



**RAJARATA UNIVERSITY OF SRI LANKA  
FACULTY OF APPLIED SCIENCES**

**B. Sc. (Four Year) Degree in Industrial Mathematics  
Fourth Year - Semester I Examination – February/March 2021**

**MAT 4301 – OPERATIONAL RESEARCH I**

**Time: Three (03) hours**

**Answer all questions**

**Information:**

- This paper contains **SIX** questions from **Page 1** to **Page 4**.
- This is a closed book examination.
- This examination accounts for 100% of the module assessment. A total maximum mark obtainable is 100. The marks assigned for each question and parts thereof are indicated in parentheses.
- **Save the Excel models and solutions of questions 3 and 6 in pdf format in two separate files labelled by the question numbers and save the files in a folder labelled by your index number.**

1. a) Briefly explain the method in stepwise form to find the optimal sequence of processing  $n$  jobs in  $m$  machines. **(10 marks)**
- b) A machine operator has to perform three operations; turning, threading and knurling on a number of different jobs. The time required to perform these operations (in hours) for each job is known and given in the table below:

Machine	Job				
	$J_1$	$J_2$	$J_3$	$J_4$	$J_5$
$M_1$	19	43	41	74	36
$M_2$	22	48	28	42	11
$M_3$	58	32	61	27	57
$M_4$	11	50	37	49	22
$M_5$	69	63	75	79	85

- i. Determine the order in which the jobs should be processed in order to minimize the total time required to complete all the jobs. **(25 marks)**
- ii. Construct a table showing *time in* and *time out* of each machine and also, idle time of each activity. **(30 marks)**
- iii. Find the total minimum elapsed time if no passing of jobs is permitted. **(10 marks)**
- iv. Construct a Gantt chart showing the sequence of processing the jobs. **(25 marks)**

2. The following matrix represents the payoff to player  $P_1$  in a rectangular game between two players  $P_1$  and  $P_2$ :

		Player $P_2$			
		$I$	$II$	$III$	$IV$
Player $P_1$	$I$	3	4	10	12
	$II$	8	4	3	2

Solve the game graphically.

**(100 marks)**

3. a) Formulate linear programming models to solve the following game:

		Player $B$		
		$B_1$	$B_2$	$B_3$
Player $A$	$A_1$	3	-4	2
	$A_2$	1	-3	-7
	$A_3$	-2	4	7

**(50 marks)**

b) Interpret the models in Excel Spreadsheet and hence, solve using Excel Solver. Find the optimal strategies. **(50 marks)**

4. a) Consider the following queuing model:

Poisson arrival, Poisson departure, Single server, Infinite capacity and First come first served discipline.

i. With the usual notation prove that  $P_n = \left(\frac{\lambda}{\mu}\right)^n P_0$  when the system is in steady state.

(25 marks)

ii. Also, prove that  $P_n = \rho^n (1 - \rho)$  and expected waiting line in the queue is  $\frac{\rho}{1 - \rho}$ .

(25 marks)

- b) In a public telephone booth, the arrivals are on the average 15 per hour.

A call on the average takes 3 minutes. If there is just one phone, find

i. the expected number of callers in the booth at any time

(25 marks)

ii. the proportion of the time the booth is expected to be idle?

(25 marks)

5. a) Consider the following queuing model:

Poisson arrival, Poisson departure, Single server, First comes first served discipline and the maximum number of customers is limited to  $N$ .

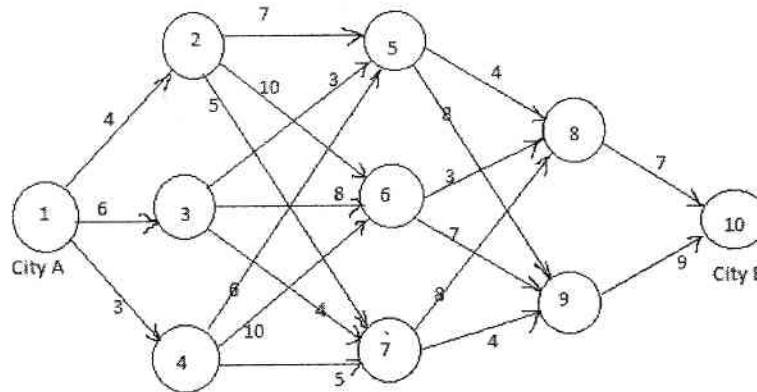
With the usual notation prove that  $P_0 = \frac{1 - \rho}{1 - \rho^{N+1}}$  when the system is in steady state and

$P_n = \left(\frac{1 - \rho}{1 - \rho^{N+1}}\right) \rho^n$ , for  $n = 0, 1, 2, \dots, N$ . (40 marks)

- b) A barber shop has one barber and three chairs for customers. Assume that the customers arrive in Poisson fashion at a rate of 5 per hour and that the barber services customers according to an exponential distribution with mean 15 minutes. Further, if a customer arrives and there are no empty chairs in the shop, he will leave. What is the expected number of customers in the shop?

(60 marks)

6. A salesman located in a city A decided to travel to city B. He knows the distances of alternative routes from city A to city B as shown below. The city of origin, A, is city 1. The destination city B, is city 10. Other cities through which the salesman will have to pass through are numbered 2 to 9. The arrow representing routes between cities and distances in kilometers are indicated on each route:



- a) Write a mathematical model to determine the shortest route from city A to city B. **(40 marks)**
- b) Implement the formulated model in an Excel Spreadsheet. **(30 marks)**
- c) Solve the formulated model in (ii) using Excel Solver and hence, determine the shortest distance from city A to city B. **(30 marks)**

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