



Lecture 4

Prof. Krishna R. Pattipati

**Dept. of Electrical and Computer Engineering
University of Connecticut**

Contact: krishna@engr.uconn.edu (860) 486-2890

EE 336

***Stochastic Models for the Analysis of Computer Systems
And Communication Networks***



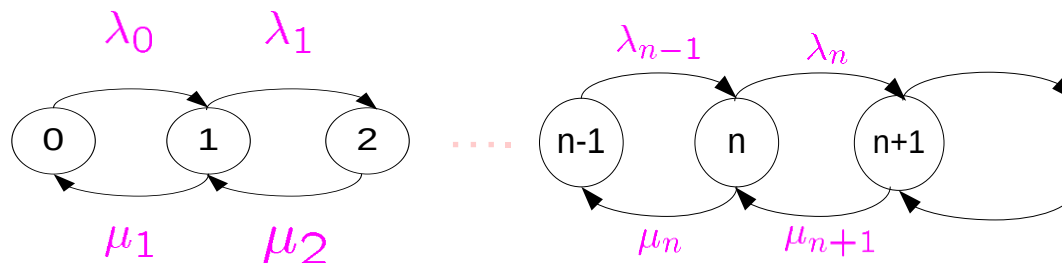


Outline

- Review of Lecture 3
- M/M/1/N queue
- M/M/m/m queue
- Engset Model
- M/M/1 with feedback
- Machine Repairman Model
- Some Application Examples

Review of Lecture 3 - 1

□ Birth-death Processes:



$$\lambda_{n-1}p_{n-1} + \mu_{n+1}p_{n+1} = (\lambda_n + \mu_n)p_n \quad \text{global balance Eqns.}$$

$$\lambda_{n-1}p_{n-1} = \mu_n p_n \quad \text{local (detailed) balance Eqns.}$$

$$\Rightarrow p_n = \frac{\lambda_{n-1}}{\mu_n} p_{n-1}$$

get p_0 from

$$\left(1 + \sum_{n=1}^{\infty} \prod_{i=0}^{n-1} \frac{\lambda_i}{\mu_{i+1}}\right)^{-1} = p_0$$

Review of Lecture 3 - 2

- M/M/1 queue:

$$\left. \begin{array}{l} \lambda_n = \lambda \quad n \geq 0 \\ \mu_n = \mu \quad n \geq 1 \end{array} \right\} \text{M/M/1 queue with feedback is similar !!}$$

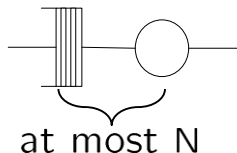
- M/M/1 queue (Infinite server queue):

$$\begin{array}{l} \lambda_n = \lambda \quad n \geq 0 \\ \mu_n = n\mu \quad n \geq 1 \end{array}$$

- M/M/m queue:

$$\begin{array}{l} \lambda_n = \lambda \\ \mu_n = \min(n, m)\mu \end{array}$$

- M/M/1/N queue: Finite buffer case



$$\begin{array}{l} \lambda_n = \lambda \quad 0 \leq n \leq N-1 \\ \mu_n = \mu \quad 1 \leq n \leq N \end{array}$$

$$p_n = \frac{\lambda}{\mu} p_{n-1} = \rho p_{n-1} = \rho^n p_0$$



M/M/1/N Queue Analysis - 1

□ M/M/1/N queue

$$\sum_{n=0}^N p_n = 1 \Rightarrow (1 + \rho + \rho^2 + \dots + \rho^N) p_0 = 1$$

$$\Rightarrow p_0 = \frac{1 - \rho}{1 - \rho^{N+1}} \quad (\text{note: as } N \rightarrow \infty, p_0 \rightarrow 1 - \rho \dots M/M/1 \text{ queue})$$

$$\therefore p_n = \frac{(1 - \rho) \rho^n}{1 - \rho^{N+1}} \text{ for } 0 \leq n \leq N$$

p_N = prob. that the system is full

$$= \text{prob. blocking} = p_B = \frac{(1 - \rho) \rho^N}{1 - \rho^{N+1}}$$

Truncated modified geometric pmf

$$G(z) = \sum_{n=0}^N \frac{\rho^n z^n}{1 - \rho^{N+1}} (1 - \rho) = \frac{(1 - \rho)[1 - (\rho z)^{N+1}]}{(1 - \rho^{N+1})(1 - \rho z)}$$



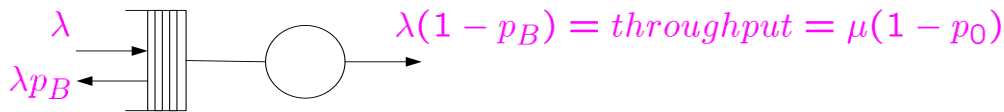
M/M/1/N Queue Analysis - 2

- Average queue length

$$\begin{aligned}
 Q &= \frac{dG(z)}{dz} \Big|_{z=1} = \frac{(1-\rho)[-(N+1)\rho^{N+1}z^N(1-\rho z) + \rho(1-(\rho z)^{N+1})]}{(1-\rho^{N+1})(1-\rho z)^2} \Big|_{z=1} \\
 &= \frac{\rho}{(1-\rho)} - \frac{(N+1)\rho^{N+1}}{(1-\rho^{N+1})} = \frac{\rho}{(1-\rho)} \left[1 - (N+1) \overbrace{\frac{\rho^N(1-\rho)}{(1-\rho^{N+1})}}^{P_B} \right] \\
 &= \frac{\rho}{(1-\rho)} [1 - (N+1)P_B] = Q_{M/M/1} [1 - (N+1)P_B] \rightarrow Q_{M/M/1} \text{ as } N \rightarrow \infty
 \end{aligned}$$

- Throughput

$$\begin{aligned}
 X &= \sum_{n=1}^N \mu_n p_n = \mu \sum_{n=1}^N p_n = \mu(1 - p_0) \\
 &= \mu \left[1 - \frac{1-\rho}{1-\rho^{N+1}} \right] = \rho \mu \left(\frac{1-\rho^N}{1-\rho^{N+1}} \right) = \lambda [1 - P_B]
 \end{aligned}$$





M/M/1/N Queue Analysis - 3

So, in M/M/1/N queue

$$\rho(1 - P_B) = 1 - p_0$$

$$P_B = P_N = \frac{(1 - \rho)\rho^N}{1 - \rho^{N+1}} \approx (1 - \rho)\rho^N \text{ for } N \gg 1 \text{ \& } \rho < 1$$

$$\Rightarrow \rho^N = \frac{P_B}{1 - \rho} \text{ or } N = \frac{\ln(\frac{P_B}{1 - \rho})}{\ln \rho}$$

Can use this relation to design buffer size.

For example

$$\rho = 0.5, P_B = 10^{-3} \Rightarrow N = \frac{-2.7}{-0.3} \approx 9$$

$$\rho = 0.5, P_B = 10^{-6} \Rightarrow N = \frac{-5.7}{-0.3} \approx 19$$

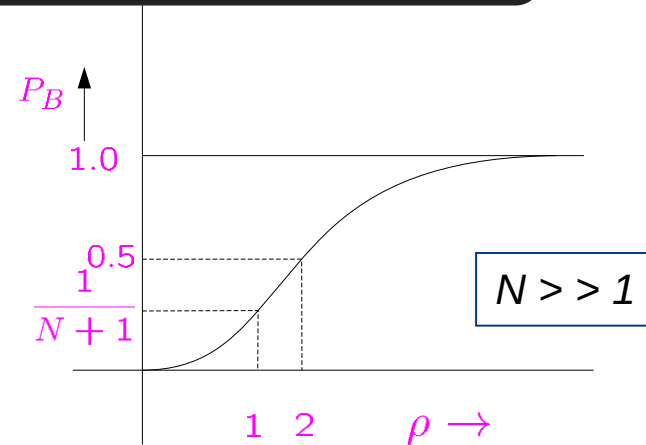
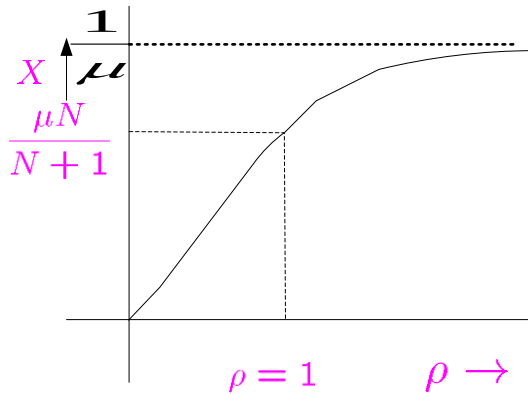
- Note that ρ can be >1 . If $\rho >1$, change $p_0 = \frac{\rho - 1}{\rho^{N+1} - 1}$ and don't

actually have a control over P_B since

$$P_B = p_N = \frac{(\rho - 1)\rho^N}{\rho^{N+1} - 1} \approx \frac{\rho - 1}{\rho} \text{ as } \rho \rightarrow \infty$$



M/M/1/N Queue Analysis - 4



- Average response time:

$$R = \frac{Q}{X} = \frac{\left(\frac{\rho}{1-\rho}\right)(1 - P_B) - \frac{N\rho}{1-\rho}P_B}{\lambda(1 - P_B)}$$

$$\therefore R = \frac{1}{\mu} \frac{1}{1 - \rho} - \frac{N}{\mu(1 - \rho)} \frac{P_B}{1 - P_B}$$

(or)

$$R_{M/M/1/N} = R_{M/M/1} \left[1 - \frac{NP_B}{1 - P_B} \right] = \frac{R_{M/M/1}}{1 - P_B} [1 - (N+1)P_B]$$



M/M/1/N Queue Analysis - 5

When $\rho \gg 1$, $Q \rightarrow N - \frac{1}{\rho - 1} = N - \frac{1}{\rho P_B}$

$$R \rightarrow \frac{N}{\mu} - \frac{1}{\mu(\rho - 1)}$$

- Utilization:

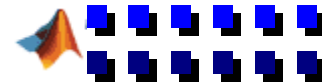
$$U = \frac{X}{\mu} = \rho(1 - P_B)$$

- Average waiting time

$$W = R - \frac{1}{\mu} = \frac{1}{\mu} \frac{\rho}{1 - \rho} - \frac{NP_B}{\mu(1 - \rho)(1 - P_B)}$$

- Average waiting queue length

$$Q_W = WX = \frac{\rho^2}{1 - \rho}(1 - P_B) - \frac{NP_B \cdot \rho}{(1 - \rho)}$$





M/M/m/m Queue Analysis - 1

- M/M/m/m: the m-server loss system: valid for M/G/m/m system also

$$\lambda_n = \lambda, \quad 0 \leq n \leq m-1$$

$$\mu_n = n\mu, \quad 1 \leq n \leq m$$

$$p_n = \frac{\lambda}{n\mu} p_{n-1} \Rightarrow p_n = \left(\frac{\lambda}{\mu}\right)^n \frac{1}{n!} p_0$$

$$\text{So, } p_0 = \left[\sum_{n=0}^m \left(\frac{\lambda}{\mu}\right)^n \frac{1}{n!} \right]^{-1}$$

$$p_m = \text{prob. \{all servers busy\}}$$

$$= \frac{\left(\frac{\lambda}{\mu}\right)^m \frac{1}{m!}}{\sum_{n=0}^m \left(\frac{\lambda}{\mu}\right)^n \frac{1}{n!}} = \frac{\frac{\rho^m}{m!}}{\sum_{n=0}^m \frac{\rho^n}{n!}} = P_B \quad \left. \vphantom{\frac{\rho^m}{m!}} \right\} \begin{array}{l} \text{similar to truncated} \\ \text{Poisson} \end{array}$$

This is known as Erlang's B-formula

- For $5 < \rho < 50$, useful approximations for m for a specified P_B are:

$$P_B = .01 \Rightarrow m \approx 5.5 + 1.17\rho$$

$$P_B = .001 \Rightarrow m \approx 7.8 + 1.28\rho$$





M/M/m/m Queue Analysis - 2

- Average queue length

$$Q = \sum_{n=1}^m np_n = \frac{\sum_{n=1}^m \frac{\rho^n}{(n-1)!}}{\sum_{n=0}^m \frac{\rho^n}{n!}} = \rho[1 - P_m] = \rho[1 - P_B]$$

= Average number of busy servers

Note that as $\rho \uparrow$ $P_B \uparrow$ & $Q \rightarrow m$ as it should!

- Throughput: $X = \lambda(1 - P_B) = \lambda(1 - P_m)$

Alternatively,

$$X = \sum_{n=1}^m \mu np_n = \frac{\mu \sum_{n=1}^m \frac{\rho^n}{(n-1)!}}{\sum_{n=0}^m \frac{\rho^n}{n!}} = \mu Q = \lambda(1 - P_B)$$

- Average response time = $R = \frac{1}{\mu}$
- Average waiting time = $W = 0$
- Average waiting queue length = $Q_W = 0$
- Utilization $U = \frac{\lambda(1 - P_B)}{m\mu} = \frac{\rho(1 - P_B)}{m} = \frac{Q}{m}$



Engset Model Analysis - 1

□ Engset Model

$$\lambda_n = (M - n)\lambda \quad 0 \leq n \leq N$$

$$\mu_n = n\mu \quad N \leq M$$

$$\Rightarrow p_n = \left(\frac{n-1}{n}\right) \frac{\lambda}{\mu} p_{n-1} = \left(\frac{n-1}{n}\right) \rho \cdot p_{n-1}$$

$$\text{So, } p_n = \binom{M}{n} \rho^n p_0 \quad \text{where} \quad \binom{M}{n} = \frac{M!}{n!(M-n)!}$$

$$p_0 = \left[\sum_{n=0}^N \binom{M}{n} \rho^n \right]^{-1}$$

$$p_n = \frac{\binom{M}{n} \rho^n}{\left[\sum_{m=0}^N \binom{M}{m} \rho^m \right]} ; n = 0, 1, 2, \dots, N$$

called
Engset distribution





Engset Model Analysis - 2

- For $M > N$, the blocking probability

$$P_B = P_N = \frac{\binom{M}{N} \rho^N}{\sum_{n=0}^N \binom{M}{n} \rho^n}$$

- Average queue length

$$Q = \sum_{n=1}^N n p_n \quad \boxed{p_0 = p_0(M) \text{ to emphasize its dependence on } M \text{ for a given } N}$$

$$\begin{aligned} &= p_0(M) \sum_{n=1}^N \frac{M!}{(n-1)!(M-n)!} \rho^n; \quad p_0(M) = \left[\sum_{n=0}^N \binom{M}{n} \rho^n \right]^{-1} \\ &= M\rho \cdot p_0(M) \sum_{n=0}^{N-1} \frac{M-1!}{n!(M-1-n)!} \rho^n \end{aligned}$$

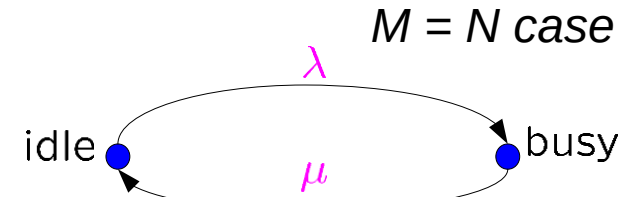
$$\boxed{= \frac{M\rho \cdot p_0(M)}{p_0(M-1)} [1 - P_B(M-1)] = \text{Average \# of busy lines}}$$





Engset Model Analysis - 3

- Throughput $X = \sum_{n=1}^N n\mu p_n = \mu Q = \frac{M\lambda \cdot p_0(M)}{p_0(M-1)} [1 - P_B(M-1)]$
- Response time $R = \frac{1}{\mu}$
- Utilization $U = \frac{X}{N\mu} = \frac{Q}{N}$



Note: 1) As $M \rightarrow 1$, & $\lambda \rightarrow 0$ $\Rightarrow M\lambda \rightarrow \lambda'$, the measures reduce to those for $M/M/m/m$ system:

$$Q = \frac{\lambda'}{\mu} (1 - P_B) \quad X = \lambda' (1 - P_B)$$

2) $M=N$

$$\Rightarrow p_n = \frac{\binom{N}{n} \rho^n}{\left[\sum_{m=0}^N \binom{N}{m} \rho^m \right]} = \binom{N}{n} a^n (1-a)^{N-n}; \quad a = \frac{\rho}{1+\rho} = \frac{\lambda}{\lambda+\mu}$$

Binomial Distribution

$\Rightarrow$ each server is either busy or idle & independent of others

$\Rightarrow$ performance measures

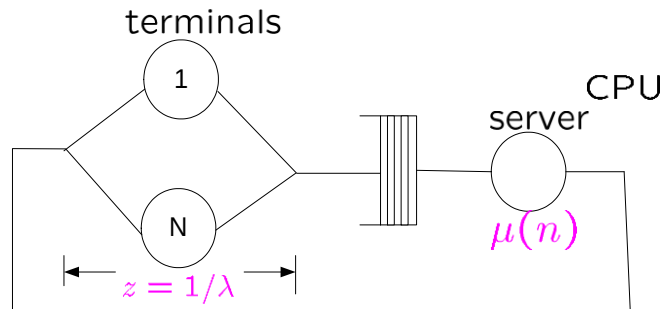
$$Q = Na = \frac{N\rho}{1+\rho}; \quad X = \frac{N\lambda}{1+\rho} = \mu Q; \quad R = \frac{1}{\mu}; \quad U = \frac{Q}{N} = a = \frac{\rho}{1+\rho}$$





Analysis of Machine Repairman Model - 1

- Machine Repairman Model (simplest form of closed network)



When n user requests are at the CPU, $(N-n)$ are *potential* user requests, so that

showed earlier that:

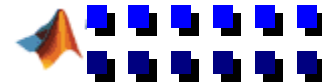
$$\lambda_n = \begin{cases} (N-n)\lambda & 0 \leq n \leq N-1 \\ 0 & \text{for } n \geq N \end{cases} \quad \left. \begin{array}{l} \frac{N}{z + \frac{N}{\mu}} \leq X(N) \leq \min \left\{ \mu, \frac{N}{z + 1/\mu} \right\} \\ \max[N/\mu, z + 1/\mu] \leq R(N) \leq z + N/\mu \end{array} \right\}$$

$$\mu(n) = \mu \{\text{constant}\}$$

In general: $p_n = \frac{(N-n+1)\lambda}{\mu(n)} p_{n-1}; \quad n = 1, 2, \dots, N$

For later notation, we write it as:

$$\begin{aligned} p(n/N) &= \frac{(N-n+1)\lambda}{\mu(n)} p(n-1/N); \quad n = 1, 2, \dots, N \\ &= \frac{N!}{(N-n)!} \cdot \frac{\lambda^n}{\prod_{i=1}^n \mu(i)} p(0/N) \end{aligned}$$





Analysis of Machine Repairman Model - 2

$$p(o/N) = \left[\sum_{n=0}^N \frac{N!}{(N-n)!} \cdot \frac{\lambda^n}{\prod_{i=1}^n \mu(i)} \right]^{-1}$$

Single server: $\mu(n) = \mu \Rightarrow p(o/N) = \left[\sum_{n=0}^N \frac{N!}{(N-n)!} \cdot \rho^n \right]^{-1} = [G(N)]^{-1}$

$$p(n/N) = \frac{N!}{(N-n)!} \cdot \rho^n \cdot p(o/N)$$

Infinite server: $\mu(n) = n\mu \Rightarrow p(o/N) = \left[\sum_{n=0}^N \frac{N!}{(N-n)!n!} \rho^n \right]^{-1} = [1+\rho]^{-N}$

Binomial Distribution $p(n/N) = \binom{N}{n} a^n (1-a)^{N-n}; \quad a = \frac{\rho}{1+\rho}$

Engset Model
M = N case

Let us consider the single server case in detail.

- Recursive expression for $G(N)$

$$\begin{aligned} G(N) &= \sum_{n=0}^N \frac{N!}{(N-n)!} \rho^n = 1 + N\rho + N(N-1)\rho^2 + \dots + N!\rho^N \\ &= 1 + N\rho[1 + (N-1)\rho + \dots + (N-1)!\rho^{N-1}] \\ &= 1 + N\rho G(N-1); \quad G(0) = 1 \end{aligned}$$

Later, we will see that this kind of recursion extends to networks also and forms the basis of the so called "Convolution Algorithm"





Analysis of Machine Repairman Model - 3

- Throughput $X(N) = \sum_{n=1}^N \mu(n)p(n/N)$

$$= \mu(1 - p(0/N))$$

$$= \mu U(N)$$

- Utilization, $U(N) = \frac{\text{Throughput}}{\text{Max service rate}} = \frac{X(N)}{\mu}$

Also
$$X(N) = \mu \left[1 - \frac{1}{G(N)} \right] = \mu \cdot \frac{G(N) - 1}{G(N)} = N\lambda \cdot \frac{G(N-1)}{G(N)} = \lambda \frac{\tilde{G}(N-1)}{\tilde{G}(N)}$$

$$U(N) = \frac{G(N) - 1}{G(N)} = \rho \frac{\tilde{G}(N-1)}{\tilde{G}(N)}$$

$$\tilde{G}(N) = \frac{G(N)}{N!}$$

- Mean value analysis (MVA) recursion:

Know
$$p(n/N) = \frac{N!}{(N-n)!} \rho^n \cdot \frac{1}{G(N)} = \frac{\rho^n}{(N-n)!} \cdot \frac{1}{\tilde{G}(N)}$$

$$p(n-1/N-1) = \frac{(N-1)!}{(N-n)!} \rho^{n-1} \cdot \frac{1}{G(N-1)} = \frac{\rho^{n-1}}{(N-n)!} \cdot \frac{1}{\tilde{G}(N-1)}$$

$$\frac{p(n/N)}{p(n-1/N-1)} = \frac{N\rho \cdot G(N-1)}{G(N)} = \frac{G(N) - 1}{G(N)} = \rho \frac{\tilde{G}(N-1)}{\tilde{G}(N)} = U(N)$$





Analysis of Machine Repairman Model - 4

$$\begin{aligned} p(n/N) &= U(N) \cdot p(n-1|N-1) \\ &= \frac{X(N)}{\mu} \cdot p(n-1|N-1) \end{aligned}$$

- In words, the probability distribution with N customers is related to the probability distribution of the same system with $(N-1)$ customers. This observation is valid in a more general context involving multiple nodes and forms the basis of Reiser and Lavenberg's Mean Value Analysis (MVA) Algorithm.

Pursuing the recursion further,

- Average Queue length

$$\begin{aligned} Q(N) &= \sum_{n=1}^N np(n/N) \\ &= \frac{X(N)}{\mu} \sum_{n=1}^N np(n-1/N-1) \\ &= \frac{X(N)}{\mu} \left[\sum_{n=1}^N (n-1)p(n-1/N-1) + \sum_{n=1}^N p(n-1/N-1) \right] \\ &= \frac{X(N)}{\mu} [1 + Q(N-1)] \end{aligned}$$





Analysis of Machine Repairman Model - 5

Or

$$R_c(N) = \frac{1}{\mu} [1 + Q(N-1)]$$

valid for networks also

- In words, the mean response times of an arriving customer is equal to his own service time $1/\mu$ plus the waiting time due to customers in a system with $(N-1)$ customers $\Rightarrow$ an arriving customer in a system with N terminals “sees” $Q(N-1)$ in equilibrium. We will see presently that *in an M/M/1 system (or so called open systems) an arriving and departing customers “see” the same # of customers (so called Burke’s theorem). Not so in a closed system. In a closed system, an arrival sees a network with one less customer (himself removed) ... so called “arrival theorem of closed systems”.*

- Implementation (no closed form expression $\Rightarrow$ need to evaluate via a recursive algorithm)





Analysis of Machine Repairman Model - 6

```
Q ← 0
DO n = 1, 2, ..., N
  Rc ← 1/μ(1 + Q)
  X ← n / (Rc + 1/λ)
  Q ← XRc
END DO
U(N) = X/μ
```

} ⇒

$Q(N)$
 $R_c(N)$
 $X(N)$

□ Questions:

1. How to compute response time distributions? ... we will do it only for M/M/1
2. What does it all mean? ... B-D processes are "time-reversible Markov chains". We will pursue this in next class.



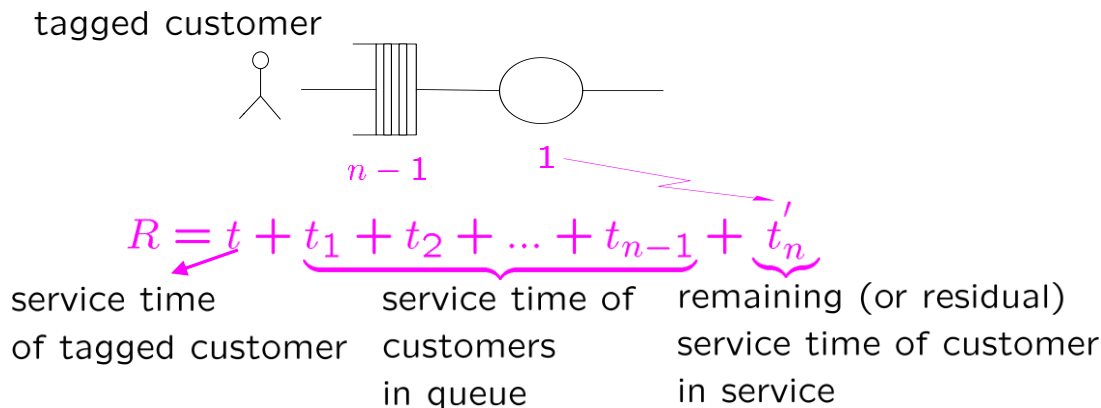


Response-time Density of M/M/1 Queue -1

- In discussing M/M/1 queue, we made no assumption regarding queuing discipline
⇒ All queue disciplines yield identical mean response times and mean queue lengths
However, the distribution of response times does depend on the queue discipline.
We will compute the distributions for FCFS discipline.

Let us denote

$$F_R(r/n) \triangleq P\{\text{the response time of tagged customer} \leq r \mid \\ n \text{ customers are found in the system upon arrival}\}$$



- Since service time is exponentially distributed t'_n has the same density (recall memory-less property)





Response-time Density of M/M/1 Queue -2

$\Rightarrow t, t_1, t_2, \dots, t_{n-1}, t'_n$ are i.i.d. random variables

$$\begin{aligned}L_R(s/n) &= \left(\frac{\mu}{s + \mu} \right)^{n+1} \\L_R(s) &= \sum_{n=0}^{\infty} L_R(s/n) p_n \\&= \sum_{n=0}^{\infty} \left(\frac{\mu}{s + \mu} \right)^{n+1} (1 - \rho) \rho^n \\&= \left(\frac{\mu}{s + \mu} \right) (1 - \rho) \frac{1}{1 - \frac{\rho\mu}{s + \mu}} = \frac{\mu(1 - \rho)}{[s + \mu(1 - \rho)]}\end{aligned}$$

$\Rightarrow$ Response time is exponentially distributed with mean $\frac{1}{\mu(1 - \rho)}$

$$f_R(t) = \mu(1 - \rho)e^{-\mu(1 - \rho)t}$$

Examples:

1). Suppose have M/M/1 queue and increase λ and μ by a factor $k > 1$

$$\Rightarrow \rho = \frac{k\lambda}{k\mu} \text{ same}$$

$$\Rightarrow Q = \frac{\rho}{1 - \rho} \text{ same}$$

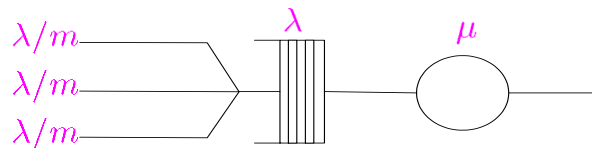


Application Examples -1

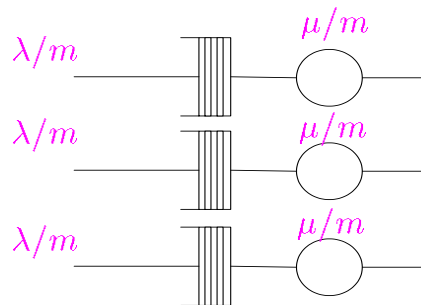
But $R = \frac{1}{k\mu(1-\rho)} \Rightarrow$ reduced by a factor of k .

An arriving customer sees the same # of customers in the steady state, but customers will be moving k times faster.

2). Statistical multiplexing vs. Time division or Frequency division multiplexing



$$\Rightarrow R = \frac{1}{\mu(1-\rho)} = \frac{1}{\mu} + \frac{1}{\mu} \cdot \frac{\rho}{1-\rho}$$



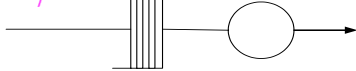
$$\Rightarrow R = \frac{m}{\mu(1-\rho)} \Rightarrow \text{Large delay} = \frac{m}{\mu} + \frac{m\rho}{1-\rho} \cdot \frac{1}{\mu}$$

True only for Poisson streams
If arrivals are regular, time & frequency division multiplexing can be good

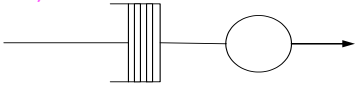
Application Examples - 2

3). Single queue versus separate queues (OR) why banks have single queues?

20 packets/sec $\mu = 30$ packets/sec

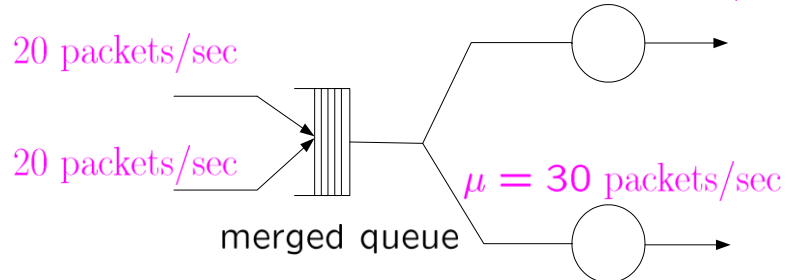


20 packets/sec $\mu = 30$ packets/sec



separate $\Rightarrow R_{S_1} = R_{S_2} = \frac{1}{30(1 - \frac{2}{3})} = .1 \text{ sec}$

20 packets/sec $\mu = 30$ packets/sec



$$\rho = \frac{2}{3}$$

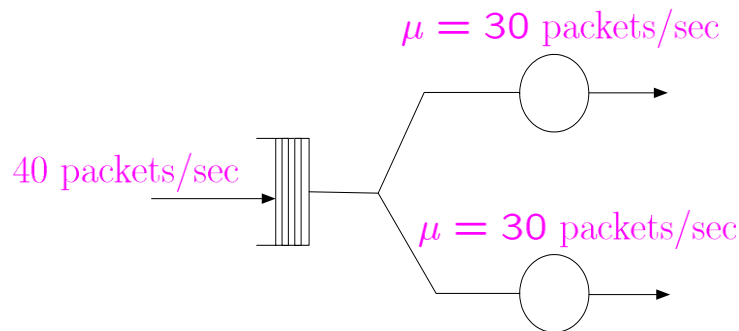
$$p_0 = \left(1 + \frac{4}{3} + \left(\frac{4}{3} \right)^2 \cdot \frac{1}{2} \cdot 3 \right)^{-1} = .2$$

Application Examples - 3

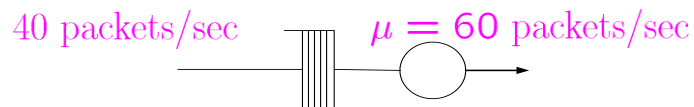
$$P_Q = .2 \cdot \frac{16}{9} \cdot \frac{1}{2} \cdot 3 = \frac{1.6}{3} = .533$$

$$R_C = \frac{1}{30} + \frac{.533}{30 \cdot \frac{1}{3}} = \frac{1}{30}(1 + 1.6) = .0867 < R_S \quad (\text{merged queue is better})$$

4). Should I buy several small servers or one large one?



$$R_C = .0867$$



$$R_{LS} = \frac{1}{60 - 40} = .05 < R_c$$

- What happens to waiting time?

Application Examples - 4

$$W_C = \frac{1}{60 - 40} \times .53 = .0265$$

$$W_{LS} = \frac{2/3}{60/3} = .0334 \quad \Rightarrow \quad W_{LS} > W_C \text{ but } R_{LS} < R_C$$

Buy the largest !!

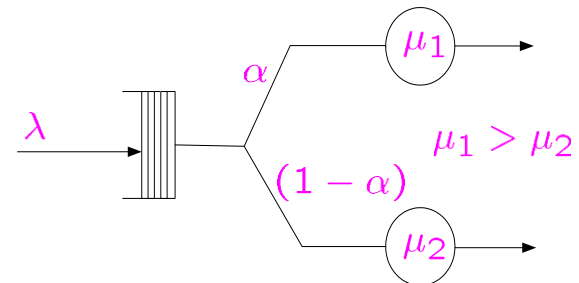
But, from reliability viewpoint, several small ones may be better!!

5) Optimal Routing

$$R_1 = \frac{1}{\mu_1 - \lambda \alpha}; R_2 = \frac{1}{\mu_2 - \lambda(1 - \alpha)}$$

$$R = \alpha R_1 + (1 - \alpha)R_2 = \frac{\alpha}{\mu_1 - \lambda \alpha} + \frac{(1 - \alpha)}{\mu_2 - \lambda(1 - \alpha)}$$

$$\text{Optimum} \Rightarrow \frac{dR}{d\alpha} = 0 \Rightarrow \alpha^* = \frac{\sqrt{\frac{\mu_1}{\mu_2}} + \frac{\lambda}{\mu_2} - 1}{\frac{\lambda}{\sqrt{\mu_1 \mu_2}} + \frac{\lambda}{\mu_2}}$$



$$\lambda = 4; \mu_1 = 4; \mu_2 = 1$$

$$\alpha^* = \frac{\sqrt{\frac{\mu_1}{\mu_2}} + \frac{\lambda}{\mu_2} - 1}{\frac{\lambda}{\sqrt{\mu_1 \mu_2}} + \frac{\lambda}{\mu_2}} = \frac{5}{6}$$



Summary

- M/M/1/N queue
- M/M/m/m queue
- Engset Model
- M/M/1 with feedback
- Machine Repairman Model
- Some Application Examples