SECOND YEAR DETAIL SYLLABUS

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3 rd Semester	16IMN301	Quantitative Methods-II	L-T-P	4 Credits	35 hrs	
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Module-I:Theory of Games:

Concept of Games; Two-Person Zero-Sum Games; Pure Strategies (Minimax and Maximin Principles): Games with Saddle Point; Mixed Strategies: Games without Saddle Point; The rules (Principles) of Dominance; Solution Methods games without Saddle Point (Algebric Method, Arithmatic Method, Graphical Method, Linear Programming Method).

Module-II: Queuing Theory:

The Structure of Queuing System- Caqlling Population Characteristics, Queuing Process, Queue Discipline, Service Mechanism; Performance measures of Queuing System-Transition-State and Steady – State; Classification of Queuing Models; Solution of Queuing Models.

Module-III: Markov Chains:

Concept, Characteristics of a Markov Chain; Applications of markov Analysis; State and Transition Probabilities; Multi-Period Transition Probabilities-Procedure for formulate matrix of Transition Probabilities; Procedure for determiningSteady-State (Equilibrium) Conditions.

Module-IV: Simulation

Definition of Simulation; Types of Simulation; Steps of Simulation Process; advantages and Disadvantages of Simulation; Stochastic Simulation and random numbers (Monte Carlo Simulation, random Number Generation). Simulation of Queuing Problems.

Books:

- Gupta & Hira, Operations Research, S.Chand.
- Sharma, Operations Research, Macmillan.

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