

(Set-1)

M.Sc.-4th (AM)
Operation Research

Full Marks : 70

Time : 3 hours

Answer any **six** questions including Q. No. 1*The figures in the right-hand margin indicate marks*

Symbols used have their usual meaning

1. Answer the following questions : 2 × 10

- (a) What is "no passing" rule in a sequencing algorithm?
- (b) State the 'principle of optimality' in dynamic programming.
- (c) What is a symmetric game?
- (d) What is the difference between the pure strategy and the mixed strategy in game theory?

(Turn Over)

- (e) What is all-integer linear programming problem?
- (f) State the Kuhn-Tucker sufficient conditions in non-linear programming.
- (g) Define a quadratic form.
- (h) What is the need of integer programming?
- (i) Give an example of a sequencing model.
- (j) What is critical path method?

2. (a) Solve the following 2×2 game graphically 5

		Player B			
		B_1	B_2	B_3	P_1
Player A	A_1	2	1	0	-2
	A_2	1	0	3	2

- (b) Seven Jobs are to be processed on two machines A and B in the order $A \rightarrow B$. Each machine can process only one job at a time

The processing times (in hours) are as follows :

Job	:	1	2	3	4	5	6	7
Machine A	:	10	12	13	7	14	5	16
Machine B	:	15	11	8	9	6	7	16

Suggest optimum sequence of processing the jobs and the total elapsed time. 5

3. A vessel is to be loaded with stocks of 3 times. Each unit of item i has the weight w_i and the value v_i . The maximum cargo weight the vessel can take is 5 and the details of the three items are as follows : <http://www.odishastudy.com>

i	w_i	v_i
1	1	30
2	3	80
3	2	65

Develop the recursive equation for the above case and find the most valuable cargo load without exceeding the maximum cargo weight by using dynamic programming. 10

4. (a) Define a quadratic program and show that it can not have an unbounded solution when Q is a positive definite matrix 5
- (b) Using Kuhn-Tucker conditions solve the following non-linear programming problem : 5

$$\text{Minimize } Z = 2x_1^2 + 12x_1x_2 - 7x_2^2$$

subject to the conditions

$$2x_1 + 5x_2 \leq 98 ;$$

$$x_1, x_2 \geq 0$$

5. Solve the following problem using branch and bound method : 10

$$\text{Maximize } Z = 7x_1 + 9x_2$$

subject to the constraints

$$-x_1 + 3x_2 \leq 6 ;$$

$$7x_1 + x_2 \leq 35 ;$$

$$x_2 \leq 7 ;$$

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

6. (a) Solve the following problem using dynamic programming : 5

Minimize $Z = y_1^2 + y_2^2 + y_3^2$
subject to the constraints

$$y_1 + y_2 + y_3 \geq 15$$

and $y_1, y_2, y_3 \geq 0.$

- (b) Describe the basic features and essential characteristics of dynamic programming problem. 5

7. Solve the following quadratic programming problem by Wolfe's method : 10

Maximize $Z = 2x_1 + 3x_2 - 2x_1^2$
subject to the constraints

$$x_1 + 4x_2 \leq 4 ;$$

$$x_1 + x_2 \leq 2 ;$$

$$x_1, x_2 \geq 0.$$

8. Write short notes on : 10

(i) Network programming

(ii) Uses of Kuhn-Tucker conditions.