



Reg. No. :

Name :

**VI Semester B.A./B.Sc./B.Com./B.B.A./B.B.A. T.T.M./B.B.M./B.C.A./B.S.W./
B.A. Afsal UI Ulama Degree (CCSS – Regular) Examination, April 2012
CORE COURSE IN MATHEMATICS
6B 14 MAT (3) : Operation Research (Elective)**

Time : 3 Hours

Max. Weightage : 30

Instruction : Answer to *all* questions.

1. Fill in the blanks :

- A necessary and sufficient condition for the existence of a feasible solution to the general transportation problem is _____
- The dual of the dual is _____
- The standard Hungarian Assignment method deals with _____ types of problems.
 - Maximisation
 - Minimisation
 - None of these
- _____ is a position of an element in the pay off matrix which is the minimum in its row and maximum in its column. (Wt – 1)

Answer **any six** from the following (**Weightage – 1 each**) :

For an L.P.P. define the following :

- Basic feasible solution.
 - Degenerate basic solution.
- Define the term “loop” associated with a transportation problem.
- Define the following terms used in sequencing.
 - Total elapsed time
 - Idle time on a machine
- Define the term “pay off” matrix in game theory.
- State whether the following game matrix has a saddle point.

$$\begin{bmatrix} 1 & 0 \\ -1 & 3 \end{bmatrix}$$

- Explain “Principle of dominance” in game theory.
- Define a convex function.



9. Express $x_1^2 + 2x_2^2 - 7x_3^2 - 4x_1x_2 + 6x_1x_3 - 5x_2x_3$ in the form X^TAX .
10. Write the necessary and sufficient condition of a basic feasible solution to an LPP to be optimum. (W - 6x1=6)

Answer **any 7** questions from the following (Weightage - 2 each) :

11. Prove that the set of feasible solutions to an LPP is a convex set.
12. Explain different steps involved in a simplex algorithm.
13. Use graphical method to solve the L.P.P. :
Maximise $z = 2x_1 + 4x_2$ subject to the constraints $x_1 + 2x_2 \leq 5$, $x_1 + x_2 \leq 4$;
 $x_1, x_2 \geq 0$.
14. Compare the Canonical and standard forms of an L.P.P.
15. Formulate the dual of the following linear programming problem :
Maximize $z = 5x_1 + 3x_2$ subject to the constraints $3x_1 + 5x_2 \leq 15$; $5x_1 + 2x_2 \leq 10$,
 $x_1 \geq 0$ and $x_2 \geq 0$.
16. Find the initial feasible solution to the transportation problem given below, by north west :

	Origin	DESTINATION			Supply
Corner method	O_1	2	7	4	5
	O_2	3	3	1	8
	O_3	5	4	7	7
	O_4	1	6	2	14
	Demand	7	9	18	

17. Solve the following minimal assignment problem :

		MAN			
JOB	I	12	30	21	15
	II	18	33	9	31
	III	44	25	24	21
	IV	23	30	28	14



- 18. Write an explanatory note on the least lost method with reference to a Transportation problem.
- 19. Find a sequence that will minimise the total time required in performing the following jobs on the machine A and B in order AB. Processing times in hours are as given below :

Job	J ₁	J ₂	J ₃	J ₄	J ₅	J ₆
Machine A	1	3	8	5	6	3
Machine B	5	6	3	2	2	10

- 20. The following is a pay off matrix :

$$X \begin{matrix} & Y \\ \begin{bmatrix} 1 & -2 \\ 2 & -1 \end{bmatrix} \end{matrix}$$

What is the value of the game ? Who will be winner of the game ? Why ? (W – 7×2=14)

Answer any 3 questions from the following (Weightage – 3 each) :

- 21. Solve using simplex method :
Maximise $Z = 5x_1 + 3x_2$
Subject to $x_1 + x_2 \leq 2$
 $5x_1 + 2x_2 \leq 10$
 $3x_1 + 8x_2 \leq 12$
 $x_1, x_2 \geq 0.$
- 22. Use dual complex method to solve the following LPP :
Minimize $z = 3x_1 + x_2$ subject to $x_1 + x_2 \geq 1$; $2x_1 + 3x_2 \geq 2$, $x_1, x_2 \geq 0.$



23. Solve the following transportation problem by Vogel's method :

		To			Supply
		I	II	III	
From	1	2	7	4	5
	2	3	3	1	8
	3	5	4	7	7
	4	1	6	2	14
Demand		7	9	18	

24. Solve graphically the game whose pay off matrix is :

	B ₁	B ₂	B ₃	B ₄	B ₅
A ₁	2	-4	6	-3	5
A ₂	-3	4	-4	1	0

25. Use graphical method to minimize the time added to process the following jobs on the machines shown, u, for each machine find the job which should be done first . Also calculate the total time elapsed to complete both the jobs :

Job₁	Sequence	A	B	C	D	E	
	Time	3	4	2	6	2	
Job₂	Sequence	C	B	A	D	E	(W - 3x3=9)
	Time	5	4	3	2	6	