



**JARAMOGI OGINGA ODINGA UNIVERSITY OF SCIENCE AND
TECHNOLOGY**

SCHOOL OF AGRICULTURAL AND FOOD SCIENCES

**SECOND YEAR SECOND SEMESTER UNIVERSITY EXAMINATION
FOR THE DEGREE OF BACHELOR OF SCIENCE IN
AGRIBUSINESSMANAGEMENT**

2019/2020 ACADEMIC YEAR

REGULAR

COURSE CODE: BBM 3226

COURSE TITLE: OPERATIONS RESEARCH

EXAM VENUE: STREAM: BSc. Agribusiness Management

DATE: EXAM SESSION:

TIME: 2 HOURS

Instructions:

- 1. Answer ALL questions in section A and ANY other 2 Questions in section B.**
- 2. Candidates are advised not to write on question paper.**
- 3. Candidates must hand in their answer booklets to the invigilator while in the examination room.**

SECTION A [30 MARKS]
ANSWER ALL QUESTIONS

QUESTION ONE [6 MARKS]

Define the terms:

- a. Decision variables [2 marks]
- b. Corner Point Feasible (CPF) solutions [2 marks]
- c. Mixed strategies in games theory [2 marks]

QUESTION TWO [6 MARKS]

- a. Distinguish a game with a saddle point and one without a saddle point [2 marks]
- b. Find the saddle point and value of the game with the following payoff matrix [4 marks]

	B				
A	10	20	-20	13	
	12	14	0	15	
	7	2	18	9	

QUESTION THREE [9 MARKS]

- a. Evaluate the initial basic solution for the transportation problem

				14
	16	19	12	16
	22	13	19	12
	14	28	8	42
	10	15	17	

[5 marks]

- b. Form the dual of the following LP problem

Maximum $z = 3x_1 + 2x_2$

Subject to: $2x_1 + x_2 \leq 6$

$3x_1 - x_2 = 8$

$x_1 + x_2 \leq 2$

$x_1, x_2 \geq 0$

[4 marks]

QUESTION FOUR [9 MARKS]

- a. Draw the constraints; $x_1 + 3x_2 \leq 6$, $4x_1 + 3x_2 \leq 12$, $4x_1 + x_2 \leq 8$ on the same axes to show the feasible region [6 marks]
- b. Identify values of the decision variables that would optimize the objective function maximize: $z = 3x_1 + 5x_2$ [3 marks]

SECTION B: [20 MARKS]
ANSWER ANY TWO QUESTIONS

QUESTION FIVE [20 MARKS]

a. Consider the following payoff (profit) matrix

	θ_1	θ_2	θ_3	θ_4	θ_5
a	15	10	0	-6	17
a ₂	3	14	8	9	2
a ₃	1	5	14	20	-3
a ₄	7	19	10	2	0

No probabilities are known for occurrence of the nature states. Determine the decisions that can be made using each of the following criteria:

- i. Laplace [2 marks]
- ii. Maximin [3 marks]
- iii. Hurwicz (assume $\alpha = 0.25$) [3 marks]

b. For the LP problem: Maximize: $Z = 2x_1 - x_2 + x_3$

Subject to: $3x_1 + x_2 + x_3 \leq 6$

$$x_1 - x_2 + 2x_3 \leq 1$$

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

$$x_1 \leq 0, x_2 \leq 0, x_3 \leq 0$$

- i. Formulate a Simplex tableau to find the Initial Basic Solution [3 marks]
- ii. Determine values of the decision variables that give optimal solution [7 marks]
- iii. Find the optimal solution [2 marks]

QUESTION SIX [20 MARKS]

a. Distinguish between decisions under risk and decisions under uncertainty [4 marks]

Consider the following payoff (profit) matrix

	θ_1	θ_2	θ_3	θ_4
a ₁	10	20	-20	13
a ₂	12	14	0	15
a ₃	7	2	18	9

The a priori probabilities of $\theta_1, \theta_2, \theta_3, \theta_4$ are 0.2, 0.1, 0.3, 0.4 respectively. An experiment is conducted and its outcomes z_1, z_2 are described by the following probabilities.

	θ_1	θ_2	θ_3	θ_4
z ₁	0.1	0.2	0.7	0.4
z ₂	0.9	0.8	0.3	0.6

- b. Determine the best action when no data are used [8 marks]
- c. Determine the best action when the experimental data are used [8 marks]

QUESTION SEVEN [20 MARKS]

- a. Define a two-person zero-sum game [2 marks]
 b. For the game

		B		
		1	2	3
A	1	5	50	50
	2	1	1	0.1
	3	10	1	10

- i. Show that the strategies $(1/6, 0, 5/6)$ for player A and $(49/54, 5/54, 0)$ for player B are optimal [6 marks]
 ii. Find the value of the game [3 marks]
 c. Solve the following game problem graphically

		B	
		1	2
A	1	5	6
	-7	9	
	-4	-3	
	2	1	

[9 marks]

QUESTION EIGHT [20 MARKS]

A transportation problem is as shown below.

		R	S	Supply
P		8	5	4
Source	Q	6	4	2
		Demand	3	3

- a. Find the Initial Basic Solution (BS) using the North-West Corner method [5 marks]
 b. Solve the problem to show how Demand-Supply process is realized [8 marks]

c. For the game:

		B			
		4	-4	-5	6
A	-3	-4	-9	-2	
	6	7	-8	-9	
	7	3	-9	5	

- Find: i. the saddle point [4 marks]
 ii. the value of the game [3 marks]