

Markov Regenerative Process - steady-state analysis

MVT exam

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A Markov Regenerative Process (MRP) is a stochastic process that sooner or later, with probability one, will reach a **regenerative** state (will be regenerated).

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A state where the process loses its memory.

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CTMC

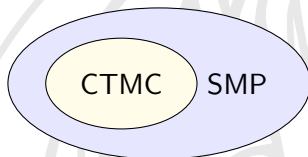
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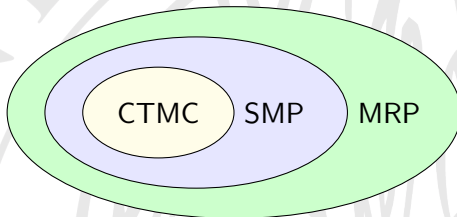
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The steady-state problem

Transient probabilities

The probability distribution that the process will be in a certain state, after given t time.

Steady-state

For ergodic systems, it represents the probability distribution that the process will be in a certain state, as time goes to infinity.

- ✓ ORIS current state:
 - Transient analysis for Markov Regenerative Processes (MRPs)
 - Steady-state analysis for Continuous Time Markov Processes (CTMCs)
- ✓ Until now! ☺
- ✓ **Warning:** we assume that the MRP is ergodic!

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MRP steady-state analysis - The theory

General idea:

1. Calculate the embedded DTMC steady-state on the regenerative states
2. Calculate the expected sojourn time in each marking, after reaching a regenerative state
3. Combine the two above in order to calculate the MRP steady-state

Embedded DTMC
steady-state

Sojourn times

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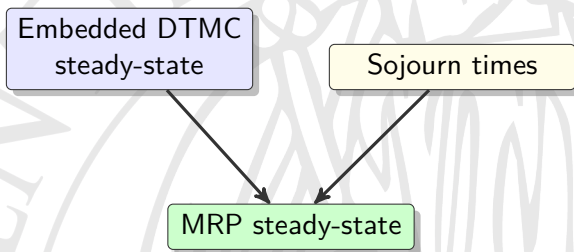
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Main classes implemented

- ✓ `class` EmbeddedDTMC
 - written from scratch
 - calculate embedded DTMC steady-state
- ✓ `class` RegenerativeSteadyStateAnalysis
 - based on `class` RegenerativeTransientAnalysis
 - calculate MRP steady-state

Steady-state of the embedded DTMC on regenerative states

Steady-state in Discrete Time Markov Process (DTMC)

If the steady-state of a Discrete Time Markov Process (DTMC) exists and is unique (if is ergodic), then it's calculated by solving for v the linear system:

$$\begin{cases} v = vP \\ |v| = 1 \end{cases}$$

- ✓ We want to calculate the steady-state of the embedded DTMC of the MRP in the regenerative states
- ✓ But we don't have P ! ☹

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Reaching probability feature

- ✓ We add a new **reaching probability feature** to each state:
`class ReachingProbabilityFeature`
- ✓ Inside `SteadyStateInitialStateBuilder`: set it to 1
- ✓ Inside `SteadyStatePostProcessor`: multiply the parent's reaching probability by the probability to chose a certain child

If we run a transient analysis on the Petri Net (PN) we get:

- ✓ `regenerationClasses`
- ✓ `Map<DeterministicEnablingState, Map<DeterministicEnablingState, Set<State>>>`
- ✓ sum reaching probability feature of each State to compute elements of P

Now we can solve the linear system:

$$\begin{cases} v = vP \\ |v| = 1 \end{cases} = \begin{cases} (P' - I)v' = 0 \\ \sum_i v_i = 1 \end{cases}$$

- ✓ RealMatrix & RealVector
- ✓ QR decomposition solver
 - `DecompositionSolver solver = new QRDecomposition(coefficients).getSolver();`
 - `RealVector steadyState = solver.solve(constants);`
- ✓ Convert steadyState into a `Map<DeterministicEnablingState, BigDecimal>`

Sojourn time a_{ij}

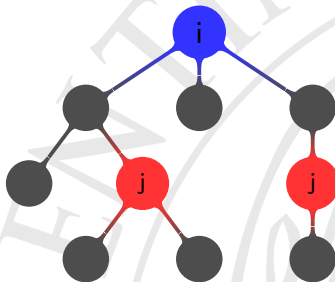
Definition

The sojourn time a_{ij} represents the average time spent in the j -th marking after the (last) i -th regeneration.

How to compute a_{ij} ?

a_{ij} is:

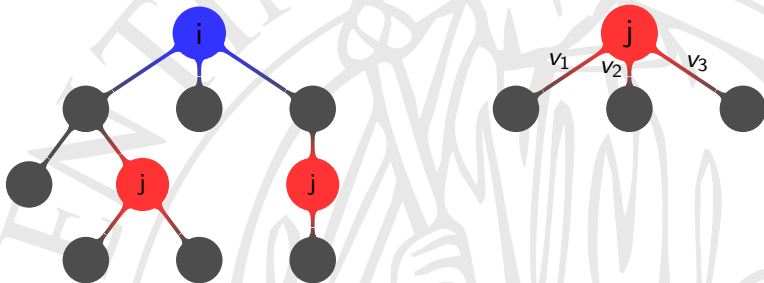
- ✓ sum of avg **time spent** in marking j occurrences
 - **sum** of avg times before each variable fires **weighted** by the probability of choosing that variable
 - ★ **condition** each variable to be the minimum (i.e. the one that fires)
 - ★ **compute** avg time before that variable fires (thanks Marco!)



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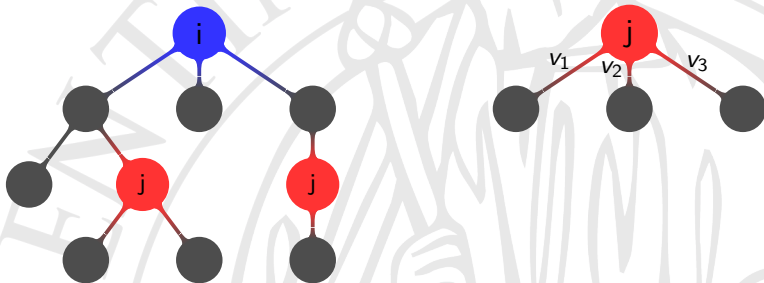
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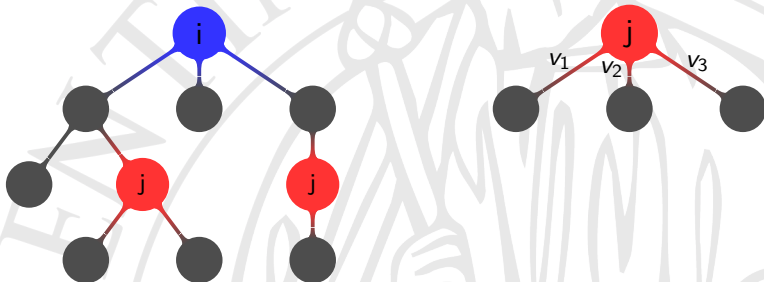
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When to compute a_{ij} ?

During the transient analysis!

- ✓ transient analysis generates succession trees for each regenerative state
 - regenerative state as root
 - following regenerative states as leaves
 - reachable markings as inner nodes
- ✓ during the tree generation compute and accumulate a_{ij} for each marking occurrence found

Markov Regenerative Process (MRP) steady-state

Let's combine the embedded DTMC steady-state and the sojourn times!

$$\pi_j = \frac{\sum_i v_i a_{ij}}{K}$$

- ✓ We multiply the sojourn time in the marking j after the regeneration i by the probability of reaching the i -th regeneration
- ✓ We do this for each regeneration that leads to the marking j before another regeneration
- ✓ K is a normalization factor calculated as the sum of π_j

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Unit test

- ✓ Class SteadyStateTest with JUnit tests
- ✓ Three different models:
 - TestCaseSMP
 - TestCase2ParallelTasks
 - TestCaseRejuvenation
- ✓ For each test:
 1. launch MRP steady state analysis
 2. check if the result is comparable to the expected value (with a tolerance)

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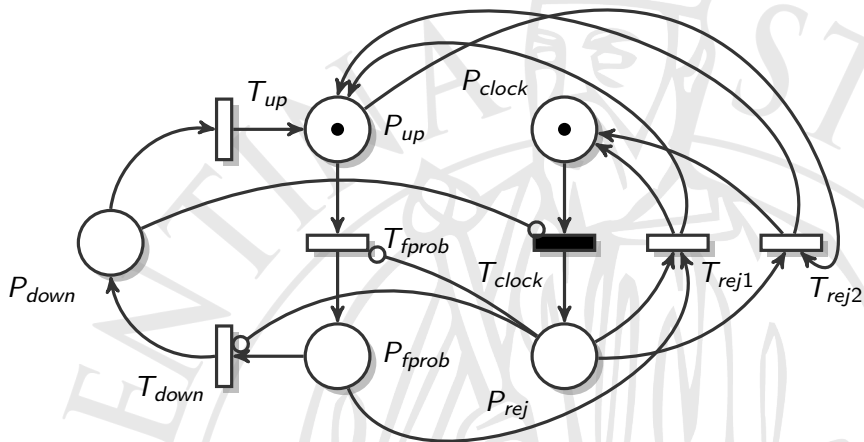
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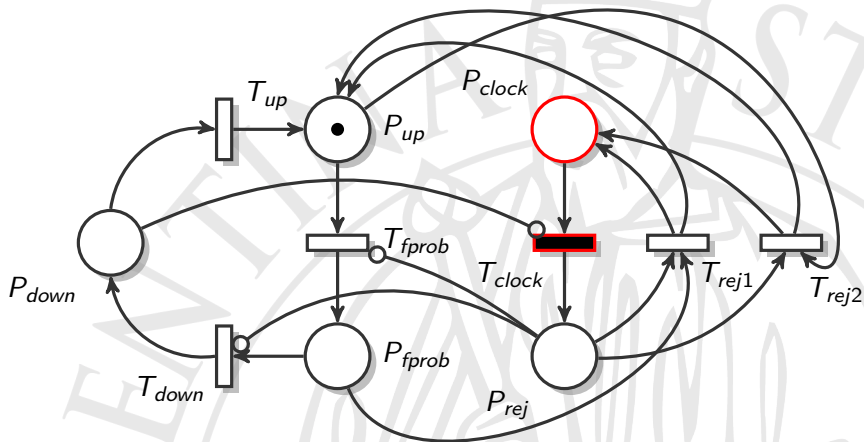
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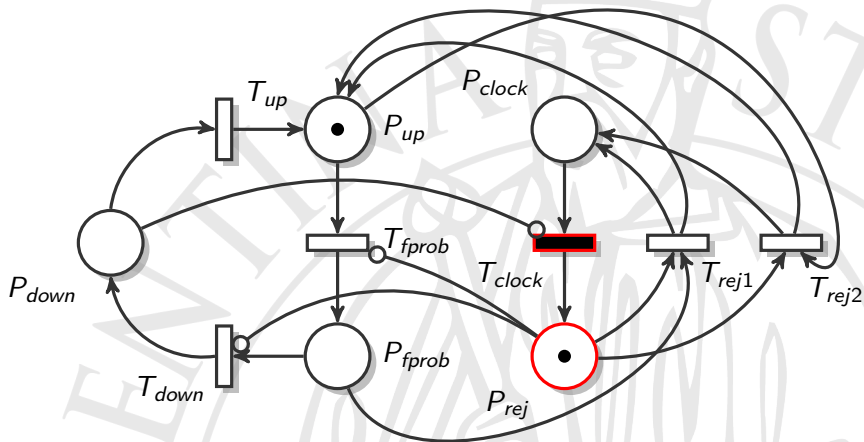
Rejuvenation



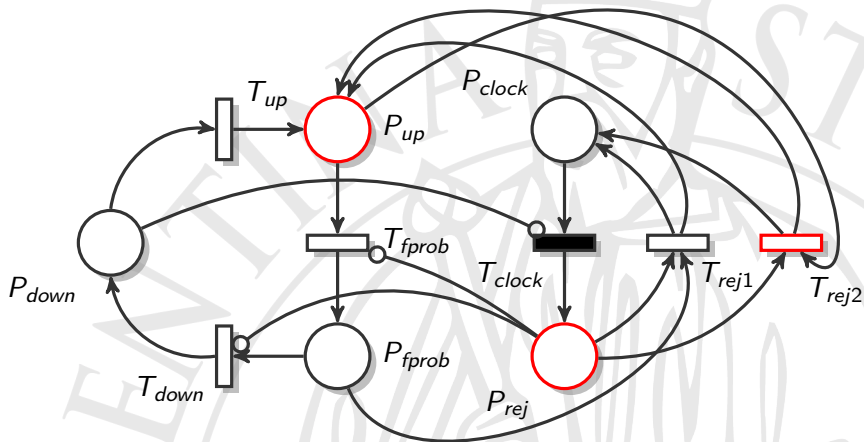
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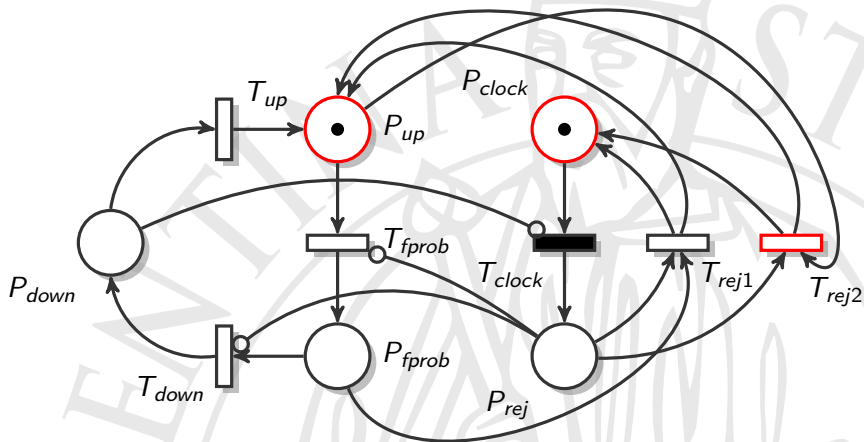
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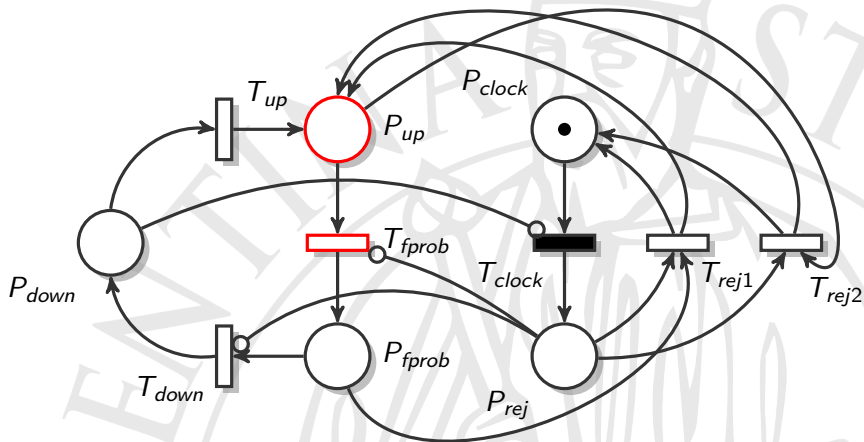
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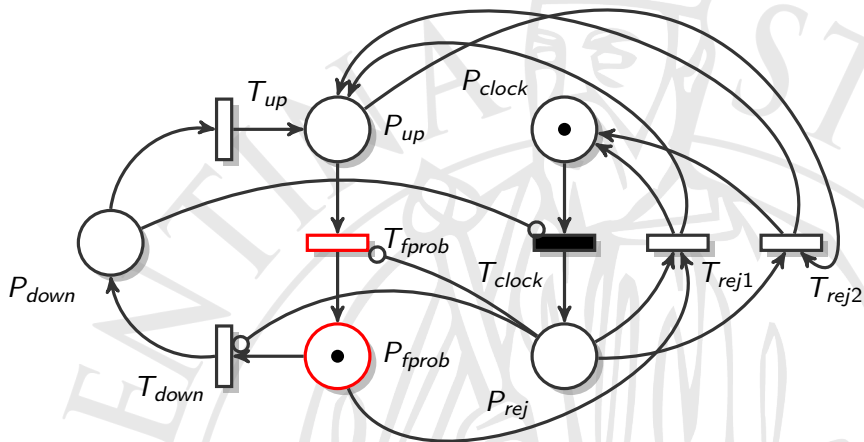
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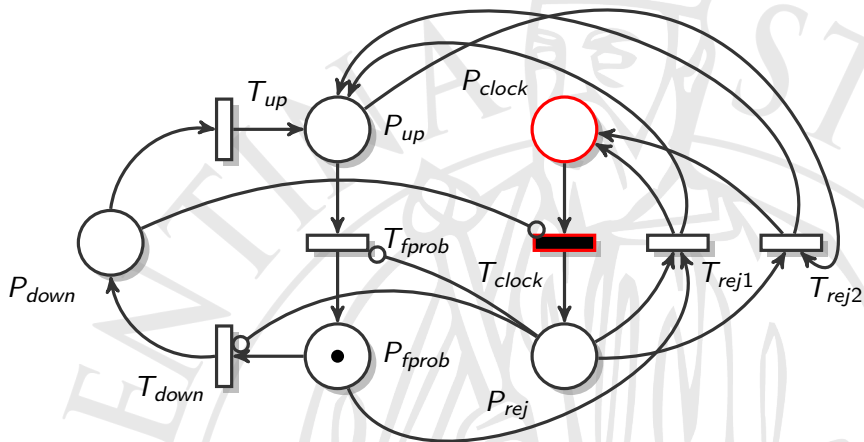
The diagram shows a Petri net with four places and six transitions. The top-left place is highlighted in red. Transitions are represented by rectangles: white for T_{up} , T_{down} , T_{rej1} , and T_{rej2} ; black for T_{clock} ; and red for T_{fprob} . Places are circles: white for P_{fprob} and P_{rej} ; black for P_{clock} ; and red for P_{up} . Arcs indicate flow: from P_{up} to T_{up} and T_{fprob} ; from T_{up} to P_{up} ; from P_{up} to T_{fprob} ; from T_{fprob} to P_{fprob} ; from P_{fprob} to T_{down} and T_{clock} ; from T_{down} to P_{up} ; from P_{fprob} to T_{rej1} and T_{rej2} ; from P_{clock} to T_{clock} and T_{rej1} ; from T_{clock} to P_{rej} ; from P_{rej} to T_{rej1} and T_{rej2} ; from T_{rej1} to P_{up} ; from T_{rej2} to P_{up} .



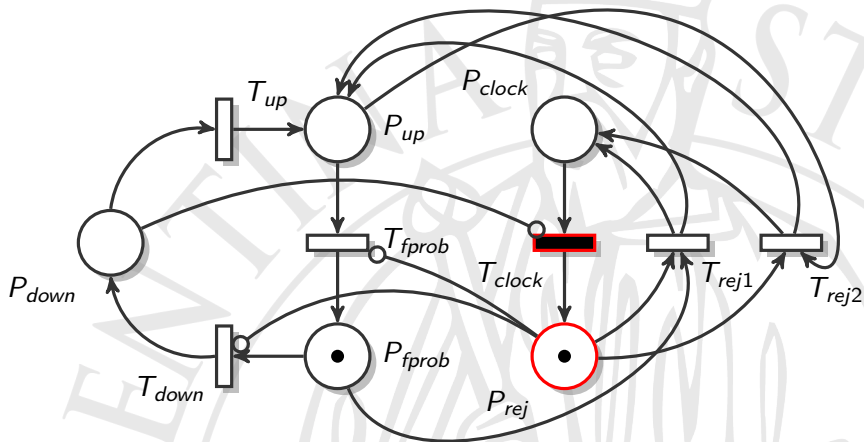
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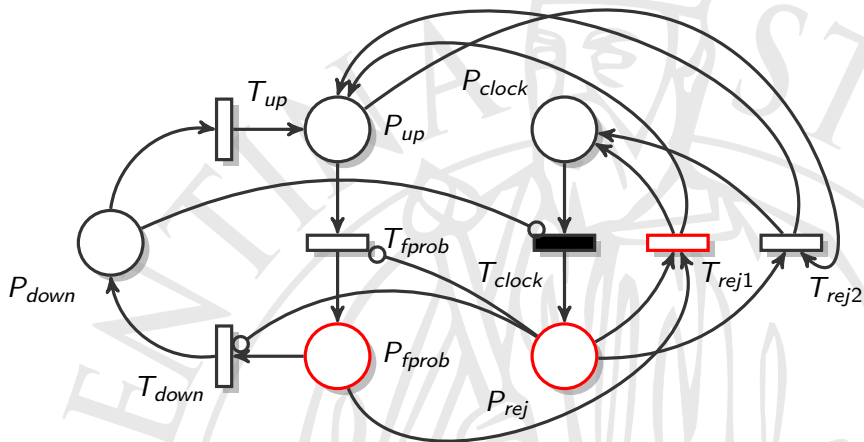
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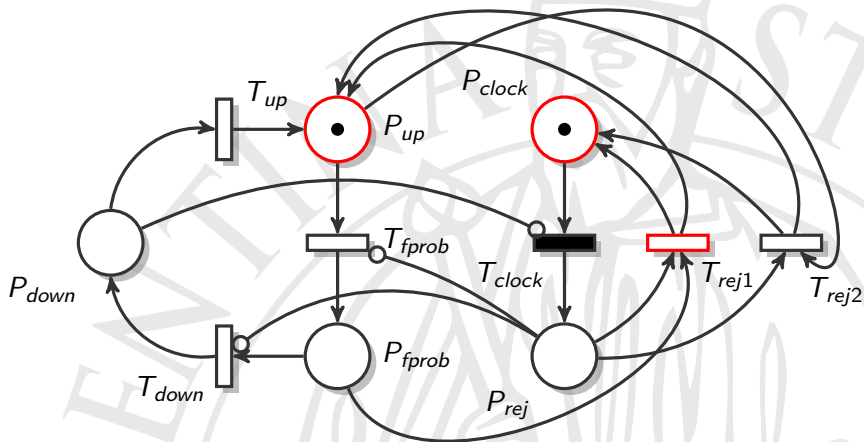
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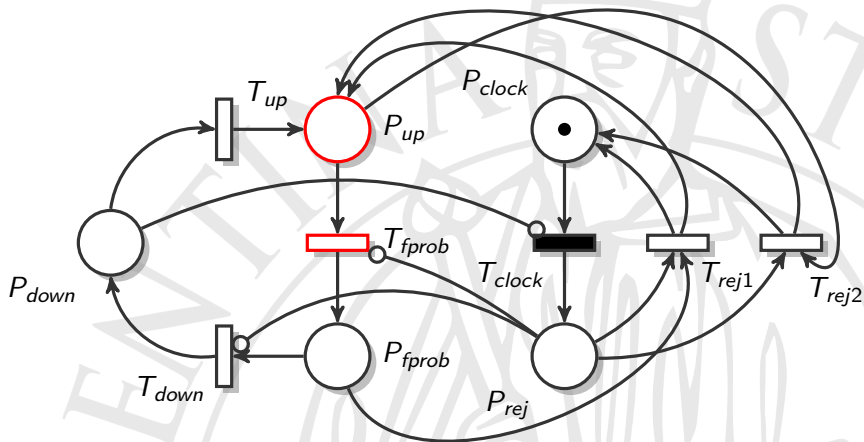


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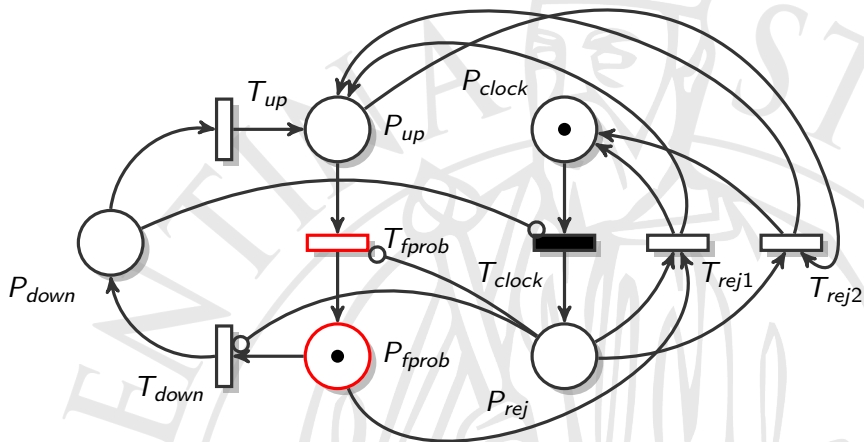


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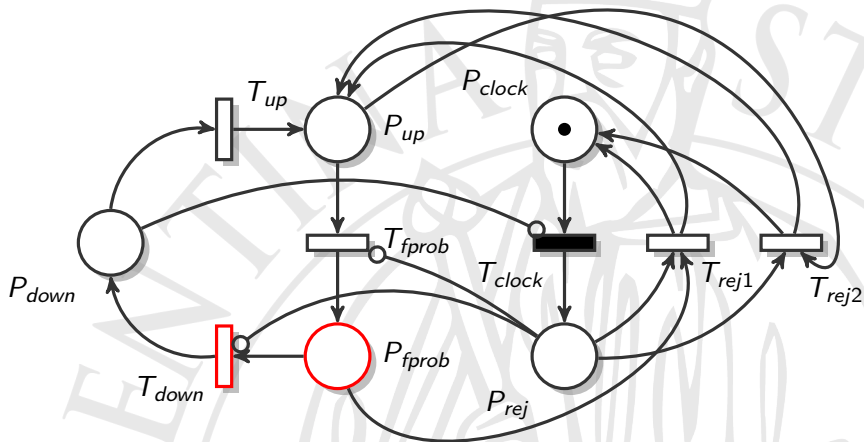


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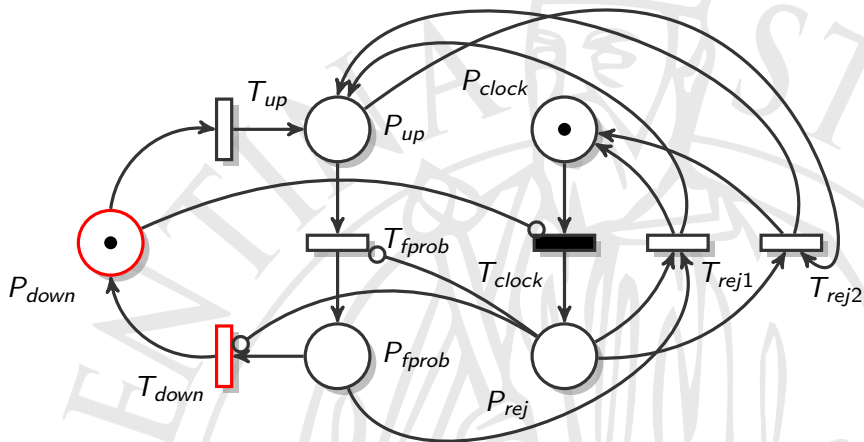
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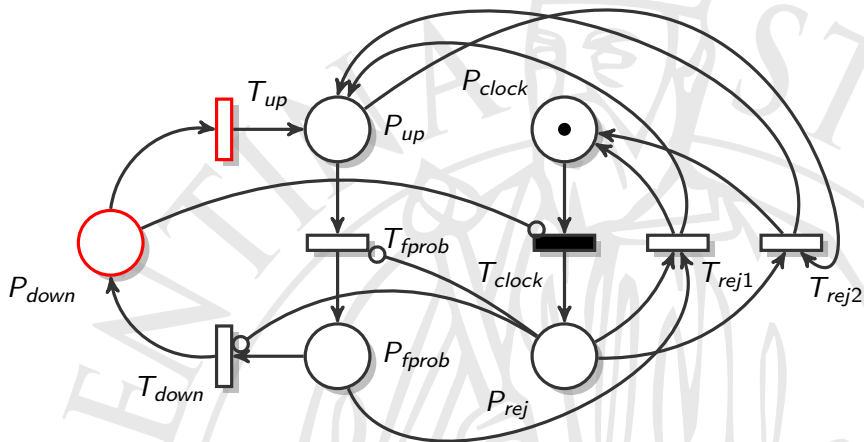
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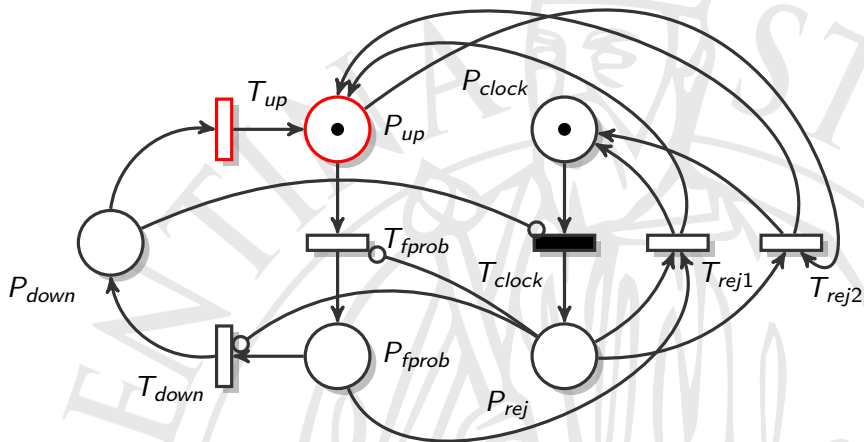
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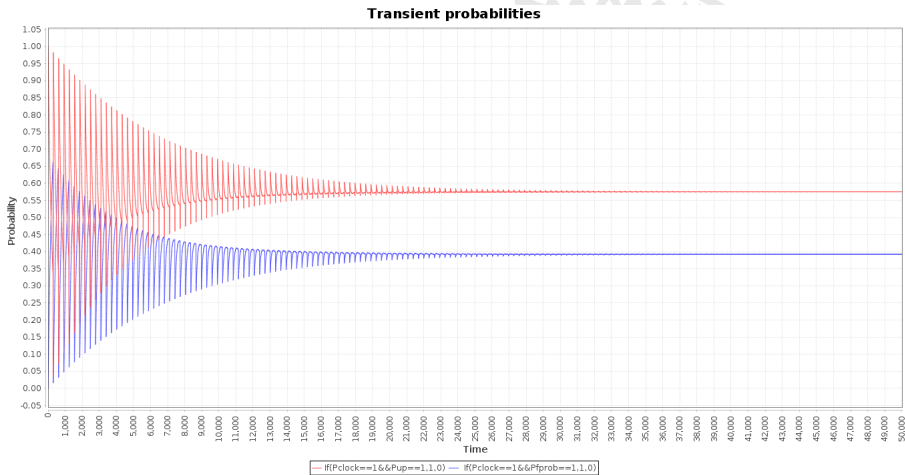
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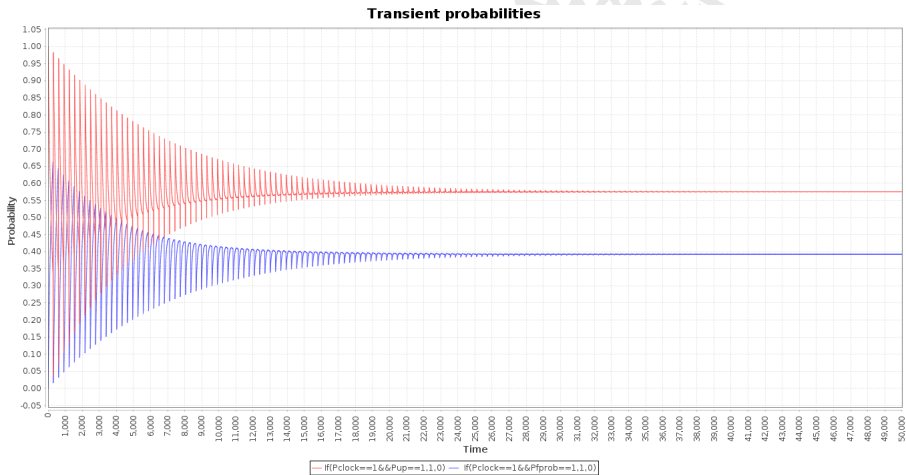


Transient analysis



- ✓ Steady-state analysis results:
- Prob(Pclock Pup) ≈ 0.58
 - Prob(Pclock Pfprob) ≈ 0.40

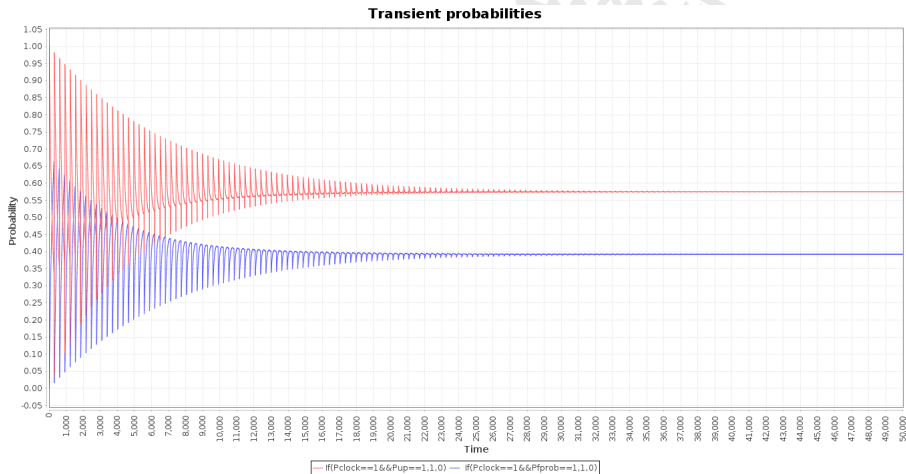
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Steady state analysis

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1 Map<String, Integer> tmpPlacesMarking = new HashMap<  
    ↪ String, Integer>();  
2 tmpPlacesMarking.put("Pup", Integer.parseInt("1"));  
3 tmpPlacesMarking.put("Pclock", Integer.parseInt("1"));  
4 getTestPlacesMarkings().put(tmpPlacesMarking, new  
    ↪ BigDecimal("0.58"));  
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Test
Passed

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The End.

questions...?

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