OPERATION RESEARCH

Sub Code	**: 10ME 74**	**IA Marks**	**: 25**
Hrs/week	**: 04**	**Exam Hours**	**: 03**
Total Lecture Hrs	**: 52**	**Exam Marks**	**: 100**

PART- A

UNIT -1

Introduction: Evolution of OR, definition of OR, scope of OR, application areas of OR, steps (phases) in OR study, characteristics and limitations of OR, models used in OR, linear programming (LP) problem-formulation and solution by graphical method.

04 Hours

UNIT -2

Solution Of Linear Programming Problems: The simplex method-canonical and standard form of an LP problem, slack, surplus and artificial variables, big M method and concept of duality, dual simplex method.

08 Hours

UNIT -3

Transportation Problem: Formulation of transportation problem, types, initial basic feasible solution using different methods, optimal solution by MODI method, degeneracy in transportation problems, application of transportation problem concept for maximization cases. Assignment Problem-formulation, types, application to maximization cases and travelling salesman problem.

08 Hours

UNIT -4

Integer Programming: Pure and mixed integer programming problems, solution of Integer programming problems-Gomory's all integer cutting plane method and mixed integer method, branch and bound method, Zero-One programming.

06 Hours

PART- B

UNIT -5

Pert-CPM Techniques: Introduction, network construction - rules, Fulkerson's rule for numbering the events, AON and AOA diagrams; Critical path method to find the expected completion time of a project, floats; PERT for finding expected duration of an activity and project, determining the probability of completing a project, predicting the completion time of project; crashing of simple projects.

08 Hours

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UNIT -6

Queuing Theory: Queuing systems and their characteristics, Pure-birth and Pure-death models (only equations), empirical queuing models – M/M/1 and M/M/C models and their steady state performance analysis.

06 Hours

UNIT -7

Game Theory: Formulation of games, types, solution of games with saddle point, graphical method of solving mixed strategy games, dominance rule for solving mixed strategy games.

06 Hours

UNIT -8

Sequencing: Basic assumptions, sequencing 'n' jobs on single machine using priority rules, sequencing using Johnson's rule-'n' jobs on 2 machines, 'n' jobs on 3 machines, 'n' jobs on 'm' machines. Sequencing 2 jobs on 'm' machines using graphical method.

06 Hours

TEXT BOOKS

1. **Operations Research,** P K Gupta and D S Hira, Chand Publications, New Delhi - 2007
2. **Operations Research,** Taha H A, Pearson Education

REFERNCE BOOKS

1. **Operations Research,** A P Verma, S K Kataria &Sons, 2008
2. **Operations Research,** Paneerselvan, PHI
3. **Operations Research,** A M Natarajan, P Balasubramani, Pearson Education, 2005
4. **Introduction to Operations Research,** Hillier and Liberman,8th Ed., McGraw Hill
5. **Operations Research** S.D. Sharma, Ledarnath Ramanath & Co, 2002

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