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Sixth Semester B.E. Degree Examination, June/July 2023 Operations Research

Time: 3 hrs.

Max. Marks: 80

Note: Answer any FIVE full questions, choosing ONE full question from each module.

Module-1

- 1 a. Explain the phases of operations research in detail. (08 Marks)
- b. An agriculturist has a farm with 126 acres. He produces raddish, muttar and potato. Whatever he raises is fully sold in the market. He gets Rs.5 for raddish per kg, Rs.4 for muttar per kg and Rs.5 for potato per kg. The average yield is 1500kg of raddish per acre 1800 kg of muttar per acre and 1200 kg of potato per acre. To produce each 100kg of raddish and muttar and to produce each 80kg of potato, a sum of Rs.12.50 has to be used for manure. Labour required for each acre to raise the crop is 6 man days for raddish and potato each and 5 man days for muttar. A total of 500 man days of labour at a rate of Rs.40 per man-day are available. Formulate this as a linear programming model to maximize the agriculturist total profit. (08 Marks)

OR

- 2 a. Explain in detail, the assumptions in linear programming models. (08 Marks)
- b. Solve the following LPP graphically
 Minimize $Z = 1.5x_1 + 2.5x_2$
 Subjected to $x_1 + 3x_2 \geq 3$
 $x_1 + x_2 \geq 2$
 $x_1, x_2 \geq 0$ (08 Marks)

Module-2

- 3 a. What are slack variables and surplus variables? Explain with examples. (04 Marks)
- b. Solve the following problem by Big-M method.
 Maximize $Z = x_1 + 2x_2 + 3x_3 - x_4$
 Subjected to $x_1 + 2x_2 + 3x_3 = 15$
 $2x_1 + x_2 + 5x_3 = 20$
 $x_1 + 2x_2 + x_3 + x_4 = 10$
 and $x_1, x_2, x_3, x_4 \geq 0$ (12 Marks)

OR

- 4 a. Solve the following LPP by simplex method:
 Minimize $Z = x_1 - 3x_2 + 2x_3$
 Subjected to $3x_1 - x_2 + 3x_3 \leq 7$
 $-2x_1 + 4x_2 \leq 12$
 $-4x_1 + 3x_2 + 8x_3 \leq 10$
 and $x_1, x_2, x_3 \geq 0$ (08 Marks)
- b. Use two phase simplex method to solve following LPP:
 Minimize $Z = 15/2 x_1 - 3x_2$
 Subjected to $3x_1 - x_2 - x_3 \geq 3$
 $x_1 - x_2 + x_3 \geq 2$
 and $x_1, x_2, x_3 \geq 0$ (08 Marks)

Important Note : 1. On completing your answers, compulsorily draw diagonal cross lines on the remaining blank pages.
 2. Any revealing of identification, appeal to evaluator and /or equations written eg. 42-8 = 50, will be treated as malpractice.

Module-3

- 5 a. Explain the general rules for converting any primal to its dual. (08 Marks)
- b. Obtain the dual of the following LP problems:

i) Maximize $Z = 2x_1 + 3x_2 + x_3$
 Subjected to $4x_1 + 3x_2 + x_3 = 6$
 $x_1 + 2x_2 + 5x_3 = 4$
 and $x_1, x_2, x_3 \geq 0$

ii) Minimize $Z = 2x_2 + 5x_3$
 Subjected to $x_1 + x_2 \geq 2$
 $2x_1 + x_2 + 6x_3 \leq 6$
 $x_1 - x_2 + 3x_3 = 4$
 and $x_1, x_2, x_3 \geq 0$

(08 Marks)

OR

- 6 a. Use duality to solve following LP problem

Minimize $Z_x = 3x_1 + x_2$
 Subject to $x_1 + x_2 \geq 1$
 $2x_1 + 3x_2 \geq 2$
 and $x_1, x_2 \geq 0$

(08 Marks)

- b. Solve the following problem by dual simplex method:

Minimize $Z = 2x_1 + x_2$
 Subjected to $3x_1 + x_2 \geq 3$
 $4x_1 + 3x_2 \geq 6$
 $x_1 + 2x_2 \geq 3$
 and $x_1, x_2 \geq 0$

(08 Marks)

Module-4

- 7 a. Find initial basic feasible solution for the following problem using:

- i) NWCR (North West Corner Rule)
 ii) LCM (Lowest Cost Entry Method)

Warehouse Factory	W ₁	W ₂	W ₃	W ₄	Factory capacity
F ₁	19	30	50	10	7
F ₂	70	30	40	60	9
F ₃	40	08	70	20	18
Warehouse requirement	5	8	7	14	34

(08 Marks)

- b. Explain the various steps of Hungarian assignment method.

(08 Marks)

OR

- 8 a. Solve the transportation problem using MODI method:

	D ₁	D ₂	D ₃	D ₄	Available
F ₁	1	2	1	4	30
F ₂	3	3	2	1	50
F ₃	4	2	5	9	20

Required → 20 40 30 10

(08 Marks)

- b. Solve the following assignment problem using Hungarian method.

	S ₁	S ₂	S ₃	S ₄	S ₅
B ₁	4	6	7	5	11
B ₂	7	3	6	9	5
B ₃	8	5	4	6	9
B ₄	9	12	7	11	10
B ₅	7	5	9	8	11

(08 Marks)

Module-5

- 9 a. Define the following with respect to games, with examples :

- i) Saddle point
- ii) Fair Strategy
- iii) Strictly determinable and fair game
- iv) Two person – zero sum game.

(08 Marks)

- b. Solve the following game using principle of dominance method:

		B		
		I	II	III
A	I	1	7	2
	II	6	2	7
	III	5	2	6

(08 Marks)

OR

- 10 a. Solve the game graphically whose pay off matrix for player A is given below:

		B		
		I	II	III
A	I	1	3	11
	II	8	5	2

(08 Marks)

- b. Explain the following:
- i) Tabu search algorithm
 - ii) Genetic algorithms.

(08 Marks)

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