# INDIAN INSTITUTE OF MATERIALS MANAGEMENT <br> DEC-2010 Post Graduate Diploma in Logistics Management PAPER - 6 <br> OPERATIONS RESEARCH AND Q. T. IN LOGISTICS 

Date: 12.12.2010
Time: 2.00 pm to $5.00 \mathrm{p} . \mathrm{m}$
Max. Marks: 100
Duration: 3 hours

## Instructions:

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

## PART A

Q1. State true or false
a). A constraint in an LPP that is satisfied as an equaltion at the optimal solution is not a binding constraint.
b). A feasible solution of a transportation problem is a set of non-negative allocations.
c). Arrivals in a queueing situation follow Poisson distribution.
d). A dual variable is defined for each primal equation or the constraint.
e). A goal programming problem can be solved unsing the cutting-plane algorithm.

Q2. Match the columns A and B
(Marks 10)

|  | Column A |  | Column B |
| :---: | :--- | :--- | :--- |
| 1 | B \& B algorithm | A | Order of completing a job |
| 2 | Interarrival time | B | Game Theory |
| 3 | More than one solution to LPP | C | Only arrivals in the system |
| 4 | Processing order | D | Integer Programming |
| 5 | Transition probabilities | E | Symmetric LPP |
| 6 | Minimizing losses | F | Alternative optima |
| 7 | Bath Tub fairlure rate | G | Monte Carlo simulation |
| 8 | Pure birth process | H | Monte Carlo simulation |
| 9 | Random numbers | I | Markov process |
| 10 | Inequality and non-negativity | J | Weibull Model |

Q3. Fill in the blanks
(Marks 10)
i) The model in OR is an $\qquad$ model.
ii) In a queue service time follows $\qquad$ distribution.
iii) The iso-profit function is the straight line on which every point has same $\qquad$ .
iv) PERT stands for $\qquad$ .
v) The arrival rate in a queue is denoted by $\qquad$ .
vi) The matrix-minima method can be used to solve $\qquad$ problem.
vii) A $\qquad$ can be found using maximin and minimax principle.
viii) A n x 2 game can be reduced to $2 \times 2$ game using $\qquad$ property.
ix) The daily demand during the lead time can be approximated by $\qquad$ distribution.
x) The duration of a dummy activity is $\qquad$ .

## PART B

Q.4. (A). An industrialist borrows Rs. 50000/- as a loan from a bank. If the bank interest is $10 \%$ per anum., find the amount the industrialist has to return after 3 years when the interest is compounded annualy. (8 Marks)
Q.4. (B). Discuss the elements of a queuing system.
(7 Marks)
Q.5. (A). A manufacturing company needs 2500 units of a particular component every year. The company buys it at the rate of Rs. 30/- per unit. Order processing cost for this part is Rs. 15/- and cost of carrying a part in stock is Rs. 4/- per year. Determine EOQ and number of orders. (8 Marks)
Q.5. (B). A departmental store has only one cashier. During the rush hour customers arrive at the rate of 15 customers per hour. Service rate is 20 per hour. Assume the conditions for use of single queue model; find the probability that the cashier is idle.
(7 Marks)
Q.6.

Solve the following transportation problem.
(15 Marks)

| From | To |  |  | Available |
| :---: | :---: | :---: | :---: | :---: |
|  | A | $\mathbf{B}$ | $\mathbf{C}$ |  |
| I | 50 | 30 | 220 | 1 |
| II | 90 | 45 | 170 | 2 |
| III | 250 | 200 | 50 | 3 |
| Requirement | 4 | 2 | 2 |  |

Q.7. Determine how should the tasks be allocated so as to minimize total manhours.
(15 Marks)

| Tasks | Men |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
|  | E | F | G | H |
| A | 18 | 26 | 17 | 11 |
| B | 13 | 28 | 14 | 26 |
| C | 38 | 19 | 18 | 15 |
| D | 19 | 26 | 24 | 10 |

Q.8. Solve the LPP problem using Graphical Method:
(15 Marks)
Maximize $\mathrm{Z}=\mathrm{X}_{1}+\mathrm{X}_{2}$
Subject to the constraints

$$
\begin{gathered}
\mathrm{X}_{1}+\mathrm{X}_{2}<=1 \\
-3 \mathrm{X}_{1}+\mathrm{X}_{2}>=3 \\
\mathrm{X}_{1}, \mathrm{X}_{2}>=0
\end{gathered}
$$

Q.9. Using the principle of dominance, solve the following game: ( $\mathbf{1 5}$ Marks)

|  |  | Player B |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | I | II | III | IV |
| Player A | I | 3 | 2 | 4 | 0 |
|  | I | 3 | 4 | 2 | 4 |
|  | III | 4 | 2 | 4 | 0 |
|  | IV | 0 | 4 | 0 | 8 |

