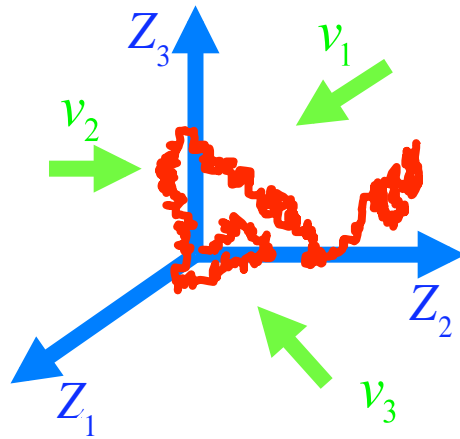


# A RANDOM WALK THROUGH ANALYSIS, NETWORKS AND BIOLOGY

## Lecture 2



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G C Steward Visiting Fellow  
Gonville and Caius College  
April 2010

# CONNECTIONS

- **Brownian motion and analysis**
- **Reflecting Brownian motion and queueing networks**
- **Queues and biology**

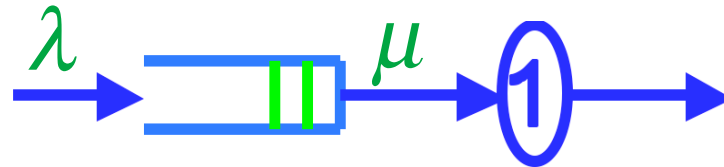
# QUEUES



Photograph courtesy of Ilze Ziedins

# **SINGLE SERVER QUEUE**

# M/M/1 Queue

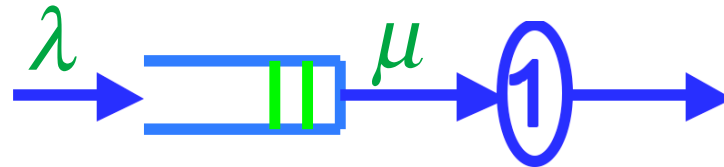


- Poisson arrivals at rate  $\lambda$
- i.i.d. exponential service times mean  $\mu^{-1}$

Kendall 1918-2007

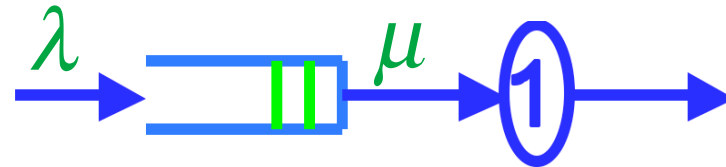


# M/M/1 Queue



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- FIFO order of service, infinite buffer

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- $Q(t)$ =queue length at time  $t$  (includes customer being served)

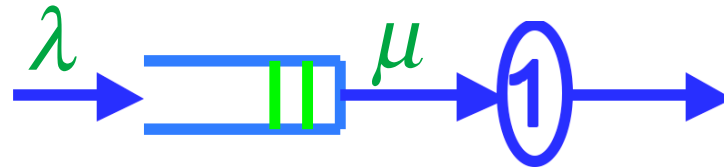
# M/M/1 queue

(Java simulation applet)

- [http://homepages.inf.ed.ac.uk/jeh/Simjava/queueing/mm1\\_q/mm1\\_q.html](http://homepages.inf.ed.ac.uk/jeh/Simjava/queueing/mm1_q/mm1_q.html)

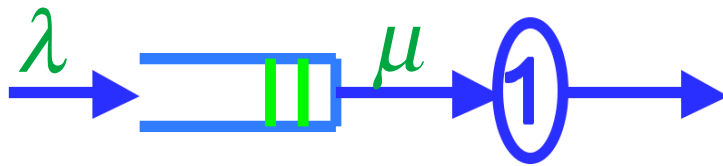


# Balanced M/M/1 Queue

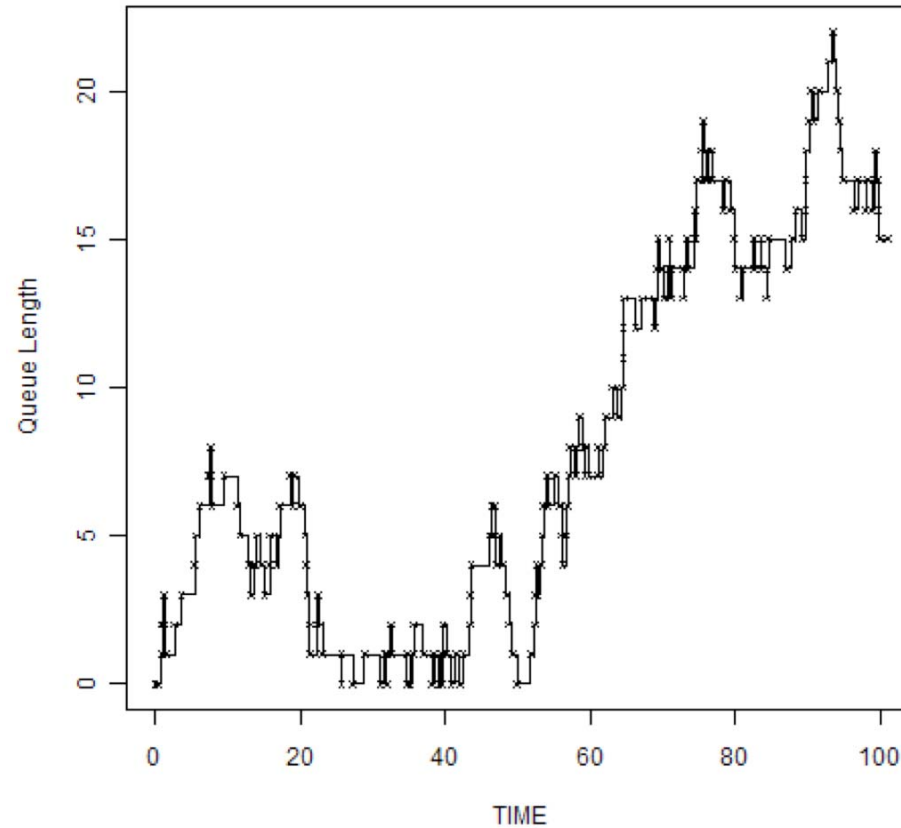


- Poisson arrivals at rate  $\lambda$
- i.i.d. exponential service times mean  $\mu^{-1}$
- FIFO order of service, infinite buffer
- $Q(t)$ =queue length at time  $t$  (includes customer being served)
- Balanced  $\lambda = \mu$  (heavy traffic)

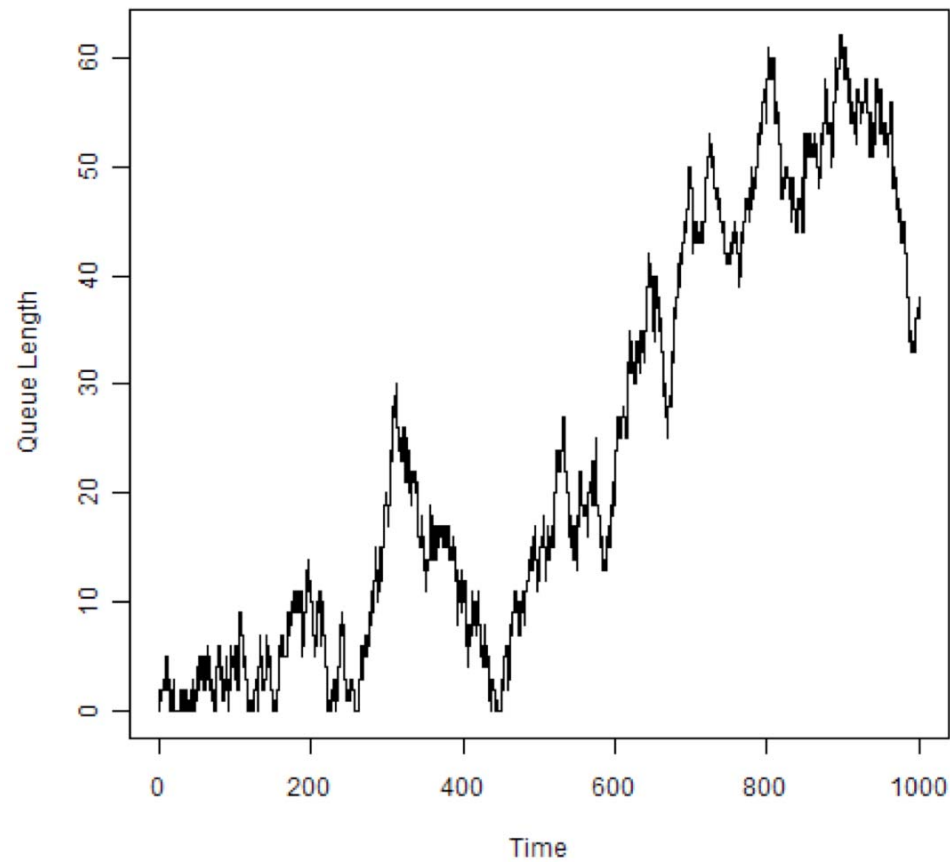
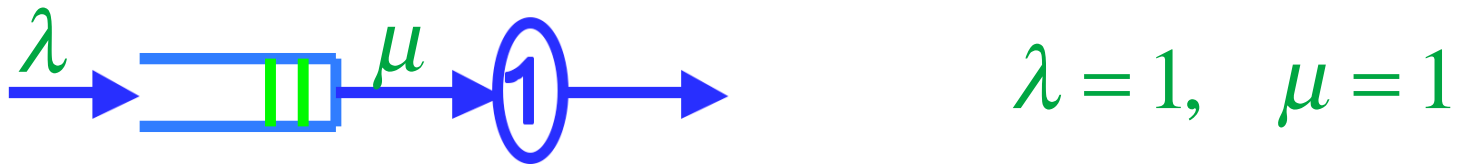
# Balanced M/M/1 Queue (Simulation)



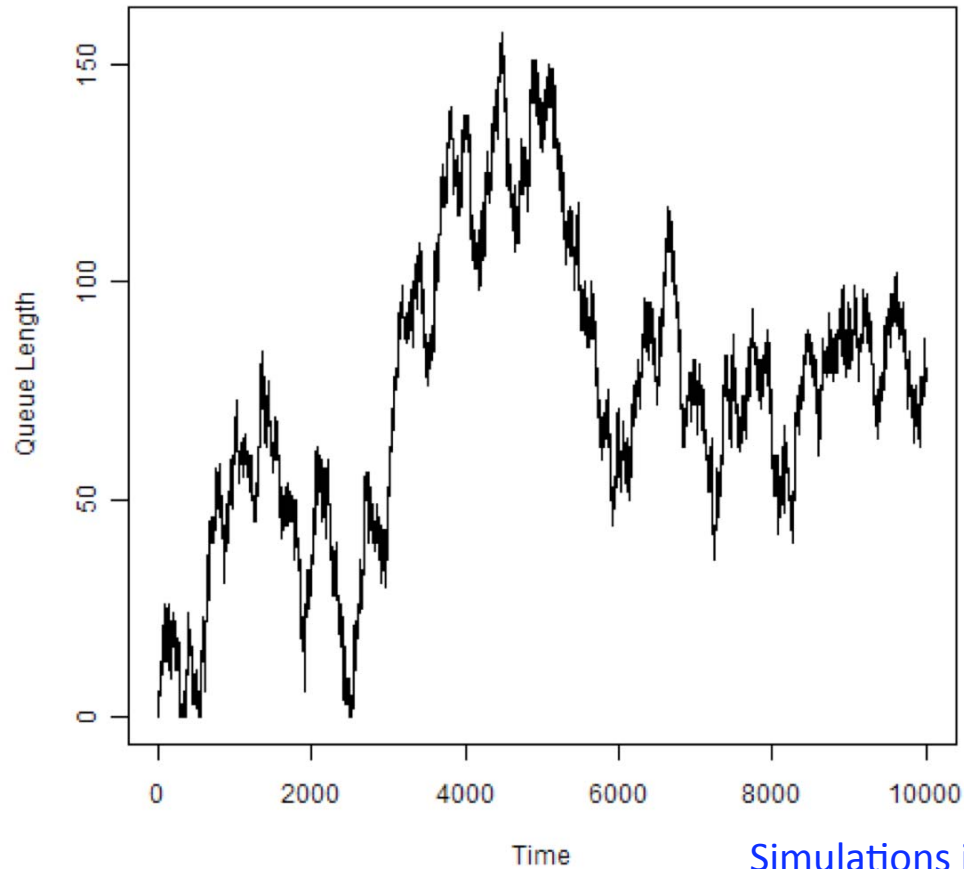
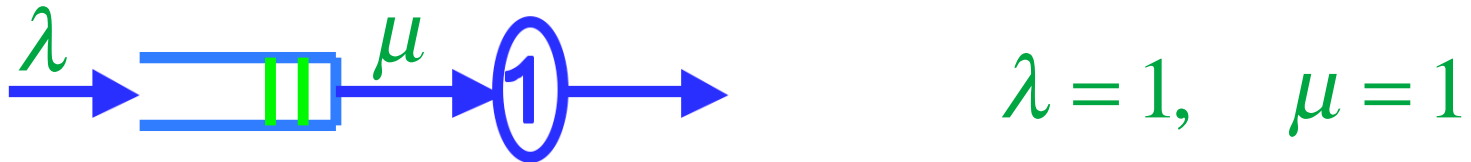
$$\lambda = 1, \quad \mu = 1$$



# Balanced M/M/1 Queue (Simulation)

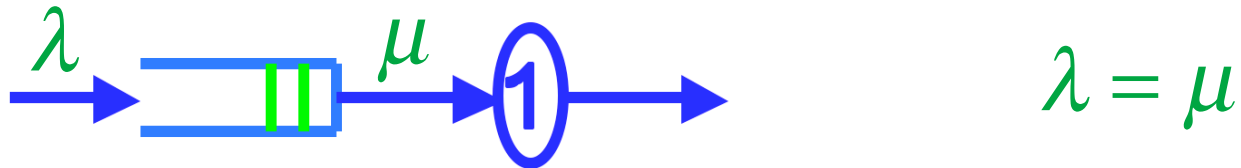


# Balanced M/M/1 Queue (Simulation)



Simulations in R courtesy of Nam H. Lee

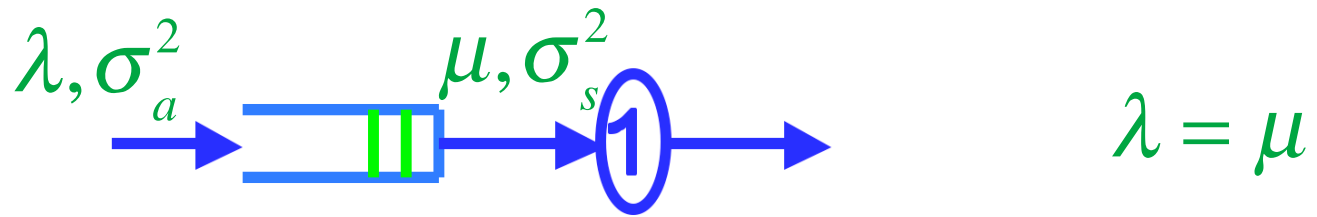
# Balanced M/M/1 Queue



$$\hat{Q}^m(\cdot) \triangleq \frac{1}{\sqrt{m}} Q(m\cdot) \Rightarrow Z \text{ as } m \rightarrow \infty$$

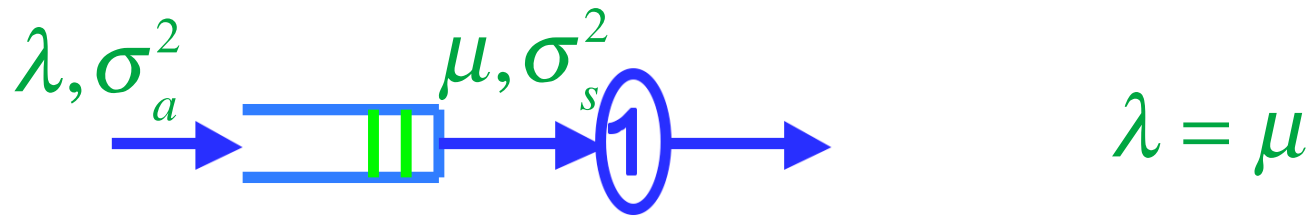
where  $Z$  is a reflecting Brownian motion - RBM  
(with variance parameter  $2\lambda$ )

# Balanced GI/GI/1 Queue



i.i.d. interarrival times and i.i.d. service times

# Balanced GI/GI/1 Queue



i.i.d. interarrival times and i.i.d. service times

Theorem (A. Borovkov '67, Iglehart-Whitt '70)

$$\hat{Q}^m(\cdot) \triangleq \frac{1}{\sqrt{m}} Q(m\cdot) \Rightarrow Z \text{ as } m \rightarrow \infty$$

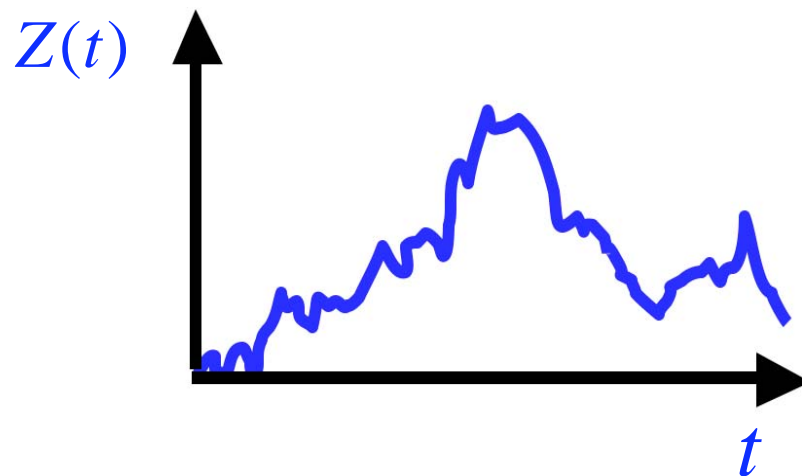
where  $Z$  is a reflecting Brownian motion with variance parameter  $\lambda^3(\sigma_a^2 + \sigma_s^2)$

# Reflecting Brownian Motion

$$Z(t) = B(t) + Y(t)$$

Brownian motion

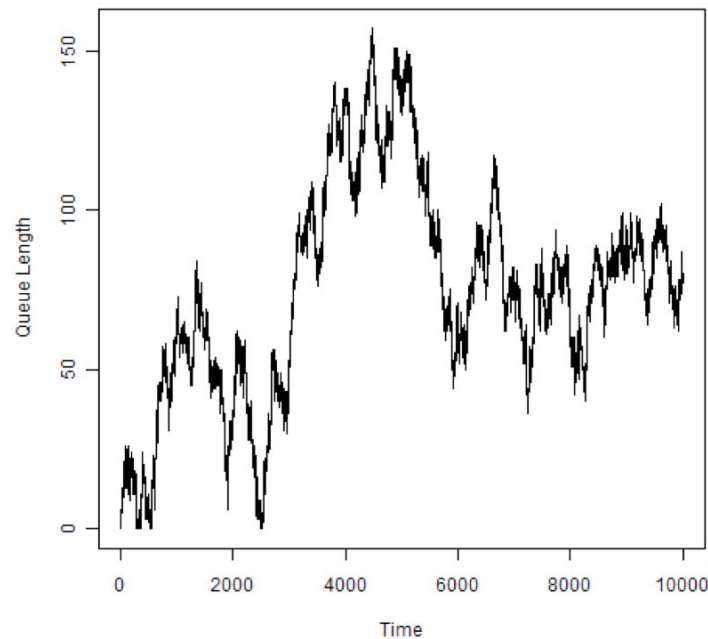
$$Y(t) = \max \{ -B(s) : 0 \leq s \leq t \}$$





# Law of the Iterated Logarithm

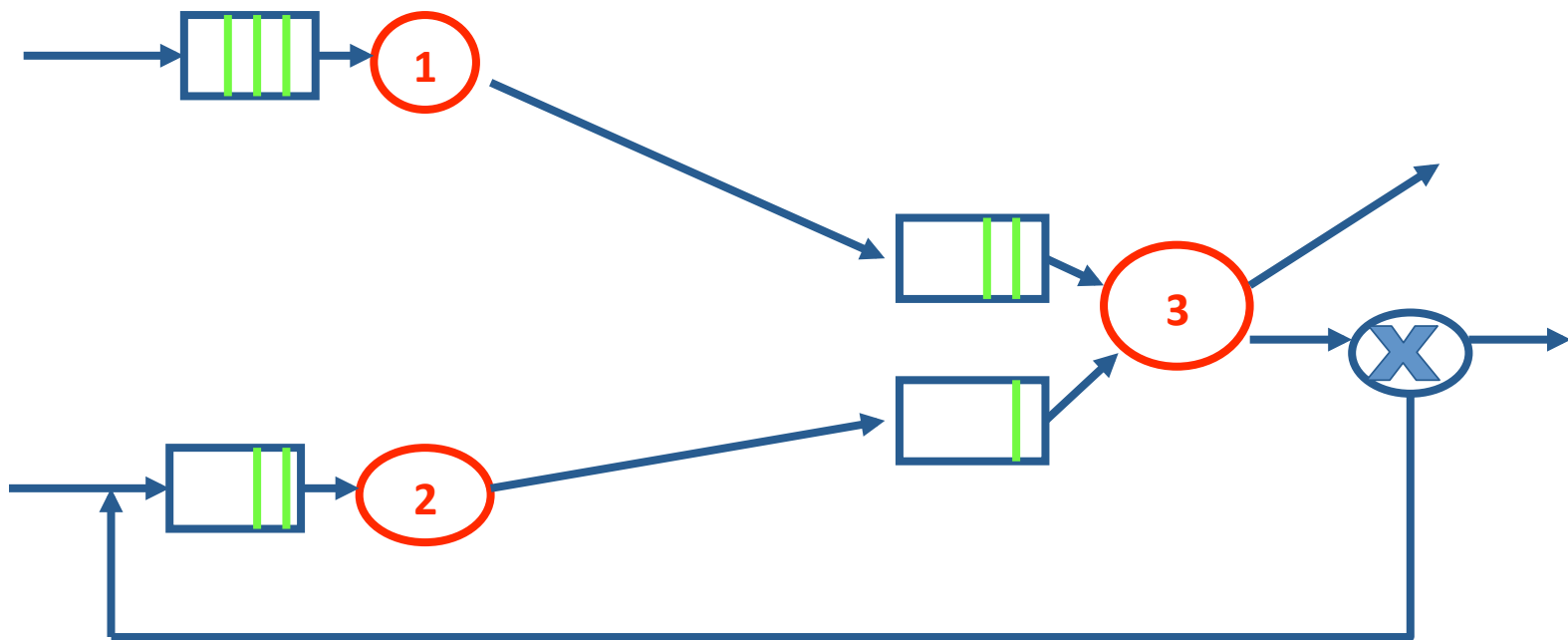
$$\limsup_{t \rightarrow \infty} \frac{Z(t)}{\sqrt{t \log \log t}} = 2\sqrt{\lambda} \quad \text{a.s.}$$



# QUEUEING NETWORKS

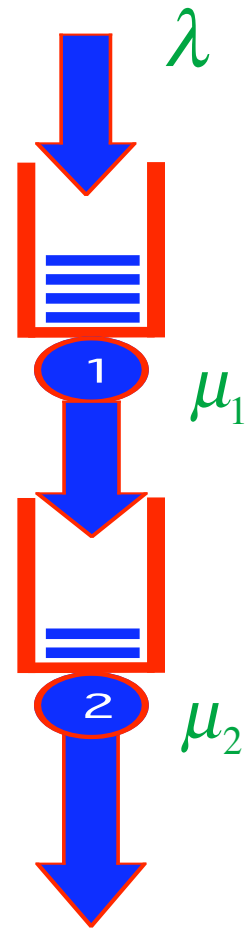
# QUEUEING NETWORKS

- Applications to manufacturing, telecommunications, computer systems, service networks

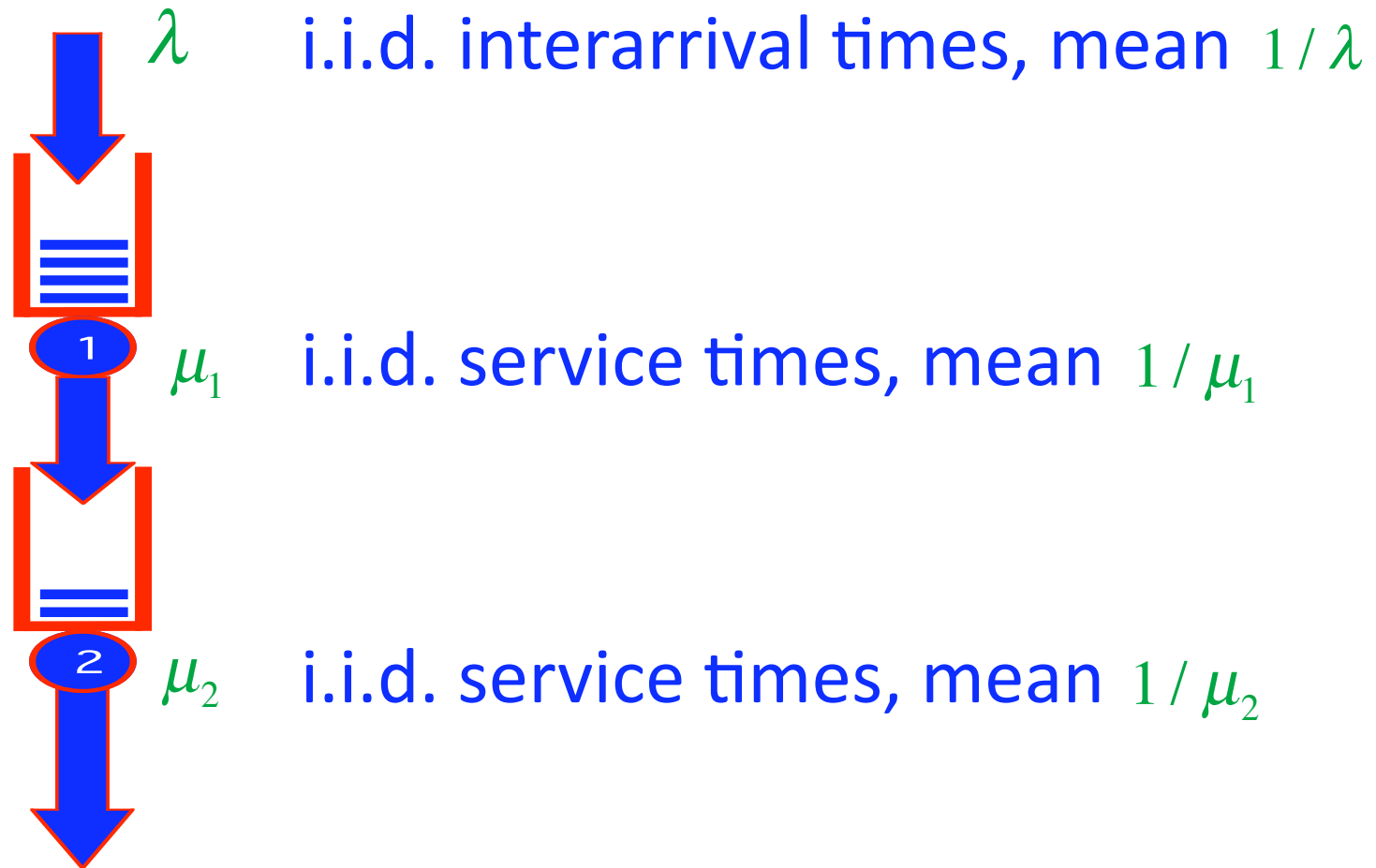


# TANDEM QUEUE

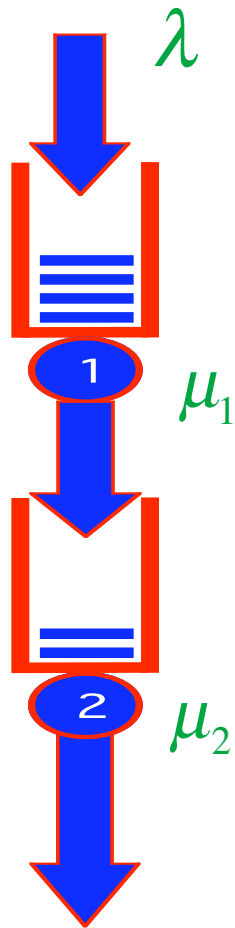
# TANDEM QUEUE



# TANDEM QUEUE



# BALANCED TANDEM QUEUE



Balance condition (heavy traffic)

$$\lambda = \mu_1 = \mu_2$$

Queue length process

$Q_i(t)$  = length of queue at station  $i$  at time  $t$

# BALANCED TANDEM QUEUE

$$\hat{Q}^m(\cdot) \triangleq \frac{1}{\sqrt{m}} Q(m\cdot) \Rightarrow Z \text{ as } m \rightarrow \infty$$

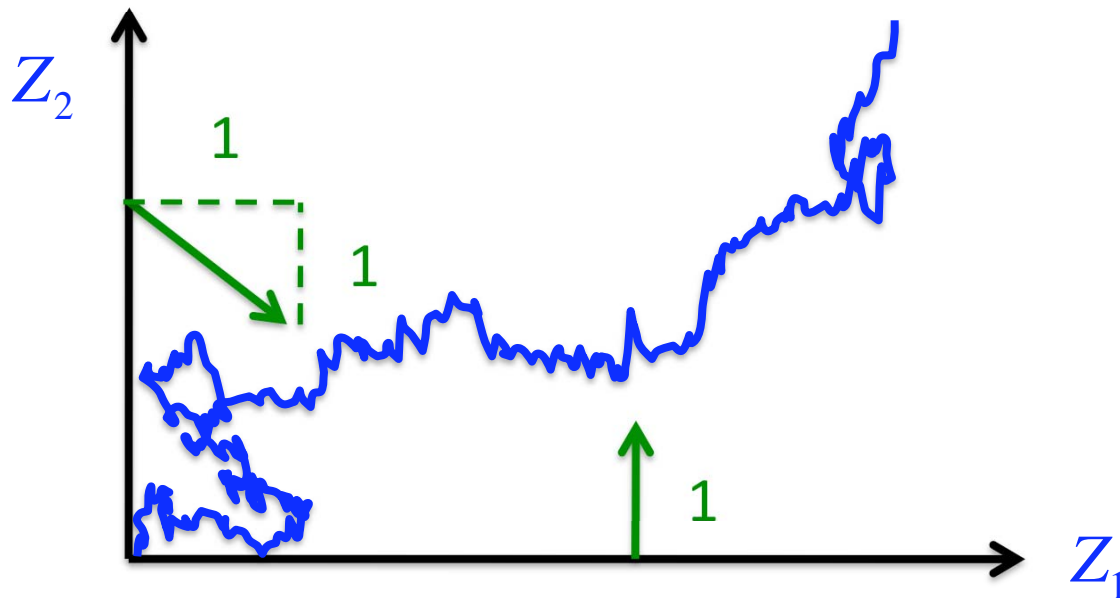
where  $Z$  is a two-dimensional reflecting Brownian motion (Iglehart & Whitt '70)



# BALANCED TANDEM QUEUE

$$\hat{Q}^m(\cdot) \triangleq \frac{1}{\sqrt{m}} Q(m\cdot) \Rightarrow Z \text{ as } m \rightarrow \infty$$

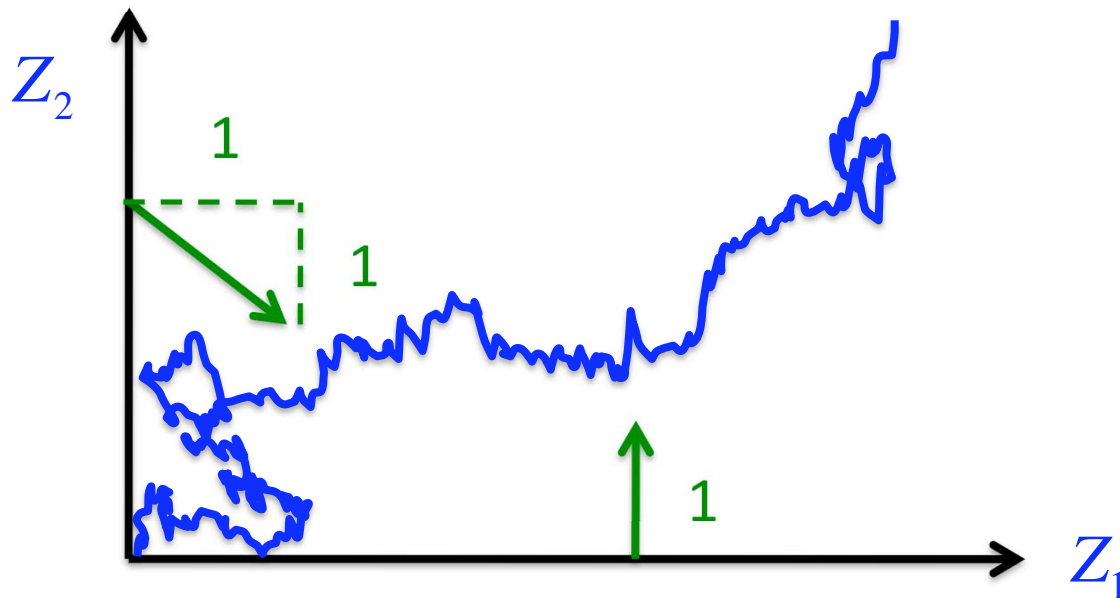
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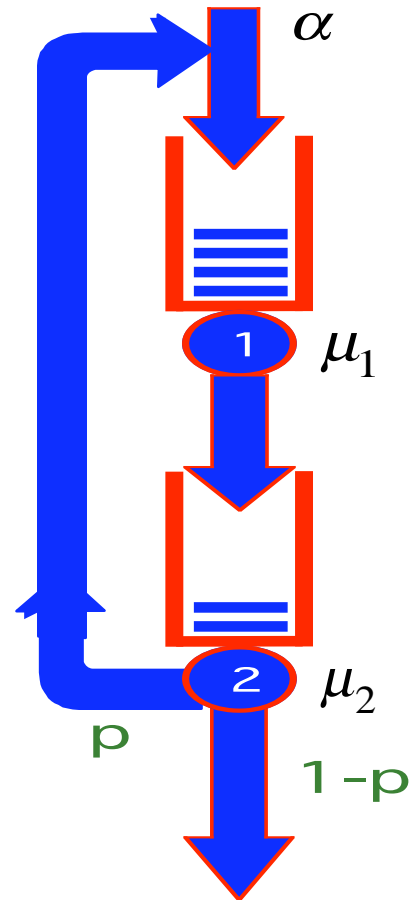
where  $Z$  is a two-dimensional reflecting Brownian motion



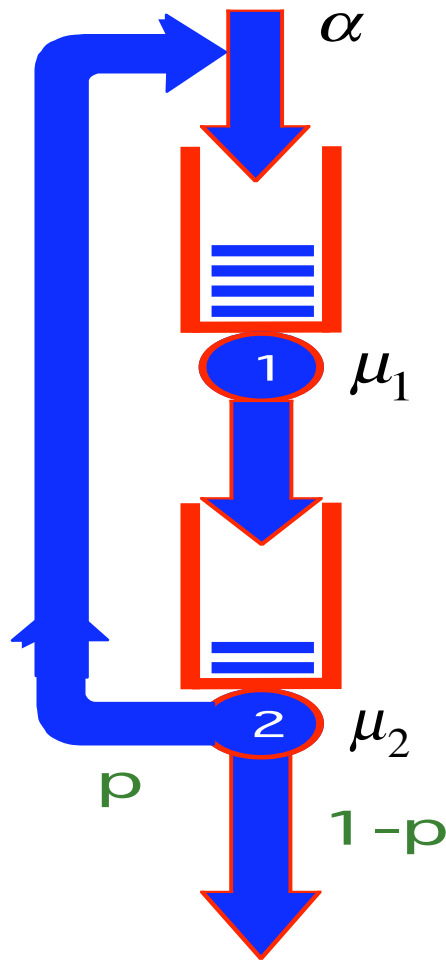
$$Z = B + RY$$

$$R = \begin{pmatrix} 1 & 0 \\ -1 & 1 \end{pmatrix}$$

# TANDEM QUEUE WITH FEEDBACK



# TANDEM QUEUE WITH FEEDBACK



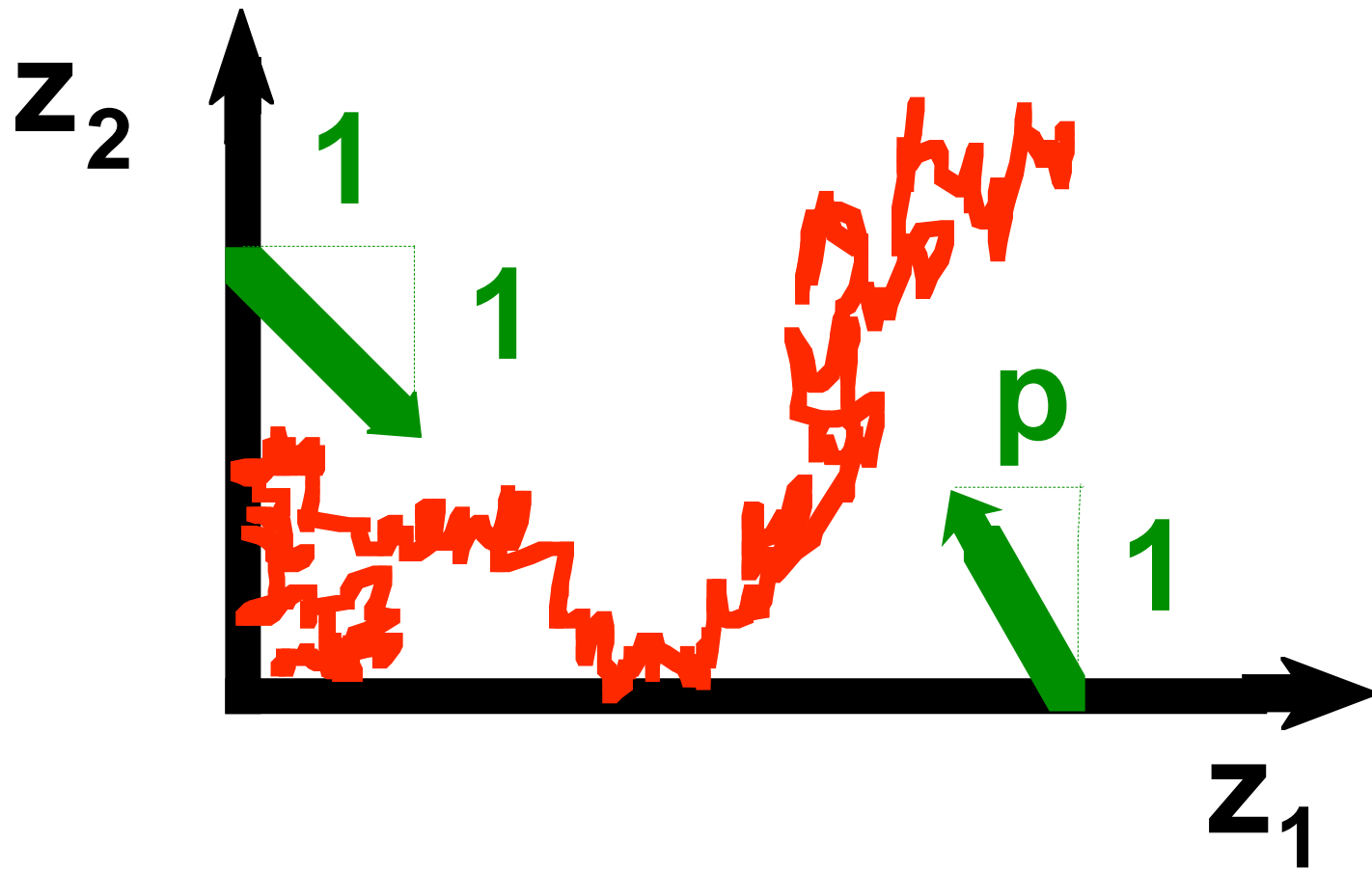
Effective arrival rate to station 1

$$\lambda = \alpha + p\lambda$$

Balance condition (heavy traffic)

$$\lambda = \mu_1 = \mu_2$$

# TWO-DIMENSIONAL REFLECTING BROWNIAN MOTION



# TWO-DIMENSIONAL REFLECTING BROWNIAN MOTION

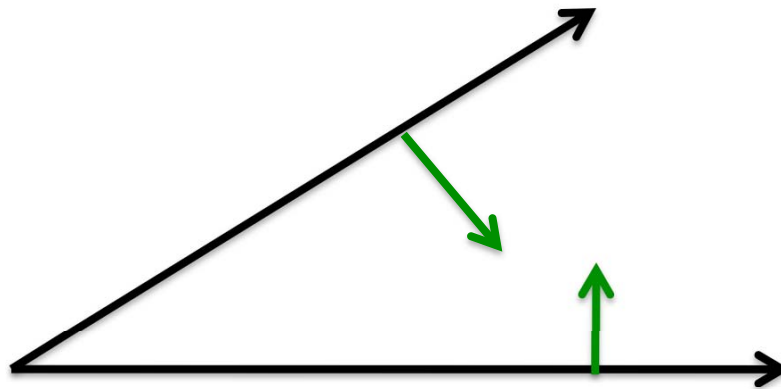
Some questions:

- Does  $Z$  hit the origin?
- For more general directions of reflection, does  $Z$  escape from the origin (uniquely)?

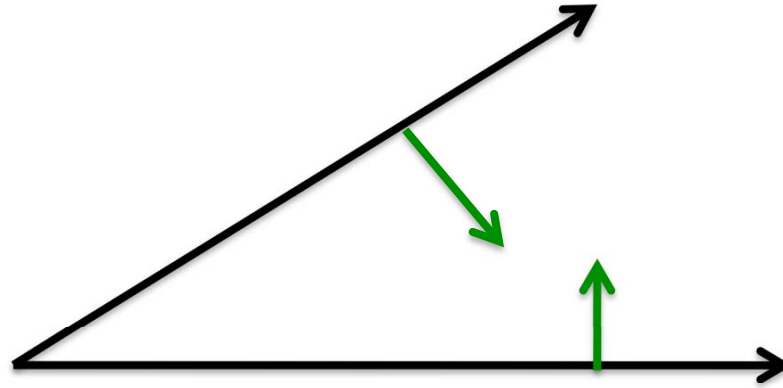
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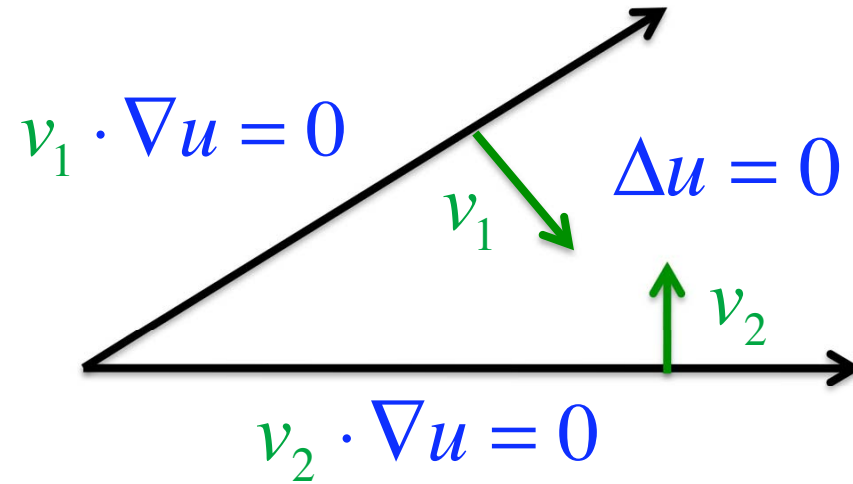


# RBM HITS THE CORNER?

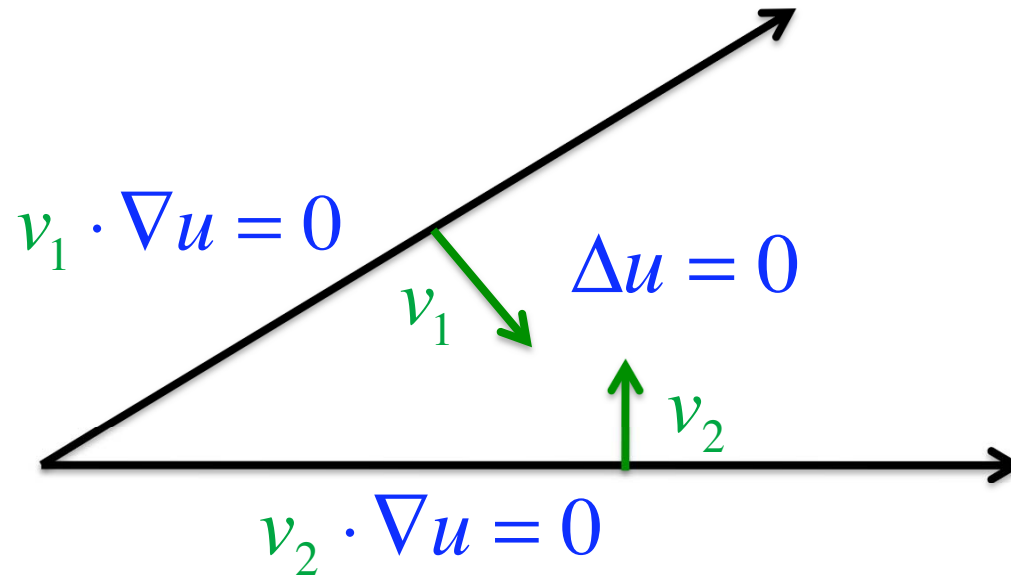




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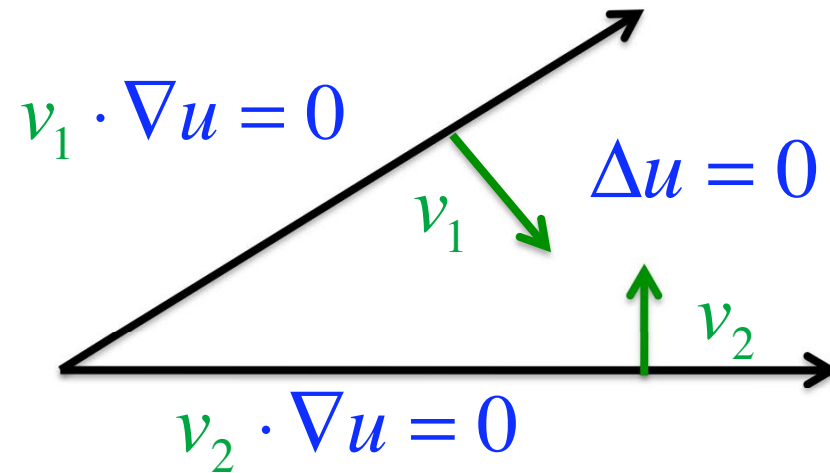


# RBM HITS THE CORNER?



$$u(r, \theta) = r^\alpha \cos(\alpha\theta - \theta_1) \quad \alpha = (\theta_1 + \theta_2) / \xi$$

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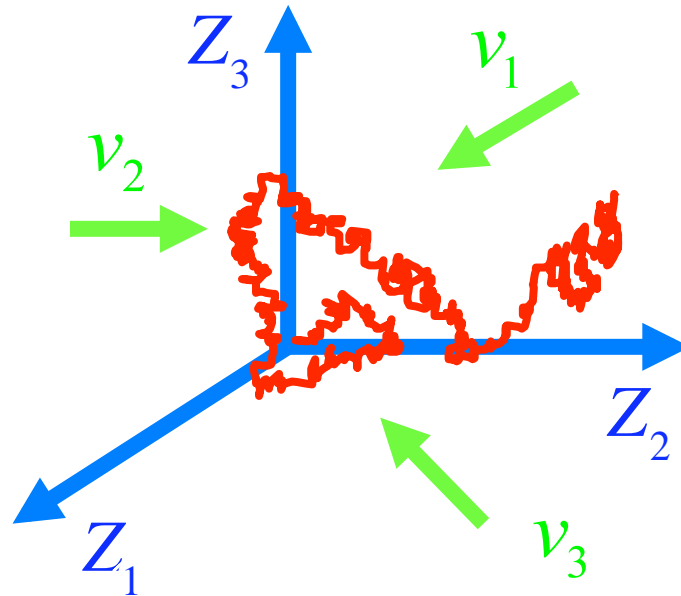


$$u(r, \theta) = r^\alpha \cos(\alpha\theta - \theta_1) \quad \alpha = (\theta_1 + \theta_2) / \xi$$

Hit the corner with probability one or zero according to whether  $\alpha > 0$  or  $\alpha \leq 0$

# MULTIDIMENSIONAL REFLECTING BROWNIAN MOTION

- In higher dimensions, is  $Z$  well defined?
- How does it behave?



# CONNECTIONS

- **Brownian motion and analysis**
- **Reflecting Brownian motion and queuing networks**
- **Queues and biology**
- **Webpage:**  
<http://www.math.ucsd.edu/~williams/talks/caius/gcsteward2010.html>

**THANK YOU**