

MITF Sem.-4 Examination

MITF-209T

Management Science

May-2025

Time : 2-30 Hours]

[Max. Marks : 70

Instructions:

- **Figures to the right indicate Full Marks.**
- **Do not write anything on the question paper.**
- **Simple calculator is allowed. Do not use a scientific calculator.**

Q.1	Write short notes on the decision criteria under uncertainty: Maximin, Minimax Regret, Hurwicz Criterion, Laplace Criterion.	[14]																																				
OR																																						
	<p>A newspaper boy has the following probabilities of selling a magazine.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>No. of copies sold</th> <th>Probability</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>0.10</td> </tr> <tr> <td>11</td> <td>0.15</td> </tr> <tr> <td>12</td> <td>0.20</td> </tr> <tr> <td>13</td> <td>0.25</td> </tr> <tr> <td>14</td> <td>0.30</td> </tr> </tbody> </table> <p>Cost of copy is 30 and sale price is 50 paise. He cannot return unsold copies. (a) Construct a conditional profit table. (b) Determine EPPI.</p>	No. of copies sold	Probability	10	0.10	11	0.15	12	0.20	13	0.25	14	0.30	[14]																								
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Q.2	Explain the principle of dominance in game theory.	[14]																																				
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	<p>Two players A and B showing each other, put on a table a coin, with head or tail up. Given the choice of being matching player (A) or non-matching player (B). Using oddments method what is the value of game?</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th colspan="2" rowspan="2"></th> <th colspan="2">Player B</th> </tr> <tr> <th>B_1</th> <th>B_2</th> </tr> </thead> <tbody> <tr> <th rowspan="2">Player A</th> <th>A_1</th> <td>8</td> <td>-3</td> </tr> <tr> <th>A_2</th> <td>-3</td> <td>1</td> </tr> </tbody> </table>			Player B		B_1	B_2	Player A	A_1	8	-3	A_2	-3	1	[14]																							
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Q.3	<p>Determine the basic feasible solution to the following transportation problem using North-west Corner Method and Least Cost Method.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th colspan="2" rowspan="2"></th> <th colspan="4">Distribution Centres</th> <th rowspan="2">Supply</th> </tr> <tr> <th>D_1</th> <th>D_2</th> <th>D_3</th> <th>D_4</th> </tr> </thead> <tbody> <tr> <th rowspan="4">Sources</th> <th>S_1</th> <td>2</td> <td>3</td> <td>11</td> <td>7</td> <td>6</td> </tr> <tr> <th>S_2</th> <td>1</td> <td>0</td> <td>6</td> <td>1</td> <td>1</td> </tr> <tr> <th>S_3</th> <td>5</td> <td>8</td> <td>15</td> <td>9</td> <td>10</td> </tr> <tr> <th>Requirements</th> <td>7</td> <td>5</td> <td>3</td> <td>2</td> <td></td> </tr> </tbody> </table>			Distribution Centres				Supply	D_1	D_2	D_3	D_4	Sources	S_1	2	3	11	7	6	S_2	1	0	6	1	1	S_3	5	8	15	9	10	Requirements	7	5	3	2		[14]
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(P.T.O)

	Describe the Hungarian Method for solving an assignment problem. How is it used to minimize total cost? Provide an example.	[14]																					
Q.4	Construct a network diagram and find the total, free and independent floats of various activities.	[14]																					
	<table border="1"> <thead> <tr> <th>Activity</th> <th>A</th> <th>B</th> <th>C</th> <th>D</th> <th>E</th> <th>F</th> </tr> </thead> <tbody> <tr> <td>Predecessor.</td> <td>-</td> <td>A</td> <td>A</td> <td>B, C</td> <td>-</td> <td>E</td> </tr> <tr> <td>Duration</td> <td>2</td> <td>3</td> <td>4</td> <td>6</td> <td>2</td> <td>8</td> </tr> </tbody> </table>	Activity	A	B	C	D	E	F	Predecessor.	-	A	A	B, C	-	E	Duration	2	3	4	6	2	8	
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	What is float (total, free, independent float)? How is it calculated in a network? Why is it important?	[14]																					
Q.5	Answer the following. (Attempt any SEVEN out of TWLEVE)	[14]																					
1.	What is the purpose of slack variables in linear programming?																						
2.	Define: Zero Sum Game																						
3.	How is the Expected Value of Perfect Information (EVPI) calculated?																						
4.	Define: Latest Finish Time (LFT) of an activity																						
5.	How many possible assignments exist in an assignment problem with 4 workers and 4 tasks?																						
6.	What is the difference between certainty and uncertainty in decision-making?																						
7.	The Hungarian method is used to solve _____.																						
8.	Define: Critical Path																						
9.	Define: Slack Time																						
10.	What does PERT stand for?																						
11.	Name the decision-making criterion suitable for a pessimistic decision-maker.																						
12.	What is the formula for expected time in PERT?																						