14STU23

PSG COLLEGE OF ARTS & SCIENCE (AUTONOMOUS)

BSc DEGREE EXAMINATION MAY 2019

(Sixth Semester)

Branch - STATISTICS

<u>CORE ELECTIVE - II: OPERATIONS RESEARCH - II</u>

Time: Three Hours Maximum: 75 Marks

SECTION-A (20 Marks)

Answer ALL questions

ALL questions carry EQUAL marks $(10 \times 2 = 20)$

- 1 Define Two person zero sum game.
- What is Saddle Point?
- What is a replacement problem?
- 4 What are the two types of replacement policies?
- 5 Define Simulation.
- What are the four categories of Simulation models?
- 7 List out the operational characteristics of a Queuing System.
- 8 Define Transient State.
- 9 When do you need to introduce a dummy activity into your PERT network?
- 10 Define Total Float.

SECTION - B (25 Marks)

Answer ALL Questions

ALL Questions Carry **EQUAL** Marks $(5 \times 5 = 25)$

11 a Solve the game whose payoff matrix is given by

b For the game with the following payoff matrix, determine the optimum strategies and the value of the game:

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

- 12 a Explain Replacement Policy when value of Money does not change with time.
 OR
 - b A Pipeline is due for repairs. It will cost Rs.10,000 and last for 3 years. Alternatively, a new pipeline can he laid at a cost of Rs.30,000 and lasts for 10 years. Assuming cost of capital to be 10% and ignoring salvage value, which alternative should be chosen?
- Customers arrive at a milk booth for the required service. Assume that inter arrival and service times are constant and given by 1.8 and 4 time units, respectively. Simulate the system by hand computations for 14 time units. What is the average waiting time per customer? What is the percentage idle time of the facility? [Assume that the system starts at t=0].

b Explain the steps involved in Monte-Carlo simulation.