

**03NEPMATH04.1 - Elective Paper-IV : Advanced Topics in Operations Research**

P. Pages : 3

**GUG/W/24/16016**

Time : Three Hours



Max. Marks : 80

- Notes : 1. Solve the five questions.  
2. Each question carries equal marks.

**UNIT – I**

1. a) Solve the following integer programming problem using the cutting-plane algorithm: 8  
 Maximize  $z = 3x_1 + x_2 + 3x_3$  subject to the constraints  
 $-x_1 + 2x_2 + x_3 \leq 4$ ,  $4x_2 - 3x_3 \leq 2$ ,  $x_1 - 3x_2 + 2x_3 \leq 3$ ,  
 $x_1, x_2$  and  $x_3$  all are non - negative integers.
- b) Discuss the fractional cut method-mixed integer LPP. 8

**OR**

- c) Find the optimum integer solution to the following L.P.P.: 8  
 Maximize  $z = x_1 + 4x_2$  subject to the constraints,  
 $2x_1 + 4x_2 \leq 7$ ,  $5x_1 + 3x_2 \leq 15$ ,  $x_1, x_2 \geq 0$  & are integers.
- d) Use branch and bound method to solve the following L.P.P.: 8  
 Minimize  $z = 4x_1 + 3x_2$  subject to the constraints,  
 $5x_1 + 3x_2 \geq 30$ ,  $x_1 \leq 4$ ,  $x_2 \leq 6$ ,  $x_1, x_2 \leq 0$  and are integers.

**UNIT – II**

2. a) Solve the following linear goal programming problem graphically: 8  
 Find  $x_1$  and  $x_2$  so as to,  
 Minimize  $z = G_1(d_3^+ + d_4^+) + G_2d_1^+ + G_3d_2^- + G_4\left(d_3^- + \frac{3}{2}d_4^-\right)$   
 and satisfy the goals:  
 $G_1 : x_1 + x_2 + d_1^- + d_1^+ = 40$   
 $G_2 : x_1 + x_2 + d_2^- - d_2^+ = 100$   
 $G_3 : x_1 + d_3^- - d_3^+ = 30$   
 $G_4 : x_2 + d_4^- - d_4^+ = 15$   
 $x_i, d_i^-, d_i^+ \geq 0$ , for all  $i = 1, 2, 3, 4$   
 The goals have been listed in order of priority.

- b) Explain the simplex method for goal programming problem. 8

**OR**

- c) Use revised simplex method to solve the LPP: 8

Minimize  $z = x_1 + x_2$  subject to the constraints:

$$x_1 + 2x_2 \geq 7, \quad 4x_1 + x_2 \geq 6, \quad x_1, x_2 \geq 0$$

- d) Solve the following L.P.P.: 8

Maximize  $z = \frac{5x_1 + 3x_2}{5x_1 + 2x_2 + 1}$  subject to the constraints,

$$3x_1 + 5x_2 \leq 15, \quad 5x_1 + 2x_2 \leq 10 \quad \text{and} \quad x_1, x_2 \geq 0$$

### UNIT – III

3. a) Explain the processing of 2 jobs through k machines. 8

- b) Use graphical method to find the minimum elapsed total time sequence of 2 jobs and 5 machines, when we are given the following information. 8

Machines

Job 1  $\left\{ \begin{array}{l} \text{sequence:} \quad A \quad B \quad C \quad D \quad E \\ \text{Time (in hours):} \quad 2 \quad 3 \quad 4 \quad 6 \quad 2 \end{array} \right.$

Job 2  $\left\{ \begin{array}{l} \text{sequence:} \quad C \quad A \quad D \quad E \quad B \\ \text{Time (in hours):} \quad 4 \quad 5 \quad 3 \quad 2 \quad 6 \end{array} \right.$

**OR**

- c) A supermarket has two girls serving at the counters. The customers arrive in a Poisson fashion at the rate of 12 per hour. The service time for each customer is exponential with mean 6 minutes. Find (i) the probability that an customer has to wait for service, (ii) the average number of customers in the system, and (iii) the average time spent by a customer in the super market. 8

- d) Explain the power supply model. 8

### UNIT – IV

4. a) Obtain the necessary & sufficient conditions for the optimum solutions of the 8

NLPP: Minimize  $z = f(x_1, x_2) = 3e^{2x_1+1} + 2e^{x_2+5}$   
subject to the constraints:  $x_1 + x_2 = 7$  &  $x_1, x_2 \geq 0$ .

- b) Solve: Maximize  $z = 3.6x_1 - 0.4x_1^2 + 1.6x_2 - 0.2x_2^2$  8

Subject to the constraints:  $2x_1 + x_2 \leq 10$  and  $x_1, x_2 \geq 0$ .

**OR**

- c) Solve graphically the following NLPP: **8**  
Maximize  $z = 2x_1 + 3x_2$  subject to the constraints,  
 $x_1 \cdot x_2 \leq 8, x_1^2 + x_2^2 \leq 20$  and  $x_1, x_2 \geq 0$ .  
Verify that the Kuhn-Tucker conditions hold for the maxima you obtain.

- d) Use Beale's method to solve the following NLPP: **8**  
Minimize  $z = 6 - 6x_1 + 2x_1^2 - 2x_1x_2 + 2x_2^2$  subject to the constraints,  
 $x_1 + x_2 \leq 2$  and  $x_1, x_2 \geq 0$

- 5.** a) State the 7 steps of fractional cut method for all integer LPP. **4**  
b) Write the formulation of linear goal programming problem. **4**  
c) State the basic terms used in sequencing. **4**  
d) Explain non-linear programming problem. **4**

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