

Name: Xingrong Zong

A) Service times

Name of service center	Service Time (S_k)
WebServer	0.06
ApplicationServer	0.25
VoucherPaymentServer	0.075

B) Simulation results

Name of service center	Utilization	Throughput
WebServer	0.1898	3.1533
ApplicationServer	0.7814	3.1449
Database	0.1107	3.1449
CardPaymentServer	0.3510	1.7599
VoucherPaymentServer	0.0565	0.7521

The problem statement said "the utilization of the VoucherPaymentServe is 22.5%.", not 5.6%

Average System Response Time: ~~3.8914~~

Average time that a user is waiting for a reply from the system ~~0.5499~~

It means that it is saturated. Something does not match in the results because it was asked the number of resources needed to avoid

C) System upgrade

Name of service center	Minimum number of resources	Utilization	Throughput
WebServer	2	0.8599	14.2869
ApplicationServer	7	1	3.9453
Database	1	0.1393	4.0053
CardPaymentServer	3	0.4508	2.2368
VoucherPaymentServer	1	0.0725	0.9605

Average System Response Time: ~~3.96E5~~

Average time that a user is waiting for a reply from the system ~~0.547~~

These throughputs are not correct.

For example, the Throughput of the Webserver and Application Server should be exactly the same because each job that executes in the WebServer passes immediately to the Application Server. It cannot go anywhere else. This mismatch indicate serious problems in your model

1 a)

1.1 Web Server

$$T = 3 \text{ days} = 3 \times 24 \times 60 \times 60 = 259200 \text{ s}$$

$$C_1 = 466560$$

$$D_1 = 104.16 \text{ ms} = 0.10416 \text{ s}$$

$$V_1 = 1.7361 \text{ visites}$$

$$S_1 = \frac{D_1}{V_1} = 0.059996544 \text{ s} \approx 0.06 \text{ s}$$

1.2 Application Server

$$U_2 = 0.7812$$

$$N_2 = 3.565 \text{ jobs}$$

$$R_2 = 1.1408 \text{ s}$$

$$X_2 = \frac{N_2}{R_2} = \frac{3.565}{1.1408} = 3.125$$

$$S_2 = \frac{B_2}{C_2} = \frac{U_2 \times T}{C_2} = \frac{U_2}{X_2} = \frac{0.7812}{3.125} = 0.249984 \text{ s} \approx 0.25 \text{ s}$$

$$C_2 = X_2 \times T = 3.125 \times 259200 = 810000$$

1.3 Database

$$C_3 = C_2 \times 4 = 810000 \times 4 = 3240000$$

$$S_3 = 0.035 \text{ s}$$

1.4 User Thinking

$$C_4 = C_3 \times 0.8 = 3240000 \times 0.8 = 2592000$$

$$Z_4 = 20 \text{ s}$$

1.5 Voucher Payment Server

$$C_6 = C_4 \times 0.3 = 2592000 \times 0.3 = 777600$$

$$U_6 = 0.225$$

$$X_6 = \frac{C_6}{T} = \frac{777600}{259200} = 3$$

$$S_6 = \frac{B_6}{C_6} = \frac{U_6 \times T}{C_6} = \frac{U_6}{X_6} = \frac{0.225}{3} = 0.075$$

2 b)

2.1 Model

2.1.1 Source 1

Selected Distribution:

Exponential [exp(λ)]:

$$f(x) = \lambda e^{-\lambda x}$$

λ :

mean:

2.1.2 Web Server

Selected Distribution:

Exponential [exp(λ)]:

$$f(x) = \lambda e^{-\lambda x}$$

λ :

mean:

2.1.3 Application Server

Selected Distribution: Exponential

Exponential [exp(λ)]:

$$f(x) = \lambda e^{-\lambda x}$$

λ :

mean:

2.1.4 Database

Selected Distribution: Exponential

Exponential [exp(λ)]:

$$f(x) = \lambda e^{-\lambda x}$$

λ :

mean:

2.1.5 CardPayment Server

Selected Distribution: Exponential

Exponential [exp(λ)]:

$$f(x) = \lambda e^{-\lambda x}$$

λ :

mean:

2.1.6 VoucherPayment Server

Selected Distribution: Exponential

Exponential [exp(λ)]:

$$f(x) = \lambda e^{-\lambda x}$$

λ :

mean:

2.2 Routing Probabilities

2.2.1 Database

Station Name	
Station Name: Database	
Database Parameters Definition	
Queue Section Service Section Routing Section	
Routing Strategies	
Class	Routing Strategy
Class1	Probabilities
Description	
Jobs are routed to stations connected to the current one according to the specified probabilities. If the sum of the probabilities is different from 1, all the values will be scaled to sum 1.	
Routing Options	
Destination	Probability
Database	0.42857142857142...
Sink 1	0.11428571428571...
UserThinking	0.45714285714285...

2.2.2 User Thinking

Station Name	
Station Name: UserThinking	
UserThinking Parameters Definition	
Service Section Routing Section	
Routing Strategies	
Class	Routing Strategy
Class1	Probabilities
Description	
Jobs are routed to stations connected to the current one according to the specified probabilities. If the sum of the probabilities is different from 1, all the values will be scaled to sum 1.	
Routing Options	
Destination	Probability
CardPaymentSer...	0.7
VoucherPayment...	0.3

2.2.3 CardPayment Server

Station Name
Station Name: CardPaymentServer

CardPaymentServer Parameters Definiton

Queue Section Service Section Routing Section

Routing Strategies

Class	Routing Strategy
Class1	Probabilities

Description
Jobs are routed to stations connected to the current one according to the specified probabilities. If the sum of the probabilities is different from 1, all the values will be scaled to sum 1.

Routing Options

Destination	Probability
WebServer	0.35
Sink 2	0.65

2.2.4 VoucherPayment Server

Station Name
Station Name: VoucherPaymentServer

VoucherPaymentServer Parameters Definiton

Queue Section Service Section Routing Section

Routing Strategies

Class	Routing Strategy
Class1	Probabilities

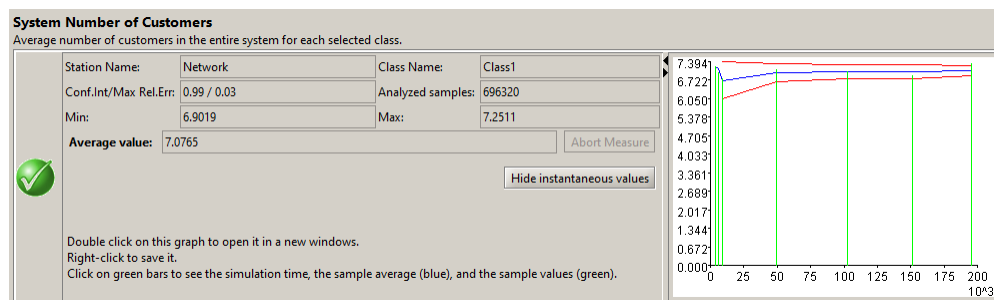
Description
Jobs are routed to stations connected to the current one according to the specified probabilities. If the sum of the probabilities is different from 1, all the values will be scaled to sum 1.

Routing Options

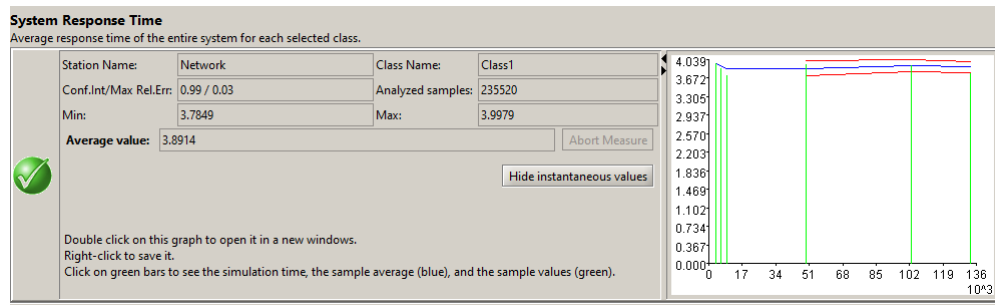
Destination	Probability
WebServer	0.95
Sink 3	0.05

2.3 Simulations

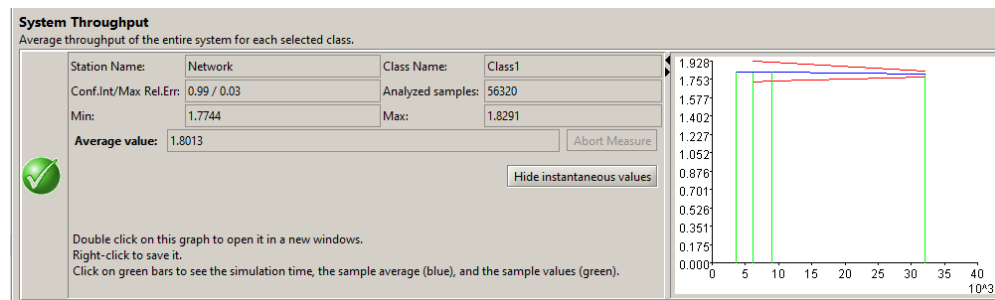
2.3.1 System Number of Customers



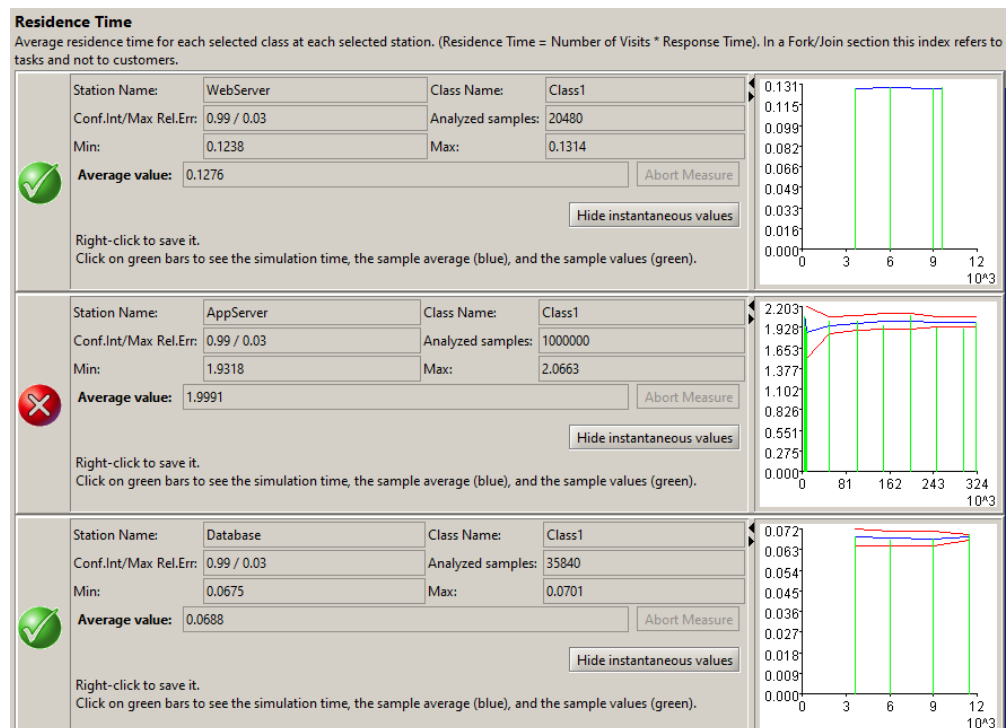
2.3.2 System Response Time

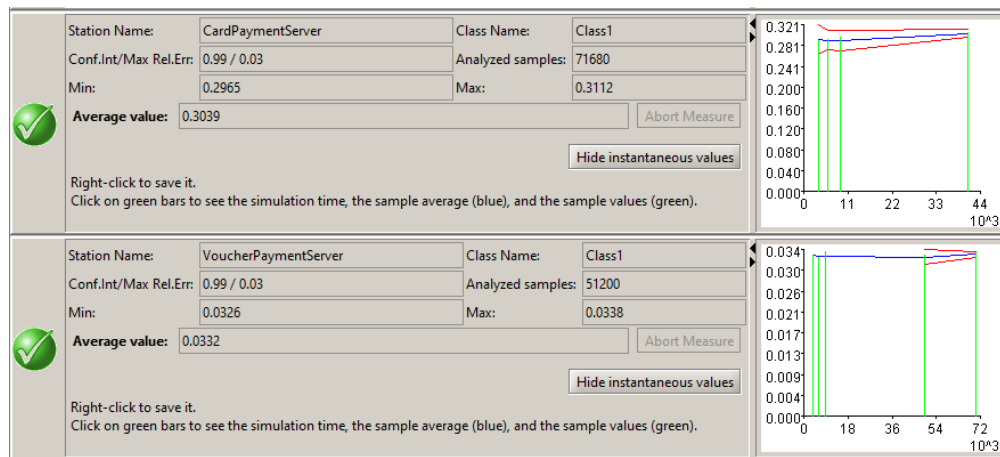


2.3.3 System Throughput

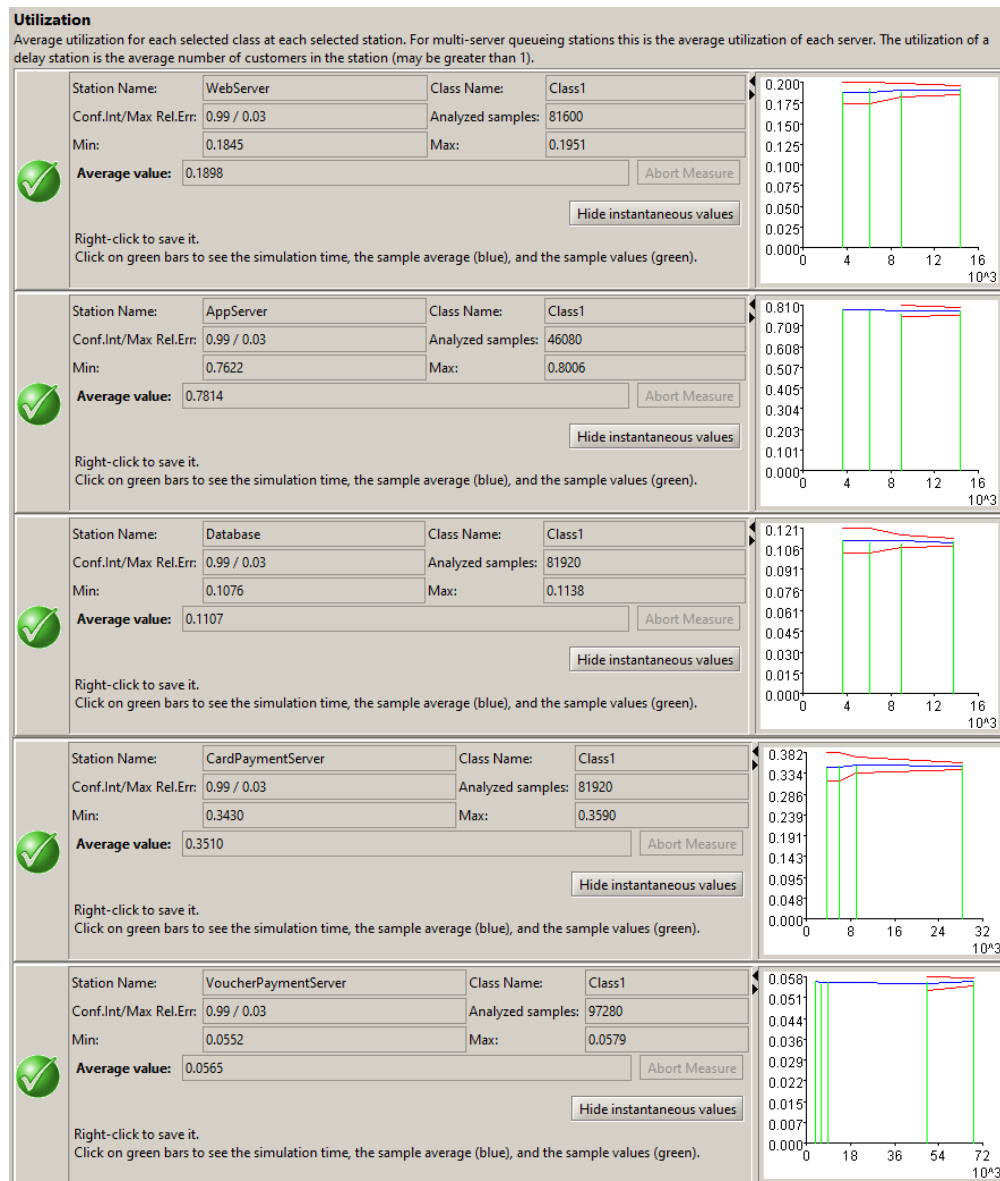


2.3.4 Residence Time

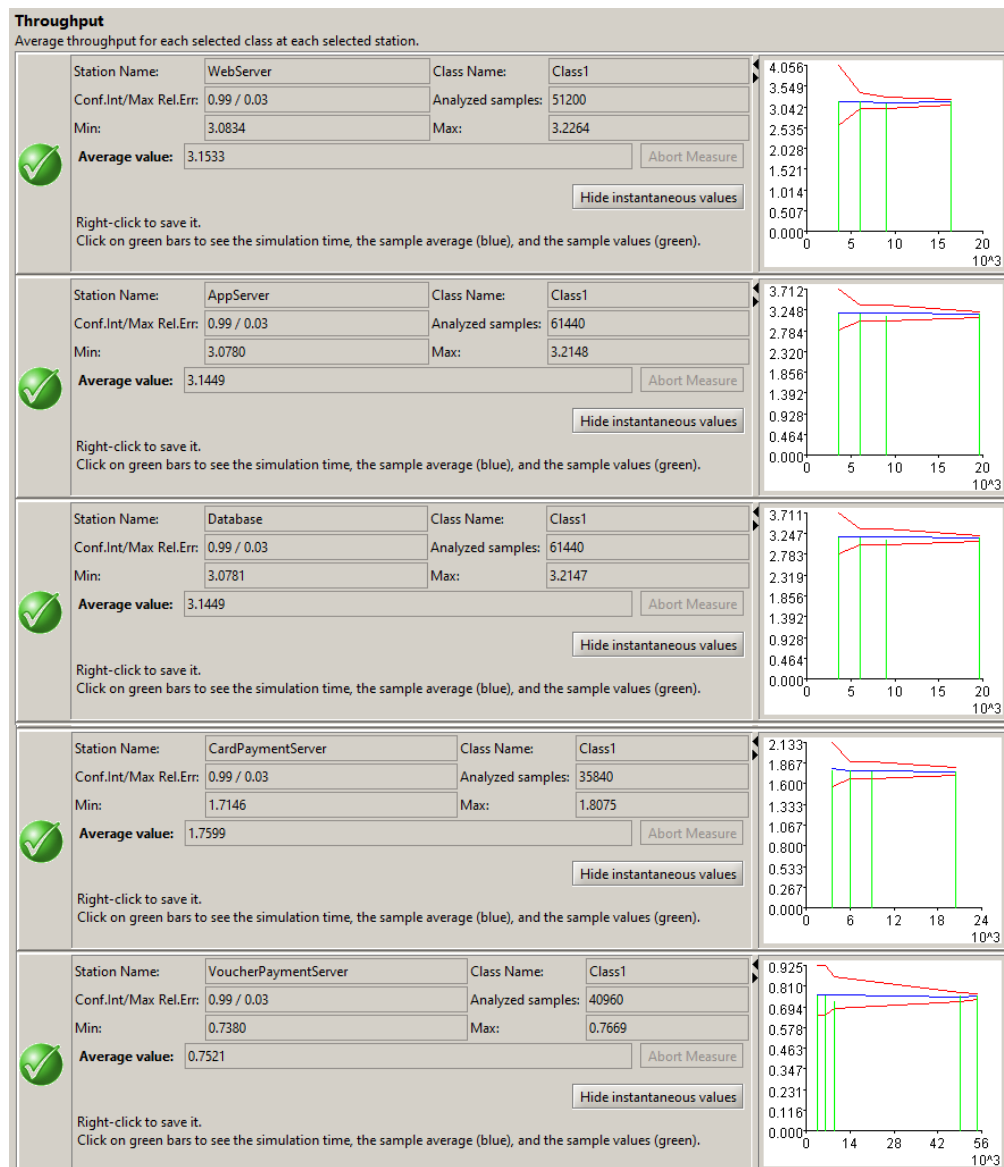




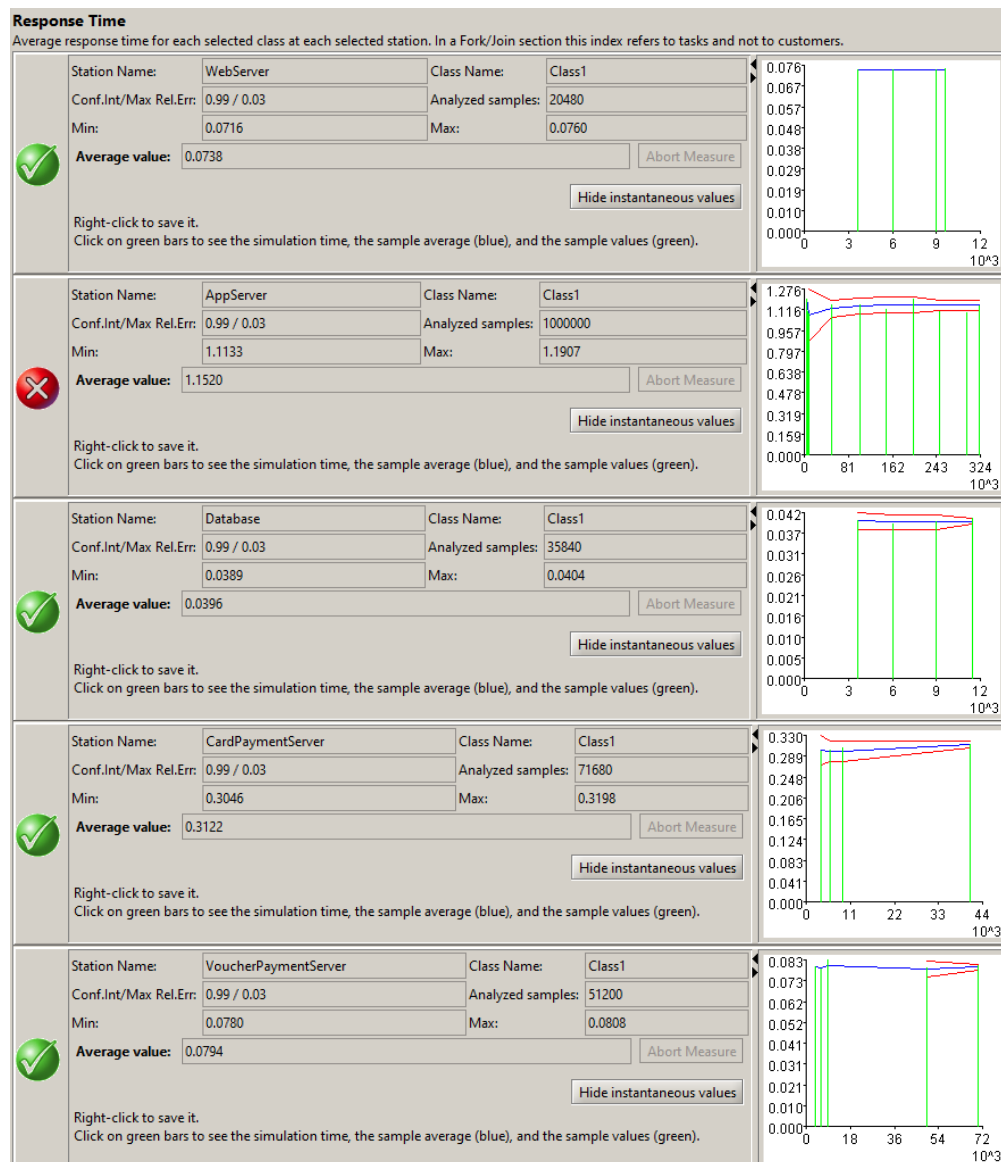
2.3.5 Utilization



2.3.6 Throughput



2.3.7 Response Time



3 C)

The following only shows the ones that are adjusted based on part b).

3.1 Model

3.1.1 Source 1

Selected Distribution: **Exponential**

Exponential [exp(λ):

$$f(x) = \lambda e^{-\lambda x}$$

λ :

mean:


3.2 Routing Probabilities

Station Name
Station Name:

CardPaymentServer Parameters Definition

Queue Section | Service Section | **Routing Section**

Routing Strategies

Class	Routing Strategy
 Class1	Probabilities

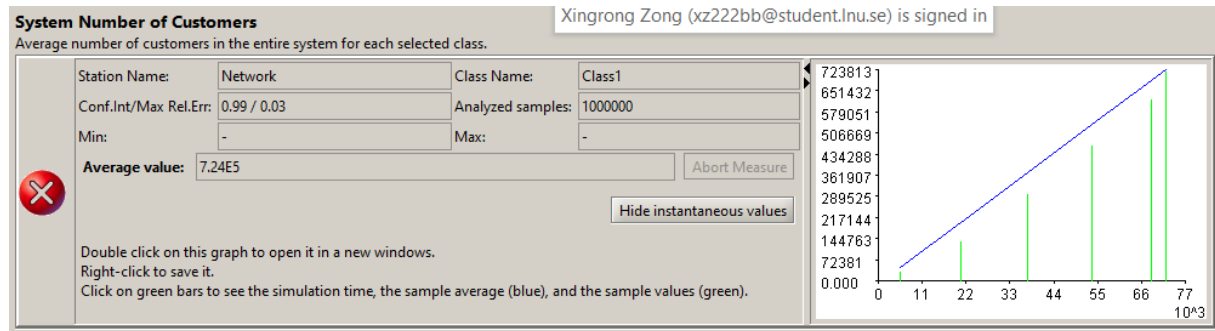
Description
Jobs are routed to stations connected to the current one according to the specified probabilities. If the sum of the probabilities is different from 1, all the values will be scaled to sum 1.

Routing Options

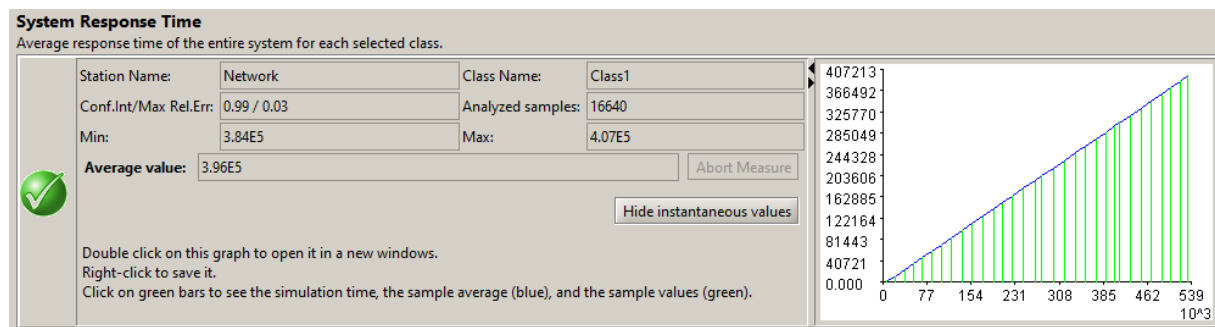
Destination	Probability
WebServer	0.55
Sink 2	<input type="text" value="0.45"/>

3.3 Simulations

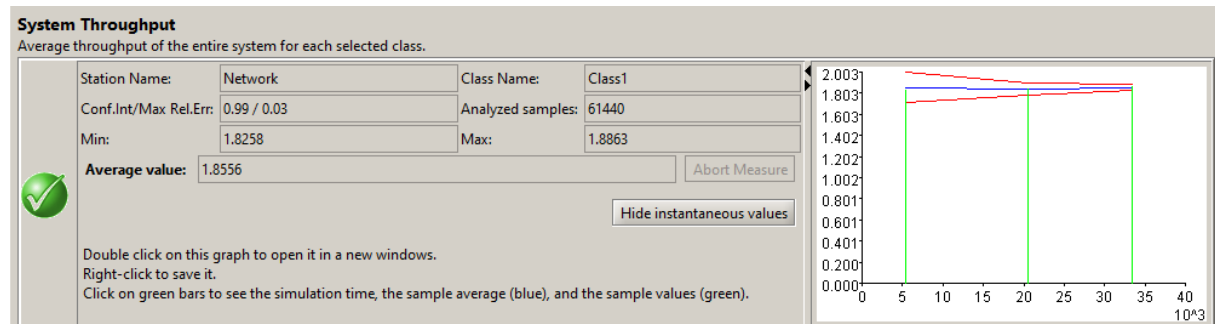
3.3.1 System Number of Customers



3.3.2 System Response Time



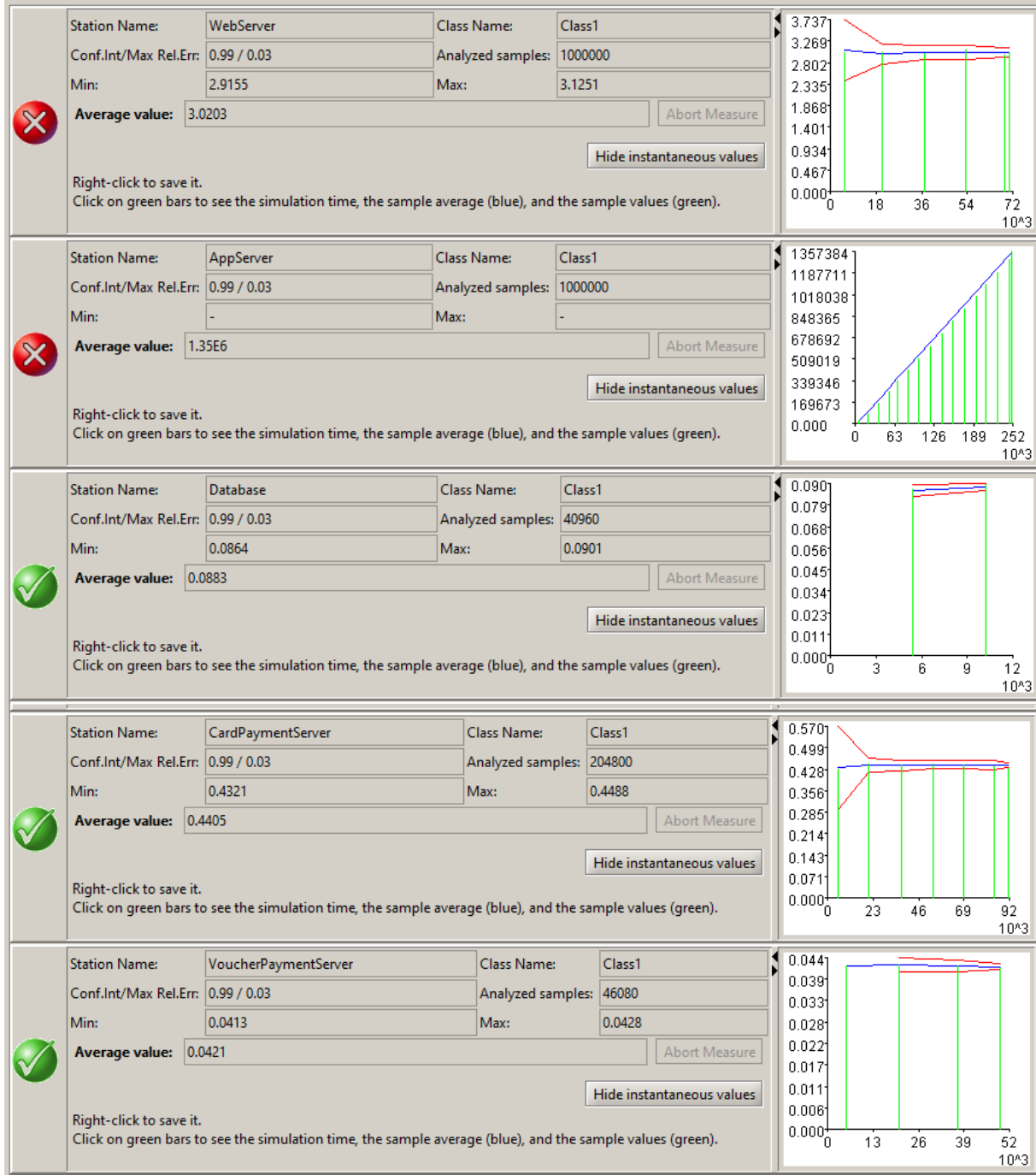
3.3.3 System Throughput



3.3.4 Residence Time

Residence Time

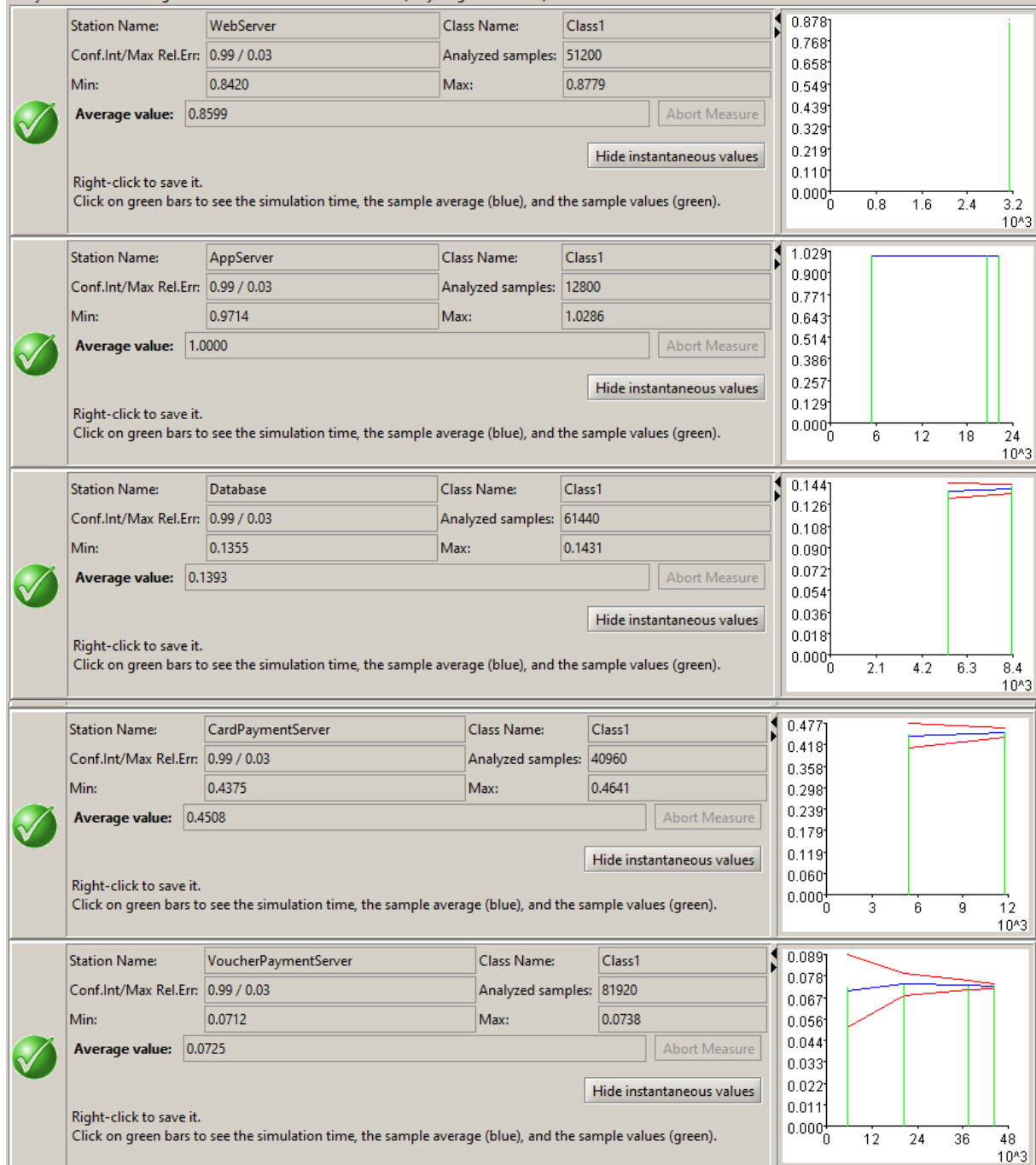
Average residence time for each selected class at each selected station. (Residence Time = Number of Visits * Response Time). In a Fork/Join section this index refers to tasks and not to customers.



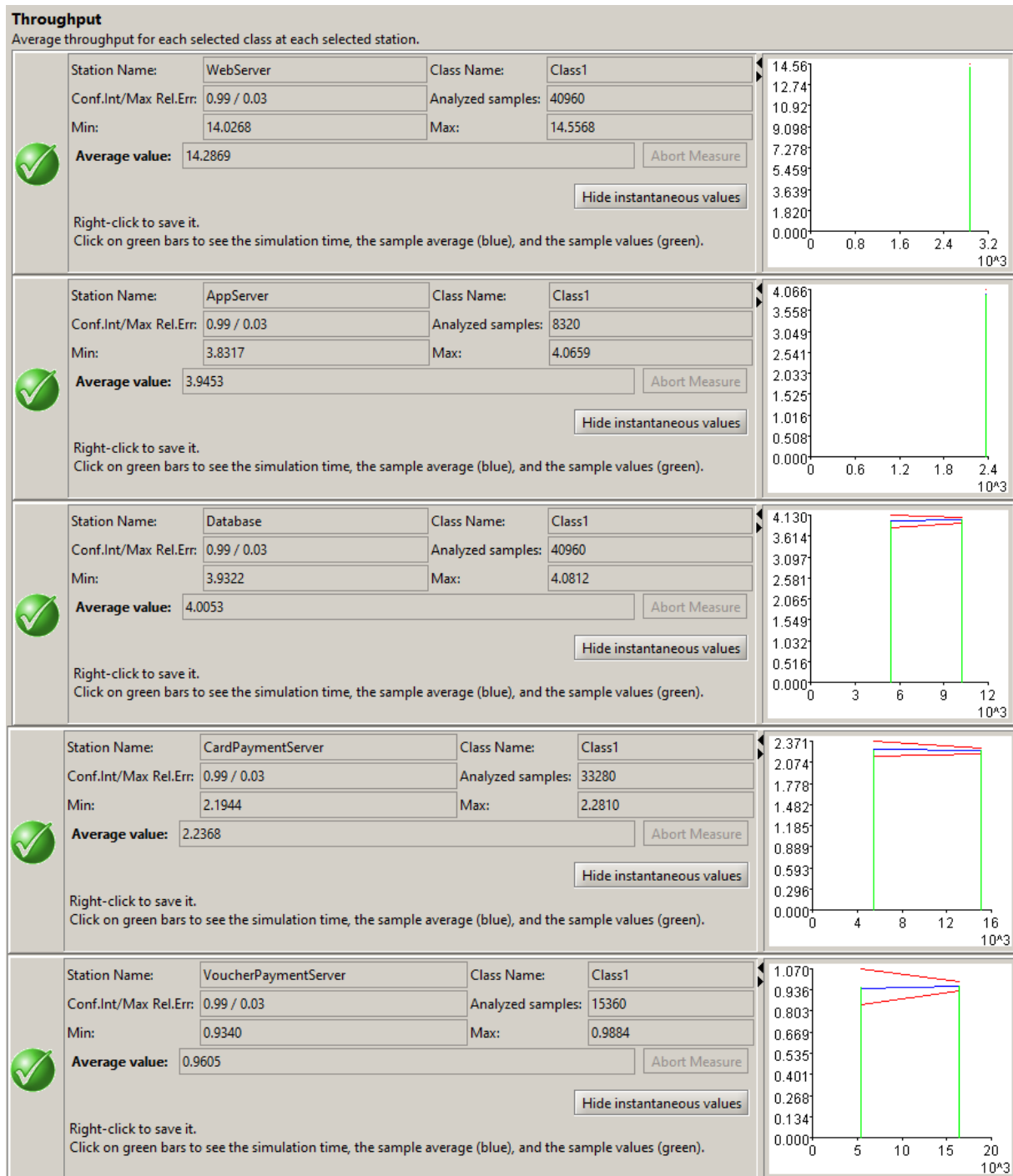
3.3.5 Utilization

Utilization

Average utilization for each selected class at each selected station. For multi-server queueing stations this is the average utilization of each server. The utilization of a delay station is the average number of customers in the station (may be greater than 1).

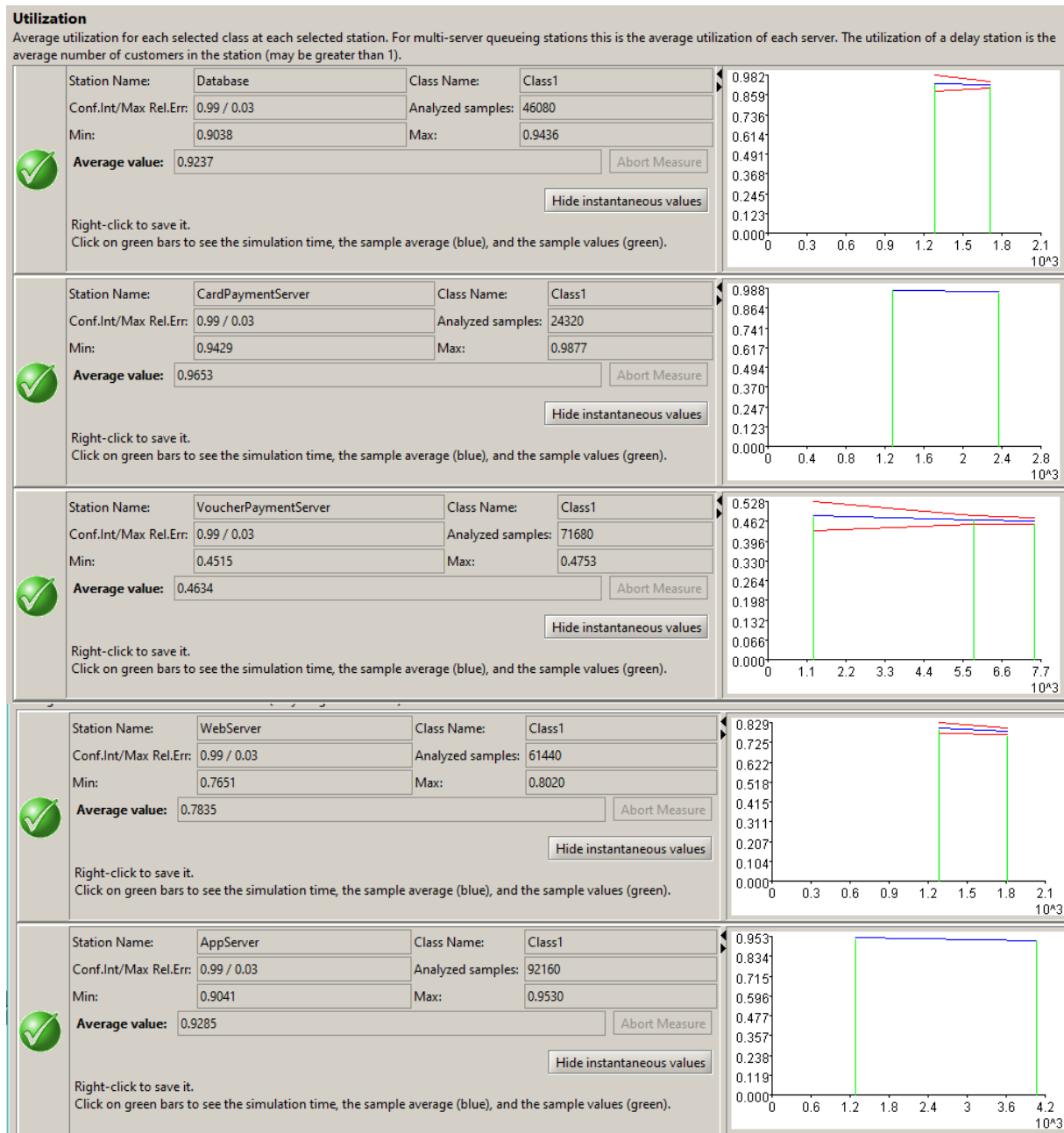


3.3.6 Throughput



3.4 Minimum Number of Resources

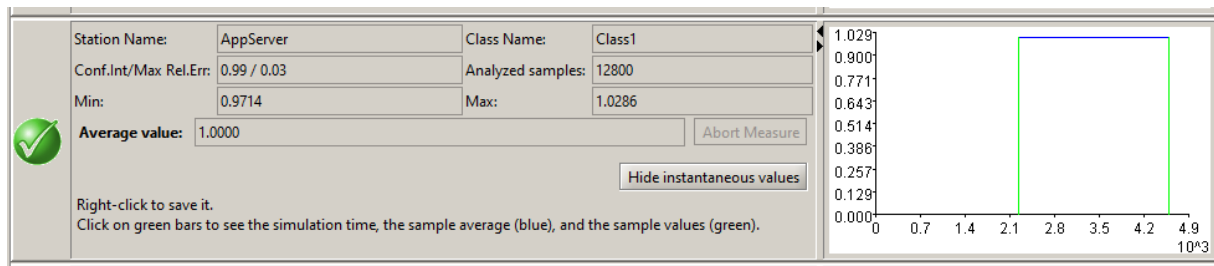
When Number of Resources of AppServer is 7, Number of Resources of Web Server is 2, Number of Resources of CardPayment Server is 3, Number of Resources of the rest servers is 1:



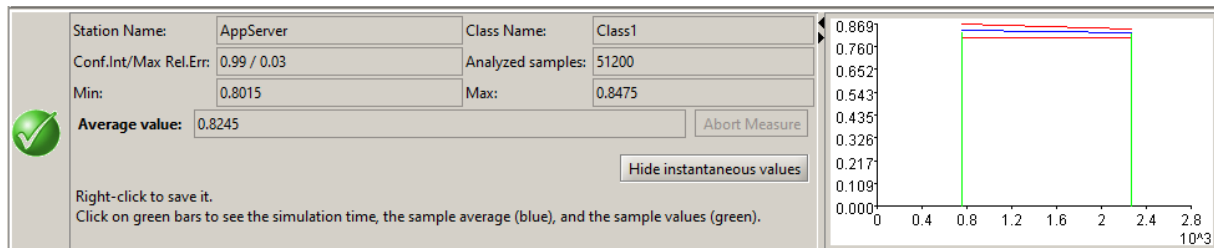
The following are the steps:

3.4.1 Application Server

Number of Resources = 4:

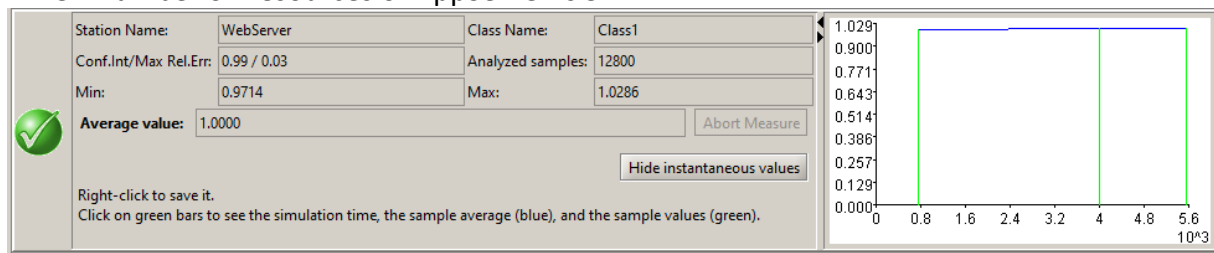


Number of Resources = 5:

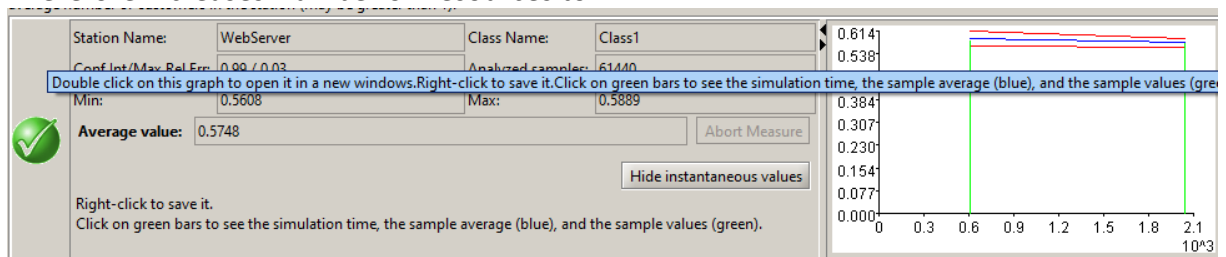


3.4.2 Web Server

When Number of Resources of AppServer is 5:

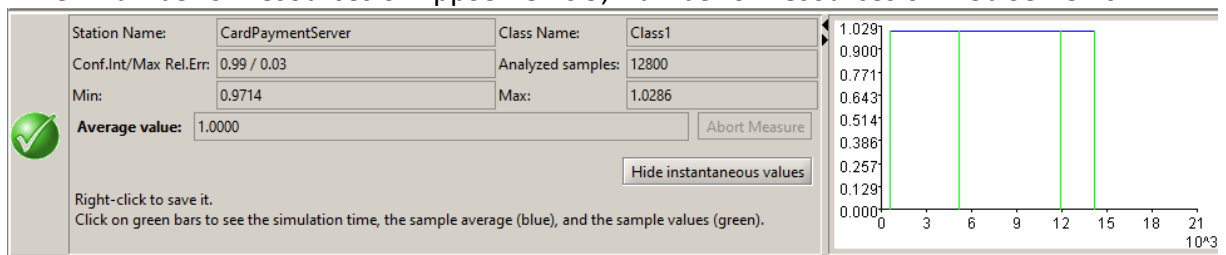


Therefore increases Number of Resources to 2:

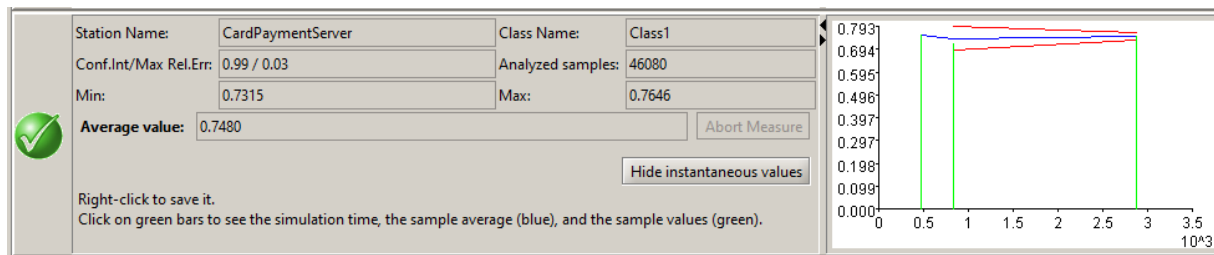


3.4.3 CardPayment Server

When Number of Resources of AppServer is 5, Number of Resources of Web Server is 2:

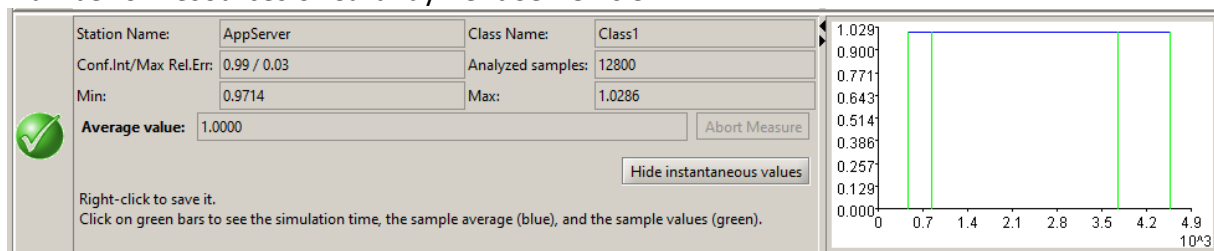


Therefore increases Number of Resources to 3:



3.4.4 Application Server

When Number of Resources of AppServer is 5, Number of Resources of Web Server is 2, Number of Resources of CardPayment Server is 3:



Therefore increases Number of Resources to 7:

