Pseudo Code for Service Node Simulation

```
a: Arrival time array given
c : Completion time array
d: Computed delay time array
n: Number of jobs
\overline{r}: average interarrival time
\overline{s}: average service time
d: average delay
\overline{w}: average wait
i: index of arrival time
j: index of compeltion time
l: job count in node
q: job count in queue
x: job count in service
\tau: last event time
m_i: cumulated area of jobs in node
m_a: cumulated area of jobs in queue
m_x: cumulated area of jobs in service
NodePlot(time, count): add a point to jobs in node
QueuePlot(time, count): add a point to jobs in queue
ServicePlot(time, count): add a point to jobs in service
T: cease time of job arrival
m_i^x: cumulated area of time times number of servicing jobs served by server i
\bar{x}_i: utilization (busy portion) of server i
k_i: number of jobs served by server i
m_i^s: cumulated service times provided by server i
\overline{s}_i': averaged service time of server i
m_s: cumulated service times of jobs
```

DynamicStochasticMultiServerSingleQueueSimulation()

- 1. $t_a \leftarrow Exponential(); j \leftarrow 0; q \leftarrow 0$
- 2. $\forall i, t_{ci} \leftarrow \infty$

 \bar{s} : averaged service time of jobs

- 3. $mj \leftarrow 0; mq \leftarrow 0; t \leftarrow 0; \forall i, m_{fi} \leftarrow 0; \forall i, m_{bi} \leftarrow 0; count \leftarrow 1$
- 4. NodePlot(0,0); QueuePlot(0,0)

```
5. while t_a \neq \infty \lor j \neq 0
6.
           Sort(t_{ci})
7.
           if \forall i, t_{ci} > t_a
                  m_i \leftarrow m_i + j \times (t_a - t)
8.
                  m_q \leftarrow m_q + q \times (t_a - t)
9.
                         j \leftarrow j + 1
10.
11.
                         q \leftarrow q + 1
                         NodePlot(t_a, j); QueuePlot(t_a, q)
12.
                         if \ \forall i, t_{ci} = \infty
13.
14.
                                 q \leftarrow q - 1
                                 QueuePlot(t_a, q)
15.
                                 t_{ci} \leftarrow t_a + Uniform()
16.
                                 GanttChart(i,(t_i,t_a))
17.
                                m_f \leftarrow m_f + (t_a - t_i)
18.
19.
                                t_i \leftarrow t_a
20.
                         x \leftarrow Exponential()
21.
                         if(t_a + x) > CeaseTime
22.
                                 t_a \leftarrow \infty
23.
                          else
24.
                                 t_a \leftarrow t_a + x
                                 count \leftarrow count + 1
25.
26.
                          t \leftarrow t_a
27.
                   else
28.
                         m_i \leftarrow m_i + j \times (t_{ci} - t)
29.
                         m_q \leftarrow m_q + q \times (t_{ci} - t)
30.
                         j \leftarrow j - 1
                         NodePlot(t_{ci}, j)
31.
                         GanttChart(i, (t_i, t_{ci})) //busy
32.
33.
                         m_b \leftarrow m_b + (t_{ci} - t)
34.
                         t_i \leftarrow t_{ci}
```

```
35.
                        t \leftarrow t_{ci}
36.
                       t_{ci} \leftarrow \infty
                       if q > 0
37.
38.
                              foreach i \in all \ servers
39.
                                    if t_{ci} = \infty
40.
                                           q \leftarrow q - 1
41.
                                           QueuePlot(t,q)
42.
                                           t_{ci} \leftarrow t + Uniform()
                                           GanttChart(i,(t_i,t))
43.
44.
                                           m_f \leftarrow m_f + (t - t_i)
45.
                                           t_i \leftarrow t
46.
                                           break loop
47.
          end
48.
          foreach i \in all servers
                 GanttChart(i,(t_i,t))
49.
50.
          m_j \leftarrow m_j/t; Delay \leftarrow m_q/(count - 1); m_q \leftarrow m_q/t
51.
          \forall i, BusyRatio_i \leftarrow m_{bi}/(m_{bi} + m_{fi})
```

Here is discuss to get the result.