## B.Tech. - VIEP - MECHANICAL ENGINEERING (BTMEVI)

## Term-End Examination

## DIGE1

June, 2019

## BIMEE-004 : OPTIMIZATION TECHNIQUES IN ENGINEERING

Time: 3 hours
Maximum Marks : 70
Note: Answer any five questions. All questions carry equal marks. Use of scientific calculator is permitted.

1. A manufacturer has two products I and II, both of which are made in two shops by machines $A$ and $B$. The machines A and B have available time of 100 hours and 80 hours respectively. The process time per 100 for two products on two machines are :

| Product | Machine $A$ | Machine $B$ |
| :---: | :---: | :---: |
| I | 04 hours | 05 hours |
| II | 05 hours | 02 hours |

The profit on product I is $₹ 10$ per 100 units and on product II is ₹ 5 per 100 units.
How much of each product is to be made to maximize the profit?
2. (a) With the help of an example, explain multi-variable optimization.
(b) Explain in detail about Branch and Bound approach with suitable example.
3. Using stepping stone method, find the optimal solution for the following transportation problem :

| From | D | E | F | Capacity |
| :---: | :---: | :---: | :---: | :---: |
| A | 5 | 10 | 2 | 100 |
| B | 3 | 7 | 5 | 25 |
| C | 6 | 8 | 4 | 75 |
| Requirement | 80 | 30 | 90 |  |

4. (a) Solve the game whose pay-off matrix is given below :

Player B
Player A

| 5 | 2 |
| :--- | :--- |
| 3 | 4 |

Also determine the game value.
(b) Use dynamic programming to find the shortest path from city A to city G of the following route network. (Distance between the cities are given in miles.)

5. (a) Use Newton-Raphson method to find out the roots of the following equation :

$$
x^{3}-3 x-5=0
$$

(b) Evaluate

$$
\int_{0}^{6} \frac{1}{1+x^{2}} d x
$$

by using Trapezoidal rule. 7
6. (a) Find the dimensions of a box of largest volume that can be inscribed in a sphere of unit radius.
(b) Using a suitable example, explain the direct search method for optimizing multi-variable function with equality constraint.
7. Write short notes on any two of the following : $2 \times 7=14$
(a) Wolfe's Modified Simplex Method
(b) Integer Programming
(c) Cutting Plane Method

