

Q. A small grocery store has only one checkout counter. Customers arrive at the checkout counter at random from 1-8 minutes apart. Each possible value of inter arrival time has the same probability. The service time varies from 1-6 min with probability given in table. The problem is to analyse the system by simulating the arrival & service of 20 customers

Service Time	Probability	Cumulative probability	Random digit assignment
1	0.10	0.10	01 - 10
2	0.20	0.30	11 - 30
3	0.30	0.60	31 - 60
4	0.25	0.85	61 - 85
5	0.10	0.95	86 - 95
6	0.05	1.00	96 - 00

Arrival time	Probability	Cumulative probability	Random digit
1	0.125 ($\frac{1}{8}$)	0.125	001 - 125
2	0.125	0.250	126 - 250
3	0.125	0.375	251 - 375
4	0.125	0.500	376 - 500
5	0.125	0.625	501 - 625
6	0.125	0.750	626 - 750
7	0.125	0.875	751 - 875
8	0.125	1.000	876 - 000

<u>random numbers</u>		<u>for service</u>	
20		32	3
84	-	94	5
10	1	79	4
74	2	05	1
53	3	79	5
17	1	84	2
79	1	52	3
91	5	55	3
67	4	30	2
89	5	50	3
38	3		

<u>For arrival</u>			
913	8	093	1
727	1	607	5
015	0	738	6
948	8	359	3
309	3	888	8
922	8	106	1
753	7	212	2
235	2	493	5
302	3	535	5
109	1		

Arrival of first \Rightarrow start of clock
 No need random digit

Cust. no.	Time since last Arrival	Arrival time	Service time	Time service begins	customer waits in queue	time services ends	Time spent in system	id to be
1.	0	0	4	0	0	4	4	
2.	8	8	1	8	0	9	1	
3.	6	14	4	14	0	18	4	
4.	1	15	3	18	3	21	6	0
5.	8	23	2	23	0	25	2	2
6.	3	26	4	26	0	30	4	1
7.	8	34	5	34	0	39	5	5
8.	7	41	4	41	0	45	4	2
9.	2	43	5	45	2	50	7	0
10.	3	46	3	50	4	53	7	0
11.	1	47	3	53	6	56	9	0
12.	1	48	5	56	8	61	13	0
13.	5	53	4	61	8	65	12	0
14.	6	59	1	65	6	66	7	0
15.	3	62	4	66	4	70	8	0
16.	8	70	4	70	0	74	4	0
17.	1	71	3	74	3	77	6	0
18.	2	73	3	77	4	80	7	0
19.	4	77	2	80	3	82	5	0
20.	5	82	3	82	0	85	3	0
		67			51		118	18

Average waiting time of each customer = $2.55 \left(\frac{51}{20} \right)$

Probability that a customer has to wait in queue = $\frac{\text{no. of customers who wait}}{\text{total no. of customers}}$

Scanned by CamScanner

= 0.55

$$\begin{aligned} \text{Probability of idle time of server} &= \frac{\text{total idle time}}{\text{total run time of simulation}} \\ &= \frac{18}{85} = 0.211 \end{aligned}$$

$$\text{Probability of server busy time} = 1 - \frac{18}{85} = 0.788$$

$$\begin{aligned} \text{Average service time (Observed service time)} &= \frac{\text{total service time}}{\text{total customers}} \\ &= \frac{67}{20} = 3.35 \end{aligned}$$

This result can be compared with the expected service time by finding the mean of service time distribution using the equation

$$\begin{aligned} E(s) &= \sum_{s=0}^{\infty} s \times p(s) \\ &= (4 \times 0.25) + (1 \times 0.1) + (2 \times 0.2) + (3 \times 0.3) + (5 \times 0.1) + (6 \times 0.05) = 3.2 \end{aligned}$$

$$\begin{aligned} \text{Average time b/w arrivals} &= \frac{\text{sum of all time b/w arrivals}}{\text{no. of arrivals} - 1} \\ &= \frac{82}{19} = 4.32 \end{aligned}$$

This result can be compared to the expected time b/w arrivals by finding mean of discrete uniform distribution whose end points are

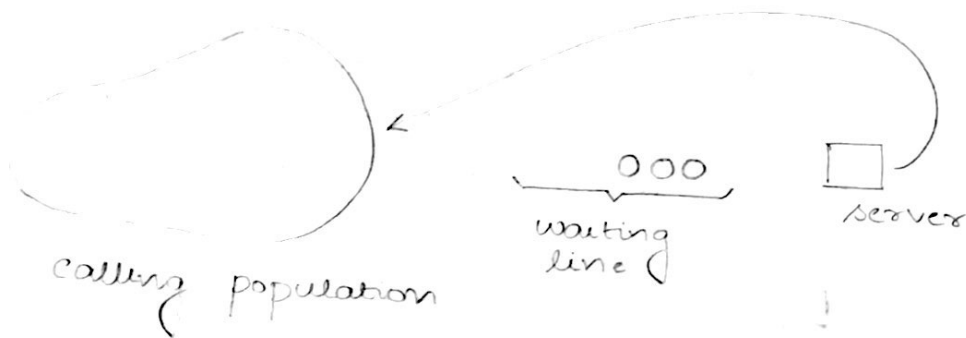
$$a=1 \quad b=8$$

$$E(A) = \frac{a+b}{2} = \frac{1+8}{2} = 4.5$$

$$\begin{aligned} \text{Average waiting time of those customers who wait in queue} &= \frac{\text{Total time customers wait in queue}}{\text{Total no of customers waiting}} \\ &= \frac{51}{11} = 4.63 \end{aligned}$$

Average time customer spends in the system = $\frac{\text{total time customer spent}}{\text{total customer}} = \frac{118}{20} = 5.9$

Second way of computing the same result is
 = average time customer spends waiting
 + average time customer spends in service
 = 2.55 + 3.35 = 5.9 min



Queueing system

A queueing system is described by its calling population, the ^{discrete/continuous} nature of arrivals, the ^{deterministic/stochastic} service mechanism, system capacity ^{finite/infinite} & the queueing discipline.

		Queue status	
		Empty	Not empty
Server Status	Idle	Enter service	Impossible
	busy	Enter queue	Enter queue

		Queue status	
		Empty	Not empty
Server Status	Idle	✓	✗
	busy	✓	✓

Potential (customer) unit
 Action upon arrival
 event

Server outcomes
 after service
 completion