2021 B.A./B.Sc. Fifth Semester DSE – 1 STATISTICS Course Code: STD 5.11 (Operations Research)

Total Mark: 70 Time: 3 hours Pass Mark: 28

7

Answer five questions, taking one from each unit.

UNIT-I

- (a) What do you understand by operations research? Explain the historical background on how operations research has been developed. 2+5=7
 - (b) Solve graphically the following LPP

Maximize
$$P = 8x_1 + 7x_2$$

such that $3x_1 + x_2 \le 66$
 $x_1 + x_2 \le 45$
 $x_1 \le 20, x_2 \le 40$
and $x_1, x_2 \ge 0$

- 2. (a) Explain the main phases of operations research.
 (b) Solve the following LPP by simplex method:
 7
 - Maximize $3x_1 + 5x_2 + 4x_3$ subject to the constraints $2x_1 + 3x_2 \le 8$ $2x_1 + 5x_3 \le 10$ $3x_1 + 2x_2 + 4x_3 \le 15$ and $x_1, x_2, x_3 \ge 0$

UNIT-II

- 3. (a) What is a transportation problem? Write the mathematical formulation of a transportation problem. 3+4=7
 - (b) Solve the following transportation problem by North-West corner rule and obtain the total cost of transportation (the figures in bracket in each cell denotes the cost per unit of transportation): 7

Warehouse → Factory ↓	<i>W</i> ₁	<i>W</i> ₂	W ₃	W_4	Factory Capacity
F_1	(19)	(30)	(50)	(10)	7
F_2	(70)	(30)	(40)	(60)	9
F ₃	(40)	(8)	(70)	(20)	18
Warehouse Requirement	5	8	7	14	

- 4. (a) What is an assignment problem? Explain it in mathematical formulation. 2+4=6
 - (b) Solve the following assignment problem by Hungarian method and determine the optimal job assignment and cost of assignments.

	8	Machine				
		Α	В	С	D	E
	1	10	9	7	3	9
Job 3	2	3	7	5	5	10
	3	3	8	6	8	9
	4	2	2	2	2	6
1	5	8	7	4	4	10

UNIT-III

(a) What is game theory? Who were the persons behind the development of game theory? What are pure strategy and mixed strategy games?

(b) What are the steps involved in solving a game? What are the two general rules of dominance? Find the solution of the game with saddle point whose payoff matrix is given below: 2+2+4=8

		В				
		I	II	III	IV	V
I	Ι	-4	-2	-2	3	1
	II	1	0	-1	0	0
A	III	-6	-5	-2	-4	4
1	IV	3	1	-6	0	-8

- 6. (a) What is minimax principle? What are the assumptions made to define a game? How is the game theory classified? 1+4+2=7
 - (b) Illustrate the solutions to 2×2 game without saddle point. Solve the following game: 5+2=7

			Player E	}
		I	II	III
Player A	I	1	9	2
	II	8	5	4

UNIT-IV

- 7. (a) Define inventory and inventory control. Write a short note on different types of inventories.
 2+6=8
 - (b) Explain *p*-system, *q*-system and *pq*-system of inventory control. 6
- 8. (a) What are the different costs involved with inventory control? Explain each of them. 7
 - (b) Write a note on EOQ model. The demand for an item is 8000 units per annum and the unit cost is Re.1/-. Inventory carrying charges of 20% of average inventory cost and ordering cost is Rs.12.50 per order. Calculate optimal order quantity, optimal order time, optimal inventory cost and number of orders. 2+5=7

UNIT-V

9. (a) What are the two techniques in planning and scheduling the large

projects? Explain each of them.	2+6=8
(b) Explain optimistic time, pessimistic time and likely time.	6
10. (a) List out all the activities involved in a project.(b) Write the network for the given project and find the project	4
completion time.	10

Acti	vities		Days	
Ι	J	To	TL	TP
10	20	5	12	17
10	30	8	10	13
10	40	9	11	12
20	30	5	8	9
20	50	9	11	13
40	60	14	18	22
30	70	21	25	30
60	70	8	13	17
60	80	14	17	21
70	80	6	9	12