



# Call Center Simulation – Queueing Analysis

☎ Call Center Simulation using Queueing Theory


Internship Project – Data Analysis

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# Project Objective

 Objective: To simulate and analyze a real-world call center using the M/M/s queue model

## Goals:

- Minimize customer wait times
- Determine optimal staffing levels
- Reduce abandonment and cost

# Queueing Model Overview

## ■ What is M/M/s Queue?

- M = Memoryless arrivals (Poisson)
- M = Memoryless service (Exponential)
- s = Number of agents (servers)

Used to model call center where:

- Customers arrive randomly
- Service time is random
- Limited number of agents are available



# Simulation Approach



## Steps Taken:

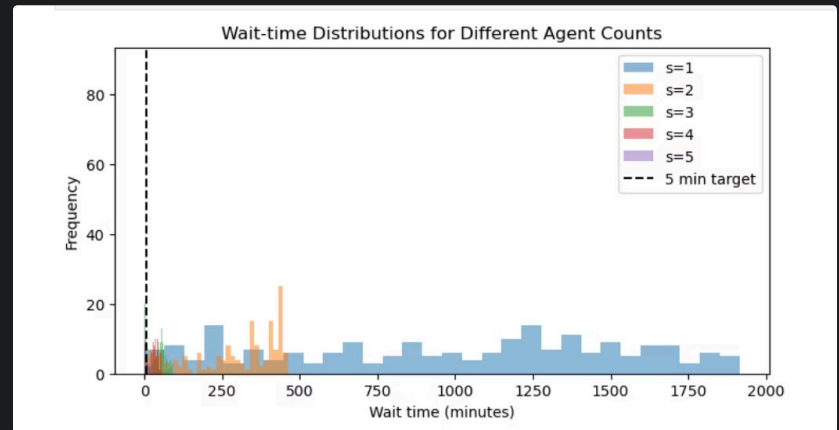
1. Simulated customer arrival & service times
2. Calculated wait time and system size
3. Compared results to theoretical M/M/1 model
4. Tested different agent counts (1 to 5)



# Wait Time Optimization

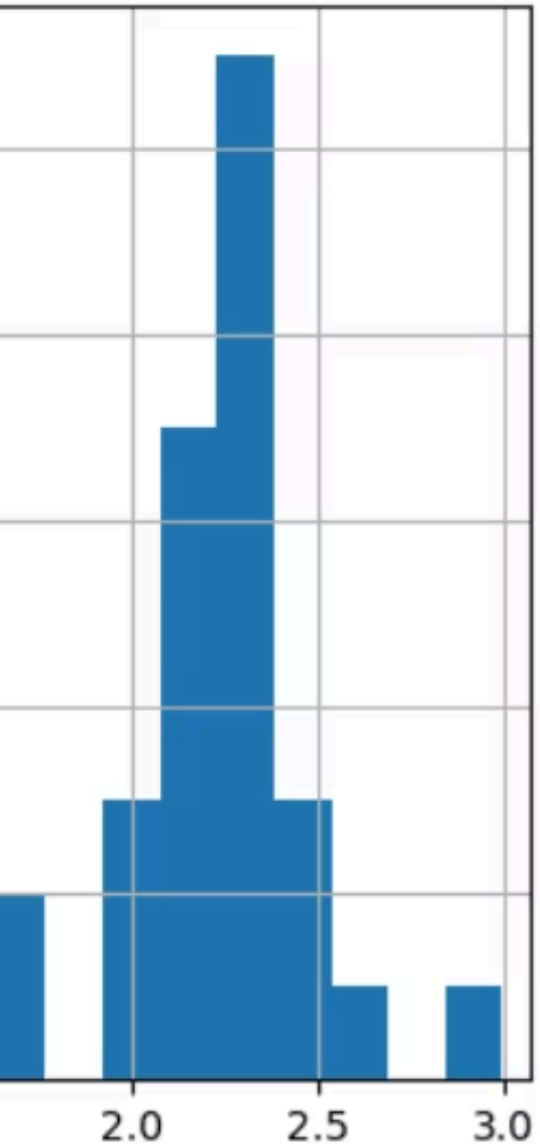
## Wait Time Results:

- Tested  $s = 1$  to  $5$
- Goal: 95% of calls served within 5 minutes
- ✓ Found optimal number of agents to meet service level

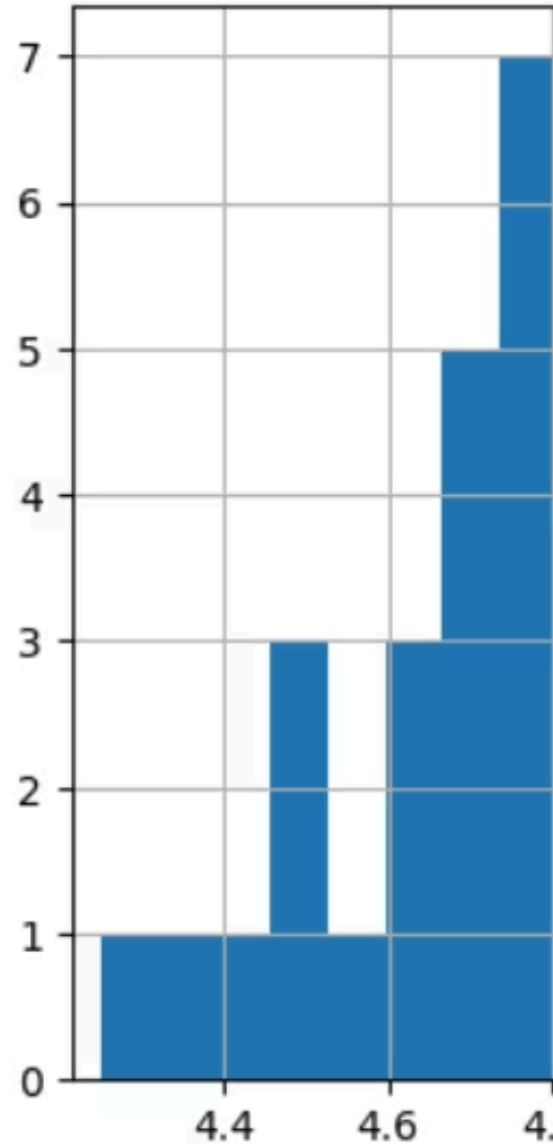


## 30-Day Variability in Wait Times

AvgWait



P95Wait



# Visualizing Wait Distributions



## Distribution of Wait Times:

- Compared histograms for each agent count
- Dashed line shows 5-minute threshold

Conclusion: More agents = lower wait time

# Time-Varying Traffic Simulation



## Realistic Traffic:

- Arrival rates change throughout the shift
- Peak hours: 30–40 calls/hour

## Impact:

- Increased wait time during peak
- Need for dynamic staffing

# Modeling Abandonment

## 🚫 Customer Abandonment:

- Customers leave if waiting more than 5 minutes
- We modeled abandonment rate & adjusted wait costs

Result:


- More agents = fewer abandonments
- Better customer satisfaction



# Cost Optimization

## Cost Analysis:

- Agent Cost: \$20/hr
- Wait Cost: \$0.50/min

 Optimal  $s = \lceil X \rceil$  agents

- Balances staff cost with wait time cost
- Saves money while keeping customers happy

## Daily Performance Simulation:

- Simulated 30 days using optimal staffing
- Tracked avg wait and 95th percentile each day
- ✓ Shows system reliability and performance risk

# Final Conclusion



## ✓ Key Learnings:

- Queueing theory helps with realistic business simulations
- Staffing decisions must balance service and cost
- Even simple simulations reveal critical insights



This project showed how data analysis can improve real-life operations!

## Tools & Libraries:

- Python
- NumPy
- Pandas
- Matplotlib
- Seaborn (optional)