

U.G. 6th Semester Examination - 2020

COMPUTER SCIENCE

Course Code : BCOSDSHT6

Course Title: Operations Research

Full Marks : 40

Time : 2 Hours

The figures in the right-hand margin indicate marks.

Candidates are required to give their answers in their own words as far as practicable.

1. Choose the correct alternative for any **ten** of the following: 1×10=10

a) The basic feasible solutions of the system of equations:

$$x_1 + x_2 + x_3 = 8$$

$$3x_1 + 2x_2 = 18 \text{ are}$$

- i) No basic solution
- ii) (2, 6, 0), (6, 0, 2)
- iii) (1, 7, 0), (7, 1, 0)
- iv) None of these

b) A set of values of decision variables x_1, x_2, \dots, x_n which satisfies the set of constraints and the non-negativity restrictions is called

- i) an optimal solution
- ii) a feasible solution
- iii) only optimal solution
- iv) None of these

c) Intersection of two convex set is also a convex set.

- i) True
- ii) False

d) A necessary and sufficient condition for a basic solution to a maximization type problem to be an optimal is that (for all j)

- i) $z_j - c_j \geq 0$
- ii) $z_j - c_j \leq 0$
- iii) $z_j - c_j = 0$
- iv) $z_j - c_j < 0$ or $z_j - c_j > 0$

- e) The dual of the dual is
- dual
 - primal
 - both dual and primal
 - none of these
- f) All variables in the solution of a linear programming problem are either positive or zero because of the existence of:
- An objective function
 - Structural constraints
 - Limited resources
 - None of the above
- g) Which of the following assertions is true of an optimal solution to an LP?
- Every LP has an optimal solution
 - The optimal solution uses up all resources
 - If an optimal solution exists, there will always be at least one at a corner
 - All of the above
- h) The solution of a transportation problem with m -source and n -destination is feasible if the number of allocation is
- $m+n-1$
 - $n+m$
 - $m+n+1$
 - mn
- i) In a fair game the value of the game is
- 1
 - 0
 - unbounded
 - none of these
- j) In an assignment problem involving n workers and n jobs, there would be
- n solutions
 - $n!$ solutions
 - $(n-1)!$ solutions
 - $n*n$ solutions
- k) Full form of PERT is
- Program Estimation and Review Techniques

- ii) Project Evaluation and Review Techniques
 - iii) Project Estimation and Research Techniques
 - iv) Project Evaluation and Research Techniques
- l) When the sum of gains of one player is equal to the sum of losses to another player in a game, this situation is known as
- i) biased game
 - ii) unbiased game
 - iii) fair game
 - iv) none of these
- m) In critical path computation, the forward pass determines
- i) latest occurrence times of events
 - ii) earliest occurrence times of events
 - iii) duration of activity
 - iv) slack time of each activity
- n) In an assignment problem, the minimum number of lines covering all zeros in the reduced cost matrix of order n can be

- i) at most n
 - ii) $n+1$
 - iii) $n-1$
 - iv) at least n
- o) Which among these methods does not give a basic feasible solution in Transportation Problem?
- i) Hungarian method
 - ii) north west corner method
 - iii) minimum cost method
 - iv) VAM

2. Answer any **five** questions: $2 \times 5 = 10$
- a) What do you understand by a Linear Programming Problem?
 - b) A Company sells two different products A and B. The two products are produced in a common production process and sold in two different markets. The production process has a total capacity of 45000 man-hours. It takes 5 hours to produce a unit of A and 3 hours to produced a unit of B. The market has been surveyed and company officials feel that the maximum

number of units of A that can be sold is 7000 and that of B is 10000. If the profits is Rs.600 per unit for the product A and Rs.400 per unit for the product B, how many units of each product should be sold to maximize profit? Formulate the problem as a linear programming model.

- c) What is Operations Research?
- d) What are slack and surplus variables?
- e) What is degeneracy in transportation problem?
- f) What is saddle point?
- g) Obtain the value of the game for the following pay-off matrix:

		Player B	
		I	II
Player A	I	1	7
	II	6	2

- h) Define optimistic time, Pessimistic time and Most likely time in PERT calculations.

3. Answer any **two** questions: $5 \times 2 = 10$

- a) Find the optimal solution for the assignment problem with the following cost matrix:

	I	II	III	IV
A	14	5	8	7
B	2	12	6	5
C	7	8	3	9
D	2	4	6	10

- b) A Project has following characteristics:

Activity	1-2	1-3	2-4	2-5	3-4	4-5
Duration (days)	8	4	10	2	5	3

Compute slack time for each activity and obtain the length of the critical path.

- c) A Company makes two kinds of leather-belts A and B. Their 7 respective unit profits are Rs.4 and Rs.3. One belt of type A requires 2 hours and type B requires 1 hour of time in making. The total man-hours available are 1000 per day. Due to insufficient supply of leather, the company can make only 800 belts per day. Only 400 buckles for type A and 700 buckles for type B are available. Formulate the problem as an L.P.P. and solve it graphically.

4. Answer any **one** questions: $10 \times 1 = 10$

- a) A manufacturer produces two items X_1 and X_2 . X_1 need 2 hours on machine A and 2 hours on machine B. X_2 needs 3 hours on machine A and 1 hour on machine B. If machine A can run for a maximum of 12 hours per day and B for 8 hours per day and profits from X_1 and X_2 are Rs.4 and Rs.5 per item respectively, find by simplex method, how many items per day be produced to have maximum profit?
- b) Find the basic feasible solution of the following transportation problem by Vogel's approximation method. Also find the optimal solution and the minimum total cost of transportation. $4+6=10$

	Destination				
	19	30	50	10	7
Source	70	30	40	60	9
	40	8	70	20	18
	5	8	7	14	
