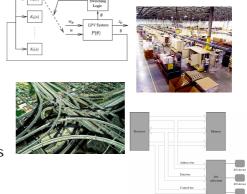
- a *switching control system* where it is possible to switch between different controllers
- an *electronic component* subject to deterioration and failures
- etc.



Examples of discrete event systems (3/3)

Summarizing, discrete event systems can be found in:

- · control systems
- manufacturing systems
- · computer systems
- information networks
- · transportation networks
- · communication networks
- etc.





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Objective

Modelling, simulation and analysis of Discrete Event Systems

Main contents:

- modelling
- probability
- (programming)

Which types of models will be considered?

- Logical models (state automata)
- <u>Timed</u> models (deterministic/stochastic timed automata)
- Markov chains

Main application: queuing theory



Questions?