

# Modeling and Simulation I

2.17.2024  
Sohun

## 1 Parking Lot Model Experiment

### (1) Experiment overview

There is a building with a parking lot on the first floor that can park a total of six cars, three on each side. The entrance to the parking lot faces the road, and cars can only enter and exit from there. Additionally, the parking lot is divided into left and right sections, so we cannot move left or right within the parking lot. For example, suppose that car ① is parked at the far end on the left side of the parking lot, and car ② is parked at the far end of the parking lot of the left side, closest to the road. When car ① leaves the parking lot, car ② will get in the way, so someone has to move it out of the way. A similar thing also happens when a car enters. When the residents of this building move six cars in and out of this parking lot, is it better to fix the parking lot position? Or is it better to park from the back without fixing the parking lot position? Now which one?

### (2) Experimental result (VB version simulation)

#### 【Experiment day】

February 17, 2024

#### 【PC used】

Lavie NX850/N

#### 【Software used】

Self-made software

『parking model 6』

#### 【Method of operation】

Click the [The dice roll] button, then the [The dice stop] button.

#### ■ To fix the parking lot position on the left side of the screen.

For example, if the die roll is 3 and parking lot ③ is empty, the car will be parked in parking lot ③. If the die roll is 3 and parking lot ③ is not empty, the car will be gotten out from parking lot ③. Click the button ① to ⑥ to move the cars in or out. ① to ⑥ represent the names of both the car and the parking lot.

#### ■ Not to fix the parking lot position on the right side of the screen.

For example, if the die roll is 3, and car ③ is not parked, park car ③ at the back.

If the die roll is 3 and car ③ is parked, take car ③ out of the parking lot. If you click the parking position button, the button display changes in the following order: ① → ② → . . . → ⑤ → ⑥ → blank. For example, ③ represents car ③. A blank space indicates that there are no cars parked in the parking lot. ① to ⑥ represent the names of the cars.

#### ■ If you are unable to enter or leave the parking lot because another car is in the way, click [↑] button and count the number of times you have to move out of the way by 1. Even if you have to move both cars, the number of moves will be counted as one.

#### 【Consideration】

In the first experiment, the number of times the cars were moved was 14 when the location of the parking lot was fixed, and the number of times the cars were moved was 3 when the location of the parking lot was not fixed.

In the second experiment, the number of times the cars were moved was 13 when the location of the parking lot was fixed, and the number of times the cars were moved was 7 when the location of the parking lot was not fixed.

In the third experiment, the number of times the cars were moved was 22 when the location of the parking lot was fixed, and the number of times the cars were moved was 5 when the location of the parking lot was not fixed.

In the fourth experiment, the number of times the cars were moved was 13 when the location of the parking lot was fixed, and the number of times the cars were moved was 10 when the location of the parking lot was not fixed.

Therefore, it is clear that it is better to park from back without fixing the location of the parking lot, rather than specifying and fixing the location of the parking lot.

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## 1 Parking Lot Model Experiment

(2) Experimental result (VB version simulation)

(a) 1st experiment

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Exit	Parking Model Experiment										Help	Init	
Number of times	1	2	3	4	5	6	7	8	9	10			
Dice roll	2	2	6	2	5	2	5	4	2	1			
Number of times	11	12	13	14	15	16	17	18	19	20			
Dice roll	2	2	2	6	6	2	5	2	5	3			
Number of times	21	22	23	24	25	26	27	28	29	30			
Dice roll	3	6	1	4	6	6	4	4	4	3			
Number of times	31	32	33	34	35	36	37	38	39	40			
Dice roll	2	6	3	6	1	5	6	6	5	4			

The dice roll      The dice stop      ⋮

**[When fixing] Number to move**      **[when not fixed] Number to move**

↓ ↑ **14**      ↓ ↑ **3**

Road      Road

Rule: Even if two cars are moved at a time, it is counted as one time.  
Rule: When not fixed, park the car from the back.

(b) 2nd experiment

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Exit	Parking Model Experiment										Help	Init	
Number of times	1	2	3	4	5	6	7	8	9	10			
Dice roll	2	4	1	6	1	3	5	1	2	1			
Number of times	11	12	13	14	15	16	17	18	19	20			
Dice roll	5	3	4	3	1	4	1	4	5	1			
Number of times	21	22	23	24	25	26	27	28	29	30			
Dice roll	3	4	4	1	3	5	2	5	2	1			
Number of times	31	32	33	34	35	36	37	38	39	40			
Dice roll	3	4	4	2	6	2	3	3	2	6			

The dice roll      The dice stop      ⋮

**[When fixing] Number to move**      **[when not fixed] Number to move**

↓ ↑ **13**      ↓ ↑ **7**

Road      Road

Rule: Even if two cars are moved at a time, it is counted as one time.  
Rule: When not fixed, park the car from the back.

# Modeling and Simulation I

2.17.2024  
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## 1 Parking Lot Model Experiment

(2) Experimental result (VB version simulation)

(c) 3rd experiment

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Exit	Parking Model Experiment										Help	Init
Number of times	1	2	3	4	5	6	7	8	9	10		
Dice roll	1	2	2	3	5	4	6	2	6	5		
Number of times	11	12	13	14	15	16	17	18	19	20		
Dice roll	3	6	2	5	4	3	1	6	6	5		
Number of times	21	22	23	24	25	26	27	28	29	30		
Dice roll	1	3	5	3	3	5	4	4	3	3		
Number of times	31	32	33	34	35	36	37	38	39	40		
Dice roll	6	2	6	4	6	2	5	4	2	3		

The dice roll      The dice stop

**[When fixing]** Number to move

↓ ↑ 22

Road

**[when not fixed]** Number to move

↓ ↑ 5

Road

Rule: Even if two cars are moved at a time, it is counted as one time.  
Rule: When not fixed, park the car from the back.

(d) 4th experiment

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Exit	Parking Model Experiment										Help	Init
Number of times	1	2	3	4	5	6	7	8	9	10		
Dice roll	2	5	6	1	1	2	3	2	3	3		
Number of times	11	12	13	14	15	16	17	18	19	20		
Dice roll	3	1	3	1	5	2	3	5	4	5		
Number of times	21	22	23	24	25	26	27	28	29	30		
Dice roll	3	5	1	5	2	3	4	5	6	3		
Number of times	31	32	33	34	35	36	37	38	39	40		
Dice roll	3	2	1	2	5	1	1	1	3	5		

The dice roll      The dice stop

**[When fixing]** Number to move

↓ ↑ 13

Road

**[when not fixed]** Number to move

↓ ↑ 10

Road

Rule: Even if two cars are moved at a time, it is counted as one time.  
Rule: When not fixed, park the car from the back.

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## 2 Experiment 1 of Preparing Change

### (1) Experiment overview

Do you ever serve as the secretary of a class meeting , etc. ?

Think about it as if you were the secretary.

Let's assume that the number of participants in the class meeting is 35 and the membership fee is 3,500 yen.

Let's also assume that there are only two types of participants : those who need change for four 1,000 yen bills , and those who don't need change for three 1,000 yen bills and one 500 yen coin.

Membership fees will be collected from those who arrive at the venue , and those who need change will be given 500 yen in change on the spot.

However , based on experience , the ratio of people who need change and people who don't need change is 50/50.

Now , as the secretary , how many 500 yen coins should you have on hand for changes ?

### (2) Experimental result (VB version simulation)

#### 【Experiment day】

February 20 . 2024

#### 【PC used】

Lavie NX850/N

#### 【Software used】

Self-made software

『preparing change 16』

#### 【Concept of experiment】

The ratio of people who need change and people who don't need change is 50/50 , so if you toss a coin , if it comes up heads , you think that someone who don't need change has arrived , and if it comes up tails , you think that someone who need change has arrived.

In other words , if a head rolls up , 3,000 yen and a 500 yen coin will be paid , so the secretary will have one more 500 yen coin in hand.

Also , if tails come up , 4,000 yen will be paid , so change will be required , and the secretary will have one less 500 yen coin.

#### 【Method of operation】

[Auto Start] : Click the button to start the experiment.

[Auto Stop] : Click the button to stop the experiment.

[Init] : Click the button to clear the list and restart the experiment from the beginning.

#### 【Consideration】

In the first experiment , the minimum value up to 35 times was -1 , so when there were 35 participants , one 500 yen coin was needed as change.

In the second experiment , the minimum value up to 35 times was -9 , so when there were 35 participants , nine 500 yen coins were needed as change.

In the third experiment , the minimum value up to 35 times was -7 , so when there were 35 participants , seven 500 yen coins were needed as change.

In the fourth experiment , the minimum value up to 35 times was 0 , so when there were 35 participants , there was no need for 500 yen coins as change.

Therefore , it turns out that for a class meeting with 35 participants , it is sufficient to prepare nine 500 yen coins for change.



# Modeling and Simulation I

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## 2 Experiment 1 of Preparing Change

(2) Experimental result (VB version simulation)

(a) 1st experiment

Experiment of preparing change 1 (Simulation with coin toss) Copyright (C) Sohun 8.2022

Exit		Experiment of preparing change (part 1)															Help		Init
Number of times	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
Front or Back	表	表	表	表	裏	表	裏	表	裏	裏	裏	裏	表	裏	裏	表	表		
Number of change	1	2	3	4	3	4	3	4	3	2	1	0	1	0	-1	0	1		
Number of times	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34		
Front or Back	裏	裏	表	裏	表	表	表	裏	表	裏	表	裏	表	表	表	表	裏		
Number of change	0	-1	0	-1	0	1	2	1	2	1	2	1	2	3	4	5	4		
Number of times	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51		
Front or Back	表	表	表	表	裏	表	裏	裏	裏	表	裏	裏	表	表	裏	表	裏		
Number of change	5	6	7	8	7	8	7	6	5	6	5	4	5	6	5	6	5		
Number of times	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68		
Front or Back	裏	表	裏	表	裏	裏	表	裏	表	表	表	表	表	表	表	表	裏		
Number of change	4	5	4	5	4	3	4	3	4	5	6	7	8	9	10	11	10		
Number of times	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85		
Front or Back	裏	裏	表	裏	裏	裏	表	表	裏	裏	裏	裏	裏	表	表	裏	裏		
Number of change	9	8	9	8	7	6	7	8	7	6	5	4	3	4	5	4	3		
Number of times	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100				
Front or Back	表	表	裏	表	裏	表	表	表	表	表	表	裏	裏	表					
Number of change	4	5	4	5	4	5	6	7	8	9	10	11	10	9	10				

AutoStop    AutoStart    表

(b) 2nd experiment

Experiment of preparing change 1 (Simulation with coin toss) Copyright (C) Sohun 8.2022

Exit		Experiment of preparing change (part 1)															Help		Init
Number of times	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
Front or Back	裏	表	表	表	裏	裏	裏	裏	裏	表	裏	裏	裏	表	裏	表	裏		
Number of change	-1	0	1	2	1	0	-1	-2	-3	-2	-3	-4	-5	-4	-5	-4	-5		
Number of times	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34		
Front or Back	裏	表	表	裏	裏	表	裏	裏	裏	裏	表	表	裏	裏	表	表	裏		
Number of change	-6	-5	-4	-5	-6	-5	-6	-7	-8	-9	-8	-7	-8	-9	-8	-7	-8		
Number of times	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51		
Front or Back	裏	表	裏	表	表	表	裏	表	表	裏	裏	裏	裏	表	表	表	裏		
Number of change	-9	-8	-9	-8	-7	-6	-7	-6	-5	-6	-7	-8	-9	-8	-7	-6	-7		
Number of times	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68		
Front or Back	裏	表	裏	裏	裏	表	裏	裏	表	表	裏	表	表	裏	裏	裏	裏		
Number of change	-8	-7	-8	-9	-10	-9	-10	-11	-10	-9	-10	-9	-8	-9	-10	-11	-12		
Number of times	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85		
Front or Back	表	裏	裏	裏	表	表	表	裏	裏	表	裏	裏	表	表	表	裏	表		
Number of change	-11	-12	-13	-14	-13	-12	-11	-12	-13	-12	-13	-14	-13	-12	-11	-12	-11		
Number of times	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100				
Front or Back	表	裏	裏	表	裏	裏	裏	裏	裏	表	裏	裏	表	表	裏				
Number of change	-10	-11	-12	-11	-12	-13	-14	-15	-16	-15	-14	-15	-14	-13	-14				

AutoStop    AutoStart    裏



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## 3 Experiment 2 of Preparing Change

### (1) Experiment overview

Do you ever serve as the secretary of a class meeting , etc. ?

Think about it as if you were the secretary.

Let's assume that the number of participants in the class meeting is 35 and the membership fee is 3,500 yen.

Let's also assume that there are only two types of participants : those who need change for four 1,000 yen bills , and those who don't need change for three 1,000 yen bills and one 500 yen coin.

Membership fees will be collected from those who arrive at the venue , and those who need change will be given 500 yen in change on the spot.

However , based on experience , the ratio of people who need change and people who don't need change is 50/50.

Now , as the secretary , how many 500 yen coins should you have on hand for changes ?

### (2) Experimental result (VB version simulation)

#### 【Experiment day】

February 21 . 2024

#### 【PC used】

Lavie NX850/N

#### 【Software used】

Self-made software

『preparing change 26』

#### 【Concept of experiment】

The ratio of people who need change and people who don't need change is 50/50 , so if you toss a coin , if it comes up heads , you think that someone who don't need change has arrived , and if it comes up tails , you think that someone who need change has arrived.

In other words , if a head rolls up , 3,000 yen and a 500 yen coin will be paid , so the secretary will have one more 500 yen coin in hand.

Also , if tails come up , 4,000 yen will be paid , so change will be required , and the secretary will have one less 500 yen coin.

#### 【Method of operation】

By specifying the number of customers (the number of participants in the class meeting) and the number of experiments , the relationship between the number of missing coins (the number of 500 yen coins prepared by the secretary) and the number of experiments is displayed in a frequency distribution table.

In the windows for setting the number of customers and the number of experiments , enter an integer and click the [OK] button.

[Experiment Start] : Click the button to display the frequency distribution table.

[Init] : Click the button to clear the frequency distribution table and start the experiment again from the beginning.

#### 【Consideration】

The first experiment was conducted 10 times with 35 participants , and the maximum number of 500 yen coins missing was 14 , and the average number of 500 yen coins missing was 3.1.

The second experiment was conducted 100 times with 35 participants , and the maximum number of 500 yen coins missing was 15 , and the average number of 500 yen coins missing was 4.6.

The third experiment was conducted 1,000 times with 35 participants , and the maximum number of 500 yen coins missing was 16 , and the average number of 500 yen coins missing was 4.2.

The fourth experiment was conducted 10,000 times with 35 participants , and the maximum number of 500 yen coins missing was 19 , and the average number of 500 yen coins missing was 4.1.

Therefore , if you have nineteen 500 yen coins in change for a class meeting with 35 participants , you will never run out.



# Modeling and Simulation I

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## 3 Experiment 2 of Preparing Change

(2) Experimental result (VB version simulation)

(a) 1st experiment

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Exit	Experiment of preparing change (Part 2)									Help	Init			
Shortage	~ -57	-57	-56	-55	-54	-53	-52	-51	-50					
Frequency	0	0	0	0	0	0	0	0	0	0				
Shortage	-49	-48	-47	-46	-45	-44	-43	-42	-41					
Frequency	0	0	0	0	0	0	0	0	0	0				
Shortage	-40	-39	-38	-37	-36	-35	-34	-33	-32					
Frequency	0	0	0	0	0	0	0	0	0	0				
Shortage	-31	-30	-29	-28	-27	-26	-25	-24	-23					
Frequency	0	0	0	0	0	0	0	0	0	0				
Shortage	-22	-21	-20	-19	-18	-17	-16	-15	-14					
Frequency	0	0	0	0	0	0	0	0	0	1				
Shortage	-13	-12	-11	-10	-9	-8	-7	-6	-5					
Frequency	0	0	0	0	0	0	0	0	0	1				
Shortage	-4	-3	-2	-1	0	1	2	3	3 ~					
Frequency	1	1	2	2	1	1	0	0	0					
Number of guests		35									Average of shortage		-3.1	Experiment Start
Number of experiments		10												

(b) 2nd experiment

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Exit	Experiment of preparing change (Part 2)									Help	Init			
Shortage	~ -57	-57	-56	-55	-54	-53	-52	-51	-50					
Frequency	0	0	0	0	0	0	0	0	0	0				
Shortage	-49	-48	-47	-46	-45	-44	-43	-42	-41					
Frequency	0	0	0	0	0	0	0	0	0	0				
Shortage	-40	-39	-38	-37	-36	-35	-34	-33	-32					
Frequency	0	0	0	0	0	0	0	0	0	0				
Shortage	-31	-30	-29	-28	-27	-26	-25	-24	-23					
Frequency	0	0	0	0	0	0	0	0	0	0				
Shortage	-22	-21	-20	-19	-18	-17	-16	-15	-14					
Frequency	0	0	0	0	0	0	0	1	0					
Shortage	-13	-12	-11	-10	-9	-8	-7	-6	-5					
Frequency	1	0	3	5	8	4	13	9	6					
Shortage	-4	-3	-2	-1	0	1	2	3	3 ~					
Frequency	8	5	11	10	9	7	0	0	0					
Number of guests		35									Average of shortage		-4.6	Experiment Start
Number of experiments		100												



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## 3 Experiment 2 of Preparing Change

(2) Experimental result (VB version simulation)

(c) 3rd experiment

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Exit	Experiment of preparing change (Part 2)									Help	Init			
Shortage	~ -57	-57	-56	-55	-54	-53	-52	-51	-50					
Frequency	0	0	0	0	0	0	0	0	0					
Shortage	-49	-48	-47	-46	-45	-44	-43	-42	-41					
Frequency	0	0	0	0	0	0	0	0	0					
Shortage	-40	-39	-38	-37	-36	-35	-34	-33	-32					
Frequency	0	0	0	0	0	0	0	0	0					
Shortage	-31	-30	-29	-28	-27	-26	-25	-24	-23					
Frequency	0	0	0	0	0	0	0	0	0					
Shortage	-22	-21	-20	-19	-18	-17	-16	-15	-14					
Frequency	0	0	0	0	0	0	3	8	0					
Shortage	-13	-12	-11	-10	-9	-8	-7	-6	-5					
Frequency	16	11	40	28	60	43	39	46	94					
Shortage	-4	-3	-2	-1	0	1	2	3	3 ~					
Frequency	86	111	126	148	83	58	0	0	0					
Number of guests		35									Average of shortage		-4.2	Experiment Start
Number of experiments		1000												

(d) 4th experiment

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Exit	Experiment of preparing change (Part 2)									Help	Init			
Shortage	~ -57	-57	-56	-55	-54	-53	-52	-51	-50					
Frequency	0	0	0	0	0	0	0	0	0					
Shortage	-49	-48	-47	-46	-45	-44	-43	-42	-41					
Frequency	0	0	0	0	0	0	0	0	0					
Shortage	-40	-39	-38	-37	-36	-35	-34	-33	-32					
Frequency	0	0	0	0	0	0	0	0	0					
Shortage	-31	-30	-29	-28	-27	-26	-25	-24	-23					
Frequency	0	0	0	0	0	0	0	0	0					
Shortage	-22	-21	-20	-19	-18	-17	-16	-15	-14					
Frequency	0	0	0	21	0	34	17	1	23					
Shortage	-13	-12	-11	-10	-9	-8	-7	-6	-5					
Frequency	117	139	211	167	385	430	667	737	922					
Shortage	-4	-3	-2	-1	0	1	2	3	3 ~					
Frequency	1102	1400	1265	1272	513	577	0	0	0					
Number of guests		35									Average of shortage		-4.1	Experiment Start
Number of experiments		10000												

# Modeling and Simulation I

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## 4 Experiment 3 of Preparing Change

### (1) Experiment overview

Do you ever serve as the secretary of a class meeting , etc. ?

Think about it as if you were the secretary.

Let's assume that the number of participants in the class meeting is 35 and the membership fee is 3,500 yen.

Let's also assume that there are only two types of participants : those who need change for four 1,000 yen bills , and those who don't need change for three 1,000 yen bills and one 500 yen coin.

Membership fees will be collected from those who arrive at the venue , and those who need change will be given 500 yen in change on the spot.

However , based on experience , the ratio of people who need change and people who don't need change is 50/50.

Now , as the secretary , how many 500 yen coins should you have on hand for changes ?

### (2) Experimental result (VB version simulation)

#### 【Experiment day】

February 21 . 2024

#### 【PC used】

Lavie NX850/N

#### 【Software used】

Self-made software

『preparing change 36』

#### 【Concept of experiment】

The ratio of people who need change and people who don't need change is 50/50 , so if you toss a coin , if it comes up heads , you think that someone who don't need change has arrived , and if it comes up tails , you think that someone who need change has arrived.

In other words , if a head rolls up , 3,000 yen and a 500 yen coin will be paid , so the secretary will have one more 500 yen coin in hand.

Also , if tails come up , 4,000 yen will be paid , so change will be required , and the secretary will have one less 500 yen coin.

#### 【Method of operation】

By specifying the number of customers (the number of participants in the class meeting) and the number of experiments , the relationship between the number of missing coins (the number of 500 yen coins prepared by the secretary) and the number of experiments is displayed in a frequency distribution graph.

In the windows for setting the number of customers and the number of experiments , enter an integer and click the [OK] button.

[Start] : Click the button to display the frequency distribution graph.

[Init] : Click the button to clear the frequency distribution graph and start the experiment again from the beginning.

#### 【Consideration】

The first experiment was conducted 100 times with 35 participants , and the maximum number of 500 yen coins missing was less 15 , and the the average number of 500 yen coins missing was 4.9.

The second experiment was conducted 500 times with 35 participants , and the maximum number of 500 yen coins missing was less 15 , and the the average number of 500 yen coins missing was 4.1.

The third experiment was conducted 750 times with 35 participants , and the maximum number of 500 yen coins missing was less 18 , and the the average number of 500 yen coins missing was 4.2.

The fourth experiment was conducted 1000 times with 35 participants , and the maximum number of 500 yen coins missing was less 18 , and the the average number of 500 yen coins missing was 4.2.

Therefore , if you have eighteen 500 yen coins in changes for a class meeting with 35 participants , you will never run out.

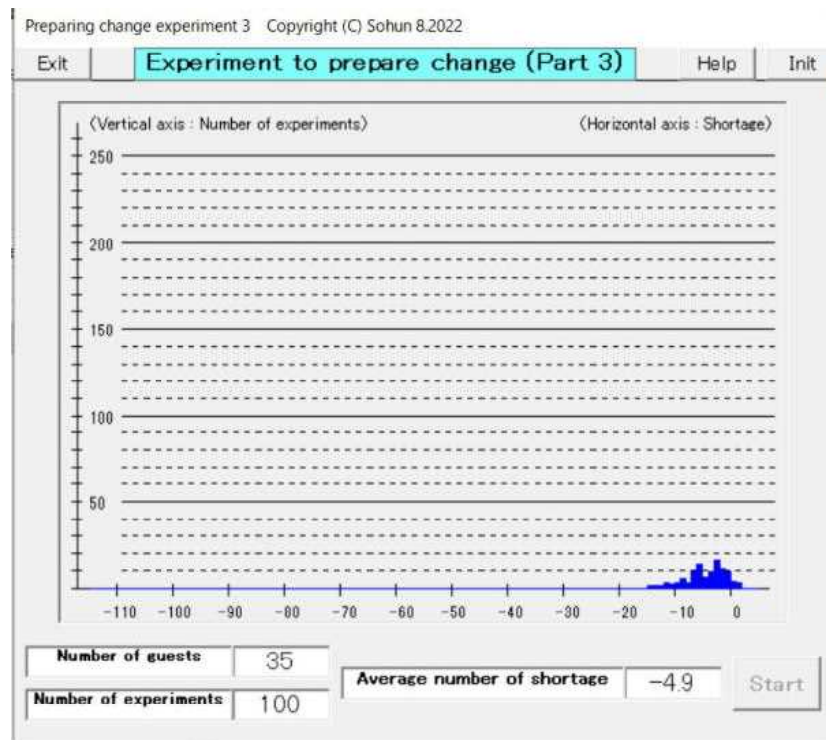
# Modeling and Simulation I

2.21.2024  
Sohun

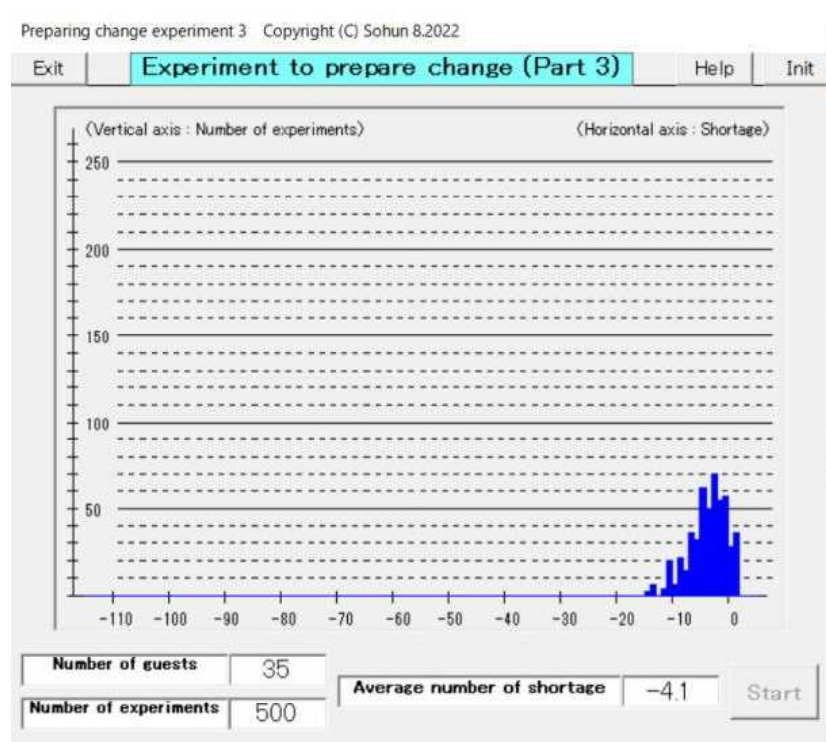
## 4 Experiment 3 of Preparing Change

(2) Experimental result (VB version simulation)

(a) 1st experiment



(b) 2nd experiment



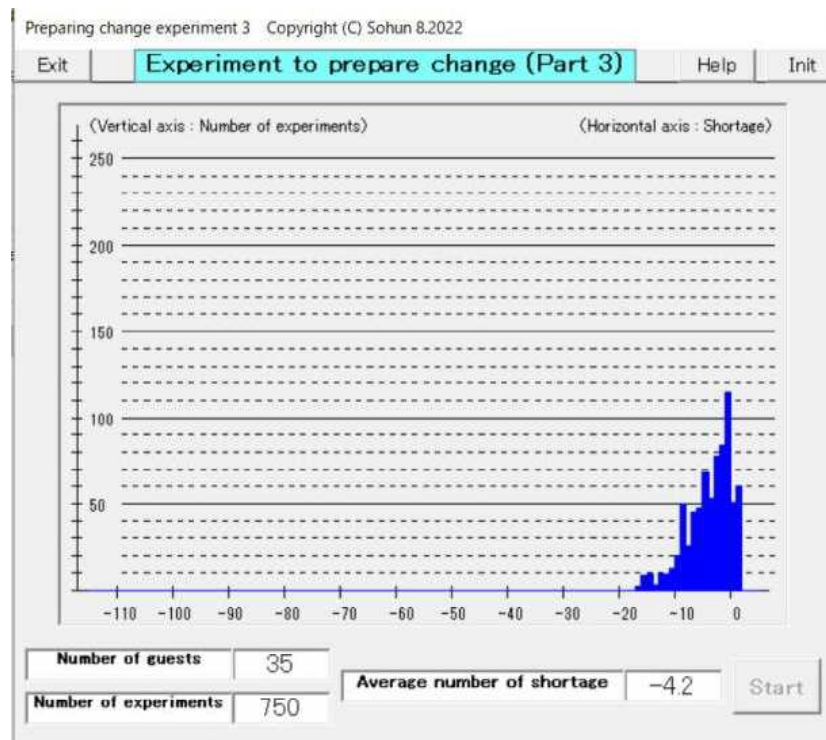
# Modeling and Simulation I

2.21.2024  
Sohun

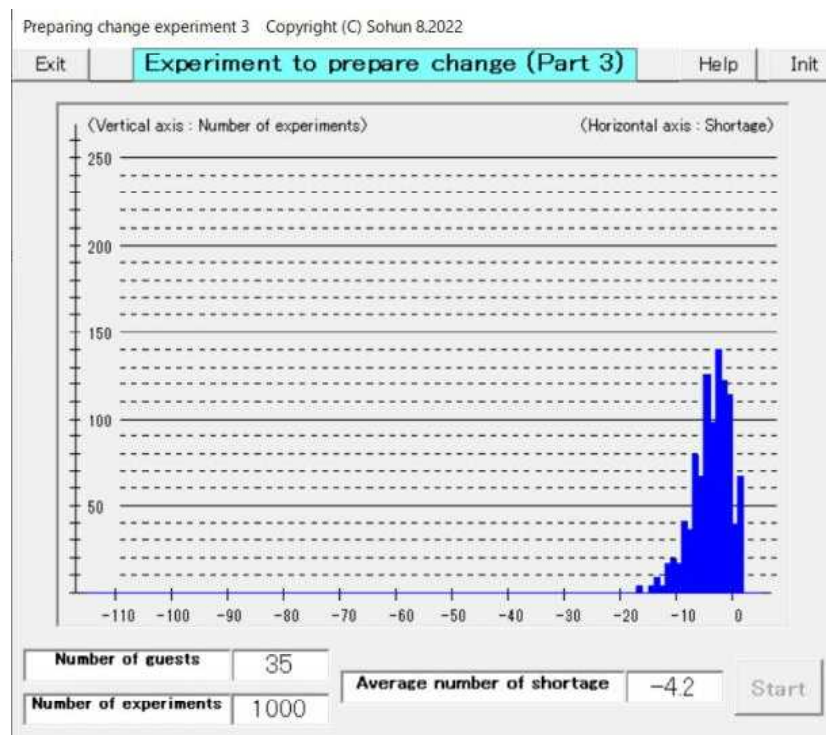
## 4 Experiment 3 of Preparing Change

(2) Experimental result (VB version simulation)

(c) 3rd experiment



(d) 4th experiment





# Modeling and Simulation I

2.22.2024  
Sohun

## 5 Encounter Experiment

### (1) Experiment overview

Dr. Boro also occasionally dates women. However, the other day, the meeting place was crowded and it was getting dark, so it took her an hour to find the doctor, and a big fight broke out. In fact, Dr. Boro, who is quite nearsighted and has astigmatism, thought it was better to stay still rather than wander around looking for something. That's why the doctor didn't move in a certain area within the designated area, saying "Wait here", but she didn't like that. She argues that they should be able to find each other faster if they both move around looking for each other. The basis for this is that if neither of them moves, they will never be able to find the other person. Of course, Dr. Boro believes that he is absolutely correct mathematically as the saying goes, "if you are lost in the mountains, don't move an inch and wait for help." However, his confidence was shaken a little by her anger. Which side will you take? Also, why is that?

### (2) Experimental result (VB version simulation)

#### 【Experiment day】

February 22, 2024

#### 【PC used】

Lavie NX850/N

#### 【Software used】

Self-made software

『experiment of encounter 6』

#### 【Concept of experiment】

I am simulating the doctor as Momotaro and her as the dog.

[When two start] When you click the button, Momotaro and the dog will move around randomly. It represents both the Doctor and her searching around. Count the number of times they met in 3 minutes.

[When one starts] When you click the button, only the the dog will move around randomly. This shows that the doctor doesn't move and only she moves and searches around. Count the number of times they met in 3 minutes.

The more times they meet each other, the easier it will be to meet each other and find them.

#### 【Method of operation】

Click the [When two start] button and enter the initial positions of Momotaro and the dog. Click the [Start] button and watch both Momotaro and the dog move around.

Click the [When one starts] button and enter the initial positions of Momotaro and the dog. Click the [Start] button and watch only the dog moves around.

#### 【Consideration】

In experiments ① to ③, the starting positions are Momotaro (4,4) and the dog (6,4). Both Momotaro and the dog moved around. The number of encounters was 27 in total.

In experiments ④ to ⑥, the starting positions are Momotaro (4,4) and the dog (6,4). Only the dog moved around. The number of encounters was 19 in total.

In experiments ⑦ to ⑨, the starting positions are Momotaro (2,2) and the dog (8,8). Both Momotaro and the dog moved around. The number of encounters was 14 in total.

In experiments ⑩ to ⑫, the starting positions are Momotaro (2,2) and the dog (8,8). Only the dog moved around. The number of encounters was 10 in total.

Therefore, if both Momotaro and the dog move around, it is easier for them to meet each other than if only the dog moves around.

# Modeling and Simulation I

2.22.2024  
Sohun

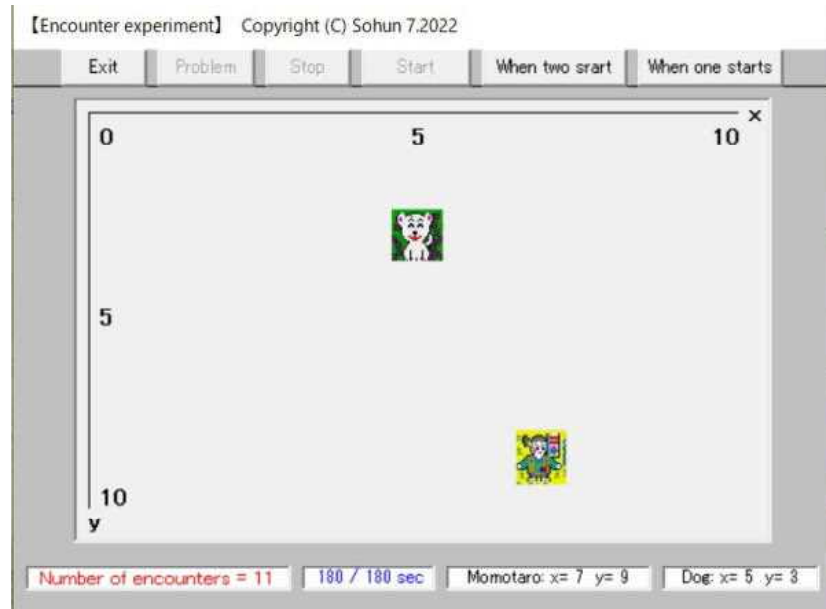
## 5 Encounter Experiment

(2) Experimental result (VB version simulation)

① 1st experiment  
When 2 people move

Starting position  
Momotaro (4,4)  
Dog (6,4)

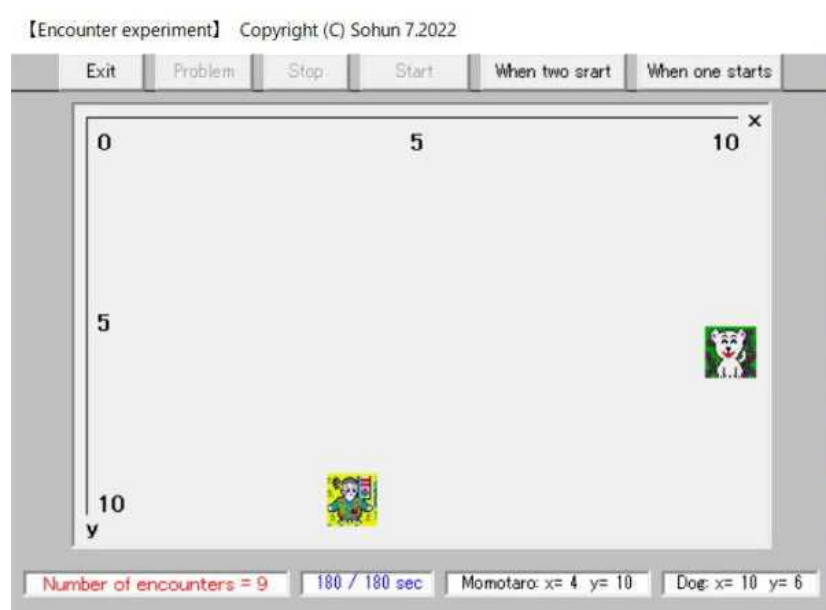
**Number of encounter=11**



② 2nd experiment  
When 2 people move

Starting position  
Momotaro (4,4)  
Dog (6,4)

**Number of encounter=9**



# Modeling and Simulation I

2.22.2024  
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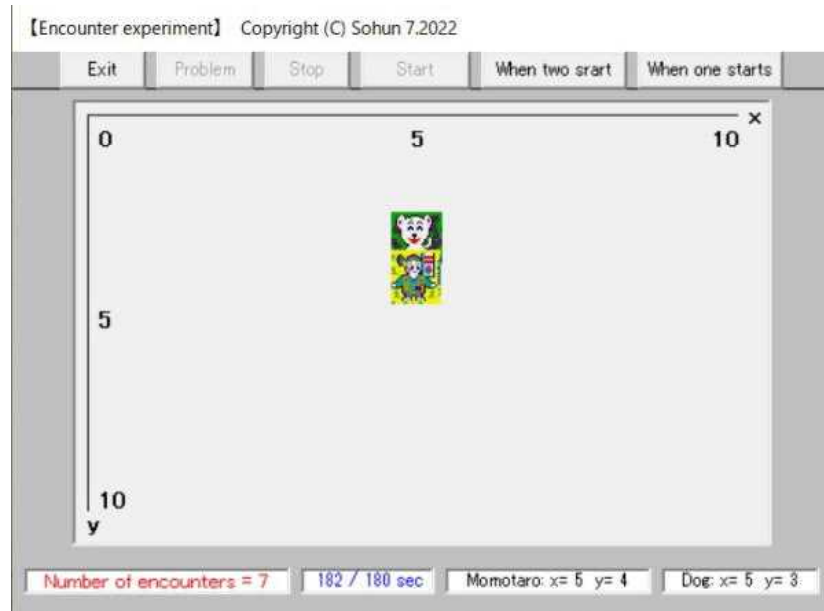
## 5 Encounter Experiment

(2) Experimental result (VB version simulation)

③ 3rd experiment  
When 2 people move

Starting position  
Momotaro (4,4)  
Dog (6,4)

**Number of encounter=7**



④ 4th experiment  
When 1 person moves

Starting position  
Momotaro (4,4)  
Dog (6,4)

**Number of encounter=6**



# Modeling and Simulation I

2.22.2024  
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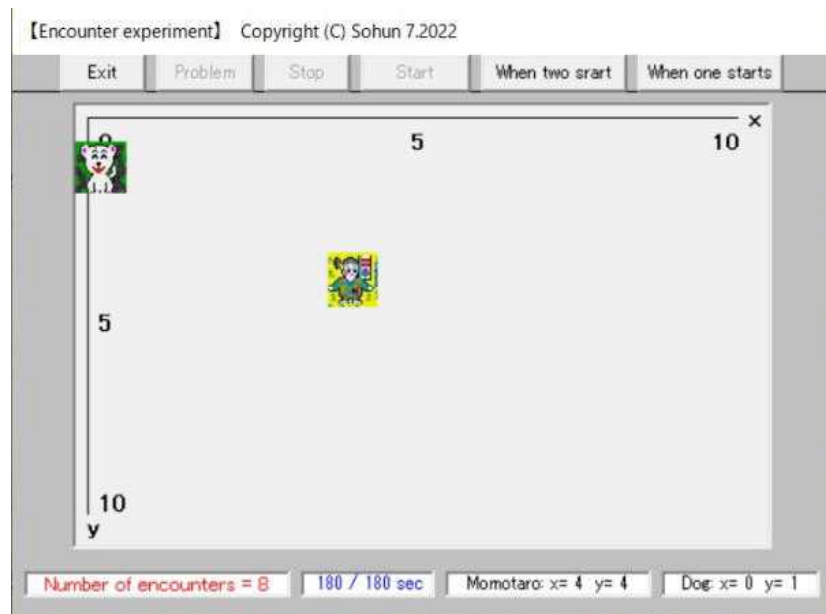
## 5 Encounter Experiment

(2) Experimental result (VB version simulation)

⑤ 5th experiment  
When 1 person moves

Starting position  
Momotaro (4,4)  
Dog (6,4)

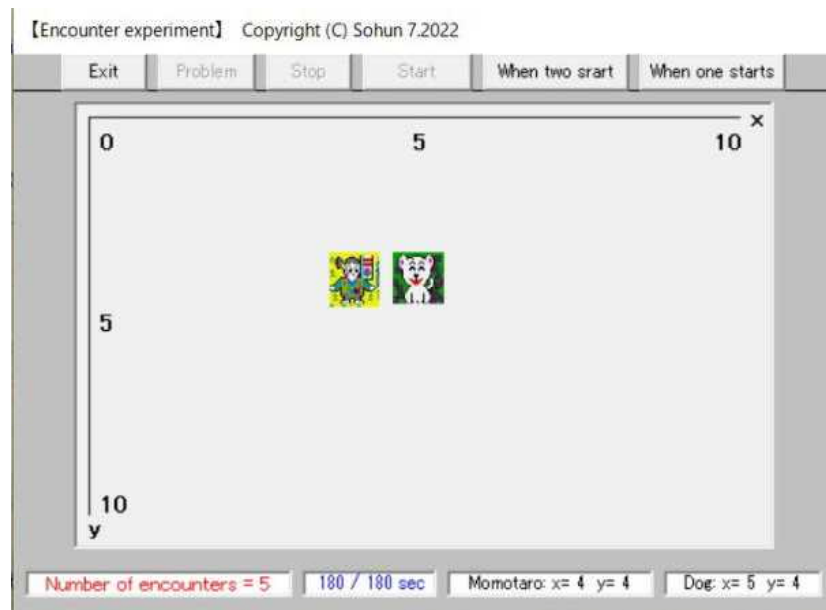
**Number of encounter=8**



⑥ 6th experiment  
When 1 person moves

Starting position  
Momotaro (4,4)  
Dog (6,4)

**Number of encounter=5**





# Modeling and Simulation I

2.22.2024  
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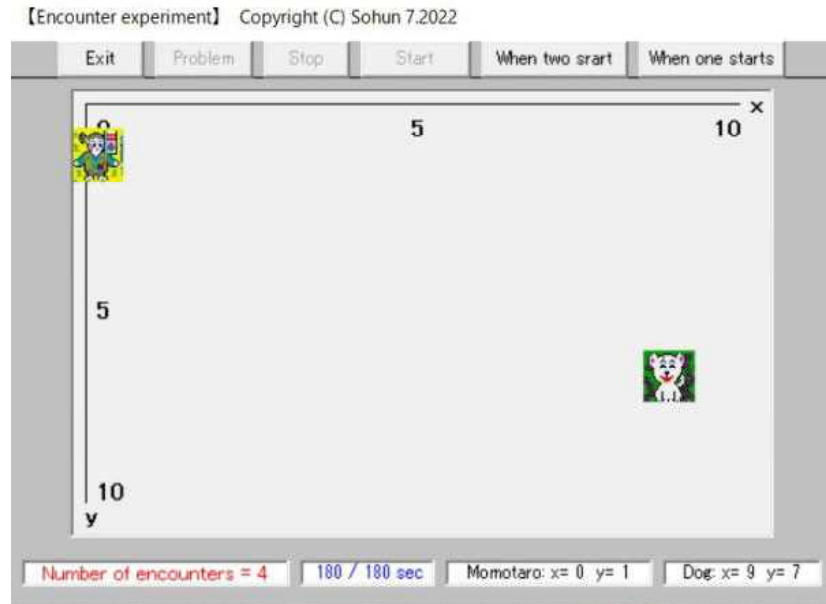
## 5 Encounter Experiment

(2) Experimental result (VB version simulation)

⑦ 7th experiment  
When 2 people move

Starting position  
Momotaro (2,2)  
Dog (8,8)

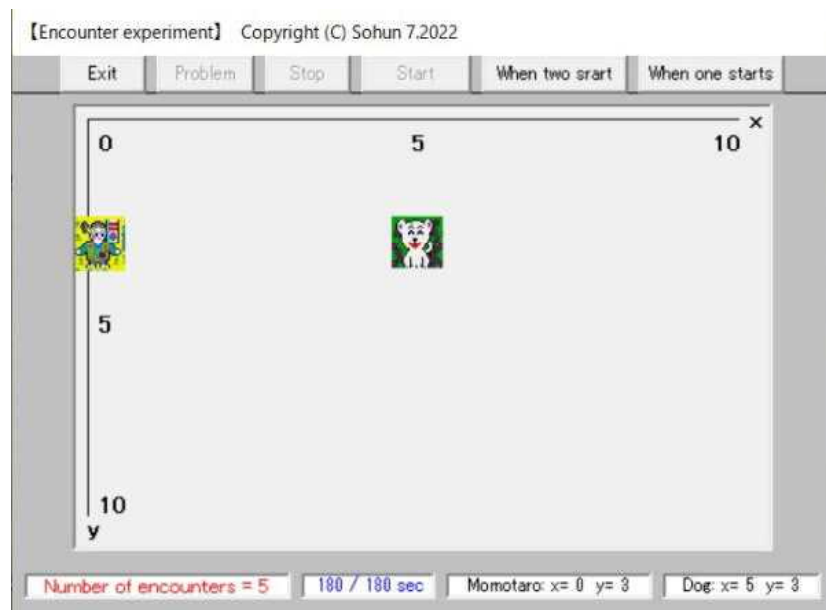
**Number of encounter=4**



⑧ 8th experiment  
When 2 people move

Starting position  
Momotaro (2,2)  
Dog (8,8)

**Number of encounter=5**



# Modeling and Simulation I

2.22.2024  
Sohun

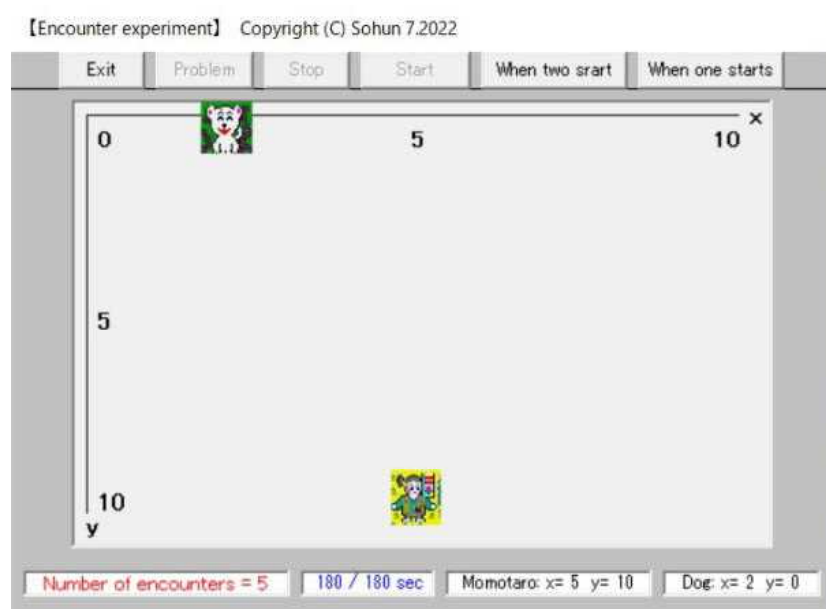
## 5 Encounter Experiment

(2) Experimental result (VB version simulation)

⑨ 9th experiment  
When 2 people move

Starting position  
Momotaro (2,2)  
Dog (8,8)

**Number of encounter=5**



⑩ 10th experiment  
When 1 person moves

Starting position  
Momotaro (2,2)  
Dog (8,8)

**Number of encounter=3**



# Modeling and Simulation I

2.22.2024  
Sohun

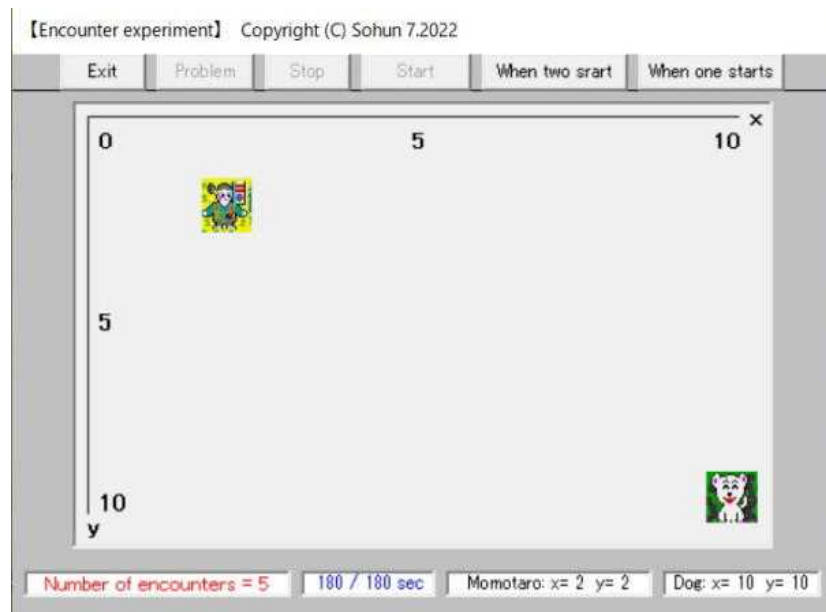
## 5 Encounter Experiment

(2) Experimental result (VB version simulation)

⑪ 11th experiment  
When 1 person moves

Starting position  
Momotaro (2,2)  
Dog (8,8)

**Number of encounter=5**



⑫ 12th experiment  
When 1 person moves

Starting position  
Momotaro (2,2)  
Dog (8,8)

**Number of encounter=2**

