

Network of SSQ

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- Assume that $k \geq 1$ single-server service nodes are indexed by $s=1, 2, \dots, k$. The index $s=0$ is reserved for the “super node” that represents the *exterior* of the network – the *source* of the jobs that flowing into the network and the *sink* of the jobs flowing out of the network.
- Each service node has its own queue and its own type of queueing discipline (FIFO, LIFO, ect.), its own service-time distribution and infinite capacity. The service rate for node i is μ_i , $i \in \{1, 2, \dots, k\}$.

Node-transition probability

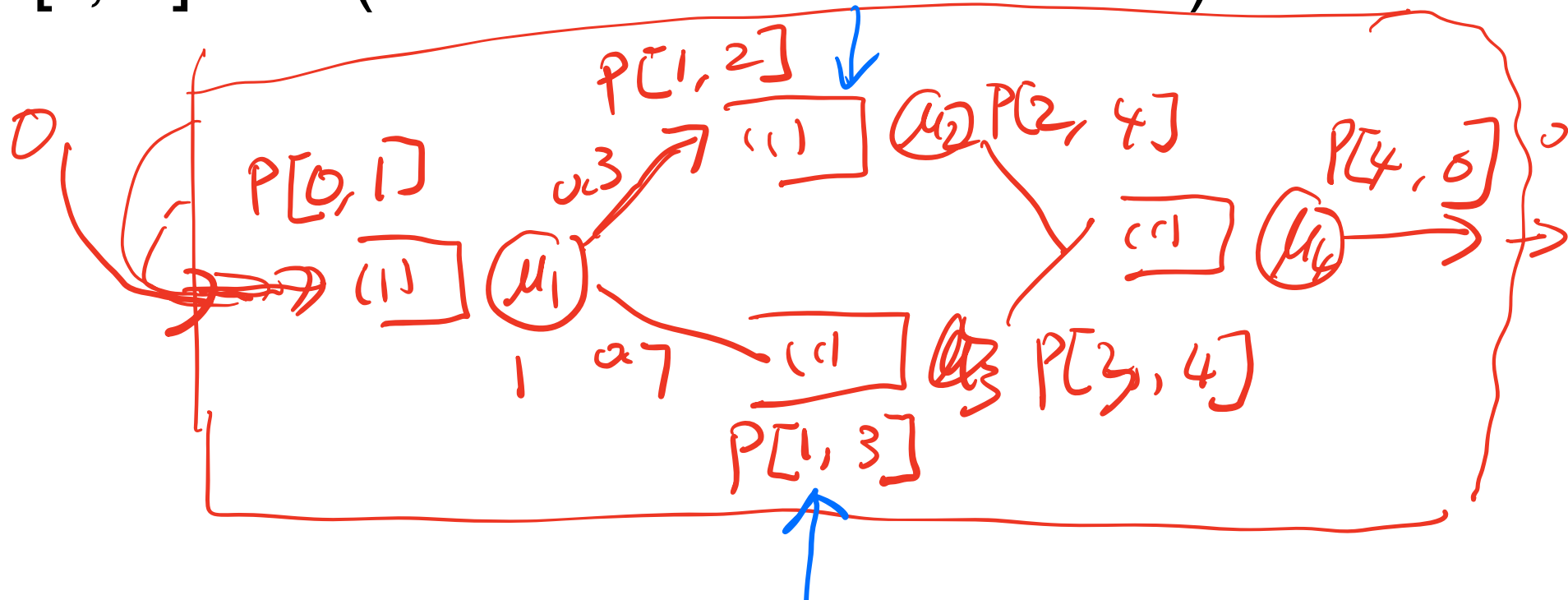
$$P[s, s'] = \Pr(s \rightarrow s')$$

S=0


= Pr (transition from node s to node s')

$P[0, s'] = \Pr(\text{external arrival at node } s')$

$P[s, 0] = \Pr(\text{flow out to sink at node } s)$



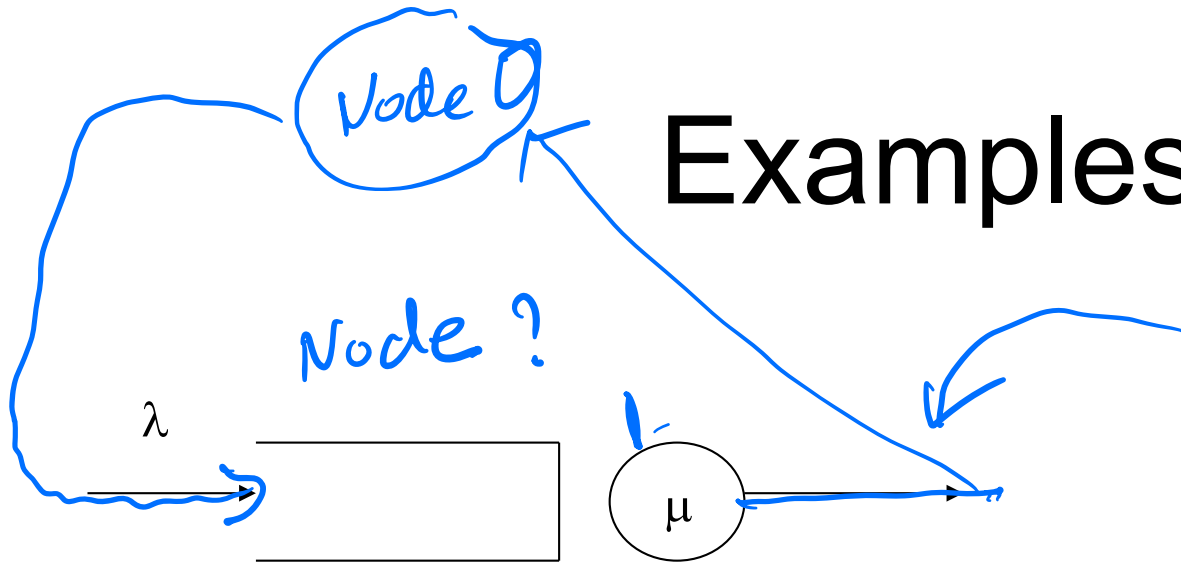
Node-transition probability matrix


$$\begin{bmatrix} \underline{p[0, 0]}, \underline{p[0, 1]}, \underline{p[0, 2]}, \dots, p[0, k] \\ p[1, 0], p[1, 1], p[1, 2], \dots, p[1, k] \\ p[2, 0], p[2, 1], p[2, 2], \dots, p[2, k] \\ \dots \quad \dots \quad \dots \quad \dots \quad \dots \\ p[k, 0], p[k, 1], p[k, 2], \dots, p[k, k] \end{bmatrix}$$

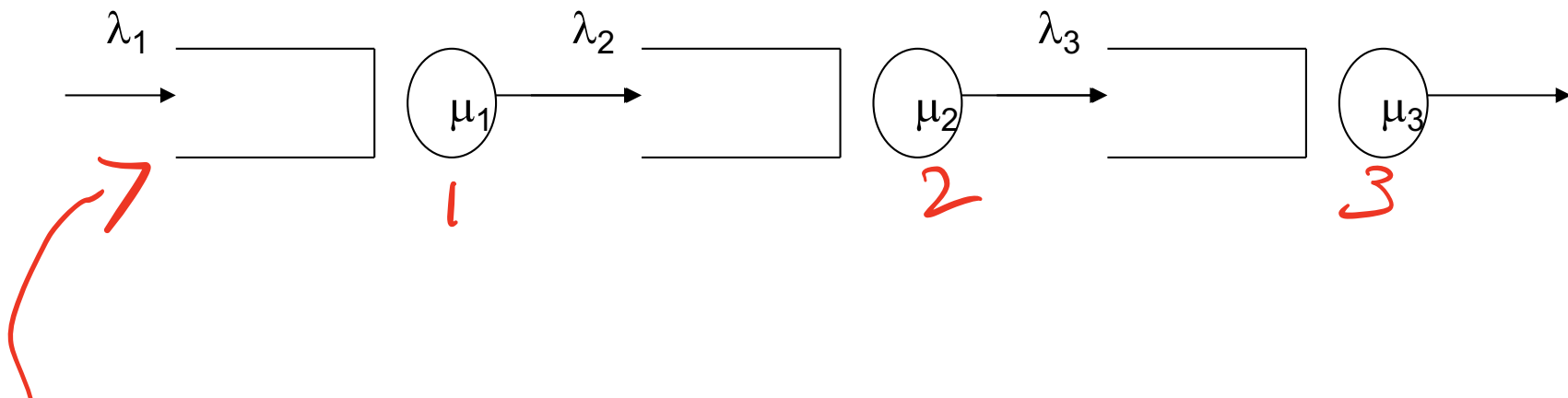
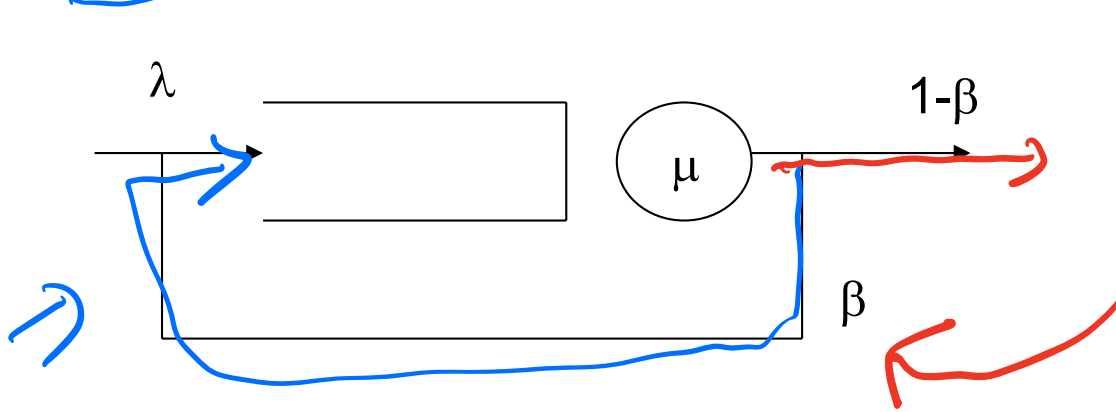
- $p[i, j], i, j \in \{0, 1, 2, \dots, k\}$.

Examples

$$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$



$$\begin{bmatrix} 0 & 1 \\ 1-\beta & \beta \end{bmatrix}$$



$$\begin{bmatrix} 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 \end{bmatrix}$$

Open and closed network

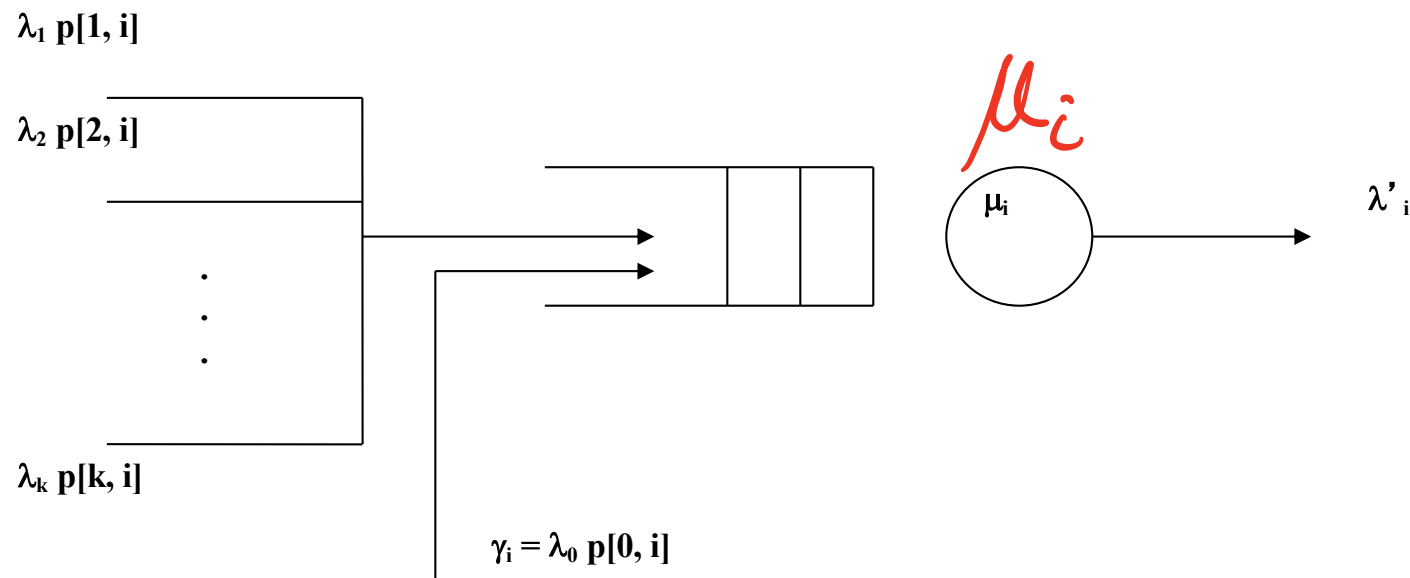
- **Definition 1**

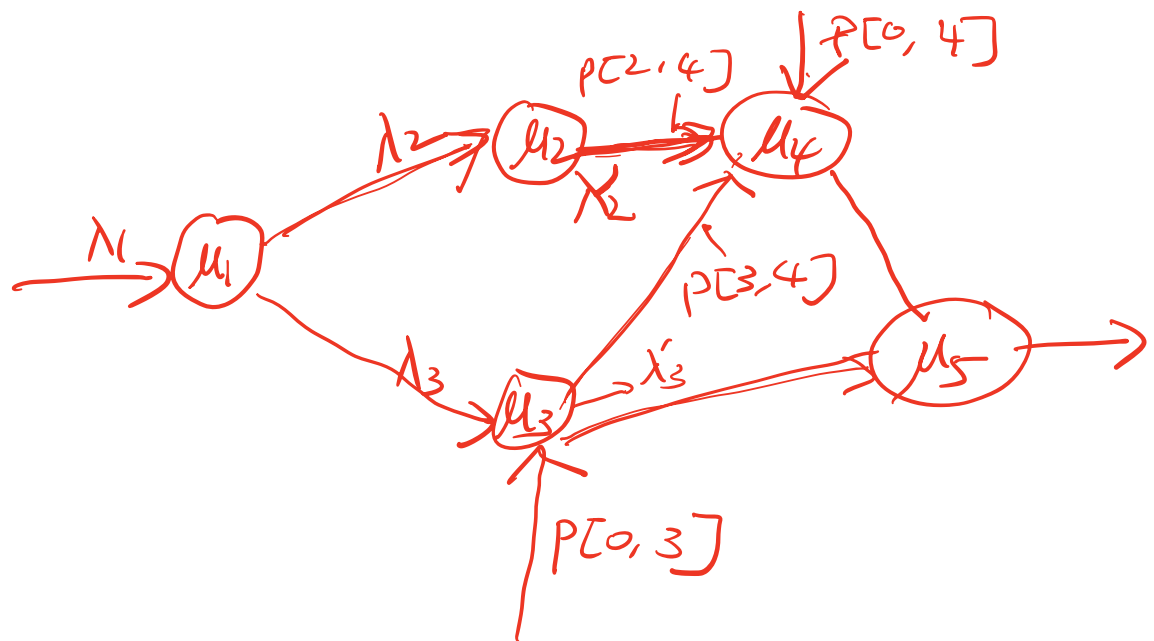
If $P[0, s'] = P[s, 0] = 0$, for all $s, s' \in \{0, 1, 2, \dots, k\}$, then the network is said to be **closed**. Otherwise, it is an **open** network.

Total arrival rate

- **Definition 2** For each service node i , let λ_i be the **total arrival rate**. Then

$$\lambda_i = \lambda_0 p[0, i] + \lambda_1 p[1, i] + \lambda_2 p[2, i] + \dots + \lambda_k p[k, i], \quad i \in \{1, 2, \dots, k\}$$





$$\lambda_4 = P[0,4] \lambda_0 + P[2,4] \lambda'_2 + P[3,4] \cdot \lambda'_3$$

Steady State Analysis

If the system can reach steady state, then:

1) For every node, the flow-in rate = the flow-out rate (balance equation).

$$\lambda_i = \lambda_0 p[0,i] + \lambda_1 p[1,i] + \lambda_2 p[2,i] + \dots + \lambda_k p[k,i] = \lambda'_i$$

2) Each server utilization:

$$\rho_i = \frac{\lambda_i}{\mu_i} < 1, \quad i \in \{1, 2, \dots, k\}$$

Example – Open Network

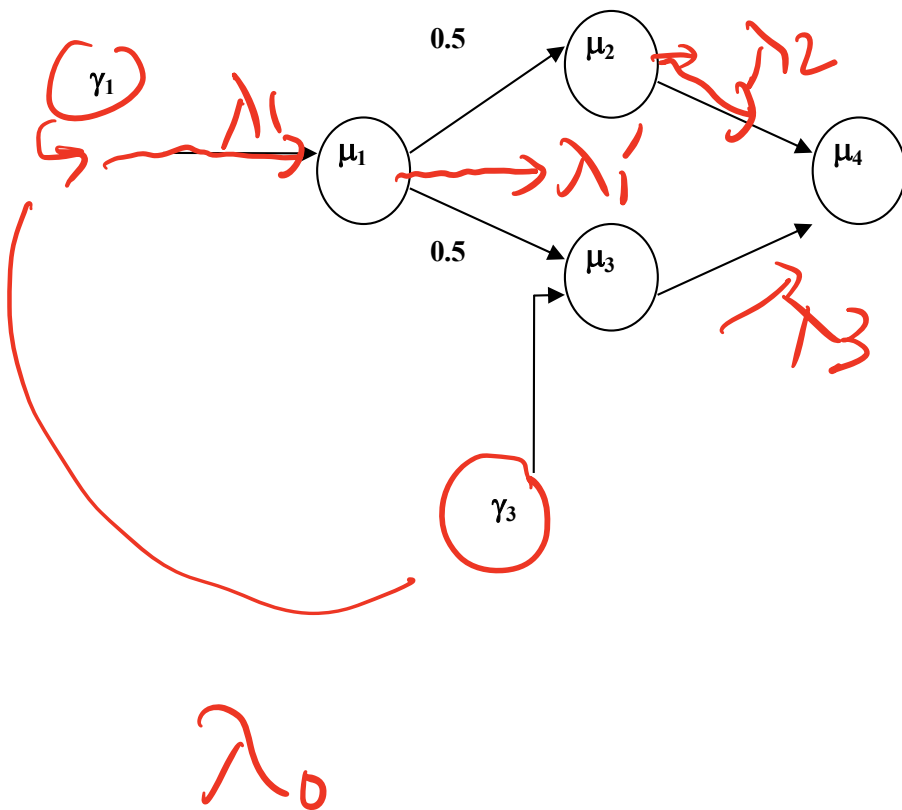
$p[1,2]=0.5$, $p[1,3]=0.5$,
 $p[2,4]=1$, $p[3,4]=1$,

$$\gamma_1 = \lambda_0 p[0, 1],$$

$$\gamma_3 = \lambda_0 p[0, 3]$$

(γ_1 and γ_3 are known external arrival rates),

all other $p[i, j]=0$.



Balance Equations $(\lambda'_1 = \lambda_1)$

Node 1

$$\begin{aligned} \text{(1)} \quad & \lambda_1 = \nu_1 \\ \text{(2)} \quad & \lambda_2 = 0.5 \lambda'_1 = \underline{0.5 \lambda_1} = 0.5 \nu_1 \\ \text{(3)} \quad & \lambda_3 = 0.5 \lambda_1 + \nu_3 = 0.5 \nu_1 + \nu_3 \\ \text{(4)} \quad & \lambda_4 = \lambda'_3 + \lambda'_2 = \lambda_2 + \lambda_3 \\ & = 0.5 \lambda_1 + 0.5 \lambda_1 + \nu_3 \\ & = \lambda_1 + \nu_3 \\ & = \nu_1 + \nu_3 \end{aligned}$$

Solution :

$$\begin{aligned} \lambda_1 &= \nu_1 \\ \lambda_2 &= 0.5 \nu_1 \\ \lambda_3 &= 0.5 \nu_1 + \nu_3 \\ \lambda_4 &= \nu_1 + \nu_3 \end{aligned}$$

Balance equations - open network

$$\lambda_1 = \gamma_1$$

$$\lambda_2 = 0.5\lambda_1 = 0.5\gamma_1$$

$$\lambda_3 = 0.5\lambda_1 + \gamma_3 = 0.5\gamma_1 + \gamma_3$$

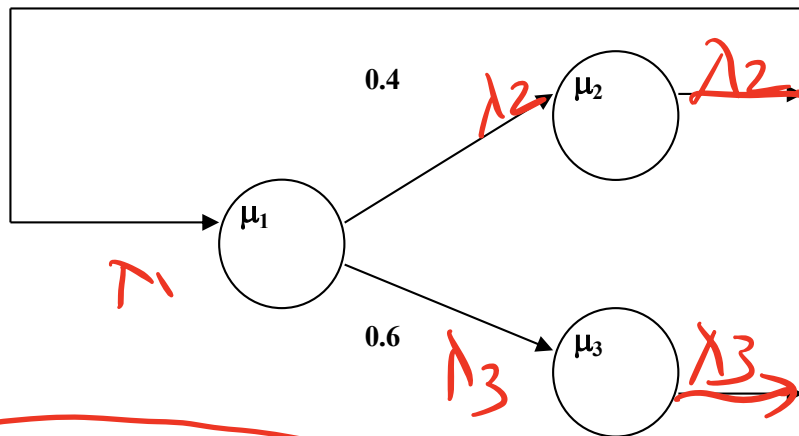
$$\lambda_4 = \lambda_2 + \lambda_3 = \gamma_1 + \gamma_3$$

- In an open network, λ_i can be found from γ_i (the external arrival rates).
- Given μ_i , server utilization can be found:

$$\rho_i = \frac{\lambda_i}{\mu_i}, i \in \{1, 2, \dots, k\}$$

Balance equations - closed network

- Central server model



Mean service time at each server:

$$x_1=0.05, \quad x_2=0.08, \quad x_3=0.04,$$

The mean service rates:

$$\mu_1=1/0.05, \quad \mu_2=1/0.08, \quad \mu_3=1/0.04$$

Balance equation for each node:

$$\frac{\lambda_2}{\lambda_1} = 0.4, \quad \frac{\lambda_3}{\lambda_1} = 0.6$$

$$\frac{\rho_2}{\rho_1} = \frac{\lambda_2 \mu_1}{\lambda_1 \mu_2} = 0.4 \times \frac{0.08}{0.05} = 0.64, \quad \frac{\rho_3}{\rho_1} = \frac{\lambda_3 \mu_1}{\lambda_1 \mu_3} = 0.6 \times \frac{0.04}{0.05} = 0.48$$

$$\begin{aligned} \lambda_1 &= \lambda_2 + \lambda_3 \\ \lambda_2 &= 0.4\lambda_1 \\ \lambda_3 &= 0.6\lambda_1 \end{aligned}$$

The upper bound server utilization:

$$\rho_1 < 1 \Rightarrow \rho_2 < 0.64, \quad \rho_3 < 0.48.$$

$$\begin{aligned} \frac{\lambda_2}{\lambda_1} &= 0.4 \\ \frac{\lambda_3}{\lambda_1} &= 0.6 \end{aligned}$$

$$\lambda_1 = \lambda_2 + \lambda_3$$

$$\lambda_2 = 0.4 \lambda_1$$

$$\lambda_3 = 0.6 \lambda_1 \quad \underline{\mu_1 : \text{Service rate}}$$

$$\frac{\rho_2}{\rho_1} = \frac{\frac{\lambda_2}{\mu_2}}{\frac{\lambda_1}{\mu_1}} = \frac{\lambda_2 \mu_1}{\lambda_1 \mu_2}$$

Service Time

$$= 0.05$$

Service Rate

$$\mu_2 = \frac{1}{0.05}$$

$$= 0.4 \times \frac{\frac{1}{0.05}}{\frac{1}{0.08}} = 0.4 \times \frac{0.08}{0.05}$$

$$\frac{\rho_2}{\rho_1} = 0.64 \Rightarrow \underline{\rho_2 = 0.64 \rho_1}$$

$$\frac{\rho_3}{\rho_1} = 0.48 \Rightarrow \rho_3 = 0.48 \rho_1$$

$$\rho_1 < 1, \quad \rho_2 < 0.64$$

$$\rho_3 < 0.48$$

Review

- Introduction to discrete event simulation
- Examples: SSQ, inventory systems, optimization
- Monte Carlo Simulation
- Lehmer random number generators
- Empirical tests of randomness
- Discrete event simulation - exponential and geometric Variates
- Simulation languages – GPSS
- Discrete Random Variables - Statistical Models and Generations
- Continuous random variables
- Output analysis – Single Server Queue
- Output analysis – Birth Death models
- Network of single-server-queue