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NAME

Berl_i, Berl_d, Xerl, Aerl − Erlang and inverse Erlang functions

SYNOPSIS

#include <erlang.h>

double Berl_i(int n, double a);

double Berl_d(double x, double a);

double Xerl(double b, double a);

double Aerl(double x, double b);

DESCRIPTION

These functions give solutions to the Erlang blocking formula. Erlang formula gives the probability that a communications system with *n* (or *x*) lines can't handle any more calls. This also depends on the traffic intensity *a.* All arguments to these functions must be positive and 0 < *b* < 1.

Berl_i() returns the Erlang loss probability for a integer valued trunk group *n* and Poisson traffic *a*

Berl_d() returns the Erlang loss probability for a trunk group *x*, where *x* is a real valued variable (double). Second parameter is the Poisson traffic *a.*

Xerl() returns the number of trunks for a loss probability *b* and Poisson traffic *a.*

Aerl() returns the Poisson traffic value for a trunk group *x* and loss probability *b.*

ALGORITHM

Berl_i() is implemented by using the recursion formula

(1) `$E(x+1,a) = {a E(x,a)} over {x + 1 + a E(x,a)}.$`

Berl_d() is divided into five sections depending on the value of the parameters.

Range 1: x < a and a > 0.01

Apply the continued fraction expansion formula.

Range 2: x >= a and x > 60

Determine a value x' such that a > x' (i.e. apply an integral valued shift of x). Call Berl_d again with x' < a and use the recurrence relation to arrive at the original value of x.

Range 3: x >= a and 1 <= x <= 60

Apply Rapp's parabola followed by the recurrence relation (1).

Range 4: x >= a and a > 0.01 and x < 1

Apply Laguerre quadrature, Abramowitz [2], p. 923

Range 5: 0 < x < 1 and 0 < a <= 0.01

Apply formula (48) from Farmer and Kaufman [ref 1], p. 161

In **Xerl()** we first determine with inequality

E(n,a) > E (n+1,a)

the position of the interval [N,N+1] such that N <= X <= N+1. By using the secant iteration method, we determine the exact root of the function

f(x) = Berl_d(x,a) - b.

Evaluation time of **Xerl()** is proportional to the result value.

Aerl(): First we compute a starting value for *a.* Then *a* is improved using the Newton's iteration scheme. The iteration process is stopped as soon as the relative error in E(x,a) is smaller than some prescribed value. When *b* is very small, this function has long evaluation time.

REFERENCES

[1] Farmer, R.F, Kaufman, I., "On the Numerical Evaluation of Some Basic Traffic Formulae", Networks, Vol. 8 (1978) p. 153 - 186

[2] Abramowitz, M., Stegun, I., "Handbook of mathematical functions", Dover Publications, Inc., New York, 8th printing, 1972.