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BS (SE) IV

Section = "A"

(9)

$$P_3 (0, 0, 250)$$

Putting all in eqn (2)

$$Z = 1000x_1 + 800x_2 + 400x_3$$

$$Z = 1000(250) + 0 + 0 = 250000$$

$$Z = 1000 + 800(500) + 0 = 400000$$

$$Z = 0 + 0 + 400(375) = 150000$$

$$Z = 1000(500) + 0 + 0 = 500000$$

$$Z = 0 + 800(187.5) + 0 = 150000$$

$$Z = 0 + 0 + 400(250) = 100000$$

The maximum point.

$$P_4 (500, 0, 0) = 500000$$

$$Z = 500000.$$

Question 1 Solution:-

Production	Progress	Finishing	T-Demand
P_1	12	03	1000
P_2	06	08	800
P_3	08	06	400
	3000	1500	

Converting into Linear Programming.

$$\Rightarrow 12x_1 + 6x_2 + 8x_3 \leq 3000 \rightarrow (i)$$

$$\Rightarrow 3x_1 + 8x_2 + 6x_3 \leq 1500 \rightarrow (ii)$$

$$\text{Maximum } Z = 1000x_1 + 800x_2 + 400x_3$$

$$\Rightarrow \text{Put } x_2 = 0 \text{ and } x_3 = 0$$

$$\Rightarrow 12x_1 + 6x_2 + 8x_3 = 3000$$

$$\Rightarrow 12x_1 + 6(0) + 8(0) = 3000$$

$$\Rightarrow x_1 = \frac{3000}{12} = 250$$

$$\Rightarrow P_1 (250, 0, 0)$$

Now for x_2

$$\text{Put } x_1 = 0, x_3 = 0$$

$$\Rightarrow 12(0) + 6x_2 + 8(0) = 3000$$

$$\Rightarrow x_2 = \frac{3000}{6} = 500$$

$$\Rightarrow P_2 (0, 500, 0)$$

Now for x_3 :

$$\text{Put } x_1 = 0, x_2 = 0$$

$$3(0) + 8(0) + 6x_3 = 1500$$

$$x_3 = \frac{1500}{6} = 250$$

Step 2 :- Determine and define the status.

Step 3 :- Determine the attributes of communication in nodes.

Step 4 :- find the best route.

Discussion:-

These methods support the principals of Socio - Psychology - Swarm Intelligence ; they observe and understand their environment and can act to maximize the chances of success.

- This paper provide a new methodology for imposing time cost which can be a new swarm intelligence techniques.

- Actually this study uses all the sensory activity behaviours and intelligence of the dragonfly.

- CPM simulation model is valid through the comparison with the classic CPM and is well tried to be much more economical.

δ = Shows the separation rate.

δ_j = Shows the separation of J

C_i = is the coherence of the person J^{th} .

"A" is the J^{th} settings.

" E_i " is the position of enemy is the J^{th} .

$$X_{t+1} = X_t + \Delta X_{t+1}$$

$$C_i = \sum_i^n = \frac{1 \times J}{N} - v$$

$$A_i \sum_i^n = \frac{1 \times J}{N}$$

$$X_{t+1} = \begin{cases} -1, X_t < T (\Delta X_{t+1}) \\ X_t + 1, X_t \geq T (\Delta X_{t+1}) \end{cases}$$

Result 2:-

We consider a suitable weight for each dragon fly to adjust their behaviour and to find the appropriate solution.

We have considered 20 nodes in the network. for example. Cost of connecting A to G is 4.5. we can use the longest route with the lowest cost.

The process of implementing the proposed algorithm is

Step 1 :- Data entry

time stimulate the social behaviors of honey bees. Once hunt nectar and has been projected by Karaboga.

CPM Stimulation:-

* The Classic CPM Analysis is easy and effective for straight forward, and small-scale CPM network. While facing complicated large scale CPM network CPM formula becomes inefficient.

Research Methodology:-

The benefit of these kind of approaches are to use the dragon-flies to achieve goals such as environmental identifications and many more.

The pattern of dragon flies are below.

* Splitting, settings, coherence search food. Deviation from enemy.

$$E_i = \bar{x} + x$$

x = Positive of the current individual.
 \bar{x} = Show the position of the enemy.

The method of calculating the dragon fly algorithm:-

* By Plotting the curve supporting the time-cost line, the gradient obtained throughout this curve may be used to do specific calculations.

Literature Review:-

- CPM can be useful on many aspects of life. In the past many authors have been succeeded in exploiting CPM to calculate the time, resources and value required for projects and events.

Dragon fly Algorithm:-

These creature perform task expeditiously in groups and this can be the most purpose of the study said (SI) Swarm Intelligence.

Researchers through out this field attempt to resolve the native rules for interaction.

The Particle Swarm Improvement formula is, in addition another well-regarded SI Paradigm.

The substitute bee colony is another recent and trendy SI based formula. This formula another

Question : 3

Research Paper.

Summary:

Introduction:-

- * The CPM (Critical Path Method) techniques is used to search out the longest path to do required activities.
- * This had been done to reduce the restriction and enhance the computing potency of classic CPM analysis.
- * It will replicate all of the various interaction communications, and defects of a path within the kind of project network diagram.
- * This technique is used to hunt down the longest path to perform activities which ends up. the creation of an intensive network of precedence activities inside the surrounding.
- * In CPM network calculations, it is assumed that each interaction occurs at a specific time.

Z_1^+ = Overtime Production Operation Capacity Variable.

* Goal is the maximization of sales.

Then $x_1 + Z_2^- = 150 -$

And

$x_2 + Z_3^- = 200 -$

Where

Z_2^- = Under achievement of sales goals of Product "A".

Z_3^- = Under achievement of the sales goals of Product "B".

Maximize

$V = P_1 d_1^- + 2P_2 d_2^- + P_3 d_3^- + P_3 d_1^+$

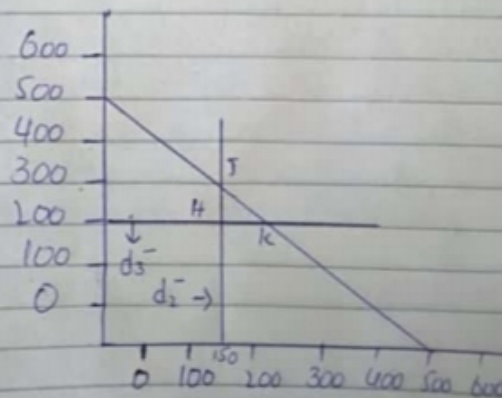
Subjected to Constraints

$x_1 + x_2 + d_1^- - d_1^+ = 500$

$x_1 + d_2^- = 150 -$

$x_2 + d_3^- = 200 -$

And $x_1, x_2, d_1^-, d_2^-, d_3^-, d_1^+ \geq 0$



Question: 2

- * The MD of the Company has the following goals which are arranged in order of priority.
- * P_1 No under utilization of plant production capacity.
- * P_2 Sell maximum possible number of products A and B. The MD has twice as much desire to sell product "A" as for product "B" because the net profit is twice the amount from that of product "B".
- * P_3 maximize overtime operation of the plant.

* We are formulating the above as goal programming problems and solving it.

* Let x_1 and x_2 be the number of product A and B.

Since :-

$$x_1 + x_2 + Z_1 = Z_2 = 500$$

Where

Z_1 = Under utilization of product capacity variable.