## **STELLA MARIS COLLEGE (AUTONOMOUS) CHENNAI - 600 086** (For candidates admitted from the academic year 2011-12 & thereafter)

# SUBJECT CODE : 11MT/AC/OR44

### B. Sc. DEGREE EXAMINATION, APRIL 2016 BRANCH I – MATHEMATICS FOURTH SEMESTER

COURSE	: ALLIED CORE
PAPER	: OPERATIONS RESEARCH
TIME	: 3 HOURS

MAX. MARKS: 100

#### SECTION – A

# ANSWER ALL THE QUESTIONS:

 $(10 \times 2 = 20)$ 

 $(5 \times 8 = 40)$ 

- 1. What are the characteristics of a good model?
- 2. Write any five applications areas of linear programming.
- 3. Define basic feasible solution.
- 4. Define the assignment problem.
- 5. Define an idle time.
- 6. What is sequencing problem?
- 7. Define optimal strategy.
- 8. Write any three characteristics of games.
- 9. Define an event.
- 10. Define dummy activity.

#### **SECTION – B**

#### **ANSWER ANY FIVE QUESTIONS:**

- 11. Old hens can be bought at Rs.2/- each and young ones at Rs.5 each . The old hens lay 3 eggs per week and the young one lay 5 eggs per week, each egg being worth 30 paise. A hen costs Rs. 1 per week to feed. A person has only Rs.80/- to spend for hens. How many of each kind should he buy to give a profit of more than Rs. 6/- per week, assuming that he cannot house more than 20 hens. Formulate this as a L.P.P.
- 12. Apply graphical method to solve the LPP

Maximize  $Z = x_1 - 2x_2$ Subject to  $-x_1 + x_2 \le 1$ ,  $6x_1 + 4x_2 \ge 24$ ,  $0 \le x_1 \le 5$  and  $2 \le x_2 \le 4$ . 13. Determine basic feasible solution to the following transportation problem using – North west corner Rule.

			S	Sink			
		А	В	С	D	Е	Supply
Origin	Р	2	11	10	3	7	4
	Q	1	4	7	2	1	8
	R	3	9	4	8	12	9
Demand	l	3	3	4	5	6	

14. Find the sequence that minimizes the total elapsed time required to complete the following tasks on machines  $M_1$  and  $M_2$  in the order  $M_1$ ,  $M_2$ . Also find the minimum total elapsed time.

Task	А	В	С	D	Е	F	G	Н	Ι
$\mathbf{M}_1$	2	5	4	9	6	8	7	5	4
$M_2$	6	8	7	4	3	9	3	8	11

15. Reduce the following game by dominance and find the game value:

	Player B					
		Ι	II	III	IV	
Player A	Ι	3	2	4	0	
	II	3	4	2	4	
	III	4	2	4	0	
	IV	0	4	0	8	

16. Explain the following :

(i) CPM (ii) PERT

(iii) The difference between (i) and (ii)

17. Draw the network for the project whose activities with their predecessor relationships are given below.

A,C,D can start simultaneously;

 $E > B,C \ ; \ F \ , G > D \ ; \ H \ , I > E, \ F \ ; \ J > I \ , G \ ; \ K > H \ ; \ B > A.$ 

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**SECTION - C** 

# ANSWER ANY TWO QUESTIONS:

 $(2 \times 20 = 40)$ 

- 18. (a) Write the advantages and limitations of L.P.P
  - (b) Solve the following LPP by Simplex method Minimize  $Z = 8x_1 - 2x_2$ Subject to  $-4x_1 + 2x_2 \le 1$  $5x_1 - 4x_2 \le 3$  and  $x_1, x_2 \ge 0$ .
- 19. (a) Find the initial basic feasible solution for the following transportation problem by VAM .

	Distribution centres							
	$D_1$ $D_2$ $D_3$ $D_4$							
Origin	$\mathbf{S}_1$	11	13	17	14	250		
	$S_2$	16	18	14	10	300		
	$S_3$	21	24	13	10	400		
Requirements		200	225	275	250			

(b) Solve the following sequencing problem giving an optimal solution if passing is not allowed.

-	-	Machines				
		$\mathbf{M}_1$	$M_2$	$M_3$	$M_4$	
Jobs	А	13	8	7	14	
	В	12	6	8	19	
	С	9	7	8	15	
	D	8	5	6	15	

20. (a) Solve the following 2x4 game graphically

Player B Player A  $\begin{array}{ccc} & & & \\ 1 & 0 & 4 & -1 \\ -1 & 1 & -2 & 5 \end{array}$ 

(b) The following table indicates the details of a project

Activity	:	1-2	1-3	1-4	2-4	2-5	3-5	4-5
t <sub>o</sub>	:	2	3	4	8	6	2	2
t m	:	4	4	5	9	8	3	5
t <sub>p</sub>	:	5	6	6	11	12	4	7

(i) Draw the network

(ii) Find the critical path.

(iii) Determine the expected standard deviation of the completion time.