57:022 Principles of Design II Midterm Exam - Spring 1993								
Part: Possible Pts: Your score:	I 15	II 15	III 15	IV 15	Total 60			

gggggg PART I gggggg

We wish to simulate persons arriving at an elevator on the first floor of the Engineering Building at the average rate of 5/minute in a completely random fashion, starting at time t=0. Eighty percent of the persons are engineering students.

Write the alphabetic letter corresponding to the name of the probability distribution which each of the following random variables has. Warning: some distributions may apply in more than one case, while others not at all!

- \_ 1. the time of arrival of first person
- \_\_\_\_\_ 2. the number of persons arriving during the first minute
- \_\_\_\_\_ 3. the time between arrival of first and second persons
- \_\_\_\_\_4. the sequence number of the first non-engineering student.
- 5. the number of engineers among the first 10 persons to arrive
- 6. the total weight of the passengers when the elevator is full
- \_\_\_\_\_7. the weight of the heaviest passenger when the elevator is full
- 8. the time of arrival of the fourth passenger
- a. uniformb. geometricc. Bernouillid. binomiale. normalf. Weibullg. Gumbelh. exponentiali. Poissonj. Erlangk. chi-squarem. none of the above

## 

Write the alphabetic letter below corresponding to the numerical value of the following probabilities:

- 9. probability that the first passenger has already arrived at time t=0.1
- \_\_\_\_\_ 10. probability that exactly 5 passengers arrive during the first minute.
- 11. probability that four of the first five passengers are engineers.
- \_\_\_\_\_ 12. probability that the first non-engineer is the fifth person to arrive.

n.	$\frac{(0.8)^5}{4!}$ e <sup>-5</sup>	o. $1 - e^{-0.5}$	p. e <sup>-5</sup>	q.	$\frac{5^5}{5!} e^{-5}$
r.	$\begin{pmatrix} 5\\4 \end{pmatrix} \begin{pmatrix} 4\\5 \end{pmatrix}^4 \begin{pmatrix} 1\\5 \end{pmatrix}$	s. $\left(\frac{1}{5}\right)^4 \left(\frac{4}{5}\right)$	t. 1 - $e^{-5}$	u.	e <sup>-0.5</sup>
v.	$\left(\begin{array}{c}5\\4\end{array}\right)\left(\frac{1}{5}\right)^4\left(\frac{4}{5}\right)$	w. $\left(\frac{4}{5}\right)^4 \left(\frac{1}{5}\right)$	x. none of the above		

## gggggg PART II gggggg

A system consists of five components (A,B,C,D, & E). The probability that each component *survives* the first year of operation is 80% for A, B, & C, and 90% for D & E. For each alternative of (1) through (4), indicate:

- (i) the letter of the reliability diagram below which represents the system
- (ii) the letter of the SLAM network model which represents the system
- (iii) the letter with the computation of the 1-year reliability (i.e., survival probability)
- i. ii. iii.
  - 1. The system can function only if A, B, & C all function or if D & E both function.
  - 2. The system requires at least one of A, B, & C, and at least one of D & E.
  - 3. The system requires at least one of A, B, & C, and both of D & E.
  - 4. The system requires all of A, B, & C, and at least one of D & E.

# Reliabilities:

a.  $1 - (0.2)^3(0.1)^2$ c.  $(0.8)^3[1-(0.1)^2]$ e.  $[1-(0.2)^3](0.9)^2$ b.  $[1-(0.2)^3][1-(0.1)^2]$ d.  $(0.8)^3(0.9)^2$ f.  $1 - [1-(0.8)^3][1-(0.9)^2]$ g. None of the above

# **Diagrams:**



**SLAM networks:** 











#### gggggg PART III gggggg

Consider the SLAM II network and its output below. Arriving parts must be processed at two machine centers. Each machine center has limited storage space for waiting parts. Parts which arrive and cannot be stored at the first machine center are sent elsewhere for storage, to be processed at a later time.

- \_\_\_\_\_1. The average time between arrivals.
  - \_\_\_\_\_ 2. The total number of servers in the system.
- \_\_\_\_\_ 3. The number of entities in the system initially.
- \_\_\_\_\_ 4. The capacity of the first queue.
  - 5. The fraction of the time that the first server(s) is/are busy.
  - 6. The fraction of the time that the second server(s) is/are idle.
- \_\_\_\_\_ 7. The average time which entities spend in the system.
  - 8. The average time which entities spend in the queues.
    - 9. The number of entities which are created during the simulation.
    - 10. The longest time that any entity spent in the system.
    - \_\_\_\_\_11. The average number of entities waiting in the system.
    - 12. The longest stretch of time which the second server(s) worked without a break.
    - \_\_\_\_\_13. The time at which the simulation ended.
      - \_ 14. The number of parts sent to storage.
      - \_ 15. The average time between parts being sent to storage.

EXPON(2)



RUN NUMBER 1 OF 1

CURRENT TIME 0.1021E+03 STATISTICAL ARRAYS CLEARED AT TIME 0.0000E+00

\*\*STATISTICS FOR VARIABLES BASED ON OBSERVATION\*\*

	MEAN	STANDARD	COEFF.OF	MINIMUM M	IAXIMUM	NO.OF
	VALUE	DEVIATION	VARIATION	VALUE	VALUE	OBS
COLLECT#1	0.133E+C	0.461E+0	1 0.347E+00	0.369E+00	0.208E+02	2 43
COLLECT#2	0.823E+0	0.111E+02	2 0.134E+01	0.607E+00	0.331E+02	2 9

#### \*\*FILE STATISTICS\*\*

FILE		AVERAGE	STANDARD	MAXIMUM	CURRENT	AVERAGE
NO.	LABEL/TYPE	LENGTH	DEVIATION	LENGTH	LENGTH	WAIT TIME
1	QUEUE	1.935	1.453	4	4	3.952
2	QUEUE	1.901	0.383	2	2	4.220
3	CALENDAR	2.372	0.581	5	2	0.868

#### \*\*SERVICE ACTIVITY STATISTICS

ACTA	ACT LABEL OR	SER	AVERAGE	STD	CUR	AVERAGE	MAX IDL	MAX BSY	ENT
NUM	START NODE	CAP	UTIL	DEV	UTIL	BLOCK	TME/SER	TME/SER	CNT
1	QUEUE	2	0.377	0.59	0	1.39	2.00	2.00	46
2	QUEUE	1	0.995	0.07	1	0.00	0.45	101.31	43
For	tran STOP								

### gggggg PART IV gggggg

Complete the SLAM network below which could be used to model the following system (or draw your own network "from scratch"):

- Widgets come off an assembly line at a constant rate of 2/minute to be inspected, adjusted if necessary, and packaged for shipment.
- There are two inspectors, and inspection time is normally distributed with mean 1 minute, and standard deviation 0.25 minute.
- An average of 5% of the widgets will fail inspection and must be sent to be adjusted by a single worker. Adjustment time is normally distributed with mean 2 minutes and standard deviation 0.5 minute.
- After adjustments, the widgets are sent to be packaged (without reinspection).
- A maximum of 12 widgets can await inspection; any arriving widgets while 12 widgets already await inspection are sent directly to be packaged, without inspection.
- Widgets are packaged in cartons, with 6 widgets/carton. After the carton is filled, it is prepared by a single shipping clerk for shipping, requiring between 1 and 2 minutes (uniformly distributed).