EADME.md

Simulation of Queuing Networks in OMNeT++

is program has the ability to simulate both MM1 and MD1 Queues depending on which configuration is selected.

IX1_Network.ned

```
import org.omnetpp.queueing.PassiveQueue;
import org.omnetpp.queueing.Server;
import org.omnetpp.queueing.Sink;
import org.omnetpp.queueing.Source;
network MX1_Network
    submodules:
        server: Server {
            @display("p=213,148");
        }
        sink: My_Sink_ext {
            @display("p=316,148");
        passiveQueue: PassiveQueue {
            @display("p=128,148");
        source: Source {
            @display("p=54,148");
        }
    connections:
        passiveQueue.out++ --> server.in++;
        server.out --> sink.in++;
        source.out --> passiveQueue.in++;
}
```

Iditionally, a custom sink module is defined to collect the long-run average time spent in system per customer. Here is the **y_Sink_ext.cc** file:

```
#include "my_Sink_ext.h"

Define_Module(My_Sink_ext);

void My_Sink_ext::initialize()
{
    Sink::initialize();
    histogram.setName("Histogram");
}

void My_Sink_ext::handleMessage(cMessage *msg)
{
    Sink::handleMessage(msg);
    simtime_t delay = simTime() - msg->getCreationTime();
    histogram.collect(delay);
}
```

mnetpp.ini

```
[General]
network = MX1_Network
**.source.interArrivalTime = exponential(1.0s)
**.source.numJobs = 100000

[MD1]
network = MX1_Network
\*\*.server.serviceTime = 0.75s

[MM1]
network = MX1_Network
\*\*.server.serviceTime = exponential(0.75s)
```

etwork Visualization

ong-Run Average Time Spent in System per Customer

/M/1 Queue

neoretical

or a M/G/1 Queue we can use the following formula to calculate the long-run average time spent in system per customer

iw \approx \frac{1}\mu\} + \frac{\lambda\left(\frac{1}\mu^2\} + \sigma^2\right)\{2\left(1-\rho\right)\}\$\$

here:

- \$\mu\$ is the service rate
- \$\lambda\$ is the arrival rate
- \$\rho\$ is the utilization
- \$\sigma^2\$ is the variance of the service time

this case, our service rate is 1/0.75 = 1.3333, our arrival rate is 1, and our utilization is 1/1.3333 = 0.75.

or a deterministic service time, the variance is 0.

; w \approx \frac{1\{1.3333\} + \frac{1\\eft(\frac{1\\1.3333^2\} + 0\right)\{2\\eft(1-0.75\right)\} \approx 1.87500001 \$\$

mulation

ne long run average time spent in system per custome	r is collected using the cHistogram mode	ıle. The following is the output of
e simulation:		

th the following stats:

ne mean, 1.87939 is very close to the theoretical value of 1.87500001.

/M/1 Queue

neoretical

ne same formula can be used to calculate the long-run average time spent in system per customer for a M/M/1 Queue.

ccept in this case, the service time is exponentially distributed, the variance is equal to one over the square of the mean.
$\frac{1}{\mu^2} = \frac{1}{\mu^2} $
the formula becomes:
lem:lem:lem:lem:lem:lem:lem:lem:lem:lem:
here:
 \$\mu = \frac{1}{0.75} = 1.3333\$ \$\lambda = 1\$ \$\rho = \frac{\lambda}{\mu} = \frac{1}{1.3333} = 0.75\$
<pre>w \approx \frac{1}{1.3333} + \frac{1}{1.3333^2\left(1-0.75\right)} \approx 3.00000057 \$\$</pre>
mulation
ne mean, 3.00487 is very close to the theoretical value of 3.00000057, so I consider this simulation a success.
ode
ou can access the code atmy github repository