

**INDIAN INSTITUTE OF MATERIALS MANAGEMENT**  
**Post Graduate Diploma in Materials Management**

**PAPER – 18-C**  
**OPERATIONS RESEARCH**

Date: 16.06.2009  
Time: 2.00pm To 5.00pm

Max. Marks:-100  
Duration: 3 Hours

**Instructions :**

1. Attempt all questions in Part A
2. Attempt any 5 questions in Part B
3. Marks for Part A are 25 and marks for Part B are 75

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**PART A**

**Marks: 10**

**Q.1. State whether the statements below are true or false.**

- a). Iconic models retain some of the physical properties of the system they represent.
- b). An unrestricted variable shall have a non-negative value.
- c). A zero-one integer-programming problem has all decision variables have values zero or one.
- d). A transportation model if an unoccupied cell has an opportunity cost of zero, alternative solution exists.
- e). In relative assignments, probabilities are assigned based proportion of an event.
- f). PERT assumes probability distribution for the duration of each activity.
- g). If a game has a saddle point, players play mixed strategies.
- h). When a customer jockeys he does not join the key.
- i). In a queue, size of the calling population is input source characteristics.
- j). Total inventory costs includes only purchase cost.

**Q.2. Match the columns A and B**

**Marks: 5**

	<b>A</b>		<b>B</b>
1	Modi Method	a	A random variable with two combination
2	$\lambda/\mu \geq 1$	b	Transportation Problem
3	A possible outcome of a single toss of a coin	c	Theory of Games
4	Payoff across two business partners	d	A queue will not be formed
5	$Z = ((x - \mu) / \sigma)$	e	Standard Normal Variable

**Q.3. Fill in the blanks.****Marks: 10**

- i). A descriptive model \_\_\_\_\_ certain aspects of a situation.
  - ii). In a queue model, inter-arrival rate is assumed to be \_\_\_\_\_.
  - iii). A utility function describes the relative \_\_\_\_\_ of an individual.
  - iv). A random process, which is time dependent is called as a \_\_\_\_\_ process.
  - v). CPM stand for \_\_\_\_\_ .
  - vi). If a constraint in a problem has an equality sign, the corresponding dual variable shall be \_\_\_\_\_.
  - vii). If in the final simplex table, an artificial variable appears at a positive value and the solution is optimal, then such solution is a \_\_\_\_\_ solution.
  - viii). If a problem involves an allocation of n different facilities to n different tasks, such a problem is called an \_\_\_\_\_ problem.
  - ix). The float that causes reduction in the float of the successor activity is called \_\_\_\_\_ float.
  - x).  $\lambda/\mu$  for a waiting line is know as \_\_\_\_\_
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**PART B**

**Q4.A** The yearly cost of two machines A and B when change money value is ignored is shown in the table below. Find the cost pattern if money value is 10% per year. Which machine is the more economical of the two?

**Marks: 8**

Year	1	2	3
Machine A (Rs.)	1800	1200	1200
Machine B (Rs.)	2800	200	1200

**Q4.B** The setup cost of a production line is Rs. 36. Usage rate is 3600 units per year. Carrying cost per unit is Rs. 2.5 per year. Determine production lot size.

**Marks: 7**

**Q5.A** What is an assignment problem? Give one example.

**Marks: 5**

**Q5.B** At a railway yard goods trains arrive at a rate of 30 trains per day. A train requires 36 minutes of service. If arrivals are Poisson and service is exponential, find:

**Marks: 5+5**

- i). Expected line length
- ii). Probability that queue size exceeds 10.

**Q6.A** Define Earliest Finish Time and Latest Start Time for an activity.

**Marks: 3+3**

**Q6.B**

**Marks:3+3+3**

A small project is composed of seven activities whose time estimates are given in the following table:

Activity Event	Preceding Activity	Time in Days
A	*	4
B	*	7
C	*	8
D	A	5
E	C	4
F	B, E	4
G	C	11
H	G, F	4

Draw the network and find the critical duration and critical path.

**Q.7** Use the Simplex method to solve the following LP problem:

**Marks: 15**

Maximize  $Z = 3 X_1 + 5 X_2 + 4 X_3$   
Subject to the constraints

$$\begin{aligned} 2 X_1 + 3 X_2 &\leq 8 \\ 2 X_2 + 5 X_3 &\leq 10 \\ 3 X_1 + 2 X_2 + 4 X_3 &\leq 15 \\ X_1, X_2, X_3 &\text{ all } \geq 0. \end{aligned}$$

**Q.8.A** Explain 2 X 2 two-person game and 2 X m and m X 2 games.

**Marks: 2+2+2**

**Q.8.B**

**Marks: 9**

Solve the game with the pay-off matrix for player A as given in the table below:

		Player B		
		B1	B2	B3
Player A	A1	-1	2	-2
	A2	6	4	-6

**Q.9.A** Explain the characteristics of the Poisson Process.

**Marks: 5**

**Q.9.B** If the variance of a random variable X is 0.35, what is the variance of random variables 3X and 0.2X?

**Marks: 10**

**Q10.A** Explain the transportation problem.

**Marks: 5**

**Q10.B**

**Marks: 10**

Three men A, B, C are available to do 3 programmes 1, 2, 3. The time that each man takes to do each programme is given in the following matrix. Find the optimal assignment.

	A	B	C
1	120	100	80
2	80	90	110
3	110	140	120

