Queuing

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Can you give an example of a queue?

Shopping

- ▶ There are shops with a single cashier and a single queue.
- ▶ What other sorts of shop queue have you been in?
- ► Why are there different sorts?
- ▶ Which sort works best?







Scenario

A problem arises that we'd like to understand.





Check & communicate

Does the solution make sense? Interpret and talk usina the original context.









A simple version of the scenario we can ask precise auestions about.

Solve it

Usina various mathematical methods.



Queuing worksheet

► A simple version of a queue we can start to explore.

1. What is the average number of arrivals and departures for our simulation in **the first minute**?

$$\frac{1}{2} \times 2 + \frac{1}{2} \times 1 = 1.5.$$

2. What are the possible queue lengths after 1, 2, 3, 4 and 5 minutes?

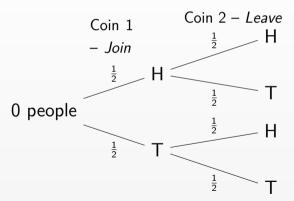
Each round we can:

- ▶ increase by 1 (toss a 2 and a 1);
- decrease by 1 (toss a 1 and a 2) [if > 0];
- stay the same.

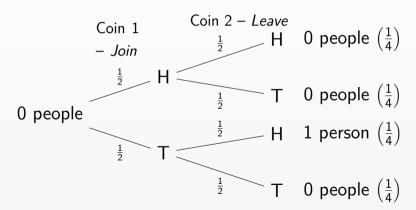
So in minute n the possible queue lengths are $0, 1, \ldots, n$.

Minutes	Possible queue lengths		
0	0		
1	0, 1		
2	0, 1, 2		
3	0, 1, 2, 3 0, 1, 2, 3, 4		
4	0, 1, 2, 3, 4		
5	0, 1, 2, 3, 4, 5		

3. What are the probabilities of each queue length at the end of the first minute?

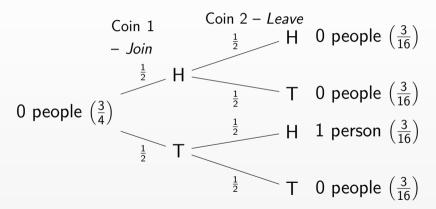


3. What are the probabilities of each queue length at the end of the first minute?

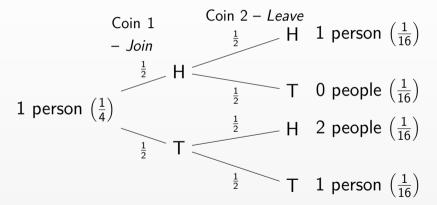


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For the second minute:



For the second minute:



What are the probabilities of each queue length at the end of each minute?

Minutes	0	1	2	3	4	5
0	1	0	0	0	0	0
1	$\frac{3}{4}$	$\frac{1}{4}$	0	0	0	0
2	<u>5</u> 8	$\frac{4}{5}$ $\frac{16}{21}$	$\frac{1}{16}$	0	0	0
3	4 5 8 35 64 63	$\frac{21}{64}$	$\frac{\overline{16}}{\overline{64}}$	$\frac{1}{64}$	0	0
4	$\overline{128}$	64 21 64	64 9 64 165	64 9 256 55	$\frac{1}{256}$	0
5	$\frac{2\overline{3}1}{512}$	$\frac{\overline{64}}{165}$ $\overline{512}$	$\frac{165}{1024}$	$\frac{55}{1024}$	$\frac{\overline{256}}{11}$ $\overline{1024}$	$\frac{1}{1024}$

4. What is the average queue length at the end of each minute?

Minutes	Length			
1	$\frac{1}{4} = 0.25$			
2	$\frac{7}{16} \approx 0.44$			
3	$\frac{19}{32} \approx 0.59$			
4	$\tfrac{187}{256} \approx 0.73$			
5	$\frac{437}{512}\approx 0.85$			

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Our simulation

- ► This simulation in Python a million times.
- ► Ending numbers in the queue:

► Minimum: 0

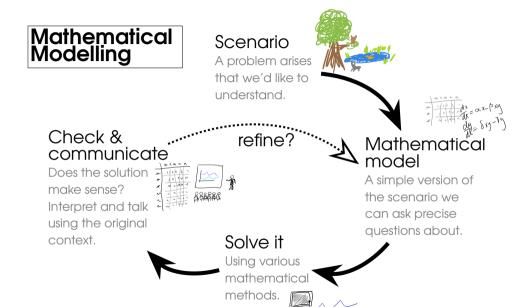
► Maximum: 5

► Mean: 0.85

► Median: 1

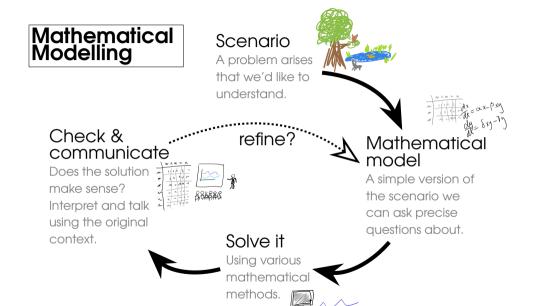
► Mode: 0

ending number	count
0	451167 (45%)
1	322491 (32%)
2	160784 (16%)
3	53886 (5.4%)
4	10711 (1.1%)
5	961 (0.1%)



Our simulation

- ▶ What does it do well?
- ► What does it do badly?
- ► How could it be improved?



Arrival rate

- From data about a scenario, we might be able to determine an average arrival rate per hour, say $\lambda = 6$.
- ▶ Does this mean 6 people arrive every hour?

Arrival rate

▶ The probability of n people joining a queue in a time period given the average number of arrivals is λ can be modelled using

$$P(n) = \frac{\lambda^n e^{-\lambda}}{n!}.$$

What is the probability of n=2 arrivals within one minute if the average number of arrivals is $\lambda=1.5$?

$$P(2) = \frac{1.5^2 \,\mathrm{e}^{-1.5}}{2!} \approx 0.251.$$

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