Server Information Mechanism in a Discrete-time Queueing System

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Abstract

This paper discusses a discrete-time queueing system in which an arriving customer may adopt four different strategies depending on the income information, two of them correspond to a LCFS discipline where displacements or expulsions occur, and in the other two, the arriving customer decides to follow a FCFS discipline or to become a negative customer eliminating the customer in the server, if any. The different choices of the involved parameters make this model to enjoy a great versatility, having several special cases of interest.

References

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