



Home Work Report:

# Modeling and Analysis of Multi-Service Erlang Loss Systems

Name: *Dana Dagher*

Course: *B22 – Queuing Theory*

Instructor: *Prof. Salah Din El Ayoubi*

GitHub link: <https://github.com/Dana-Dagher/multiservice-erlang-project>

## 1. Introduction

This project studies resource dimensioning in a circuit-switched network serving heterogeneous traffic. We quantify blocking probabilities and admissible arrival rates under a strict capacity constraint, first for voice-only traffic and then for a mixed voice+video traffic mix. Starting with the voice-only case clarifies baseline capacity and validates numerical methods before their application to the multi-class problem, ensuring the extension is built on a correct foundation.

## 2. System model and parameters

**Parameters (used throughout):**

- Total circuits :  $C=40$
- Voice:  $c_v=1$  circuit, mean  $T_v=180$  s  $\rightarrow \mu_v=1/180$  s<sup>-1</sup>
- Video:  $c_s=5$  circuits, mean  $T_s=120$  s  $\rightarrow \mu_s=1/120$  s<sup>-1</sup>
- Arrival rates: voice  $\lambda_{v(variable)}$  ,video  $\lambda_s=0.2\lambda_v$

**State variables:**  $n_v$  = number of active voice calls;  $n_s$  = number of active video calls.

**Capacity constraint:**  $c_s n_s + c_v n_v \leq C$

**Blocking definition:** A new class-iii call is blocked in state  $(n_s, n_v)$  if adding  $c_i$  circuits violates the capacity constraint.

- Voice blocked if  $c_s n_s + c_v n_v + c_v > C$ .
- Video blocked if  $c_s n_s + c_v n_v + c_s > C$ .

## 3. Methods and implementation (order emphasized)

**Important:** the analysis explicitly **starts with voice-only** (Sections Q1 and Q2) to obtain a validated baseline and then **extends to voice+video** (Sections Q3 and Q4). This progression ensures the multi-class model inherits a numerically validated single-class implementation.

### Q1 — Erlang-B (voice-only)

For a single-class loss system the blocking probability is

$$B = \frac{\frac{A^N}{N!}}{\sum_{i=0}^N \frac{A^i}{i!}}$$

where  $A = \lambda_v / \mu_v$

Implementation notes:

- Sweep  $\lambda_v$  on a grid (0.01–0.5 calls/s), compute offered traffic  $A$  and  $B(C, A)$ .
- Find  $\lambda_v$  such that  $B=0.01$  via interpolation.
- Output: baseline  $\lambda_v$  for 1% blocking.

### Q2 — CTMC verification (voice-only)

Model: birth–death CTMC with states  $n=0, \dots, C$

- Arrival  $n \rightarrow n+1$  rate  $\lambda_v$  (if  $n < C$ ).
- Departure  $n \rightarrow n-1$  rate  $n\mu_v$  (if  $n > 0$ ).

Implementation notes:

- Build generator matrix  $Q$  (size  $C+1$  by  $C+1$ ), diagonals set to negative row sums.
- Solve steady-state by solving  $\pi Q=0$  with normalization  $\sum \pi_i=1$ . Practical approach: solve  $A\pi^T = b$  with  $A=Q^T$  and last row replaced by ones.
- Blocking =  $\pi_C$ . This verifies the Erlang-B baseline numerically.

### Q3 — CTMC enumeration and two-class CTMC (voice + video)

After validating voice-only results, extend to mixed traffic.

State enumeration:

>Enumerate all  $(n_s, n_v)$  and include only states satisfying  $c_s n_s + c_v n_v \leq C$ . Denote the total number of states by  $N$ .

Generator matrix construction (sparse):

- For each state  $k$  corresponding to  $(n_s, n_v)$  :
  - If  $c_s n_s + c_v n_v + c_v \leq C$ , add transition to  $(n_s, n_v+1)$  at rate  $\lambda_v$  ;else mark state as voice-blocking.
  - If  $c_s n_s + c_v n_v + c_s \leq C$ , add transition to  $(n_s+1, n_v)$  at rate  $\lambda_s$  ;else mark state as video-blocking.
  - If  $n_v > 0$ , add departure to  $(n_s, n_v-1)$  at rate  $n_v \mu_v$  .
  - If  $n_s > 0$  , add departure to  $(n_s-1, n_v)$  at rate  $n_s \mu_s$  .
  - Set diagonal  $Q(k,k) = -\sum_{j \neq k} Q(k,j)$  .

Steady-state:

- As before, solve  $\pi Q=0$  with normalization. We used sparse storage for  $Q$  to reduce memory and speed up linear solves.

Blocking probabilities:

- $B_v(\lambda_v)$  = sum of  $\pi$  over states marked voice-blocking.
- $B_s(\lambda_v)$  = sum of  $\pi$  over states marked video-blocking.

### Q4 — Analytical multi-Erlang (product-form) validation

Analytical formula for the joint steady-state on feasible states  $A$ :

$$p(n_s, n_v) = \frac{1}{G} \frac{E_s^{n_s}}{n_s!} \frac{E_v^{n_v}}{n_v!}$$

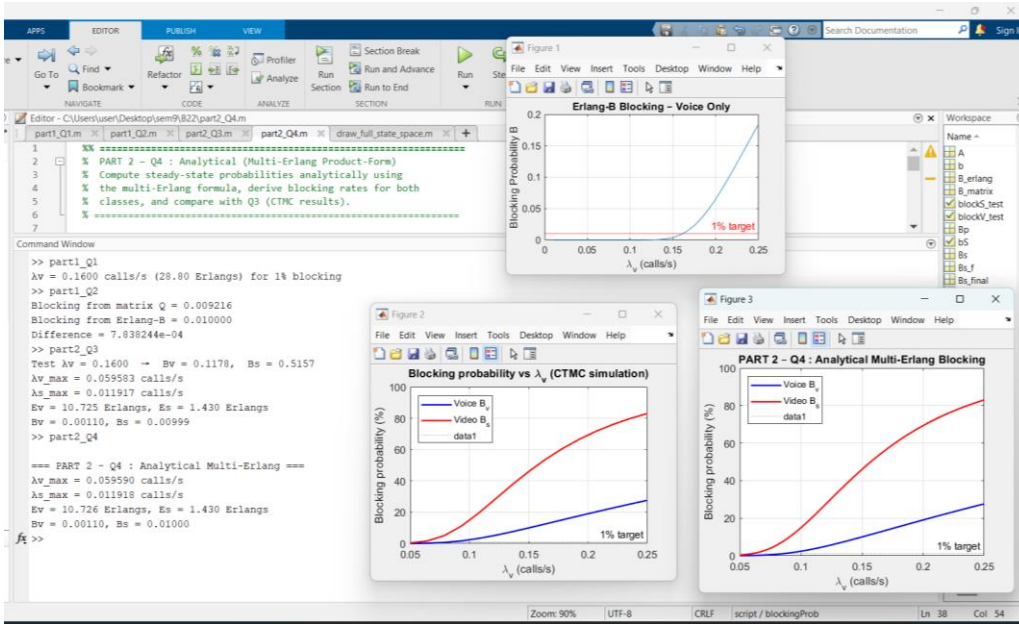
constant:

$$G = \sum_{(n_s, n_v) \in A} \frac{E_s^{n_s}}{n_s!} \frac{E_v^{n_v}}{n_v!}$$

Blocking probabilities defined as in Q3 and computed by summation of  $\pi(n_s, n_v)$  over the appropriate blocking states. Use the same bisection method to compute  $\lambda_v$  that satisfies both blocking constraints. This provides a fast analytical validation of the CTMC results.

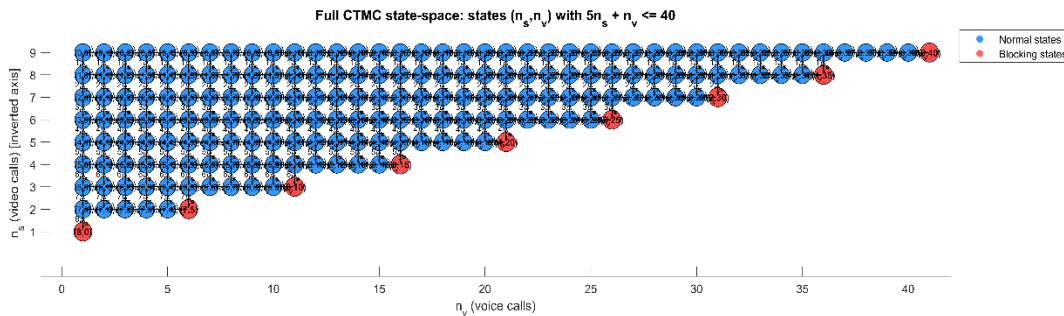
## 4. Results (numerical outputs)

All reported values are produced by the MATLAB scripts in the repository.



The `draw_full_state_space.m` script enumerates all feasible states  $(n_s, n_v)$  with  $5n_s + n_v \leq 40$ , draws them on a grid, and highlights blocking states (where capacity is full) in red.

Arrows annotate feasible arrival and departure transitions (voice/video arrivals and multi-rate departures);



## 5. Discussion and interpretation

- Start-with-voice approach:** Beginning with voice-only analysis was essential to validate numerical CTMC implementation against the closed-form Erlang-B benchmark. The validated CTMC code was then safely extended to the two-class problem.
- Impact of video traffic:** Introducing video streams (each consuming 5 circuits) reduces admissible voice arrival rate dramatically:  $\lambda_v$  drops from  $\sim 0.16$  to  $\sim 0.0596$  calls/s — a reduction of roughly 63%. This illustrates how multi-rate demands drastically affect capacity planning.
- Blocking balance:** At the computed operating point voice blocking is  $\approx 0.11\%$  and video blocking  $\approx 0.99\%$ , both meeting the 1% QoS objective. Video blocking is the tighter constraint due to its larger circuit demand.
- Method comparison:** The CTMC provides explicit state-space insight and visualizable structure, while the analytical multi-Erlang product-form is computationally efficient for many parameter sweeps. The near-perfect agreement validates both approaches.
- Numerical notes:** small differences arise from linear system solves (floating point rounding), bisection tolerances, and factorials in product-form computations.