

**OPERATION RESEARCH AND OPTIMIZATION TECHNIQUES
(MATH 4181)**

Time Allotted : 3 hrs

Full Marks : 70

Figures out of the right margin indicate full marks.

Candidates are required to answer Group A and any 5 (five) from Group B to E, taking at least one from each group.

Candidates are required to give answer in their own words as far as practicable.

**Group - A
(Multiple Choice Type Questions)**

1. Choose the correct alternative for the following: **10 × 1 = 10**

(i) Which of the following Hessian matrices belongs to a concave function?

(a) $\begin{pmatrix} 2 & x \\ 0 & -x^2 \end{pmatrix}$

(b) $\begin{pmatrix} 0 & 2 \\ 1 & x^2 \end{pmatrix}$

(c) $\begin{pmatrix} -x^2 & x \\ 0 & x \end{pmatrix}$

(d) $\begin{pmatrix} -2 & x \\ -x & -1 \end{pmatrix}$.

(ii) Let $Q(x, y, z)$ be a quadratic form such that $Q(1, 1, 0) = 2$ and $Q(5, 0, 0) = -5$, then

(a) $Q(x, y, z)$ could be indefinite

(b) $Q(x, y, z)$ could be positive semi definite

(c) $Q(x, y, z)$ could be negative definite

(d) $Q(x, y, z)$ could be negative semi definite.

(iii) The point of inflection occurs at $x = x_0$ provided

(a) $f^{(n)}(x_0) = 0$, for n odd

(b) $f^{(n)}(x_0) \neq 0$, for n odd

(c) $f^{(n)}(x_0) > 0$, for n even

(d) $f^{(n)}(x_0) < 0$, for n even.

(iv) The optimal solution of the following game problem is

		PLAYER B		
		B_1	B_2	B_3
PLAYER A	A_1	3	-2	4
	A_2	-1	4	2
	A_3	2	2	6

(a) (A_3, A_2)

(b) (A_3, A_1)

(c) (A_2, A_1)

(d) (A_1, A_3) .

- (v) The bordered Hessian matrix of the Lagrange function $L(x, y, \lambda)$ is given by

$$H^B(L(x, y, \lambda)) = \begin{pmatrix} 0 & -1 & 1 \\ -1 & 3 & 0 \\ 1 & 0 & 3 \end{pmatrix}$$

then,

- (a) the minimum value of the objective function is 0
- (b) stationary point is a minimum point
- (c) stationary point is a maximum point
- (d) stationary point is a saddle point.

- (vi) The range of values of p and q for which 2 is the value of the following game:

	Player B		
	0	2	3
Player A	8	5	q
	2	p	4

- (a) $p \geq 5$ & $q \geq 5$
- (b) $p \geq 5$ & $q \leq 5$
- (c) for any value of p & q
- (d) $p \leq -5$ & $q \geq 5$.

- (vii) The basic feasible solutions of the system

$$x_1 + 2x_2 + 3x_3 = 6$$

$$2x_1 + x_2 + 4x_3 = 4$$

are

- (a) $(0, \frac{1}{5}, \frac{2}{5})$, $(-6, 0, 4)$ and $(\frac{2}{3}, \frac{8}{3}, 0)$
- (b) $(0, -\frac{1}{5}, \frac{2}{5})$, $(6, 0, 4)$ and $(\frac{2}{3}, \frac{8}{3}, 0)$
- (c) $(6, 0, 4)$ and $(\frac{2}{3}, \frac{8}{3}, 0)$
- (d) $(0, \frac{1}{5}, \frac{2}{5})$ and $(\frac{2}{3}, \frac{8}{3}, 0)$.

- (viii) A function is unimodal in $a \leq x \leq b$ if

- (a) it contains a unique optimal solution
- (b) it contains two optimal solution
- (c) it is a constant function
- (d) it is not a monotonic function.

- (ix) If the basis contains one or more artificial variables at positive level, the original problem will have

- (a) degenerate solution
- (b) infinitely many solution
- (c) unbounded solution
- (d) no feasible solution.

- (x) Golden section search method is used for solving
- (a) Linear programming problem
 - (b) Non-linear programming problem
 - (c) Travelling salesman problem
 - (d) Assignment problem.

Group – B

2. (a) Egg contains 6 unit of vitamin A per gram and 7 unit of vitamin B per gram and costs 12 paisa per gram. Milk contains 8 unit of vitamin A per gram and 12 unit of vitamin B per gram and costs 20 paisa per gram. The daily minimum requirements for vitamin A and vitamin B are 100 unit and 120 unit. Find the minimum amount of egg and milk. Formulate the L.P.P. and find the optimal solution by graphical method.

- (b) Solve the following L.P.P. using Big-M method:

Maximize $z = 3x_1 - x_2$
subject to the constraints

$$2x_1 + x_2 \geq 2$$

$$x_1 + 3x_2 \leq 3$$

$$x_2 \leq 4$$

$$x_1, x_2 \geq 0.$$

5 + 7 = 12

3. (a) Solve the following L.P.P. by Simplex method:

Maximize $z = 5x_1 + 3x_2$
subject to the constraints

$$x_1 + x_2 \leq 2$$

$$5x_1 + 2x_2 \leq 10$$

$$3x_1 + 8x_2 \leq 12$$

$$x_1, x_2 \geq 0.$$

- (b) Find the dual of the following L.P.P.:

Maximize $z = x_1 + 4x_2 + 3x_3$
subject to

$$2x_1 + 3x_2 - 5x_3 \leq 2$$

$$3x_1 - x_2 + 6x_3 \geq 1$$

$$x_1 + x_2 + x_3 = 4$$

$$x_1, x_2 \geq 0; x_3 \text{ is unrestricted in sign.}$$

7 + 5 = 12

Group – C

4. (a) Find the optimal solution of the following transportation problem:

	D ₁	D ₂	D ₃	D ₄	Supply
O ₁	2	2	2	1	3
O ₂	10	8	5	4	7
O ₃	7	6	6	8	5
Demand	4	3	4	4	

(b) Find the optimal assignment from the following profit matrix:

	1	2	3	4
A	40	35	43	45
B	33	39	48	33
C	40	37	33	32
D	35	41	39	37

7 + 5 = 12

5. (a) Use dominance to reduce the following pay-off matrix to a 2 × 2 game and hence find the optimal strategies and the value of the game:

		PLAYER B			
		3	5	4	2
PLAYER A		5	6	2	4
		2	1	4	0
		3	3	5	2

(b) Use graphical method in solving the following game and find the value of the game.

		PLAYER B	
		0	-2
		7	-1
PLAYER A		-1	4
		-2	6
		5	-3

6 + 6 = 12

Group – D

6. (a) Use the method of Lagrangian multipliers to solve the following non-linear programming problem. Does the solution maximize or minimize the objective function?

$$\text{Optimize } Z = 2x_1^2 + x_2^2 + 3x_3^2 + 10x_1 + 8x_2 + 6x_3 - 100$$

Subject to the constraint

$$x_1 + x_2 + x_3 = 20$$

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

- (b) Verify whether the following function is convex or concave and find the maximum or minimum solution point:

$$f(x_1, x_2, x_3) = 4x_1^2 + 3x_2^2 + x_3^2 - 6x_1x_2 + x_1x_3 - \frac{x_1}{2} - 2x_2 + 15.$$

8 + 4 = 12

7. Use Kuhn-Tucker conditions to solve the following non-linear programming problem:

Maximize $z = 2x_1 + 3x_2 - (x_1^2 + x_2^2 + x_3^2)$
subject to the constraints

$$\begin{aligned} x_1 + x_2 &\leq 1 \\ 2x_1 + 3x_2 &\leq 6 \\ x_1, x_2 &\geq 0. \end{aligned}$$

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Group - E

8. Minimize the function $f(x) = 2 - 4x + e^x$ in the interval $[0.5, 2.5]$ with an accuracy of $\epsilon = 0.002$ using Dichotomous Search algorithm. Take the tolerance value to be less than 0.3.
9. Find the minimum of the function $f(x) = x^5 - 5x^3 - 20x + 5$ by interval halving method in the interval $[0, 5]$. Perform 4 iterations.

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Department & Section	Submission Link
CSE	https://classroom.google.com/c/MTQxNDg1MTgyNDE2/a/MjcxNjI0MzcwNDg2/details
ECE	https://classroom.google.com/c/MTUxNTY5Mzc0NTQy/a/Mjc0MDM0MTQxNTY0/details
IT	https://classroom.google.com/c/MTE5MDg5MDA2MjY1/a/MjY0NzYwMDU2MzY0/details

Department & Section	Submission Link for backlog
IT	https://classroom.google.com/c/MTE5MDg5MDA2MjY1/a/MjY0NzYwMDU2MzY0/details

Department & Section	Classroom link for backlog
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