

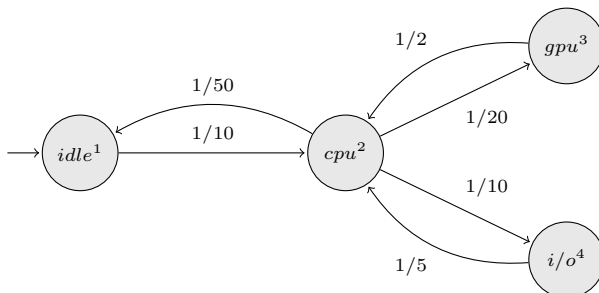
## CTMC Performance Indices

To have this assignment evaluated for the in-class exam, please upload on WeBeep a ZIP file including:

- the source code used to solve this assignment
- this file, with the table below properly filled

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CTMC drawing:



```
graph LR; idle1((idle^1)) -- 1/10 --> cpu2((cpu^2)); cpu2 -- 1/50 --> idle1; cpu2 -- 1/2 --> gpu3((gpu^3)); gpu3 -- 1/20 --> cpu2; cpu2 -- 1/10 --> io4((i/o^4)); io4 -- 1/5 --> cpu2;
```

Infinitesimal generator matrix:

	$S_{idle}$	$S_{cpu}$	$S_{gpu}$	$S_{i/o}$
$S_{idle}$	-0.1000	0.1000	0.0000	0.0000
$S_{cpu}$	0.0200	-0.1700	0.0500	0.1000
$S_{gpu}$	0.0000	0.5000	-0.5000	0.0000
$S_{i/o}$	0.0000	0.2000	0.0000	-0.2000

State reward vectors, and transition reward matrices:

$$\alpha_P = [0, 1 \quad 2 \quad 10 \quad 0,5] \quad \alpha_U = [0 \quad 1 \quad 1 \quad 1]$$

$$\xi_X = \begin{bmatrix} 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} \quad \xi_{X_{GPU}} = \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} \quad \xi_{f_{I/O}} = \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \end{bmatrix}$$

Figure with the evolution of the state probabilities as function of time.

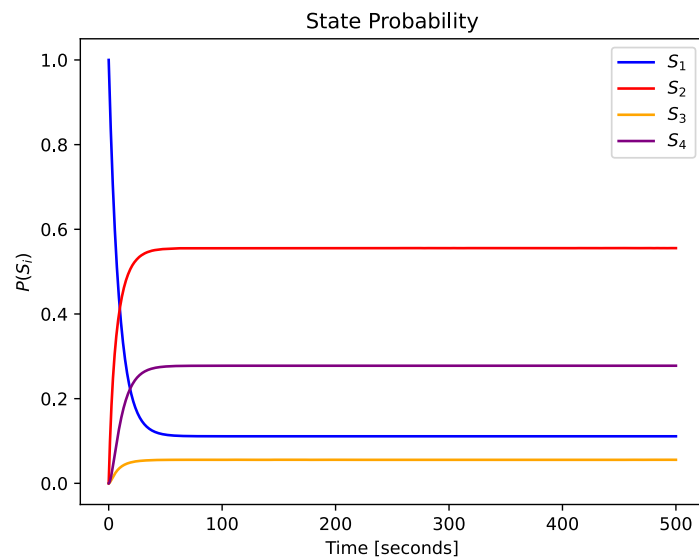
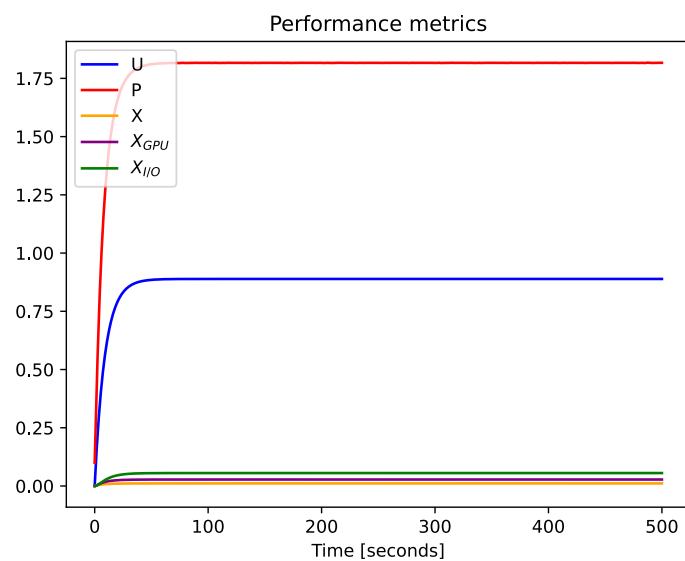


Figure with the evolution of the rewards as function of time



Steady state probabilities, and limit rewards.

$$P(S_1) = 0,1111$$

$$P(S_2) = 0,5556$$

$$P(S_3) = 0,0556$$

$$P(S_4) = 0,2778$$

$$U = 0,8889$$

$$P = 1,8167 \text{ Watt}$$

$$X = 0,0111 \text{ jobs/second}$$

$$X_{GPU} = 0,0278 \text{ jobs/second}$$

$$f_{I/O} = 0,0556 \text{ jobs/second}$$