Operation Research Code: IT504D Contact: 3L + 1T Credits: 4

Module I

Linear Programming Problems (LPP):

Basic LPP and Applications; Various Components of LP Problem Formulation.

Solution of Linear Programming Problems:

Solution of LPP: Using Simultaneous Equations and Graphical Method;

Definitions: Feasible Solution, Basic and non-basic Variables, Basic Feasible Solution, Degenerate and Non-degenerate Solution, Convex set and explanation with examples. [5L]

Solution of LPP by Simplex Method; Charnes' Big-M Method; Duality Theory. Transportation Problems and Assignment Problems. [12L]

Module II

Network Analysis:

Shortest Path: Floyd Algorithm; Maximal Flow Problem (Ford-Fulkerson); PERT-CPM (Cost Analysis, Crashing, Resource Allocation excluded). [6L]

Inventory Control:

Introduction to EOQ Models of Deterministic and Probabilistic; Safety Stock; Buffer Stock. [3L]

Module III

Game Theory:

Introduction; 2-Person Zero-sum Game; Saddle Point; Mini-Max and Maxi-Min Theorems (statement only) and problems; Games without Saddle Point; Graphical Method; Principle of Dominance. [5L]

Module IV

Queuing Theory:

Introduction; Basic Definitions and Notations; Axiomatic Derivation of the Arrival & Departure (Poisson Queue). Poisson Queue Models: (M/M/1): (∞ / FIFO) and (M/M/1: N / FIFO) and problems. [5L]

Text Books:

- 1. H. A. Taha, "Operations Research", Pearson
- 2. P. M. Karak "Linear Programming and Theory of Games", ABS Publishing House
- 3. Ghosh and Chakraborty, "Linear Programming and Theory of Games", Central Book Agency
- 4. Ravindran, Philips and Solberg "Operations Research", WILEY INDIA

References:

- 1. Kanti Swaroop "Operations Research", Sultan Chand & Sons
- 3. R. Panneerselvam "Operations Research", PHI
- 4. A.M. Natarajan, P. Balasubramani and A. Tamilarasi "Operations Research", Pearson
- 5. M. V. Durga Prasad "Operations Research", CENGAGE Learning
- 6. J. K. Sharma "Operations Research", Macmillan Publishing Company