



**End Semester/Reappear (Semester VII) Examination December, 2024**

**Programme: B.Tech (MiE)**

**Course: Operation Research in Mining**

**Course Code: 8PCCMiE402**

**Enrolment no. \_\_\_\_\_**

**Full Marks: 70**

**Time: 3 Hrs.**

Q.No.	Questions	CO	Bloom Taxonomy Category	Marks																																			
<b>Section I</b>																																							
1	<b>Short Answer type questions.</b>																																						
a	Express the given primal problem in dual: Minimization $Z = 2X_1 + 5X_3$ Subject to: $X_1 + X_2 \geq 2$ ; $2X_1 + X_2 + 6X_3 \leq 6$ ; $X_1 - X_2 + 3X_3 = 4$ and $X_1, X_2, X_3 \geq 0$	CO1	Understand	<b>4 x 5 = 20</b>																																			
	or Determine the basic feasible solution of given linear programming problem: Minimize $Z = X_1 - 3X_2 + 2X_3$ Subject to: $3X_1 - X_2 + 2X_3 \leq 7$ ; $-2X_1 + 4X_2 \leq 12$ ; $-4X_1 + 3X_2 + 8X_3 \leq 10$ and $X_1, X_2, X_3 \geq 0$	CO1	Understand																																				
b	Express the mathematical form of transportation problem.	CO2	Remember																																				
	or Express the mathematical form of assignment problem.	CO2	Remember																																				
c	Define optimistic time, pessimistic time and most likely time.	CO3	Remember																																				
	or What is the different phase in project management?	CO3	Remember																																				
d	Define zero – sum game, two – person zero – sum game, and nonzero – sum game.	CO4	Remember																																				
	or Define strategy, pure strategy, and mixed strategy in game theory.	CO4	Remember																																				
<b>Section II</b>																																							
<b>Long Answer type questions.</b>																																							
2	Find the initial solution to the following Transportation Problem using Vogel's Approximation Method (VAM)	CO2	Understand																																				
	<table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th colspan="2"></th> <th colspan="4">Destination</th> <th></th> </tr> <tr> <th colspan="2"></th> <th>D1</th> <th>D2</th> <th>D3</th> <th>D4</th> <th>Supply</th> </tr> </thead> <tbody> <tr> <th rowspan="4">Factory</th> <th>F<sub>1</sub></th> <td>3</td> <td>3</td> <td>42</td> <td>1</td> <td>100</td> </tr> <tr> <th>F<sub>2</sub></th> <td>12</td> <td>2</td> <td>4</td> <td>24</td> <td>125</td> </tr> <tr> <th>F<sub>3</sub></th> <td>1</td> <td>52</td> <td>3</td> <td>21</td> <td>75</td> </tr> <tr> <th>Demand</th> <td>120</td> <td>80</td> <td>75</td> <td>25</td> <td>300</td> </tr> </tbody> </table>						Destination							D1	D2	D3	D4	Supply	Factory	F <sub>1</sub>	3	3	42	1	100	F <sub>2</sub>	12	2	4	24	125	F <sub>3</sub>	1	52	3	21	75	Demand	120
		Destination																																					
		D1	D2	D3	D4	Supply																																	
Factory	F <sub>1</sub>	3	3	42	1	100																																	
	F <sub>2</sub>	12	2	4	24	125																																	
	F <sub>3</sub>	1	52	3	21	75																																	
	Demand	120	80	75	25	300																																	
or Five wagons are available at stations 1, 2, 3, 4 and 5. These are required at five stations I, II, III, IV and V. The mileages between various stations are given by the table below. How should the wagons be transported so as to minimize the total mileage covered?	CO2	Understand																																					
<table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th></th> <th>I</th> <th>II</th> <th>III</th> <th>IV</th> <th>V</th> </tr> </thead> <tbody> <tr> <th>1</th> <td>25</td> <td>5</td> <td>9</td> <td>18</td> <td>7</td> </tr> <tr> <th>2</th> <td>13</td> <td>9</td> <td>6</td> <td>4</td> <td>14</td> </tr> <tr> <th>3</th> <td>3</td> <td>2</td> <td>4</td> <td>4</td> <td>5</td> </tr> <tr> <th>4</th> <td>21</td> <td>9</td> <td>24</td> <td>17</td> <td>15</td> </tr> <tr> <th>5</th> <td>11</td> <td>3</td> <td>14</td> <td>19</td> <td>10</td> </tr> </tbody> </table>					I	II	III	IV	V	1	25	5	9	18	7	2	13	9	6	4	14	3	3	2	4	4	5	4	21	9	24	17	15	5	11	3	14	19	10
				I	II	III	IV	V																															
1				25	5	9	18	7																															
2				13	9	6	4	14																															
3				3	2	4	4	5																															
4	21	9	24	17	15																																		
5	11	3	14	19	10																																		

3	Draw a network to represent the project and the minimum time of completion of the project when time, in days of each task is as follows:	CO3	Analyze	3 x 10 = 30																																									
	<table border="1"> <tr> <td>Activity</td> <td>1-2</td> <td>1-3</td> <td>2-3</td> <td>2-5</td> <td>3-4</td> <td>3-6</td> <td>4-5</td> <td>4-6</td> <td>5-6</td> <td>6-7</td> </tr> <tr> <td>Duration (days)</td> <td>15</td> <td>15</td> <td>3</td> <td>5</td> <td>8</td> <td>12</td> <td>1</td> <td>14</td> <td>3</td> <td>14</td> </tr> </table>				Activity	1-2	1-3	2-3	2-5	3-4	3-6	4-5	4-6	5-6	6-7	Duration (days)	15	15	3	5	8	12	1	14	3	14																			
Activity	1-2	1-3	2-3	2-5	3-4	3-6	4-5	4-6	5-6	6-7																																			
Duration (days)	15	15	3	5	8	12	1	14	3	14																																			
	or																																												
4	Write rules for network construction. Consider table summarizing the details of a project involving 14 activities.	CO3	Analyze																																										
	<table border="1"> <tr> <td>Activity</td> <td>A</td> <td>B</td> <td>C</td> <td>D</td> <td>E</td> <td>F</td> <td>G</td> <td>H</td> <td>I</td> <td>J</td> <td>K</td> <td>L</td> <td>M</td> <td>N</td> </tr> <tr> <td>Predecessor</td> <td>-</td> <td>-</td> <td>-</td> <td>B</td> <td>A</td> <td>A</td> <td>B</td> <td>C,D</td> <td>C,D</td> <td>E</td> <td>F,G,H</td> <td>F,G,H</td> <td>I</td> <td>J,K</td> </tr> <tr> <td>Duration</td> <td>2</td> <td>6</td> <td>4</td> <td>3</td> <td>6</td> <td>8</td> <td>3</td> <td>7</td> <td>2</td> <td>5</td> <td>4</td> <td>3</td> <td>13</td> <td>7</td> </tr> </table>				Activity	A	B	C	D	E	F	G	H	I	J	K	L	M	N	Predecessor	-	-	-	B	A	A	B	C,D	C,D	E	F,G,H	F,G,H	I	J,K	Duration	2	6	4	3	6	8	3	7	2	5
Activity	A	B	C	D	E	F	G	H	I	J	K	L	M	N																															
Predecessor	-	-	-	B	A	A	B	C,D	C,D	E	F,G,H	F,G,H	I	J,K																															
Duration	2	6	4	3	6	8	3	7	2	5	4	3	13	7																															
	or																																												
4	Discuss principle of dominance. Players A and B play a game in which each player has three coins (20p, 25p, 50p). Each of them selects a coin without the knowledge of the other person. If the sum of the value of the coins is an even number, A win B's coin. If that sum is an odd number, B win A's coin. Develop a pay off matrix with respect to player A. Find the optimal strategies for the players.	CO4	Apply																																										
					or																																								
4	Solve the given 2 X N game by the method of sub games	CO4	Analyze																																										
	<table border="1"> <tr> <td rowspan="3">Player A</td> <td colspan="3">Player B</td> </tr> <tr> <td>7</td> <td>9</td> <td>11</td> </tr> <tr> <td>3</td> <td>5</td> <td>3</td> </tr> </table>				Player A	Player B			7	9	11	3	5	3																															
Player A	Player B																																												
	7	9	11																																										
	3	5	3																																										

### Section III

<b>Application based questions</b>																																								
5	The following table shows the jobs of a network along with their time estimates. The time estimates an in day:	CO3	Analyze	1 x 20 = 20																																				
	<table border="1"> <tr> <td>Job</td> <td>1-2</td> <td>1-6</td> <td>2-3</td> <td>2-4</td> <td>3-5</td> <td>4-5</td> <td>5-8</td> <td>6-7</td> <td>7-8</td> </tr> <tr> <td>a</td> <td>3</td> <td>2</td> <td>6</td> <td>2</td> <td>5</td> <td>3</td> <td>1</td> <td>3</td> <td>4</td> </tr> <tr> <td>m</td> <td>6</td> <td>5</td> <td>12</td> <td>5</td> <td>11</td> <td>6</td> <td>4</td> <td>9</td> <td>19</td> </tr> <tr> <td>b</td> <td>15</td> <td>14</td> <td>30</td> <td>8</td> <td>17</td> <td>15</td> <td>7</td> <td>27</td> <td>38</td> </tr> </table> <p>(a) Draw the project network.  (b) Find the critical path.  (c) Find the probability that the project is completed in 31 days.</p>				Job	1-2	1-6	2-3	2-4	3-5	4-5	5-8	6-7	7-8	a	3	2	6	2	5	3	1	3	4	m	6	5	12	5	11	6	4	9	19	b	15	14	30	8	17
Job	1-2	1-6	2-3	2-4	3-5	4-5	5-8	6-7	7-8																															
a	3	2	6	2	5	3	1	3	4																															
m	6	5	12	5	11	6	4	9	19																															
b	15	14	30	8	17	15	7	27	38																															
	or																																							
5	For the given activities determine:	CO3	Apply																																					
	<table border="1"> <tr> <td>Job</td> <td>1-2</td> <td>1-3</td> <td>2-4</td> <td>3-4</td> <td>3-5</td> <td>2-6</td> <td>4-6</td> <td>5-6</td> </tr> <tr> <td>a</td> <td>6</td> <td>3</td> <td>2</td> <td>4</td> <td>1</td> <td>5</td> <td>7</td> <td>1</td> </tr> <tr> <td>m</td> <td>9</td> <td>4</td> <td>5</td> <td>6</td> <td>1.5</td> <td>6</td> <td>8</td> <td>2</td> </tr> <tr> <td>b</td> <td>12</td> <td>11</td> <td>14</td> <td>8</td> <td>5</td> <td>7</td> <td>15</td> <td>3</td> </tr> </table> <p>(a) Critical path using PERT  (b) Calculate variance and standard deviation for each activity.  (c) Calculate the probability of completing the project in 26 days.</p>				Job	1-2	1-3	2-4	3-4	3-5	2-6	4-6	5-6	a	6	3	2	4	1	5	7	1	m	9	4	5	6	1.5	6	8	2	b	12	11	14	8	5	7	15	3
Job	1-2	1-3	2-4	3-4	3-5	2-6	4-6	5-6																																
a	6	3	2	4	1	5	7	1																																
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b	12	11	14	8	5	7	15	3																																

**Course Outcome:**

On the completion of the Course, the students will be able to:

CO1 Formulate real-world problems as a linear programming model and describe the theoretical workings of the graphical and simplex method.

CO2 Formulate specialized linear programming problems, namely transportation and assignment problems and describe theoretical workings of the solution methods for transportation and assignment problems.

CO3 To develop the abilities in project evaluation techniques like PERT, CPM etc.

CO4 Apply the knowledge of game theory concepts to articulate real-world decision situations for identifying, analyzing, and practicing strategic decisions to counter the consequences.