Annual Review

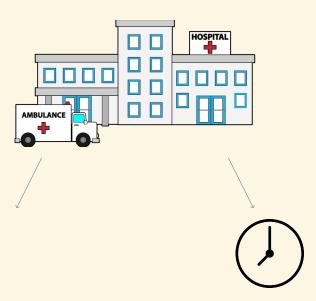
Michalis Panayides

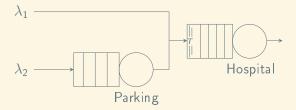
2021-06-11

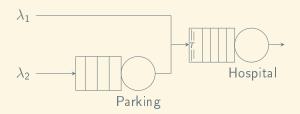
Motivation

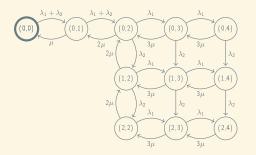


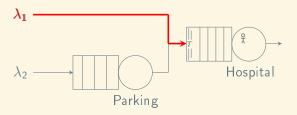
Motivation

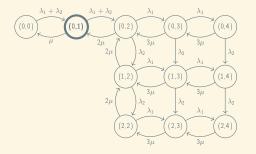


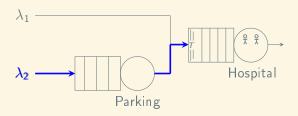


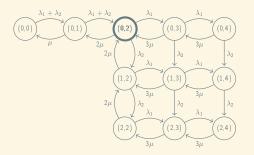


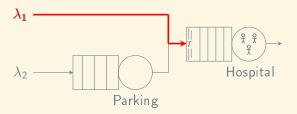


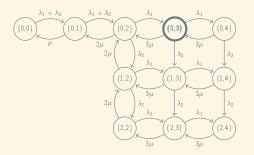


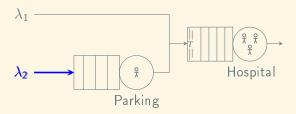


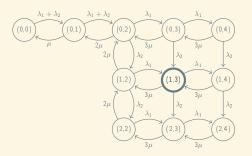


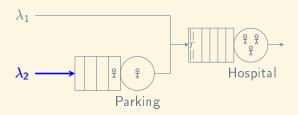


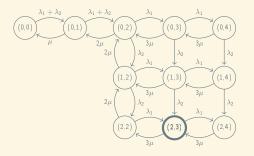












Performance Measures - Steady state vector

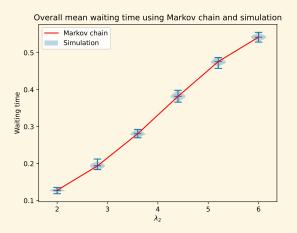
$$Q = \begin{pmatrix} -\lambda_1 - \lambda_2 & \lambda_1 + \lambda_2 & 0 & \dots & 0 & 0 & (0,0) \\ \mu & -\mu - \lambda_1 - \lambda_2 & \lambda_1 + \lambda_2 & \dots & 0 & 0 & (0,1) \\ 0 & 2\mu & -2\mu - \lambda_1 - \lambda_2 & \dots & 0 & 0 & (0,1) \\ \vdots & \vdots & \vdots & \ddots & \vdots & \vdots \\ 0 & 0 & 0 & 0 & \dots & -\lambda_1 - 3\mu & \lambda_1 & (2,3) \\ 0 & 0 & 0 & \dots & 3\mu & -3\mu & (2,4) \end{pmatrix}$$

$$\pi Q = 0$$

$$\boldsymbol{\pi} = \left[\pi_{(0,0)}, \pi_{(0,1)}, \pi_{(0,2)}, \dots, \pi_{(2,3)}, \pi_{(2,4)}\right]$$

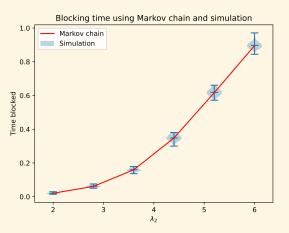
Performance Measures - Waiting time

$$W = \frac{\lambda_1 P_{L_1'}}{\lambda_2 P_{L_2'} + \lambda_1 P_{L_1'}} W^{(1)} + \frac{\lambda_2 P_{L_2'}}{\lambda_2 P_{L_2'} + \lambda_1 P_{L_1'}} W^{(2)}$$
(1)



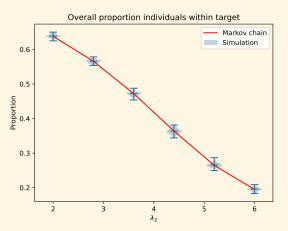
Performance Measures - Blocking time

$$B = \frac{\sum_{(u,v)\in S_A^{(2)}} \pi_{(u,v)} \ b(u,v)}{\sum_{(u,v)\in S_A^{(2)}} \pi_{(u,v)}}$$
(2)

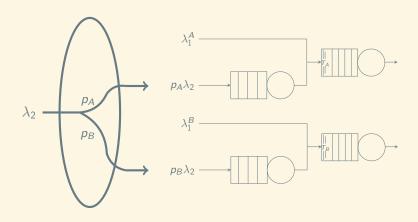


Performance Measures - Proportion within time

$$P(X < t) = \frac{\lambda_1 P_{L'_1}}{\lambda_2 P_{L'_2} + \lambda_1 P_{L'_1}} P(X^{(1)} < t) + \frac{\lambda_2 P_{L'_2}}{\lambda_2 P_{L'_2} + \lambda_1 P_{L'_1}} P(X^{(2)} < t)$$
(3)



Game - Players



Game - Strategies













 $p_A, p_B \in [0, 1]$ $p_A + p_B = 1$

$$T_A \in [1, N_A]$$

 $T_B \in [1, N_B]$