

Roll No.:

Total No. of Questions : 11]

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**M.Sc. IV Semester Mathematics (Reg./Pvt./
ATKT) Examination June 2018**

OPERATIONS RESEARCH - II

Optional Paper Select any four

Paper - VIII

Time Allowed : Three Hours]

*[Maximum Marks : { Reg. - 85
Pvt. - 100*

Note : Attempt all questions.

Section - A

Objective Type Questions

Q.1. Choose the correct answer : 15×1=15

- i) Transportation model helps us in :
- (a) Finding nearest transport office
 - (b) Finding transportation cost between two cities
 - (c) Finding lowest transportation cost
 - (d) None of these

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- ii) A transportation problem is balanced if
- (a) Total demand = total supply
 - (b) Total demand < total supply
 - (c) Total demand > total supply
 - (d) None of these
- iii) For optimality test:
- (a) BFS must contain $m + n$ allocations
 - (b) BFS must contain $m + n + 1$ allocations
 - (c) BFS must contain $m + n - 1$ allocations
 - (d) None of these
- iv) Assignment problem is basically a :
- (a) Maximization problem
 - (b) Primal problem
 - (c) Minimization problem
 - (d) Transportation problem
- v) The balance the assignment matrix we have to:
- (a) Open a dummy row
 - (b) Open a dummy column
 - (c) Open either a dummy row and column depending on the situation
 - (d) You cannot balanced assignment matrix

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Contd...

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- vi) The similarity between assignment problem and transportation problem is :
- (a) Both are rectangular matrices
 - (b) Both are square matrices
 - (c) Both can be solved by graphical method
 - (d) Both have objective function and non negativity constraints
- vii) CPM is
- (a) Critical Project Management
 - (b) Critical Path Method
 - (c) Critical Path Management
 - (d) Crash Project Method
- viii) Which of these is not correct?
- (a) CPM is event-oriented
 - (b) PERT is probabilistic in nature
 - (c) CPM is deterministic in nature
 - (d) CPM and PERT use similar terminology but were developed independently
- ix) Slack equals :
- (a) $LF - EF$
 - (b) $EF - LF$
 - (c) $EF - LS$
 - (d) $LF - ES$

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- x) Monte-Carlo procedure is related to
- (a) Simulation
 - (b) Assignment
 - (c) Transportation
 - (d) None of these
- xi) A simulation model uses the mathematical expressions and logical relationships of the
- (a) Real time
 - (b) Computer model
 - (c) Performance measures
 - (d) Estimated inferences
- xii) When events occur at discrete points in time:
- (a) A simulation clock is required
 - (b) The simulation advances to the next event
 - (c) The model is a discrete event simulation
 - (d) All of the alternatives are correct
- xiii) A saddle point exists when :
- (a) Maximin Value = Maximax Value
 - (b) Minimax Value = Minimin Value
 - (c) Minimax Value = Maximin Value
 - (d) None of these
- xiv) If the value of the game is zero, then the game is known as :
- (a) Fair strategy
 - (b) Pure strategy
 - (c) Pure game
 - (d) Mixed strategy

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xv) In a mixed strategy game :

- (a) No saddle point exists
- (b) Each player selects the same strategy without considering other player's choice
- (c) Each player always selects same strategy
- (d) All of the above

Section - B**Short Answer Type Questions** $5 \times 5 = 25$

Q.2. Obtain an initial basic feasible solution to the following Transportation problem using North-West Corner Rule.

| | D | E | F | G | Available |
|-------------|-----|-----|-----|-----|-----------|
| A | 11 | 13 | 17 | 14 | 250 |
| B | 16 | 18 | 14 | 10 | 300 |
| C | 21 | 24 | 13 | 10 | 400 |
| Requirement | 200 | 225 | 275 | 250 | |

OR

Prove that the number of basic variables of the general transportation problem at any stage of feasible solution must be $m+n-1$.

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Q.3. What is assignment problem? Write mathematical formulation of assignment problem.

OR

What is General Non-Linear Programming Problem? Write the necessary conditions for maximum or minimum of $f(x_1, x_2)$ subject to constraints $g(x_1, x_2) = c$ and $x_1, x_2 \geq 0$, where C is constant.

Q.4. What is Network? Write its basic components.

OR

Write rules of Network construction.

Q.5. Classify simulation models.

OR

Write five advantages of simulation.

Q.6. Find saddle point for following (3×2) pay of matrix

| | | B ₁ | B ₂ | Player B |
|----------|----------------|----------------|----------------|----------|
| Player A | A ₁ | 9 | 2 | |
| | A ₂ | 8 | 6 | |
| | A ₃ | 6 | 4 | |

OR

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Two firms are competing for business under the condition so that on firm's gain is another firm's loss. Firms A's pay off matrix is given below:

| | | Firm B | | |
|--------|-----------|--------|-----------|----------|
| | | No. ad | Medium ad | Heavy ad |
| Firm A | No. ad | 10 | 5 | -2 |
| | Medium ad | 13 | 12 | 15 |
| | Heavy ad | 16 | 14 | 10 |

Suggest optimum strategies for the two firms and net outcome thereof. <http://www.onlinebu.com>

Section - C

Long Answer Type Questions

5×9=45

Q.7. A company manufacturing air coolers has two plants located at Mumbai and Calcutta with a weekly capacity of 200 units and 100 units respectively. The company supplies air coolers to its 4 show rooms situated at Ranchi, Delhi, Lucknow and Kanpur which have a demand of 75, 100, 100 and 30 units respectively. The cost of transportation per unit (in Rs.) is shown in the following table.

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| | Ranchi | Delhi | Lucknow | Kanpur |
|----------|--------|-------|---------|--------|
| Mumbai | 90 | 90 | 100 | 100 |
| Calcutta | 50 | 70 | 130 | 85 |

Obtain initial basic feasible solution by Vogel's Approximation Method (VAM).

OR

Given $x_{13} = 50$ units, $x_{14} = 20$ units

$x_{21} = 55$ units, $x_{31} = 30$ units

$x_{32} = 35$ units, $x_{34} = 25$ units

Is it an optimal solution to the transportation problem.

| | | | | | Available units |
|----------------|----|----|----|----|-----------------|
| | 6 | 1 | 9 | 3 | 70 |
| | 11 | 5 | 2 | 8 | 55 |
| | 10 | 12 | 4 | 7 | 90 |
| Required units | 85 | 35 | 50 | 45 | |

If not, modify it to obtain a better feasible solution.

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- Q.8. A department head has four subordinates and four tasks to be performed. The sub-ordinates differ in efficiency and the tasks differ in their intrinsic difficulty, his estimate of the time. Each man would take to perform each task, is given in the matrix below:

| Tasks | Men | | | |
|-------|-----|----|----|----|
| | E | F | G | H |
| A | 18 | 26 | 17 | 11 |
| B | 13 | 28 | 14 | 26 |
| C | 38 | 19 | 18 | 15 |
| D | 19 | 26 | 24 | 10 |

How should the task be allocated so as to minimize the total man hours.

OR

Solve the non-linear programming problem:

$$\text{Optimize } z = 4x_1^2 + 2x_2^2 + x_3^2 - 4x_1x_2$$

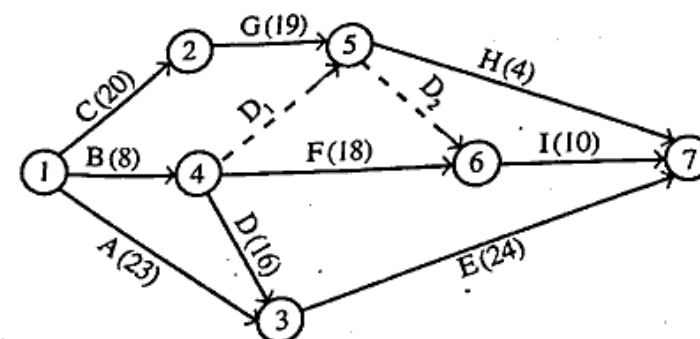
$$\text{Subject to constraints } x_1 + x_2 + x_3 = 15$$

$$2x_1 - x_2 + 2x_3 = 20$$

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- Q.9. For the following network diagram find total float, free float and independent float:

| | | | | | | | | | |
|-------|----|---|----|----|----|----|----|---|----|
| Task: | A | B | C | D | E | F | G | H | I |
| Time: | 23 | 8 | 20 | 16 | 24 | 18 | 19 | 4 | 10 |



-----> Dummy Activity

————> O - Node

OR

(11)

A project consists of eight activities with the following relevant information:

| Activity | Immediate Predecessor | Estimated duration (days) | | |
|----------|-----------------------|---------------------------|----------------|-----------------|
| | | Optim- istic | Most Likely | Pessi mistic |
| A | - | 1 | 1 | 7 |
| B | - | 1 | 4 | 7 |
| C | - | 2 | 2 | 8 |
| D | A | 1 | 1 | 1 |
| E | B | 2 | 5 | 14 |
| F | C | 2 | 5 | 8 |
| G | D, E | 3 | 6 | 15 |
| H | F, G | 1 | 2 | 3 |

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- Draw the PERT network and find out the expected project completion time
- What duration will have 95% confidence for project completion?

Q.10. Explain Monte-Carlo simulation with example.

OR

A Bakery keeps stock of a popular brand of cake. Previous experience shows the daily demand pattern for the item with associated probabilities as given below:

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Daily Demand: 0 10 20 30 40 50

Probability: 0.01 0.20 0.15 0.50 0.12 0.02

Use the following sequence of random numbers to simulate the demand for next 10 days.

Random numbers : 25, 39, 65, 76, 12, 05, 73, 89, 19, 49.

Also estimate the daily average demand for the cakes on the basis of simulated date.

Q.11. Solve the following 2x4 game graphically

| | | | | | |
|----------|----------------|----------------|----------------|----------------|----------------|
| | | Player B | | | |
| | | B ₁ | B ₂ | B ₃ | B ₄ |
| Player A | A ₁ | 2 | 1 | 0 | -2 |
| | A ₂ | 1 | 0 | 3 | 2 |

OR

Solve the following game by Linear programming technique.

| | | | | |
|----------|---|----------|----|---|
| | | Player B | | |
| | | 1 | -1 | 3 |
| Player A | 3 | 5 | -3 | |
| | 6 | 2 | -2 | |



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