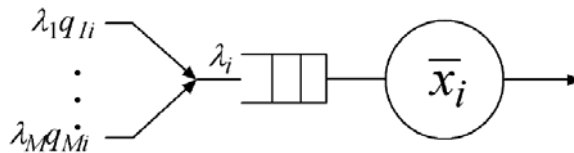


Closed Network Model

Example Results

1

Total Arrival Rate to Server i

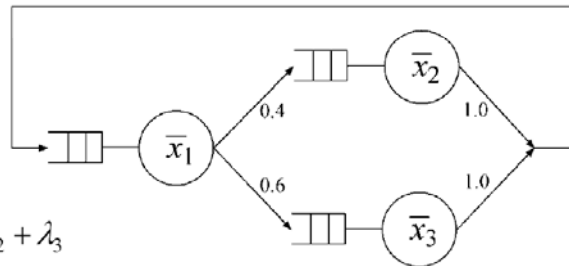


$$\lambda_i = \sum_{j=1}^M \lambda_j q_{ji} \quad \text{for } i = 1, 2, \dots, M$$

- can only determine relative values of λ_i 's

2

Relative Arrival Rate



$$\lambda_1 = \lambda_2 + \lambda_3$$

$$\lambda_2 = 0.4\lambda_1$$

$$\lambda_3 = 0.6\lambda_1$$

$$\Rightarrow \frac{\lambda_2}{\lambda_1} = 0.4 \text{ and } \frac{\lambda_3}{\lambda_1} = 0.6$$

3

Relative Utilization

- Can determine the relative values of U_i 's

- Example

For $\bar{x}_1 = 4.0, \bar{x}_2 = 2.0, \bar{x}_3 = 5.0$

$$\text{we have } \frac{U_2}{U_1} = \frac{\lambda_2 \bar{x}_2}{\lambda_1 \bar{x}_1} = (0.4) \frac{2.0}{4.0} = 0.2$$

$$\frac{U_3}{U_1} = \frac{\lambda_3 \bar{x}_3}{\lambda_1 \bar{x}_1} = (0.6) \frac{5.0}{4.0} = 0.75$$

- Can also determine the upper bound of U_i 's

- Example

$$U_1 \leq 1.0 \Rightarrow U_2 \leq 0.2 \text{ and } U_3 \leq 0.75$$

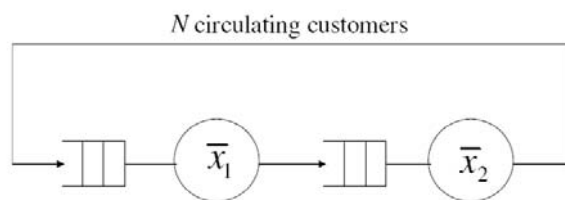
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Closed Network Model

Analytic Results

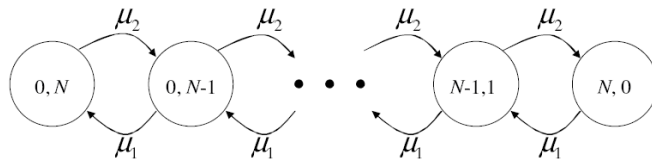
5

Cyclic Queue with Two Servers



6

State Transition Diagram



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Product Form Solution

$$P(n_1, n_2) = \frac{1}{G(N)} \prod_{i=1}^2 y_i^{n_i} \quad \text{where } y_i = \frac{1}{\mu_i}$$

$$G(N) = \sum_{n_1+n_2=N} \prod_{i=1}^2 y_i^{n_i}$$

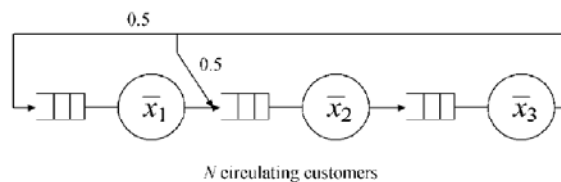
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Product Form Solution

- Let e_i be a solution to

$$\lambda_i = \sum_{j=1}^M \lambda_j q_{ji}, \quad i = 1, 2, \dots, N$$

- Example



- Solution

$$e_1 = c \text{ (any constant)}, e_2 = 2c, e_3 = 2c$$

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Product Form Solution

- Let $y_i = \frac{e_i}{\mu_i}$

$$P(n_1, n_2, \dots, n_M) = \frac{1}{G(N)} \prod_{i=1}^M y_i^{n_i}$$

where $G(N)$ is a normalization constant and N is total no. of customers in network

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Normalization Constant

- $\sum_{\text{all feasible states}} P(n_1, n_2, \dots, n_M) = 1$
- A feasible state is characterized by:
 $n_1 + n_2 + \dots + n_M = N$ and $n_i \geq 0$
- $G(N) = \sum_{n_1+n_2+\dots+n_M=N} \prod_{i=1}^M y_i^{n_i}$

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Normalization Constant

- *Note:*
 - the value of steady state probabilities is not affected by the value of c used in the solution e_i
 - no. of feasible states = $\binom{N+M-1}{N}$
 - example: for $N = 3, M = 3$
feasible states: $(3,0,0), (2,1,0), (2,0,1), (1,2,0), (1,0,2), (1,1,1)$
 $(0,2,1), (0,1,2), (0,3,0), (0,0,3)$
- total no. = $\binom{5}{3} = 10$

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Performance Measures

- Mean arrival rate to server i : $\lambda_i = \frac{G(N-1)}{G(N)} e_i$
- Utilization factor at server i : $U_i = \frac{\lambda_i}{\mu_i} = \frac{G(N-1)}{G(N)} y_i$
- Mean no. of customers at server i : $\bar{n}_i = \sum_{k=0}^{N-1} \frac{G(N-k-1)}{G(N)} y_i^{k+1}$
- Mean delay at server i : $\bar{t}_i = \frac{\bar{n}_i}{\lambda_i}$

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Observation

- Can express performance measures as a function of $G(N)$
- Computing $G(N)$ by a direct enumeration of all feasible states is not efficient
 - Example: $N = 10, M = 10$
Number of feasible states = $\binom{19}{10} \approx 92400$
- Desirable to have an efficient procedure to compute $G(N)$

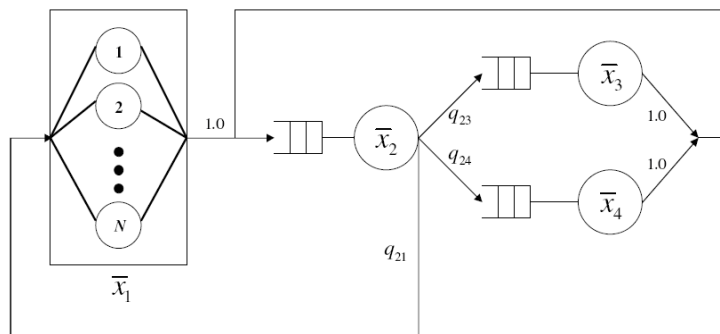
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Closed Network Model –Infinite Server Case

- Analysis so far is based on the case of a single server at each service facility
- Consider the special case where one of the service facilities has infinite servers
- Interactive system model

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Interactive System Model – Fundamental Results



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Relative Arrival Rates

- Let e_i be a solution to

$$\lambda_i = \sum_{j=1}^M \lambda_j q_{ji} \quad i = 1, 2, \dots, M$$

- Example on previous page

$$\begin{aligned} \lambda_1 &= q_{21}\lambda_2 & \lambda_2 &= \lambda_1 + \lambda_3 + \lambda_4 \\ \lambda_3 &= q_{23}\lambda_2 & \lambda_4 &= q_{24}\lambda_2 \end{aligned}$$

- Solution

$$e_1 = q_{21}, \quad e_2 = 1, \quad e_3 = q_{23}, \quad e_4 = q_{24}$$

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Server Utilization

- Let $y_i = e_i \bar{x}_i \quad i > 0$

- Relative utilization: $\frac{U_i}{U_j} = \frac{e_i \bar{x}_i}{e_j \bar{x}_j} = \frac{y_i}{y_j} \quad i, j > 0$

- Let $U_i(N)$ = utilization of server i when no. of customers is N (or mean number of customers in thinking state when $i = 1$)

At $N = 1$,

$$\sum_{j=1}^M U_j(1) = 1 \Rightarrow U_i(1) = \frac{y_i}{\sum_{j=1}^M y_j}$$

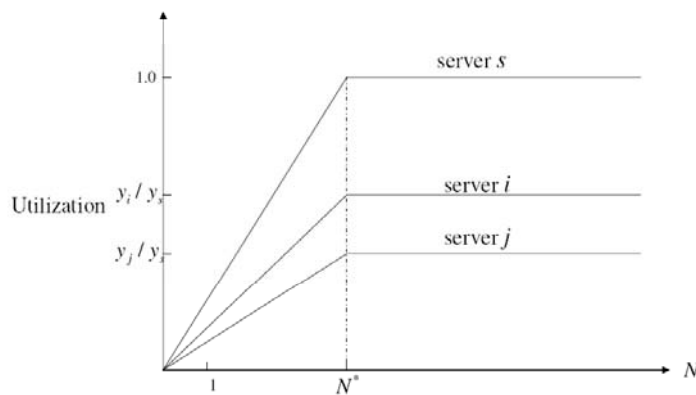
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Upper Bound Utilization

- Let $s = \max_{i>1} \{y_i\}$
i.e., server s has highest utilization
- $N^* = \frac{1}{U_s(1)}$
- Upper bound:
For $1 < N \leq N^*$, $U_i(N) \leq NU_i(1)$
For $N \geq N^*$, $U_i(N) \leq \frac{y_i}{y_s}$

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Upper Bound Utilization



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Lower Bound Mean Response Time

○ Let $b_i = \frac{\lambda_i}{\lambda_1}$, $\bar{T}(1) = \sum_{i>1} b_i \bar{x}_i$

○ Lower bound: from previous results, $\bar{T}(N) = \frac{N}{\lambda_1} - \bar{x}_1$

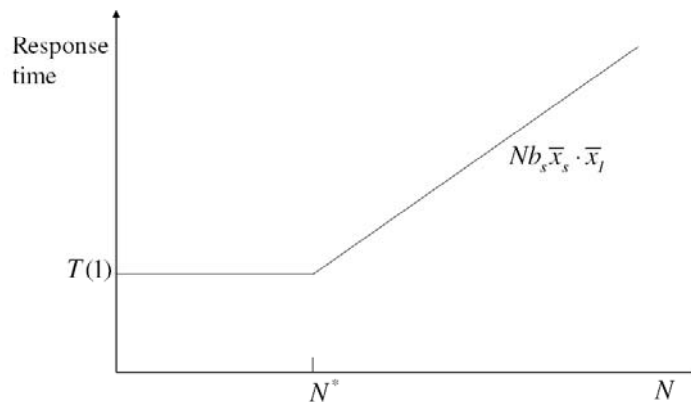
$U_s(N) = \lambda_s \bar{x}_s < 1$ implies that $\lambda_s < \frac{1}{\bar{x}_s}$

$$b_s = \frac{\lambda_s}{\lambda_1} < \frac{1}{\lambda_1 \bar{x}_s} \text{ or } \lambda_1 < \frac{1}{b_s \bar{x}_s}$$

We thus have: $\bar{T} > N b_s \bar{x}_s - \bar{x}_1$

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Lower Bound Mean Response Time



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Heavy Load Approximation

○ At heavy load, i.e., $N \gg N^*$, can use the following approximations

- server utilization: approximated by upper bound

$$U_s \approx 1.0 \quad U_i \approx \frac{y_i}{y_s}$$

- mean response time: approximated by lower bound

$$\bar{T}(N) \approx Nb_s \bar{x}_s - \bar{x}_1$$

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Interactive System Model –Analytic Results

○ Product form solution still holds

$$P(n_1, n_2, \dots, n_M) = \frac{1}{G(N)} F_1(n_1) F_2(n_2) \dots F_M(n_M)$$

$$\text{where } F_1(n_1) = \frac{y_1^{n_1}}{n_1!}, \text{ and } F_i(n_i) = y_i^{n_i}, i = 2, \dots, M$$

$$\text{and } G(N) = \sum_{\text{all feasible states}} F_1(n_1) F_2(n_2) \dots F_M(n_M)$$

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Interactive System Model –Analytic Results

- Utilization factor of server i (for $i = 2, 3, \dots, M$)

$$U_i = \frac{G(N-1)}{G(N)} y_i$$

- Mean number at server i (for $i = 2, 3, \dots, M$)

$$\bar{n}_i = \sum_{k=0}^{N-1} \frac{G(N-k-1)}{G(N)} y^{k+1}$$

- Mean response time (seen by users at terminals)

$$\bar{T} = \frac{N}{\lambda_1} - \frac{1}{\mu_1}$$

where $\lambda_1 = \frac{G(N-1)}{G(N)} e_1$