

Automatic Ticketing Machine

Consider an automatic ticket machine, placed in a very crowded area. We can consider that as soon as a customer completes her transaction, a new one is immediately available to start a new purchase.



The customer first starts interacting with the Graphical User Interface of the machine. The time required to complete her choice, is Hyper-exponential distributed with the characteristics shown in row A of the table I below. 20% of the customers does not buy a ticket and leave immediately the machine. The other 80% who purchases a ticket, pays it either with cash (35%) or with an electronic transaction (65%). The length of two operations is different, and it is reported respectively in rows B and C of table I below. When payment has been completed, the system prints the ticket, with a time that follows row D of table I below. Table II shows the cost of the tickets, with the probability that the corresponding document is issued.

Analyze the considered scenario:

1. Draw a state machine of the system.
2. Compute the probability that it is either: waiting for user input, handling a cash transaction, handling an electronic transaction, printing a ticket
3. Compute the average duration of a transaction – the time (expressed in minutes) the machine is used by a customer.
4. Compute the average cash collected by the machine in 20 hours of operation.

Case	Description	Distribution
A	GUI time	2 stage Hyper-exponential with: $p_1 = 0.8, \lambda_1 = 0.4 \text{ min}^{-1}$ $p_2 = 0.2, \lambda_2 = 0.1 \text{ min}^{-1}$
B	Cash payment	Exponential with $\lambda = 0.4 \text{ min}^{-1}$
C	Electronic payment	Erlang $k = 4$, and $\lambda = 2 \text{ min}^{-1}$
D	Printing	2 stage Hyper-Erlang: $p_1 = 0.95, k_1 = 2, \lambda_1 = 10 \text{ min}^{-1}$ $p_2 = 0.05, k_2 = 1, \lambda_2 = 0.1 \text{ min}^{-1}$

Table I : Distributions

Ticket type	Fare	Probability
Urban	2.50 €	90%
Area I	4.00 €	6%
Area II	6.00 €	4%

Table II : Fares and their distribution