

- b. Solve the following assignment problem using Hungarian method.

	S ₁	S ₂	S ₃	S ₄	S ₅
B ₁	4	6	7	5	11
B ₂	7	3	6	9	5
B ₃	8	5	4	6	9
B ₄	9	12	7	11	10
B ₅	7	5	9	8	11

(08 Marks)

Module-5

- 9 a. Define the following with respect to games, with examples :

- i) Saddle point
- ii) Fair Strategy
- iii) Strictly determinable and fair game
- iv) Two person – zero sum game.

(08 Marks)

- b. Solve the following game using principle of dominance method:

		B		
		I	II	III
A	I	1	7	2
	II	6	2	7
	III	5	2	6

CMRIT LIBRARY
BANGALORE - 560 037

(08 Marks)

OR

- 10 a. Solve the game graphically whose pay off matrix for player A is given below:

		B		
		I	II	III
A	I	1	3	11
	II	8	5	2

(08 Marks)

- b. Explain the following:

- i) Tabu search algorithm
- ii) Genetic algorithms.

(08 Marks)
