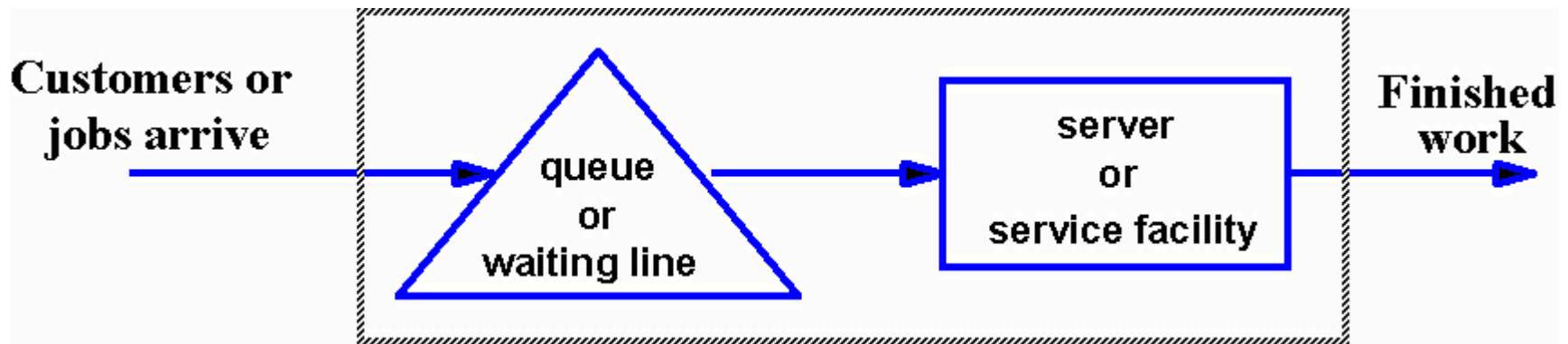


# 15.760 Class #8: Basic Concepts in Queueing



**System Performance = f(System parameters)**

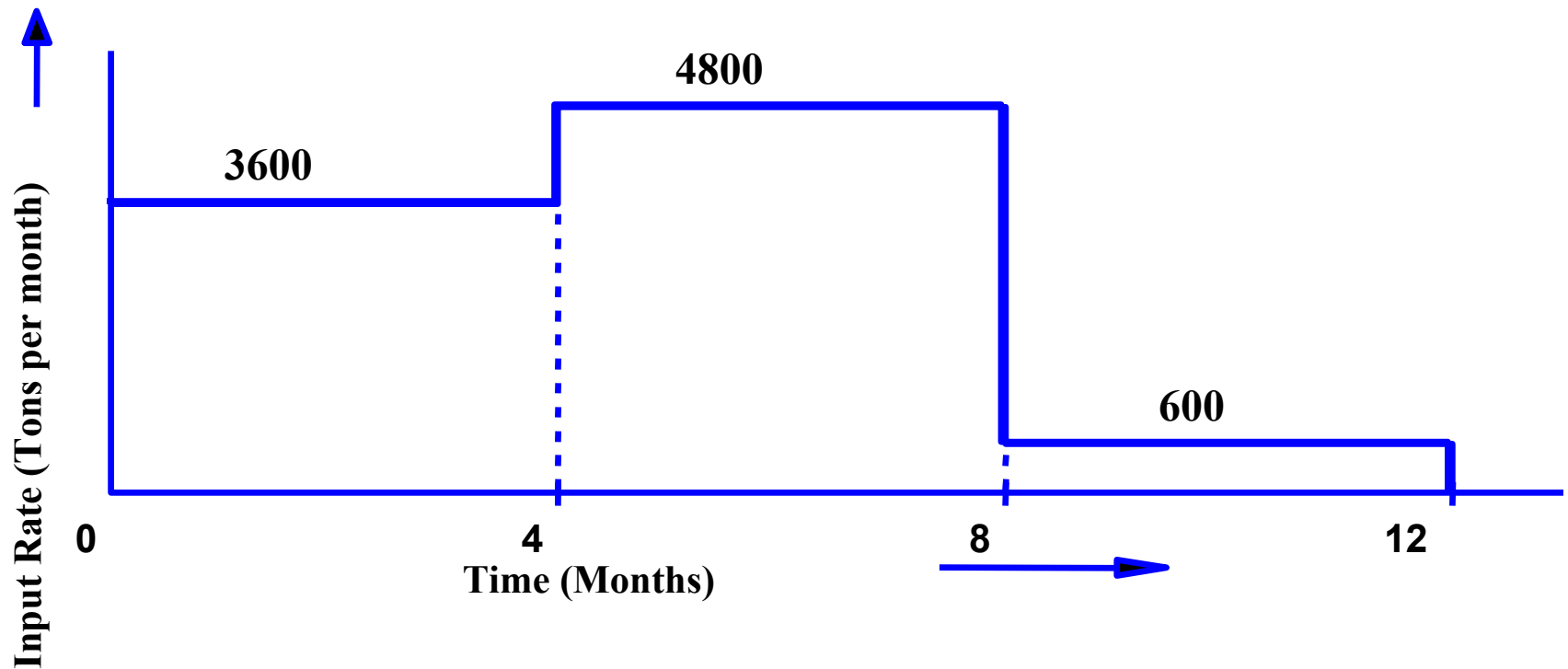
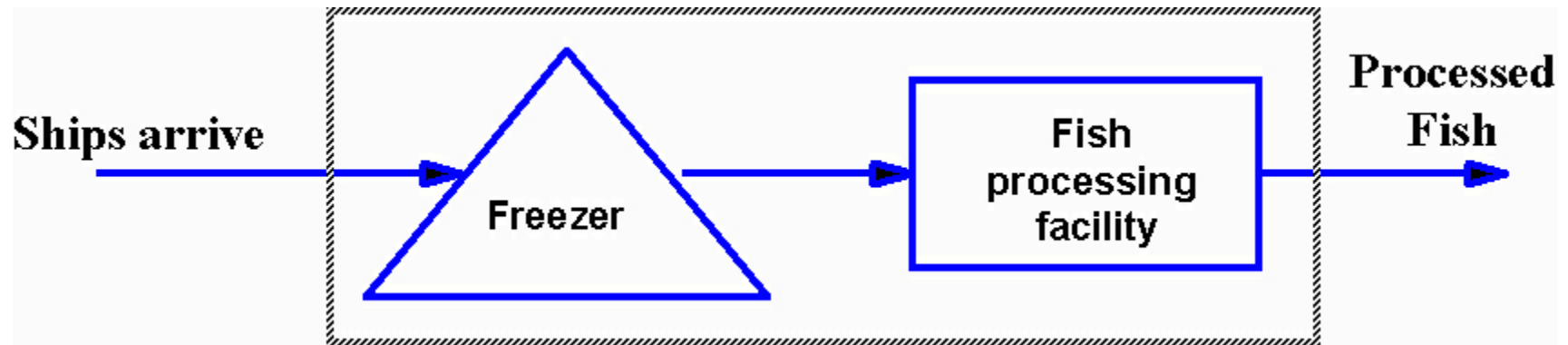
**Output/throughput rate**  
**Inventory Level/Queue Size/  
 Line length**  
**Waiting Time/Cycle Time**  
**Capacity or Server utilization**  
**Probability that Queue is full**

**[  $\lambda$  ]**  
**[  $Q$  ]**  
**[  $W$  ]**  
**[  $\rho$  ]**  
**[  $P_{full}$  ]**

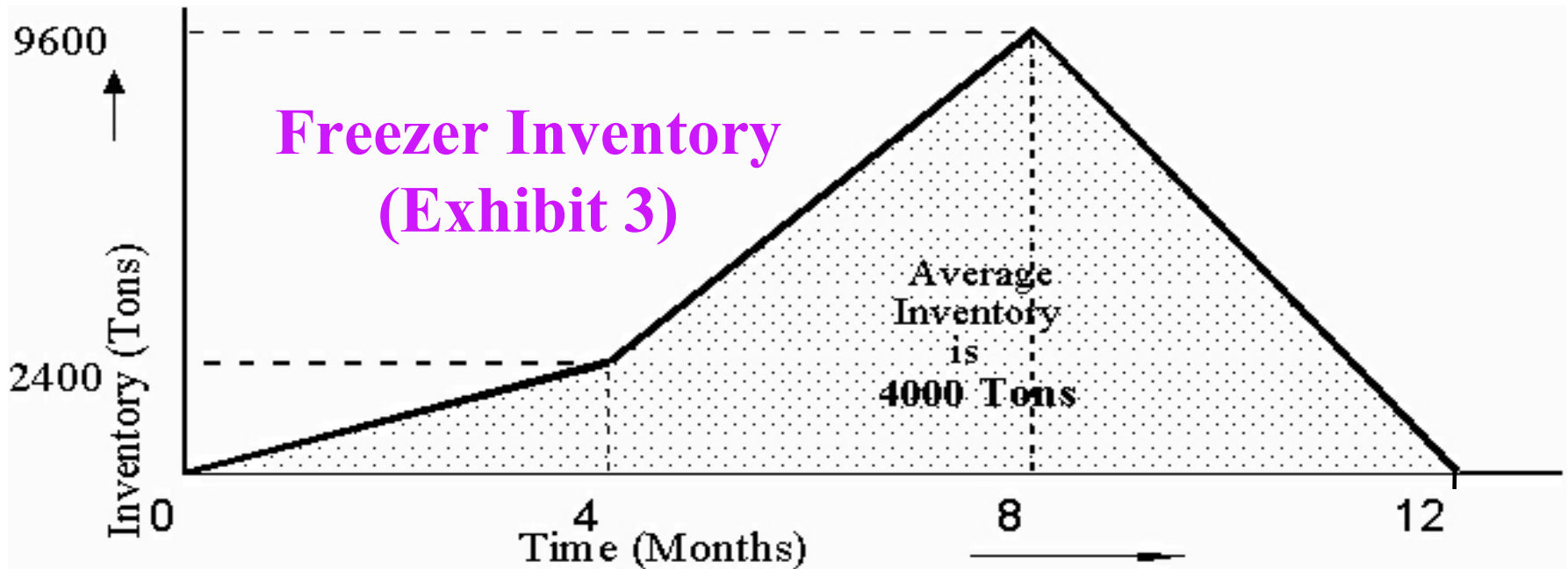
**Arrival rate**  
**Service rate**  
**Service time**  
**Number of servers**  
**Queue/Buffer capacity**  
**Capacity or Server utilization**  
**Number of Service classes**

**[  $\lambda$  ]**  
**[  $\mu$  ]**  
**[  $M$  ]**  
**[  $S$  ]**  
**[  $R$  ]**  
**[  $\rho$  ]**  
**[  $K$  ]**

# Fish Processing Example



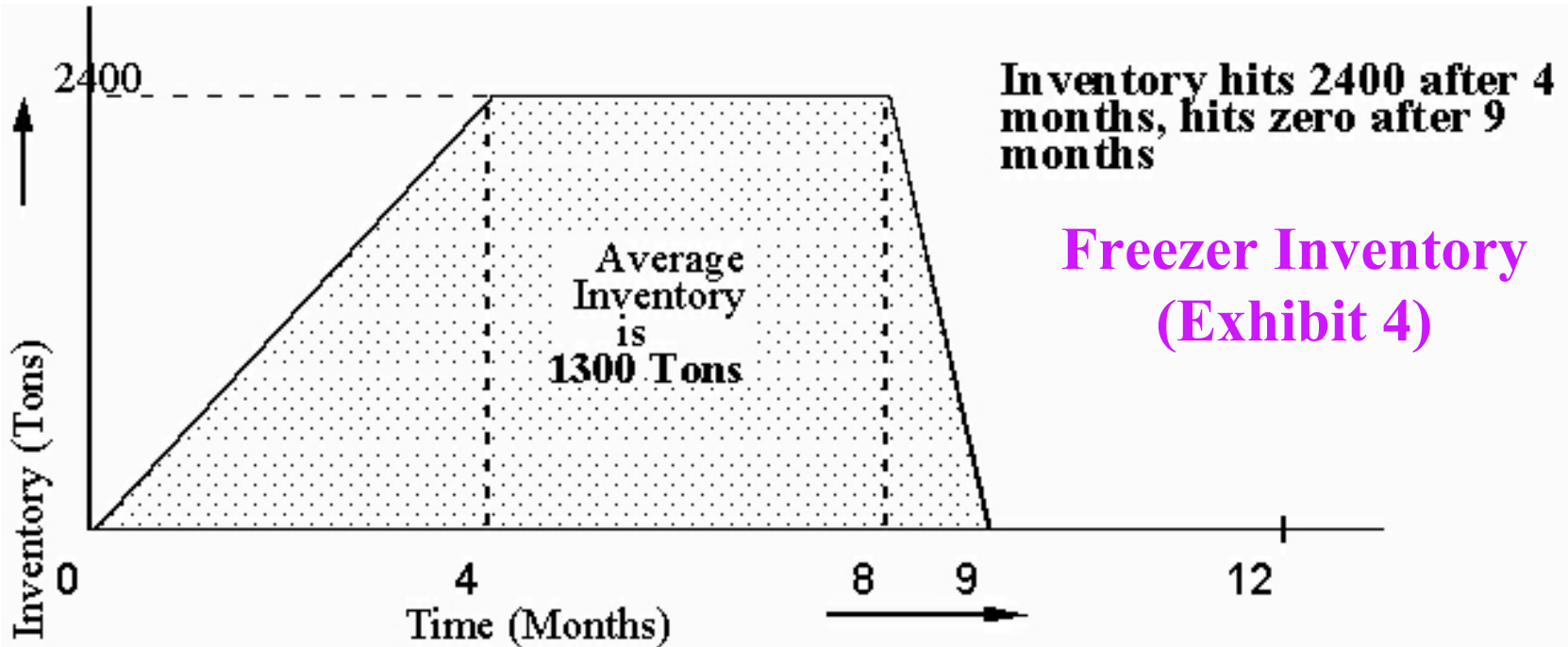
**Fish Processing Example (con't)**  
 $\lambda = 3600$  then  $4800$  then  $600$   
 $\mu = 3000$ ,  $R = \text{unlimited}$



$$\begin{aligned} \text{Average Inventory} &= \frac{1}{3} \times (2400/2) \\ &\quad + \frac{1}{3} \times (9600 + 2400)/2 \\ &\quad + \frac{1}{3} \times (9600/2) \\ &= (1200 + 6000 + 4800)/3 \\ &= 4000 \text{ tons} \end{aligned}$$

# Fish Processing Example (con't)

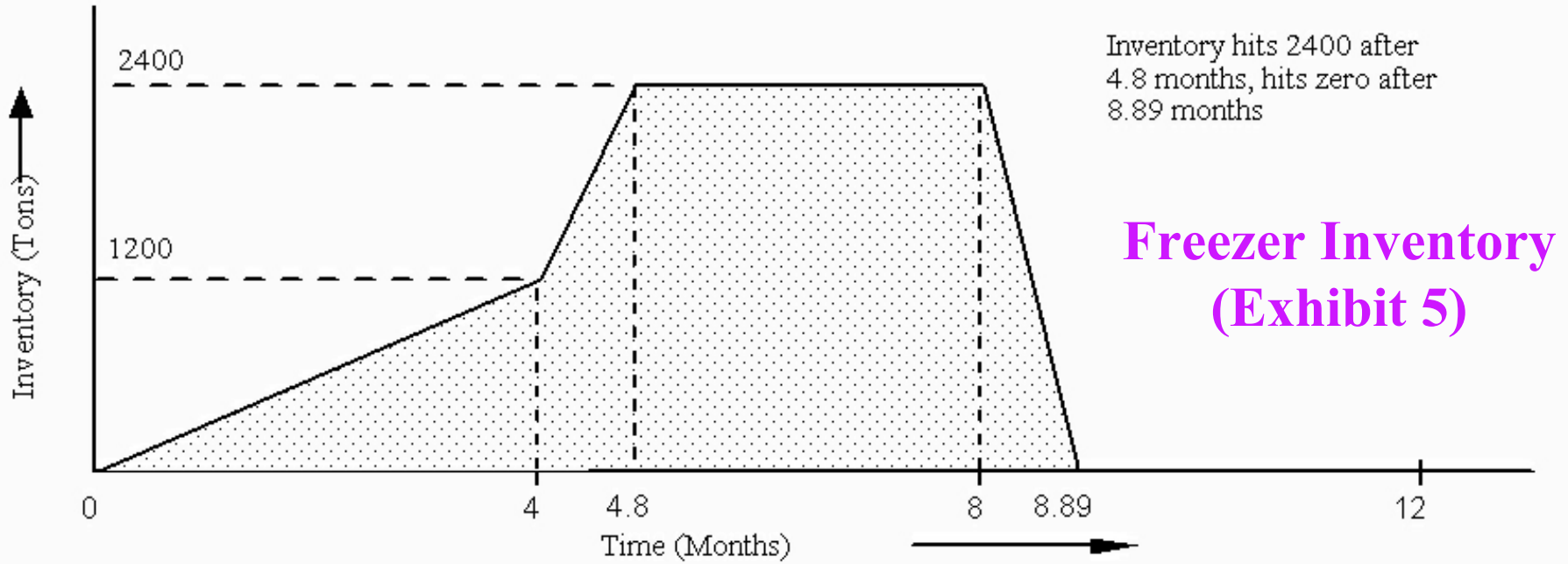
$\lambda = 3600$  then  $4800$  then  $600$   
 $\mu = 3000$ ,  $R = 2400$



$$\begin{aligned} \text{Average Inventory} &= \frac{1}{3} \times \left(\frac{2400}{2}\right) \\ &+ \frac{1}{3} \times 2400 \\ &+ \frac{1}{12} \times \left(\frac{2400}{2}\right) \\ &+ \frac{1}{4} \times 0 \\ &= \left(\frac{1200}{3} + \frac{2400}{3} + \frac{1200}{12}\right) \\ &= 1300 \text{ tons} \end{aligned}$$

# Fish Processing Example (con't)

$\lambda = 3600$  then  $4800$  then  $600$   
 $\mu = 3300, R = 2400$



$$\begin{aligned}
 \text{Average Inventory} &= \frac{1}{3} \times (1200/2) \\
 &+ \frac{.8}{12} \times 1800 \\
 &+ \frac{3.2}{12} \times (2400) \\
 &+ \frac{.89}{12} \times (2400/2) \\
 &= (200 + 120 + 640 + 89) \\
 &= 1049 \text{ tons}
 \end{aligned}$$

## Fish Processing Example (con't)

$\lambda = 3600$  then 4800 then 600

	Average Inventory	Thruput per month	Capacity Utilization
$\mu=3000, R=\infty$	4000 tons	3000 (.63)	100%
$\mu=3000, R=2400$	1300 tons	2400 (.63)	80%
$\mu=3300, R=2400$	1049 tons	2600 (.63)	79%

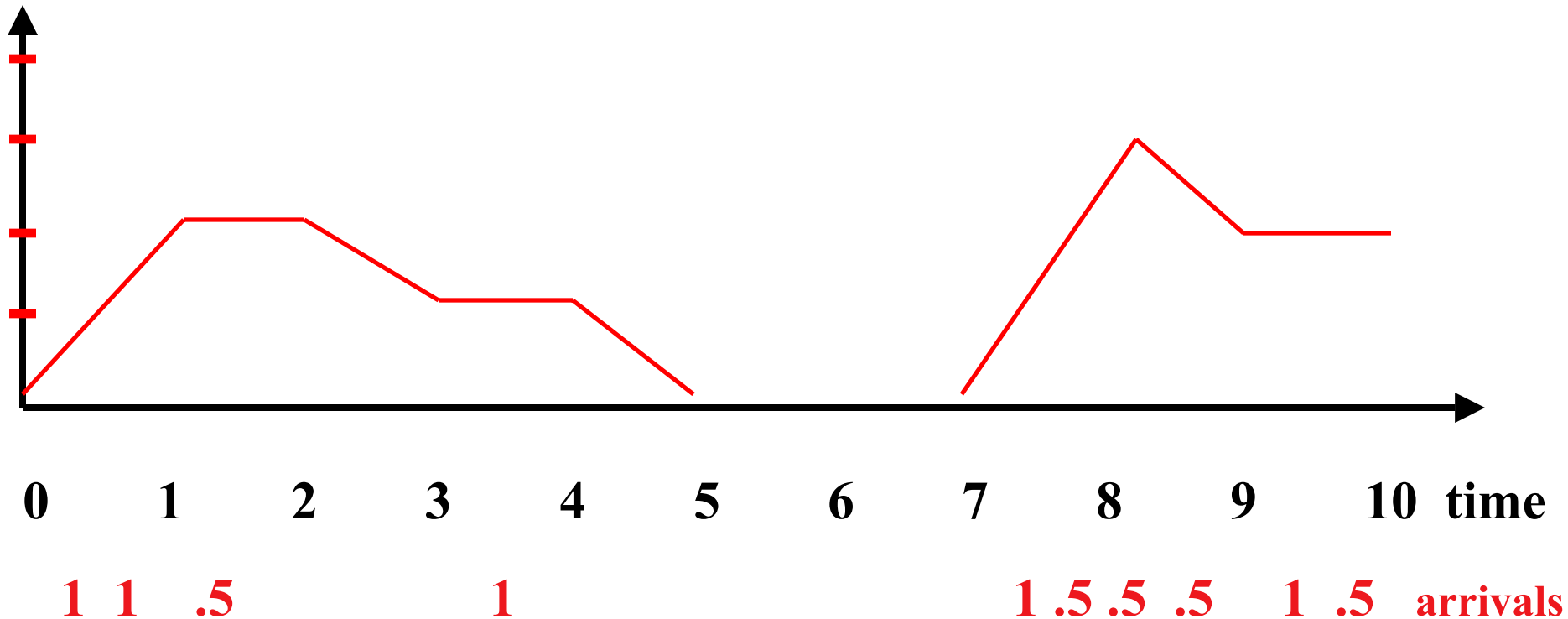
Tradeoffs: Cost of processing capacity vs.  
Cost of Storage Capacity vs.  
Value of output (net of holding costs)

# Basic Concepts in Queueing: Capacity Utilization in Stochastic Systems

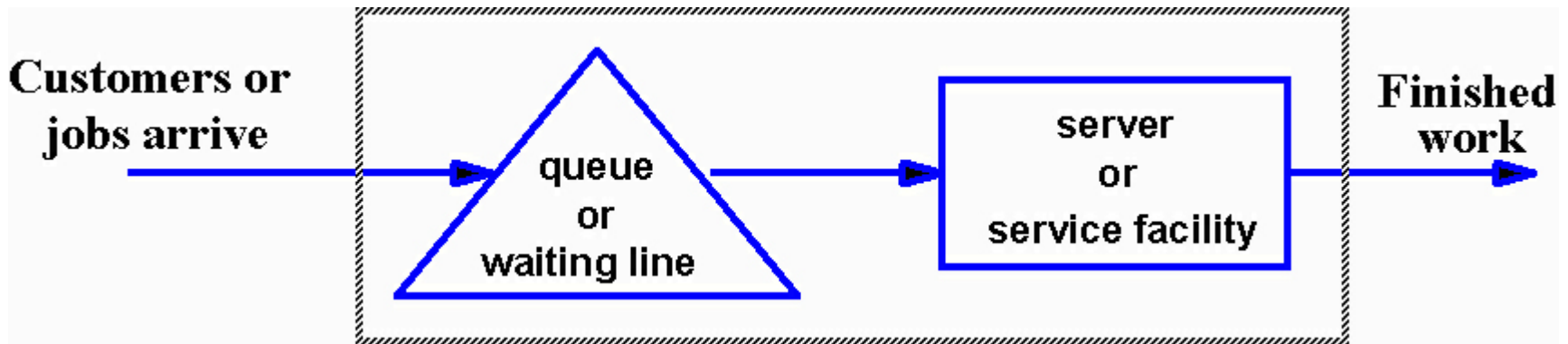


Suppose avg arrival rate = 1/minute

Avg service rate = 1.33/minute (or avg service time = 45 seconds)



# Basic Concepts in Queueing: Capacity Utilization in Stochastic Systems



**System Performance = f(System parameters)**

## **Capacity or Server utilization**

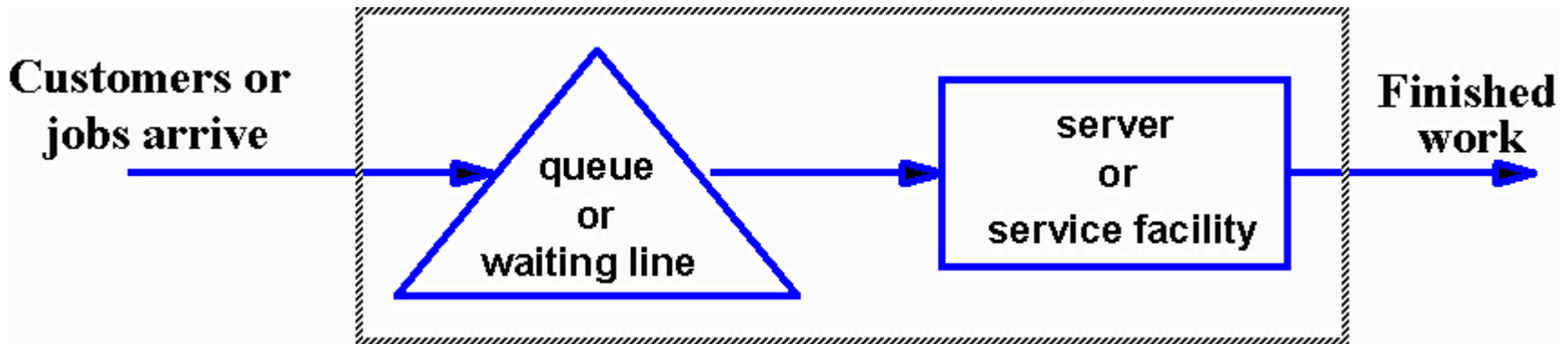
$$\rho = \lambda / \mu \text{ (arrival rate/service rate)}$$

$$\rho = \lambda \cdot \tilde{S} \times \mu$$

$$\rho = \lambda \cdot X \cdot \mathbf{M}$$



# Basic Concepts in Queueing: Little's Law



**System Performance = f(System parameters)**

**Conservation of Flows in Stochastic Systems**

$$L = \lambda \times W$$

**Avg Length of the Queue = Arrival rate x Avg Waiting time**

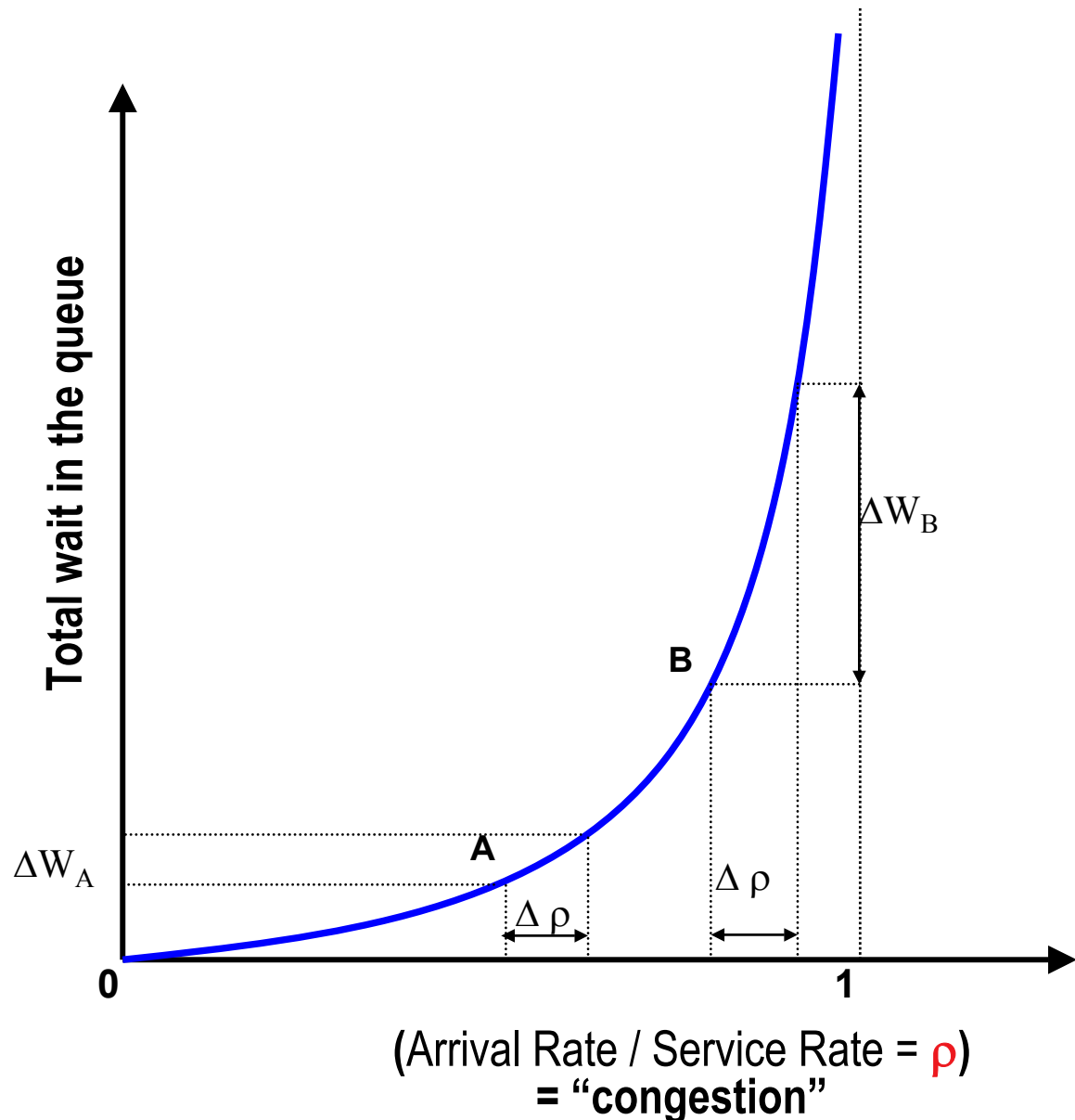
**600 MBA's = 300/year x 2 years**

# Basic Concepts in Queueing: Nonlinearities in Congestion in Stochastic Systems

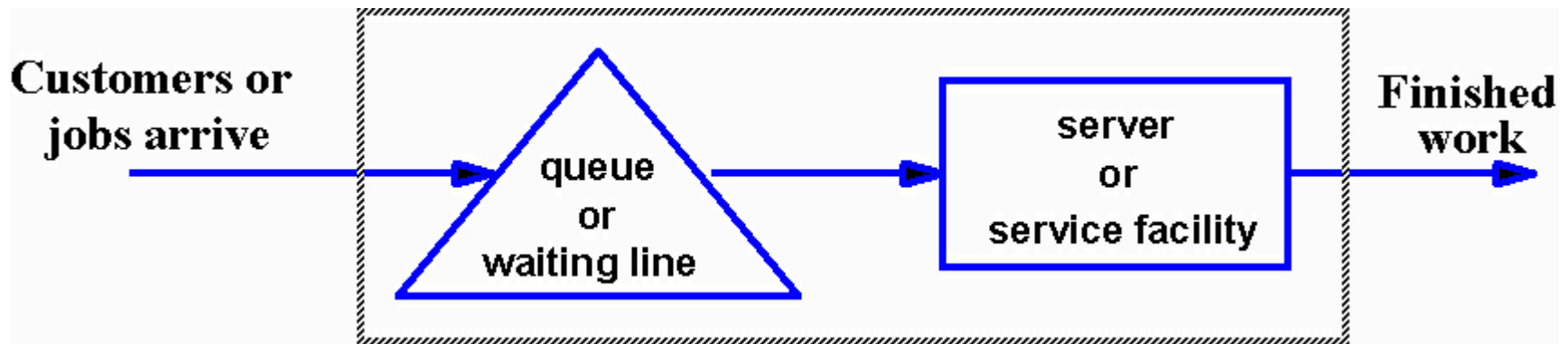
If service times  
and interarrival  
times have  
exponential  
distributions,  
then

$$L = \rho^2 / (1 - \rho)$$

$$W = \rho^2 / \lambda(1 - \rho)$$



## Basic Concepts in Queueing: Nonlinearities in Congestion in Stochastic Systems



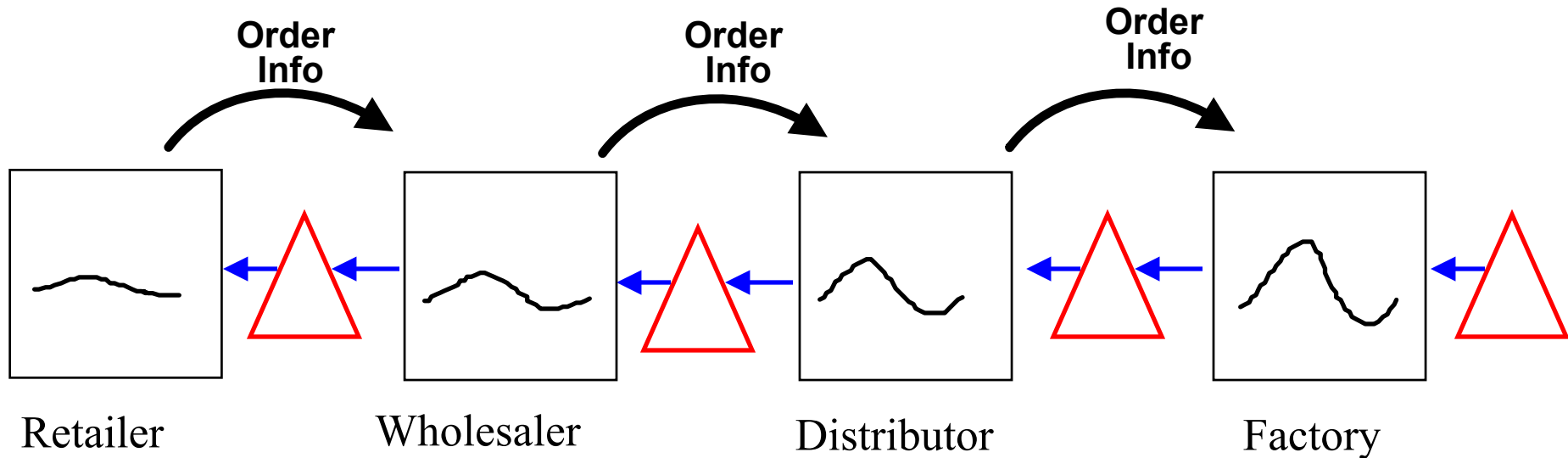
**System Performance = f(System parameters)**

**With exponential ( $\lambda$ ) interarrivals, and  
service times with mean =  $M$  and std dev =  $\sigma$ ,**

**Then**

$$W = \frac{\lambda (M^2 + \sigma^2)}{2(1-\rho)}$$

# Volatility Amplification in the Supply Chain: *"The Bullwhip Effect"*



## How does production control work in the Beer Game?

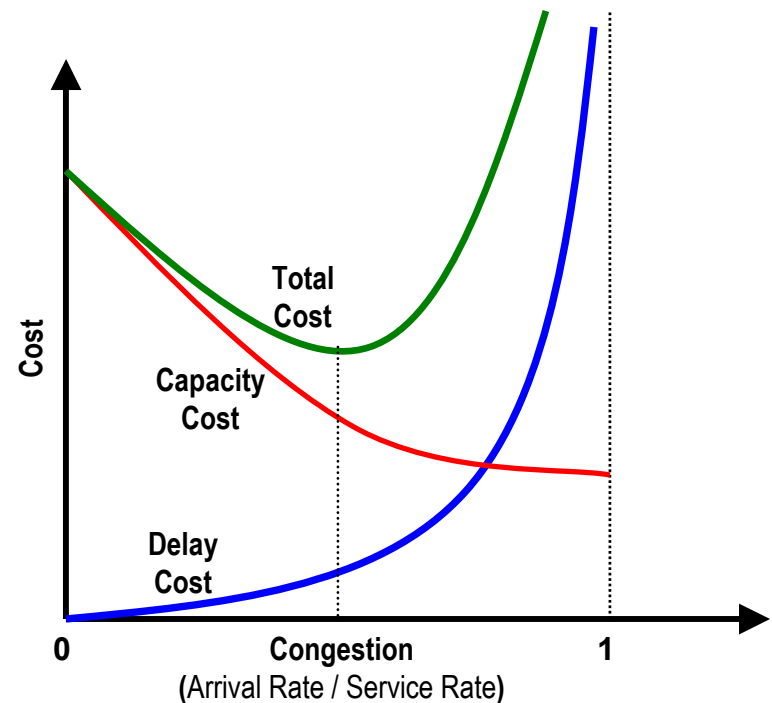
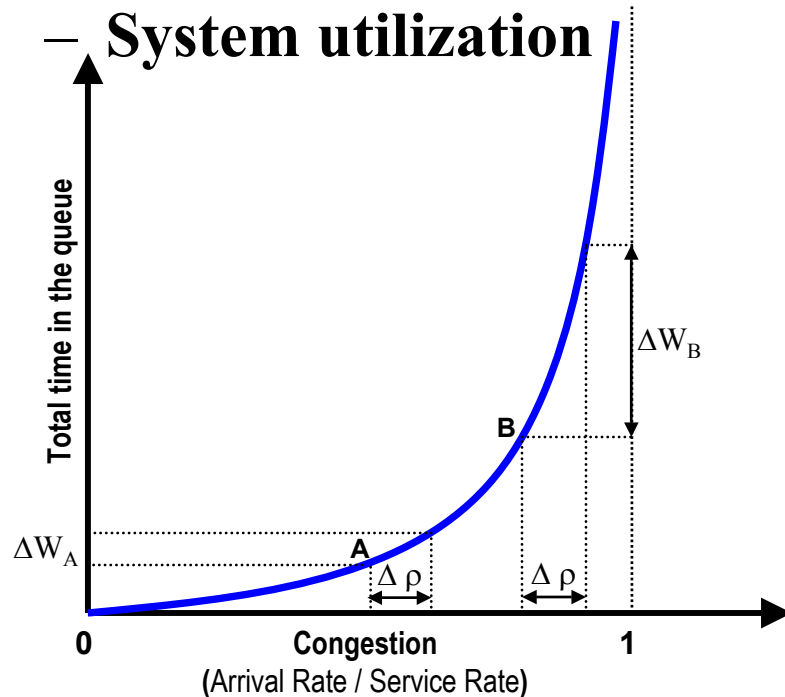
Information lags  
Delivery lags  
Over- and underordering  
Misperceptions of feedback  
Lumpiness in ordering  
Chain accumulations

SOLUTIONS:  
Countercyclical Markets  
Countercyclical Technologies  
Collaborative channel mgmt.  
(Cincinnati Milacron & Boeing)

# Management of Queues

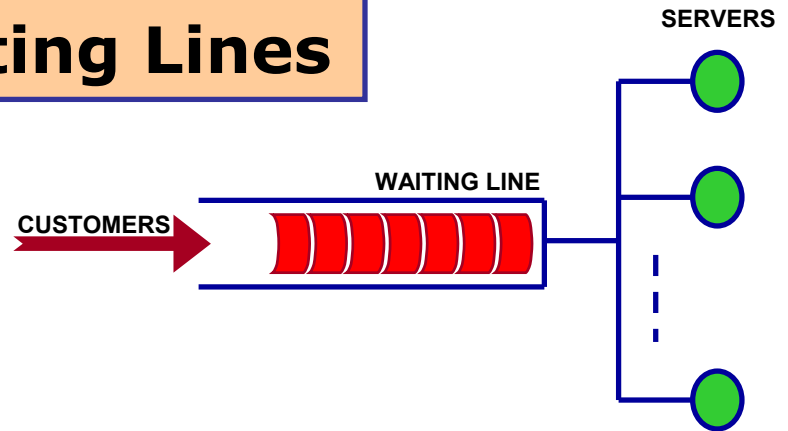
## The Physics of Waiting Lines

- Number and type of servers
- Waiting time, service time, and system time
- Queue discipline
- Number of people in queue
- System utilization



# Management of Queues

## The Psychology of Waiting Lines



## Propositions

1. Unoccupied time feels longer than occupied time
2. Process waits feel longer than in process waits
3. Anxiety makes waits seem longer
4. Uncertain waits seem longer than known, finite waits
5. Unexplained waits are longer than explained
6. Unfair waits are longer than equitable waits
7. The more valuable the service, the longer the customer will wait
8. Solo waits feel longer than group waits