

- Q.6 Attempt any two:
- Arrivals at a telephone both are considered to be Poisson at an average time of 8 min between one arrival and the next. The length of the phone call is distributed exponentially, with a mean of 4 min. Determine- **5**
 - Expected fraction of the day that the phone will be in use.
 - Expected number of units in the system & expected number of units in the queue
 - Expected waiting time in the system & expected waiting time in the queue.
 - Expected number of units in queue that form time to time.
 - Two player A and B match coins. If the coins match, then A wins two units of value, if the coin do not match, then B win 2 units of value. Determine the optimum strategies for the players and the value of the game. **5**
 - Write in detail about elements of a queuing system. **5**

Total No. of Questions: 6

Total No. of Printed Pages:4

Enrollment No.....



Faculty of Engineering
End Sem Examination May-2024
ME3CO30

Industrial Engineering & Operations Research
Programme: B.Tech. Branch/Specialisation: ME

Duration: 3 Hrs.**Maximum Marks: 60**

Note: All questions are compulsory. Internal choices, if any, are indicated. Answers of Q.1 (MCQs) should be written in full instead of only a, b, c or d. Assume suitable data if necessary. Notations and symbols have their usual meaning.

- Q.1 i. Work study consists of- **1**
- Effective use of plant and equipment
 - Effective use of human effort
 - Evaluation of human work
 - All of these
- ii. In process charts, the symbol used for inspection is- **1**
- Circle
 - Square
 - Arrow
 - Triangle
- iii. Standard time is equal to- **1**
- Normal time
 - Allowances
 - Normal time + allowances
 - Normal time – allowances
- iv. PMTS stands for- **1**
- Predetermined Motion Time System
 - Predetermined Motion Time Study
 - Picture Motion Time System
 - Previous Motion Time Study
- v. Simplex problem is considered as infeasible when- **1**
- All the variables in entering column are negative
 - Variable in the basis are negative
 - Artificial variable is present in basis
 - Pivotal value is negative
- vi. Linear Programming Problem is a technique of finding the _____. **1**
- Optimal value
 - Approximate value
 - Initial value
 - Infeasible value

[2]

- vii. The method used for solving an assignment problem is called - **1**
 (a) Reduced matrix method (b) MODI method
 (c) Hungarian method (d) None of these
- viii. The dummy source or destination in a transportation problem is **1**
 added to-
 (a) Satisfy rim conditions
 (b) Prevent solution from becoming degenerate
 (c) Ensure that total cost does not exceed a limit
 (d) None of these
- ix. Service mechanism in a queuing system is characterized by- **1**
 (a) Server's behaviour (b) Customer's behaviour
 (c) Customers in the system (d) All of these
- x. What happens when maximin and minimax values of the game are **1**
 same?
 (a) No solution exists (b) Solution is mixed
 (c) Saddle point exists (d) None of these

Q.2 Attempt any two:

- i. What are the recording techniques of method study? Explain flow **5**
 process chart with example.
- ii. What is a SIMO chart? Explain with suitable example. **5**
- iii. Write the procedure for cyclograph & chrono cyclograph. Why are **5**
 they used?

- Q.3 i. If in a time study, the observed time is 0.75 min, rating factor = 110% **2**
 and allowances are 20% of normal time, then what is the standard
 time?

- ii. What is meant by work measurement? Give its objectives and steps **8**
 involved.

- OR iii. What is meant by rating an operator? What are the techniques used **8**
 for rating?

- Q.4 i. Find graphically the maximum value of $Z = 3x + 4y$ **3**
 subjected to constraints:
 $x + y \leq 4$
 $x \geq 0$ and $y \geq 0$

[3]

- ii. Solve by Simplex Method **7**
 Maximize $Z = 40X_1 + 30X_2$

Subject to:

$$X_1 + X_2 \leq 12$$

$$2X_1 + X_2 \leq 16,$$

$$X_1 \geq 0; X_2 \geq 0$$

- OR iii. Solve by Simplex Method- **7**
 Maximize $Z = 30X_1 + 40X_2$

subject to:

$$3X_1 + 2X_2 \leq 600$$

$$3X_1 + 5X_2 \leq 800$$

$$5X_1 + 6X_2 \leq 1100$$

$$\text{and } X_1, X_2 \geq 0$$

- Q.5 i. State the difference between transportation & assignment model. **2**

- ii. Find the Ibf's for the following transportation problem by **8**

(a) Least Cost Method

(b) Row Minima Method

(c) Column Minima Method

(d) Vogel's Approximation Method

The transportation cost is given below.

	A	B	C	D	E	Supply (tons)
P	4	1	3	4	4	60
Q	2	3	2	2	3	35
R	3	3	2	4	4	40
Demand (tons)	22	45	20	18	30	

- OR iii. Solve the following Assignment problem for minimization. **8**

	A	B	C	D	E
1	11	17	8	16	20
2	9	7	12	6	15
3	13	16	15	12	16
4	21	24	17	28	26
5	14	10	12	11	13

Marking Scheme

Industrial Engineering & Operations Research (T) - ME3CO30 (T)

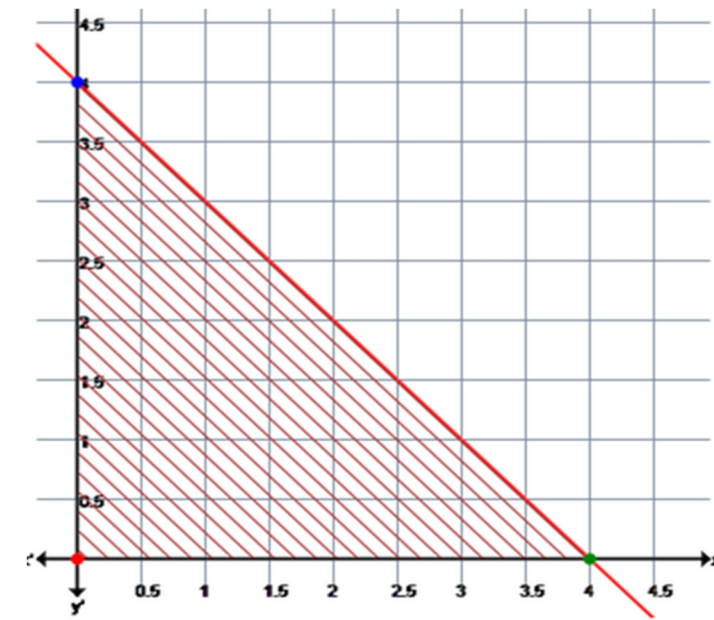
- Q.1
- i) Work study consists of 1
- Effective use of plant and equipment
 - Effective use of human effort
 - Evaluation of human work
 - All of the above
- (Ans: d)**
- ii) In process charts, the symbol used for inspection is 1
- Circle
 - Square
 - Arrow
 - Triangle
- (Ans: b)**
- iii) Standard time is equal to 1
- Normal time
 - Allowances
 - Normal time + allowances
 - Normal time – allowances
- (Ans: c)**
- iv) PMTS stands for 1
- Predetermined Motion Time System
 - Predetermined Motion Time Study
 - Picture Motion Time System
 - Previous Motion Time Study
- (Ans: a)**
- v) Simplex problem is considered as infeasible when 1
- All the variables in entering column are negative
 - Variable in the basis are negative
 - Artificial variable is present in basis
 - Pivotal value is negative
- (Ans: c)**
- vi) Linear Programming Problem is a technique of finding the _____. 1
- optimal value
 - approximate value
 - initial value
 - infeasible value
- (Ans: a)**
- vii) The dummy source or destination in a transportation problem is added to 1
- Satisfy rim conditions
 - Prevent solution from becoming degenerate

- Ensure that total cost does not exceed a limit
 - None of the above
- (Ans: a)**
- viii) The method used for solving an assignment problem is called 1
- Reduced matrix method
 - MODI method
 - Hungarian method
 - None of the above
- (Ans: c)**
- ix) Service mechanism in a queuing system is characterized by 1
- (aserver's behavior)
- customer's behavior
- (b)
- customers in the system
- (c)
- all of the above
- (d)
- (Ans: a)**
- x) What happens when maximin and minimax values of the game are same? 1
- no solution exists
 - solution is mixed
 - saddle point exists
 - none of these
- (Ans: c)**
- Q.2 Attempt any two:
- i. What are the recording techniques of method study? Explain flow process chart with example. 5
- Ans:**
- Recording Techniques 3 Marks
- Flow Process Example 2 Marks
- OR ii. What is a SIMO chart? Explain with suitable example. 5
- Ans:**
- SIMO chart 3 Marks
- Example 2 Marks
- OR iii. Write the procedure for cyclograph & chrono cyclograph. Why are they used? 5
- Ans:**

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- Procedure **3 Marks**
Uses: **2 Marks**
- Q.3 i. If in a time study, the observed time is 0.75 min, rating factor = 110% and allowances are 20% of normal time, then what is the standard time? **2**
Ans- c
Standard time = Observed time x Performance rating factor x (1 + Allowances)
Substituting these values into the formula, we get:
Standard time = 0.75 min x 110% x (1 + 0.2)
Standard time = 0.75 min x 1.1 x 1.2
Standard time = 0.99 min **2 Marks**
- ii. What is meant by work measurement ? Give its objectives and steps involved **8**
Ans-
Definition **2 Marks**
Objectives **3 Marks**
Steps involved **3 Marks**
- OR iii. What is meant by rating an operator? What are the techniques used for rating? **8**
Ans:
Rating an operator **2 Marks**
The techniques used for rating **6 Marks**
- Q.4 i. Find graphically the maximum value of $Z = 3x + 4y$ subjected to constraints: - **3**
 $x + y \leq 4$,
 $x \geq 0$ and $y \geq 0$
Ans:-

[3]



$x=0, y=4, Z_{\max}=16$

Graph

Answer

2 Marks
1 Mark

- ii. Solve by Simplex Method **7**
Maximize $Z = 40X_1 + 30X_2$
Subject to:
 $X_1 + X_2 \leq 12$
 $2X_1 + X_2 \leq 16$
 $X_1 \geq 0; X_2 \geq 0$
Ans:-
Iteration-1
the entering variable is x_1 .
the leaving basis variable is S_2 .
The pivot element is 2.

3 Marks

Iteration-2
the entering variable is x_2 .
the leaving basis variable is S_1 .
the pivot element is $1/2$.

3 Marks

$X_1=4, X_2=8, Z_{\max}=400$

1 Mark

- OR iii. Solve by Simplex Method
Maximize $Z = 30X_1 + 40X_2$
subject to
 $3X_1 + 2X_2 \leq 600$

7

[2]

$$3X_1 + 5X_2 \leq 800$$

$$5X_1 + 6X_2 \leq 1100$$

and $X_1, X_2 \geq 0$

Ans:Iteration-1the entering variable is X_2 .the leaving basis variable is S_2 .

The pivot element is 5

Iteration-2the entering variable is X_1 .the leaving basis variable is S_3 .the pivot element is $7/5$

$$X_1=100, X_2=100, Z_{\max}=7000$$

3 Marks**3 Marks****1 Mark****2 Marks**

Q.5 i. State the difference between Transportation & Assignment Model.

2

ii. Find the Ibfs for the following transportation problem by

8

i. Least Cost Method

ii. Row Minima Method

iii. Column Minima Method

iv. Vogel's Approximation Method.

	A	B	C	D	E	Supply (tons)
P	4	1	3	4	4	60
Q	2	3	2	2	3	35
R	3	3	2	4	4	40
Demand (tons)	22	45	20	18	30	

Ans:**i. Least Cost Method**

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	D_1	D_2	D_3	D_4	D_5	Supply
S_1	4	1 (45)	3	4 (5)	4 (10)	60
S_2	2 (22)	3	2	2 (13)	3	35
S_3	3	3	2 (20)	4	4 (20)	40
Demand	22	45	20	18	30	

The minimum total transportation cost

$$=1 \times 45 + 4 \times 5 + 4 \times 10 + 2 \times 22 + 2 \times 13 + 2 \times 20 + 4 \times 20 = 295$$

2 Marks**ii. Row Minima Method**

	D_1	D_2	D_3	D_4	D_5	Supply
S_1	4	1 (45)	3 (15)	4	4	60
S_2	2 (22)	3	2	2 (13)	3	35
S_3	3	3	2 (5)	4 (5)	4 (30)	40
Demand	22	45	20	18	30	

The minimum total transportation cost

$$=1 \times 45 + 3 \times 15 + 2 \times 22 + 2 \times 13 + 2 \times 5 + 4 \times 5 + 4 \times 30 = 310$$

2 Marks**iii. Column Minima Method**

	D_1	D_2	D_3	D_4	D_5	Supply
S_1	4	1 (45)	3	4 (5)	4 (10)	60
S_2	2 (22)	3	2	2 (13)	3	35
S_3	3	3	2 (20)	4	4 (20)	40
Demand	22	45	20	18	30	

The minimum total transportation cost

$$=1 \times 45 + 4 \times 5 + 4 \times 10 + 2 \times 22 + 2 \times 13 + 2 \times 20 + 4 \times 20 = 295$$

2 Marks**iv. Vogel's Approximation Method.**

	D_1	D_2	D_3	D_4	D_5	Supply
S_1	4	1 (45)	3	4	4 (15)	60
S_2	2 (17)	3	2	2 (18)	3	35
S_3	3 (5)	3	2 (20)	4	4 (15)	40
Demand	22	45	20	18	30	

The minimum total transportation cost

$$=1 \times 45 + 4 \times 15 + 2 \times 17 + 2 \times 18 + 3 \times 5 + 2 \times 20 + 4 \times 15 = 290$$

2 Marks

P.T.O.

[2]

OR iii. Solve the following Assignment problem for minimization.

8

	I	II	III	IV	V
1	11	17	8	16	20
2	9	7	12	6	15
3	13	16	15	12	16
4	21	24	17	28	26
5	14	10	12	11	13

Ans:

Optimal solution is			Optimal solution is		
Work	Job	Cost	Work	Job	Cost
A	1	11	A	1	11
B	2	7	B	4	6
C	4	12	C	5	16
D	3	17	D	3	17
E	5	13	E	2	10
	Total	60		Total	60

OR Alternate solution

8 Marks

Q.6

- Attempt any two:
- i. Arrivals at a telephone both are considered to be Poisson at an average time of 8 min between one arrival and the next. The length of the phone call is distributed exponentially, with a mean of 4 min. Determine
- Expected fraction of the day that the phone will be in use.
 - Expected number of units in the system & expected number of units in the queue
 - Expected waiting time in the system & expected waiting time in the queue.
 - Expected number of units in queue that form time to time.

The mean arrival rate = $\lambda = 1/8 \times 60 = 7.5$ / hour.

The mean service = $\mu = 1/4 \times 60 = 15$ / hour.

[3]

(a) Fraction of the day that the phone will be in use $\rho = \lambda / \mu = 7.5/15 = 0.5$

1 Mark

(b) $L = L_q + (\lambda / \mu) = 0.5 + 0.5 = 1$ person

$L_q = \lambda^2 / \mu (\mu - \lambda) = 7.5^2 / 15 (15 - 7.5) = 0.5$ (units) person

1 Mark

(c) $W = W_q + 1/\mu = 0.066 + 1/15 = 0.133$

$W_q = L_q / \lambda = 0.5 / 7.5 = 0.066$ hrs

1 Mark

(d)

$D = \mu / (\mu - \lambda) = 15 / (15 - 7.5) = 2$ persons

1 Mark

- OR ii. Two player A and B match coins. If the coins match, then A wins two units of value, if the coin do not match, then B win 2 units of value. Determine the optimum strategies for the players and the value of the game.

Ans:

The pay off matrix for player A

Player A	Player B		Row minimum
	H	T	
H	2	-2	-2
T	-2	2	-2

Column Maximums 2 2

maxmin is not equal to minmax, therefore there is no unique saddle point.

1 Mark

$P_1 = a_{22} - a_{21} / a_{11} + a_{22} - (a_{12} + a_{21}) = 1/2$

1 Mark

$P_2 = 1 - P_1 = 1/2$

1 Mark

$Q_1 = a_{22} - a_{12} / a_{11} + a_{22} - (a_{12} + a_{21}) = 1/2$

1 Mark

$Q_2 = 1/2$

1 Mark

- OR iii. Write in detail about elements of a queuing system.

5 Marks
