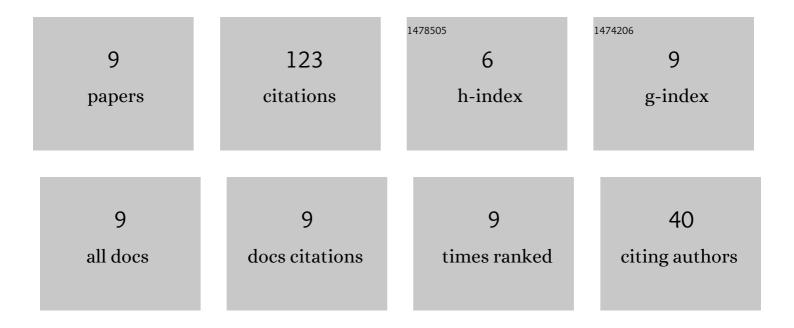
Mc Saravanarajan

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/10884632/publications.pdf Version: 2024-02-01



#	Article	IF	CITATIONS
1	A study on M/G/1 feedback retrial queue with subject to server breakdown and repair under multiple working vacation policy. AEJ - Alexandria Engineering Journal, 2018, 57, 947-962.	6.4	35
2	Analysis of an unreliable retrial G-queue with working vacations and vacation interruption under Bernoulli schedule. Ain Shams Engineering Journal, 2018, 9, 567-580.	6.1	21
3	Analysis of an M[X]/(G1,G2)/1 retrial queueing system with balking, optional re-service under modified vacation policy and service interruption. Ain Shams Engineering Journal, 2014, 5, 935-950.	6.1	17
4	Analysis of M ^[X] /G/1 retrial queue with two phase service under Bernoulli vacation schedule and random breakdown. International Journal of Mathematics in Operational Research, 2015, 7, 19.	0.2	16
5	Steady state analysis of batch arrival feedback retrial queue with two phases of service, negative customers, Bernoulli vacation and server breakdown. International Journal of Mathematics in Operational Research, 2015, 7, 519.	0.2	12
6	An M/G/1 retrial queueing system with two phases of service, immediate Bernoulli feedbacks, single vacation and starting failures. International Journal of Mathematics in Operational Research, 2016, 9, 302.	0.2	7
7	Cost optimisation analysis of retrial queue with K optional phases of service under multiple working vacations and random breakdowns. International Journal of Industrial and Systems Engineering, 2018, 29, 193.	0.2	7
8	Analysis of an M/G/1 feedback retrial queue with unreliable server, non-persistent customers, single working vacation and vacation interruption. International Journal of Services and Operations Management, 2016, 24, 235.	0.2	5
9	An M/G/1 retrial G-queue with optional re-service, impatient customers, multiple working vacations and vacation interruption. International Journal of Operational Research, 2017, 30, 33.	0.2	3