SEC 4.2

BMA-S602
Transportation and Game Theory

Credit : 2   **L T P**

Time: 3 hrs   3 1 0

NOTE: The question paper shall consist of three sections (Sec.-A, Sec.-B and Sec.-C). Sec.-A shall contain 10 objective type questions of one mark each and student shall be required to attempt all questions. Sec.-B shall contain 10 short answer type questions of four marks each and student shall be required to attempt any five questions. Sec.-C shall contain 8 descriptive type questions of ten marks each and student shall be required to attempt any four questions. Questions shall be uniformly distributed from the entire syllbus. The previous year paper/model paper can be used as a guideline and the following syllabus should be strictly followed while setting the question paper.

Transportation problem and its mathematical formulation, northwest-corner method, least cost method and Vogel approximation method for determination of starting basic solution, algorithm for solving transportation problem, assignment problem and its mathematical formulation, Hungarian method for solving assignment problem.

Game theory: formulation of two person zero sum games, solving two person zero sum games, games with mixed strategies, graphical solution procedure.

Books Recommended:

1. Mokhtar S. Bazaraa, John J. Jarvis and Hanif D. Sherali, *Linear Programming and Network Flows,* 2nd Ed., John Wiley and Sons, India, 2004.

2. F. S. Hillier and G. J. Lieberman, *Introduction to Operations Research,* 9th Ed., Tata McGraw Hill, Singapore, 2009.

3. Hamdy A. Taha, *Operations Research, An Introduction,* 8th Ed., Prentice-Hall India, 2006.