

M.Sc. - II (Mathematics) (New CBCS Pattern) Semester-III  
**PSCMTH15A - Optional - Operations Research-I**

P. Pages : 3

Time : Three Hours



**GUG/W/24/13763**

Max. Marks : 100

- Notes : 1. Solve all the five questions.  
 2. All questions carry equal marks.

**UNIT – I**

1. a) Use simplex method to solve the LPP:  $\text{Max } z = 4x_1 + 10x_2$  subject to the constraints: **10**  
 $2x_1 + x_2 \leq 50, 2x_1 + 5x_2 \leq 100, 2x_1 + 3x_2 \leq 90, x_1, x_2 \geq 0$ .

- b) Use Big-M method to solve the LPP :  $\text{Max } z = 6x_1 + 4x_2$  subject to the constraints: **10**  
 $2x_1 + 3x_2 \leq 30, 3x_1 + 2x_2 \leq 24, x_1 + x_2 \geq 3, x_1, x_2 \geq 0$ .

**OR**

- c) Use duality to solve the LPP:  $\text{Max } z = 2x_1 + x_2$  subject to the constraints : **10**  
 $x_1 + 2x_2 \leq 10, x_1 + x_2 \leq 6, x_1 - x_2 \leq 2, x_1 - 2x_2 \leq 1, x_1, x_2 \geq 0$

- d) Use dual simplex method to solve the LPP:  $\text{Min } z = 3x_1 + x_2$  subject to the constraints: **10**  
 $x_1 + x_2 \geq 1, 2x_1 + 3x_2 \geq 2, x_1, x_2 \geq 0$ .

**UNIT – II**

2. a) For the transportation problem given below, find an initial basic feasible solution by North-West corner method. **10**

Factories	Warehouses					Availability
	W <sub>1</sub>	W <sub>2</sub>	W <sub>3</sub>	W <sub>4</sub>	W <sub>5</sub>	
F <sub>1</sub>	20	28	32	55	70	50
F <sub>2</sub>	48	36	40	44	25	100
F <sub>3</sub>	35	55	22	45	48	150
Requirement	100	70	50	40	40	

- b) Obtain the optimum solution of the TP by Vogel's approximation method. **10**

	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	Supply
S <sub>1</sub>	3	7	6	4	5
S <sub>2</sub>	2	4	3	2	2
S <sub>3</sub>	4	3	8	5	3
Demand	3	3	2	2	10

**OR**

- c) Consider the problem of assignment of five jobs to five persons. The assignment costs are given as follows. **10**

		Jobs				
		1	2	3	4	5
Persons	A	8	4	2	6	1
	B	0	9	5	5	4
	C	3	8	9	2	6
	D	4	3	1	0	3
	E	9	5	8	9	5

Determine the optimum assignment schedule.

- d) A departmental head has four subordinates & four tasks to be performed. The subordinates differ in efficiency & the tasks differ in their intrinsic difficulty. His estimates of the time each man would take to perform each task is given below in the matrix: **10**

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 tasks be allocated, one to each man so as to minimize the total man hours.

### UNIT – III

3. a) Write the characteristics of dynamic programming. **10**

- b) Use the Dynamic programming to show that – **10**

$$z = p_1 \log p_1 + p_2 \log p_2 + \dots + p_n \log p_n$$

Subject to the constraints  $p_1 + p_2 + \dots + p_n = 1$  and  $p_j \geq 0$  ( $j = 1, 2, \dots, n$ ) is minimum,

$$\text{when } p_1 = p_2 = \dots = p_n = \frac{1}{n}.$$

**OR**

- c) Use dynamic programming to solve the LPP: **10**

$$\text{Minimize } z = y_1^2 + y_2^2 + y_3^2 \text{ subject to constraints: } y_1 + y_2 + y_3 \geq 15 \text{ and } y_1, y_2, y_3 \geq 0.$$

- d) Use dynamic programming to solve the following LPP: **10**

$$\text{Maximize } z = 3x_1 + 5x_2 \text{ subject to the constraints:}$$

$$x_1 \leq 4, x_2 \leq 6, 3x_1 + 2x_2 \leq 18 \text{ and } x_1, x_2 \geq 0.$$

## UNIT – IV

4. a) Solve the following  $2 \times 4$  game graphically. 10

		Player B			
		B <sub>1</sub>	B <sub>2</sub>	B <sub>3</sub>	B <sub>4</sub>
Player A	A <sub>1</sub>	2	1	0	-2
	A <sub>2</sub>	1	0	3	2

- b) For what values of  $\lambda$ , the game with following payoff matrix is strictly determinable? 10

		Player B		
		B <sub>1</sub>	B <sub>2</sub>	B <sub>3</sub>
Player A	A <sub>1</sub>	$\lambda$	6	2
	A <sub>2</sub>	-1	$\lambda$	-7
	A <sub>3</sub>	-2	4	$\lambda$

**OR**

- c) Solve the following game whose pay off matrix is given by- 10

		Player B	
		H	T
Player A	H	8	-3
	T	-3	1

- d) Use matrix oddment method to solve the following  $3 \times 3$  game: 10

$$\begin{bmatrix} 0 & 1 & 2 \\ 2 & 0 & 1 \\ 1 & 2 & 0 \end{bmatrix}.$$

5. a) Prove that the dual of the dual is the primal. 5
- b) Explain the mathematical formulation of the assignment problem. 5
- c) Write the dynamic programming algorithm. 5
- d) Define : (i) Pure strategy (ii) Mixed strategy. 5

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