# Stochastic Simulation Agent for Unknown Inventory Demands in Healthcare Supply Management

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Keywords: Software Agent, Simulation, Monte Carlo, Inventory Theory.

Abstract:

The acquisition of innovative items or those without historical demand data considerably increases the complexity of the routine of buyers, who among the daily challenges are keeping stocks up to date, with quantities that provide maximum profitability or maximum use of the purchased items. Seeking to provide a tool to assist in these goals, this study implements a Python-based software agent employing the Monte Carlo method for stochastic simulation and proposes a solution for uncertain inventory demands, providing a decision-making tool in the absence of historical data, thereby optimizing inventory levels and maximizing profitability. Experiments conducted across both local and cloud server configurations, with a comparative analysis of CPU and GPU performance, demonstrates the agent's capacity to generate random scenarios with a statistical tolerance margin of 1% from 10,000 simulations. Scalability tests underscore the agent's adaptability to diverse scenarios, effectively harnessing GPU capabilities for processing extensive data.

## 1 INTRODUCTION

The pandemic scenario brought to light latent difficulties in managing stocks in both the private and public areas, such as a lack of materials and vaccines, in all instances. The main question of all professionals in the area was: "How much medicine and supplies should be bought in a situation never experienced before?"

The lack of historical data is one of the challenges among the many experienced by healthcare supply chain managers and discussed globally in the scientific literature (Privett and Gonsalvez, 2014; Shang et. al. 2022; Kok, 2018), that listed the ten most common problems in supply chain management, which are:

- Lack of Orchestration: Fragmented data across separated data lakes.
- Inventory Management: Control of inventory levels, such as allocations and quantities.
- Demand Information: Due to the previous item, the demands are unknown or sparse.
- Dependency on Human Resources: As this is an area with high employee turnover, lack of professional experience is a risk factor and constant training, and qualification are

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- challenges to be considered.
- Request Management: Planning, requesting, and tracking purchases.
- Shortage: The lack of preventive control of stock levels generates replacements conducted with the urgency of the shortage that tend to be more expensive.
- *Expirations*: Control the output order based on the expiration date.
- Warehouse Management: Logistic organization.
- *Temperature Control*: Including transport and storage.
- Movement Visibility: Control of delivery times, delays, and material arrivals.

Enterprise Resource Planning (ERP) management systems help in the evaluation and control of the discussed problems. The combination of decision-making techniques, such as those present in operational research, for example, together with this type of system is making it possible for all these problems to be overcome (ElMadany et al., 2022).

Inventory control aims to meet customer demands and maximize profit from operations (when it comes to companies). For this, it must meet three main criteria: the frequency of measuring the stock level; the timing of replacement, and the amount of that replacement (Ma et al., 2019; Silver, 1981).

The question that motivates this work is: How to carry out purchases of multiple items for storage and distribution, when none of these previous indicators are known? This is common in a scenario where there is no data about previous demands (for the evaluation of time series), as was the case with vaccines and materials to combat COVID-19, for example.

The literature on stochastic inventory control underscores storage space as a prevailing constraint in this domain, as emphasized by Franco et al. (2019). Particularly for smaller distributors and resellers, the permissible quantity for storage per item is also linked to the budget allocated for supply, as elucidated by Zhen et al. (2021) and Boulaksil et al. (2018). Notably, the profitability indicator emerges as a crucial decision-making parameter, navigating among the various quantities that align with the previously mentioned constraints, as posited by Candan et al. (2016). This connection of factors highlights the multifaceted nature of decision-making in inventory control, where considerations of storage capacity, budgetary constraints, and profitability collectively shape strategic choices for supply chain management.

In the domain of agents and simulation, studies have explored the application of software agents to enhance decision-making processes. Ma et al. (2019)

delved into stochastic inventory control, emphasizing the importance of incorporating randomness in demand scenarios. Marin et al. (2019) proposed the integration of an Association Rule Mining Agent in an ERP system, showcasing the potential of agentbased systems to augment computational scalability. Mesbahi et al. (2015) introduced a cooperative multiagent approach-based clustering in Enterprise Resource Planning (ERP), indicating the versatility of agent-based models in addressing complex organizational processes. Within this context, the proposed software agent in this study contributes to the existing literature by employing the Monte Carlo method for stochastic simulation, offering a specialized tool to simulate purchasing scenarios and optimize inventory levels, particularly when historical data is limited or non-existent, estimating the quantity of items to be purchased without historical data on stock or market movements. To do so, it is proposed a stochastic simulation that meets the constraints of storage space and costs, and which calculates a profitability indicator to assist in decision making. It aims to contribute to the area of data science by using a simulation algorithm to generate data that can be extracted in uncertain scenarios.

Monte Carlo Simulation (MCS) is a numerical method that uses random sampling for massive simulation of data, meeting certain constraints (Garg et. al., 2019; Harrison, 2010). The use of the Monte Carlo method in conjunction with inventory theory is discussed in the literature for demand simulation as the newsboy problem (Kevork, 2010). Jiao (2010) synthesizes its use in four steps, starting with the design of a probabilistic model, generating random values respecting this model, then repeating the process massively, and finally testing the results statistically.

The main contributions of this article are:

- 1. Development of a Python-based software agent: The article introduces a Python-based software agent designed to handle complex inventory management scenarios in the healthcare supply chain. This agent is tailored to simulate various scenarios and optimize decision-making processes, attending to restrictions keys, and an architecture where it is possible to integrate it in other systems, like ERP systems.
- 2. Application of the Monte Carlo method for inventory management: The software agent employs the Monte Carlo method, a stochastic simulation technique, to address the unpredictability of inventory demands. This method is particularly useful in situations where

historical data is lacking, providing a robust approach to simulate possible outcomes.

- 3. Generation of diverse scenarios for informed decision-making: By leveraging the Monte Carlo method, the agent generates a wide range of scenarios, facilitating informed decision-making aligned with organizational goals. This diversity in simulation outcomes helps organizations better prepare for dynamic and unpredictable inventory requirements.
- 4. Detailed statistical analysis and performance evaluation: The study provides a comprehensive statistical analysis of the simulation results, including measures such as mean, standard deviation, error, confidence interval, and tolerance.
- 5. Performance evaluation of different hardware configurations, highlighting the processing behavior on CPUs and GPUs: The research compares the performance of the software agent across different hardware configurations.

This paper is organized into three sections. In the Materials and Methods section, a software agent developed in Python, capable of integrating with ERP systems, is presented, receiving constraints and items' parameters, and returning simulations of quantities that meet them. In the Results section, there is a comparison between the usage of CPU (Central Processing Unit) and GPU (Graphics Processing Unit), using different quantities of scenarios with simulated parameters and the values processed by the tool are evaluated. Finally, in the Conclusions the uses and potential future works are discussed.

## 2 MATERIALS AND METHODS

Software Agent (softbot) is a technique that aims to componentize the processing responsibility, so that the evaluation of its inputs and responses (outputs) are autonomous and independent, being able to be used as inputs of other software agents in a structure known as multi-agent systems (Russell and Norvig, 2010, Marin et. al., 2019).

The proposed agent follows the PEAS (Performance, Environment, Actuators, Sensors) definition, as described in Table 1. The input structure proposed to the agent, expects a communication with an ERP system to make it possible to know the restriction keys necessary for the evaluation of items that have unknown demand, either because they are new items on the market (innovative), as occurred with vaccines against the COVID-19 virus, or by

restricting access to information from other sources for demand comparisons, as occurs in the private sector due to competition between companies.

Table 1: PEAS description of an agent.

Performance	Environment	Actuators	Sensors
Profitability	Healthcare Storages	Purchasing Scenarios	Costs and Storage Space

In order to evaluate demands, the *Inventory Theory* uses two types of models: i) *deterministic*, when the demand is known; and ii) *stochastic*, for unknown or random demands (Chopra and Meindl, 2015; Hillier and Lieberman, 2013; Bowersox et. al., 2013; Ballou, 2005). As this work deals with unknown demands, a stochastic model is necessary to simulate scenarios.

This paper seeks a first-purchase approach, where there are no previous quantities in inventory, nor previous data to be used with deterministic or machine learning methods, performing the calculations in GPU (Graphics Processing Unit).

There is not a single Monte Carlo method, but the several that exist follow some specific patterns. They start by modelling the system as a data series that meets a probability density function, then create random samples that meet this function, and finish by calculating statistics from simulated data (Harrison, 2010).

The internal processing structure of the agent uses a Monte Carlo simulation to create random scenarios based on inventory space constraints and budget cost for the set of items determined in the input configuration, which has the following parameters:

- Number of simulations required.
- Total budget cost.
- Total cubed space available for items.
- Support, used to validate simulations so that the total simulated cost remains above a configured factor in percentage terms (set at 95% statistical confidence by default);
- Number of threads, enabling parallel processing (for CPU comparisons).

As it is a CSV file, each subsequent line deals separately with an item to be simulated, and therefore has configuration parameters per item as follows:

- Item identifier, code that the agent uses to refer to the item in simulations.
- Unit cost.
- Cubed space per unit.
- Estimated sale value.

As an output structure, the agent processes the input parameters using space and cost as constraints, and

the estimated sales value parameter to calculate an estimate of profitability and use it as an index for decision making. Other outputs calculated by the agent are statistical indicators of average profitability, standard deviation, lower and upper intervals, error, and tolerance.

The distribution of values among the items is also performed randomly, and the support parameter is used to assess the final total cost of the proposed scenario. The total cost and total space variables are independent of each other, and both are dependent on the quantity variable.

Although it seems controversial to calculate statistical data using random data, this method was used to develop a software agent in the Python language, capable of using input data provided by an ERP system and, as a result, deliver the possible simulated scenarios.

## 3 EXPERIMENTS AND RESULTS

The software agent was developed in python, using Pandas (Pandas, 2023) and Numpy (NumPy, 2023) for the tests in CPU, and CuDF and CuPy (Nvidia, 2023) for the tests in GPU, receives an input data matrix to parametrize the simulation. In the first line it determines the global parameters to be used, starting with a file validation string, the number of resulting simulations, the total cost that will be used for distribution, a support parameter, and the number of threads. To validate the results, the input file is described in Figure 1.

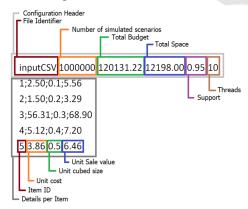


Figure 1: Configuration of simulated items.

Three different experiments were performed: Sets with ten thousand, one hundred thousand and one million simulations to compare between CPU and GPU in two different configurations. The first one uses a Google cloud server (using Google Collab

interface), with a 64-bit Intel Xeon CPU with 2.20GHz (called here little Endian), 2 cores and 2 threads per core, 12 GB of RAM running Linux Ubuntu Server 18.04 and Python 3.10 and an Nvidia Tesla T4 GPU with 16GB RAM. The second configuration uses a local (virtualized) server with Intel Xeon Gold 6136 CPU with 3.00GHz (called here Gold Endian), 8 cores and 1 thread per core, 16 GB RAM running Linux Ubuntu Server 20.04 and a RTX Quadro 6000 GPU with 16 GB RAM.

Another test was conducted in RTX Quadro 6000 GPU starting from two million to ten million simulated scenarios (with two million steps between them) to evaluate the scalability of GPU usage. For all these sets, hypothetical values were used and a total budget of \$120,131.22 and a total space for the items of 12,198 cubic meters, the support factor was 0.95, and ten threads and twenty threads configurations were used in tests.

The following lines of the parameter matrix are the items that will be used for quantity distribution. It can add as many lines as necessary, starting with an item identifier parameter, followed by the unit cost of the item and finally the maximization parameter that is used. For private companies, the goal can be an estimate of the unit sales value (to maximize profit) and for the public area it can be the number of patients treated per unit of the item, for example. For the experiments performed here, 5 (five) items were configured, according to Figure 1.

The agent run in 3 steps: At the first step, creates random samples with 10 times the size of the set requested in the input file. At the second step, the agent calculates the space and costs per items for each simulated scenarios and summarize the lines in Stotal and Ctotal columns, and evaluates the samples that meet the constraint keys existing in the input file (budget, total space and support) and eliminate the others, and removes the duplicate simulations among the selected ones, if the number of simulations are below the requested, the process repeats until it reaches the target, if it is above the requested, a pruning is executed.

And, at the last step, the agent calculates the values and the Profit for all selected scenarios and returns two different outputs.

The first output (output.csv) contain all the simulations that met the constraints. The second output (stats.csv) returns the processing times and statistical evaluations of the simulations developed, analysing mean (1), standard deviation (2), error (3), Confidence interval (4) and tolerance (5) for 95% confidence (Favero & Belfiore, 2021), calculated as follows:

$$\bar{X} = \frac{\sum_{i=1}^{n} X_i}{n} \tag{1}$$

The mean  $(\bar{X})$  is the sum of maximization parameter (Profitability) (X) divided by the number of samples (n).

$$S = \sqrt{\frac{\sum_{i=1}^{n} (X_i - \overline{X})^2}{(n-1)}}$$
 (2)

Standard deviation (S) is a statistical measure that evaluates the dispersion between samples  $(X_i)$  and the mean  $(\bar{X})$  and it is calculated by the Square Root of the variance.

$$Err = \frac{zc * S}{\sqrt{n}}$$
 (3)

The Error (Err) is used to produce a confidence interval based on a constant zc (also called standard score or z-score), to determine the percentage of confidence of the model, here it is used 1.96 equivalent to 95% of confidence (2 S) and it is calculated by selecting a zc confidence and multiplied by the standard deviation (S) and divided by the squared root of the number of samples  $(\sqrt{n})$ .

$$CI = \overline{X} \pm Err \tag{4}$$

Confidence interval (CI) calculates the lower and upper interval based on mean  $(\bar{X})$  and the error (Err) and tolerance (tol) is the absolute proportion of error (Err) within the mean  $(\bar{X})$ .

$$tol = \left| \frac{Err}{\bar{X}} \right| \tag{5}$$

All the three sets were evaluated for combinations of five items, with a tolerance of 1%. Processing times showed exponential behaviour for CPUs' and a linear behaviour for GPUs', as can be seen in Figure 2. A point to highlight is the fact that the time increases as the threads increase, which demonstrates

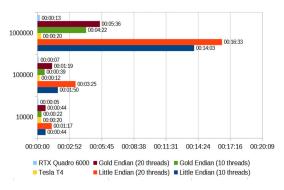


Figure 2: Simulation processing time.

the processing bottleneck due to the quantity of processor cores.

The averages stabilized around 77500 for all the simulation sets, as can be seen in Figure 3. Which can be explained by the law of large numbers (Chen et. al., 2022; Dinov et. al., 2017).

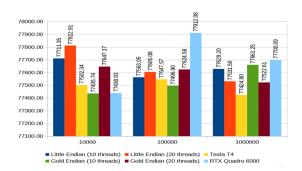


Figure 3: Averages of profits.

And the error also decreased with exponential behaviour as can be seen in figure 4, that shows a reduction of dispersion in the simulated data.

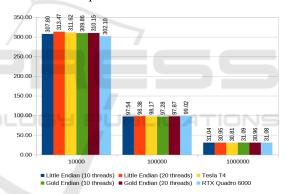


Figure 4: Errors per set.

As the processing times of the GPUs did not show significant variations for the initially proposed sets, new sets were tested until the first minute of processing was reached. To do this, new sets of 2, 4, 6, 8 and 10 million scenarios were tested, as can be seen in Figure 5.

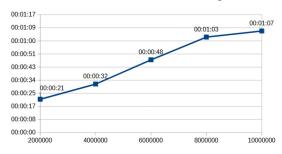


Figure 5: Simulation processing time on RTX Quadro 6000 GPU.

To reach the first minute of simulations' processing, an RTX Quadro 6000 GPU its needed 8 million valid and exclusive random scenarios, also demonstrating its linear behaviour.

### 4 CONCLUSIONS

The exploration within the domain of healthcare supply chain management has shed light on substantial the unprecedented challenges, especially in circumstances introduced by the COVID-19 pandemic. This study seeks to explore the complexities linked to unknown inventory demands, particularly in scenarios where historical data is unavailable. A Python-based software agent (source code available in appendix section), driven by the Monte Carlo method, is proposed as a solution to address the multifaceted issues encountered in multi-criteria decision-making for inventory management. The computational experiments carried out to validate the software agent made it possible to demonstrate the efficiency and effectiveness of the proposed solution. Despite the inherent high computational cost associated with stochastic simulations, the agent demonstrated its ability to reach a statistically tolerable margin of 1% after 10,000 simulations. The variety of scenarios generated by the agent serves as a resource for informed decision-making in alignment with an organization's objectives. The experiments conducted on different server configurations shown the agent's potential across various technological landscapes. The proposed software agent offers a pathway for organizations to simulate different scenarios, for other items and restriction keys, offering a solution to the challenges posed by dynamic and unpredictable scenarios. This work encourages further exploration and refinement of simulation-based decision-making tools, as the implementation of new restrictions, fostering adaptability in the face of ever-evolving healthcare landscapes.

### **ACKNOWLEDGEMENTS**

This study was funded by FAPESP (grant number 2021/11.905-0 and process number 2023/13355-3).

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