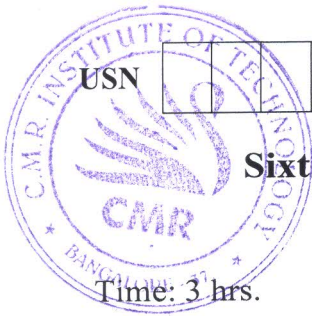


# CBCS SCHEME

15CS653



## Sixth Semester B.E. Degree Examination, June/July 2024 Operation Research

Max. Marks: 80

*Note: Answer any FIVE full questions, choosing ONE full question from each module.*

### Module-1

- 1 a. What is an Operation Research? Explain the phases of OR. (08 Marks)
- b. A farmer has to plant two kinds of trees P and Q in a land of 4400sq.m area. Each P tree requires at least 15sq.m and Q tree requires 30sq.m area. The annual water requirement of P tree is 30 units and Q tree requires 20 units. A maximum of 3300 units of water is available annually. It is also estimated that the ratio of number of Q trees to the number of P trees should not be less than 6/19 and not more than 17/8. The return per tree from P is expected to be one and half times as much as from Q tree. Formulate the problem as a LP model. (06 Marks)
- c. Define the following terms: i) Feasible solution ii) Optimal solution. (02 Marks)

**OR**

- 2 a. Explain the assumptions of simplex method. (06 Marks)
- b. Use graphical method and solve following problem:  
Maximize  $Z = 6x_1 + 5x_2$   
Subject to  $x_1 + x_2 \leq 5$   
 $3x_1 + 2x_2 \leq 12$   
 $x_1, x_2 \geq 0$  (06 Marks)
- c. Define the following terms with an example: i) Slack variable ii) Surplus variable. (04 Marks)

### Module-2

- 3 a. Find all the basic solutions of the following problem :  
Maximize  $Z = x_1 + 3x_2 + 3x_3$   
Subject to constraints  $x_1 + 2x_2 + 3x_3 = 4$   
 $2x_1 + 3x_2 + 5x_3 = 7$   
Also find which of the basic solution are :  
i) basic feasible ii) non-degenerate basic feasible iii) optimal basic feasible. (06 Marks)
- b. Solve the following LPP by Big-M method.  
Maximize  $Z = -2x_1 - x_2$   
Subject to constraints  $3x_1 + x_2 = 3$   
 $4x_1 + 3x_2 \geq 6$   
 $x_1 + 2x_2 \leq 4$   
where  $x_1, x_2 \geq 0$ . (10 Marks)

**OR**

- 4 a. Solve the following LPP by simplex method.  
Maximize  $Z = 3x_1 + 2x_2$   
Subject to constraints  $x_1 + x_2 \leq 4$   
 $x_1 - x_2 \leq 4$   
and  $x_1, x_2 \geq 0$ . (08 Marks)

- b. Solve the following LPP by two-phase simplex method.

$$\text{Maximize } z = 3x_1 - x_2$$

$$\text{Subject to constraints } 2x_1 + x_2 \geq 2$$

$$x_1 + 3x_2 \leq 2$$

$$x_2 \leq 4$$

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

(08 Marks)

**Module-3**

- 5 a. Explain Primal dual relationship in mathematical form. (08 Marks)

- b. Obtain the dual problem of the following primal LP problem.

$$\text{Maximize } z = 40x_1 + 120x_2$$

$$\text{Subject to the constraints } x_1 - 2x_2 \leq 8,$$

$$3x_1 + 5x_2 = 90,$$

$$15x_1 + 44x_2 \leq 660,$$

$$x_1 \geq 0, x_2 \geq 0.$$

(08 Marks)

**OR**

- 6 a. Define dual simplex method. Explain the procedure of dual simplex method. (08 Marks)

- b. Use dual simplex method to solve the following problem:

$$\text{Maximize } z = -2x_1 - 3x_2$$

$$\text{Subject to the constraints } x_1 + x_2 \geq 2,$$

$$2x_1 + x_2 \leq 10 \text{ and}$$

$$x_1 + x_2 \leq 8,$$

$$\text{with } x_1 \text{ and } x_2 \text{ non negative.}$$

(08 Marks)

**Module-4**

- 7 a. Find the initial basic feasible solution for the following problem, and also find the transportation cost using North West Corner Rule.

					Supply
	4	6	8	8	40
	6	10	6	7	60
	5	7	6	8	50
Demand	20	30	50	50	

(05 Marks)

- b. Write the procedure of Vogel's approximation method. (06 Marks)

- c. Solve the following problem using Vogel's approximation method:

					Supply
	4	6	8	8	40
	6	8	6	7	60
	5	7	6	8	50
Demand	20	30	50	50	

(05 Marks)

OR

- 8 a. Three jobs are to be done by 4 machines: Each job can be assigned to one and only one machine. The cost of each job on each machine is given in the following table:

		Machine			
		M <sub>1</sub>	M <sub>2</sub>	M <sub>3</sub>	M <sub>4</sub>
Job	J <sub>1</sub>	18	24	28	32
	J <sub>2</sub>	8	13	17	19
	J <sub>3</sub>	10	15	15	22

What are the job assignments which will minimize the total cost? (08 Marks)

- b. Obtain the optimum solution for the given problem using MODI method.

2	3	11	7	6
1	0	6	1	1
5	8	15	9	10
7	5	3	2	

(08 Marks)

**Module-5**

- 9 a. Define : i) pure strategy ii) mixed strategy iii) optimal strategy. (06 Marks)
- b. Solve the following game by dominance principle.

		Player B			
		B <sub>1</sub>	B <sub>2</sub>	B <sub>3</sub>	B <sub>4</sub>
Player A	A <sub>1</sub>	3	2	4	0
	A <sub>2</sub>	3	4	2	4
	A <sub>3</sub>	4	2	4	0
	A <sub>4</sub>	0	4	0	8

(10 Marks)

OR

- 10 a. Solve the following game by graphical method. (06 Marks)

		Player B				
		I	II	III	IV	V
Player A	I	2	-1	5	-2	6
	II	-2	4	-3	1	0

- b. Write short notes on :
- Genetic algorithm
  - Tabu search algorithm.

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(10 Marks)

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