

Review  
on master's thesis of the master student of  
Saint-Petersburg state university  
specialization 01.02.04 «Applied mathematics and informatics»  
master's program game theory and operations research of  
Kasimova Yana Aleksandrovna  
on the theme

**Optimal information disclosure in multi-server queueing games**

In master's thesis of Kasimova Yana policies of information disclosure in multi-server queueing games were proposed. An optimal information disclosure policy for two cases was found.

In the first case, a queue system with experienced clients was considered. It means that if a provider in this queue system has a threshold after which it conceal information about the queue length then clients are aware about this threshold, so they can make a decision based on information about the queue system. For this case optimal information disclosure policies when the queue is overloaded and underloaded were found.

In the second case, a queue system with inexperienced clients was considered. It means that if the provider has threshold after which it conceal information about queue length then clients are not aware about this threshold. For given scenario an optimal information disclosure policy was found.

All proposed results were obtained using computational framework MATLAB.

Master's thesis written with good quality. The work shows that Kasimova Yana has good theoretical knowledges in queue theory, mathematical analysis, game theory and has good skills in information technologies.

Nevertheless, several remarks should be noted:

- it is desirable that the optimization of the information disclosure policy by the coefficient of the utilization be considered;

- in the first case for underloaded queue only particular case was considered when number of servers  $k$  equals 2;

- there are some stylistic errors in the work.

In general these remarks are insignificant and do not reduce the overall good impression of this work. I think that master's thesis of Kasimova Yana on theme «Optimal information disclosure in multi-server queueing games» deserves to be evaluated «good».

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