

1. Network Queuing Simulation 1-

Part B (a). At each time instant the user communicates with probability = p . (Given)

Let the probability of x bits generated = p_x
∴ weight of p_x in $E[x] = x p_x p$.

$$\text{Then, } E[x] = a p_a p + b p_b p + c p_c p + d p_d p \Rightarrow E[x] = (2p_a + 4p_b + 6p_c + 8p_d) p$$

$$E[x^2] = a^2 p_a p + b^2 p_b p + c^2 p_c p + d^2 p_d p \\ = (4p_a + 16p_b + 36p_c + 64p_d) p$$

(i). $p_a = p_b = p_c = p_d = 0.25$

$$E[x] = \cancel{4+16} (2+4+6+8)(0.25)p$$

$$\boxed{E[x] = 5p}$$

$$E[x^2] = (4+16+36+64)(0.25)p = 30p \Rightarrow \boxed{E[x^2] = 30p}$$

$$\text{Var}[x] = E[x^2] - (E[x])^2 \\ = 30p - 25p^2$$

$$\boxed{\text{Var}[x] = 5p(6-5p)}$$

(ii). $p_a = p_d = 0, p_b = p_c = 0.5$

$$E[x] = (2(0) + 4(0.5) + 6(0.5) + 8(0)) p \\ = 5p$$

$$E[x^2] = (4(0) + 16(0.5) + 36(0.5) + 64(0)) p \\ = 26p$$

$$\text{Var}[x] = E[x^2] - (E[x])^2 \\ = 26p - 25p^2 \\ = (26-25p)p$$

(iii) $p_a = p_d = 0.5$, $p_b = p_c = 0$

$$E[X] = \frac{(2(0.5) + 4(0) + 6(0) + 8(0.5))p}{5p}$$

$$E[X^2] = \frac{(4(0.5) + 16(0) + 36(0) + 64(0.5))p}{5p}$$

$$\text{Var}[X] = E[X^2] - (E[X])^2$$

$$\text{Var}[X] = (34 - 25)p$$

(iv) $p_a = p_b = p_c = 0$, $p_d = 1$

$$E[X] = 8p$$

$$E[X^2] = 64p$$

$$\text{Var}[X] = E[X^2] - (E[X])^2$$

$$\text{Var}[X] = (1-p)(64p)$$

⑥. Given, network capacity, $R = 5 \text{ bit/sec}$
 ∴ at $p = 1$,

- ①. $E[X] = 5p = 5 \text{ bit/sec}$
- ②. $E[X] = 5p = 5 \text{ bit/sec}$
- ③. $E[X] = 5p = 5 \text{ bit/sec}$
- ④. $E[X] = 8p = 8 \text{ bit/sec}$

We can see from above that $E[X] > R (5 \text{ bit/sec})$ in ~~case~~ part (iv), only when $p_a = p_b = p_c = 0$, $p_d = 1$. Therefore in this case only the incoming communication traffic exceeds the network capacity for $p = 1$.