UNIVERSITI SAINS MALAYSIA
First Semester Examination
Academic Year 2003/2004
September 2003
MGM 551 - Operations Research
Time : 3 hours

Please ensure that this exam paper consists of FOUR [4] printed pages before you begin the exam.

Answer all FIVE questions.

## 1. Define Linear Programming Problem.

A menswear firm produces 4 different types of ties. One is an expensive all-silk tie, one is an all-polyester tie, and two are blends of polyester and cotton. The following table illustrates the cost and availability (per monthly production planning period) of the 3 materials used in the production process

| Material | Cost per yard (\$) | Material available <br> per month (in Yards) |
| :---: | :---: | :---: |
| Silk | 21 | 800 |
| Polyester | 6 | 3,000 |
| Cotton | 9 | 1,600 |

The firm has fixed contracts with several major department store chains to supply ties. The contracts require that the firm supply a minimum quantity of each tie, but allow for a large demand if the firm chooses to meet that demand. The table below summarizes the contract demand for each of 4 styles of ties, the selling price per tie, and the fabric requirements of each variety.

| Type of tie | Selling <br> price per <br> tie (\$) | Minimum <br> requirement | Monthly <br> demand | Material <br> required <br> per tie <br> (Yards) | \% of material <br> requirements |
| :---: | :---: | :---: | :---: | :---: | :--- |
| All silk <br> All polyester <br> Poly-cotton Blend \# I | 3.7 | 6.31 | 10,000 | 13,000 | 16,000 |
| Poly-cotton Blend \# 2 | 4.81 | 6,000 | 8,500 | 0.125 | $100 \%$ silk |
|  |  |  | 0.10 | $100 \%$ polyester |  |
| $50 \%$ polyester |  |  |  |  |  |
| $50 \%$ cotton |  |  |  |  |  |
| $30 \%$ polyester |  |  |  |  |  |
| $70 \%$ cotton |  |  |  |  |  |

To maximize the total profit, formulate the problem as a Linear Programming Problem.
2. Solve the following problem by graphical method and check the result by solving the problem in Simplex Method

Maximize $3 x_{1}+3 x_{2}$
Subject to

$$
\begin{align*}
& x_{1}+2 x_{2} \geq 6 \\
& 2 x_{1}+x_{2} \leq 16 \\
& 2 x_{1}-x_{2} \leq 8 \\
& x_{1} \geq 0 ; x_{2} \geq 0 . \tag{14Marks}
\end{align*}
$$

3. Define two-person zero-sum game. Reduce the following matrix by dominance principle and then solve it.

$$
\left(\begin{array}{llll}
3 & 3 & 2 & 3 \\
1 & 4 & 4 & 4 \\
5 & 7 & 6 & 1
\end{array}\right)
$$

[12 Marks]
4.(a) An owner of a large horse breeding farm is planning to install a complete water system connecting all of the various stables and barns. The location of the facilities and the distances between them is given in the following network. Determine the least expensive way to provide water to each facility.

(b) In order to complete the wing assembly for an experimental aircraft, Scott DeWitte has laid out the major steps and seven activities involved. These activities have been labeled A through $G$ in the following table, which also shows their estimated completion times and immediate predecessors. Determine the expected time and variance for each activity and hence find out the critical path and critical activities and the project completion time with standard deviation.

| Activity | $a$ <br> $($ Optimistic) | $m$ <br> (Most-Likely) | $b$ <br> (Pesimistic) | Immediate <br> Predecessors |
| :---: | :---: | :---: | :---: | :---: |
| A | 1 | 2 | 2 | - |
| B | 2 | 3 | 3 | - |
| C | 4 | 5 | 6 | A |
| D | 8 | 9 | 11 | B |
| E | 2 | 5 | 5 | C,D |
| F | 3 | 5 | 6 | B |
| G | 1 | 2 | 3 | E |

5. Define Hamilton circuit. Applying a heuristic technique find near optimal solution of the following Traveling Salesperson Problem:
[10 Marks]
