Modeling and Analysis; Performance Modeling

by Gerrit Muller TNO-ESI, University of South-Eastern Norway] e-mail: gaudisite@gmail.com www.gaudisite.nl

Abstract

Principles and concepts of modeling performance.

Distribution

This article or presentation is written as part of the Gaudí project. The Gaudí project philosophy is to improve by obtaining frequent feedback. Frequent feedback is pursued by an open creation process. This document is published as intermediate or nearly mature version to get feedback. Further distribution is allowed as long as the document remains complete and unchanged.

August 21, 2020 status: preliminary draft version: 0



Empirical versus First Principle Models

Empirical model: a model based on **observations** and **measurements**.

An empirical model *describes* the observations.

An empirical model provides **no understanding.**

First principle model: a model based on **theoretical** principles.

A first principle model **explains** the desired property from first principles from the **laws of physics**.

A first principle model **requires values** for **incoming parameters** to calculate results.







Conceptual = Hybrid of Empirical and First Principle

Conceptual model: a model explaining observations and measurements using a selection of first principles.

A conceptual model is a **hybrid** of empirical and first principle models; **simple** enough to **understand** and to **reason**, **realistic** enough to make **sense**.



version: 0 August 21, 2020 MAPMconceptual



0 th order	main function main parameters	<i>most simple</i> <i>order of magnitude</i> constant velocity t _{top floor} = S _{top floor} / v _{max}
1 st order	add most significant secondary contributions	improved estimation constant acceleration $t_{top floor} = S_{top floor} / v_{max}$ - $a_{max} * t_a^2 / v_{max} + 2 * v_{max} / a_{max}$
2 nd order	add next level of contributions	<i>more accurate, understanding</i> constant jerk t _{top floor} ~= S _{top floor} / v _{max} - a _{max} * t _a ² / v _{max} + 2 * v _{max} / a _{max} + 2 * a _{max} / j _{max}

