

# B.M.S. College of Engineering, Bengaluru-560019

Autonomous Institute Affiliated to VTU

## July 2023 Semester End Main Examinations

Programme: B.E.

Branch: Institutional Elective

Course Code: 20IM6IEOPR

Course: Operations Research

Semester: VI

Duration: 3 hrs.

Max Marks: 100

Date: 07.07.2023

**Instructions:** 1. Answer any FIVE full questions, choosing one full question from each unit.  
2. Missing data, if any, may be suitably assumed.

Important Note: Completing your answers, compulsorily draw diagonal cross lines on the remaining blank pages. Revealing of identification, appeal to evaluator will be treated as malpractice.

		UNIT - I	CO	PO	Marks
1	a)	Define OR. Briefly discuss the phases of OR.	CO1	-	08
	b)	A manufacturer of a line of patent medicines is preparing a production plan on medicine A and B .There are sufficient ingredients available to make 20,000 bottles of A and 40,000 bottles of B, but there are only 45,000 bottles into which either of the medicines can be put. Furthermore, it takes 3 hours to prepare enough material to fill 1,000 bottles of A, it takes one hour to prepare enough material to fill 1,000 bottles of B and there are 66 hours available for this operation. The profit is Rs. 8 per bottle of A and Rs. 7 per bottle of B.  i) Formulate this problem as an LPP to maximize the profit. ii) Solve it graphically.	CO2	PO2	12
		OR			
2	a)	Solve the following LPP using Big M method.  Minimize $Z=10x_1+15x_2+20x_3$ Subject to $2x_1+4x_2+6x_3 \geq 24$ $3x_1+9x_2+6x_3 \geq 30$ $x_1, x_2, x_3 \geq 0$	CO2	PO2	14
	b)	Define the following (i) Slack and surplus variable (ii) Basic feasible solution (iii) Unbounded solution	CO2	PO2	06
		UNIT - II			
3	a)	What is degeneracy in transportation problem? How is it resolved?	CO1	-	06

	b)	<p>A corporation has three manufacturing plants 1,2 and 3 which can produce one or all the four different products A, B, C and D. Different variable cost at each plant result in variable unit profit as given in the table below. Determine the quantity of products that should be manufactured at each plant so that the total profit is maximised.</p> <table><tr><td></td><td></td><td colspan="4">PRODUCTS</td><td></td></tr><tr><td rowspan="4">PLANT S</td><td></td><td>A</td><td>B</td><td>C</td><td>D</td><td>CAPACIT Y</td></tr><tr><td>1</td><td>22</td><td>26</td><td>20</td><td>21</td><td>450</td></tr><tr><td>2</td><td>21</td><td>24</td><td>20</td><td>19</td><td>300</td></tr><tr><td>3</td><td>18</td><td>20</td><td>19</td><td>20</td><td>250</td></tr><tr><td></td><td>DEMA ND</td><td>200</td><td>300</td><td>150</td><td>270</td><td></td></tr></table>			PRODUCTS					PLANT S		A	B	C	D	CAPACIT Y	1	22	26	20	21	450	2	21	24	20	19	300	3	18	20	19	20	250		DEMA ND	200	300	150	270		CO2	PO2	14
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		UNIT - III																																										
4	a)	<p>The owner of a small machine shop has four machines available to assign job for the day. Five jobs are offered with expected profit as follows:</p> <table><tr><td></td><td></td><td colspan="5">Jobs</td></tr><tr><td></td><td></td><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td></tr><tr><td rowspan="4">Machines</td><td>I</td><td>62</td><td>78</td><td>50</td><td>111</td><td>82</td></tr><tr><td>II</td><td>71</td><td>84</td><td>61</td><td>73</td><td>59</td></tr><tr><td>III</td><td>87</td><td>92</td><td>111</td><td>71</td><td>81</td></tr><tr><td>IV</td><td>48</td><td>64</td><td>87</td><td>77</td><td>80</td></tr></table> <p>Find the assignment of machines to the jobs that will result in a maximum profit.</p>			Jobs							A	B	C	D	E	Machines	I	62	78	50	111	82	II	71	84	61	73	59	III	87	92	111	71	81	IV	48	64	87	77	80	CO3	PO3	10
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	IV	48	64	87	77	80																																						

	b)	<p>A machine operator processes five types of items on his machine each week, and must choose a sequence for them. The setup cost per change depends on the item presently on the machine and the setup to be made according to the following table:</p> <table><tr><td></td><td></td><td colspan="5">To</td></tr><tr><td></td><td></td><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td></tr><tr><td rowspan="4">From</td><td>A</td><td><math>\infty</math></td><td>4</td><td>7</td><td>3</td><td>4</td></tr><tr><td>B</td><td>4</td><td><math>\infty</math></td><td>6</td><td>3</td><td>4</td></tr><tr><td>C</td><td>7</td><td>6</td><td><math>\infty</math></td><td>7</td><td>5</td></tr><tr><td>D</td><td>3</td><td>3</td><td>7</td><td><math>\infty</math></td><td>7</td></tr><tr><td></td><td>E</td><td>4</td><td>4</td><td>5</td><td>7</td><td><math>\infty</math></td></tr></table> <p>If he processes each type of item once and only once each week, how should he sequence the items on his machine in order to minimise the total setup cost?</p>			To							A	B	C	D	E	From	A	$\infty$	4	7	3	4	B	4	$\infty$	6	3	4	C	7	6	$\infty$	7	5	D	3	3	7	$\infty$	7		E	4	4	5	7	$\infty$	CO3	PO3	10
		To																																																	
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	C	7	6	$\infty$	7	5																																													
	D	3	3	7	$\infty$	7																																													
	E	4	4	5	7	$\infty$																																													
		UNIT - IV																																																	
5	a)	<p>Consider the following data for activities in a given project.</p> <table><tr><td>Activity</td><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td><td>G</td><td>H</td><td>I</td><td>J</td></tr><tr><td>Preceding Activity</td><td>-</td><td>A</td><td>A</td><td>A</td><td>B, C,D</td><td>A</td><td>D</td><td>A</td><td>H</td><td>G</td></tr><tr><td>Duration (WEEKS)</td><td>3</td><td>6</td><td>4</td><td>3</td><td>1</td><td>4</td><td>5</td><td>5</td><td>1</td><td>2</td></tr></table> <p>i)Draw the network of the project      ii) Identify the critical path and project duration    iii) Find the early and late start schedule for all activities in the project</p>	Activity	A	B	C	D	E	F	G	H	I	J	Preceding Activity	-	A	A	A	B, C,D	A	D	A	H	G	Duration (WEEKS)	3	6	4	3	1	4	5	5	1	2	CO4	PO4	16													
Activity	A	B	C	D	E	F	G	H	I	J																																									
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	b)	Differentiate between CPM and PERT	CO2	PO2	04																																														
		OR																																																	

6	a)	<table><tr><th rowspan="2">Activity</th><th>Normal</th><th rowspan="2">Cost(Rs)</th><th colspan="2">Crash</th></tr><tr><th>Time(days)</th><th>Time(days)</th><th>Cost(Rs)</th></tr><tr><td>1-2</td><td>8</td><td>100</td><td>6</td><td>200</td></tr><tr><td>1-3</td><td>4</td><td>150</td><td>2</td><td>350</td></tr><tr><td>2-4</td><td>2</td><td>50</td><td>1</td><td>90</td></tr><tr><td>2-5</td><td>10</td><td>100</td><td>5</td><td>400</td></tr><tr><td>3-4</td><td>5</td><td>100</td><td>1</td><td>200</td></tr><tr><td>4-5</td><td>3</td><td>80</td><td>1</td><td>100</td></tr></table> <p>Determine the optimum project duration and cost for the following data. Indirect cost is Rs. 70 per day.</p>	Activity	Normal	Cost(Rs)	Crash		Time(days)	Time(days)	Cost(Rs)	1-2	8	100	6	200	1-3	4	150	2	350	2-4	2	50	1	90	2-5	10	100	5	400	3-4	5	100	1	200	4-5	3	80	1	100	CO4	PO4	14											
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	b)	Describe the following i) Concurrent activities ii) Dummy activities iii) Critical path	CO2	PO2	06																																																	
		UNIT - V																																																				
7	a)	Players A and B play a game in which each player has three coins 20p, 25p and 50p. Each of them selects a coin without the knowledge of the other player. If the sum of the values of the coins is an even number, A wins B's coin. If the sum is an odd number, B wins A's coin. (i) Develop a payoff matrix with respect to player A. (ii) Find the optimal strategies for the players. What is the value of the game?	CO4	PO4	12																																																	
	b)	Solve the following game by using the principle of dominance	CO4	PO4	08																																																	
		<table><tr><th rowspan="6">Player A</th><th colspan="6">Player B</th></tr><tr><th></th><th>P</th><th>Q</th><th>R</th><th>S</th><th>U</th><th>V</th></tr><tr><td>1</td><td>4</td><td>2</td><td>0</td><td>2</td><td>1</td><td>1</td></tr><tr><td>2</td><td>4</td><td>3</td><td>1</td><td>3</td><td>2</td><td>2</td></tr><tr><td>3</td><td>4</td><td>3</td><td>7</td><td>-5</td><td>1</td><td>2</td></tr><tr><td>4</td><td>4</td><td>3</td><td>4</td><td>-1</td><td>2</td><td>2</td></tr><tr><td>5</td><td>4</td><td>3</td><td>3</td><td>-2</td><td>2</td><td>2</td></tr></table>	Player A	Player B							P	Q	R	S	U	V	1	4	2	0	2	1	1	2	4	3	1	3	2	2	3	4	3	7	-5	1	2	4	4	3	4	-1	2	2	5	4	3	3	-2	2	2			
Player A	Player B																																																					
		P		Q	R	S	U	V																																														
	1	4		2	0	2	1	1																																														
	2	4		3	1	3	2	2																																														
	3	4		3	7	-5	1	2																																														
	4	4	3	4	-1	2	2																																															
5	4	3	3	-2	2	2																																																

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