## TP-547-Principio de Simulaçõe de 3. de Comunicação

## Trabalho de teoria de Filas

\* Georgines da silva Baltagar

$$P = \frac{\lambda}{M} = 0,6$$

$$E994 = \frac{1-\rho}{1-\rho} = 2,5 \text{ min}$$

$$E1t_{W} = E1t_{Y} = E1t_{Y}$$

$$E1t_{Y} = 0,9 \text{ carros}$$

$$E1t_{Y} = 2,5 \text{ min}$$

$$L = \frac{R}{m} = 100 \text{ psc/seg}$$

$$L = \frac{P}{1-P} = 0,6666 \text{ psc}$$

$$Q) L + tq = \frac{E+q}{\lambda} = 0,016667 \text{ seg}$$

$$E + tq = 0,016667 \text{ seg}$$

$$M = \frac{R}{n} = 250 \text{ px/seg} \quad \begin{cases} R = P \cdot \frac{1-P}{1-P^{N+1}} \\ P = \frac{\lambda}{M} = 0.8 \end{cases}$$

$$E / 94 = \frac{P}{1-P} - \frac{(N-1)^{N+1}}{1-P}$$

$$E / 1 / 9 / 9 = \frac{P}{1-P} = \frac{P}{1-P} - \frac{P}{1-P} = \frac{P}{1$$

$$E_{1} = \frac{1 - P}{1 - P^{N+1}}$$

$$E_{1} = \frac{P}{1 - P} - \frac{(N+1)P^{N+1}}{1 - P^{N+1}}$$

$$E_{1} = \frac{E_{1}}{(1 - B)}.$$

$$\frac{D_{ados}}{\lambda = 1}$$

$$\lambda = 1 \text{ mus/seg}$$

$$M = 2000 \text{ bits}$$

$$R = 10000 \text{ bps}$$

$$\frac{1}{\sqrt{\frac{P_{ados}}{R}}} = \frac{1}{\sqrt{\frac{P_{ados}}{N}}}$$

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