

### Service Level model

This model is preferred where the different cost factors involved with inventory are not known exactly, it is based upon probability theory and the amount of safety stock is kept according to the level of service management want to achieve.

$$\text{Service level, } S = \frac{(\text{No. of units supplied without delay})}{\text{Total no. of units demanded}} \times 100$$

$S \rightarrow 0$  to 1

$S_{95} \rightarrow 0$  to 100%.

95% Service level is the standard value and it means that 95% of the customers order on an average are fulfilled during lead time and only 5% of the customers order on avg are rejected during lead time.

When the demand during lead time may be approximated by a normal distribution with certain avg ( ~~$\bar{X}$~~  or  $U$ ) and std deviation ( $\sigma$ ) then the reorder level is given by

$$ROL = \bar{X} + Z \cdot \sigma$$

$$SS = Z \cdot \sigma$$

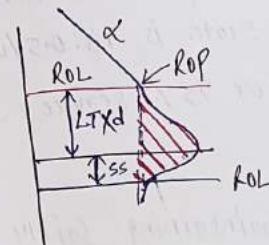
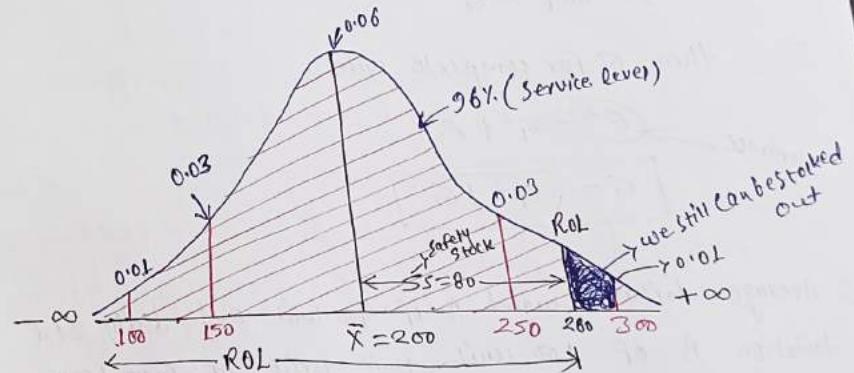
where  $\bar{X}$  = avg demand during lead time.

$$X = ADDLT = LT \bar{X} d$$

$\sigma$  = std deviation for the demand variation during lead time

$Z$  = std normal variate whose value depend upon the service level required.

Service level (%)
0 → 50%
0.84 → 80%
1.28 → 90%
1.645 → 95% <small>Normal</small>
2.33 → 99%



$$SS = Z \cdot \sigma$$

Note :-  $\sigma$  represent variation or fluctuation in the demand during lead time  
Lead time is one complete cycle and  $\sigma$  should be always corresponding to lead time while computing Safety Stock

7 see next page  
Highly highlighted

$$\bar{x} = \frac{n_1 + n_2 + n_3}{3}$$

$$\sigma = \sqrt{\frac{(n_1 - \bar{x})^2 + (n_2 - \bar{x})^2 + (n_3 - \bar{x})^2}{3}}$$

$$\begin{array}{l} \text{160} \\ \text{20} \end{array} \rightarrow \bar{x}_1 = 60$$

$$\begin{array}{l} \text{80} \\ \text{40} \end{array} \rightarrow \bar{x}_2 = 60$$

$$\begin{array}{l} \text{70} \\ \text{50} \end{array} \rightarrow \bar{x}_3 = 60$$

$$\begin{array}{l} \text{60} \\ \text{60} \end{array} \rightarrow \bar{x}_4 = 60$$

One cycle consist of 2 points.

1st half -  $\sigma_1$

2nd half -  $\sigma_2$

then  $\sigma$  for complete cycle

Variance  $\rightarrow \sigma^2 = \sigma_1^2 + \sigma_2^2$

$$\sigma = \sqrt{\sigma_1^2 + \sigma_2^2}$$

(i) Average daily demand is of 400 unit and daily std deviation is of 100 unit, unit price of inventory is Rs.40 and the holding rate is Rs. 0.5/unit/month lead time is of 4 days for 95% service level.

Determine (i) Safety stock

(2) ROL

(3) Annual cost of maintaining safety stock

$$d = 400 \text{ units/day}$$

$$c_o = \text{Rs } 40$$

$$c_h = \text{Rs } 0.5$$

Daily  
Std Deviation

$$\text{Lead time } LT = 4 \text{ day}$$

As LT is of 4 days and  $\sigma$  is given daily, so converting  $\sigma$  corresponding to LT

as lead time is 4 day

$$\sigma_{LT}^2 = \sigma^2 + \sigma^2 + \sigma^2 + \sigma^2$$

$$\sigma_{LT}^2 = 4\sigma^2$$

$$\sigma_{LT} = \sqrt{4\sigma^2} = 2\sigma$$

Now  
(i) Safety stock

$$SS = Z \cdot \sigma$$

$$= 1.645 \times 200$$

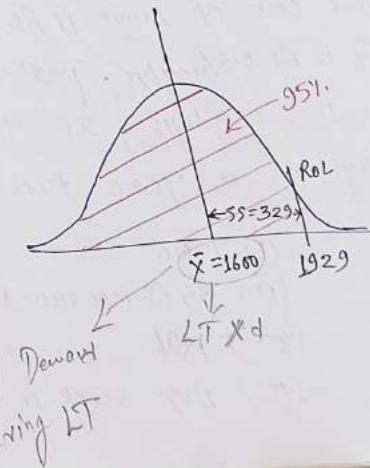
$$(2) \underline{ROL} = LT \times d + SS$$

$$= 4 \times 400 + 329$$

$$= 1929 \text{ units}$$

$$(3) \frac{SS \times C_h}{329 \times 0.5 \times 12}$$

$$= \text{Rs } 1974$$



(P) A production system annual demand is 20,000 units and cost of holding 1 unit is Rs. 20, ordering cost is 2000/unit. It is available for 270 days. Lead time are 20, 15, 18 days. If there are 250 working days in a year then calculate.

- (i) EOQ
- (ii) SS (Safety stock)
- (iii) ROL
- (iv) Avg stock in inventory

$$\Rightarrow (i) \text{ EOQ} = 2000$$

$$\begin{aligned} (2) \text{ SS} &= \text{max. DDLT} - \text{Avg DDLT} \\ &= \text{max. LTXd} - \text{Avg LTXd} \\ &= (\text{max LT} - \text{Avg LT}) d \\ d &= \frac{20,000}{250} = 80 \text{ units/day} \end{aligned}$$

$$\begin{aligned} \text{SS} &= (27 - 18) \times 80 \\ &= 640 \text{ units} \end{aligned}$$

$$\begin{aligned} (3) \text{ ROL} &= \text{Avg LTXd} + \text{SS} \\ &= 19 \times 80 + 640 = 2160 \text{ units} \end{aligned}$$

$$\begin{aligned} (4) \text{ Avgg} &= \frac{\text{EOQ}}{2} + \text{SS} \\ &= 1640 \text{ units} \end{aligned}$$

### # Ordering policy for probabilistic

#### (i) Lot for lot production

In this method the ordering qty is exactly equal to the demand for a particular period and this policy is preferred where ordering cost is less or holding cost is more.

### Q1 1) Lot For Lot production Example

$$LT = 1 \text{ week}, C_h = Rs 1/\text{unit/week}, C_o = Rs 500/\text{order}$$

$$TFC = \frac{C_o}{2} \cdot \frac{D}{LT} = \frac{Rs 500}{2} \cdot \frac{6 \times 500}{1} = Rs 3000$$

	Week	Demand	
0	1	600	$600 - 600 = 0$
1	2	200	$200 - 200 = 0$
2	3	100	$\downarrow 0$
3	4	700	
4	5	200	
5			

Q2 Least cost technique :- In this method the best ordered quantity is where the total inventory cost is minimum. It is a hit and trial method in which we need to check all diff. combinations to get the best ordered quantity.

### Lot For Lot production

$$LT = 1 \text{ week}, C_h = Rs 1/\text{unit/week}$$

$$C_o = Rs 500/\text{order}$$

$$\begin{array}{l} TIC \\ \downarrow O.C + H.C \\ 1500 + 600 \\ = Rs 2100 \end{array}$$

	Week	Demand	
0	1	600	$900 - 600 = 300$
1	2	200	$300 \times 1$
2	3	100	$300 - 200 = 100$
3	4	700	$100 \times 1$
4	5	200	$700 - 200 = 500$
5	6	800	$500 - 800 = -300$

### # Part-Period Total Cost Balancing

In this method the best ordering qty is where ordering and holding cost are as close as possible. The best thing they should be equal. This method follows EOQ to get the best ordered qty

$$\begin{array}{l} 1^{\text{st}} Q = 600 \\ O.G = H.C \\ \downarrow \quad \downarrow \\ 500 \quad 0 \end{array}$$

$$\begin{array}{l} 2^{\text{nd}} Q = 800 \\ O.G = H.C \\ \downarrow \quad \downarrow \\ 500 \quad 200 \\ 3^{\text{rd}} Q = 900 \\ O.G = H.C \\ \downarrow \quad \downarrow \\ 500 \quad 400 \end{array}$$

$$\begin{array}{l} 4^{\text{th}} Q = 1600 \\ O.G = H.C \\ \downarrow \quad \downarrow \\ 500 \quad 2500 \end{array}$$

	Week	Demand	
1	1	600	$1600 - 600 = 1000$
2	2	200	$\downarrow 1000 \times 1$
3	3	100	$1000 - 200 = 800$
4	4	700	$\downarrow 800 \times 1$
5	5	200	$800 - 200 = 700$
6	6	800	$\downarrow 700 \times 1$
			$700 - 700 = 0$

### # Inventory Classification and Control.

#### (i) ABC Control

(Pareto Law or 80-20 Law)

Usage %	Item %
A - 50-60%	10-20%
B - 30-40%	30-40%
C - 10-20%	50-60%

Items	Item%	Demand(D)	Unit Price(C)	Usage Value	Usage%	Usage
1	10%	200	100	20,000	20%	Ex 34% A
2	10%	70	60	4200	4%	Ex 22% B
3	10%	400	300	1.2 Lakh	12%	Ex 6% C
4	1%	1	1	1	1%	Ex 5.2% C
5	1%	1	1	1	1%	Ex 4.1% C
6	1%	1	1	1	1%	Ex 1% C
10 - 10%	100%			$\Sigma x$	100%	

In ABC control inventory items are classified into A, B and C category, depending upon their usage value. For A category item inventory is kept almost nil but frequent review is done. For C category item large amount of inventory is kept and it is reviewed after a long period.

### ABC Control

- (I) Safety stock is kept X
- (II) No SS is kept ✓
- (III) Low SS is kept ✓

### (2) Vital Essential and Desirable (VED)

Inventory items are classified on the basis of importance of inventory for the product system.

### (3) High Medium Low (HML)

Inventory are classified on the basis of unit price of inventory  $\leftarrow (RJ/\text{unit})$

### (4) Scarce Difficult and Easy

Inventory are classified on the basis of availability of inventory for the product system

### Inventory Turn over Ratio (ITR)

It is a term used to indicate effectiveness or efficiency of inventory system. It indicates how many times avg inventory is sold out or rotated in a year. A higher value is preferred as it represents more profit and less holding.

$$\text{ITR} = \frac{\text{Cost of Goods Sold or total sales}}{\text{Average Inventory value}}$$

$$\text{e.g. } \frac{RJ 2 \text{ Lakh}}{\text{Rs 8 Lakh}} = 9$$

$$\text{Avg. time to sell inventory} = \frac{\text{day or month}}{\text{ITR}}$$

## # 3 SEQUENCING

In Sequencing our aim is to find the order in which different jobs are to be processed on the different machines so that the total time is minimized and utilization is optimized. It is essential for smooth flow of material and effective utilization of man power and machine.

### Rule or assumption in Sequencing :-

- ① If nothing is mentioned, processing order for n/c remain fixed
- ② one job on one n/c at a time.
- ③ once a job is started it must be fully completed.
- ④ Time taken by the job from one machine to another is negligible.
- ⑤ Irrespective of order, processing time for the Job remain constant.

Date 19-03-21

# N jobs on one machine :-

- ① Job flow time :- It is the time from some starting point until that particular job is completed.
- ② Makespan time (MST) :- It is a time from when processing begin on the first job in the set until the last job is completed.
- ③ Tardiness or Lateness :- It is the amount of time by which a job is delayed beyond its due date.
- ④ Avg. no. of jobs in system :- It is a term used to represent avg no. of jobs present all the time within the system until one set of job is completed.  
It is a ratio of total job flow time, over makespan time (MST).

# Sequencing rules for N jobs for one n/c :-

### (i) Shortest Processing time (SPT)

In this rule jobs are sequenced in increasing order of their processing time, i.e. minimum time (IT) and maximum time in the last.

<u>SIT</u>	<u>Jobs</u>	<u>Processing Time</u>	<u>Due Date</u>	<u>EDD</u>
⑤	- 1	8	28	—
①	- 2	6	39	—
④	- 3	9	58	—
③	- 4	11	40	—
②	- 5	7	21	—

(2) Earliest Due Date (EDD) :- Jobs are sequenced in increasing order of their due date.

(3) Critical Ratio Rule (CR) :-

$$CR = \frac{\text{Due Date}}{\text{processing time}}$$

Jobs are sequenced in increasing order of their critical ratio.

(4) slack time remaining (STR) :-

$$STR = \text{Due Date} - \text{processing time}$$

Jobs are sequenced in increasing order of slack time remaining.

- A set of jobs are to be processed on a single M/C. Obtain a sequence using SPT and EDT rule also. Determine make span time, Job flow time for each.

Job, avg job flow time per job, avg tardiness per job  
avg no. of jobs in system and no. of tardy jobs. (6)

<u>Jobs</u>	<u>processing Time</u>	<u>Due Date</u>	<u>EDD</u>
A	13	51	
B	8	72	
C	19	79	
D	10	21	
E	6	43	
F	17	84	
G	11	34	
H	15	61	

By SPT method rule

<u>Jobs</u>	<u>P.T</u>	<u>D.D</u>	<u>Job Flow time</u>	<u>Tardiness</u>
E	6	43	0+6=6	0
B	8	72	6+8=14	0
D	10	21	14+10=24	3
G	11	34	24+11=35	1
A	13	51	35+13=48	0
H	15	61	48+15=63	2
F	17	84	63+17=80	0
C	19	79	80+19=99	20

1) MST = 99 min

2) E-6, B-14, D-24, —

3) Avg Job Flow time/Job =  $\frac{\text{Total Job Flow time}}{\text{No. of Jobs}} = \frac{369}{8} = 46.125 \text{ min}$

4) Avg Tardiness/Job =  $\frac{\text{Total tardiness}}{\text{No. of Jobs}} = \frac{26}{8} = 3.25 \text{ min}$

5) Avg no. of jobs in system =  $\frac{\text{Total job flow time}}{\text{MST}} = \frac{369}{99} = 3.72 \text{ jobs}$

6) No. of tardy jobs = 4 jobs

By EDD method rule

(1)

JOB	P.T.	D.D.	Job flow time	Tardiness
D	10	21	0+10=10	0
G	11	34	10+11=21	0
E	6	43	21+6=27	0
A	13	51	27+13=40	0
H	15	61	40+15=55	0
B	8	72	55+8=63	0
C	19	79	63+19=82	3
F	17	84	82+17=99	15
			397	18

1) MST = 99 min.

2) D-10, G-21, E-27, ---

3) Avg job Flow time/Job =  $\frac{\text{Total job flow time}}{\text{No. of Jobs}} = \frac{397}{8} = 49.625 \text{ min}$

4) Avg. Tardiness/Job =  $\frac{\text{Total tardiness}}{\text{No. of Jobs}} = \frac{18}{8} = 2.25 \text{ min}$

5) Avg. no. of jobs in system =  $\frac{\text{Total job flow time}}{\text{MST}} = \frac{397}{99} = 4.01 \text{ jobs}$

6) No. of tardy jobs = 2 jobs.

Q. 4 Jobs are to be processed on a single unit of per data given below

1) Using EDD rule find the no. of jobs delay

2) Using SPT rule find the total tardiness.

Jobs	P.T.(day)	D.D
1	4	6
2	7	9
3	2	19
4	8	17

1) Jobs delayed P(1), Q(0)  
B(0), D(1), A(2)

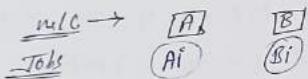
Jobs	P.T.(day)	D.D	Job flow time	Tardiness
1	4	6	0+4=4	0
2	7	9	4+7=11	2
3	2	19	11+2=13	0
4	8	17	13+8=21	4

(1) No. of tardy Job = 2.

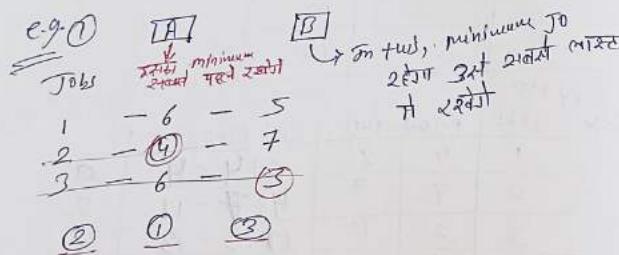
Jobs	P.T.(day)	D.D	Job flow time	Tardiness
3	2	19	0+2=2	0
1	4	6	2+4=6	0
2	7	19	6+7=13	4
4	8	17	13+8=21	4

8 days  
Ans

4. # N Jobs on 2 m/c



1  
2  
3  
...  
N



e.g. ②  $\begin{array}{c} \boxed{A} \\ \boxed{B} \end{array}$

Jobs

1 - 4 - 3
2 - 6 - 5
3 - 3 - 8

③   ②   ①

e.g. ③  $\begin{array}{c} \boxed{A} \\ \boxed{B} \end{array}$

1 - 5 - 4
2 - 3 - 6
3 - 3 - 4

$\begin{array}{c} 3 \\ \overline{2} \\ 1 \end{array}$

B

e.g. ④  $\begin{array}{c} \boxed{A} \\ \boxed{B} \end{array}$

1 - 7 - 4
2 - 5 - 8
3 - 5 - 4

$\begin{array}{c} 2 \\ \overline{1} \\ 3 \end{array}$

$\begin{array}{c} \text{B first} \\ \text{then A} \\ \text{then C} \end{array}$

e.g. ⑤ case of alternate option  $\begin{array}{c} \boxed{A} \\ \boxed{B} \end{array}$

Jobs

1 - 4 - 7
2 - 8 - 6
3 - 9 - 7

$\begin{array}{c} 1 \\ \overline{3} \\ 2 \end{array}$

$\begin{array}{c} 3 \\ \overline{1} \\ 2 \end{array}$

e.g. ⑥  $\begin{array}{c} \boxed{A} \\ \boxed{B} \end{array}$

Jobs

1 - 4 - 3
2 - 2 - 2
3 - 5 - 4

$\begin{array}{c} 2 \\ \overline{3} \\ 1 \end{array}$

$\begin{array}{c} 3 \\ \overline{1} \\ 2 \end{array}$

# N Jobs on 2 m/c

These problems are solved by Johnson's rule or Johnson's algorithm and the steps involved are

- (1) find out the minimum of  $A_i$  and  $B_i$
- (2) If the minimum is for a particular job on m/c A then perform that job at the start
- (3) If the minimum is for a particular job on m/c B then perform that job in the last

(Q4) 4) Strike off the job which is assigned so that it can't be considered again.

5) Continue in the similar manner until all the jobs are assigned.

(Q5) Find the optimum sequence for the following set of jobs to be processed on two M/C also determine make span time, ideal time for each machine and their percentage utilization.

Jobs	M/C-I	M/C-II
A	9	5
B	4	8
C	6	10
D	7	8
E	10	3
F	11	6
Total 47		Total 40

Sequence  
B C D F A E

Jobs		M/C-I		M/C-II
	In	Out	In	Out
B	0	4	4	12
C	4	10	12	22
D	10	17	22	30
F	17	28	30	36
A	28	37	37	42
E	37	47	47	50

(3) (10) MST

$$MST = 50 \text{ min}$$

$$\text{Idle time} = MST - \text{working time}$$

$$M/C\text{-I} = 50 - 47 = 3 \text{ min}$$

$$M/C\text{-II} = 50 - 40 = 10 \text{ min}$$

$$\% \text{ utilization} = \frac{\text{working time} \times 100}{MST}$$

$$M/C\text{-I} = \frac{47}{50} \times 100 = 94\%$$

$$M/C\text{-II} = \frac{40}{50} \times 100 = 80\%$$

(Q6) Find the optimum sequence for the following set of jobs also find makespan time and ideal time for each machine.

Jobs	M/C-I	M/C-II
A	2	6
B	5	8
C	9	4
D	4	7
E	8	3
F	8	9
G	7	3
H	5	8
I	4	11
50		55

Sequence

A D I B H F C G E H B

$$MST = 61$$

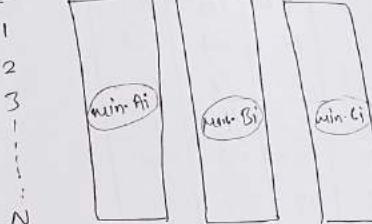
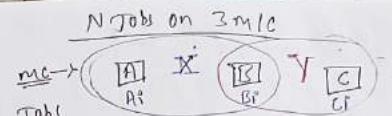
$$\begin{aligned} \text{Ideal time} &= 61 - 50 \\ &= 11 \end{aligned}$$

$$\begin{aligned} M/C\text{-II} &= 61 - 55 \\ &= 6 \end{aligned}$$

$$\% \text{ utilization} = \frac{\text{working time}}{MST} \times 100$$

$$(M/C\text{-I}) = \frac{50}{61} \times 100 = 81.9\%$$

$$(M/C\text{-II}) = \frac{55}{61} \times 100 = 90.1\%$$



- 1)  $\min A_i \geq \max B_i$   
OR
- 2)  $\min C_i \geq \max B_i$

$$X_i = A_i + B_i$$

$$Y_i = B_i + C_i$$

Q. Find the optimum sequence system to be processed on 3 m/c, also find MST and Ideal time for each machine

$X+3=7$

Jobs	M/C A	M/C B	M/C C
1	A <sub>1</sub> (3)	B <sub>1</sub> (4)	C <sub>1</sub> (6)
2	8	3	7
3	7	2 (1)	5
4	4	5 (1)	11
5	9	1	5 (skipped)
6	8	4	6
7	7	3	12
Ideal time	46	22	52
	$59 - 46 = 13$	$59 - 22 = 37$	$59 - 52 = 7$

$X+6=10$

(Covering time too on M/C C)

Jobs	X	Y
1	7	10
2	11	10
3	10	17
4	10	16
5	10	6
6	12	10
7	10	15

1 4 7 6 2 3 5

Jobs	M/C A		M/C B		M/C C	
	In	out	In	out	In	out
1	0	3	3	7	7	13
4	3	7	7	12	12	24
7	7	14	14	17	24	36
6	14	22	22	26	36	42
2	22	30	30	33	42	49
3	30	37	37	39	49	54
5	37	46	46	47	54	59

#### (4) PERT, CPM

It is required for the execution of the project, it help us to know how much resources and man power are required to complete the project within fix period of time.

##### Project

It is a group or combination of interrelated activities that must be executed in a certain fixed order before the entire task is completed. Activities are inter-related in a logical sequence in the sense that some activity can only be started when others are completed. 

earlier to wait are completed.

##### Event

It denotes the point of time or accomplishment occurring at a moment and is used to denote the starting and the end point of an activity. event neither consume any time nor resources for its completion.

##### Activity

It is a recognisable part of a project which consume time and resources for its completion and it may involve physical or mental work. When all the activities are executed then only a project get completed.

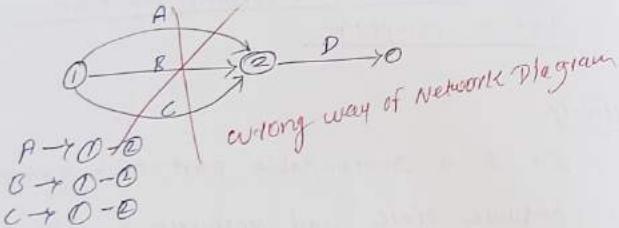
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##### Network Diagram

It is a graphical representation of the logical sequence in which different activities are interrelated to each other while completing the project.

### Rules for network construction

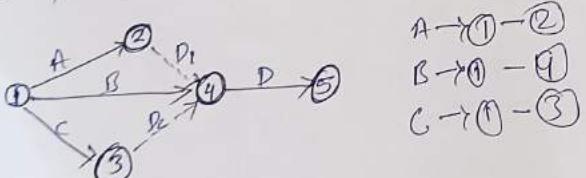
- ① An activity can only be started when all the activities earlier to wait are completed.
- ② No two or more activities may have the same start and end event.



To represent the same logic we need to use dummy activity.

### Dummy

An activity which is used to show the logic, dependency or relationship of one activity over the other but does not consume any time or resources for its completion is termed as dummy activity. It is represented by dotted line arrow ( $\cdots \rightarrow$ )

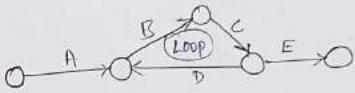


### Rule

- ① Dummy activity should only be used when there is necessity but there is no restriction on the no. of dummy activity used.

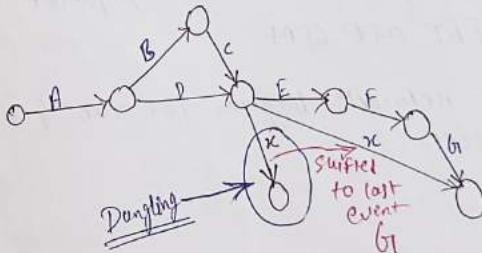
② Length and direction of the arrows is indicative only and time flows from left to right on the network diagram.

- ③ There should be no looping and dangling on the network diagram.



### Dangling

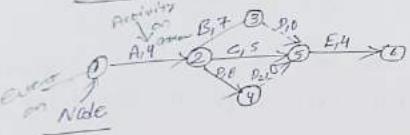
When activity other than the final activity does not have any further activity then the situation is called dangling. Such activity should be connected to the last event of the network diagram.



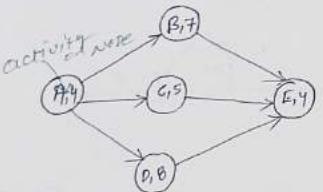
### Types of Network Diagrams

#### ① Event on Node (EON)

or  
Activity on Arrow (AOA)



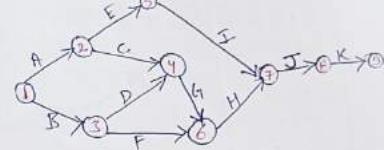
#### ② Activity on Node (AON)



Activity on Node Diagram does not require dummy activity and it is considered to be simple and easy irrespective of these advantages event on Node Diagram is more popular and preferred in PERT and CPM

③ Draw the network diagram for the following set of activities

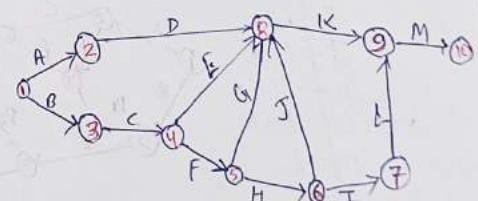
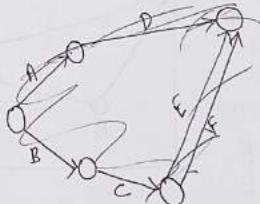
Activity	Precedence
A	-
B	-
C	A
D	B
E	A
F	B
G	C, D
H	G, F
I	E
J	H, I
K	J



FULL PERSON'S RULE :- Numbering <sup>ABOVE</sup> of events

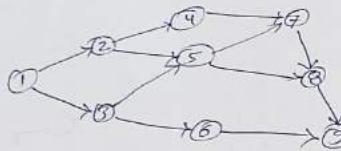
④ Draw the network Diagram for the following set of activities

Activity	Precedence
A	-
B	-
C	B
D	A
E	C
F	C
G	F
H	F
I	H
J	H
K	D, E, G, I, J
L	I
M	K, L



a) Draw the network diagram for the following set of activities.

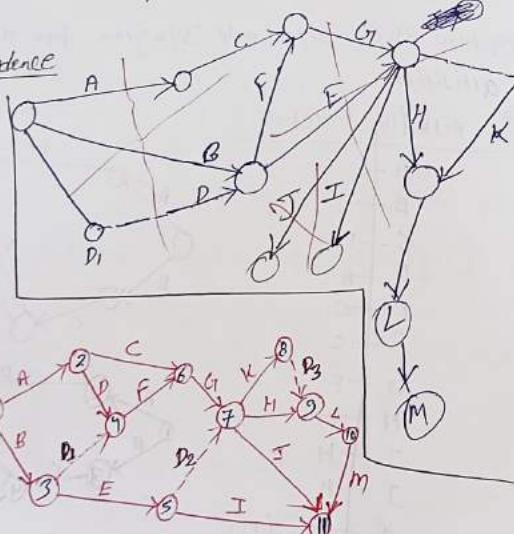
ACTIVITY	
1-2	
1-3	
2-4	
2-5	
3-5	
3-6	
4-7	
5-7	
5-8	
6-9	
7-8	
8-9	



b) Draw the network diagram for the following set of activities.

From Activity | Precedence

A	-
B	-
C	-A
D	-A
E	-B
F	-B,D
G	-C,F
H	-G,I,E
I	-E
J	-G,E
K	-G,E
L	-H,K
M	-L



### Difference b/w PERT and CPM

#### PERT

① Programmatic (project) Evaluation and Review Technique.

② It is event oriented

③ It is associated with probabilistic activities

④ It is based upon 3 time estimate to complete an activity.

⑤ It usually does not consider Cost analysis.

⑥ It is used mainly for Research and development Project.

#### PERT

It is used for uncertain project and is based upon 3 time estimate.

(i) optimistic time ( $t_0$  or  $a$ ) :- It is a minimum time required to complete an activity when everything goes according to the plan.

Saman Khan et c.

#### CPM

① Critical Path Method

② It is activity oriented.

③ associated with deterministic activities.

④ It is based upon single time to complete an activity.

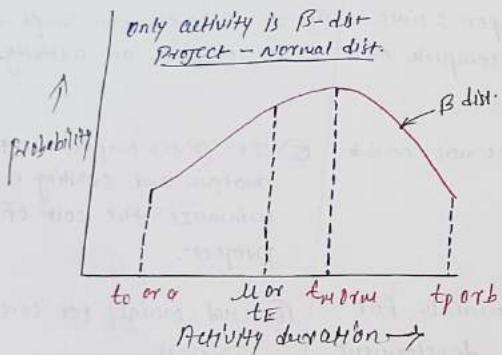
O A P > O

⑤ It gives importance to cost analysis, and crashing is done to minimize the cost of CPM Project.

⑥ used mainly for construction Project.

2) Pessimistic time (tp or b) :- It is a maximum time required to complete an activity when everything goes against the plan.

3) Most likely time (tm or m) :- It is a time required to complete an activity when executed under normal working conditions.



The fundamental assumption in PERT is that the 3 times estimate from the end point of the distribution curve and activities assumed to follow  $\beta$ -distribution. It is also assumed that the probability of completing activity in time  $a$ ,  $b$  is equal and the probability of completing activity in time  $m$  is 4 times of either  $a$  or  $b$ . The activity avg or expected time to complete an activity is given by

$$m \text{ or } t_E = \left( \frac{a+4m+b}{6} \right) = \left( \frac{t_0+t_m+t_p}{6} \right)$$

$$\sigma = \left( \frac{b-a}{6} \right) = \left( \frac{t_p-t_0}{6} \right)$$

$$\text{Variance} = \sigma^2 = \left( \frac{b-a}{6} \right)^2 = \left( \frac{t_p-t_0}{6} \right)^2$$

NOTE :- Variance give the measure of uncertainty of activity completion higher the value of variance larger the uncertainty will be.

#### Critical Path

It is a minimum time consumed path from the 1st event to the last event in a network diagram and it is a minimum time required to complete the project. The time taken along the critical path is termed as expected project completion time ( $t_E$ ). The activities along the critical path are termed as critical activities and are represented by Double line arrow ( $\overline{\overline{}}\rightarrow$ )

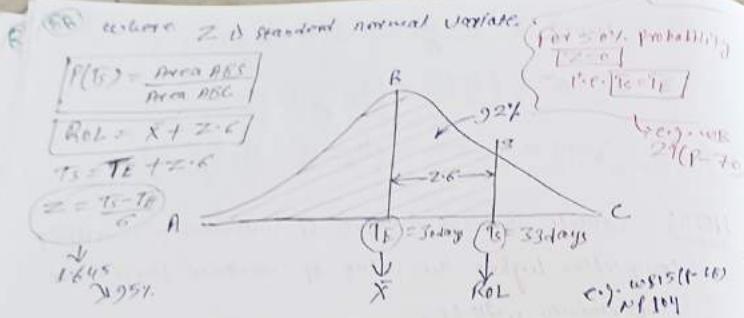
# probability of completing project within scheduled time

If ( $t_E$ ) is expected project completion time,

$\sigma$  is std deviation along critical path

then the probability of completing project within scheduled time ( $t_s$ ) is given by

$$Z = \frac{t_s - t_E}{\sigma}$$



NOTE: Now Critical Path is one complete cycle and Sigmoids should be always corresponding to critical path while computing probability.

(G) 60 (H) 64 65 (I) 67 (J) 68

$$\sigma = \sqrt{\text{sum of variance along critical path}}$$

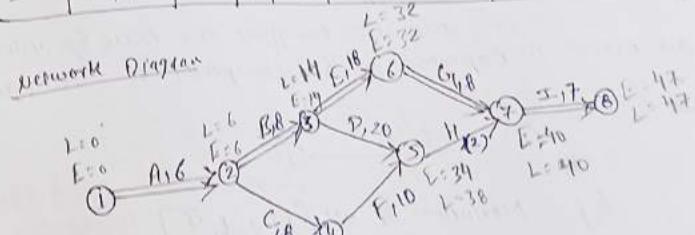
$$\sigma = \sqrt{64^2 + 65^2 + 66^2 + 68^2}$$

Q. For the following set of activities Draw the Network Diagram and determine.

- Critical path and expected project completion time
- Find the probability of completing project in 50 days
- If a company makes an agreement to complete the project 50 days failing which they would pay Rs 10000 per day as fine. Find the Probability

that a fine must be paid equal but not exceeding 50 thousand

Activity	predece	time(mys)	$t_E = (\text{earliest start})$	$\sigma = (\frac{\text{earliest end}}{6})$
A	-	6	6	4/6 - Critical
B	A	7	13	10/6
C	A	8	12	6/6
D	B	20	25	10/6
E	B	18	26	16/6 - Non-C
F	C	9	16	8/6
G	E	8	12	8/6
H	D,F	3	2	2/6
I	G,H	7	8	2/6



Path

- 1 → 2 → 3 → 6 → 7 → 8 - (47)
- 1 → 2 → 3 → 5 → 7 → 8 - (48)
- 1 → 2 → 4 → 5 → 7 → 8 - (53)

$$(2) \sigma = \sqrt{(\frac{10}{6})^2 + (\frac{10}{6})^2 + (\frac{10}{6})^2 + (\frac{10}{6})^2 + (\frac{10}{6})^2}$$

$$\sigma = 3.496 \text{ day}$$

Critical path

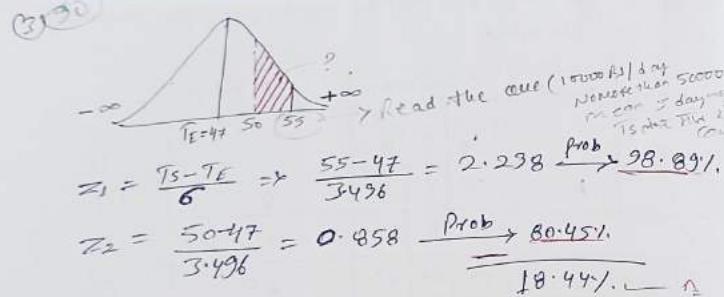
A → B → E → G → I

Probability  $P(T_E = 47) \rightarrow \text{expected project completion time}$

$$Z = \frac{T_5 - T_E}{\sigma}$$

$$Z = \frac{50 - 47}{3.496} = 0.8581$$

Given  $T_5 = 50$

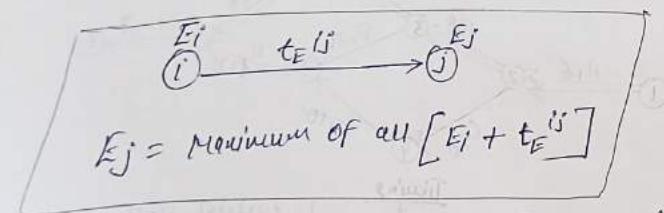


### # CRITICAL PATH

The procedure for finding critical Path is similar both in PERT and CPM and it consists of two phases.

#### (i) Forward Pass computation:

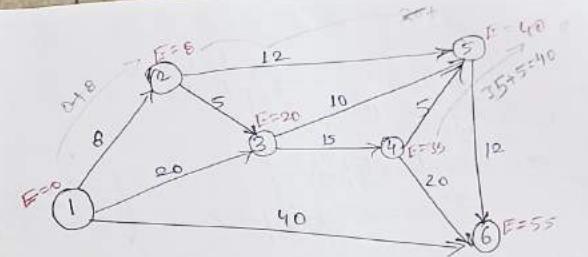
In this we compute the time by which an event is expected to be completed at the earliest.



where  $E_i$  = earliest expected time for event  $i$  ~~if earliest~~

$E_j$  = earliest expected time for event  $j$

$t_E^{ij}$  = expected time for equity  $(ij)$



#### Event      Earliest time

1	—	0
2	—	8
3	—	Max[13, 20] <u>20</u> <sup>maximum</sup>
4	—	35
5	—	Max[20, 30, 40] <u>40</u>
6	—	Max[52, 55, 40] <u>55</u>

(ii) Backward pass computation: In this we compute the time by which an event must be completed at the latest.

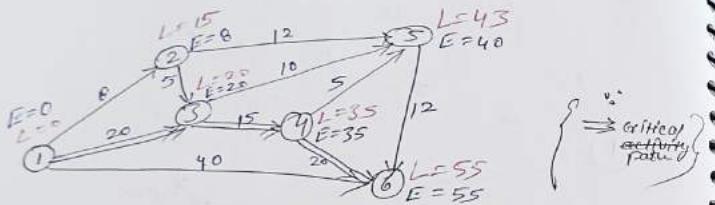


$L_i = \text{minimum of all } [L_j - t_E^{ij}]$

where  $L_i$  = Latest allowable time for event  $i$

$L_j$  = Latest ——————  $(j)$

$t_E^{ij}$  = expected time for equity  $(ij)$



<u>Event</u>	<u>Latent time</u>
6	55
5	43
4	$\min [38, 35]$ <u>35</u> <small>selecting minimum</small>
3	$\min [38, 20]$ <u>20</u>
2	$\min [31, 15]$ <u>15</u>
1	$\min [7, 0, 15]$ <u>0</u>

for any activity to be critical the following 3 condition

must be satisfied :-  $E_i^j - L_i^j = t_{Ei}^{ij}$   $L_j^j - E_j^j = t_{Li}^{ij}$  Head event

(1) Head event slack = 0

$$[L_i^j - E_j^j = 0]$$

(2) Tail event slack = 0,  $[L_i^j - E_i^j = 0]$

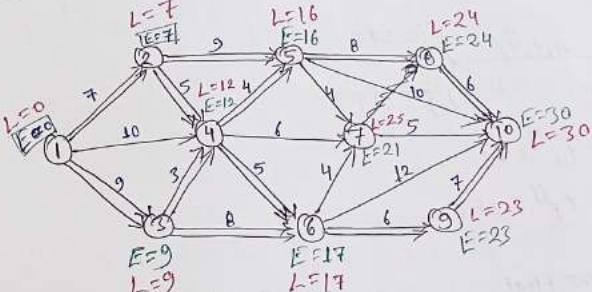
(3)  $L_j^j - L_i^j = E_j^j - E_i^j = t_E^{ij}$

Critical path = 1-3-4-6

project duration = 55

Critical path is termed as critical because if any activity along this path is delayed by certain amount of time the whole project is delayed by the same amount of time.

Q For the network diagram shown below find the critical path and expected project completion time

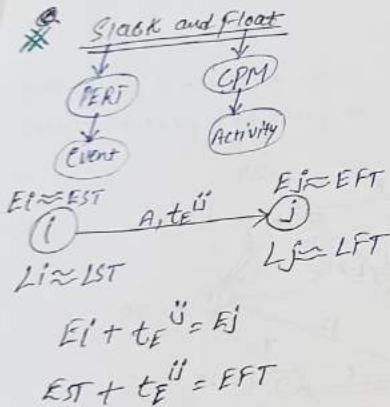


Critical path

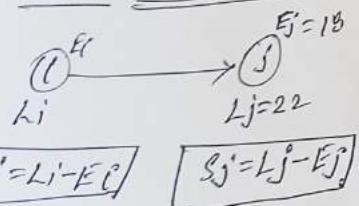
- 1) 1-2-5-8-10
- 2) 1-2-4-5-8-10
- 3) 1-2-4-6-9-10
- 4) 1-3-6-9-10
- 5) 1-3-4-6-9-10
- 6) 1-3-4-5-8-10

NOTE - In case of PERT if there are more than 1 critical path then in order to determine probability we select the Path having minimum Std. deviation.

Date 22-03-21



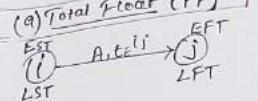
### Slack or Event Float



It denotes the amount of time by which a particular event can be delayed without delaying the project schedule.

01 → 2 → 3 → 4 → 5 → 6  
01 → 2 → 3 → 1 (P)  
01 → 3 → 4 → 5 → 6  
01 → 2 → 4 → 5 → 6

### (a) Total Float (TF)



$$TF = LFT - EFT = LST - EST$$

→ It denotes the amount of time by which an activity can be delayed without delaying the project completion time. It is the extra time available for an activity without delaying the project schedule. If total float value is (+ve) → resources are surplus.

(b) Free float (FF) → resources are just sufficient to complete activity on time.

(c) If (-ve) → Resources are not sufficient and activity may not complete on time.

(i) Super critical path → highest +ve total float value.

(ii) Critical path → path having total float value zero.

(iii) Sub-critical path → After critical path the next higher positive total float value path.

### (b) Free float (FF)

It is that part of total float which can be used without affecting the float of succeeding activity. It is the extra time by which an activity can be delayed so that the succeeding activity can be started at their earliest start time.

$$FF = TF - \text{Head event Slack}$$

### (c) Independent float (IF)

It is the amount of time which can be used without affecting either the head or tail events.

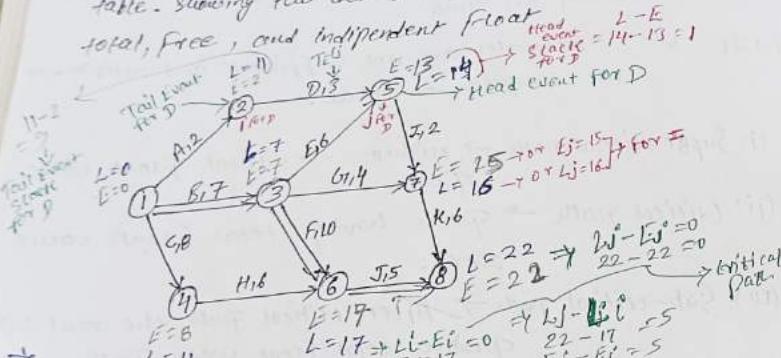
$$IF = FF - \text{Tail event slack}$$

$$TF \geq FF \geq IF$$

$$IF = E_j^i - (E_i + t_{EF}^{ij})$$

$\Rightarrow$

As for the Network diagram shown below find the critical path and expected project completion time draw a table showing the details for each activity along with total, free, and independent float.



$$\text{Total Float (TF)} = L_j - (E_i + t_{EF}^{ij})$$

For event

For corrective  
Directly  
from  $D \rightarrow 9$

for D  
 $i=2$   
 $j=3$

$$= 14 - (2+3) = 9 \rightarrow \text{for D}$$

$$FP = TF - \text{Head event slack}$$

$$D \rightarrow 9 - 1 = 8$$

$$FF = E_j^i - (E_i + t_{EF}^{ij})$$

$$D \rightarrow 13 - (2+3) = 8$$

Activity	$t_E^{ij}$	Earliest		Latest		Total	Free	Independent
		EST	EFT	LS	LF			
A, 1-2	2	0	2	9	11	9	0	0
B, 1-3	7	0	7	0	7	0	0	0
G, 1-4	8	0	8	03	11	3	0	0
D, 2-5	3	2	5	11	14	9	8	-1*(10)
E, 3-5	6	7	13	08	14	1	0	0
F, 3-6	10	7	17	17	17	0	0	0
G, 1-3-7	4	7	11	12	16	5	4	4
H, 4-6	6	8	14	11	17	3	3	0
I, 5-7	2	13	15	14	16	1	0	-1*(10)
J, 6-8	5	17	22	17	22	0	0	0
K, 7-8	6	15	21	16	22	1	1	0

{ Forward backward }

$$IF = FF - \text{Tail event slack}$$

$$D \rightarrow 8-9 = -1*(0)$$

$$TF = E_j^i - (E_i + t_{EF}^{ij})$$

$$D \rightarrow = 13 - (11+3)$$

$$= -1*(0)$$

## ⑧ Interfering Float (INF)

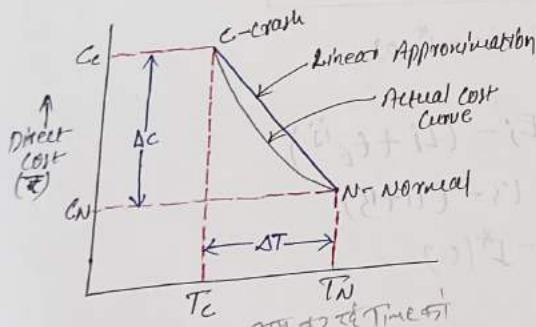
$$I_{nF} = TF - FF$$

### # Crashing or True cost

It is an extension of critical path method that consider a compromise b/w the time and cost required to complete the project, the total cost of any project consist of direct and indirect cost involve in its execution.

### (i) Direct cost:

It is the cost directly involve in the execution of an activity. It include direct labour, Direct material, etc equipment etc.



Activity duration →

Crash time is the minimum activity duration to which an activity can be compressed by increasing the

resources and hence by increasing direct cost. The slope of the line give the amount of increase in the direct cost per unit time for crashing an activity.

$$\text{Cost time Slope} = \frac{\Delta C}{\Delta T} = \frac{C_c - C_n}{T_n - T_c}$$

e.g. Normal

Today Rs 8000

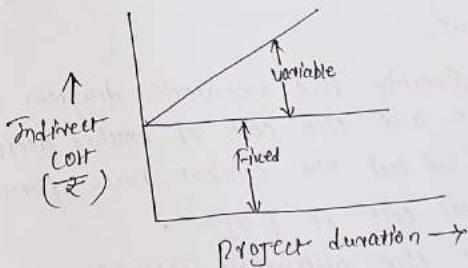
Crash

6 day Rs 18000

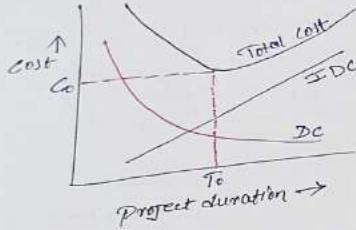
$$\frac{\Delta C}{\Delta T} = \frac{Rs 10000}{4 \text{ day}} = [Rs 2500/\text{day}]$$

### # Indirect cost (Overhead cost)

It is a cost not directly involve in the execution of an activity but it is compulsory required for the safe and timely completion of project.



### # Total cost



→ The objective of crashing a network is to determine optimum project duration corresponding to minimum cost of project, the steps involved are in the critical path:

- Select the critical activity having minimum cost slope.

② Reduce the duration of this activity by one time unit.

③ Revise the network diagram by adjusting the time and the cost of crashed activity.

④ Find out the critical path project duration and total cost of project.

⑤ If the optimum project duration is obtained then stop otherwise repeat from step ①.

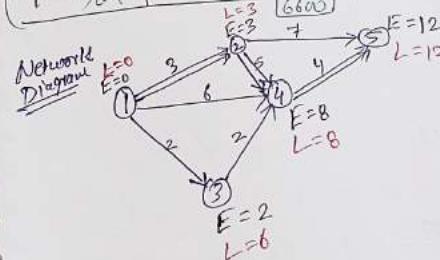
(Engg Academy lecture 10 50 min)

a) Draw the Network Diagram and Crash the Network to optimum project Duration corresponding to minimum cost of Project. It is given that Indirect cost

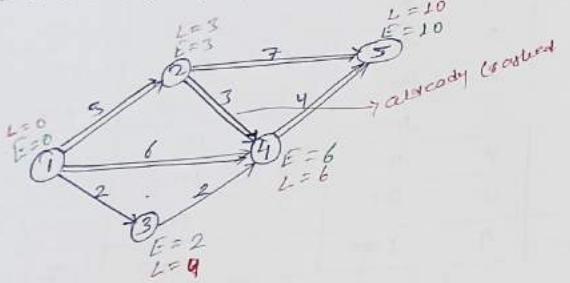
IS Rs. 900/day.

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Activity	Normal		Crash		$\Delta C / \Delta T = \frac{C_c - C_n}{T_n - T_c}$
	Time (days)	Cost (₹)	Time (days)	Cost (₹)	
(1-2) Cr	3	500	2	1000	500 → $\frac{1000-500}{3-2} = 500$
1-3	2	750	1	1500	$750 \rightarrow \frac{1500-750}{2-1} = 750$
1-4	6	1400	4	2600	600
(2-4) Cr.	5	1000	3	1800	400
2-5	7	1150	6	1450	300
3-4	2	800	2	800	- ( $\because 0 = \text{Indirect cost}$ )
(4-5) Cr.	4	1000	2	2400	700



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 → Now crashing the minimum cost activity along the critical path. It is activity (2) → (1) so crashing it by 2 days. The revised Network Diagram and the cost of project is as given below.



$$TE = 10 \text{ days}$$

$$TC = DG + IDC$$

$$DG = \text{£} 6600 + 400 \times 2$$

$$DG = \text{£} 7400$$

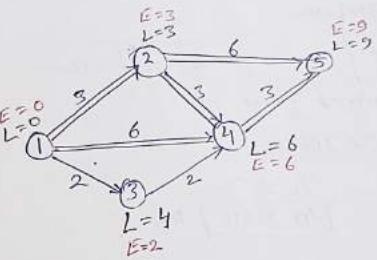
$$IDC = 10 \times 900 = \text{£} 9000$$

$$TC = \text{£} 16400$$

→ Now the Network has three critical path and by crashing any one activity project duration does not change. So we need to crash atleast two activity simultaneously which gives 3 options out of these we select option for which

the summation of cost slope is minimum.

- 1) 1-2 and 1-4 →  $500 + 600 = 1100$
- 2) 2-5 and 4-5 →  $300 + 700 = 1000$  minimum
- 3) 1-2 and 4-5 →  $500 + 700 = 1200$



$$TE = 9 \text{ days}$$

$$TC = DG + IDC$$

$$DG = \text{£} 6600 + 400 \times 2 + 1000$$

$$DG = \text{£} 8400$$

$$IDC = 9 \times 900 = \text{£} 8100$$

$$TC = \text{RS } 16500$$

Analyze Now

$$TC = DG + IDC$$

• 1st Crash

$$DG \uparrow \text{RS } 800$$

$$IDC \downarrow \text{RS } 1800$$

$$TC \uparrow \text{RS } 1000$$

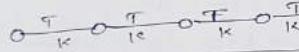
2nd Crash

$$DG \uparrow \text{RS } 1000$$

$$IDC \downarrow \text{RS } 900$$

$$TC \uparrow \text{RS } 100$$

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error (P-E)

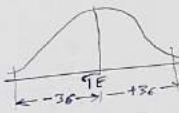
$$TE = 4T \quad \text{and} \quad \sigma = \sqrt{T^2 + T^2 + T^2 + T^2} = 2T$$

In part Project Completion is  
assured Normal distribution

$$TE \pm 3\sigma$$

If nothing mentioned, we  
should prefer 36 units

$$\begin{array}{l} TE \pm 3\sigma \\ 4T \pm 6T \end{array}$$



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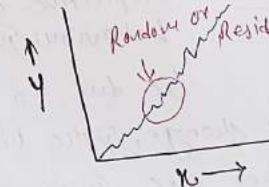
FORECASTING

123-03-21

Forecasting can be termed as prediction of future sales or demand of a particular product. It is a proportion, based upon past data and the art of human judgement.

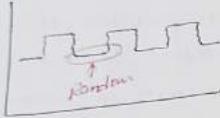
# Need or benefits of forecasting :-

- ① It helps in determining the lot of production and production scale.
- ② It forms the basis for production budget, Labour budget, material budget etc.
- ③ It is essential for product design and development.
- ④ It suggests the need for plant expansion.
- ⑤ It helps in determining the extent of marketing, advertising and distribution strategies.

Types of demand variation :-(1) Trend (T)

It shows a long term upward or downward movement in the demand pattern of a particular product

## (2) Seasonal (S)



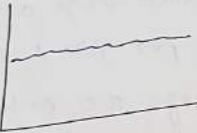
It shows a short term regular variation, and repeated after very short duration may be weekly or daily.

## (3) Cyclical (C)



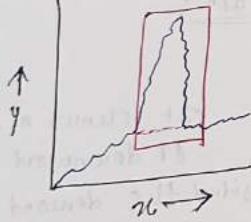
It shows long term wave like demand variation normally for a year or more.

## (4) Level (L) or constant



The demand almost remain constant w.r.t. some variable Normally time.

## (5) Irregular variation (I)

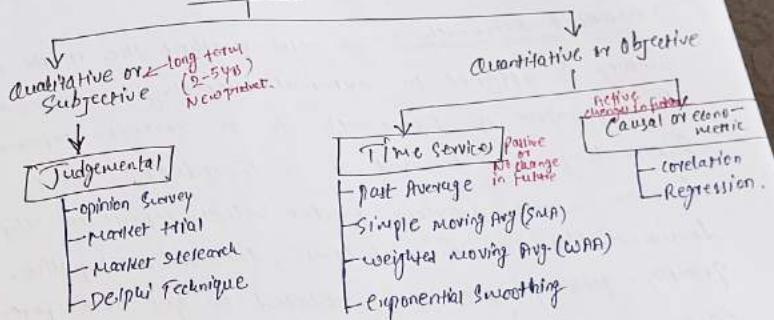


These variations are caused due to unusual circumstances which are not reflected reflective of normal behaviour, these may be due to Govt.

Policy change, price hike, strike, shutdown etc. These variations are always neglected while forecasting.

## Types of Forecasting

### Forecast



### Judgemental

This method is based upon the art of human judgement i.e. how well a human being can predict the demand in future. This method does not require past data or the sales figure.

(i) Opinion Survey : In this method opinions are collected from the customer, detailed and distributed regarding the demand of a product. These informations are used while forecasting.

(ii) Market Trial : This method is applicable for new product and in that case product is introduced b/w the limited population. In the form of free sample the response on the limited population

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IS used to project the demand for bigger population. This method is applied for low cost consumables like toothpaste, cold drink, chocolate, cosmetic items etc.

(3) Market Research :- In this method the work of Survey is assigned to external marketing agencies and the purpose of research is to collect information regarding the demand of a product. The details about various factor which influence the demand like customer income, location, occupation, quantity, quality etc. are related to get the forecast.

*Both used for long range forecasting.*

(4) Delphi Technique (Expert opinion) :- In this method a panel of experts are asked a sequential question in which the response to one question is used to produce next question. It is a step-by-step procedure in which information available to some experts is made available to others and the final forecast is obtained by the common opinion of all the expert.

Time Series

In this method past data are arranged in some time model as dependent variable and time as independent variable. Based upon these past data

*It is not used for very long range forecasting.*

we need to project the demand in future. 109

(i) past average :-

In this method forecast is given by mean or avg. of the actual demand data for the previous period

(ii) simple moving avg. or rolling avg.

Year	Demand	Forecast
2014	320	320
2015	420	420
16	390	390
17	470	470
18	540	540
19	580	580
20	310	310

n = no. of period for SMA

1st forecast =  $(n+1)^{th}$

(ex) n=3  
1st = 4<sup>th</sup>

This method uses past data and calculate the ~~rolling~~ average for a constant period. Fresh avg is computed at the end of each period by adding the actual demand data for the most recent period and deleting the data for older period. In this method as data changes from period to period it is termed as moving avg

~~method~~ ~~SMA (n=4)~~,  $F_{2018} = \frac{470 + 390 + 430 + 320}{4}$

~~method~~ ~~SMA (n=4)~~,  $F_{2018} = \underline{0.25} \times 470 + \underline{0.25} \times 390 + \underline{0.25} \times 430 + \underline{0.25} \times 320$

~~method~~ ~~SMA (n=4)~~,  $F_{2018} = 0.25 \times 470 + 0.25 \times 390 + 0.25 \times 430 + 0.25 \times 320$

~~method~~ ~~SMA (n=4)~~,  $F_{2018} = 0.25 \times 470 + 0.25 \times 390 + 0.25 \times 430 + 0.25 \times 320$

~~method~~ ~~SMA (n=4)~~,  $F_{2018} = 0.25 \times 470 + 0.25 \times 390 + 0.25 \times 430 + 0.25 \times 320$

(3) Weighted moving avg: but method is similar to simple to simple moving avg. the only diff this method gives unequal weight to each demand data in such a manner that summation of all weights always equal to 1. The most recent date is given the highest weight and the weight assigned to the oldest data will be the least.

Sum of digit method

$n = \text{no. of period for WMA}$

(4) Find the sum of  $n$  natural no.:

$$\sum n = \frac{n(n+1)}{2}$$

(2) Arrange them in decreasing order of weight as

$$\frac{n}{En}, \frac{n-1}{En}, \frac{n-2}{En} \dots \frac{1}{En}$$

a)  $n=4$

$$En=10 \quad \left\{ \frac{n(n+1)}{2} \right\}$$

$$\frac{4}{10}, \frac{3}{10}, \frac{2}{10}, \frac{1}{10}$$

b)  $n=5$

$$En=15$$

$$\frac{5}{15}, \frac{4}{15}, \frac{3}{15}, \frac{2}{15}, \frac{1}{15}$$

Q For the given data generate a forecast for each of the three periods using simple moving average for  $n=3$  period, and weighted moving average  $n=4$  period. also find the forecast for the 9th, 10th and 11th period

Period	Demand	SMA, $n=3$	WMA, $n=4$
1	340.1		
2	520.1		
3	460.3		
4	550.1	440	
5	670	510	496
6	790	560	577
7	880	670	673
8	1030	780	778
9	900	900	901
10	900	900	901
11	900		

$$\begin{aligned}
 & \rightarrow 340 + 520 + 460 \\
 & \rightarrow \frac{340 + 520 + 460}{3} \\
 & \rightarrow 520 + 460 + 550 \\
 & \rightarrow 550 \times 0.4 + (460 \times 0.3) + \\
 & \quad (520 \times 0.3) + \\
 & \quad (340 \times 0.1) \\
 & = 456 \\
 & \rightarrow 670 \times 0.4 + (550 \times 0.3) \\
 & \quad + (460 \times 0.2) + (520 \times 0.1) \\
 & = 577
 \end{aligned}$$

# Exponential Smoothing Method

This method requires only the current demand and the forecasted value for the current period to give the next forecast. It is a modified form of weighted moving average which gives weight to all the previous data but the weight assigned are in exponential decreasing order

P10



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$$\text{General form} \rightarrow F_t = \alpha \cdot D_{t-1} + \alpha \cdot (1-\alpha) \cdot D_{t-2} + \alpha \cdot (1-\alpha)^2 \cdot D_{t-3} + \alpha \cdot (1-\alpha)^3 \cdot D_{t-4} + \dots$$

$$F_t = \alpha \cdot D_{t-1} + (1-\alpha) \cdot [\alpha \cdot D_{t-2} + \alpha \cdot (1-\alpha) \cdot D_{t-3} + \alpha \cdot (1-\alpha)^2 \cdot D_{t-4} + \dots]$$

$$F_t' = \alpha \cdot D_{t-1} + (1-\alpha) \cdot F_{t-1}$$

or

$$\begin{array}{l} \text{S:N} \\ \boxed{F_t = F_{t-1} + \alpha(D_t - F_{t-1})} \end{array}$$

$$\begin{array}{l} \text{S:N} \\ \boxed{F_t = F_{t-1} + \alpha e_{t-1}} \\ \text{PC} = \frac{2}{n+1} \end{array}$$

$\alpha$  is smoothing constant and is equivalent to n period of simple moving avg. and is given by  $\alpha = \frac{2}{n+1}$

Note → If for the initial period forecasted value is not given

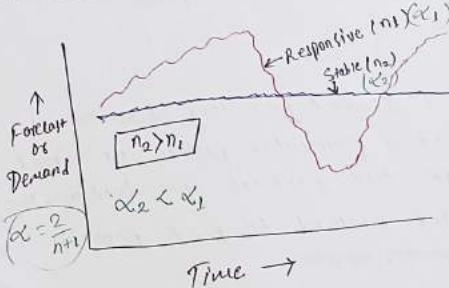
① Take the actual demand for the 1st period = equal to forecast  $D_1 = F_1$  (e.g. 110) → next page

② Take the avg of the actual demand data as the forecast for the period and proceed.

Q. The sale of a product in a showroom for 5 months is given below. with a smoothing constant of 0.4 find the forecast for the next month.

Month	D <sub>i</sub> Sales	F <sub>i</sub>	e <sub>i</sub> = D <sub>i</sub> - F <sub>i</sub>
1	110	110	0
2	140	110	-30
3	90	122	-32
4	100	122	-9.2
5	120	105.52	14.48
6	110	111.312	

# Responsiveness and stability



### Responsive

Responsiveness indicate that the forecast pattern is fluctuating or swaying. It is preferred for new product and for that the no. of period is kept

### Small

Stability: It means that the forecast pattern is flat, smooth or less fluctuation, it is preferred for old existing product and for that the no. of period is kept large

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$$\text{G.M} \quad \alpha = \frac{\sum}{n-1} \quad | \quad F_t = F_{t-1} + \alpha(D_t - F_{t-1})$$

(1) If  $\alpha = 0$  ( $n \rightarrow \infty$ ) {limit of stability}

$$F_t = F_{t-1}$$

(2) If  $\alpha = 1$  ( $n=1$ ) {limit of Responsiveness}

$$F_t = D_{t-1}$$

Stable  $\alpha \rightarrow 0$   
Responsive  $\alpha \rightarrow 1$

### # Forecast error

When error is studied for long duration it becomes helpful to find a particular pattern or trend which may regulate our future production. The most commonly used method to find forecast error, Mean Absolute Deviation.

$$\text{G.M} \quad |e_i| = |D_i - F_i|$$

### (1) Mean Absolute Deviation (MAD)

$$\text{MAD} = \frac{\sum_{i=1}^n |D_i - F_i|}{n}$$

It indicates the avg. magnitude of error made in every period without considering sign i.e. in Absolute term.

S.No	D <sub>i</sub>	F <sub>i</sub>	e <sub>i</sub>   ( D <sub>i</sub> -F <sub>i</sub>  )
1	120	140	+20
2	180	150	+30
3	160	170	-10
			0

$$\text{MAD} = \frac{60}{3} = 20$$

### (2) Mean Forecast error (MFE) or Bias

$$\text{MFE} = \frac{\sum_{i=1}^n (D_i - F_i)}{n}$$

It measures the forecast error with regard to direction and shows any tendency of over or under forecast, the Biases indicate underestimated forecasting and -ve Biases indicate overestimated forecasting.

$$\text{Running Sum Forecast Error (RSFE)} = \sum_{i=1}^n (D_i - F_i)$$

$$\text{G.M} \quad \text{Bias} = \frac{\text{RSFE}}{n}$$

### (3) Mean Square Error (MSE)

$$\text{MSE} = \frac{\sum_{i=1}^n (D_i - F_i)^2}{n}$$

MSE is used to compute std deviation for forecast error which is utilized to plot control chart for forecast error.

$$\pm 36$$

$$6 = \sqrt{\text{MSE}}$$

S.W

### 116 (W) Mean Absolute % Error (MAPE)

$$MAPE = \frac{\sum_{i=1}^n |D_i - F_i| \times 100}{n}$$

$\downarrow$   
30% to  
 $\pm 15\%$

$\downarrow$   
40%  
 $\pm 20\%$

It is the avg of % error compare to actual demand and it is used to put error in perspective because there is diff. 61/100 out of 100 and 40 out of 1000.

### (5) Tracking Signal (TS)

$$TS = \frac{RSFE}{MAD}$$

It tells how well the forecaster is predicting the actual demand. A value of zero would be ideal but  $\pm 5$  or  $\pm 4$  is the acceptable range.

- Q. The demand of a product has been shown below the expert forecasted sale of 100 units for the month of April with smoothing constant of 0.2. Find the forecast for the month of September also determine MAD, MSE, MAPE and Bias.

Month	D <sub>i</sub>	Forecast	D <sub>i</sub> -F <sub>i</sub>	E <sub>i1</sub>	E <sub>i2</sub>	E <sub>i</sub> -Y <sub>i</sub>  /100	
April	120	100 (Initial)	20	400			
May	160	104	56	315.6			
June	200	115.2	-15.2	231.04			
July	80	112.16	-32.16	1034.256			
Aug	130	105.728	24.27	589.03			
Sep.	n=5	110.58	E <sub>i1</sub> = 110.58 E <sub>i2</sub> = 147.63 2000/5=400 1000/5=200 100/5=20	E <sub>i1</sub> <sup>2</sup> =110.58 <sup>2</sup> =12390.43	$\sum  E_i - Y_i  / 100 = 125.74$		

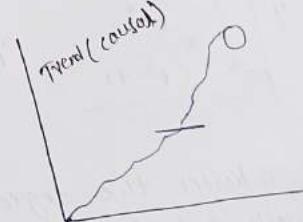
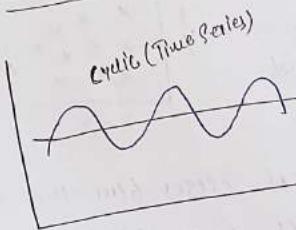
$$(1) MAD = \frac{147.63}{5} = 29.526 \rightarrow \frac{\sum |E_i - Y_i|}{n}$$

$$(2) MSE = \frac{12390.43}{5} = 2478.086 \rightarrow \frac{\sum (E_i - Y_i)^2}{n}$$

$$(3) MAPE = \frac{125.74}{5} = 25.148$$

$$(4) Bias = \frac{52.91}{5} = 10.582 \rightarrow \frac{\sum E_i}{n}$$

### # Causal or Econometric



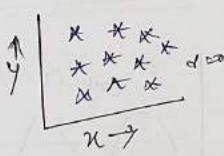
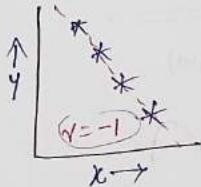
118 Since in this method forecasters try to establish cause and effect relation b/w the demand of a product and any other variable  $y$  on which demand is dependent. The objective is to establish a relation such that changes in one variable becomes useful for the prediction of others.

There are two methods :-

### ① Correlation analysis :-

$$r \rightarrow +1 +0 -1$$

$$\begin{array}{|c|c|} \hline x \text{ and } y & \\ \hline x = 0.047 & r = -0.62 \\ x \uparrow 100 & x \uparrow 100 \\ y \uparrow 47 & y \downarrow 62 \\ \hline \end{array}$$



It indicates the degree of closeness b/w the two variables and its value ranges from +1 to -ve. It is an indicator of extent to which knowledge of one variable becomes useful for the

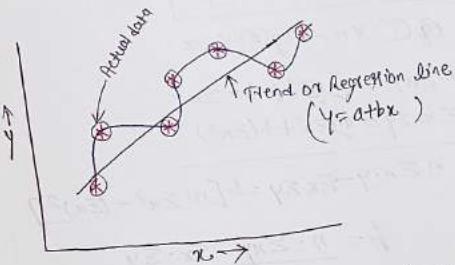
Prediction of other. The correlation coefficient of the two variables  $x$  and  $y$  is given by

$$r = \frac{\sum (x - \bar{x})(y - \bar{y})}{\sqrt{\sum (x - \bar{x})^2 \cdot \sum (y - \bar{y})^2}}$$

where  $\bar{x}$  and  $\bar{y}$  are the avg value of individual  $x$  and  $y$  value

24-03-21

### Linear regression



It is a mathematical technique of obtaining the line of best fit b/w the dependent variable which is usually the demand of a product and any other variable on which demand is dependent.

In regression analysis the relationship b/w some independent variable  $x$  and dependent variable  $y$  can be represented by straight line  $y = a + bx$

120 where  $a$  is intercept on  $y$ -axis and  $b$  is the slope of line.

$$\text{Dependent } \boxed{y = a + bx} \quad \text{Independent } \begin{array}{c} \text{Fitted line} \\ \downarrow \\ \text{Year} \end{array} \quad (1)$$

$n$  = no. of period of data

Taking  $\Sigma$  both side of eq (1)

$$\Sigma y = a n + b n^2 \quad (2)$$

$$n y = a n + b n^2$$

Taking  $\Sigma$  both side

$$\Sigma x \cdot y = a \cdot \Sigma x + b \cdot \Sigma x^2 \quad (3)$$

$$a = \frac{\Sigma x \cdot y - \Sigma x \cdot \Sigma y}{n \cdot \Sigma x^2}$$

$$b = \frac{n \cdot \Sigma xy - \Sigma x \cdot \Sigma y}{n \cdot \Sigma x^2 - (\Sigma x)^2}$$

$$n \cdot \Sigma xy - \Sigma x \cdot \Sigma y = b [n \cdot \Sigma x^2 - (\Sigma x)^2]$$

$$b = \frac{n \cdot \Sigma xy - \Sigma x \cdot \Sigma y}{n \cdot \Sigma x^2 - (\Sigma x)^2}$$

from eq (2)

$$a = \frac{\Sigma y - b \cdot \Sigma x}{n}$$

### The Least square method

when the independent variable is linear and uniform and is in such a form that it can be modified to make  $\Sigma x = 0$  then the calculation become very simple and the method is termed as least square method.

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$n = \text{odd}$	year	Demand	$x$
	2014		-2
	2015	uniform spf	-1
	2016		0
	2017		+1
	2018		+2

Similarly  
Uniform

$$\Sigma x = 0$$

$n = \text{even}$	year	Demand	$n$	$x$
	2015		-2.5	-5
	2016		-1.5	-3
	2017		-0.5	-1
	2018		0.5	+1
	2019		1.5	+3
	2020		2.5	+5

$$\Sigma x = 0$$

$$\begin{aligned} 2x &= 0 \\ x &= 0 \end{aligned}$$

In a car manufacturer's recently held road side car exhibition for the new model of car, the no. of salesmen required at each exp. exhibition and the no. of cars booked is as given below fit a linear depreciation equation and estimate the no. of car booked if 10 salesmen are employed in a exhibition.

No. of Salesmen	No. of Cars Booked	$x^2$	$xy$
5	144	25	
8	176	64	
6	152	36	
8	182	64	
5	138	25	
9	196	81	
3	128	09	
6	158	36	
4	132	16	
6	146	36	
$\Sigma n = 60$		$\Sigma xy = 9698$	
$n=10$		$\Sigma x^2 = 392$	
$\Sigma y = 1554$			

$$\Sigma y = a + b \cdot \Sigma x \quad \text{②}$$

$$\Sigma xy = a \cdot \Sigma x + b \cdot \Sigma x^2 \quad \text{③}$$

$$1554 = 10 \cdot a + 60 \cdot b \quad \text{from ③}$$

$$9698 = 60 \cdot a + 392 \cdot b \quad \text{from ②}$$

$$a = 85.275$$

$$b = 11.6875$$

$$y = 85.275 + 11.6875 x$$

$$x = 10 \rightarrow \text{Given 10 salesmen}$$

$$y = 202.56$$

(Ques 2) The Sales of an automobile company is as given below. Forecast the demand for the next two year using least square method.

Year	Sales (Cr.)	$x$	$x^2$	$xy$
2011	30	-4.5	-20.25	-135
2012	33	-3.5	-12.25	-115.5
2013	37	-2.5	-6.25	-97.5
2014	39	-1.5	-2.25	-61.5
2015	42	-0.5	-0.25	-21.5
2016	46	+0.5	+0.25	23.5
2017	48	+1.5	+2.25	72
2018	50	+2.5	+6.25	125
2019	55	+3.5	+12.25	192.5
2020	58	+4.5	+20.25	261
$\Sigma x = 10$		$\Sigma y = 438$	$\Sigma x^2 = 350$	$\Sigma xy = 502$

$$b = \frac{\Sigma xy}{\Sigma x^2} = \frac{502}{350} = 1.52$$

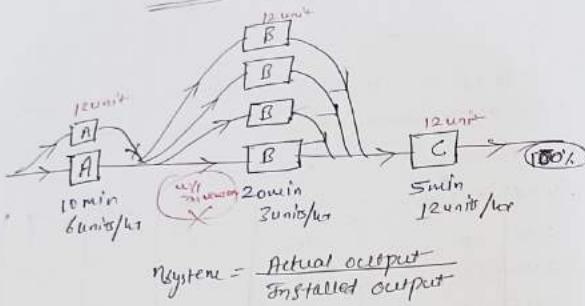
$$a = \frac{\Sigma y}{n} = 43.8$$

$$y = 43.8 + 1.52x$$

$$2021, x = +11, y = 60.52 \text{ Cr}$$

$$2022, x = +13, y = 63.56 \text{ Cr}$$

## (C) LINE BALANCING



The aim of assembly line is to divide total work content into different work station in such a manner that ideal time is minimized and utilization is optimized.

### Advantages

- ① Decrease in work in process inventory.
- ② Reduction in material handling cost.
- ③ Effective utilization of manpower and M/C.
- ④ Uniform rate of production.
- ⑤ Easy production control.

### (1) Work element:-

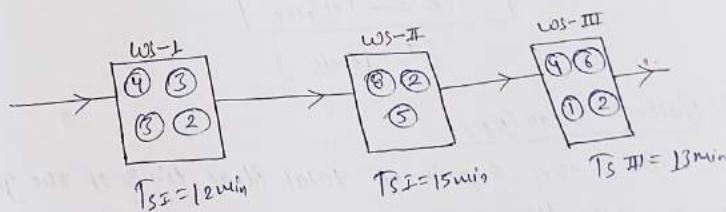
Every job is completed by a set of operation and each operation which is performed on the job is called work element.

### (2) Task Time :- (T<sub>P</sub>)

It is the std. time required to complete work element.

### (3) Work Station:-

It is the specific location on the assembly line where the given amount of work elements are completed within a fix period of time.



### (4) Station Time:-

It is a time required to complete work element assigned in a work station.

1.126

### (5) Total work content (TWC)

It is the time required to complete one set of job. It is given by either the summation of all the elemental task time or the summation of all the station time.

$$\boxed{TWC = \sum T_{Si} = \sum T_i = 40 \text{ min}}$$

### (6) Cycle time ( $T_c$ )

It is the amount of time for which a job that is to be assembled remains in a workstation. It is the time gap b/w two successive products coming out from the assembly line.

$$\boxed{T_c \geq (T_{Si})_{max}}$$

$$(T_c = 16 \text{ min})$$

### (7) Balance Delay (BD)

It is the ratio of total ideal time of the job on the assembly line to the total time spent by the job on the assembly line.

$$\boxed{BD\% = \left( \frac{n \cdot T_c - TWC}{n \cdot T_c} \right) \times 100}$$

where  
 $n$  = no. of workstation

$T_c$  = cycle time

$TWC$  = total work content

### (8) Line efficiency $n_L$ (%)

So

$$\boxed{n_L = \frac{TWC \times 100}{n \cdot T_c}}$$

$$\boxed{n_L = 100 - BD\%}$$

### (9) Smoothness index (SI)

It is a term used to represent the distribution of load b/w the different workstation compared to station consuming more time.

$$SI = \sqrt{\frac{1}{n} \sum_{i=1}^n (\text{Maximum station time} - \text{Station time}_i)^2}$$

$$\text{So } SI = \sqrt{\frac{1}{n} \sum_{i=1}^n [(T_{Si})_{max} - T_{Si}]^2}$$

- Minimum no. of workstation required

$$\boxed{n_{min} = \frac{TWC}{T_c}}$$

$$\text{e.g. } n_{min} = \frac{40}{16} = 2.5 \approx 3$$

1.28 Method of line balancing

(ii) Longest candidate rule

Step①

List all the element in the decreasing order of their task time.

Step②

To assign an element in a work station start from the beginning of the list moving downward. Searching first feasible element which can be placed in a work station.

A feasible element is one that satisfies precedence requirement and when that element is placed in a workstation, the total time of workstation should not exceed the cycle time.

Step③

Strike off the element which is assigned so that it cannot be considered again.

Step④

Continue in the similar manner until all the elements are assigned.

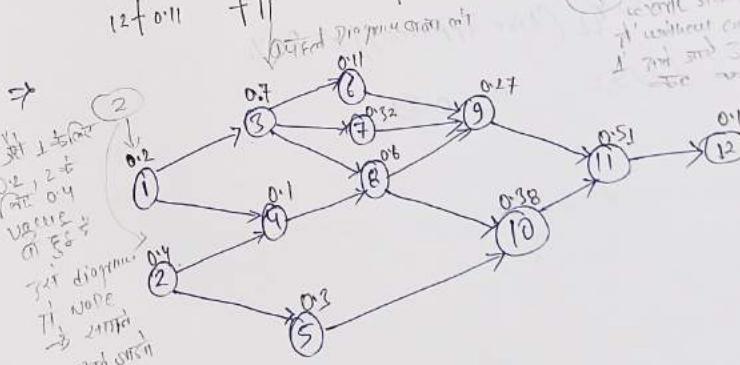
Q. For the following set of elements. Draw the precedence diagram, balance the line and determine. Balance delay, line efficiency, and smoothness index. Take the cycle time as 1 min

3 Increasing order  
in place when 2

Element Task (min) Precedence

1 - 0.2	- -
2 - 0.4	- -
3 - 0.7	- 1
4 - 0.1	- 1, 2
5 - 0.3	- 2
6 - 0.11	- 3
7 - 0.32	- 3
8 - 0.6	- 3, 4
9 - 0.27	- 6, 7, 8
10 - 0.38	- 5, 8
11 - 0.51	- 9, 10
12 - 0.11	- 11

4 Work station  
1 without exception  
1 3rd and 3rd  
for next 20



LWS	Element	TF	FSI	idle time
I	2 3 4 5 6	0.4 0.3 0.2 0.1 0.1	0.5 0.5 0.2 0.1 0.1	1.0
II	7 8 9 10	0.7 0.6 0.32 0.58	0.81 0.98 0.59 0.02	0.19 0.42
III	11 12	0.51 0.11	0.62	0.38

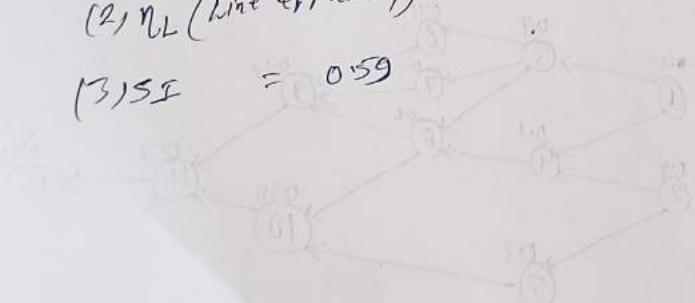
maximum cycle time can be taken if not mentioned in objective

Here;  
 $n=5$ ,  $T_0 = 1 \text{ min}$ ,  $T_{WC} = 4 \text{ min}$

(1) Balance Delay BD = 20%.

(2)  $\eta_{NL}$  (Line efficiency) = 80%.

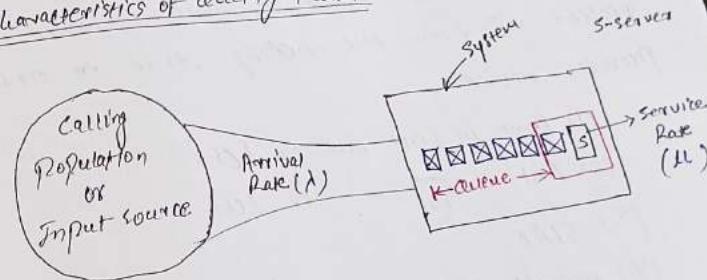
(3) SSI = 0.59



## 7 queuing or Waiting line

The aim of queuing theory is achievement of economic balance b/w the cost of providing service and the cost associated with the waiting required for their service. It is applied to service oriented organization like production shop, work shop, repair shop, restaurant, bank, ATM etc.

### Characteristics of queuing model



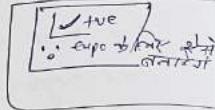
### Arrival rate or Arrival pattern:

The no. of customer arriving per unit time is termed as arrival rate, customer arrival is random and therefore it is assumed to follow Poisson's distribution

Service rate or service pattern is No. of customers serviced per unit time is known as service rate and it is assumed to follow exponential distribution (-ve exponential).



This graph is also exponential



### Service Rule or Service Order

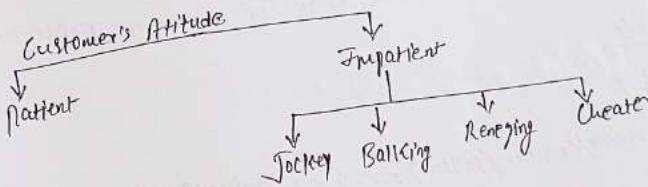
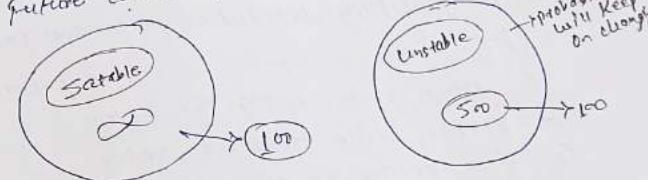
It gives information about the queue discipline which means the order by which customers are picked up from the waiting line in order to provide service.

- (1) First in First Out or FCFS → First come first serve
- (2) Last → First or LCFS.
- (3) SIRO
- (4) Priority Treatment

### System and Calling Population

System is the place or facility where customers arrive in order to get service and its capacity may be finite or infinite.

The entire sample of customer from certain <sup>1</sup> visit the system is known as calling population or input source. Its capacity may be finite or infinite. It is infinite when the arrival of few customer does not have any effect on the arrival of future customer.



Jockey  
Customer keep on changing queue in hope to get service faster.

Ballking  
Customer does not join the queue and leave the system as queue is very long.

Reneging → Customer join the queue for short duration and then leave the system as queue is moving very slow.

Cheater → Customer take illegal means like fighting, driving etc in hope to get service faster.

### 154 Representation of queuing model

The queuing model are represented by Kendall and Lee notations whose general form is  
 Kendall and Lee Notation  
 (alpha) : (d/e/f)

where  $a$  = probability distribution for arrival pattern

$b$  =  $\overbrace{.....}^c$  service pattern

$c$  = No. of servers within the system

$d$  = Service rule or service order

$e$  = Size or capacity of system

$f$  = Size or capacity of incoming population,

### Symbols

$a \& b$

$M$  - markovian (poisson)  $\Rightarrow$  For arrival pattern or exponential service pattern.

$E$  - Erlangian (gamma)  $\Rightarrow$  For arrival or service pattern

$D$  - Deterministic  $\Rightarrow$  Arrival or service pattern.

### Symbols

$c$  =  $1, 2, 3, 4, 5, \dots$

- $d$
- (1) FIFO or FCFS
  - (2) LIFO or LCFS
  - (3) SIRO
  - (4) GID

$e$  and  $f$   
 $N$  - Finite  
 $\infty$  - Infinite.

$$\text{Arrival Rate} = \lambda \text{ (poisson)}$$

$\downarrow \lambda = 15 \text{ customer/hr}$

$$\text{Inter-Arrival Rate} = \frac{1}{\lambda} = \frac{1}{15} \text{ hr/cust} = 4 \text{ min/cust.}$$

(exponential)

$$\text{Service Rate} = \mu \text{ (exponential)}$$

$\downarrow \mu = 20 \text{ cust/hr}$

$$\text{Inter-service Rate} = \frac{1}{\mu} = \frac{1}{20} \text{ hr/cust} = 3 \text{ min/cust.}$$

Poisson

If  $\lambda > \mu \rightarrow$   $\begin{cases} \uparrow \text{arrival rate} \\ \downarrow \text{service rate} \end{cases}$   
 system will queue and after certain period of time incoming population will not get service.  
 In these condition case can not find so as ultimately system failed.

(2)  $\boxed{\lambda \leq \mu} \rightarrow$  System works

$\boxed{\lambda \geq \mu} \rightarrow$  queue

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$$\lambda = \frac{\text{Arrival Rate}}{\text{Service Rate}} = \frac{\lambda}{\mu}$$

$$\mu = 20 \text{ cust/hr}$$

$$(1) d=5, \rho = \frac{\lambda}{\mu} = 0.25$$

$$(2) d=10, \rho = \frac{10}{20} = 0.50$$

$$(3) d=15, \rho = \frac{15}{20} = 0.75$$

$$(4) d=20, \rho = \frac{20}{20} = 1.00$$

The ratio of arrival to service rate indicate the % time server is busy and is known as utilization factor, avg utilization, system utilization, channel efficiency and clearing ratio.

It also indicates the probability that a new customer need to wait.

Formulae

① probability that the system is ideal or probability of zero customer in the system.

$$P_0 = 1 - \rho$$

② Probability of having exactly ~~n~~  $n$  customers in the system

$$P_n = \rho^n \cdot P_0$$

$$P_0 + P_1 + P_2 + P_3 + \dots = 1$$

$$P_3 + P_4 + \dots = 1 - (P_0 + P_1 + P_2)$$

$$= 1 - (\rho + \rho^2 + \rho^3 \cdot P_0)$$

③ Avg. No. of customer in the system :- In this we include both the customers waiting in the queue along with those getting service

$$L_s = \sum_{n=0}^{\infty} n \cdot P_n$$

$$L_s = \frac{\rho}{1-\rho}$$

or ~~Ls = ρ / (1 - ρ)~~

④ Avg. No. of customer in the queue :- In this we don't include the customer getting serviced.

$$L_q = \sum_{n=2}^{\infty} (n-1) \cdot P_n$$

$$L_q = \frac{\rho^2}{1-\rho} = L_s \cdot \rho = L_s \cdot \rho$$

Q18  
Little's Law :- For a stable system avg. no. of customers in the system or queue is given by avg. customer arrival rate multiplied by avg. waiting time of the customer in the system or queue.

$$L_s = \lambda \cdot W_s \rightarrow L_s = \frac{L_q}{\mu}$$

$$L_q = \lambda \cdot W_q \quad W_q = \frac{L_q}{\lambda} = W_s - \frac{1}{\mu}$$

where  
 $L_s$  = avg waiting time of the customer in system  
 $W_q$  = avg waiting time of the customer in the queue

If not mentioned  
In queue  $\rightarrow$  Average  $\rightarrow$  system  
In queue  $\rightarrow$  Queue

WB-18

Q18 The no. of persons arriving in the service center is 8 cust/hr and the service provider takes 5 min/cust. On an avg then determine.

(I)  $L_s$  and  $L_q$

(II)  $W_s$  and  $W_q$

$\Rightarrow$  Ans  $\lambda = 8 \text{ cust/hr}$

$$\frac{1}{\mu} = 5 \text{ min/cust}$$

$$\mu = 12 \text{ min/hr} \quad \{ 60 \text{ min} \times 3 \}$$

$$\rho = \frac{\lambda}{\mu} = \frac{2}{3} \xrightarrow{\text{arrival rate}}$$

$$(1) L_s = 2 \xrightarrow{\lambda=8} \frac{8}{5} \quad (2) W_s = 15 \text{ min}$$

$$W_q = \frac{4}{3} \quad W_q = 10 \text{ min}$$

Q2 A shopkeeper service to customer/hour and the customer arrival is 6 customer/hr find the probability that atleast two customer waiting in the queue. 25-03-21

$\Rightarrow$  Atleast 2 in the queue means atleast 3 in the system.

$$P_3 + P_4 + \dots = 1 - (P_0 + P_1 + P_2)$$

$$= 1 - (P_0 + S^1 \cdot P_0 + S^2 \cdot P_0) = \frac{P_0}{S}$$

$$= 0.216$$

$$P_0 = 1 - 1.04 = 0.96$$

Probability of atleast  $n$  customer in the system

Q14 page 78 w/B

$$\lambda = 6 \text{ cust/hr} , \text{ Idle mc} = \frac{Rs 15}{hr \cdot mc}$$

$$\text{All } \frac{1}{\mu_A} = 6 \text{ min/mc} , \text{ Elfa} = 10 \text{ mc/hr}$$

$$S_A = \frac{\lambda}{\mu_A} = \frac{6}{10} = 0.6 , \quad (\text{Salary})_A = Rs 8/\text{hr}$$

$$\frac{1}{M_B} = \text{Service rate}, \quad M_B = 12 \text{ mc/hr}$$

$$S_B = \frac{1}{M_B} = \frac{6}{12} = 0.5, \quad (\text{Salary})_B = \text{Rs } 10/\text{hr}$$

Both 8 hr shifts

Total cost = cost of idle mc + salary

$$\text{All } (L_s)_A = \frac{S_A}{1-S_A} = \frac{0.6}{0.4} = 1.5 \text{ mc}$$

$$\left( \begin{array}{l} \text{Idle cost} \\ \text{of mc} \end{array} \right)_A = (L_s)_A \times \frac{\text{idle mc rate}}{\text{idle mc rate}} \times \text{shift duration}$$

$$= 1.5 \text{ mc} \times \frac{\text{Rs } 15}{\text{hr.mc}} \times 8 \text{ hr} = \text{Rs } 180$$

$$(\text{Salary})_A = \text{Rs } 8/\text{hr} \times 8 \text{ hr} = \text{Rs } 64$$

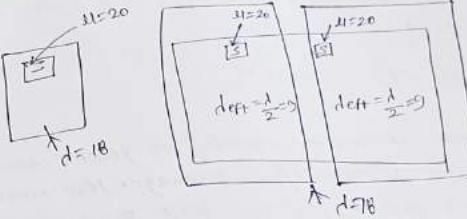
$$(TC)_A = \text{Rs } 244$$

$$\underline{B} \quad (L_s)_B = \frac{S_B}{1-S_B} = 1 \text{ mc}$$

$$\left( \begin{array}{l} \text{idle cost} \\ \text{of mc} \end{array} \right)_B = 1 \text{ mc} \times \frac{\text{Rs } 15}{\text{hr.mc}} \times 8 \text{ hr} = \text{Rs } 120$$

$$(\text{Salary})_B = \text{Rs } 10/\text{hr} \times 8 \text{ hr} = \text{Rs } 80$$

$$\boxed{(TC)_B = \text{Rs } 200}$$



Imp formulae

- ① Avg length of non ~~empty~~ - empty queue or avg length of queue containing atleast one customer

$$L_q' = \frac{1}{1-\rho}$$

- ② Probability of n arrival in the system during period T

$$P(n, T) = \frac{(\exp)^{-\lambda T} \cdot (\lambda T)^n}{n!}$$

- ③ Probability that more than capability time period is required to service or customer.

$$P = (\exp)^{-\lambda \cdot T} \rightarrow \text{for more than}$$

- ④ Probability that the waiting time in the queue is greater than T

$$P(W_q > T) = S \cdot (\exp)^{-\frac{T}{W}}$$



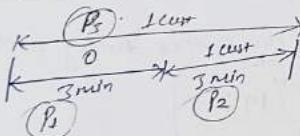
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- ⑤ probability that the waiting time in the system is greater than  $T$

$$P(W_s > T) = (\exp)^{-\frac{T}{\mu_s}}$$

- ⑥ Customer arrive at a shop according to poisson's distribution with a mean of 10 customers/hr. Manager keep notes that no customer arrived for the first 3 minute when the shop opens. Find probability that a customer arrives within the next three minutes

$$\Rightarrow P(n, T) = \frac{(\exp)^{-dT} \cdot (d \cdot T)^n}{n!}$$



$$P_1 \times P_2 = P_3 \rightarrow ①$$

 $\boxed{n=0}$ 

$$\text{Now } P(0, 3\text{ min})$$

$$d \cdot T = 10 \times \frac{3}{60} = 0.5$$

$$P_1 = \frac{(\exp)^{-0.5} \cdot (0.5)^0}{0!} = 0.606$$

$$P(1, 6\text{ min})$$

$$dT = 10 \times \frac{6}{60} = 1$$

$$P_2 = \frac{(\exp)^{-1} \cdot (1)^1}{1!} = 0.367$$

from eq ①

$$P_1 \times P_2 = P_3$$

$$P_3 = \frac{0.367}{0.606} = 0.6056$$

$$\boxed{\frac{T}{\mu_s} (P_3) = 2}$$

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## 8 LINEAR PROGRAMMING

LP is used for optimization of limited resources when there are no or alternate soln possible for the problem. It is a mathematical technique and the term linear is used for the variable and it simply means that the relationship b/w different variables are such that they can be represented in the form of St. Line.

### Requirement of LP

#### ① objective function

It is the main function which we need to optimize and it should be clearly identifiable and measurable in quantitative term like maximization of profit, sales or minimization of cost.

#### ② constraint or condition or restriction

These are the restrictions or limited resources within which we need to optimize our objective function.

#### ③ All the variable should be linear and not $\text{ve}$ .

### law or rule in LP

PFO

### ① Law of certainty :- 144

In LP model the various parameter like objective function coefficient, constraints and resources are known exactly and their value does not change over time.

### ② Law of proportionality

### ③ Addition

### ④ Law of continuity of divisibility

In LP model decision variables are continuous that is they are permitted to take any non-negative value that satisfy all the constraints.

### General statement of Linear Programming :-

Objective  $\leftarrow$  or profit coefficient  
 $\text{funcn} \rightarrow \max Z = c_1x_1 + c_2x_2 + \dots + c_nx_n$

Constraint  
 or  
 condition  $\left\{ \begin{array}{l} a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n \leq b_1 \\ a_{21}x_1 + a_{22}x_2 + \dots + a_{2n}x_n \leq b_2 \\ \vdots \\ a_{m1}x_1 + a_{m2}x_2 + \dots + a_{mn}x_n \leq b_m \end{array} \right.$

Non-negative condition  $\rightarrow x_1, x_2, \dots, x_n \geq 0$

with  $x_i$  is variable  
 where  $a_{ij}, b_i, c_j$  are constant and  
 other are not

$x_j$  is variable

$$i = 1, 2, \dots, m$$

$$j = 1, 2, \dots, n$$

where  $a_{ij}$  are technological coefficients or substitution  
 $b_i$  → resource value  $\frac{\text{Optimal Profit}}{\text{Profit/unit}}$   $\rightarrow$  maximize it & rate profit max  
 $c_j$  → profit coefficient  $\frac{\text{Optimal Profit}}{\text{Profit/unit}}$   $\rightarrow$  minimize it  
 $x_j$  → decision or choice variable  $\frac{\text{Optimal Profit}}{\text{Profit/unit}}$   $\rightarrow$  rate profit purchase  
 $\rightarrow$  minimize it & minimize cost

Graphical steps  $\rightarrow$  used only for linear variables - take set in LP IP

① Identify the problem and define objective function and constraint.

② Draw a graph that include all the constraint and identify the common feasible region

③ find out the final point  $\frac{\text{Optimal Profit}}{\text{Profit/unit}}$  in the feasible region that optimizes the objective fn. This point gives the final sol?

Q. 36 Page 14 w/B

units produced	P	Q	R	Profit/unit
A	10	06	5	60
B	7.5	9	13	70
max profit	75	54	65	

$$Z = 60x_1 + 70x_2$$

Step ① Key decision is to determine no. of units produced if  $\frac{\text{Optimal Profit}}{\text{Profit/unit}}$  product A and B in a week. Let these are  $x_1$  and  $x_2$  respectively.

P.T.O

Feasible alternative are all the values of  $x_1, x_2$  greater than equals to zero.

⑤ objective is to maximize weekly profit where the profit per unit is given so the objective  $f(x)$ .

$x_1, x_2, x_3 \geq 0 \rightarrow$  Decision variable

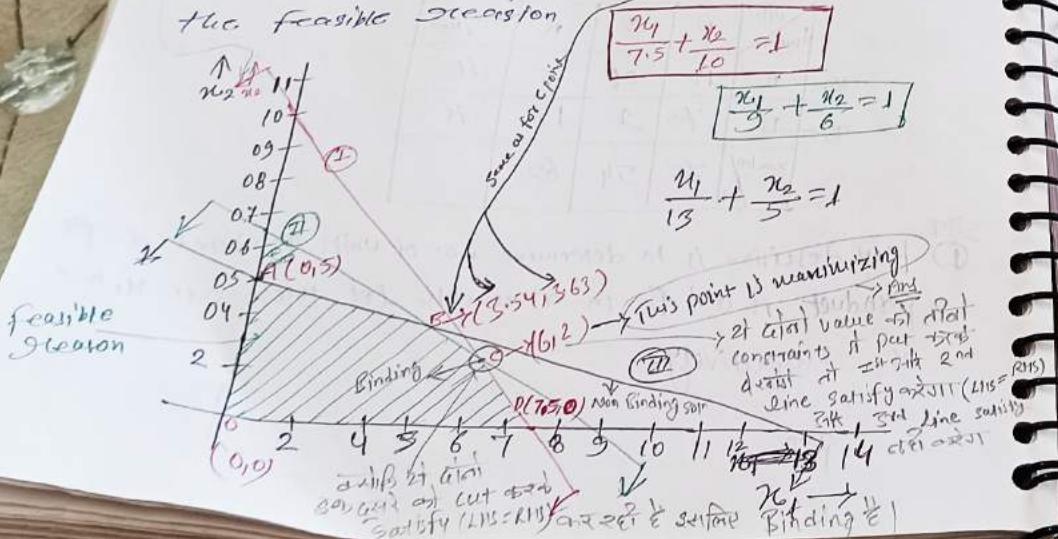
$$14916 = Z = 60x_1 + 70x_2$$

Profit coefficient

⑥ restriction is on the minimum machine time available for the three machines. As a result so the constraints are constraints for  $x_1, x_2, x_3$ . Let  $x_1, x_2, x_3 \geq 0$

$$\begin{aligned} GP &\rightarrow 10x_1 + 7.5x_2 \leq 75 \\ C &\rightarrow 6x_1 + 9x_2 \leq 54 \\ R &\rightarrow 5x_1 + 13x_2 \leq 65 \\ &10x_1 + 7.5x_2 = 75 \end{aligned}$$

⑦ all the constraints are plotted on a graph to get the feasible region.



### Optimality

Now input the values of the corner point of the feasible region in the objective function the point which optimizes the objective function give the final soln

$$Z(A) = 60x_1 + 70x_2 = 350$$

$$Z(B) = 60x_1 + 70x_2 = 466$$

$$Z(C) = 60x_1 + 70x_2 = 500$$

$$Z(D) = 60x_1 + 70x_2 = 450$$

$$Z(O) = 60x_1 + 70x_2 = 0$$

$$\boxed{x_1 = 6, x_2 = 2}$$

one of the vertex of the feasible region give the final soln because objective function is straight line with a constant slope and as it moves away from the origin its value increases and the optimum value will be at one of the extreme point. objective funcn will be tangent to that point and give the optimum soln

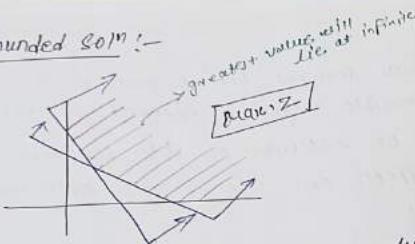
### Binding and Non-Binding Constraints

When we put the values of optimum soln in the constraint and LHS = RHS the constraint is termed as Binding otherwise non ~~is~~ Binding.

$x_1 = 6, x_2 = 2$  2nd highest value  
(1st is 2nd highest)  
Satisfy all the constraints  
so they are binding



① Unbounded Soln :-



In some condition the highest value of objective fn goes upto infinite and it simply means that the common feasible region is not bounded by the limit on the constraints. It is termed as unbounded soln.

### # Simplex

It is a step by step procedure in which we proceed in a systematic manner from an initial feasible soln with an improve upon the initial soln until in certain no. of steps we reach the optimum soln thus we need also check the corner point of the feasible region but in multi-dimensions depending upon the no. of variables.

### Step for simplex

① All the resource value for the given constraint should be non-ve

② All the inequalities of the given constraints should be converted into equalities.

$$3x_1 + 2x_2 \leq 70$$

$$3x_1 + 2x_2 + s_1 = 70$$

slack variable

$$4x_1 + 5x_2 \geq 85$$

$$4x_1 + 5x_2 - s_2 = 85$$

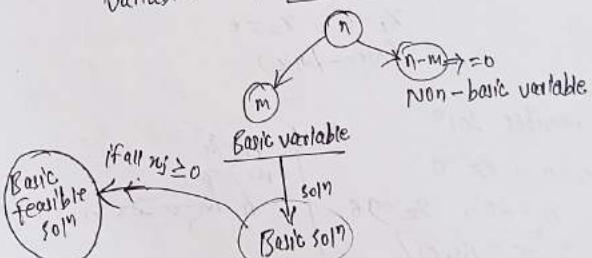
Surplus variable

③ each of the decision variable for objective fn and constraint should be linear and non-ve

$$\text{all } x_j \geq 0$$

### No. of solutions

No. of variable  $\rightarrow n > m+1$  No. of equation



If there are m equation and n is a no. of variable and n is greater than m then we need to put  $n-m$  variable equal to zero ( $n-m=0$ ) known as non basic variable and solve the remaining m basic

variable to get basic soln - this step produces the no. of alternate soln whose mean limit is given by

$$t^y$$

$n_{Cr} = \frac{n!}{m!(n-m)!}$

*variable*      *equation*

A.38 P-55

$$\Rightarrow \text{Max. } z = 40x_1 + 35x_2$$

$$\text{Max. Z} = 40x_1 + 35x_2 + 20x_3$$

$$R.M \rightarrow 2x_1 + 3x_2 \leq 60$$

$$\begin{array}{l} \text{(kg)} \\ \text{(hrs)} \end{array} \rightarrow \underline{4x_1 + 3x_2 \leq 96}$$

$$\underline{2x_1} + \underline{3x_2} + \underline{x_3} = 60 \quad \text{(1)}$$

$$4x_1 + 3x_2 + x_3 = 96 \quad (2)$$

$$\begin{aligned} & \text{No. of Variables} \\ & x_1, x_2, s_1, s_2 \\ & n=4 \\ & m=2 \quad \text{No. of constraint (eqn)} \\ & n-m = 2 = 0 \\ & x_1 = 0, x_2 = \\ & (\text{Non-basic}) \end{aligned}$$

1st feasible  $SOL^n$

$$\begin{aligned} x_1 &= 0, \quad x_2 = 0 \\ S_1 &= 60, \quad S_2 = 96 \\ Z &= RS \cdot 0 \end{aligned}$$

∴  $\lim_{x \rightarrow 0} f(x)$  value zero  $\Rightarrow$   $\lim_{x \rightarrow 0} g(x)$  value zero होता है।

basic वर्तमान में  $\frac{1}{4}$  अवैक्षणिक value zero होता है।

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Ci	Basis	$x_1$	$x_2$	$x_3$	b1	$\alpha_i = \frac{b_i - \sum x_j}{a_{ij}}$	Revised Row
0	Coef. of $x_1$	2	1	0	60	30	
0	Coef. of $x_2$	(4)	3	0	96	24	Key Row Free row Non-neg Coefficients
$C_j$	40	35	0	0			Max. of $Z$ from $eq(0)$
$Z_j = Z_j - C_j$	0	0	0	0			
$A_j = C_j - Z_j$	40	35	0	0			
NER Net evaluation row Net opportunity cost row							
Calculate $A_j$ value as the diff of $C_j$ and $Z_j$ rows and It is termed as Net evaluation row or Net opportunity cost row. The value of $A_j$ rows give the amount of increase or decrease in the objective function that would occur if 1 unit represented by the column head is brought into the <sup>current</sup> <del>final</del> soln. A simplex table indicate the current soln to be optimum when all the values in the $A_j$ rows are							

w are

- (1) -ve or zero when  $L_p$  is for maximization.
- (2) +ve or zero when  $L_p$  is for minimization.

(②) Tue or Zero Rule

The LPP problem is for maximization so we select the highest Tue value in a  $\max Z = \sum A_j Z_j$  row. The selected column is called Key column and the variable in the column head as incoming variable. Now Divide the value by corresponding element of Key column to get replacement ratio. In this column we select

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the minimum value, the selected row is called key row, and the variable in the row as outgoing variable. The element at the intersection of key column and key row is termed as key element.

• Key element is converted by multiplying or dividing key row by a common multiplying factor. All the elements in the key column are made zero except key element which will be unity this is done by adding or subtracting by proper multiples of key row from other rows. In the new table outgoing variable is replaced by incoming variable

$C_i$	Basic	$x_1$	$x_2$	$S_1$	$S_2$	$b_f$	$\Delta_i^*$
0	$S_1$	0	(3/2)*	1	-1/2 (12)	8	Key Row Outgoing
40	$x_2$	1	3/4	0	1/4 (24)	32	Key Element
							$R_1 \rightarrow R_1 - 2R_2$ $(60 - 2 \times 24)$ $R_2 \rightarrow R_2 \times \frac{1}{4}$ $R_1 \rightarrow R_1 - 2xR_2$

2nd feasible soln in matrix  
 $x_1 = 24, x_2 = 0$   
 $S_1 = 12, S_2 = 0$   
 $Z = Rs 9600$

$C_j$	$40$	$35$	$0$	$0$
$Z_j = C_j \cdot a_{ij}^*$	$40$	$30$	$0$	$10$
$\Delta_j^* = C_j - Z_j$	$0$	$5$	$0$	$-10$

Key Column

$C_i$	$x_1$	$x_2$	$S_1$	$S_2$	$b_f$
0	0	1	$2/3$	$-1/3$	8
40	1	0	$-4/3$	$1/3$	18

3rd feasible soln

$$x_1 = 18, x_2 = 8$$

$$S_1 = 0, S_2 = 0$$

$$Z = Rs 10000$$

$$R_1 \rightarrow R_1 \times \frac{2}{3}$$

$$R_2 \rightarrow R_2 - \frac{3}{4} \cdot R_1$$

$C_j$	$40$	$35$	$0$	$0$
$Z_j$	$40$	$35$	$10/3$	$25/3$

$-10/3$        $-25/3$

$$A_j = C_j - Z_j \quad 0 \quad 0$$

↑  
2nd zero after JII  $\frac{8}{1}$   
 $\frac{3}{4} \times \text{CII}$  after JII  $\frac{2}{1}$   
 $\text{III} \rightarrow \frac{1}{2} \text{ at } \frac{1}{2}$   
 $\text{II} \rightarrow \frac{1}{2} \text{ at } \frac{1}{2}$   
 $\text{I} \rightarrow \frac{1}{2} \text{ at } \frac{1}{2}$

$$\therefore x_2 - S_1 \rightarrow 2/3$$

$$8 - \frac{2}{3} = \frac{22}{3} \times 3 = 22 \text{ kg}$$

$$(x_1 - 1) \rightarrow -\frac{1}{2}$$

$$18 - \left(\frac{1}{2}\right) = \frac{37}{2} \times 2 = \frac{37}{2} \text{ kg}$$

$$\begin{aligned} x_1 - S_2 &\rightarrow \frac{1}{2} \\ 18 - \frac{1}{2} &= \frac{35}{2} \times 4 = 70 \text{ kg} \\ x_2 - S_2 &\rightarrow -\frac{1}{3} \\ 8 - \left(-\frac{1}{3}\right) &= \frac{25}{3} \times 3 = \frac{25}{3} \text{ kg} \end{aligned}$$

### 156 Big M Method

It is a modified form of simplex and is always required whenever the constraints are  $\geq$  or  $=$  type irrespective of whether the problem is for maximization or for minimization. In these conditions we introduce an artificial variable in the current basis to get an initial working matrix. These artificial variable must not appear in the final sol<sup>n</sup> and this is ensured by providing extremely -ve value to their profit coefficient in the objective function.

$$\text{for } \max = -M \cdot A_1$$

$$\text{for } \min = +M \cdot A_1$$

where  $M$  is a no. higher than any finite no.

### Special cases

(1) Infinite or multi-optimum sol<sup>n</sup> :- When a non basic variable in an optimum sol<sup>n</sup> has zero value for  $A_j$  row then the sol<sup>n</sup> is not unique and it indicates that the problem has <sup>Infinite no. of</sup> unbounded sol<sup>n</sup>.

Basis	$x_1$	$x_2$	$x_3$	$S_1$	$S_2$	$(S_3)$	Non-basic $b'$
$x_3$							
$S_2$							
$x_1$							
$A_j$	0	0	0	0	0	0	$a_{ij} = b_i/a_{ij}$

$$\begin{cases} -\text{ve} \\ \text{or} \\ \infty \end{cases}$$

(2) unbounded sol<sup>n</sup> :- If in a case all the variables in the replacement ratio column are either -ve or  $\infty$  then the sol<sup>n</sup> terminate and it indicates that the problem has unbounded sol<sup>n</sup>.

(3) NO sol<sup>n</sup> or infeasibility :- when in the final sol<sup>n</sup> artificial variable remains in the basis then there is no feasible sol<sup>n</sup> to the problem.

Basis	$x_1$	$x_2$	$S_1$	$S_2$	$b'$
$A_1$					$\infty$
$S_2$					
$A_j$					

②

### (4) Degenerate sol<sup>n</sup>

when one or more of the basic variable becomes equal to zero during calculation then the sol<sup>n</sup> is called degenerate in degenerate sol<sup>n</sup> the no. of basic variable become less than constraint.

Duality

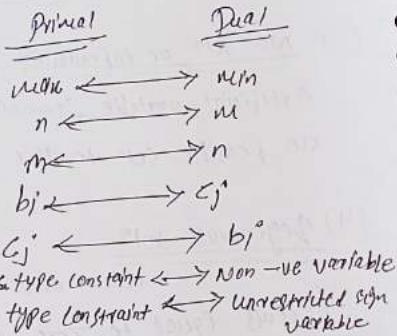


\*  
The initial given problem is known as primal and the problem obtained by transposing rows and columns but having the same optimum value of objective fn is termed as dual.

Primal

(1) Maximise  $\leq$  type constraint

(2) Minimise  $\geq$  type constraints



Q. Find the dual for the following LP problem.

$$\begin{aligned} n &= 3 \\ m &= 3 \\ m &\leq 3 \end{aligned}$$

2

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$$2x_1 - x_2 + 3x_3 \geq 7$$

$$3x_2 - 2x_3 \leq 6$$

$$5x_1 + 4x_3 \geq 8$$

$$3x_1 + 2x_2 - 3x_3 = 0$$

$$7x_1 + 2x_2 - 3x_3 = 10$$

$$3x_1 + 2x_2 - 3x_3 \leq 10$$

$$-3x_1 - 2x_2 + 3x_3 \geq -10$$

$$\text{Max. } W = 7y_1 - 6y_2 + 8y_3 + 10y_4 - 10y_5$$

$$2y_1 + 5y_3 + 3y_4 - 3y_5 \leq 8$$

$$-y_1 - 3y_2 + 2y_4 - 2y_5 \leq -13$$

$$5y_1 + 2y_2 + 4y_3 - 3y_4 + 3y_5 \leq 9$$

$$y_1, y_2, y_3, y_4, y_5 \geq 0$$

② Correct

$$\text{Max. } W = 7y_1 - 6y_2 + 8y_3 + 10y_6$$

$$2y_1 + 5y_3 + 3y_6 \leq 8$$

$$-y_1 - 3y_2 + 2y_6 \leq -13$$

$$5y_1 + 2y_2 + 4y_3 - 3y_6 \leq 9$$

$$y_1, y_2, y_3 \geq 0, y_6 - \text{unrestricted sign variable}$$



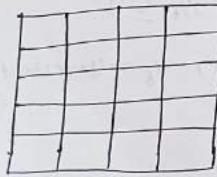
## # Transportation

The aim of transportation problem is to meet the demand and supply requirement in a most optimum and effective manner known as total to minimize total transportation cost.

		Destination					Supply
		P <sub>1</sub>	P <sub>2</sub>	...	P <sub>n</sub>	C <sub>m</sub>	q <sub>1</sub>
Factories or Source	F <sub>1</sub>	x <sub>11</sub>	x <sub>12</sub>	...	x <sub>1n</sub>	c <sub>11</sub>	a <sub>1</sub>
	F <sub>2</sub>	x <sub>21</sub>	x <sub>22</sub>	...	x <sub>2n</sub>	c <sub>21</sub>	a <sub>2</sub>
		x <sub>31</sub>	x <sub>32</sub>	...	x <sub>3n</sub>	c <sub>31</sub>	⋮
		x <sub>m1</sub>	x <sub>m2</sub>	...	x <sub>mn</sub>	c <sub>m1</sub>	a <sub>m</sub>
Demand		b <sub>1</sub>	b <sub>2</sub>	...	b <sub>n</sub>		

$$\text{No. of Variable} = m \times n$$

$$\text{No. of equations} = m+n-1$$



5x4

$$\begin{array}{l} \text{No. of variables} \\ \text{equation} \end{array} = \boxed{20} = 125970$$

$$U_B = 6$$

$$\text{Min. } Z = \sum_{i=1}^m \sum_{j=1}^n c_{ij} \cdot x_{ij}$$

$$\sum a_i = \sum b_j$$

### ① Feasible soln :-

A set of non-negative individual allocation will satisfy all the given constraint is termed as feasible soln.

### ② Basic feasible soln:-

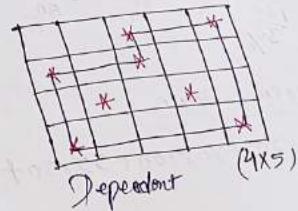
A set of non-negative individual allocation exist in a min transportation problem is termed basic feasible if the total no. of allocation is exactly equal to  $(m+n-1)$ .

### ③ Non-degenerate basic feasible soln

for a  $m \times n$  transportation problem soln is called non-degenerate when the following two conditions are satisfied:

① Total no. of allocation exactly equals to  $m+n-1$ .

② These  $m+n-1$  allocations must be at independent positions.



Dependent (4x5)

By independent position we mean that it is always impossible to form a closed loop by joining these allocation by a series of horizontal and vertical line from one allocated cell to another.

VINCI-optimality test can only be performed when the initial soln is non degenerated.

### Balanced and unbalance transportation problem:

If the total supply equals to total demand Problem is called balanced otherwise unbalanced if the given problem is unbalanced. Balance it by adding dummy source or destination

- Q. A complete transport problem from sources factories to 4 destination as given in the cross matrix below find the optimum allocation to minimize total transportation cost.

	1	2	3	4	
P <sub>1</sub>	30 50	27 20	60	40	70 50
P <sub>2</sub>	80	70 100	50	45	100 0
P <sub>3</sub>	50	35 30	70 70	22 80	180 150

Initial soln  
30%.

### (i) North west corner rule

$$Z = 30 \times 50 + 27 \times 20 + 70 \times 100 + 35 \times 30 + 70 \times 70 + 22 \times 80$$

$$Z = \text{Rs } 16750$$

### (2) Row Minima

$$Z = \text{Rs } 15290$$

	1	2	3	4	
P <sub>1</sub>	30	27 20	60	40	70 50
P <sub>2</sub>	80	70	50 30	45	100 30
P <sub>3</sub>	50	35 30	70 70	22 80	180 150

### (3) Column Minima

	1	2	3	4	
P <sub>1</sub>	30 50	27 20	60	40	70 50
P <sub>2</sub>	80	70	50 30	45	100 30
P <sub>3</sub>	50	35 30	70 70	22 80	180 150

$$Z = \text{Rs } 12540$$

### (4) Least cost method

#### or Method of Matrix minima

	1	2	3	4	
P <sub>1</sub>	30	27 20	60	40	70 50
P <sub>2</sub>	80 30	70	50 30	45	100 30
P <sub>3</sub>	50 30	35 30	70 70	22 80	180 150

$$Z = \text{Rs } 13350$$

### (5) Vogel's Approximation (VAM)

or  
unit cost penalty

	1	2	3	4	
P <sub>1</sub>	30 <sub>30</sub>	27 <sub>20</sub>	60	40	70 <sub>20</sub>
P <sub>2</sub>	80	70 <sub>30</sub>	50 <sub>70</sub>	45	102 <sub>30</sub>
P <sub>3</sub>	50	35 <sub>100</sub>	70	22 <sub>80</sub>	180 <sub>100</sub>

Penalties Row wise  
Column wise

Penalties Row wise  
Column wise

Penalty in next Row  
Penalty first in column  
in 1st Row 3rd Col's  
penalty in 1st after  
max. # 3rd choose next  
corresponding row  
3rd column of solve till  
minimum cost in corner. 1st NorthWest and it's  
zero again write penalty

Z = Rs 12900

In this method we take a diff b/w smallest and 2nd  
smallest variable elements in each row and column  
and Right them below rows and column then  
we select the highest individual difference and  
the maximum possible allocation is done in the  
minimum cost shell of the selected row or  
column. The row column whose requirement become  
zero is struck off so that it cannot be  
considered again continuing the similar manner until  
all the allocations are done.

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### Optimality

As the no. of allocation is exactly equal to  
 $n+m-1=6$  and at independent position so optimality  
test can be performed

#### ① Stepping stone method

	1	2	3	4	
P <sub>1</sub>	30	27	60	40	
P <sub>2</sub>	80	70 <sub>30</sub>	50	45	
P <sub>3</sub>	50	35 <sub>100</sub>	70	22 <sub>80</sub>	

+70      +50      +60      +45  
-35      +27      -50      -22  
+10      -35      +70      +35  
-50      +12      -24      -70  
+55      +53      +53      -12

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In this method we allocate 1 unit in an unallocated  
empty shell and compute the effect on the cost of  
matrix, it is a hit and trial method and for  
bigger matrix chances of making error are more.

#### (2) Modified Distribution (MODI-method)

or  
U-V method

166 Step 1) Develop cost matrix for allocated cells

$U_i \rightarrow$	only				$V_j \downarrow$
$U_i$	$U_0$	$U_1$	$U_2$	$U_3$	$V_j$
$S_{11} U_0$	36	27	7	14	
$S_{12} U_1$	73	40	56	57	
$S_{13} U_2$	38	35	15	22	

$$\boxed{V_j = 7}$$

$$U_1 + V_1 = 30, \quad U_1 + V_2 = 27$$

$$U_2 + V_1 = 70, \quad U_2 + V_3 = 50$$

$$U_3 + V_2 = 35, \quad U_3 + V_4 = 22$$

Computing  $U_i$  and  $V_j$  value by taking  $U_1 = 0$

Step 2) Develop  $U_i + V_j$  matrix for unallocated cell by entering the summation of  $U_i$  and  $V_j$  value for unallocated cell.

Step 3) Subtract the cell values of  $U_i + V_j$  matrix for unallocated cell from original cost matrix to get cell evaluation matrix.

		53	26
7			-12
12		55	

Cell evaluation matrix

- If any of the cell value in the cell evaluation matrix is -ve then the current SMT is not optimum.
- In the cell evaluation matrix identify the cell with the most -ve value, mark it and it is termed as identified cell. Trace a path in the matrix such that it starts from the identified cell and all the corner of the path should already have allocation.
- Mark identified cell as +ve and each other cell at the corner of the path alternately -ve, +ve, -ve and so on. Make a new allocation in the identified cell by entering the smallest allocation on the path that has been assigned -ve sign. The basic cell where allocation became zero leave the SMT.

		53	26
7	-30		12
12	+35	55	-30

0	-3	-11	-16
30	24	19	14
61	58	50	45
38	39	27	22

$U_i + V_j$  matrix for unallocated cells.

### 1) Degeneracy

When the no. of allocation become less than  $m+n-1$  then optimality test can not be performed and such a soln is called degenerate and the condition is known as degeneracy.

### Minimization problem

				<u>maximise</u>				
				<u>100 - min</u>				
				<u>min</u>				
80	30	60	90		20	70	40	10
50	10	70	40		50	90	30	60
70	20	(100)	30		30	80	(22)	70

$$Z = 24 \times 80 + 30 \times 60 + 42 \times 90 \\ + 10 \times 10 + 28 \times 70 \\ + 22 \times 30$$

Maximization problems are solved by converting it into minimization and this is done by subtracting from the highest element all the elements of matrix.

Q. Determine the initial feasible soln using Vogel's approximation and find the optimum distribution possible.

	D	E	F	G	H	
A	44	50	40	39	0	180
B	42	51	54	53	0	170
C	41	40	42	45	0	200

	D	E	F	G	H				
A	44	50	40	39	0	180	39	1, 1, 1, 1	
B	42	51	54	53	0	60	42	9, 1, 1, 1	
C	41	40	42	45	0	60	40	1, 1, 1, 3	
	90	100	120	180	60				
	100	100	120	180	60				
	1	10	2	6	0				
		10	2	6					
		2	6						
		2	6						
		2	6						

As the total no. of allocation is 6 which is less than  $m+n-1 = 7$  so the current soln is degenerate

Now allocating infinitely small but the value  $\epsilon$  (minimum cost cell) such that all allocation remain at independent position in the final soln we put  $\epsilon = \epsilon = 0$

	D	E	F	G	H	
A	44	50	40	39	0	180
B	42	51	54	53	0	60
C	41	40	42	45	0	60
	90	100	120	180	60	

$$Z = RS 20080 \\ \downarrow -20 \\ Z = RS 20060$$

+51  
-54  
+42  
-40  
(-1)

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Assignment(1) Square matrix  
( $n = m$ )(2) All  $a_{ij} = 0 \text{ or } 1$   
all  $a_{ij} = 1$   
and all  $b_j = 1$ 

◻ — Allocation

✗ — Non-allocation.

No. of variable =  $n^2$ No. of equatn =  $2n - 1$ 

$$\min z = \sum_{i=1}^n \sum_{j=1}^m c_{ij} \cdot x_{ij}$$

				all $a_{ij} = 1$
X	✗	✗	◻	
✗	✗	✗	✗	
◻	✗	✗	✗	
✗		✗		

(4x4)

Assignment Problems are special case of transportation where matrix will be a square matrix and in every row every column only one allocation is possible

Q. Four jobs are to be performed Find the optimum allocation to minimize total work time

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PTO

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120	36	31	27
24	34	45	22
22	45	38	18
37	40	35	28

Hungarian method (Floyd's tech.)Step 1 Develop opportunity cost matrix.

→ Subtract the smallest element in each row from every element of corresponding row

0	16	11	7
2	12	23	0
4	27	20	0
9	12	07	0

Step 2 Subtract the smallest element in each column from every element of corresponding column

0	4	4	7
2	0	16	0
4	15	13	0
9	0	0	0

Opportunity cost  
matrix

steps make allocation in the opportunity cost matrix.

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0	4	4	7
2	0	16	0
4	15	13	0
9	0	0	0

opportunity cost matrix

Row  
Column  
Row  
Column

As the no. of allocation is exactly equal to the size of matrix so the current soln is optimum.

Do solve the following assignment problem for minimization.

20	30	40	50
40	50	60	70
70	80	90	80
30	50	80	40

$$200 = 2$$

0	0	0	20
0	0	0	20
0	0	0	0
0	10	30	0

$$Z = 200$$

Do solve the following assignment for minimization

0	22	58	11	19	27
43	78	72	50	63	48
41	28	91	37	45	33
74	42	27	49	39	32
76	11	57	22	25	18
3	56	53	32	17	28

X	13	49	0	0	13
X	35	29	5	10	0
13	X	63	7	+	0
47	15	0	20	2	X
25	0	46	09	4	2
0	53	50	26	4	20

3b

V(1)

3b

V(5b)

2b

V(5b)

2b

V(5b)

As the no. of allocation is less than the size of matrix so the current soln is not optimum.

→ Now we need to proceed to find the minimum no. of lines required to cover all zero atleast once the steps involved are

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① mark all rows for which allocation is zero  
(3rd row).

② mark all column which have unallocated zero in the marked rows. (2<sup>nd</sup> and 6<sup>th</sup> column)

③ mark all rows which have allocation in the marked columns (2<sup>nd</sup> and 5<sup>th</sup> rows)

④ continue step (2 and 3) until chain of marking is completed.

⑤ Draw the minimum no. of lines through unmarked rows and through unmarked columns to cover all zero atleast once.

⑥ Select the smallest element that do not have line through them, subtract it from all the elements that do not have line through them add to every element at the intersection of two lines and leave the remaining elements of a matrix unchanged make allocation in the next opportunity cost matrix.

4	17	49	10	0	17
10	35	25	1	6	0
13	0	59	3	3	10
51	19	0	20	2	4
25	0	42	5	0	2
0	53	46	22	0	20

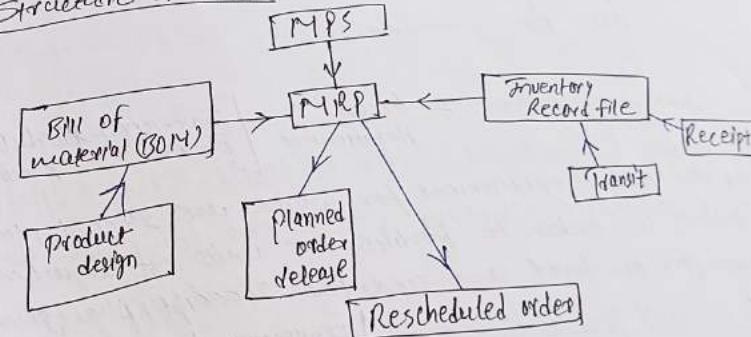
size of mat = 6

9 MRP (material requirement planning)

MRP is a method of working out the production plan in a multistage production system that produces many products and required these raw material and sub assembly. It is used to see that all the things needed

should be available with the prod system at an appropriate time and product can be carried out without any delay. Today MRP is a computer based information system for production, scheduling and purchasing of dependent demand items

#### Structure of MRP



MPS (Master Product Schedule) It is the complete true table of over scheduled products in future it gives information about which product is to be produced, when it is to be produced and in what qty.

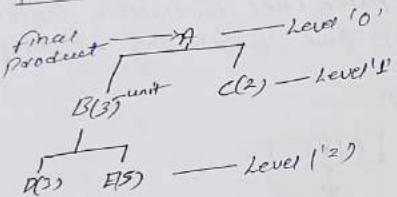
### Inventory record file 176

This file gives complete and up to date information about on hand inventory, transit inventory, planned order and scheduled receipt.

### Bill of material

This file gives information about how a final product is manufactured, specifying all sub-component items and their sequence of buildup in the final product.

### Product structure



$$\text{Net requirement} = \text{Gross Requirement} - \left[ \begin{array}{l} \text{Inventory + Scheduled Receipt} \\ \text{On Hand} \end{array} \right]$$

To find the Net requirement for which we should place an order in order to produce 400 units of x when the inventory on hand and scheduled receipt is as given below.

	X=400	Inventory on hand	Scheduled Receipt
A	400-80 =320	A-80	B-260
B	400x1-240-260 =320	B-240	D-300
C	400-90 =310	C-90 G1-110 =200	E-300
D		E-200	H-280
E	320x2-200-300 =460	F-200 H-4 200x4-320-280 =200	
F		G-110	
G		H-320	
H			

Given

### Advantages of MRP

- ① It helps us to know when and how much to Order it helps in Inventory reduction
- ② It helps to avoid Delay in production
- ③ It gives timely information to marketing department about expected delivery time

### JIT & Just in time

It provides for a cost effective production in an organization to produce only the necessary part in Right quantity at the right time with minimum of resources. This system works with very less inventory and most of the time finished inventory is also kept low. This system believe that space is wasted for storing inventory and it also locks the capital and material.

### Kanban system (Takon)

It is a Japanese word which means card or signal the purpose is to signal the need for more part to support further assembly if it is a physical control system consisting of card and container there are mainly two types of Kanban

(1) P (production) Kanban → It signals the need to produce more inventory to support further assembly.

(2) G (conveyance) Kanban → It signals the need to bring more inventory to support further assembly.



$\rightarrow$  The no. of card or container is given by

$$N = D \cdot T (1 + x)$$

$N$  = No. of card or container

$D$  = Demand rate

$T$  = Avg waiting time for production or conveyance

$x_0$  = Safety factor

$C$  = Container capacity

Q. PYB(1.4) P-732

SN	DI	FI	$(D_i - F_i)(D_i - F_i)^2$
14	100	75	25
15	100	87.5	12.5
16	100	93.75	6.25

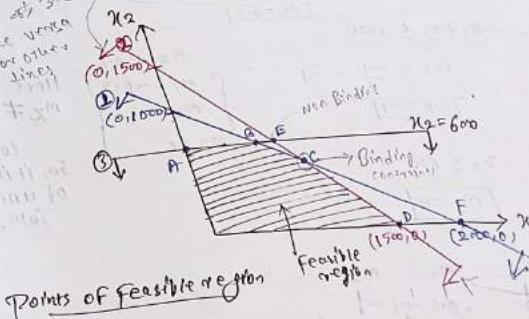
$MSE = \sqrt{\frac{E(D_i - F_i)^2}{n}} = \sqrt{\frac{625 + 156.25 + 39.06}{3}} = 273.44$  R

Q. PYB(3.4) P-746  
 Q. A company produces two types of toys: P and Q. Production time of Q is twice that of P and the company has a maximum of 2000 time units per day. The supply of raw material is just sufficient to produce 1500 toys (of any type) per day. Toy type P requires an electric switch which is available at 600 pieces per day only. The company makes a profit of Rs 3 and Rs 5. on type P and Q respectively. For maximization of profit the daily production quantity of P and Q toys should respectively be. (A) 1000, 500 (B) 500, 1000 (C) 800, 600 (D) 1000, 1000

	$x_1$	$x_2$	Resource
Time	1	2	2000
Capacity	1	1	1500
Switch	0	1	600
Profit/unit	3	5	

Objective function  $Z = 3x_1 + 5x_2$

for feasible region  
 of feasible region  
 put  $x_1 = x_2 = 0$   $\rightarrow x_1 + 2x_2 \leq 2000 \rightarrow$  at  $(x_1=0) \Rightarrow (0, 1000)$   
 we get  $x_1 + 2x_2 \leq 2000$   $\rightarrow x_1 + 2x_2 \leq 1500 \rightarrow$  at  $(x_1=0) \Rightarrow (0, 750)$   
 $x_1 \leq 600 \rightarrow$  at  $(x_1=600) \Rightarrow (1500, 0)$   
 $x_1 \leq 2000 \rightarrow$  at  $(x_1=2000) \Rightarrow (0, 1000)$   
 $x_1 + 2x_2 \leq 2000 \rightarrow$  at  $(x_1=1000) \Rightarrow (1000, 500)$   
 $x_1, x_2 \geq 0$   $\rightarrow$  Because can't make in -ve



Points of feasible region

A  $\rightarrow (0, 600)$

B  $\rightarrow$  By the intersection of line ② and ③  
 line 2  $\rightarrow x_1 + 2x_2 \leq 2000$   
 line 3  $\rightarrow x_1 \leq 600$  put we get  $(800, 600)$

C  $\rightarrow$  By line ① and ②  $(1000, 500)$

D  $\rightarrow (0, 1000)$

Optimal  
 find Z  
 value of  
 check with  
 best Z val  
 max profit  
 let  $\rightarrow$  Ans 2nd



100

$$Z = 3x_1 + 5x_2$$

$$Z(0, 600) = 3000 \text{ Rs}$$

$$Z(800, 600) = 5400 \text{ Rs}$$

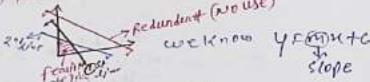
$$Z(1000, 500) = 5500 \text{ Rs} \leftarrow \begin{array}{l} \text{max profit find} \\ \text{point } \rightarrow C(1000, 500) \\ \text{option A is correct} \end{array}$$

$$Z(150, 0) = 4500 \text{ Rs}$$

Shortcut method

slope method

(Illustration: ① There will be no redundant in the problem.)



$$Z = 3x_1 + 5x_2$$

$$\text{slope of } Z \rightarrow m_Z = -\frac{3}{5} = -0.6$$

$$1^{\text{st}} \text{ line} \rightarrow x_1 + 2x_2 \leq 2000$$

$$m_1 = -\frac{1}{2} = -0.5$$

 $m_1 > 0.5$ 

$$\text{line } ② \rightarrow x_1 + x_2 \leq 1500$$

$$m_2 = -\frac{1}{1} = -1$$

$$m_2 = -1$$

$$m_2 = -1$$

$$\text{line } ③ \rightarrow x_2 \leq 600$$

$$m_3 = 0$$

$$\begin{matrix} m_3 & m_1 & m_2 \\ 0 & -0.5 & -1 \\ & -0.6 & -1 \end{matrix}$$

Objective fn lies b/w ①st and ②nd line

$$x_1 + 2x_2 \leq 2000$$

$$x_1 + x_2 \leq 1500$$

$$x_2 = 500$$

$$x_1 = 1000$$

(1000, 500)  $\in$  Ans Direct 😊

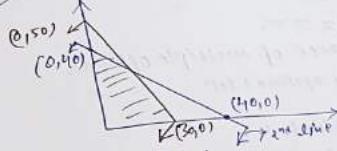
Q. Two models P and Q of a product earn profit of Rs. 50 and Rs. 80 per piece. Production times for P and Q are 5 hours and 3 hours. While the total production time available is 150 hours. For a total batch size of 40, to maximize profit, the no. of units of P to be produced is —

 $\Rightarrow$ 

$$Z = 50x_1 + 80x_2$$

$$5x_1 + 3x_2 \leq 150 \rightarrow \begin{cases} (x_1=0) \rightarrow (0, 50) \\ (x_2=0) \rightarrow (30, 0) \end{cases}$$

$$P + Q \leq 40 \rightarrow \begin{cases} (x_1=0) \rightarrow (0, 40) \\ (x_2=1) \rightarrow (40, 0) \end{cases}$$



$$\begin{aligned} \text{Slope method} \\ \rightarrow m_Z = -\frac{50}{80} = -1.25 \\ \rightarrow m_1 = -\frac{5}{3} = -1.66 \end{aligned}$$

$$m_2 = -1$$

$$\begin{matrix} m_2 & m_1 \\ -1 & -1.25 \end{matrix} \quad \begin{matrix} m_1 \\ -1.66 \end{matrix}$$

By ① and ② st line

$$5x_1 + 3x_2 \leq 150$$

$$5x_1 + 5x_2 \leq 200$$

$$7x_1 = 50$$

$$x_1 = 35$$

$$x_1 = P = 35$$

Ans



Q. Consider the following Linear Programming Problem (LPP):

$$\text{Maximize } Z = 3x_1 + 2x_2$$

$$\text{Subject to } 3x_1 + 2x_2 \leq 18 \quad \text{and } x_1 \leq 4$$

$$\begin{cases} \text{at } (x_1=0) \Rightarrow (0, 9) \\ (x_2=0) \Rightarrow (6, 0) \end{cases}$$

$$x_1, x_2 \geq 0$$

(A) The LPP has a unique optimal soln      (B) The LPP is infeasible

(C) The LPP is unbounded

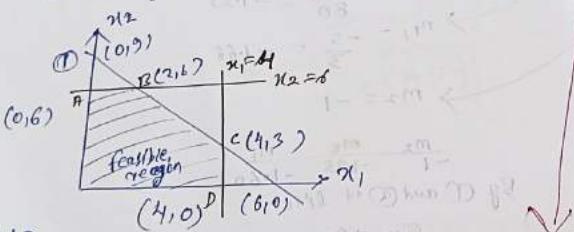
(D) The LPP has multiple optimal soln

$$\text{Slope } M_Z = -\frac{3}{2}$$

$$M_1 = -\frac{3}{2}$$

Here  $M_Z = M_1$   
Chance of multiple optimal  
condition (A) for optimal soln

- (1) Non Redundant
- (2) Binding constraint



$$Z_A = 0$$

$$Z_B = 18$$

$Z_C = 18$  [Optimal (at  $B \Rightarrow (2,6)$ )]  $\rightarrow$  put in eqn (1)  $(18) Z_B = Z_C (18)$

$Z_D = 12$   
So, due constraint B Binding  
and Non redundant, both  
so, more than one soln are there  
It is case of optimal soln

Q. LPP maximize

PFB 3rd Subject to

$$Z = 3x_1 + 2x_2$$

$$-2x_1 + 3x_2 \leq 9 \quad (1)$$

$$2x_1 - 5x_2 \geq 6 \quad (2)$$

$$x_1, x_2 \geq 0$$

The problem may

(A) Unbounded soln

(B) Infeasible soln

(C) Alternate optimal soln

(D) Degenerate soln

Ans: (A) Time, Resource, Raw material  
(-ve) if we add the last  
so, multiply both side with (-ve sign)

$$-x_1 + 5x_2 \leq 20 \quad (3)$$

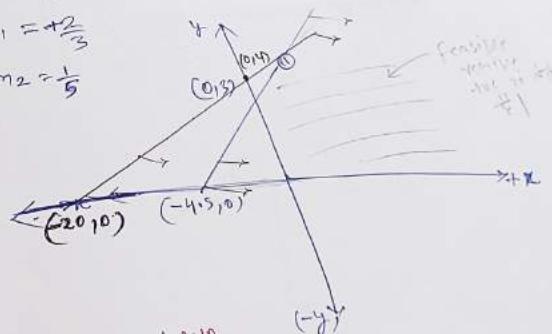
$$(x_1=0) \Rightarrow (0, 4)$$

$$(x_2=0) \Rightarrow (-20, 0)$$

$$M_Z = -\frac{3}{2}$$

$$M_1 = +\frac{2}{3}$$

$$M_2 = \frac{1}{5}$$



Unbounded soln