

MA 30104 (Operations Research)(3-0-0)

Baseline model, linear programming problem, convex sets, convex functions and their properties, basic feasible solution, optimal solution, related theorems. Graphical method for solving two and three variable problems, simplex method, Big M method, degenerate LP problem, product form of inverse of a matrix, revised simplex method, duality theorems, complementary slackness principle, primal-dual simplex algorithm, sensitivity analysis, linear Integer programming problem, Gomory cutting plane method, branch and bound algorithm, 0-1 implicit enumeration, transportation problem, assignment problem with their solution methodologies. Game Theory.