



Laxi (Potti)
Avi Bro@fmy
Today, 3:58 pm



Wish you many more happy returns of the day
my dear bro ❤️ tq laxi sisuu 😍😍 with lots of love
and make everyone happy.you alw... Read more

REPLY

REPLY

8:14 PM

Vo
LTE 4G 20

JSTS

COMMUNITY

STORE

CHANNELS

AC



2.8K



178



R Naveen Kumar

9 months ago

⋮

Sssss... I do luv to pose ❤



4.5K



536



Home



Shorts



Subscriptions

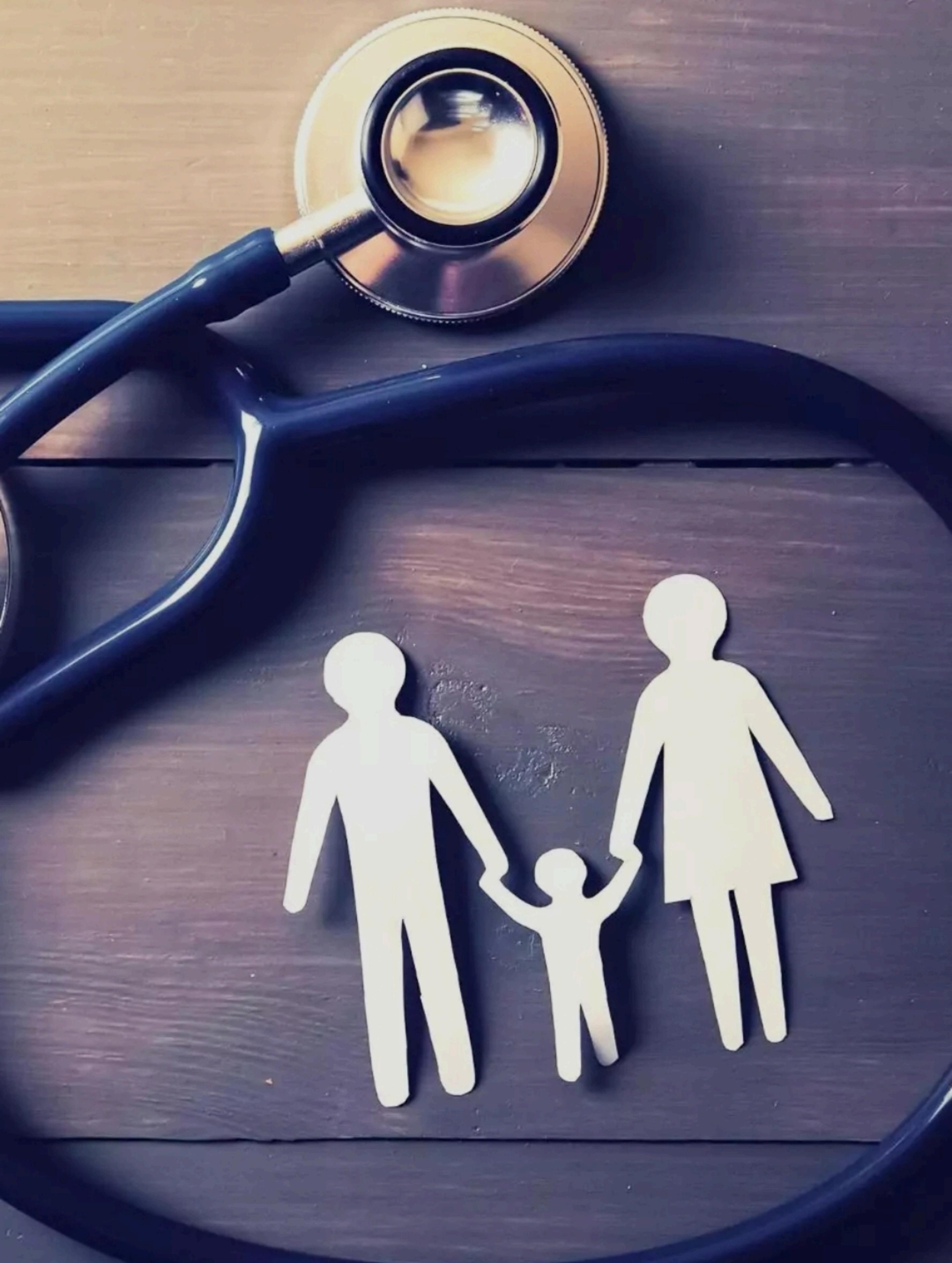


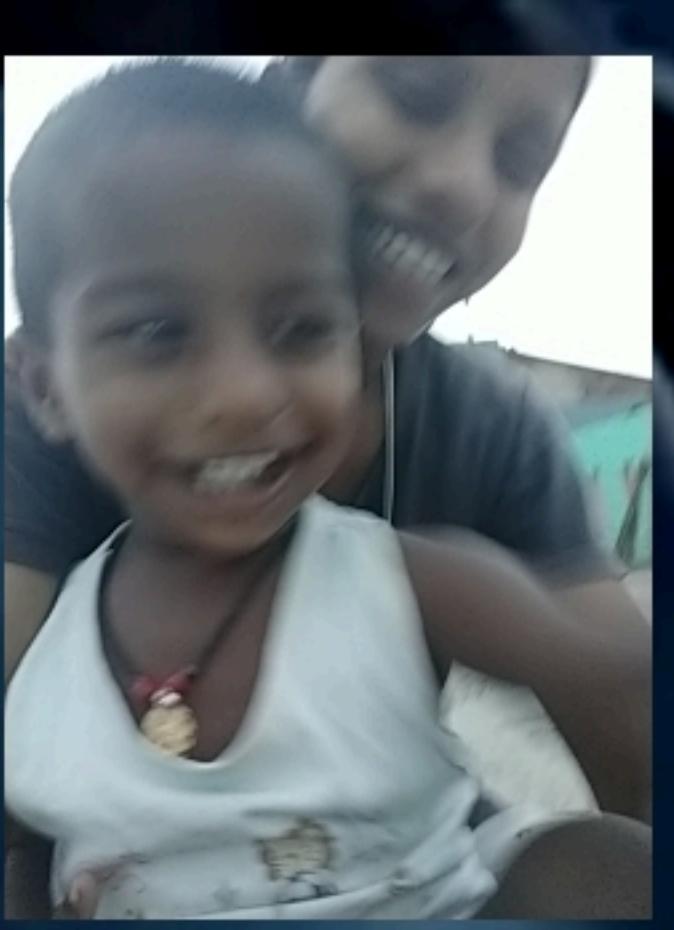
Library



3:00 PM

Vo
LTE 4G 41





ⓘ You're an attendee now.



Game theory.pdf

than in case (a)?
(Ans. (a) No (b) Accept the offer.)

9.10 THE THEORY OF GAMES

The theory of games (or *game theory or competitive strategies*) is a mathematical theory that deals with the general features of competitive situations. *This theory is helpful when two or more individuals or organisations with conflicting objectives try to make decisions.* In such situations, a decision made by one decision-maker affects the decision made by one or more of the remaining decision-makers and the final outcome depends upon the decision of all the parties. Such situations often arise in the fields of business, industry, economics, sociology and military training. This theory is applicable to a wide variety of situations such as two players struggling to win at chess, candidates fighting an election, two enemies planning war tactics, firms struggling to maintain their market shares, launching advertisement campaigns by companies marketing competing product, negotiations between organisations and unions, etc. These situations differ from the ones we have discussed so far wherein *nature* was viewed as a *harmless opponent*.

The theory of games is based on the *minimax principle* put forward by J. Von Neumann which implies that each competitor will act so as to minimize his maximum loss (or maximize his minimum gain) or achieve *best of the worst*. So far only simple competitive problems have been analysed by this mathematical theory. The theory does not describe how a game should be played; it describes only the procedure and principles by which plays should be selected.

Though the theory of games was developed by Von Neumann (called father of game theory) in 1928, it was only after 1944 when he and Morgenstern published their work named '*Theory of Games and Economic Behavior*'.

mohan K

MG

MONIKA G

SRAVANI V

VIDYAGOW...



...



7:13 PM

Vo
LTE 4G
49



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12. Write a program to show Concept of List in PROLOG.

B.TECH III YEAR II SEMESTER

MET18: OPERATIONS RESEARCH

Credits: 4

Internal Marks: 30

Univ. Examinations Marks: 70

UNIT – I

Introduction to Operations Research, Development; classification' of models and different techniques; Applications of OR; Decision Environments, Decision Making under Certainty, Decision Making-under Risk.Decision making under Uncertainty.

UNIT – II

Linear Programming (LP)-Mathematical formulation, Graphical solution, Standard form and Basic solution, Simplex Method, Big M method, Two phase method; Duality and Dual Relations

UNIT – III

Transportation models, Degeneracy, Assignment models, Traveling Salesman problem; Network models. Spanning tree, shortest route, and maximum flow.

UNIT – IV

Queuing Theory-Basic Structure of Queuing Models, Examples of Real Queuing Systems, Role of Exponential Distribution, Birth-and-Death Process based of Queuing Models. Queuing Models involving Single Server Multiple Queues, Single Server Single stage, Multi server-Single stage.

UNIT V

Game Theory: Introduction, Two person Zero-Sum Games, Some Basic Terms, the Maximum-Minimax principle Games without Saddle points, Dominance property- mixed strategies, graphic solution of 2xm and mx2 games; Sequencing Models and Priority rules, Johnson rule, n-jobs and 2 machines; n-jobs and 3 machines; n-jobs and m machines; and 2 jobs and m machines.

TEXT BOOKS:

1. PannneerSelvam, Operation Research, PHI Publication.
2. Vohra, Quantative Techniques, Tata McGrawHill.

REFERENCES:

1. P.K. Gupta and Man Mohan, "Problem solving in Operation Research, Sultan Chand, 1990.
2. A. TahaHamdy, "Operation Research", Macmillan, Publishing Company, New York 1997, Sixth Edition.
3. Hiller and Lieberman, "Introduction to Operations Research: Seventh Edition, Tata McGraw-Hill.

CST17: COMPUTER NETWORKS

Credits: 4

Internal Marks: 30

Univ. Examinations Marks: 70

MET18 OPERATIONS RESEARCH +

/docs.google.com/forms/d/1zt_ZDiqXhKepPwiLDF-9SPPapS50eulRVZ8VXbfBMvs/edit

SEARCH

Questions Responses 181 Total points: 25

In the first iteration table which variable is leaving?

Maximize $z = 2x_1 + 2x_2 + 4x_3$

subject to

$$2x_1 + x_2 + x_3 \leq 2$$
$$3x_1 + 4x_2 + 2x_3 \geq 8$$
$$x_1, x_2, x_3 \geq 0$$

S1

A1

X2

X1

Add option or add "Other"

Answer key (1 point) Required



Start

X

mohan K



BAVANA K



RAMYASRE...



SANTHOSH...



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