SFWR ENG 4E03

Kemal Ahmed

Fall 2015  
Note: material covered in [Stats 3Y03 Summary](https://drive.google.com/file/d/0BxW61uJyyN8TNy1iUFE0ZlRMLTg/view) will not be covered in this summary

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# Statistics

**Poisson parameter** [λ]: rate

**Service rate** [μ]:

*Think chemistry, i.e. cancelling units*

## Variance



* Don’t change probability, but square X for calculation only
* For discrete: use the sum of the X’s, so E[X] = Σ(P(X=i)∙Xi) and E[X2] = Σ(P(X=i)∙Xi2)

**Continuous Random Variable (CRV)**:



## Exponential

* **Mean** [E[X]]: 1/λ
* **Variance** [E[X]]: a.k.a. Expected value
* **Probability Distribution Function (PDF)** [P(X)]: λe–λx
* **Cumulative Distribution Function (CDF)** [f(x)]: CDF = ∫PDF, i.e. 1 – e–λx
* Memoryless
* not always for time

## Uniform

* **Mean**: (b–a)2/12
* **Variance**: (a+b)/2
* **PDF**: 1 / (b–a) , a ≤ x ≤ b
* **CDF**: 1
* **Uniform Distribution**: no memoryless property

# Operations Analysis

**Device** [i]: units that are in terms of *i* are specific to an individual device or node within a system

**Total devices** [k]:

**Service Time** [S]: time per specific job

**Visitation** [V]: given or projected visits/jobs (closed system); cannot be calculated; basically a probability

[E(V)]: calculated visit/job ratio

P(visit)∙total visits in previous node

**Demand** [D]: total service time for all jobs





**Bottleneck**: device with largest demand

**Time in system** [T]: time the job is in the system





**Response Time** [R]: time the job is *being processed* in the system

**Users** [M]:

**Optimal users** [M\*]:



**Total Jobs** [N]: N=M in a closed system



If E[Z] = 0, R = N



**Think time** [Z]: time it takes the user to put a request in and start, it’s kinda like the frequency that users put in requests (seconds / request)



**Throughput** [X]: out-rate, jobs / hour of full system



Note: andconverge at their lowest point, so equate them

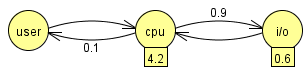


**Utilization** [ρ]: ratio that the time is busy



## Visitation Trick

If determining visitation at a node, establish a reference node from one of the incoming nodes, usually the user node, that has a returning percentage



Vuser = 1 = 0.1 ∙ VCPU

# DTMC

**Discrete Time Markov Chains (DTMC)**:

**Geometric Series**: 

**Geometric Sequence**: 

