

# Notes for Operations Research & More

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**Part I**

**Preliminary Topics**





## Chapter 1

# Review of Linear Algebra



## Chapter 2

# Convex Sets



## Chapter 3

# Convex Functions and Generalizations



**Part II**

**Linear Programming**





# Chapter 4

## Formulation

### 4.1 Typical Problems

### 4.2 Formulation Skills

#### 4.2.1 Absolute Value

**Description:** Consider the following model statement:

$$\begin{aligned} \min \quad & \sum_{j \in J} c_j |x_j|, \quad c_j > 0 \\ \text{s.t.} \quad & \sum_{j \in J} a_{ij} x_j \gtrless b_i, \quad \forall i \in I \\ & x_j \text{ unrestricted}, \quad \forall j \in J \end{aligned}$$

**Modeling:**

$$\begin{aligned} \min \quad & \sum_{j \in J} c_j (x_j^+ + x_j^-), \quad c_j > 0 \\ \text{s.t.} \quad & \sum_{j \in J} a_{ij} (x_j^+ - x_j^-) \gtrless b_i, \quad \forall i \in I \\ & x_j^+, x_j^- \geq 0, \quad \forall j \in J \end{aligned}$$

#### 4.2.2 A Minimax Objective

**Description:** Consider the following model statement:

$$\begin{aligned} \min \quad & \max_{k \in K} \sum_{j \in J} c_{kj} x_j \\ \text{s.t.} \quad & \sum_{j \in J} a_{ij} x_j \gtrless b_i, \quad \forall i \in I \\ & x_j \geq 0, \quad \forall j \in J \end{aligned}$$

**Modeling:**

$$\begin{aligned} \min \quad & z \\ \text{s.t.} \quad & \sum_{j \in J} a_{ij} x_j \gtrless b_i, \quad \forall i \in I \\ & \sum_{j \in J} c_{kj} x_j \leq z, \quad \forall k \in K \\ & x_j \geq 0, \quad \forall j \in J \end{aligned}$$

### 4.2.3 A fractional Objective

**Description:** Consider the following model statement:

$$\begin{aligned}
 \min \quad & \frac{\sum_{j \in J} c_j x_j + \alpha}{\sum_{j \in J} d_j x_j + \beta} \\
 \text{s.t.} \quad & \sum_{j \in J} a_{ij} x_j \gtrless b_i, \quad \forall i \in I \\
 & x_j \geq 0, \quad \forall j \in J
 \end{aligned}$$

**Modeling:**

$$\begin{aligned}
 \min \quad & \sum_{j \in J} c_j x_j t + \alpha t \\
 \text{s.t.} \quad & \sum_{j \in J} a_{ij} x_j \gtrless b_i, \quad \forall i \in I \\
 & \sum_{j \in J} d_j x_j t + \beta t = 1 \\
 & t > 0 \\
 & x_j \geq 0, \quad \forall j \in J \\
 & (t = \frac{1}{\sum_{j \in J} d_j x_j + \beta})
 \end{aligned}$$

### 4.2.4 A range Constraint

**Description:** Consider the following model statement:

$$\begin{aligned}
 \min \quad & \sum_{j \in J} c_j x_j \\
 \text{s.t.} \quad & d_i \leq \sum_{j \in J} a_{ij} x_j \leq e_i, \quad \forall i \in I \\
 & x_j \geq 0, \quad \forall j \in J
 \end{aligned}$$

**Modeling:**

$$\begin{aligned}
 \min \quad & \sum_{j \in J} c_j x_j, \quad c_j > 0 \\
 \text{s.t.} \quad & u_i + \sum_{j \in J} a_{ij} x_j = e_i, \quad \forall i \in I \\
 & x_j \geq 0, \quad \forall j \in J \\
 & 0 \leq u_i \leq e_i - d_i, \quad \forall i \in I
 \end{aligned}$$

## Chapter 5

# Simplex Method

### 5.1 Basic Feasible Solutions and Extreme Points

### 5.2 Simplex Method

#### 5.2.1 Simplex Method Algorithm

#### 5.2.2 Simplex Method Tableau

#### 5.2.3 Simplex Method as a Search Algorithm

### 5.3 Revised Simplex Method

### 5.4 Simplex Method with Bounded Variables

### 5.5 Artificial Variable

#### 5.5.1 Two-Phase Method

#### 5.5.2 Big-M Method

#### 5.5.3 Single Artificial Variable Technique

### 5.6 Degeneracy and Cycling

#### 5.6.1 Degeneracy

#### 5.6.2 Cycling

#### 5.6.3 Cycling Prevention Rules

Lexicographic Rule

Bland's Rule

Successive Ratio Rule



## Chapter 6

# Duality Theory and Sensitivity Analysis



## Chapter 7

# Decomposition Principle





## Chapter 8

# Ellipsoid Algorithm



## Chapter 9

# Projective Algorithm



## Chapter 10

# Interior-Point Algorithm



## Part III

# Graph and Network Theory



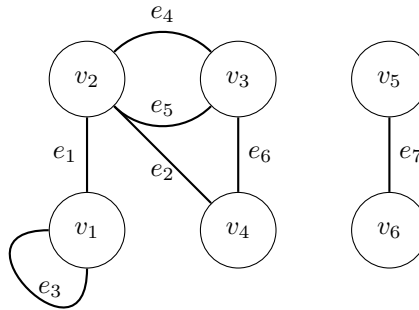


# Chapter 11

## Graph Theory

### 11.1 Basic concepts

A **Graph**  $G$  consists of a finite set  $V(G)$  on vertices, a finite set  $E(G)$  on edges and an **incident relation** that associates with any edge  $e \in E(G)$  an unordered pair of vertices not necessarily distinct called **ends**.



It can be represented as

$$V = V(G) = \{v_1, v_2, v_3, v_4, v_5, v_6\} \quad (11.1)$$

$$E = E(G) = \{e_1, e_2, e_3, e_4, e_5, e_6, e_7\} \quad (11.2)$$

$$e_1 = v_1v_2, e_2 = v_2v_4, \dots \quad (11.3)$$

Several concepts:

- An edge with identical ends is called a **loop**
- Two edges having the same ends are said to be **parallel**
- A graph without loops or parallel edges is called **simple graph**
- two edges of a graph are **adjacent** if they have a common end
- two vertices are **adjacent** if they are joined by an edge

### 11.2 Subgraph

Given two graphs  $G$  and  $H$ ,  $H$  is a **subgraph** of  $G$  if  $V(H) \subseteq V(G)$ ,  $E(H) \subseteq E(G)$  and an edge has the same ends in  $H$  as it does in  $G$ , if  $E(H) \neq E(G)$  then  $H$  is a proper subgraph.

A subgraph  $H$  on  $G$  is **spanning** if  $V(H) = V(G)$

For a subset  $V' \subseteq V(G)$  we define a **vertex-induced** subgraph  $G[V']$  to be the subgraph with vertices  $V'$  and those edges of  $G$  having both ends in  $V'$

The **edge-induced** subgraph  $G[E']$  has edges  $E'$  and those vertices of  $G$  that are ends to edges in  $E'$

If we combine node-induced or edge-induced subgraphs  $G(V')$  and  $G(V - V')$ , we cannot get the entire graph.

Let  $v \in V(G)$ , then the **degree** of  $v \in V(G)$  denote by  $d_G(v)$  is defines to be the number of edges incident of  $v$ . Loops counted twice.

**Theorem 11.2.1.** *For any graph  $G=(V, E)$*

$$\sum_{v \in V} d(v) = 2|E| \quad (11.4)$$

*Proof.*  $\forall$  edge  $e = \mu v$  with  $\mu \neq v$ ,  $e$  is and counted once for  $\mu$  and once for  $v$ , a total of two altogether. If  $e = \mu\mu$ , a loop, then it is counted twice for  $\mu$  □

**Corollary 11.2.1.1.** *Every graph has an even number of odd degree vertices.*

*Proof.*

$$V = V_E \cup V_O \Rightarrow \sum_{v \in V} d(v) = \sum_{v \in V_E} d(v) + \sum_{v \in V_O} d(v) = 2|E| \quad (11.5)$$

□

## Chapter 12

# Paths, Trees, and Cycles



## Chapter 13

# Shortest-Path Problem



## Chapter 14

# Minimum Spanning Tree Problem





## Chapter 15

# Maximum Flow Problem



## Chapter 16

# Minimum Cost Flow Problem



## Chapter 17

# Assignment and Matching Problem



## Chapter 18

# Graph Algorithms



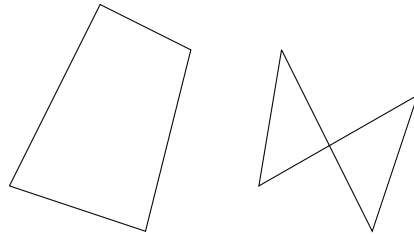


# Chapter 19

## Polygon Triangulation

### 19.1 Types of Polygons

**Def:** A **simple polygon** is a closed polygonal curve without self-intersection.

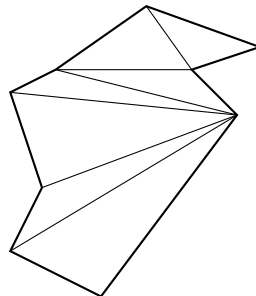


Simple Polygon      Non-simple Polygon

Polygons are basic building blocks in most geometric applications. It can model arbitrarily complex shapes, and apply simple algorithms and algebraic representation/manipulation.

### 19.2 Triangulation

**Def:** **Triangulation** is to partition polygon  $P$  into non-overlapping triangles using diagonals only. It reduces complex shapes to collection of simpler shapes. Every simple  $n$ -gon admits a triangulation which has  $n - 2$  triangles.



Triangulation

**Theorem:** Every polygon has a triangulation

**Lemma:** Every polygon with more than three vertices has a diagonal.

**Proof:** (by Meisters, 1975) Let  $P$  be a polygon with more than three vertices. Every vertex of a  $P$  is either *convex* or *concave*. W.L.O.G.(any polygon must has convex corner) Assume  $p$  is a convex vertex. Denote the neighbors of

$p$  as  $q$  and  $r$ . If  $\bar{qr}$  is a diagonal, done, and we call  $\triangle pqr$  is an *ear*. If  $\triangle pqr$  is not an ear, it means at least one vertex is inside  $\triangle pqr$ , assume among those vertexes inside  $\triangle pqr$ ,  $s$  is a vertex closest to  $p$ , then  $\bar{ps}$  is a diagonal.

### 19.3 Art Gallery Theorem

**Problem:** The floor plan of an art gallery modeled as a simple polygon with  $n$  vertices, there are guards which is stationed at fixed positions with 360 degree vision but cannot see through the walls. How many guards does the art gallery need for the security? (Fun fact: This problem was posted to Vasek Chvatal by Victor Klee in 1973)

**Theorem:** Every  $n$ -gon can be guarded with  $\lfloor \frac{n}{3} \rfloor$  vertex guards

**Lemma:** Triangulation graph can be 3-colored.

**Proof:**

- $P$  plus triangulation is a planar graph
- 3-coloring means there exist a 3-partition for vertices that no edge or diagonal has both endpoints within the same set of vertices.
- Proof by Induction:
  - Remove an ear (there will always exist ear)
  - Inductively 3-color the rest
  - Put ear back, coloring new vertex with the label not used by the boundary diagonal.

### 19.4 Triangulation Algorithms

### 19.5 Shortest Path

## Part IV

# Integer and Combinatorial Programming



# Chapter 20

## Formulation

### 20.1 Typical Problems

### 20.2 Integer Programming Formulation Skills

#### 20.2.1 A Variable Taking Discontinuous Values

**Description:** In algebraic notation:

$$x = 0, \quad \text{or} \quad l \leq x \leq u$$

**Modeling:**

$$\begin{aligned} x &\leq uy \\ x &\geq ly \\ y &\in \{0, 1\} \end{aligned}$$

where

$$y = \begin{cases} 0, & \text{if } x = 0 \\ 1, & \text{if } l \leq x \leq u \end{cases}$$

#### 20.2.2 Fixed Costs

**Description:** In algebraic notation:

$$C(x) = \begin{cases} 0 & \text{for } x = 0 \\ k + cx & \text{for } x > 0 \end{cases}$$

**Modeling:**

$$\begin{aligned} C^*(x, y) &= ky + cx \\ x &\leq My \\ x &\geq 0 \\ y &\in \{0, 1\} \end{aligned}$$

where

$$y = \begin{cases} 0, & \text{if } x = 0 \\ 1, & \text{if } x \geq 0 \end{cases}$$

#### 20.2.3 Either-or Constraints

**Description:** In algebraic notation:

$$\sum_{j \in J} a_{1j}x_j \leq b_1 \quad \text{or} \quad \sum_{j \in J} a_{2j}x_j \leq b_2$$

**Modeling:**

$$\begin{aligned}
\sum_{j \in J} a_{1j}x_j &\leq b_1 + M_1y \\
\sum_{j \in J} a_{2j}x_j &\leq b_2 + M_1(1 - y) \\
y &\in \{0, 1\}
\end{aligned}$$

where

$$y = \begin{cases} 0, & \text{if } \sum_{j \in J} a_{1j}x_j \leq b_1 \\ 1, & \text{if } \sum_{j \in J} a_{2j}x_j \leq b_2 \end{cases}$$

Notice that the sign before  $M$  is determined by the inequality  $\geq$  or  $\leq$ , if it is “ $\geq$ ”, use “ $-$ ”, if it “ $\leq$ ”, use “ $+$ ”.

### 20.2.4 Conditional Constraints

**Description:** If constraint A is satisfied, then constraint B must also be satisfied

$$\text{If } \sum_{j \in J} a_{1j}x_j \leq b_1 \text{ then } \sum_{j \in J} a_{2j}x_j \leq b_2$$

The key part is to find the opposite of the first condition. We are using  $A \Rightarrow B \Leftrightarrow \neg B \Rightarrow \neg A$ . Therefore it is equivalent to

$$\sum_{j \in J} a_{1j}x_j > b_1 \text{ or } \sum_{j \in J} a_{2j}x_j \leq b_2$$

Furthermore, it is equivalent to

$$\sum_{j \in J} a_{1j}x_j \geq b_1 + \epsilon \text{ or } \sum_{j \in J} a_{2j}x_j \leq b_2$$

Where  $\epsilon$  is a very small positive number.

**Modeling:**

$$\begin{aligned}
\sum_{j \in J} a_{1j}x_j &\geq b_1 + \epsilon - M_2y \\
\sum_{j \in J} a_{2j}x_j &\leq b_2 + M_2(1 - y) \\
y &\in \{0, 1\}
\end{aligned}$$

### 20.2.5 Special Ordered Sets

**SOS1 Description** Out of a set of yes-no decisions, at most one decision variable can be yes.

$$\begin{aligned}
x_1 = 1, x_2 = x_3 = \dots = x_n = 0 \\
\text{or} \\
x_2 = 1, x_1 = x_3 = \dots = x_n = 0 \\
\text{or } \dots
\end{aligned}$$

**Modeling:**

$$\sum_i x_i = 1, \quad i \in N$$

**SOS2 Description 1** Out of a set of binary variables, at most two variables can be nonzero. In addition, the two variables must be adjacent to each other in a fixed order list.

**Modeling:** If  $x_1, x_2, \dots, x_n$  is a SOS2, then

$$\begin{aligned} \sum_{i=1}^n x_i &\leq 2 \\ x_i + x_j &\leq 1, \forall i \in \{1, 2, \dots, n\}, j \in \{i+2, i+3, \dots, n\} \\ x_i &\in \{0, 1\} \end{aligned}$$

**SOS2 Description 2** There is another type of definition, that is out of a set of nonnegative variables **not binary here**, at most two variables can be nonzero. In addition, the two variables must be adjacent to each other in a fixed order list. All variables summing to 1.

This definition of SOS2 is used in the following section *Piecewise Linear Formulations*

### 20.2.6 Piecewise Linear Formulations

**Description:** The objective function is a sequence of line segments, e.g.  $y = f(x)$ , consists  $k-1$  linear segments going through  $k$  given points  $(x_1, y_1), (x_2, y_2), \dots, (x_k, y_k)$ .

Denote

$$d_i = \begin{cases} 1, & x \in (x_i, x_{i+1}) \\ 0, & \text{otherwise} \end{cases}$$

Then the objective function is

$$\sum_{i \in \{1, 2, \dots, k-1\}} y = d_i f_i(x)$$

**Modeling:** Given that objective function as a piecewise linear formulation, we can have these constraints

$$\begin{aligned} \sum_{i \in \{1, 2, \dots, k-1\}} d_i &= 1 \\ d_i &\in \{0, 1\}, i \in \{1, 2, \dots, k-1\} \\ x &= \sum_{i \in \{1, 2, \dots, k\}} w_i x_i \\ y &= \sum_{i \in \{1, 2, \dots, k\}} w_i y_i \\ w_1 &\leq d_1 \\ w_i &\leq d_{i-1} + d_i, i \in \{2, 3, \dots, k-1\} \\ w_k &\leq d_{k-1} \end{aligned}$$

In this case,  $w_i \in \text{SOS2}$  (second definition)

### 20.2.7 Conditional Binary Variables

**Description:** Choose at most  $n$  binary variable to be 1 out of  $x_1, x_2, \dots, x_m, m \geq n$ . If  $n = 1$  then it is SOS1.

**Modeling:**

$$\sum_{k \in \{1, 2, \dots, m\}} x_k \leq n$$

**Description:** Choose exactly  $n$  binary variable to be 1 out of  $x_1, x_2, \dots, x_m, m \geq n$

**Modeling:**

$$\sum_{k \in \{1, 2, \dots, m\}} x_k = n$$

**Description:** Choose  $x_j$  only if  $x_k = 1$

**Modeling:**

$$x_j = x_k$$

**Description:** “and” condition, iff  $x_1, x_2, \dots, x_m = 1$  then  $y = 1$

**Modeling:**

$$\begin{aligned} y &\leq x_i, i \in \{1, 2, \dots, m\} \\ y &\geq \sum_{i \in \{1, 2, \dots, m\}} x_i - (m - 1) \end{aligned}$$

### 20.2.8 Elimination of Products of Variables

**Description:** For variables  $x_1$  and  $x_2$ ,

$$y = x_1 x_2$$

**Modeling:** If  $x_1, x_2$  are binary, it is the same as “and” condition of binary variables.

If  $x_1$  is binary, while  $x_2$  is continuous and  $0 \leq x_2 \leq u$ , then

$$\begin{aligned} y &\leq u x_1 \\ y &\leq x_2 \\ y &\geq x_2 - u(1 - x_1) \\ y &\geq 0 \end{aligned}$$

If both  $x_1$  and  $x_2$  are continuous, it is non-linear, we can use Piecewise linear formulation to simulate.



## Chapter 21

# Branch and Bound



## Chapter 22

# Branch and Cut



## Chapter 23

# Packing and Matching



## Chapter 24

# Traveling Salesman Problem





## Chapter 25

# Knapsack Problem



**Part V**

**Nonlinear Programming**



## Chapter 26

# KKT Optimality Conditions



## Chapter 27

# Lagrangian Duality





## Chapter 28

# Unconstrained Optimization



## Chapter 29

# Penalty and Barrier Functions



## Part VI

# Algorithms and Computational Complexity



## Chapter 30

# Computational Complexity





# Chapter 31

## Sorting

31.1 Elementary Sorting Algorithms

31.2 Heap-sort

31.3 Quick-sort

31.4 Sorting in Linear Time

31.5 Medians and Order Statistics



## Chapter 32

# Data Structures

32.1 Elementary Data Structures

32.2 Hash Tables

32.3 Binary Search Trees

32.4 Red-Black Trees

32.5 B-Trees

32.6 Fibonacci Heaps

32.7 van Emde Boas Trees



## Chapter 33

# Design and Analysis Techniques

- 33.1 Dynamic Programming
- 33.2 Greedy Algorithms
- 33.3 Amortized Analysis
- 33.4 Multi-threaded Algorithms
- 33.5 Matrix Operations
- 33.6 Polynomials and the FFT
- 33.7 Number-Theoretic Algorithms
- 33.8 String Matching
- 33.9 Computational Geometry
- 33.10 NP-Completeness
- 33.11 Approximation Algorithms



## Part VII

# Heuristics and Meta-heuristics





Part VIII

Game Theory



## Chapter 34

# Games with Ordinal Payoffs

34.1 Ordinal Games in Strategic Form

34.2 Perfect-information Games

34.3 General Dynamic Games



## Chapter 35

# Games with Cardinal Payoffs

35.1 Expected Utility Theory

35.2 Strategic-form Games

35.3 Extensive-form Games



## Chapter 36

# Knowledge, Common Knowledge, Beliefs

36.1 Common Knowledge

36.2 Adding Beliefs to Knowledge

36.3 Rationality





## Chapter 37

# Refinements of Subgame-perfect Equilibrium

37.1 Weak Sequential Equilibrium

37.2 Sequential Equilibrium

37.3 Perfect Bayesian Equilibrium



## Chapter 38

# Incomplete Information

### 38.1 Static Games

### 38.2 Dynamic Games

### 38.3 The Type-Space Approach



## Part IX

# Probability, Stochastic Processes and Markov Chains



## Chapter 39

# Probability





## Chapter 40

# Random Variables

### 40.1 Relationship between Some Random Variables

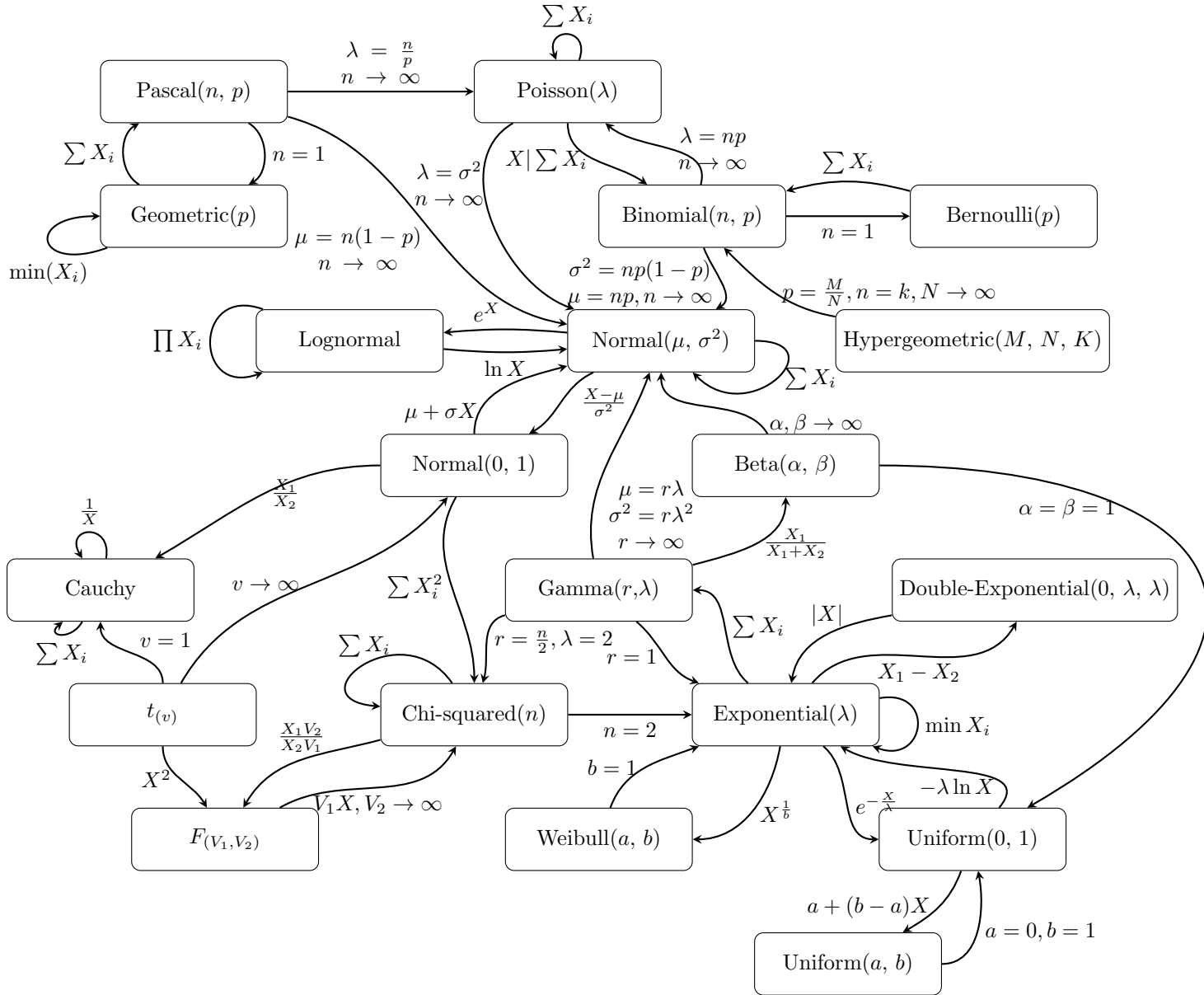


Figure 40.1: Relationship between Some Random Variables

## 40.2 Discrete Random Variables

Table 40.1: Discrete Random Variables

Distribution	PMF	CDF	Expectation	Variance	MGF
Discrete Uniform( $a, b$ )	$f(x) = \frac{1}{b-a+1}$ $x = a, a+1, \dots, b$	$F(x) = \frac{x-a+1}{b-a+1}$ $x = a, a+1, \dots, b$	$E[X] = \frac{b-a}{2}$	$D[X] = \frac{(b-a+1)^2-1}{12}$	$M(t) = \frac{e^{at}-e^{(b+1)t}}{(b-a+1)(1-e^t)}$ $t \in \mathbb{R}$
Bernoulli( $p$ )	$f(x) = p^x(1-p)^{1-x}$ $x \in \{0, 1\}$	$F(x) = \begin{cases} 0, & x < 0 \\ 1-p, & 0 \leq x \leq 1 \\ 1, & x > 1 \end{cases}$	$E[X] = p$	$D[X] = p(1-p)$	$M(t) = 1-p+pe^t$ $t \in \mathbb{R}$
Binomial( $n, p$ )	$f(x) = \binom{n}{x} p^x(1-p)^{n-x}$ $x = 0, 1, \dots, n$	$F(x) = \sum_{k=0}^x \binom{n}{k} p^k(1-p)^{n-k}$ $x = 0, 1, \dots, n$	$E[X] = np$	$D[X] = np(1-p)$	$M(t) = (1-p+pe^t)^n$ $t \in \mathbb{R}$
Poisson( $\mu$ )	$f(x) = \frac{\mu^x e^{-\mu}}{x!}$ $x = 0, 1, \dots, n, \dots$	$f(x) = \frac{\Gamma(x+1, \mu)}{\Gamma(x+1)}$ $x = 0, 1, \dots, n, \dots$	$E[X] = \mu$	$D[X] = \mu$	$M(t) = e^{\mu(e^t-1)}$ $t \in \mathbb{R}$
Geometric( $p$ )	$f(x) = p(1-p)^x$ $x = 0, 1, \dots, n, \dots$	$F(x) = 1 - (1-p)^{x+1}$ $x = 0, 1, \dots, n, \dots$	$E[X] = \frac{1-p}{p}$	$D[X] = \frac{1-p}{p^2}$	$M(t) = \frac{p}{1-(1-p)e^t}$ $t < -\ln(1-p)$
Pascal( $n, p$ )	$f(x) = \binom{n-1+x}{x} p^n(1-p)^x$ $x = 0, 1, 2, \dots, n, \dots$	$F(x) = 1 - I_p(k+1, n)$ $x = 0, 1, 2, \dots, n, \dots$	$E[X] = \frac{n(1-p)}{p}$	$D[X] = \frac{n(1-p)}{p^2}$	$M(t) = \left(\frac{p}{1-(1-p)e^t}\right)^n$ $t < -\ln(1-p)$

## 40.3 Continuous Random Variables

Table 40.2: Continuous Random Variables

Distribution	PDF	CDF	Expectation	Variance	MGF
Uniform( $a, b$ )	$f(x) = \frac{1}{b-a}$ $x = [a, b]$	$F(x) = \frac{x-a}{b-a}$ $x = [a, b]$	$E[X] = \frac{b-a}{2}$	$D[X] = \frac{(b-a)^2}{12}$	$M(t) = \begin{cases} 1, & t = 0 \\ \frac{e^{bt}-e^{at}}{t(b-a)}, & t \neq 0 \end{cases}$
Normal( $\mu, \sigma$ )	$f(x) = \frac{1}{\sqrt{2\pi}\sigma} e^{-\frac{(x-\mu)^2}{2\sigma^2}}$ $x \in \mathbb{R}$	$F(x) = \int_{-\infty}^x \frac{1}{\sqrt{2\pi}\sigma} e^{-\frac{(x-\mu)^2}{2\sigma^2}}$ $x \in \mathbb{R}$	$E[X] = \mu$	$D[X] = \sigma^2$	$e^{\frac{t(\mu\sigma^2+2\mu)}{2}}$ $t \in \mathbb{R}$
Exponential( $\lambda$ )	$f(x) = \lambda e^{-\lambda x}$ $x > 0$	$F(x) = 1 - e^{-\lambda x}$ $x > 0$	$E[X] = \frac{1}{\lambda}$	$D[X] = \frac{1}{\lambda^2}$	$\frac{1}{1-\frac{t}{\lambda}}$ $t < \lambda$
Erlang( $n, \lambda$ )	$f(x) = \frac{\lambda^n x^{n-1} e^{-\lambda x}}{(n-1)!}$ $x > 0$	$F(x) = 1 - \sum_{i=0}^{n-1} \frac{\lambda^i x^i e^{-\lambda x}}{i!}$ $x > 0$	$E[X] = \frac{n}{\lambda}$	$D[X] = \frac{n}{\lambda^2}$	$\frac{1}{(1-\frac{t}{\lambda})^n}$ $t < \lambda$



## Chapter 41

# Limit Theorems



## Chapter 42

# The Bernoulli and Poisson Process





## Chapter 43

# Discrete-Time Markov Chains



## Chapter 44

# Continuous-Time Markov Chains



Part X

Queuing Theory



## Chapter 45

# Queuing Model





## Chapter 46

# Birth-and-Death Queuing Models



## Chapter 47

# Multidimensional Birth-and-Death Queuing Models



## Chapter 48

# Phase-Type Queue



## Chapter 49

# Bulk Queue





## Chapter 50

# Imbedded-Markov-Chain Queuing Models



## Chapter 51

# Queuing Network



**Part XI**

**Inventory Theory**



**Part XII**

**Reliability Theory**





# Part XIII

## Statistic



**Part XIV**

**Simulation**

