

EE 679, Queueing Systems (2001-02F) Solutions to Test -2

1. Applying Eqs. (2.7) and (2.8) and using $r = \frac{I}{m}$, we can directly get that

$$p_k = p_0 \prod_{i=0}^{k-1} \frac{I_i}{m_{i+1}} = p_0 (k+1) r^k$$

Using the normalization condition, we can then obtain

$$p_0 = (1-r)^2$$

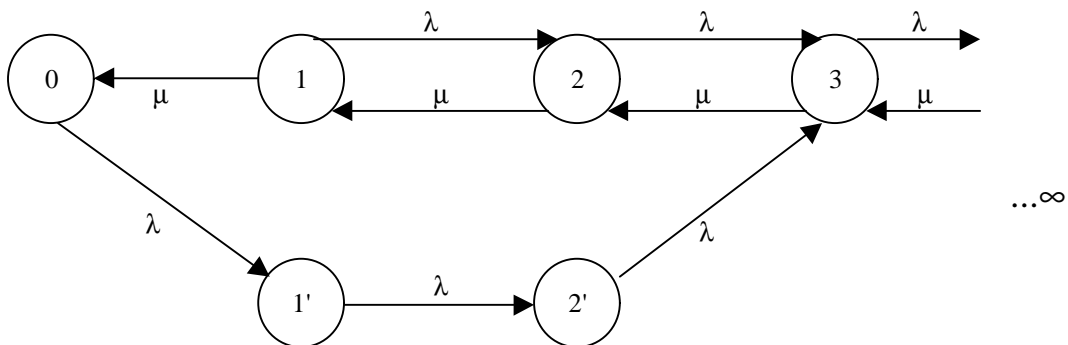
$$p_k = (k+1)(1-r)^2 r^k \quad k=0,1,\dots,\infty$$

The mean number, N , in the system will be given by

$$N = \sum_{k=0}^{\infty} k p_k = \frac{2r}{(1-r)}$$

We can see that the series summation required for applying the normalization condition $\sum_{k=0}^{\infty} p_k = 1$ may be evaluated only if $r < 1$ or $I < m$. This is the condition required for the queue to be stable.

2. The state transition for this system diagram is given below.



The balance equations may be written as follows.

$$\begin{aligned}
\mathbf{l}p_0 &= \mathbf{l}p_{1'} = \mathbf{l}p_{2'} \\
\mathbf{l}p_0 &= \mathbf{m}p_1 \\
(\mathbf{l} + \mathbf{m})p_1 &= \mathbf{m}p_2 \\
(\mathbf{l} + \mathbf{m})p_2 &= \mathbf{l}p_1 + \mathbf{m}p_3 \\
p_{n+1}\mathbf{m} &= \mathbf{l}p_n \quad n = 3, 4, \dots, \infty
\end{aligned}$$

These may be solved to get the following state probabilities.

$$\begin{aligned}
p_{2'} &= p_{1'} = p_0 \\
p_1 &= \mathbf{r}p_0 \\
p_2 &= \mathbf{r}(1 + \mathbf{r})p_0 \\
p_3 &= \mathbf{r}(1 + \mathbf{r} + \mathbf{r}^2)p_0 \\
p_n &= \mathbf{r}^{n-3}p_3 \quad n = 4, 5, \dots, \infty
\end{aligned}$$

where application of the normalization condition yields $p_0 = \frac{1 - \mathbf{r}}{3}$

Let $P\{k\} = P\{k \text{ users in the system}\}$. Using the state probabilities given above, we can find these as

$$\begin{aligned}
P\{1\} &= p_1 + p_{1'} = p_0(1 + \mathbf{r}) \\
P\{2\} &= p_2 + p_{2'} = p_0(1 + \mathbf{r} + \mathbf{r}^2) \\
P\{3\} &= p_3 = p_0(1 + \mathbf{r} + \mathbf{r}^2)\mathbf{r} \\
P\{n\} &= p_0(1 + \mathbf{r} + \mathbf{r}^2)\mathbf{r}^{n-2} \quad n = 2, 3, 4, \dots, \infty
\end{aligned}$$

The server in this system will be busy in all states other than states 0, 1', and 2'. Therefore, the probability $P_{\text{server busy}}$ will be given by

$$P_{\text{server busy}} = 1 - p_0 - p_{1'} - p_{2'} = 1 - 3p_0 = \mathbf{r}$$

The interesting thing to note is that even in spite of its different behavior, the server has to work just as hard it would in a normal M/M/1 queue.