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10CS/IS661

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

Time: 3 hrs.

Max. Marks: 100

Note: Answer FIVE full questions, selecting atleast TWO questions from each part.

PART - A

Explain the six phases of Operations Research study.

(08 Marks)

- b. A firm is engaged is producing two products A and B each unit of product A requires 2kg of raw material and 4 labour hours for processing, where as each unit of B requires 3kg of raw materials and 3 labour hours for the same type, every week, the firm has an availability of 60kg of raw material Rs. 96 labour hours. One unit of product A sold yield Rs. 40 and unit of product B sold yields Rs. 35 as profit, formulate this as an linear programming problem to determine as to how many units of each product should be produced per week so that firm can earn maximum profit. (06 Marks)
- c. Use graphical method to solve the following:

Minimize $z = -x_1 + 2x_2$

Subject to the constructs $-x_1 + 3x_2 \le 10$

$$x_1 + x_2 \le 6$$

$$x_1 - x_2 \le 2$$

and $x_1, x_2 \ge 0$.

(06 Marks)

2 Solve the following LPP by using Simplex method:

 $Maximize z = 2x_1 - x_2 + x_3$

Subject to the constraints $3x_1 + x_2 + x_3 \le 6$

$$x_1 - x_2 + 2x_3 \le 1$$

$$x_1 + x_2 - x_3 \le 2$$

and $x_1, x_2, x_3 \ge 0$.

(10 Marks)

Explain the concept of Tie breaking in Simplex method.

(10 Marks)

Solve the following LPP by using Big M Methods

$$Minimize z = 4x_1 + 4x_2 + x_3$$

Subject to
$$x_1 + x_2 + x_3 \le 2$$

 $2x_1 + x_2 \le 3$
 $2x_1 + x_2 + 3x_3 \ge 3$

$$2X_1 + X_2 \le 3$$

and $x_1, x_2, x_3 \ge 0$.

(10 Marks)

b. Solve the following LPP by using two-phase method:

Minimize
$$z = 2x_1 + 3x_2$$

subject to
$$\frac{1}{2}x_1 + \frac{1}{4}x_2 \le 4$$

$$x_1 + 3x_2 \ge 36$$

$$x_1 + x_2 = 10$$

and $x_1, x_2 \ge 10$.

(10 Marks)

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

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4 a. Explain the steps involved is revised Simplex method.

(10 Marks)

b. Use revised simplex method to solve the following LPP:

Maximize $z = 3x_1 + 5x_2$

Subject to

 $x_1 \le 4$
 $2x_2 \le 12$

 $3x_1 + 2x_2 \le 18$

and $x_1, x_2 \ge 0$.

(10 Marks)

PART - B

5 a. Explain the parametric analysis with respect to change in c_i and b_i parameters.

b. Explain general procedure for sensitivity analysis.

(10 Marks) (10 Marks)

(10 Marks)

6 a. Find the initial solution to the following transportation problem using VAM:

Destination Di D_2 D_3 D_4 Supply 19 30 50 10 9 70 30 40 60 Factory F_2 F_3 40 8 70 20 18 8 5 7 14 34 Demand

b. Explain Hengarian algorithm with example.

(10 Marks)

7 a. Solve the following game by graphical method:

		Player B		
9.5		B ₁	B ₂	B_3
Player A	A_1	1	3	11
	A_2	8	5	2

(10 Marks)

With reference to game theory define the following with an example:

i) Pure strategy

ii) Mixed strategy

iii) Saddle point

iv) Payoff 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)