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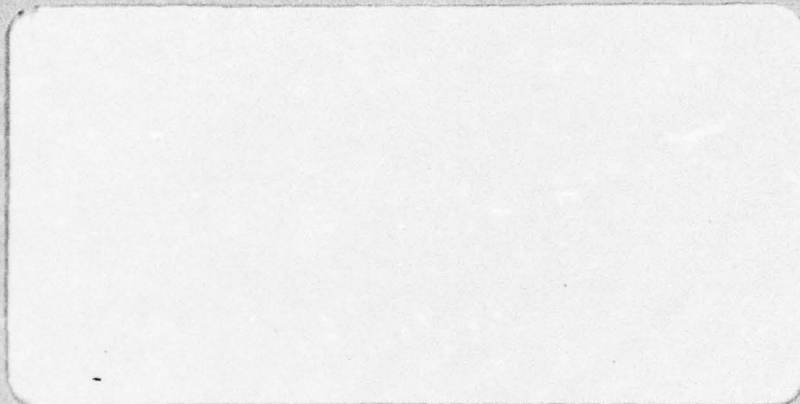


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(6) A PROCESSOR UTILIZATION MODEL
FOR A
MULTIPROCESSOR COMPUTER SYSTEM

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ABSTRACT

In this paper a processor utilization model for a simplified multi-processor computer system is developed using a G/M/s/N queueing system model. Jobs are assumed to arrive according to a general input process, and each job is assigned randomly to an available processor. A finite capacity input buffer is used if no processor is available. The mathematical model is based on the busy period analysis, and two utilization measures are derived:

- (1) Processor utilization (the fraction of processor occupation time during a busy cycle), and
- (2) System utilization (the fraction of actual utilization time for all processors).

Additionally, an approximate arbitrary time state probability distribution is obtained and it serves as the basis for the above measures in addition to others. Further approximations enable the development of a computational model from the mathematical model. Experimentation with the computational model reveals the sensitivity of the model to variability in the arrival process. Comparison of 2-processor and 4-processor systems from the operator perspective indicates a qualified preference for the behavior of the 2-processor system. This preference must be carefully interpreted since processor costs, the increase in overhead with an increase in processors, and behavioral variables reflecting the user perspective are excluded.

Keywords: multiprocessor, processor utilization, finite buffer capacity, computational model, busy cycle, experimental comparison.

INTRODUCTION

Systems utilizing two or more interconnected processing units in order to execute two or more different programs or tasks simultaneously [1, p. 305] are known as multiprocessing computer systems. Interest in these systems began quite early. A 1963 paper by Critchlow [2] contains some 44 references. Both General Electric (GE 645) and Control Data (CDC 6500) introduced multiprocessor systems in the mid 1960's; however, interest in these systems has increased markedly in recent years. This interest has been stimulated by several inter-related developments:

- (1) the reduction in the cost of main frames,
- (2) the rapid emergence of the mini- and micro-processors accompanied by the perspective of distributed computing systems, and
- (3) the increased motivation for sharing of resources through computer networks using high speed data communications.

The recent compilation of material edited by Enslow [16] gives a more precise definition of a multiprocessor system and explains the variations in design and topologies among such systems. Regardless of the topology of a multiprocessor system, such as a large duplex main frame located in the same room, a pipeline or array processor utilizing extensive concurrent operations or a set of minicomputers distributed geographically and organizationally throughout a major firm, efficiency is still a major issue.

Efficiency is a familiar byword to operations research practitioners, but concern for efficient computation among computer scientists emerged as recently as the late 1960s. Prior to that time the challenge took the form of an "existence proof" -- making the system run, with little

resources available to even assess whether it runs well. The realities of the economic environment has forced a much different perspective in recent years, and an emphasis on performance measures, system models, and the development of an evaluation methodology is apparent.

The research described here explores the processor utilization in a multiprocessing system. We are careful to emphasize that, although efficiency and utilization are closely related, a distinct difference between the two must be recognized. Efficiency is a measure based on the use of a computer system resource, such as a central processing unit (CPU), in the processing of particular user tasks. Utilization is a measure of the period of use of a resource for either user or system tasks. Consequently, a resource could be heavily utilized but very inefficiently used. An example is a CPU in which the operating system tasks demand 95 percent of the processing time. We believe that a measure of efficient use of a system resource must include utilization as one major component.

Within the limitations of processor utilization as a behavioral measure, we investigate the reaction to different job arrival distributions and compare the behavior of 2-processor and 4-processor systems. A mathematical model of a simplified multiprocessor system is constructed and, by employing several approximations, we develop a computational model to enable experimental work.

Previous Modeling Treatments

Prior models of performance in multiprocessing systems are generally directed toward solving one of two problems: (1) the testing of various scheduling disciplines, possibly with the intent of identifying the most preferred among a set of alternatives [4,5,6] or (2) the description of the memory contention (interference) arising from the use of a common

finite memory concurrently accessible by the group of processors [7,8,12,15]. Notable exceptions are the paper by Coffman [10], in which he develops relationships between the number of jobs in the system, the number of processors and the loading (the number of tasks per job), and the recent work by Kafura and Shen [3], who give a combined treatment of independent storage capacities for each processor and the scheduling disciplines. Also, more recent performance models have addressed particular architectural configurations, e.g. see Ramamoorthy and Kim [11] and Ramamoorthy and Li [18].

Among the cited works above are examples of each of the following techniques applied to performance modeling:

- (1) deterministic or graph models [3,4,6],
- (2) probabilistic or queue-theoretic models [10], and
- (3) simulation studies [8.12].

Also a recent bibliography by Neuts [19] on computational probability contains several references treating models of computer systems.

Objectives and Model Characteristics

Our objective is to focus on the processor utilization during the long term operation of the system. Utilization provides a measure of the relative use of the available processors during periods of user demand. This measure reflects the operator-oriented perspective as distinct from the user-oriented perspective discussed in an earlier paper [13, pp. 221-222]. In accomplishing our objective, we develop a mathematical model of processor occupation time based on an imbedded Markov chain analysis coupled with a state visitation process during transitions among state comprising the imbedded chain. A computational model is derived to test the model sensitivity to the job arrival distribution and the input buffer capacity.

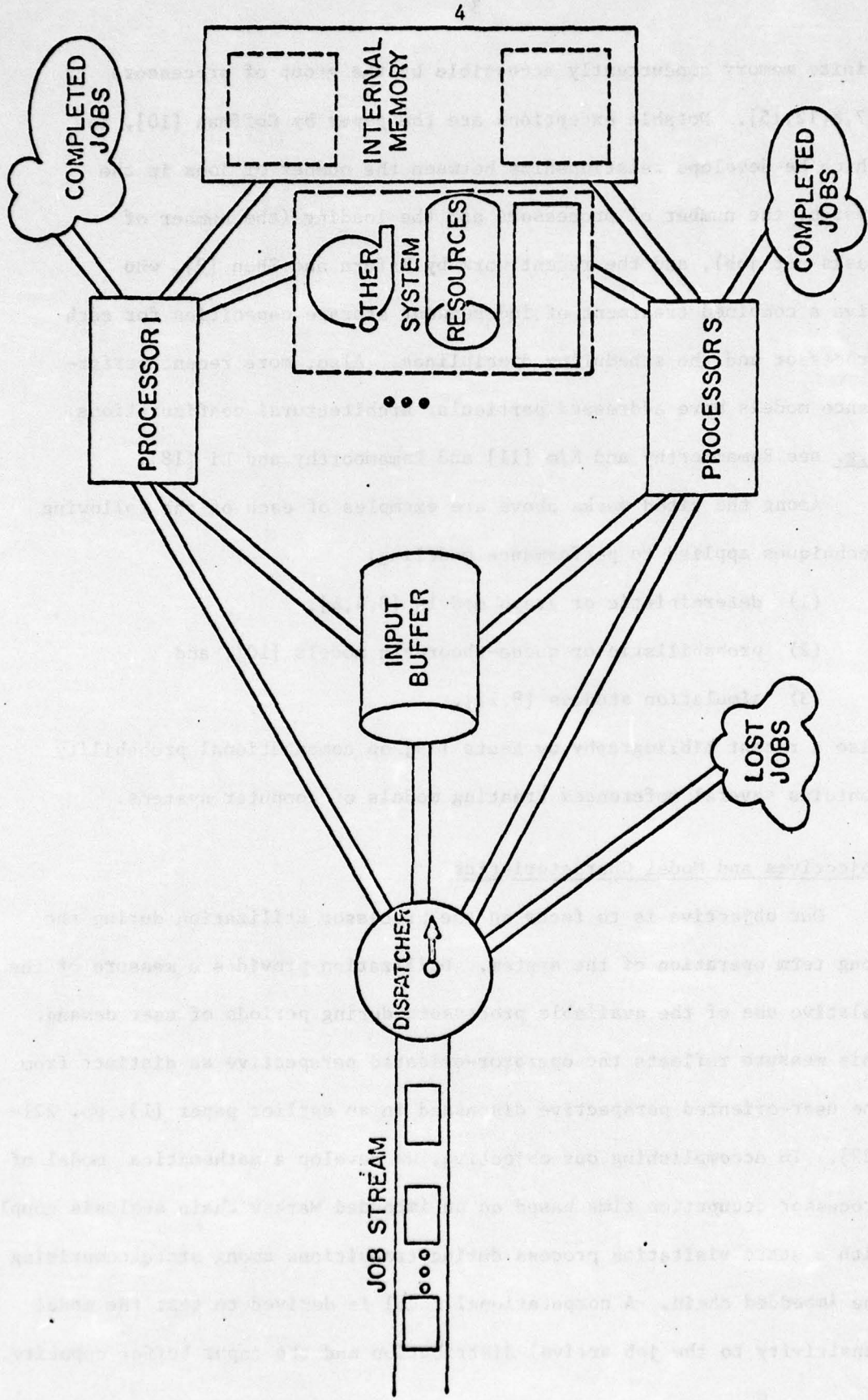


Figure 1. Sketch of Simplified Multiprocessing System

Figure 1 provides a sketch of our simplified model of a multi-processing system. Arriving jobs are assigned by a "dispatcher" immediately to a "free" processor. If all processors are busy, jobs are assigned to an input buffer with finite storage capacity. When the input buffer is saturated, all input terminals are temporarily blocked from further transmission and hence arriving jobs are assumed "lost" at such times. Jobs are assigned to available processors according to an appropriate scheduling rule, and all jobs are processed to completion without interruption. Internal memory capacity is assumed sufficient for all job/processor combinations. Completed jobs are released from the system, and once a job is assigned to a processor all remaining input/output functions are performed by that processor (either individually or allocated to an I/O processing unit). No hardware or software failures are considered since we are investigating the relationships among the job arrival process, the input/buffer capacity and the number of processors. Channel capacity and interference problems are also ignored.

From a queue theoretic terminology, it must be noted that the system being considered is the multiserver finite waiting room queue with recurrent arrivals and exponential service times (the G/M/s/N queue in Kendall notation). In the following sections we develop an approximate but computationally attractive procedure for deriving system utilization measures based on arbitrary time behavior of the system using imbedded Markov chain analysis techniques. Keeping in mind that these results, though general in nature, will be used mainly in computer system contexts, we adopt the latter terminology so as to make it easily accessible to the applied researcher.

MATHEMATICAL MODEL

Definitions and Assumptions

A busy period (BP) is defined as the time interval during which the system (at least one processor) is continuously busy. A busy period followed by an idle period (during which no jobs are processed) is defined as a busy cycle (BC). Viewing the system on a time axis, it appears to go through a sequence of busy cycles. Under stationary conditions and in the steady-state, the mean value characteristics derived for the busy cycle represent the corresponding mean value characteristics for the system behavior.

Depending on the number of jobs in the system (assigned to processors and in the input buffer) during a busy period, one or more processors are utilized. The following definitions relate to the utilization of processors during a busy cycle:

Processor occupation time is defined as the sum of all non-idle (processing) intervals for a single processor during a busy period.

System occupation time is defined as the sum of all intervals during which at least one processor is busy. It corresponds to the busy period defined above.

Measures of utilization are defined below:

Processor Utilization (PU)

$$= \frac{\text{processor occupation time}}{\text{mean length of busy period}} \quad (1)$$

System Utilization (SU)

$$= \frac{\text{Actual utilization time for all processors}}{\text{Potential utilization time for all processors in a busy period}}$$

$$= \frac{\text{processor occupation time}}{\text{system occupation time}} \quad (2)$$

These measures reflect two slightly different perspectives on the system behavior. PU is a measure of the long term use of the processors comprising the system relative to their period of availability. Thus, PU is affected strongly by the nature of the demand for processing service. While SU is also affected by the processing demand, it reflects the demand influence to a lesser degree. SU measures the degree to which the full processing capability of the system is utilized during periods when service is being rendered.

With no restrictions on the utilization of individual processors and the assumption of identical processing rate, the service load is equally distributed among the processors. Let ρ be the offered service load per processor, defined as

$$\rho = \frac{\text{arrival rate}}{(\text{number of processors}) \times (\text{processing rate})}$$

and ρ^* be the effective service load per processor resulting from the finite buffer capacity. Let PB be the probability that a job encounters a filled buffer on its arrival. Then we have

$$\begin{aligned} \rho^* &= \frac{(\text{arrival rate}) \times (1-PB)}{(\text{number of processors}) \times (\text{processing rate})} \\ &= (1-PB)\rho. \end{aligned} \quad (3)$$

The processor utilization PU can be given by ρ or ρ^* accordingly. Also, let p_0 be the probability that the system is idle in the long run. An expression for p_0 can be given as

$$\begin{aligned} p_0 &= \frac{\text{system idle time during a busy cycle}}{\text{mean length of busy cycle}} \\ &= 1 - \frac{\text{system occupation time}}{\text{mean length of busy cycle}} \end{aligned}$$

The two utilization measures PU and SU have the relation

$$\frac{SU}{PU} = \frac{1}{1-p_0}$$

Thus the determination of the two utilization measures requires either the knowledge of the occupation time during a busy cycle or the probability of blocking PB and the probability of system idleness p_0 . The value PB is obtained as the probability of a filled buffer in an arrival epoch steady-state distribution, and the probability p_0 is obtained as the probability of emptiness in an arbitrary time steady-state distribution. Except in some special cases, the relationship between the two probability distributions (the arrival epoch and the arbitrary time) is not exactly known (see, Takács [14], Chapter 1, for the known relation for an infinite buffer capacity); therefore, the information provided by the arrival epoch distribution is not complete. Consequently, we develop an alternate procedure which provides approximate values of utilization measures indicative of the operator-oriented perspective. As illustrated in a subsequent section, the method is also convenient for computational use. Additionally, the potential for application of this method to different operating system policies seems excellent.

The following assumptions are stated with regard to the basic characteristics of the system. The repetition of certain points from the previous section is simply to place all assumptions in one section.

- (1) There are s identical parallel processors in the system.

Processing times for individual jobs follow an exponential distribution with mean $1/\mu$ for each processor.

- (2) The sequence of time epochs t_0, t_1, t_2, \dots mark the arrivals of jobs. Let $Z_n = t_n - t_{n-1}$ ($n=1,2,\dots$). We assume that the sequence of random variables $\{Z_n\}$ are distributed as

$$P[Z_n \leq t] = A(t) \quad (t \geq 0)$$

and

$$E[Z_n] = a$$

The random variables Z_n , $n = 1, 2, \dots$ are assumed to be independent and identically distributed throughout our discussion. This is done only for convenience and the extension to a state-dependent random variable presents no difficulty.

- (3) The system has an input buffer with capacity for $(N-s)$ waiting jobs.
- (4) Let J_n be the number of jobs in the system just before an arrival at t_n ($n = 1, 2, \dots$). If $J_n < s$, the arriving job is randomly assigned by the dispatcher to an available processor. If $s \leq J_n < N$, the arriving job is assigned to the input buffer to await processing. If $J_n = N$, the job arrival stream is disabled.
- (5) Once assigned to a processor, the job is completely serviced and exits the system. Any further input/output requirements of the job are accomplished by the assigned processor (either by that processor or an assigned I/O processor).
- (6) Internal memory capacity, whether shared or dedicated, is sufficient for any combination of processing tasks, and the requirements on any other resources are reflected in the processing time of each job.

The Processes J_n and $J(t)$

Based on the above assumptions we note that the process $\{J_n\}$ is a finite Markov chain with transition probabilities α_{ij} ($i, j = 0, 1, 2, \dots, N$)

such that

$$\alpha_{ij} = \int_0^{\infty} dP_{ij}(x)$$

where

$$dP_{Nj}(x) = \begin{cases} e^{-s\mu x} \frac{(s\mu x)^{N-j}}{(N-j)!} dA(x) & (s \leq j \leq N) \\ dA(x) \int_0^x e^{-s\mu y} \frac{(s\mu y)^{N-s-1}}{(N-s-1)!} s\mu \binom{s}{j} [1 - e^{-\mu(x-y)}]^{s-j} e^{-j\mu(x-y)} dy & (j < s) \end{cases} \quad (4)$$

$$dP_{ij}(x) = \begin{cases} e^{-s\mu x} \frac{(s\mu x)^{i-j+1}}{(i-j+1)!} dA(x) & (s \leq j \leq i+1) \\ dA(x) \int_0^x e^{-s\mu y} \frac{(s\mu y)^{i-s}}{(i-s)!} s\mu \binom{s}{j} [1 - e^{-\mu(x-y)}]^{s-j} e^{-j\mu(x-y)} dy & (s \leq i, j < s) \\ \binom{i+1}{j} [1 - e^{-\mu x}]^{i-j+1} e^{-j\mu x} dA(x) & (i < s, j \leq i+1) \end{cases} \quad (5)$$

While using (4) and (5) to obtain α_{ij} in a convenient form, we introduce the notation

$$\gamma_j(\delta) = \int_0^{\infty} e^{-\delta x} \frac{(\delta x)^j}{j!} dA(x)$$

We obtain the following expressions

$$\alpha_{Nj} = \left\{ \begin{array}{l} \gamma_{N-j}(s\mu) \quad (s \leq j \leq N) \\ \binom{s}{s-j} \sum_{\ell=N-s}^{\infty} \left(\sum_{r=0}^{s-j} (-1)^r \binom{s-j}{r} \left(\frac{s-j-r}{s} \right)^{\ell-N+s} \right) \gamma_{\ell}(s\mu) \quad (j < s) \end{array} \right. \quad (7)$$

$$\alpha_{ij} = \left\{ \begin{array}{l} \gamma_{i-j+1}(s\mu) \quad (s \leq j \leq i+1; i \geq s-1) \\ \binom{s}{s-j} \sum_{\ell=i-s+1}^{\infty} \left(\sum_{r=0}^{s-j} (-1)^r \binom{s-j}{r} \left(\frac{s-j-r}{s} \right)^{\ell-i+s-1} \right) \gamma_{\ell}(s\mu) \quad (s \leq i, j < s) \\ \binom{i+1}{j} \sum_{r=0}^{i-j+1} (-1)^r \binom{i-j+1}{r} \gamma_0[(r+j)\mu] \quad (i < s, j \leq i+1) \end{array} \right. \quad (8)$$

During a busy period transitions of the Markov chain $\{J_n\}$ occur only among $\{1, 2, \dots, N\}$. Since $\{J_n\}_{n=0}^{\infty}$ represents the state of the system only at arrival epochs, we must determine the number of visits to different states between arrivals in order to derive the processor occupation time. Therefore, let $J(t)$ be the number of jobs in the system at time t . We can obtain the processor and system occupation times during a busy period in two stages:

- (1) Determine the expected number of visits of $\{J_n\}$ to states $1, 2, \dots, N$ during a busy period.
- (2) Determine the occupation time of the process $J(t)$ in states $1, 2, \dots, N$ for every visit of $\{J_n\}$ to a particular state.

Of these, the first stage follows directly from the theory of finite Markov chains.

Partition the transition probability matrix P of the Markov chain $\{J_n\}$ as follows.

$$P = \begin{pmatrix} \alpha_{00} & \alpha_{01} & \dots & \alpha_{0N} \\ \alpha_{10} & & & \\ \alpha_{20} & & H & \\ \vdots & & & \\ \alpha_{N0} & & & \end{pmatrix} \quad (9)$$

Let

$$(I-H)^{-1} = \begin{pmatrix} v_{11} & v_{12} & \dots & v_{1N} \\ v_{21} & v_{22} & \dots & v_{2N} \\ \vdots & \vdots & \dots & \vdots \\ v_{N1} & v_{N2} & \dots & v_{NN} \end{pmatrix} \quad (10)$$

From the theory of finite Markov chains (see, Kemeny and Snell [17]) we know that the expected number of visits of the process to state j during a busy period, having initiated from state i , is given by v_{ij} .

For the second stage, we divide the transitions occurring between two consecutive arrival epochs into two cases: (i) $J_n = j$ and $J_{n+1} = k$ (> 0) and (ii) $J_n = j$ and $J_{n+1} = 0$. In these two cases, approximate expressions for occupation times of the process $J(t)$ can be obtained as follows.

Case i: During the inter-arrival interval, $J(t)$ passes through the states $j+1, j, \dots, k$. The unconditional occupation time of $J(t)$ in state r ($r=j+1, j, \dots, k$) is $1/r\mu$ for $r < s$ and $1/s\mu$ for $r \geq s$. However, these transitions are observed during an interval with mean length a (the expected inter-arrival interval); consequently, the conditional occupation time in state r is obtained as

$$\hat{a}_{kj}(r) = \frac{a/\min(r,s)}{\sum_{m=k}^{\min(j+1,N)} [1/\min(m,s)]} = \frac{\hat{a}(r)}{d_{kj}} \quad (11)$$

$k = 1, 2, \dots, r; j = r-1, r, \dots, N,$

where $\hat{a}(r)$ and d_{kj} are used to represent expressions in the numerator and

denominator of (11) respectively. The above expression results if we assume that the mean length of the inter-arrival period is a irrespective of the numbers j and k and note that within such a period $J(t)$ is a death process. In such a process with death rate μ per job, the mean occupation time in state r is $1/r\mu$ for $r < s$ and $1/s\mu$ for $r \geq s$. Thus, when the process $J(t)$ goes through a transition $(j+1) \rightarrow k$, with probability α_{jk} , the fraction of time state r is occupied is obtained as

$$[1/\min(r,s)]/d_{kj}$$

Hence the expression (11) above is derived.

Case (ii): At the conclusion of a busy period, i.e., when $J_n = j$, $J_{n+1} = 0$, the amount of time required for first passage to zero is dependent on the initial state j ; consequently, the arguments used in Case (i) to obtain the state occupation times do not hold. Retreating to basic arguments, we denote by Y_r the occupation time in state r . Note that the distribution of Y_r is a conditional exponential with parameter $r\mu$ such that neither Y_r nor $\sum_{i=1}^{j+1} Y_i$ exceed the length of the inter-arrival period Z_n . Let $c_j(y)$ be the p.d.f. of $\sum_{i=1}^{j+1} Y_i$. We have for $Z_n = z$ and $0 < y < z$

$$c_j(y)dy = \begin{cases} (j+1)[1-e^{-\mu y}]^j e^{-\mu y} \mu dy & 0 \leq j < s \\ \int_{x=0}^y e^{-s\mu x} \frac{(s\mu)^{j-s+1} x^{j-s}}{(j-s)!} s[1-e^{-\mu(y-x)}]^{s-1} e^{-\mu(y-x)} \mu dx dy & s \leq j < N \\ \int_{x=0}^y e^{-s\mu x} \frac{(s\mu)^{j-s} x^{j-s-1}}{(j-s-1)!} s[1-e^{-\mu(y-x)}]^{s-1} e^{-\mu(y-x)} \mu dx dy & j=N \end{cases}$$

Therefore we obtain a more complex representation of the conditional occupation time in state r .

$$\bar{a}_j(r) = \int_0^\infty \left\{ \frac{\int_0^z y e^{-\min(r,s)\mu y} [\min(r,s)] \mu dy}{\int_0^z c_j(y) dy} \right\} dA(z) \quad (12)$$

$j = r-1, r, \dots, N.$

Clearly, the evaluation of $\bar{a}_j(r)$ presents some difficulty. For the purposes of numerical investigations we suggest the following approximation $\tilde{a}_{0j}(r)$ using unconditional means. Let

$$a_j^* = \min \left\{ \frac{1}{\mu} \min_{i=1}^{\min(j+1, N)} [1/\min(i, s)], a \right\} \quad (13)$$

$j=0, 1, \dots, N.$

and write

$$\tilde{a}_{0j}(r) = \frac{a_j^*/\min(r, s)}{\sum_{m=1}^{\min(N, j+1)} [1/\min(m, s)]} = \frac{\tilde{a}_j(r)}{d_{1j}} \quad (14)$$

where the numerator of (14) is denoted as $\tilde{a}_j(r)$. Clearly $\tilde{a}_{0j}(r)$ overestimates $\bar{a}_j(r)$ in case (ii). However, for moderate to large values of j , α_{j0} is expected to be very close to zero, and the effect of approximation is almost assuredly negligible.

Processor Utilization

From the results derived in the last section, we develop expressions for the expected state occupation times $E(S_r)$ during an expected busy cycle $E(BC)$. By definition

$$E(BC) = \sum_{r=0}^N E(S_r) ; \quad (15)$$

also, the mean busy cycle can be derived using the mean first passage times (v_{1j}) of (10). Noting that these first passages are conditional on the busy cycle extending beyond the first inter-arrival period, we write

$$E(BC) = a[1 + \gamma_0(\mu) \sum_{j=1}^N v_{1j}] \quad (16)$$

where $\gamma_0(\mu) = \int_0^{\infty} e^{-\mu x} dA(x)$ is the probability that the busy cycle extends beyond the first inter-arrival period.

Processor utilization requires the determination of individual state occupation times. Let $E_c(S_r)$ be the occupation time of state r conditional on the busy cycle extending beyond one transition interval. Considering the number of visits of the process $\{J_n\}$ to different states and the state occupation times of the process $\{J(t)\}$ between transition epochs, we obtain (using the approximation suggested earlier)

$$\begin{aligned} E_c(S_r) &= \sum_{j=\max(r-1,1)}^N v_{1j} \left(\sum_{k=1}^r \alpha_{jk} \bar{a}_{kj}(r) + \alpha_{j0} \bar{a}_{0j}(r) \right) \\ &= \sum_{j=\max(r-1,1)}^N v_{1j} \left(\hat{a}(r) \sum_{k=1}^r \left[\alpha_{jk}/d_{kj} \right] + \bar{a}_j(r) \alpha_{j0}/d_{1j} \right) \end{aligned} \quad r = 1, 2, 3, \dots, N. \quad (17)$$

Removal of the condition on state occupation times results in

$$E(S_r) = \gamma_0(\mu) E_c(S_r) \quad r = 2, 3, \dots, N. \quad (18)$$

The expression for $E(S_1)$ must also include the possibility of termination of the busy cycle with only one service. Thus we get

$$E(S_1) = \bar{a}_0(1) [1 - \gamma_0(\mu)] + [a + E_c(S_1)] \gamma_0(\mu) \quad (19)$$

where $\bar{a}_0(1)$ is to be obtained from (12). As an approximation for $\bar{a}_0(1)$, we may use a'_0 given by (13).

Expressions for the expected processor occupation time (E_{pot}) and the expected system occupation time (E_{sot}) follow directly

$$E_{pot} = \sum_{r=1}^{s-1} \frac{r}{s} E(S_r) + \sum_{r=s}^N E(S_r) \quad (20)$$

$$E_{sot} = \sum_{r=1}^N E(S_r) \quad (21)$$

The two measures of utilization suggested earlier can be given as

- (1) processor utilization

$$PU = \frac{E_{pot}}{E(BC)}, \text{ and}$$

- (2) system utilization

$$SU = \frac{E_{pot}}{E_{sot}}.$$

In the first expression $E(BC)$ is obtained as in (16). Because of an approximation in (13) and (14), when the mean inter-arrival time is smaller than the mean processing time (which is possible with more than one processor), $E(BC) \approx E_{sot}$. Although more exact evaluations of (12) are possible in order to maintain the distinction between $E(BC)$ and E_{sot} , we feel that the additional information that can be derived is not justifiable (especially considering the likelihood of introducing error in computing the ratios of the integrals).

As a result of the approximation in (12), the numerical values obtained here slightly overestimate the utilization measures. When the arrival rate of jobs relative to their processing rate is low, the blocking probability is negligible and the processor utilization PU is very close to ρ (defined earlier). Therefore, as a correction for our utilization measure, we write

$$PU = \min[E_{pot}/E(BC), \rho] \quad (22)$$

An approximate steady state distribution of the number of jobs in the system at an arbitrary time point also follows easily from our results. We have

$$P_r = \frac{E(S_r)}{E(BC)}, \quad r = 1, 2, 3, \dots, N$$

$$P_0 = 1 - \sum_{r=1}^N P_r. \quad (23)$$

Furthermore, using the discussion following equation (3) we determine the probability of blocking as

$$PB = 1 - PU/\rho \quad (24)$$

COMPUTATIONAL MODEL

In converting the mathematical model into a computational model we have approximated

$$\bar{a}_j(r) = \int_0^\infty \left[\frac{\int_0^z y e^{-\min(r,s)\mu y} \min(r,s)\mu dy}{\int_0^z c_j(y) dy} \right] dA(z)$$

$j=r-1, r, \dots, N$

by $\tilde{a}_{0j}(r)$ where

$$\tilde{a}_{0j}(r) = \frac{a'_j / \min(r,s)}{\sum_{m=1}^{\min(N,j+1)} [1/\min(m,s)]}$$

and

$$a'_j = \min \left\{ \frac{1}{\mu} \sum_{i=1}^{\min(N,j+1)} [1/\min(i,s)] \right\}, \quad a)$$

Three other aspects of the computational model deserve mention. The first involves the computation of the values $\gamma(\delta)$ given in (6) as

$$\gamma_j(\delta) = \int_0^\infty e^{-\delta x} \frac{(\delta x)^j}{j!} dA(x)$$

For any arrival process we compute all values $j = 1, 2, \dots, N$ such that

$$\gamma_j(\delta) > \epsilon_1$$

with ϵ_1 a prescribed error bound.

The second aspect is concerned with the calculation of the infinite sums contained in (u) and (8), e.g. the second expression in (7).

$$\alpha_{Nj} = \binom{s}{s-j} \sum_{\ell=N-s}^{\eta} \binom{s-j}{\ell} (-1)^{\ell} \binom{s-j}{\ell} \left(\frac{s-j-\ell}{s}\right)^{\ell-N+s} \gamma_{\ell}(s\mu)$$

$j < s$

where η is such that

$$\binom{s}{\lfloor s/2 \rfloor} \gamma_{\eta+1}(s\mu) < \epsilon_2,$$

where $\lfloor x \rfloor$ is the greatest integer $\leq x$ (the floor function).

This rather simple single term cutoff is justified by the fact that the $\gamma_j(s\mu)$ values are probabilities and are strictly monotone non-increasing with increasing values of j . The truncation term η is computed only once since we can easily show that the contribution of the similar subexpression in (8) cannot exceed ϵ_2 .

The final aspect of the computational model concerns the determination of the matrix $(I-H)^{-1}$. Observing that the probability transition matrix has the lower Hessenberg structure, i.e.

$$\begin{pmatrix} \alpha_{00} & \alpha_{01} & & 0 \\ \alpha_{10} & \alpha_{11} & \alpha_{12} & \\ \vdots & \vdots & & \\ \alpha_{N-1,0} & \alpha_{N-1,1} & \dots & \alpha_{N-1,N} \\ \alpha_{N0} & \alpha_{N1} & \dots & \alpha_{NN} \end{pmatrix}$$

we use a Gaussian elimination method with row pivoting for solving the linear system in a very efficient manner.

Empirical results are obtained from FORTRAN programs developed and executed using the FTN compiler on a CDC 6700 and the G-Level FORTRAN IV compiler on a dual IBM S370/158 system. All programming was done by the authors except for the Gaussian elimination routine provided by Professor James E. Kalan.

EXPERIMENTAL RESULTS

Experiments with the model focus on four behavioral variables:

- (1) the arbitrary time state probability distribution, the determination of which is a major problem by itself,
- (2) the expected busy cycle,
- (3) the processor utilization measure PU and
- (4) the system utilization measure SU.

The measures (2), (3) and (4) can be obtained easily from (1); yet each offers an added insight into the total behavior. We also provide the expected number of jobs in the input buffer.

Our intent is to determine the behavior of the multiprocessor model under three conditions:

- (1) differing variability levels in the job inter-arrival time distribution -- using an Erlangian (k, λ) with $k = 2, \lambda = .125$; $k = 4, \lambda = .250$ and $k = 8, \lambda = .500$, and coefficient of variation (C. V. = $\frac{\text{standard deviation}}{\text{mean}}$) values of .707, .500 and .350, respectively;
- (2) increasing demand on a system with a fixed number of homogeneous processors, each having an identical processing rate; and
- (3) testing the relationship between the number of processors and individual processor capability in a homogeneous multiprocessor system.

Figures and tables are used to summarize the results.

Tables 1a and 1b illustrate the effect of the variability of the inter-arrival distribution on a system with a buffer capacity of 6 jobs ($N-s=6$). Table 1a gives results for a four processor system and Table 1b gives results for a two processor system. Keeping the offered load per processor constant three cases with different coefficient of variations are considered. The limited numerical results presented in the tables indicate general patterns of behavior of effectiveness measures as follows.

$s = 4$		$N = 10$			
Erlangian Distribution of Inter-arrival Times	PB Probability of blocking	E(BC) Expected Busy Cycle	Average No. Jobs in Input Buffer	PU Processor Utilization	SU System Utilization
Offered load per processor $\rho = 1.25$, processing rate $\mu = 0.0125$.					
$\lambda = .125, k=2, C.V.= .707$.2146	15966	3.99	.9818	.9824
$\lambda = .250, k=4, C.V.= .500$.2108	30612	4.11	.9865	.9869
$\lambda = .500, k=8, C.V.= .353$.2088	46412	4.19	.9890	.9893
Offered load per processor $\rho = 1.00$, processing rate $\mu = 0.0156$.					
$\lambda = .125, k=2, C.V.= .707$.0758	2399	2.51	.9242	.9280
$\lambda = .250, k=4, C.V.= .500$.0717	3296	2.48	.9283	.9318
$\lambda = .500, k=8, C.V.= .353$.0693	4028	2.46	.9307	.9340
Offered load per processor $\rho = 0.75$, processing rate $\mu = 0.0208$.					
$\lambda = .125, k=2, C.V.= .707$.0	447	.81	.7499	.7806
$\lambda = .250, k=4, C.V.= .500$.0010	494	.64	.7492	.7663
$\lambda = .500, k=8, C.V.= .353$.0136	528	.54	.7398	.7575
Offered load per processor $\rho = 0.050$, processing rate $\mu = 0.0313$.					
$\lambda = .125, k=2, C.V.= .707$.0	119	.10	.5000	.5730
$\lambda = .250, k=4, C.V.= .500$.0	118	.05	.5000	.5480
$\lambda = .500, k=8, C.V.= .353$.0201	118	.03	.4899	.5344

Table 1a. Behavior with Differing Variability Levels in the Job Inter-Arrival Time Distribution

$s = 2$		$N = 8$			
Erlangian Distribution of Inter-arrival Times	PB Probability of blocking	E(BC) Expected Busy Cycle	Average No. Jobs in Input Buffer	PU Processor Utilization	SU System Utilization
Offered load per processor $\rho = 1.25$, processing rate $\mu = 0.025$					
$\lambda = .125, k = 2, C.V. = .707$.2166	1215	4.05	.9793	.9858
$\lambda = .250, k = 4, C.V. = .500$.2134	1687	4.16	.9833	.9890
$\lambda = .500, k = 8, C.V. = .353$.2115	2098	4.23	.9856	.9907
Offered load per processor $\rho = 1.00$, processing rate $\mu = 0.0313$					
$\lambda = .125, k = 2, C.V. = .707$.0746	296	2.70	.9254	.9493
$\lambda = .250, k = 4, C.V. = .500$.0757	317	2.65	.9243	.9505
$\lambda = .500, k = 8, C.V. = .353$.0762	332	2.63	.9238	.9513
Offered load per processor $\rho = 0.75$, processing rate $\mu = 0.0417$					
$\lambda = .125, k = 2, C.V. = .707$.0	91	1.09	.7499	.8550
$\lambda = .250, k = 4, C.V. = .500$.0	84	0.88	.7499	.8398
$\lambda = .500, k = 8, C.V. = .353$.001	81	0.76	.7492	.8300
Offered load per processor $\rho = 0.50$, processing rate $\mu = 0.0625$					
$\lambda = .125, k = 2, C.V. = .707$.0	40	0.23	.5000	.7141
$\lambda = .250, k = 4, C.V. = .500$.0	37	0.14	.5000	.6845
$\lambda = .500, k = 8, C.V. = .353$.0	35	0.10	.5000	.6674

Table 1b, Behavior with Differing Variability Levels in the Job Inter-Arrival Time Distribution

- (a) When the offered load per processor is large (see, $\rho = 1.25$), by increasing the variability, the mean length of the busy cycle, average number of jobs in the input buffer, and the processor and system utilization values decrease. At the same time the probability of blocking increases. Thus a stable arrival process is preferable so as to keep the probability of blocking down and the level of utilization high. However from the point of view of buffer size and maintenance (which can be carried out during idle periods), a higher variability in inter-arrival times can be preferred.
- (b) When the offered load per processor is small (see, $\rho = 0.50$) all measures have properties opposite to those mentioned in (a) above.
- (c) When the offered load is moderate (see, $\rho = 1.00$) the behavior of the measures is not consistent. Further numerical work is necessary before any definite conclusions can be drawn.

Figure 2 presents the arbitrary time state probability values for a two processor system with deterministic inter-arrival times of 80, 40, 20, 15 and 10. The shifts in the curves are expected, but the swift change marking the different behavior for 20, 15 and 10 clearly indicates that the saturation point for the system is encountered within this range of values.

To test the comparative behavior for a system with more, but less capable processors, we describe a system with four identical processors, each having one-half the service rate of the original two processors. The results are presented in Figure 4. With a low demand the resulting behaviors are qualitatively similar but quantitatively rather different. Evidently the lower processing rate is keeping jobs in the 4-processor system longer and the close similarity of the 2-processor curve for $T=40$

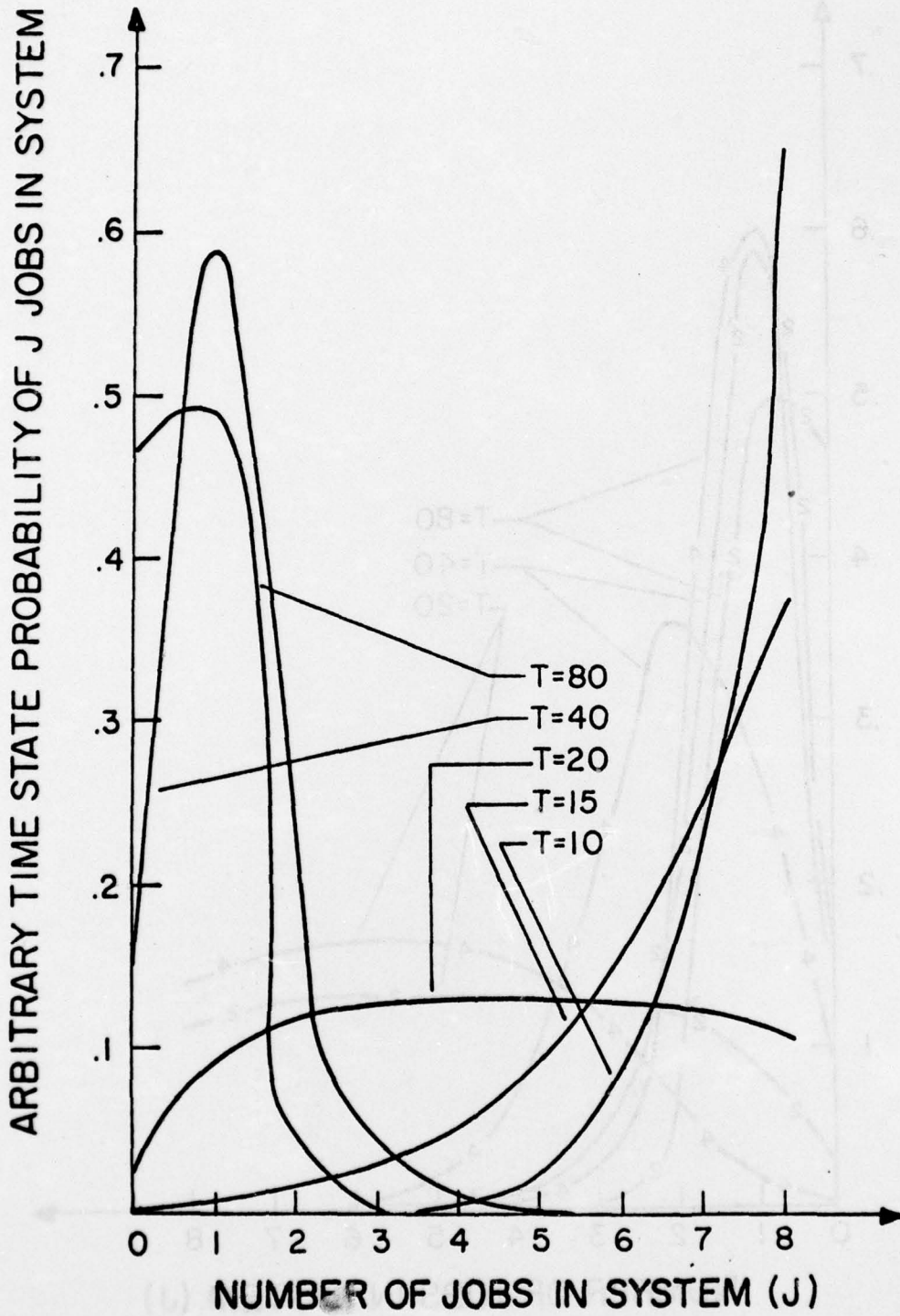


Figure 2. The Arbitrary Time State Probability Function for Deterministic Inter-arrival Times (T).

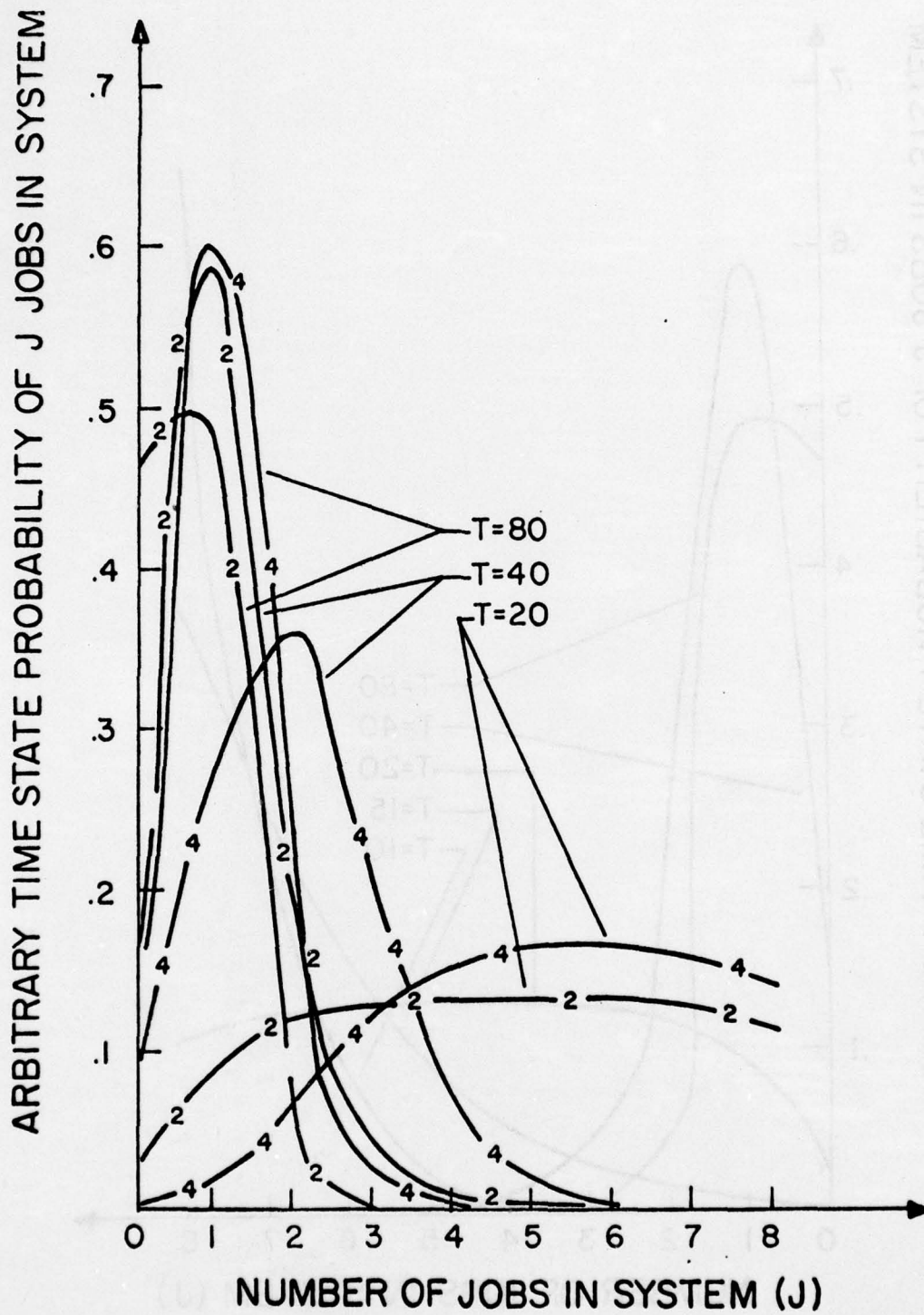


Figure 3. Comparison of Two- and Four-Processor Systems for Deterministic Inter-arrival Times (T).

Deterministic Inter-arrival Time	Offered Load per Processor	Probability of Blocking	E(BC) Expected Busy Cycle	Avg. No. Jobs in Input Buffer Utilization	PU Processor Utilization	SU System Utilization
80	s=2	0	94.54	0	.25	.54
	s=4	0	158.60	0	.25	.33
45	s=2	0	79.50	.03	.44	.62
	s=4	.06	245.46	.01	.42	.47
40	s=2	0	81.49	.06	.50	.65
	s=4	.05	298.37	.02	.47	.52
35	s=2	0	87.37	.13	.57	.69
	s=4	.05	396.05 (396.17)	.06	.54	.58
20	s=2	.08	437.49	2.60	.92	.95
	s=4	.09	4803.85 (6297.54)	1.51 (2.44)	.91 (.93)	.92 (.94)
15	s=2	.25	5151.21	4.62	1.00	1.00
	s=4	.26 (.25)	54967.63 (148991.50)	2.76 (4.61)	.99	.99
10	s=2	.50	320537.69	5.50	1.00	1.00
	s=4	.50	516017.75 (594720.25)	3.51 (5.50)	1.00	1.00

$\mu = .025$ $s=2$ $N-s=6$ $\mu = .0125$ $s=4$ $N-s=4$
 or
 $N-s=6$

Table 2. Comparative Behavior of Two- and Four-Processor Systems under Increasing Demand.

Numbers in parenthesis are for $N-s=6$ with $s=4$ where the results are different from the case $N-s=4$ with $s=4$.

to the 4-processor curve for $T=80$ suggests that perhaps the 2-processor system is preferable since it provides roughly analogous behavior under a heavier demand. The values for the blocking probability and processor utilization shown in Table 2 also contribute to suggesting a 2-processor system as preferable. However, two significant facts have not been considered:

- (1) the buffer usage with the 4-processor system is slightly less under higher demand, giving an indication that a lower buffer capacity could be used in a 4-processor system; and
- (2) most importantly, the cost differential for the less capable processors comprising the 4-processor system could exceed the factor of 2 by a considerable amount.

However, we recognize that a 4-processor system introduces added overhead, not considered in the model. All considered, we must conclude that a general advantage for the 2-processor system cannot be based on the derived behavior.

Note the directional shifts in the expected busy cycle for the 2-processor system ($T = 80, 45, 40$), which is not demonstrated by the 4-processor system. We suspect that this difference in behavior stems from the longer idle periods under low demand for the 2-processor system. As the demand increases, the idle period exceeds the increase in the busy period for a brief time. Also, note the tremendous increase in the busy cycle for the 2-processor system as the inter-arrival time goes from 15 to 10. The magnitude of this jump suggests that a 4-processor system might be more capable of adjusting to increasing demand. We hesitate to offer this conclusion without further study.

As a final point, we remind the reader that the model is developed from the operator perspective. No measures reflecting the user perspective, such as response time, are included as behavioral variables. A complete evaluation would include both cost figures and behavioral variables reflecting the user perspective.

SUMMARY AND CONCLUSIONS

We have developed a detailed model of processor utilization in a homogeneous multiprocessor computer system. The model assumes a general input process and an exponential processing time for each processor. A finite capacity input buffer is used when no processor is available. The modeling approach also derives an approximate arbitrary time state probability distribution, numerical results for which can be derived only by considerably more effort. The expected busy cycle follows directly from the arbitrary time state probability distribution, and two measures of processor utilization are obtained. A computational model, requiring several approximations, is developed from the mathematical model. Experimentation with varying input distributions leads to the following conclusions:

- (1) When the offered load per processor is large, a highly variable input process (an inter-arrival time with high variance) causes smaller busy cycles, average number of jobs waiting in the buffer, and processor and system utilization; but increased probability of blocking.
- (2) When the offered load per processor is small the conclusions of (1) above are reversed,
- (3) Strictly from the operator perspective and neglecting processor costs and buffer usage, a system with two processors, each having twice the processing rate of single processors in a 4-processor system, gives preferable behavior.

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