

2023

Time - 3 hours

Full Marks - 80

Answer all groups as per instructions.

Part of each question should be answered continuously.

Figures in the right hand margin indicate marks.

The symbols used have their usual meaning.

GROUP – A

1. Fill in the blanks. (all) [1 × 12]
- (a) The general LPP with m constraints and n unknowns ($m < n$) gives _____ number of basic solutions.
 - (b) For maximization of LPP, the objective function coefficient for an artificial variable is _____.
 - (c) The rank of a matrix $(a_{ij})_{3 \times 5}$ is less than equal to _____.
 - (d) The feasible region of an LPP must be _____ set.
 - (e) For every _____, there is a dual variable.
 - (f) If the dual has an _____ solution, primal has infeasible solution.
 - (g) The shadow price of a non-binding constraint is equal to _____.

[2]

- (h) An assignment problem is a special case of transportation problem, because all the rim conditions are _____.
- (i) A game is said to be fair if upper value of the game = lower value of the game = _____.
- (j) Game which involves more than two players are called _____.
- (k) The size of pay-off matrix of a game can be reduced by _____ principle.
- (l) _____ method determines an initial basic feasible solution which is very close to optimum solution in a transportation problem.

GROUP – B

2. Answer any eight of the following questions. [2 × 8]

- (a) What are the components of an LPP model ?
- (b) Define Basic solution.
- (c) Why economic interpretation of duality is necessary ?
- (d) Write any two relationships between a primal and a dual.
- (e) Define standard primal problem.
- (f) What is a pay-off matrix ?

[3]

- (g) State when Big-M method is useful.
- (h) What is the difference between the balanced and unbalanced transportation problem ?
- (i) Write any two applications of assignment problem.
- (j) Define mixed strategy.

GROUP – C

3. Answer any eight questions

[3 × 8]

- (a) What are the different solutions of an LPP ? Explain.
- (b) Show that the following system of linear equations has a degenerate solution :

$$2x_1 + x_2 - x_3 = 2$$

$$3x_1 + 2x_2 + x_3 = 2$$

- (c) What are slack and surplus variables ?
- (d) Write the matrix form of a primal-dual pair.
- (e) Give the mathematical formulation of a transportation problem.
- (f) What are symmetrical and unsymmetrical forms of primal-dual pair ?

[4]

(g) Write the transportation problem of the assignment problem is

	A ₁	A ₂	A ₃
R ₁	1	2	3
R ₂	4	5	1
R ₃	2	1	4

(h) Find the Saddle point of the game :

		Player B	
		B ₁	B ₂
Player A	A ₁	9	2
	A ₂	8	6
	A ₃	6	4

(i) For what value of k, the game with following pay-off matrix is strictly determinable

		Player B	
		B ₁	B ₂
Player A	A ₁	2	6
	A ₂	-2	k

(j) Write the dual of the following LPP :

$$\text{Minimise } Z = 15x_1 + 10x_2$$

[5]

subject to the constraints

$$3x_1 + 5x_2 \geq 5$$

$$5x_1 + 2x_2 \geq 3$$

$$x_1 \geq 0, x_2 \geq 0.$$

GROUP - D

Answer *all* questions.

4. Use Simplex method to

$$\text{Maximise } Z = 3x_1 + 2x_2 + 5x_3$$

$$\text{subject to } x_1 + 2x_2 + x_3 \leq 430$$

$$3x_1 + 2x_3 \leq 460$$

$$x_1 + 4x_3 \leq 420$$

$$x_1, x_2, x_3 \geq 0$$

OR

Using Big-M method to solve :

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

$$\text{subject to } 2x_1 + x_2 \leq 2$$

$$3x_1 + 4x_2 \geq 12$$

$$x_1, x_2 \geq 0$$

[6]

5. State and prove Fundamental theorem of duality.

OR

Use duality to solve the LPP :

$$\text{Maximise } Z = 40x_1 + 50x_2$$

$$\text{subject to } 2x_1 + 3x_2 \leq 3$$

$$8x_1 + 4x_2 \leq 5$$

$$x_1, x_2 \geq 0$$

6. Obtain an initial basic feasible solution to the following transportation problem using the North-West corner rule :

	D	E	F	G	Available
A	11	13	17	14	250
B	16	18	14	10	300
C	21	24	13	10	400
Requirement	200	225	275	250	

OR

Solve the following assignment problem :

	I	II	III	IV
A	18	26	17	11
B	13	28	14	26
C	36	19	18	15
D	19	26	24	10

[7]

7. For the game with the following pay-off matrix

$$P_1 \begin{matrix} & P_2 \\ \begin{bmatrix} 5 & 1 \\ 3 & 4 \end{bmatrix} \end{matrix}$$

determine the optimum strategies and value of the game.

OR

Solve the following game graphically :

$$\begin{matrix} & \text{Player B} \\ \text{Player A} \begin{bmatrix} 3 & -3 & 4 \\ -1 & 1 & -3 \end{bmatrix} \end{matrix}$$