

CS/B.TECH/CSE/EVEN/SEM-6/CS-605A/2015-16



**MAULANA ABUL KALAM AZAD UNIVERSITY OF  
TECHNOLOGY, WEST BENGAL**

**Paper Code : CS-605A**

**OPERATIONS RESEARCH**

**Time Allotted : 3 Hours**

**Full Marks : 70**

*The figures in the margin indicate full marks.*

Graph sheet(s) will be supplied by the Institution.

**GROUP - A**

**( Multiple Choice Type Questions )**

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

i) Give a system of  $m$  simultaneous linear equations in  $n$  unknown variables ( $m < n$ ), the no. of basic variables will be

- |          |          |
|----------|----------|
| a) $m$   | b) $n$   |
| c) $n-m$ | d) $m-n$ |

ii) What is the method used to solve an LPP involving artificial variables ?

- |                   |                     |
|-------------------|---------------------|
| a) Simplex method | b) Charnes M-method |
| c) VAM            | d) None of these.   |

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iii) The set  $S = \{(x_1, x_2) : 0 \leq x_1, x_2 \leq 1\}$  is

- a) a convex set
- b) a concave set
- c) not a convex set
- d) both convex and concave set.

iv) If the dual has an unbounded solution, then primal has

- a) an unbounded solution
- b) an infeasible solution
- c) a feasible solution
- d) none of these.

v) Critical path is the path wherein all the

- a) slack values are zero
- b) slack values are more than zero
- c) slack values are less than zero
- d) none of these.

- vi) Full form of PERT is
- a) Program Estimation and Review Techniques
  - b) Project Evaluation and Review Techniques
  - c) Project Estimation and Research Techniques
  - d) Project Evaluation and Research Techniques.
- vii) If the maxmin and minmax values of a game are equal then
- a) there is a saddle point
  - b) solution does not exist
  - c) strategies are mixed
  - d) none of these.
- viii) In a fair game the value of the game is
- a) 1
  - b) 0
  - c) unbounded
  - d) none of these.
- ix) The solution of a transportation problem with  $m$ -rows and  $n$ -columns is feasible if number of positive allocations are
- a)  $m + n$
  - b)  $b.m \times n$
  - c)  $m + n - 1$
  - d)  $d.m + n + 1$ .

- x) An assignment problem can be solved by
- a) Hungarian method
  - b) VAM
  - c) Matrix minima method
  - d) none of these.
- xi) In  $(M/M/1) : (\infty/\text{FIFO})$ , average length of a non-empty queue is
- a)  $\frac{\lambda^2}{\mu(\mu - \lambda)}$
  - b)  $\frac{\mu}{(\mu - \lambda)}$
  - c)  $\frac{\lambda\mu}{(\mu - \lambda)^2}$
  - d) none of these.
- xii) In queuing theory, traffic intensity is
- a) mean arrival rate/mean service rate
  - b) mean service rate/mean arrival rate
  - c) queue length/service rate
  - d) none of these.

**GROUP - B****( Short Answer Type Questions )**Answer any *three* of the following  $3 \times 5 = 15$ 

2. Solve the following LPP by graphical method :

Maximize  $Z = 3x - y$

subject to  $2x + y \geq 2,$

$x + 3y \leq 2,$

$y \leq 4,$

$x, y \geq 0$

3. Find out the dual of the problem :

Maximize  $Z = 3x_1 + 3x_2 - 4x_3$

subject to  $3x_1 + x_2 + x_3 \leq 5$

$-4x_1 - 3x_3 \geq 4,$

$x_1 - 5x_2 + x_3 = 6$

$x_1 \geq 0, x_2 \geq 0$  and  $x_3$ , is unrestricted in sign.

4. Solve the following game graphically :

$$\begin{array}{c} \text{Player B} \\ \text{Player A} \begin{bmatrix} 3 & -3 & 4 \\ -1 & 1 & -3 \end{bmatrix} \end{array}$$

5. Find out the initial basic feasible solution of the following transportation problem by Vogel's Approximation method :

	D	E	F	G	Available
A	11	13	17	14	250
B	16	18	14	10	300
C	21	24	13	10	400
Demand	200	225	275	250	

6. What is Economic Order Quantity (EOQ) ? Derive an Economic Order Quantity (EOQ) model with uniform rate of demand, infinite production rate and having no shortage.

**GROUP - C****( Long Answer Type Questions )**Answer any *three* of the following.  $3 \times 15 = 45$ 

7. a) Find the optimal assignments to find the minimum cost for the assignment problem with the following cost matrix :

	A	B	C	D
1	18	26	17	11
2	13	28	14	26
3	38	19	18	15
4	19	26	24	10

- b) The time estimates in hours for the activities of a PERT network are given below :

Activity (i-j)	1-2	1-3	1-4	2-5	3-5	4-6	5-6
Optimistic Time	1	3	6	7	8	9	11
Most Likely Time	2	4	7	8	9	10	12
Permissible Time	3	5	8	9	10	11	13

- i) Draw a project Network.
- ii) Determine the expected project length.
- iii) Calculate the standard deviation and variance of the project length.  $2 + 4 + 3$
8. a) The annual demand of an item is 3200 units. The unit cost is Rs. 6 and inventory carrying charges are 25 per cent per annum. If the cost of one procurement is Rs. 150, determine the,
- i) EOQ
- ii) number of orders per year

- iii) time between two consecutive orders
- iv) the optimal cost. 6
- b) Solve the following problem using simplex method :

Maximise  $Z = 45x_1 + 80x_2$  subject to the constraints

$$5x_1 + 20x_2 \leq 400$$

$$10x_1 + 15x_2 \leq 450$$

$$\text{and } x_1, x_2 \geq 0 \quad 9$$

9. a) Solve the game using Dominance method whose pay-off matrix is given below : 6

		B			
		B1	B2	B3	B4
A	A1	2	1	4	0
	A2	3	4	2	4
	A3	4	2	4	0
	A4	0	4	0	8

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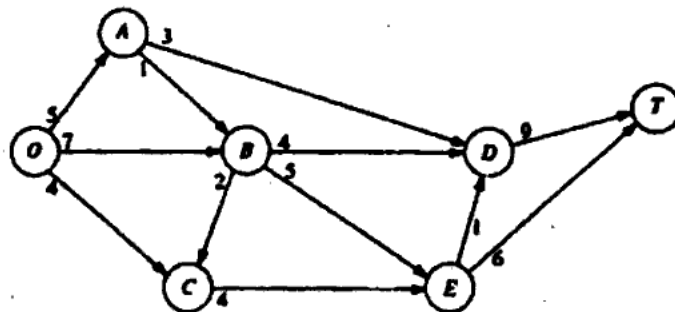
- b) Find the optimal solution and the corresponding cost of transportation in the following transportation problem : 9

	D1	D2	D3	D4	Supply
01	19	20	50	10	7
02	70	30	40	60	9
03	40	8	70	20	18
Demand	5	8	7	14	

10. a) Construct a network for each of the projects whose activities and their precedence relationships are given below : 6

Activities	A	B	C	D	E	F	G	H	I	J	K
Predecessor	-	-	A	A	I, J, K	B, D	B, D	F	A	G, H	F

- b) Find the maximum flow through the given network using for Fulkerson algorithm :



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11. Arrival rate of telephone calls at a telephone booth is according to Poisson distribution, with an average time of 9 minutes between consecutive arrivals. The length of telephone call is exponentially distributed with a mean of 3 minutes.

- Determine the probability that a person arriving at the booth will have to wait.
- Find the average queue length that forms from time to time.
- The telephone company will install a second booth when convinces that an arrival would expect to have to wait at least four minutes for the phone. Find the increase in flow of arrivals, which will justify a second booth.

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- iv) What is the probability that an arrival will have to wait for more than 10 minutes before the phone is free ?
- v) Explain the Kendall's notation used in the queuing theory ?  $3 + 3 + 3 + 3 + 3$

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