

6 SEM TDC DSE MTH (CBCS) 2 (H)

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(June/July)

MATHEMATICS

(Discipline Specific Elective)

(For Honours)

Paper : DSE-2

(**Linear Programming**)

Full Marks : 80

Pass Marks : 32

Time : 3 hours

*The figures in the margin indicate full marks
for the questions*

1. (a) Define basic feasible solution of a linear programming problem. 1
- (b) Write the conditions of optimality of basic feasible solution. 2
- (c) Define slack and surplus variables of a linear programming problem. 1

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(d) Write the computational procedure of simplex method to solve an LPP. 4

(e) Show that the feasible solution $x_1 = 1$, $x_2 = 0$, $x_3 = 1$, $z = 6$ to the system

$$x_1 + x_2 + x_3 = 2$$

$$x_1 - x_2 + x_3 = 0$$

$$2x_1 + 3x_2 + 4x_3 = Z \text{ (min)}$$

is not basic. 3

(f) Solve the following LPP by simplex method : 5

$$\text{Max } Z = 3x_1 + 2x_2$$

subject to

$$2x_1 + x_2 \leq 5$$

$$x_1 + x_2 \leq 3$$

and $x_1, x_2 \geq 0$

(g) Solve the following LPP by two-phase method : 7

$$\text{Min } Z = 5x_1 + 8x_2$$

subject to

$$3x_1 + 2x_2 \geq 3$$

$$x_1 + 4x_2 \geq 4$$

$$x_1 + x_2 \leq 5$$

and $x_1, x_2 \geq 0$

Or

Solve the following LP problem by Big-M method :

$$\text{Max } Z = 2x_1 + 4x_2$$

subject to

$$2x_1 + x_2 \leq 18$$

$$3x_1 + 2x_2 \geq 30$$

$$x_1 + 2x_2 = 26$$

and $x_1, x_2 \geq 0$

- (h) Write the advantages of two-phase method over Big-M method. 2
2. (a) What do you mean by the standard form of a primal problem? 1
- (b) Write the three types of primal-dual problem. 3
- (c) Write down the economic interpretation of dual problem. 3
- (d) Write the dual of the following primal LP problem : 4

Minimize $Z = x_1 + 2x_2$
subject to the constraints

$$2x_1 + 4x_2 \leq 160$$

$$x_1 - x_2 = 30$$

$$x_1 \geq 10$$

and $x_1, x_2 \geq 0$

- (e) Prove that dual of the dual is the primal itself. 4
3. (a) What do you mean by balanced transportation problem? 1
- (b) Write a short note on any one of the following : 4
- (i) North-West corner method
- (ii) Least-cost method
- (c) Obtain an initial BFS to the transportation problem given below using Vogel approximation method : 6

		Destination			Supply
		D_1	D_2	D_3	
Source	S_1	21	16	15	11
	S_2	17	18	14	13
	S_3	32	27	18	19
	Demand	6	6	8	

- (d) What is an assignment problem? Write the mathematical formulation of an assignment problem. 1+2=3
- (e) A department of a company has five employees with five jobs to be performed. The time (in hours) that each

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man takes to perform each job is given in the effectiveness matrix :

		<i>Employees</i>				
		<i>I</i>	<i>II</i>	<i>III</i>	<i>IV</i>	<i>V</i>
<i>Jobs</i>	<i>A</i>	10	5	13	15	16
	<i>B</i>	3	9	18	13	6
	<i>C</i>	10	7	2	2	2
	<i>D</i>	7	11	9	7	12
	<i>E</i>	7	9	10	4	12

How should the jobs be allocated (one per employee) so as to minimize the total man-hours?

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Or

Solve the assignment problem :

		<i>I</i>	<i>II</i>	<i>III</i>	<i>IV</i>
		<i>A</i>	10	12	9
<i>Operators</i>	<i>B</i>	5	10	7	8
	<i>C</i>	12	14	13	11
	<i>D</i>	8	15	11	9

4. (a) Write a short note on characteristics of game theory.

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(b) What do you mean by zero-sum game?

1

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(c) Write the assumptions made in the theory of games. 2

(d) Write a short note on any one of the following : 2

- (i) Pay-off matrix
- (ii) Maximin principle
- (iii) Optimal strategy

(e) For the game with the following pay-off matrix

		<i>Player B</i>		
		B_1	B_2	B_3
<i>Player A</i>	A_1	-1	2	-2
	A_2	6	4	-6

determine the value of the game. Is the game fair? 5

(f) Use graphical method for solving the following game and find the value of the game : 8

		<i>Player B</i>			
		B_1	B_2	B_3	B_4
<i>Player A</i>	A_1	2	2	3	-2
	A_2	4	3	2	6

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Or

For the following pay-off matrix, transform the zero-sum game into an equivalent LPP and solve it by using the simplex method :

		<i>Player B</i>		
		B_1	B_2	B_3
<i>Player A</i>	A_1	1	-1	3
	A_2	3	5	-3
	A_3	6	2	-2
