OPERATIONS RESEARCH – II:

UNIT - I :

Game Theory – Terminologies of Game Theory, Two Person Zero-Sum Games, The Maximin-Minimax Principle, Games without Saddle points-Mixed Strategies, Graphical Solution of 2x n and m x 2 games, Dominance Property. Introduction, Decision under Certainty, Decision under Risk, Decision under Uncertainty,

Decision Tree.

UNIT - II :

Network Scheduling by CPM/PERT – Introduction, Basic Concept,

Constraints in Network, Critical Path Method (CPM), PERT Network, PERT calculations, Time-Cost trade-off aspects in Network Technique, Advantage of Network (PERT/CPM).

UNIT - III :

Inventory Control

Introduction, Inventory Control, Selective Control Techniques, Types of Inventory,

Economic Lot Size Problem, Problem of EOQ with shortage, Inventory Control

Techniques – Uncertainty Demand, Stochastic Problem, Inventory Control with Price

Breaks.

UNIT - IV :

Queuing Theory

Introduction, Terminologies in Queuing System, Characteristics of Queuing System, Poisson Process and Exponential Distribution, Classification of Queues, Definition of Transient and Steady states, Poisson Queues, Non-Poisson Queuing Systems, Cost-Profit Models in Queuing, Queuing Control.