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**Sixth Semester B.E. Degree Examination, June / July 2014**  
**Operations Research**

Time: 3 hrs.

Max. Marks: 100

**Note: Answer FIVE full questions, selecting  
at least TWO questions from each part.**

**PART – A**

- 1 a. Define operations research. Explain the six phases of OR study. (10 Marks)  
 b. A firm manufactures two types of products A & B and sells them at a profit of Rs.2 on type A and Rs.3 on type B. Each product is processed on two machines G and H. Type A requires one minute of processing time on G and two minutes on H. Type B requires one minute on G and one minute on H. The machine G is available for not more than 6 hours 40 minutes while H is available for 10 hours during any working day. How many items of type A and type B should be produced so that the total profit is maximum?  
 i) Use mathematical formulation to the LPP.  
 ii) Use graphical method to solve the problem. (10 Marks)
- 2 a. Discuss the various aspects of the concept tie breaking in simplex method. (10 Marks)  
 b. Solve the following LPP by simplex method.  
 Maximize  $z = 5x_1 + 3x_2$   
 Subjected to  $3x_1 + 5x_2 \leq 15$   
 $5x_1 + 2x_2 \leq 10$   
 $x_1, x_2 \geq 0$  (10 Marks)
- 3 a. Solve the following LPP using two phase method:  
 Minimize  $z = 4x_1 + x_2$   
 Subjected to  $3x_1 + x_2 = 3$   
 $4x_1 + 3x_2 \geq 6$   
 $x_1 + 2x_2 \leq 4$   
 $x_1, x_2 \geq 0$  (10 Marks)  
 b. Solve the following LPP by Big-M method:  
 Minimize  $z = +2x_1 + x_2$   
 Subjected to the constraints  
 $x_1 + 2x_2 \leq 4$   
 $4x_1 + 3x_2 \geq 6$   
 $3x_1 + x_2 = 3$   
 $x_1, x_2 \geq 0$  (10 Marks)
- 4 a. Use Revised simplex method to solve LPP,  
 Maximize  $z = x_1 + 2x_2$   
 Subject to  $x_1 + x_2 \leq 3$   
 $x_1 + 2x_2 \leq 5$   
 $3x_1 + x_2 \leq 6,$   
 $x_1, x_2 \geq 0$  (12 Marks)

- 4 b. Explain the following:  
 i) The essence of duality theory.  
 ii) Primal dual relationship. (08 Marks)

**PART – B**

- 5 a. Use dual simplex method to solve LPP,  
 Minimize  $z = 2x_1 + x_2$   
 Subjected to the constraints  
 $3x_1 + x_2 \geq 3$   
 $4x_1 + 3x_2 \geq 6$   
 $x_1 + 2x_2 \leq 3$   
 $x_1, x_2 \geq 0$  (10 Marks)
- b. Briefly discuss about sensitivity analysis. (10 Marks)
- 6 a. Explain various steps involved in Hungarian algorithm with an example. (10 Marks)  
 b. A product is produced by 4 factories  $F_1, F_2, F_3$  and  $F_4$ . Their unit production costs are Rs 2, 3, 1 and 5 respectively. Production capacity of the factories are 50, 70, 30 and 50 units respectively. The product is supplied to 4 stores  $S_1, S_2, S_3$  and  $S_4$ . The requirements of which are 25, 35, 105 and 20 respectively. Unit costs of transportation are given below.

Stores	$S_1$	$S_2$	$S_3$	$S_4$
Factories				
$F_1$	2	4	6	11
$F_2$	10	8	7	5
$F_3$	13	3	9	12
$F_4$	4	6	8	3

Find the transportation plan such that the total production and transportation cost is minimum. (10 Marks)

- 7 a. Two players A and B are playing a game of tossing a coin simultaneously: Player A wins 1 unit of value when there are two heads, wins nothing when there are two tails and loses  $\frac{1}{2}$  unit of value when there is one head and one tail. Determine the pay off matrix, the best strategies for each player and the value of the game. (10 Marks)  
 b. Define the following with reference to game theory, with an example:  
 i) Pure strategy                      ii) Mixed strategy                      iii) Saddle point  
 iv) Pay off matrix                      v) Two person-zero-sum-game (10 Marks)
- 8 Explain briefly the following:  
 a. Tabu search algorithm.  
 b. Genetic algorithm.  
 c. Metaheuristics.  
 d. Simulated annealing algorithm. (20 Marks)

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