

The Able-Baker Call center Problem.

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Simulate the following scenario assuming that the time between the call is random. There are two technical support people Able & Baker. Able is more experienced & can provide service faster than Baker. Times are usually a continuous measure, but this time based example is made discrete for ease of explanation. The simulation proceeds in a complex manner because of two servers. When both are free Able gets the call. Assume service distribution other than given on the class PPTs.

The simulation ~~proceeds~~ may proceed in accordance with the following set of steps.

Step 1:

For caller K , generate an arrival time A_K .

Add it to the previous arrival time T_{K-1} to get the arrival time of caller K as $T_K = T_{K-1} + A_K$.

Step 2:

If Able is idle, caller K begins service with Able at the current time T_{now} .

Able's service completion time $T_{fin.A}$ is given by, -

$$T_{fin.A} = T_{now} + T_{serv.A}$$

Here $T_{serv.A}$ is the service time generated from Able's service time distribution.

caller K's time in system, T_{sys} , is given by, —

$$T_{sys} = T_{fin.A} - T_k.$$

Because Able was idle, caller K's delay, T_{wait} can be given by — $T_{wait} = 0$.

If Able is busy, But Baker is idle, caller K begins service with Baker at the current time T_{now} . Baker's service completion time $T_{fin.B}$ is given by

$$T_{fin.B} = T_{now} + T_{serv.B}$$

Here $T_{serv.B}$ is the service time generated from Baker's service time distribution.

Caller K's time in system T_{sys} is given by

$$T_{sys} = T_{fin.B} - T_k.$$

Because Baker was idle caller K's delay T_{wait} is given by — $T_{wait} = 0$.

Step 3 :

If Able & Baker are both busy then calculate the time at which the first one become available, as follows:

$$T_{beg} = \min(T_{fin.A}, T_{fin.B}).$$

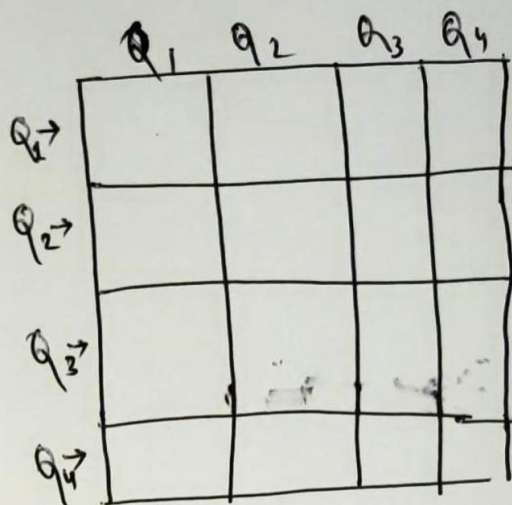
caller K begins service at T_{beg} . when service for caller K begins set $T_{now} = T_{beg}$.

⇒ Then compute $T_{fin.A}$ or $T_{fin.B}$ as in Step 2.

N-Queens Problems

we have to place the queens such that they are not under attack i.e. they can't be on the

- Same row
- Same column
- Same diagonal,



we can solve the problem using Backtracking.

Therefore, we have 16 cells & 4 queens.

(As for simplicity we have considered 4x4 board).

Thus, total no. possibility of placing a queen $\rightarrow {}^{16}C_4$,
 ≈ 1820 .

To reduce the size of the problem we will consider that ~~each~~ \rightarrow each queen is assigned to a row/column.

\rightarrow (now two queens can be on the same row)

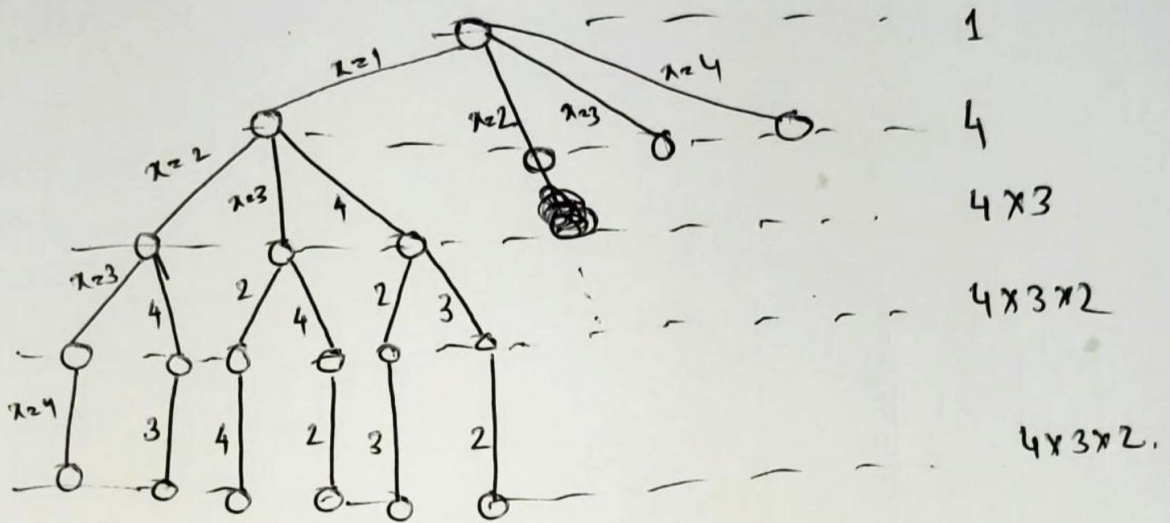
\rightarrow (we will not place two queens on the same row).

\Rightarrow Let's say we initially allow the diagonal placement & let's walk through the solution space called "State-Space Tree".

(In the class I've discussed in detail that how to generate the state space tree).

(State Space Tree for N Queen):

(4)



$$\text{Total Nodes} = 1 + 4 + 4 \times 3 + 4 \times 3 \times 2 + 4 \times 3 \times 2 \times 1.$$

$$= 1 + \sum_{i=0}^3 \left[\prod_{j=0}^i (4-j) \right] \Rightarrow \text{No. of Nodes.}$$

when we have avoided same row & col

for a N no. queen, Maximum no. of nodes can be given as, -

$$1 + \sum_{i=0}^3 \left[\prod_{j=0}^i (N-j) \right]$$

⇒ we will reduce the problem further by applying the bounding function.

⇒ Bounding function prevents/restricts us from placing the queen diagonally.

(In the class I've discussed the formation of tree the final tree is as follows)

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c) If placing queen doesn't lead to a solution
→ then unmark this [row, column] (Back track) & go to
step (a) to try other rows.

3) If all rows have been tried & nothing worked,
→ return false to trigger back tracking.
