

(6)

Or

- (b) (i) Solve the following matrix game by linear programming :

$$\begin{pmatrix} 1 & 0 & 4 & 1 \\ 0 & -4 & -3 & 1 \end{pmatrix}$$

- (ii) Use the dominance relation to solve the following matrix game :

$$\begin{pmatrix} 4 & 2 & 2 & 1 \\ 2 & 3 & 5 & 4 \\ 3 & 2 & 1 & 1 \\ 2 & 1 & 2 & 1 \end{pmatrix}$$

Total Pages—6

M.Sc.—Math-III (CE-303)

2019

(January)

Time : 3 hours

Full Marks : 80

Answer from both the Sections as per direction

*The figures in the right-hand margin indicate marks
Candidates are required to answer in their own words
as far as practicable*

(OPTIMIZATION TECHNIQUES)

SECTION—A

1. Answer any *four* of the following : 4 × 4
- (a) State GOMORY'S mixed integer-continuous variables algorithm.
- (b) What are Kuhn-Tucker optimality conditions ?
- (c) Let f be a pseudoconvex function on an open convex set $T \subset \mathbb{R}^n$. Also, let $\nabla f(x^*) = 0$ for some $x^* \in T$. Then what about x^* ?

(2)

(d) Derive the dual of the primal linear program :

$$\begin{aligned} & \text{Maximize } v = 3x_1 + 2x_2 \\ & \text{subject to } \begin{aligned} x_1 + 3x_2 &\leq 6, \\ x_1 - x_2 &\leq 3, \\ x_1 + 2x_2 &\leq 5, \\ x_1 &\geq 0, x_2 \geq 0. \end{aligned} \end{aligned}$$

(e) State Farkas' lemma.

SECTION— B

Answer all the questions : 16×4

2. (a) Use Gomory's algorithm to solve the program :

$$\begin{aligned} & \text{Minimize } Z = -9x_1 - 10x_2 \\ & \text{subject to } \begin{aligned} x_1 + x_3 &= 3 \\ 2x_1 + 5x_2 + x_4 &= 15, \\ x_1, x_2, x_3, x_4 &\geq 0 \text{ and integers.} \end{aligned} \end{aligned}$$

Or

(b) Solve the following problem by the upper bounding technique :

(3)

Maximize $v = 3x_1 + 2x_2$

$$\begin{aligned} & \text{subject to } \\ & \begin{aligned} x_1 - 3x_2 &\leq 3, & 2x_1 + x_2 &\leq 20, & -x_1 + x_2 &\leq 6, \\ x_1 - 2x_2 &\leq 4, & x_1 + 3x_2 &\leq 30, \\ & & & & 0 \leq x_1 &\leq 8, & 0 \leq x_2 &\leq 6. \end{aligned} \end{aligned}$$

3. (a) (i) Let f be a pseudo convex function on an open convex set $T \subset \mathbb{R}^n$. Also, let $\nabla f(x^*) = 0$ for some $x^* \in T$. Then prove that x^* is a global minimum of f over T .

(ii) Let f is differentiable at $x^* \in T$ and x^* is a local minimum of the problem Minimize $f(x)$, subject to $x \in T$, then prove that

$$\nabla f(x^*)^T d \geq 0 \text{ for all } d \in \bar{D}(x^*).$$

Or

(b) (i) Solve the following problem using Lagrangian multipliers :

$$\text{Minimize } f(x) = 3x_1^2 + 4x_2^2 + 5x_3^2$$

$$\text{subject to } x_1 + x_2 + x_3 = 10.$$

(4)

(ii) Find a direction $z \in \mathbb{R}^n$ along which the directional derivative of the function f at a point $x \in \mathbb{R}^n$ is a minimum.

4. (a) Consider the convex programming problem :

Minimize $(-x_1 + x_2)$

subject to $x_1^2 + x_2 \leq 0$
 $x_2 \geq 0.$

Show that $x_1 = 0, x_2 = 0$ is the optimal solution to this program. Also, is Slater's constraint qualification satisfied at $(0, 0)^T$? Further, show that the Lagrangian of the problem has no saddle point.

Or

(b) (i) Prove that the Lagrangian associated with the problem :

Minimize (x^2)

subject to $0 \leq x \leq 1$

must have a Saddle point and then find it.

(5)

(ii) Apply the $K-T$ conditions to solve the following problem :

Minimize $(x_1^2 + x_2)$

subject to $x_1^2 + x_2^2 - 9 = 0$

$-(x_1 + x_2^2) + 1 \geq 0$

$x_1 + x_2 \leq 1$

5. (a) (i) Use the dominance relations to solve the following matrix game :

$$\begin{pmatrix} 2 & 0 & 3 \\ 3 & -1 & 1 \\ 5 & 2 & -1 \end{pmatrix}$$

(ii) Solve the game with the following pay-off matrix by the graphical method.

$$\begin{pmatrix} 2 & -3 & -1 & 1 \\ 0 & 2 & 1 & 2 \end{pmatrix}$$