

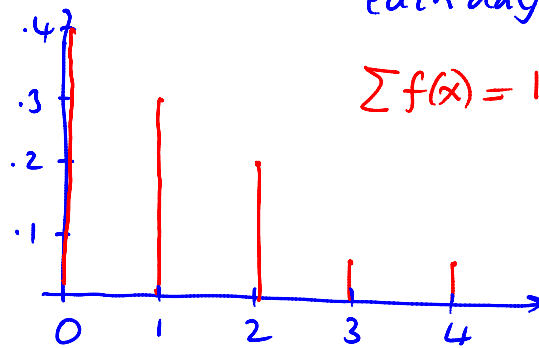
	x	p.m.f. $f(x)$	c.d.f. $F(x)$
c.d.f.	0	$1/4$	$1/4$
	1	$1/2$	$3/4$
	2	$1/4$	1

$$F(x) = \sum_{\substack{\text{all } y \\ \text{such that} \\ y \leq x}} f(y) \quad \left| \quad \begin{aligned} F(0) &= f(0) = \frac{1}{4} \\ F(1) &= f(0) + f(1) = \frac{3}{4} \\ F(2) &= f(0) + f(1) + f(2) = 1 \end{aligned}$$

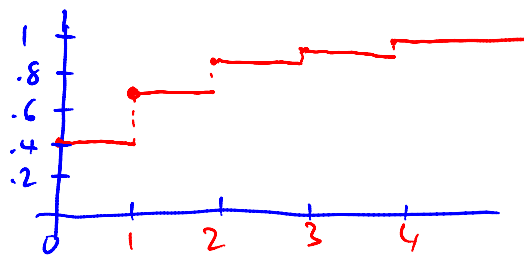
Ex. Bicycle sales @ Pierik's

x	$\Pr(X=x) = f(x)$
0	.40
1	.30
2	.20
3	.05
4	.05
	<u>1.00</u>

X : # bicycles sold each day



x	$f(x)$	$F(x)$
0	.4	.4
1	.3	.7
2	.2	.9
3	.05	.95
4	.05	1.00

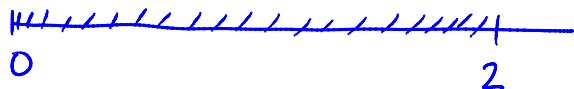


$$\Pr(1 \leq X \leq 3) = f(1) + f(2) + f(3) = .55$$

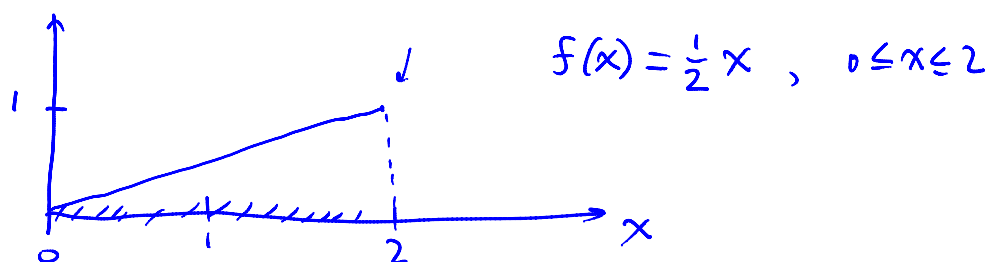
b.2. Continuous r.v.'s

Ex. Local Esso

X : #liters of gasoline sold/day (1000's)



Prob. density function

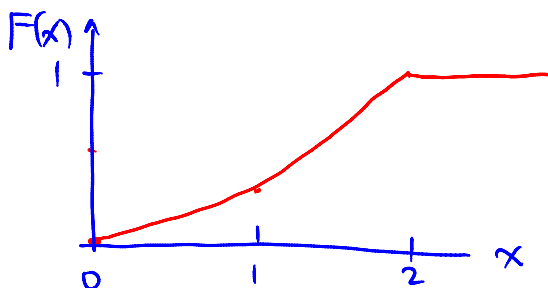


Make sure that "Area under $f(x) = 1$ "

$$\int_0^2 f(x) dx = \int_0^2 \frac{1}{2}x dx = \frac{1}{2} \int_0^2 x dx = \frac{1}{2} \left(\frac{x^2}{2} \Big|_0^2 \right) = 1$$

$$\Pr(1 \leq X \leq 2) = \int_1^2 \frac{1}{2}x dx = \frac{3}{4}$$

c.d.f $F(x) = \int_0^x f(y) dy = \int_0^x \frac{1}{2}y dy = \frac{1}{4}x^2, 0 \leq x \leq 2$



c) Mean & variance

"central"
location

dispersion around mean

Discrete

Mean: $E(X) = \sum x f(x)$

Variance: $Var(X) = \sum (x - E(X))^2 f(x)$

Variance

$$\text{Var}(X) = \sum [x - E(X)]^2 f(x)$$

$$= E(X^2) - [E(X)]^2$$

Ex. Pizza

$$E(X) = 0 \cdot (.40) + 1 \cdot (.30) + 2 \cdot (.20) + 3 \cdot (.05) + 4 \cdot (.05)$$

$$= 1.05 \leftarrow \text{long-run avg / day}$$

Ex.

x	p(x)	xp(x)
0	.1	
1	.1	
2	.4	
3	.3	
4	.1	

$E(X) = 2.2$

Continuous

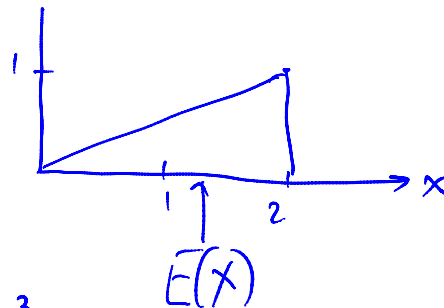
Mean $E(X) = \int_0^{\infty} x f(x) dx$

Variance $\text{Var}(X) = E(X^2) - [E(X)]^2$

Ex. Esso

$$f(x) = \frac{1}{2}x, \quad 0 \leq x \leq 2$$

$$E(X) = \int_0^2 x \cdot \frac{1}{2}x dx = 1.33$$



$$= \int_0^2 \frac{1}{2} x^2 dx = \frac{1}{2} \int_0^2 x^2 dx$$

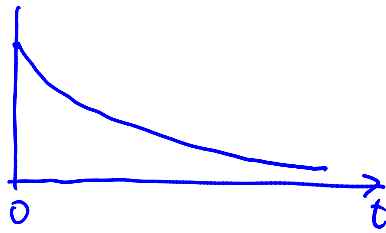
$$= \frac{1}{2} \left[\frac{x^3}{3} \right]_0^2 = \frac{1}{2} \left[\frac{2^3 - 0^3}{3} \right]$$

$$= \frac{1}{2} \cdot \frac{1}{3} (8) = \frac{8}{6} = 1.33$$

∴ 1 + + + + +

d) Important Distrib.

Exponential



- Time between arrivals
- Service time

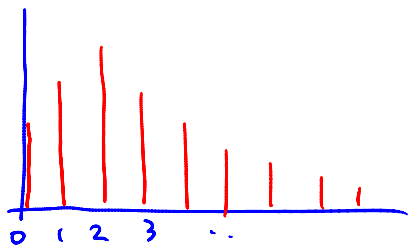
$$f(t) = \lambda e^{-\lambda t}, t \geq 0$$

$$E(\text{time}) = \frac{1}{\lambda}$$

Formulas

$$\left\{ \begin{array}{l} \int_a^b 1 \cdot dx = (b-a), \quad \int_a^b x dx = \frac{1}{2}(b^2 - a^2) \\ \int_a^b x^2 dx = \frac{1}{3}(b^3 - a^3), \quad \int_a^b x^n dx = \frac{1}{n+1}(b^{n+1} - a^{n+1}) \end{array} \right\}$$

Poisson



$N(t)$: # people arriving
in t time unit

$$\Pr[N(t)=n] = e^{-\lambda t} \frac{(\lambda t)^n}{n!},$$

$$n = 0, 1, 2, \dots$$

Ex. Random demand

100 units in stock	X	90	100	110
X: demand r.v	Prob	1/3	1/3	1/3
S: actual # sold	S	90	100	100

$$\Pr(S=90) = 1/3$$

$$\Pr(S=100) = 2/3$$

$$E(S) = \frac{1}{3} \cdot 90 + \frac{2}{3} \cdot 100 = 96.67$$

$$\text{Var}(S) = 22.2 \leftarrow \text{Show!}$$

U: unfilled demand

X	90	100	110
U	0	0	10
Prob	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{3}$
	$\frac{2}{3}$		

$$\text{So, } \Pr(U=0) = \frac{2}{3}$$

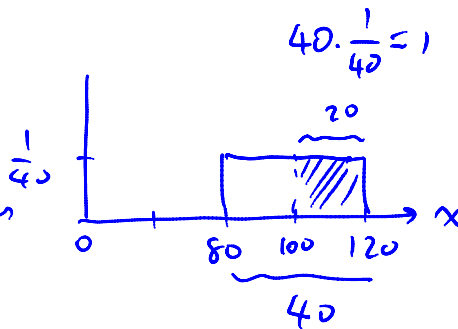
$$\Pr(U=10) = \frac{1}{3}$$

$$E(U) = 0 \cdot \frac{2}{3} + 10 \cdot \frac{1}{3} = \frac{10}{3} = 3.33$$

$$\text{Var}(U) = 22.2 \leftarrow \text{Show}$$

Ex. Same problem except cont. demand
100 in stock

$$f(x) = \frac{1}{40}, \quad 80 \leq x \leq 120$$

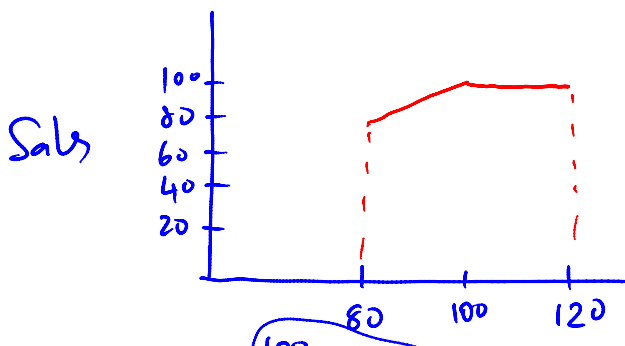


$$\Pr(X > 100) = \frac{1}{2}$$

↑
shortage

S: sales

$$S = \begin{cases} 100, & X > 100 \\ x, & X \leq 100 \end{cases}$$



$$E(S) = \int_{80}^{100} x \frac{1}{40} dx + \int_{100}^{120} 100 \cdot \frac{1}{40} dx = 95$$

$$\text{Var}(S) = 41.67 \quad \leftarrow \text{show}$$

$$\begin{aligned} \frac{1}{40} \int_{80}^{100} x dx &= \frac{1}{40} \frac{x^2}{2} \Big|_{80}^{100} \\ &= \frac{1}{80} (100^2 - 80^2) \end{aligned}$$

Ex. Lady Gaga on my iPod

100 songs \rightarrow Shuffle

L: Lady Gaga on first song

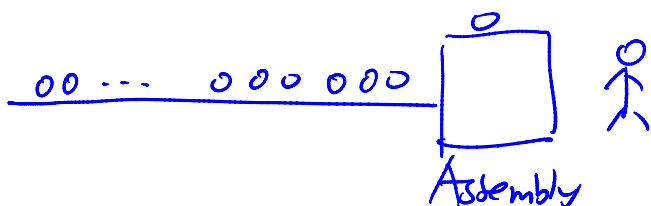
$$\Pr(L) = \frac{1}{100}, \quad \Pr(\bar{L}) = \Pr(\text{not } L) = \frac{99}{100}$$

Three shuffles

$$\begin{aligned} \Pr(\text{at least one } L) &= 1 - \Pr(\text{no } L) \\ &= 1 - \left(\frac{99}{100}\right)^3 \end{aligned}$$

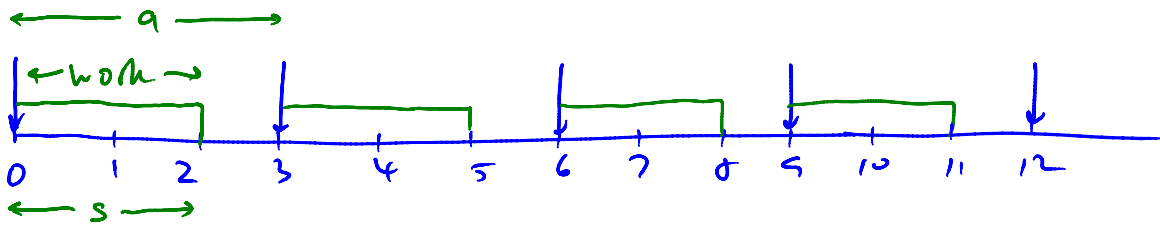
Ch. 17 Queueing Applications

Ex. Naive deterministic model (assembly line)



let $a = 3$ min/item (time between arrivals): rate $= \frac{\lambda}{20/\text{hr}}$

$s = 2$ min/item (service time) rate = 30/hr
 \uparrow



% time idle = $\frac{1}{3}$: $\frac{a-s}{a}$
 % time busy = $\frac{2}{3}$: $\frac{s}{a}$

If $a > s$: Idle 1-sla of time
 $a = s$. fully busy
 $a < s$. Queue explodes

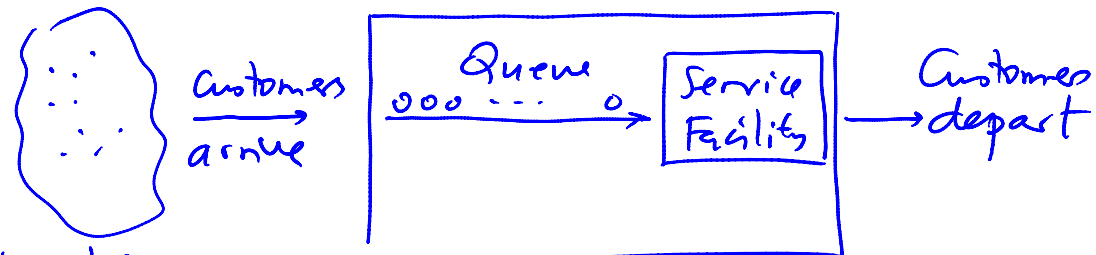
Ex. I O Lucy

<http://www.youtube.com/watch?v=uztA6jCKB4s>

Ex. Arrival + service process with variations

<http://www.business.mcmaster.ca/courses/O711/ChapterComments/documents/VariationsInArrivalService.pdf>

1. Features of queuing processes



- | | | |
|---|--|--|
| <p><u>Input source</u></p> <ul style="list-style-type: none"> • Finite or infinite • Single or bulk arrivals • Control of arrivals • Arrival distrib. | <p><u>Queue discipline</u></p> <ul style="list-style-type: none"> • FCFS • LCFS • Priority • Balking | <p><u>Output process</u></p> <ul style="list-style-type: none"> • # Servers • Parallel • service distrib. |
|---|--|--|

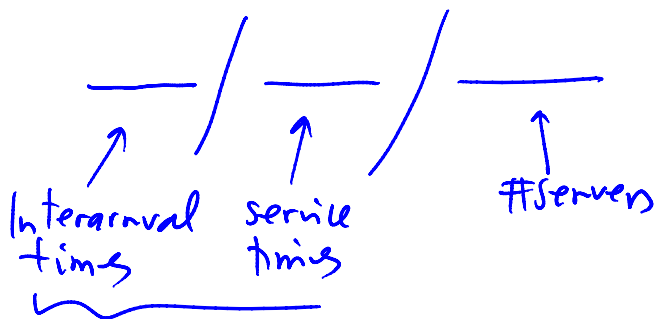
- Reneging
- Jockeying

Single server $\xrightarrow{00 \dots 0} \boxed{S.F}^0 \rightarrow$ One barber shop
Gas station (1 pump)

Multi-server $\xrightarrow{00 \dots 0} \begin{matrix} \boxed{SF_1}^0 \\ \downarrow \\ \boxed{SF_2}^0 \end{matrix} \rightarrow$ Banks

Multi-server $\xrightarrow{00 \dots 0} \boxed{SF_1}^0 \rightarrow$
 $\xrightarrow{00 \dots 0} \boxed{SF_2}^0 \rightarrow$ Grocery stores

Notation (Kendall-Lee notation) 1950s 1970s



- M: exponential (memoryless)
- D: "degenerate" (constant)
- E_k : Erlang
- G: general (GI: general input)

Ex. $M/M/1$, $M/D/1$, $GI/D/3$

Note: If system capacity is finite, use a 4th symbol

-/-/-/K

↑ system cap.

Barber

M/M/3/8

□□□

Tony Bruno Joseph

○ ○ ○ ○ ○