

## Lecture 5

### Modeling & Simulation

Dr. Auras Khalid

#### Auto-correlation test

The tests for autocorrelation are concerned with the dependence between numbers in a sequence. The list of the 30 numbers below (as an example) appears to have the effect that every 5th number has a very large value. If this is a regular pattern, we can't really say the sequence is random. The test to be described below requires the computation of the autocorrelation between every  $l$  numbers ( $l$  is also known as the lag), starting with the  $i$ th number. Thus, the autocorrelation  $\rho_{il}$  between the following numbers would be of interest:

$$R_i, R_{i+l}, R_{i+2l}, \dots, R_{i+(M+1)l}.$$

Then compute the value  $M$  (the largest integer to be found) such that:

$i + (M + 1)l \leq N$ , where  $N$  is the total number of values in the sequence,  $i$  is the beginning value. Since a nonzero autocorrelation implies a lack of independence, the following two tailed test is appropriate:

$$H_0 : \rho_{il} = 0$$

$$H_1 : \rho_{il} \neq 0$$

For large values of  $M$ , the distribution of the estimator of  $\rho_{il}$ , denoted  $\tilde{\rho}_{il}$ , is approximately normal if the values  $R_i, R_{i+l}, R_{i+2l}, \dots, R_{i+(M+1)l}$  are uncorrelated. Then the test statistic can be formed as follows:

$$Z_0 = \frac{\tilde{\rho}_{il}}{\sigma_{\tilde{\rho}_{il}}}$$

which is distributed normally with a mean of zero and a variance of 1, under the assumption of independence, for large  $M$ .

The formula for  $\tilde{\rho}_{il}$  in a slightly different form, and the standard deviation of the estimator,  $\sigma_{\tilde{\rho}_{il}}$  are given as follows:

$$\tilde{\rho}_{il} = \frac{1}{M + 1} \left[ \sum_{k=0}^M R_{i+kl} R_{i+(k+1)l} \right] - 0.25$$

And

$$\sigma_{\widetilde{\rho}_{il}} = \frac{\sqrt{13M + 7}}{12(M + 1)}$$

After computing  $Z_0$ , do not reject the null hypothesis of independence if  $\frac{-Z_\alpha}{2} \leq Z_0 \leq \frac{Z_\alpha}{2}$  where  $\alpha$  is the level of significance and  $\frac{Z_\alpha}{2}$  is obtained from a given table.

**Example**

0.12	0.01	0.23	0.28	0.89	0.31	0.64	0.28	0.83	0.93
0.99	0.15	0.33	0.35	0.91	0.41	0.60	0.27	0.75	0.88
0.68	0.49	0.05	0.43	0.95	0.58	0.19	0.36	0.69	0.87

Test whether the 3<sup>rd</sup>, 8<sup>th</sup>, 13<sup>th</sup> and so on, numbers in the sequence at the table above are auto correlated using  $\alpha = 0.05$ . Here,  $i = 3$  (beginning with the third number),  $l = 5$  (every five numbers),  $N = 30$  (30 numbers in the sequence), thus compute  $M = 4$  (largest integer such that  $3 + (M + 1)5 < 30$ ). Then,

$$\widetilde{\rho}_{il} = \frac{1}{M + 1} \left[ \sum_{k=0}^M R_{i+kl} R_{i+(k+1)l} \right] - 0.25$$

$$\begin{aligned} \widetilde{\rho}_{35} &= \frac{1}{4 + 1} [(0.23)(0.28) + (0.28)(0.33) + (0.33)(0.27) + (0.27)(0.05) \\ &\quad + (0.05)(0.36)] - 0.25 = -0.1945 \end{aligned}$$

And

$$\sigma_{\widetilde{\rho}_{35}} = \frac{\sqrt{13(4) + 7}}{12(4 + 1)} = 0.1280$$

Then, the test statistic assumes the value

$$Z_0 = \frac{\widetilde{\rho}_{il}}{\sigma_{\widetilde{\rho}_{il}}} = \frac{-0.1945}{0.1280} = -1.516$$

Now, the critical value from given table is

$$Z_{0.025} = 1.96$$

Therefore, the hypothesis of independence cannot be rejected on the basis of this test.

## Queuing Theory

**Queuing theory** is the mathematical study of waiting lines, or queues.

### Simulation of a Single-Server Queuing System

Here we introduce a single-server queuing model, and how to simulate it. A good example to think about for intuition is an ATM machine. We view the machine as a “server” that serves customers one at a time. The customers arrive randomly over time and wait in a queue (line), and upon beginning service, each customer spends a random amount of time in service before departing.

#### 1.1 FIFO single-server model

There is one server (clerk, machine), behind which forms a queue (line) for arriving customers to wait in. The  $n^{\text{th}}$  customer is denoted by  $C_n$  and arrives at time  $t_n$ , where

$$0 = t_0 < t_1 < t_2 < \cdots < t_n < \cdots,$$

with  $\lim_{n \rightarrow \infty} t_n = \infty$ .

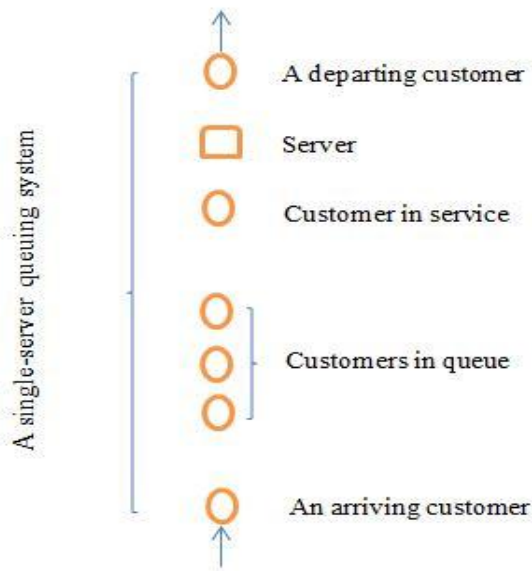
$T_n \stackrel{\text{def}}{=} t_{n+1} - t_n$  denotes the  $n^{\text{th}}$  interarrival time, the length of time between arrival of the successive customers  $C_n$  and  $C_{n+1}$ .

$C_n$  requires a service time of length  $S_n$ , which is the length of time  $C_n$  spends in service with the server. We assume that the server processes service times at rate 1, meaning that, for example, if  $C_n$  enters service now with  $S_n = 6$ , then 4 units of time later there are 2 units of service time remaining to process.  $D_n$ , called the *delay* of  $C_n$ , denotes the length of time that  $C_n$  waits in the queue (line) *before entering service*; if  $C_n$  arrives finding the system empty, then  $C_n$  enters service immediately and so  $D_n = 0$ . Summarizing:  $C_n$  arrives at time  $t_n$ , waits in the queue for  $D_n$  units of time, then spends  $S_n$  units of time with the server before departing at time  $t_n^d = t_n + D_n + S_n$ , the  $n^{\text{th}}$  departure time. We are inherently assuming here that customers join the end of the queue upon arrival and enter service one at a time, and this is known as *first-in-first-out* (FIFO). But other service disciplines are useful in other applications, such as in computer processing, where *processor sharing* (PS) might be employed: If there are  $k \geq 1$  “jobs” in the system, they all are in service together, but each is served at rate  $1/k$ . We will discuss disciplines later on, so for now we assume FIFO.

FIFO delay has a nice recursive property:

$$D_{n+1} = (D_n + S_n - T_n)^+, \quad n \geq 0,$$

Consider a single-server queuing system



In which,

1. The inter arrival times  $A_1, A_2, A_3, \dots$ , are independent identically distributed (iid) random variables.
2. The service times  $S_1, S_2, S_3, \dots$ , of the successive customers are (iid) random variables that are independent of the interarrival times.

**Note**

A customer who arrives and finds the server:

1. Idle enters service immediately.
2. Busy joins the end of a single-queue.
  - The server chooses a customer from the queue in a first-in, first-out (FIFO) manner.
  - The simulation will begin in the empty and idle state.
  - The arrival of the first customer occurs after the first inter arrival time  $A_1$ , rather than at time 0.

Suppose that we wish to simulate this system until a fixed number  $n$  of customers have completed their delays in queue (i.e. the  $n$ th customer enters service).

To measure the performance of this system, we will estimate (evaluate) three quantities:

1. The expected average delay in queue of the  $n$  customers completing their delays during the simulation.

$$\text{average delay} = \hat{d}(n) = \frac{(\sum_{i=1}^n D_i)}{n}$$

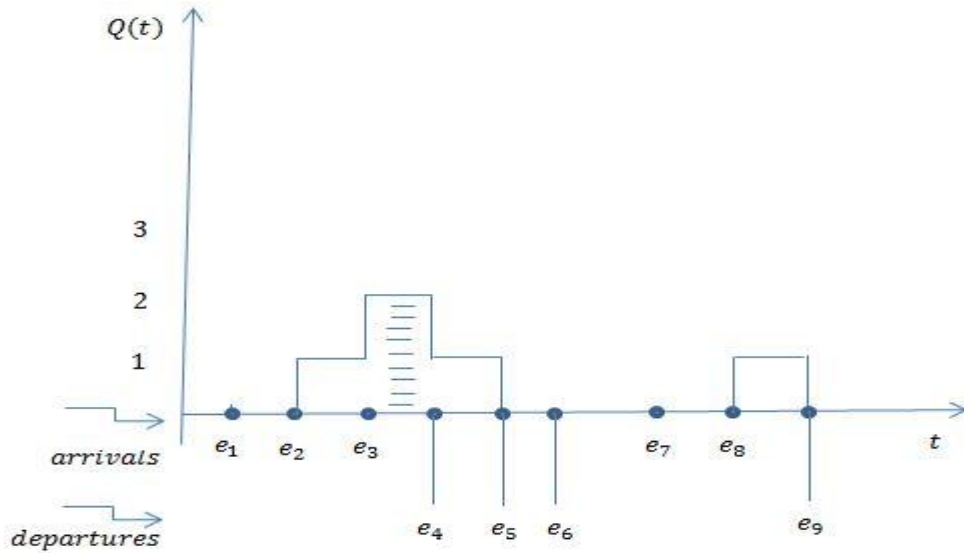
Where  $D_i$  is the delay in service for the  $i$ th customer,  $n$  is the number of customers entering service. Obviously,  $D_1 = 0$  according to the above note. Also, a system providing very good service if many delays were zero.

2. The expected average number of customers in queue (not being served). Let  $Q(t)$  represent the number of customers in queue at time  $t$ .  $T(n)$  be the time required to observe  $n$  delays in queue. Therefore,

$$\begin{aligned} \text{average number of customers in queue} = \hat{q}(n) &= \frac{\int_0^{T(n)} Q(t) dt}{T(n)} \\ &= \frac{\text{area under } Q(t) \text{ curve}}{\text{Time}} \end{aligned}$$

**Note**

Average number of customers in queue also known as average length of queue.



3. The expected proportion of time during the simulation (from 0 to  $T(n)$ ) that the server is busy or the expected utilization of the server.

First we define the busy function by

$$B(t) = \begin{cases} 1 & \text{if server busy at time } t \\ 0 & \text{if server idle at time } t \end{cases}$$

Thus

$$\text{The busy time for server} = \hat{u}(n) = \frac{\int_0^{T(n)} B(t) dt}{T(n)} = \frac{\text{area under } B(t)}{\text{Time}}$$

$$\text{Departure time of } i^{\text{th}} \text{ customer} = d_i = \begin{cases} t_i + s_i & \text{server idle} \\ d_{i-1} + s_i & \text{server busy} \end{cases}$$

where  $t_i$  is the arrival time of  $i^{\text{th}}$  customer

$s_i$  is the service time of  $i^{\text{th}}$  customer

$$s_i = \begin{cases} d_i - t_i & \text{if server idle} \\ d_i - d_{i-1} & \text{if server busy} \end{cases}$$

$$\text{Also, The delay of } i^{\text{th}} \text{ customer} = D_i = \begin{cases} d_{i-1} - t_i & \text{server busy} \\ 0 & \text{server idle} \end{cases}$$

$$\text{Thus the average delay } \hat{d}(n) = \frac{(\sum_{i=1}^n D_i)}{n}$$