## Accepted Manuscript

The curse of the first-in-first-out queue discipline

Trine Tornøe Platz, Lars Peter Østerdal

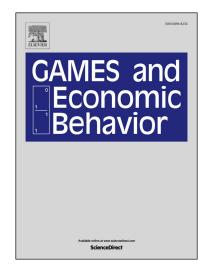
PII: S0899-8256(17)30048-9

DOI: http://dx.doi.org/10.1016/j.geb.2017.03.004

Reference: YGAME 2664

To appear in: Games and Economic Behavior

Received date: 27 March 2015



Please cite this article in press as: Tornøe Platz, T., Østerdal, L.P. The curse of the first-in-first-out queue discipline. *Games Econ. Behav.* (2017), http://dx.doi.org/10.1016/j.geb.2017.03.004

This is a PDF file of an unedited manuscript that has been accepted for publication. As a service to our customers we are providing this early version of the manuscript. The manuscript will undergo copyediting, typesetting, and review of the resulting proof before it is published in its final form. Please note that during the production process errors may be discovered which could affect the content, and all legal disclaimers that apply to the journal pertain.

## Highlights

- We consider a facility that serves agents with a fixed capacity after opening.
- Agents are impatient and incur a cost proportional to time spent in the queue.
- They decide for themselves when to queue up but cannot queue up before opening. We find that among all queue disciplines, FIFO is worst, while UFO is best.

## Download English Version:

## https://daneshyari.com/en/article/5071329

Download Persian Version:

https://daneshyari.com/article/5071329

<u>Daneshyari.com</u>