

PSG COLLEGE OF ARTS & SCIENCE
(AUTONOMOUS)

BCom DEGREE EXAMINATION MAY 2024
(Second Semester)

Branch – COMMERCE (BUSINESS ANALYTICS)

OPTIMIZATION TECHNIQUES FOR BUSINESS ANALYTICS

Time: Three Hours

Maximum: 75 Marks

SECTION-A (10 Marks)

Answer ALL questions

ALL questions carry EQUAL marks

(10 × 1 = 10)

Module No.	Question No.	Question	K Level	CO
1	1	A constraint in an LPP restricts _____. a) value of an objective function b) value of an decision variable c) use of available resource d) uncertainty of optimum value	K1	CO1
	2	Graphical method can be applied to solve LPPs with _____ decision variables. a) One b) two c) three d) any number of	K2	CO1
2	3	The solution to a transportation problem with m-sources and n-destinations is feasible, if the number of allocations are _____. a) $m + n - 1$ b) $m + m + 1$ c) $m + n$ d) $m \times n$	K1	CO2
	4	An assignment problem can be a) designed and solved as a transportation problem b) of maximization type c) solved only if number of rows equals the number of columns d) all of the above	K2	CO2
3	5	The pay-off value for which each player in a game always selects the same strategy is called _____. a) equilibrium point b) saddle point c) both (a) and (b) d) none of the above	K1	CO3
	6	The size of the pay-off matrix of a game can be reduced by using the principle of a) dominance b) rotation reduction c) game inversion d) game transpose	K2	CO3
4	7	In critical path analysis, CPM is a) event oriented b) probabilistic in nature c) deterministic in nature d) dynamic in nature	K1	CO4
	8	$L_i - E_i$ is _____ float. a) event b) free c) total d) independent	K2	CO4
5	9	A sequencing problem involving six jobs and three machines requires evaluation of _____ sequences. a) $(6! + 6! + 6!)$ b) $(6!)^3$ c) $(6 \times 6 \times 6)$ d) $(6 + 6 + 6)$	K1	CO5
	10	The time for which a machine does not have a job to process is _____ time. a) processing b) elapsed c) total elapsed d) idle	K2	CO5

Cont...

SECTION - B (35 Marks)

Answer ALL questions

ALL questions carry EQUAL Marks

(5 × 7 = 35)

Module No.	Question No.	Question	K Level	CO																														
1	11.a.	<p>The manager of an oil refinery has to decide upon the optimal mix of two possible blending processes, of which the input and output per production runs are as follows</p> <table border="1"> <thead> <tr> <th rowspan="2">Process</th> <th colspan="2">Input</th> <th colspan="2">Output</th> </tr> <tr> <th>Crude A</th> <th>Crude B</th> <th>Gasoline X</th> <th>Gasoline Y</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>6</td> <td>4</td> <td>6</td> <td>9</td> </tr> <tr> <td>2</td> <td>5</td> <td>6</td> <td>5</td> <td>5</td> </tr> </tbody> </table> <p>The maximum amount available of crude A and B are 200 units and 150 units respectively. Market requirements show that at least 100 units of gasoline X and 80 units of gasoline Y must be produced. The profits per production run from process 1 and process 2 are Rs.3 and Rs.4 respectively. Formulate the problem as a linear programming problem.</p>	Process	Input		Output		Crude A	Crude B	Gasoline X	Gasoline Y	1	6	4	6	9	2	5	6	5	5	K3	CO1											
	Process	Input		Output																														
Crude A		Crude B	Gasoline X	Gasoline Y																														
1	6	4	6	9																														
2	5	6	5	5																														
11.b.	<p>(OR)</p> <p>Rewrite the following LPP in standard form</p> <p>Minimize $z = 2x_1 + x_2 + 4x_3$</p> <p>Subject to constraints</p> $-2x_1 + 4x_2 \leq 4$ $x_1 + 2x_2 + x_3 \geq 5$ $2x_1 + 3x_3 \leq 2$ $x_1, x_2 \geq 0 \text{ and } x_3 \text{ unrestricted in sign.}$																																	
2	12.a.	<p>Apply matrix minima method to obtain an initial basic feasible solution for the following T.P.</p> <table border="1"> <thead> <tr> <th></th> <th>D_1</th> <th>D_2</th> <th>D_3</th> <th>D_4</th> <th>Capacity</th> </tr> </thead> <tbody> <tr> <td>O_1</td> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>6</td> </tr> <tr> <td>O_2</td> <td>4</td> <td>3</td> <td>2</td> <td>0</td> <td>8</td> </tr> <tr> <td>O_3</td> <td>0</td> <td>2</td> <td>2</td> <td>1</td> <td>10</td> </tr> <tr> <td>Demand</td> <td>4</td> <td>6</td> <td>8</td> <td>6</td> <td></td> </tr> </tbody> </table>		D_1	D_2	D_3	D_4	Capacity	O_1	1	2	3	4	6	O_2	4	3	2	0	8	O_3	0	2	2	1	10	Demand	4	6	8	6		K5	CO2
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Demand	4	6	8	6																														
12.b.	<p>(OR)</p> <p>A departmental head has four subordinates and four tasks to be performed. The subordinates differ in efficiency and the tasks differ in their intrinsic difficulty. His estimate of the time each man would take to perform each task is given in the matrix below</p> <table border="1"> <thead> <tr> <th rowspan="2">Task</th> <th colspan="4">Men</th> </tr> <tr> <th>E</th> <th>F</th> <th>G</th> <th>H</th> </tr> </thead> <tbody> <tr> <td>A</td> <td>18</td> <td>26</td> <td>17</td> <td>11</td> </tr> <tr> <td>B</td> <td>13</td> <td>28</td> <td>14</td> <td>26</td> </tr> <tr> <td>C</td> <td>38</td> <td>19</td> <td>18</td> <td>15</td> </tr> <tr> <td>D</td> <td>19</td> <td>26</td> <td>24</td> <td>10</td> </tr> </tbody> </table> <p>How the tasks should be allocated one to a man, so as to minimize the total man-hour.</p>	Task	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				
Task	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																														
	13.a.	<p>Determine the range of value of p and q that will make the payoff element a_{22}, a saddle point for the game whose payoff matrix is</p> <p style="text-align: center;">Player B</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td>2</td> <td>4</td> <td>5</td> </tr> <tr> <td>Player A</td> <td>10</td> <td>7</td> <td>q</td> </tr> <tr> <td></td> <td>4</td> <td>p</td> <td>8</td> </tr> </table>		2	4	5	Player A	10	7	q		4	p	8	K4	CO3																		
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Player A	10	7	q																															
	4	p	8																															
13.b.	<p>(OR)</p> <p>Consider a modified form of matching biased coins game problem. The matching player is paid Rs.8 if the two coins turn both heads and Rs.1 if the coin turns both tails. The non-matching player is paid Rs.3 when the two coins do not match. Given the choice of being the matching or non-matching player, which one would you choose and what would be your strategy?</p>																																	

4	14.a.	Construct the network diagram comprising activities B,C,...Q and N such that the following constraints are satisfied B < E; C < G, L; E,G < H; H < I; L < M; H < N; H < J; I,J < P; P < Q.	K5	CO4																													
	(OR)																																
14.b.	A project consist of a series of tasks labeled A,B, H,I with the following relationships (W < X,Y means X and Y cannot start until W is completed; X,Y < W means W cannot start until both X and Y are completed). Construct the network diagram having the following constraints. $A < D, E; B, D < F; C < G; B, G < H; F, G < I$ Find the minimum time of completion of the project, when the time of completion of each task is as follows																																
		<table border="1"> <thead> <tr> <th>Task</th> <th>A</th> <th>B</th> <th>C</th> <th>D</th> <th>E</th> <th>F</th> <th>G</th> <th>H</th> <th>I</th> </tr> </thead> <tbody> <tr> <td>Time</td> <td>23</td> <td>8</td> <td>20</td> <td>16</td> <td>24</td> <td>18</td> <td>19</td> <td>4</td> <td>10</td> </tr> </tbody> </table>	Task	A	B	C	D	E	F	G	H	I	Time	23	8	20	16	24	18	19	4	10											
Task	A	B	C	D	E	F	G	H	I																								
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5	15.a.	Describe optimum sequence algorithm for processing n jobs through two machines.	K4	CO5																													
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15.b.	Solve the following sequencing problem when passing out is not allowed																																
		<table border="1"> <thead> <tr> <th rowspan="2">Item</th> <th colspan="4">Machine processing time</th> </tr> <tr> <th>A</th> <th>B</th> <th>C</th> <th>D</th> </tr> </thead> <tbody> <tr> <td>I</td> <td>15</td> <td>5</td> <td>4</td> <td>15</td> </tr> <tr> <td>II</td> <td>12</td> <td>2</td> <td>10</td> <td>12</td> </tr> <tr> <td>III</td> <td>16</td> <td>3</td> <td>5</td> <td>16</td> </tr> <tr> <td>IV</td> <td>17</td> <td>3</td> <td>4</td> <td>17</td> </tr> </tbody> </table>	Item	Machine processing time				A	B	C	D	I	15	5	4	15	II	12	2	10	12	III	16	3	5	16	IV	17	3	4	17		
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I	15	5	4	15																													
II	12	2	10	12																													
III	16	3	5	16																													
IV	17	3	4	17																													

SECTION -C (30 Marks)

Answer ANY THREE questions

ALL questions carry EQUAL Marks (3 × 10 = 30)

Module No.	Question No.	Question	K Level	CO																														
1	16	Apply graphical method to solve LPP maximize $z = 2x_1 + 3x_2$ Subject to constraints $x_1 + x_2 \leq 30$ $x_1 - x_2 \geq 0$ $x_2 \geq 3$ $0 \leq x_1 \leq 20$ and $0 \leq x_2 \leq 12$	K5	CO1																														
2	17	Apply Vogel's approximation method to obtain an initial basic feasible solution of the Transportation problem <table border="1"> <thead> <tr> <th></th> <th>D</th> <th>E</th> <th>F</th> <th>G</th> <th>Available</th> </tr> </thead> <tbody> <tr> <th>A</th> <td>11</td> <td>13</td> <td>17</td> <td>14</td> <td>250</td> </tr> <tr> <th>B</th> <td>16</td> <td>18</td> <td>14</td> <td>10</td> <td>300</td> </tr> <tr> <th>C</th> <td>21</td> <td>24</td> <td>13</td> <td>10</td> <td>400</td> </tr> <tr> <th>Demand</th> <td>200</td> <td>225</td> <td>275</td> <td>250</td> <td></td> </tr> </tbody> </table>		D	E	F	G	Available	A	11	13	17	14	250	B	16	18	14	10	300	C	21	24	13	10	400	Demand	200	225	275	250		K5	CO2
	D	E	F	G	Available																													
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3	18	Solve the game graphically <table style="margin-left: auto; margin-right: auto;"> <tr> <td colspan="2"></td> <td colspan="4" style="text-align: center;">Player B</td> </tr> <tr> <td colspan="2"></td> <td style="text-align: center;">B_1</td> <td style="text-align: center;">B_2</td> <td style="text-align: center;">B_3</td> <td style="text-align: center;">B_4</td> </tr> <tr> <td rowspan="2" style="text-align: right;">Player A</td> <td style="text-align: right;">A_1</td> <td style="border: 1px solid black;">2</td> <td style="border: 1px solid black;">1</td> <td style="border: 1px solid black;">0</td> <td style="border: 1px solid black;">-2</td> </tr> <tr> <td style="text-align: right;">A_2</td> <td style="border: 1px solid black;">1</td> <td style="border: 1px solid black;">0</td> <td style="border: 1px solid black;">3</td> <td style="border: 1px solid black;">2</td> </tr> </table>			Player B						B_1	B_2	B_3	B_4	Player A	A_1	2	1	0	-2	A_2	1	0	3	2	K5	CO3							
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		B_1	B_2	B_3	B_4																													
Player A	A_1	2	1	0	-2																													
	A_2	1	0	3	2																													

4	19	<p>A small project is composed of seven activities whose time estimates are listed in the table as follows</p> <table border="1"> <thead> <tr> <th colspan="2">Activity</th> <th colspan="3">Estimated duration</th> </tr> <tr> <th>i</th> <th>j</th> <th>Optimistic</th> <th>Most likely</th> <th>Pessimistic</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>2</td> <td>1</td> <td>1</td> <td>7</td> </tr> <tr> <td>1</td> <td>3</td> <td>1</td> <td>4</td> <td>7</td> </tr> <tr> <td>1</td> <td>4</td> <td>2</td> <td>2</td> <td>8</td> </tr> <tr> <td>2</td> <td>5</td> <td>1</td> <td>1</td> <td>1</td> </tr> <tr> <td>3</td> <td>5</td> <td>2</td> <td>5</td> <td>14</td> </tr> <tr> <td>4</td> <td>6</td> <td>2</td> <td>5</td> <td>8</td> </tr> <tr> <td>5</td> <td>6</td> <td>3</td> <td>6</td> <td>15</td> </tr> </tbody> </table> <p>a) Draw the project network b) Find the expected duration and variance of each activity. What is the expected project length? c) Calculate the variance and standard deviation of project length. What is the probability that the project will be completed i) At least 4 weeks earlier than expected ii) No more than 4 weeks later than expected d) If the project due date is 19 weeks, identify the probability of finding the due date.</p> <p>Given</p> <table border="1"> <tbody> <tr> <td>Z</td> <td>0.5</td> <td>0.67</td> <td>1.00</td> <td>1.33</td> <td>2.00</td> </tr> <tr> <td>p</td> <td>0.3085</td> <td>0.2514</td> <td>0.1587</td> <td>0.0918</td> <td>0.0228</td> </tr> </tbody> </table>	Activity		Estimated duration			i	j	Optimistic	Most likely	Pessimistic	1	2	1	1	7	1	3	1	4	7	1	4	2	2	8	2	5	1	1	1	3	5	2	5	14	4	6	2	5	8	5	6	3	6	15	Z	0.5	0.67	1.00	1.33	2.00	p	0.3085	0.2514	0.1587	0.0918	0.0228	K6	CO4
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5	20	<p>A book binder has a printing press, one binding machine and the manuscripts of a number of different books. The time required to perform the printing and binding operations for each book is shown below. Determine the order in which books should be processed in order to minimize the total time required to turn out all the books</p> <table border="1"> <thead> <tr> <th>Book</th> <th>1</th> <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> </tr> </thead> <tbody> <tr> <td>Printing time (hrs)</td> <td>30</td> <td>120</td> <td>50</td> <td>20</td> <td>90</td> <td>100</td> </tr> <tr> <td>Binding time (hrs)</td> <td>80</td> <td>100</td> <td>90</td> <td>60</td> <td>30</td> <td>10</td> </tr> </tbody> </table>	Book	1	2	3	4	5	6	Printing time (hrs)	30	120	50	20	90	100	Binding time (hrs)	80	100	90	60	30	10	K5	CO5																																				
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Z-Z-Z

END