

- a 9. The feasible region includes points
- | | |
|-----------------|--------------|
| a. B, F, & G | c. C, E, & F |
| b. A, B, C, & F | d. E, F, & G |
- d 10. At point F, the basic variables include the variables
- | | | |
|------------------|------------------|----------------|
| a. X_2 & X_3 | c. X_4 & X_5 | e. <i>NOTA</i> |
| b. X_3 & X_4 | d. X_1 & X_4 | e. <i>NOTA</i> |
- b 11. Which point is degenerate in the primal problem?
- | | | |
|------------|------------|----------------|
| a. point A | c. point C | e. <i>NOTA</i> |
| b. point B | d. point D | |
- c 12. The dual of this LP has the following constraints (not including nonnegativity or nonpositivity):
- 2 constraints of type \geq
 - one each of type \leq & \geq
 - 2 constraints of type \leq
 - one each of type \geq & $=$
 - None of the above*
- b 13. The dual of the LP has the following types of variables:
- | | |
|---|---------------------------------|
| a. three non-negative variables | e. three non-positive variables |
| b. one non-negative and two non-positive variables | f. <i>None of the above</i> |
| c. two non-negative variables and one unrestricted in sign | |
| d. two non-negative variables and one non-positive variable | |
- e 14. If point F is optimal, then which dual variables must be zero, according to the *Complementary Slackness Theorem* ?
- | | |
|--------------------|---------------|
| a. Y_1 and Y_2 | d. Y_1 only |
| b. Y_1 and Y_3 | e. Y_2 only |
| c. Y_2 and Y_3 | f. Y_3 only |

Consider a discrete-time Markov chain with transition probability matrix :

$$\begin{bmatrix} .6 & .4 \\ .3 & .7 \end{bmatrix}$$

- a 15. If the system is initially in state #1, the probability that the system will be in state 2 after exactly one step is:
- | | | |
|--------|---------|----------------------|
| a. 0.4 | c. 0.7 | e. none of the above |
| b. 0.6 | d. 0.52 | |
- d 16. If the Markov chain in the previous problem was initially in state #1, the probability that the system will still be in state 1 after 2 transitions is
- | | | |
|---------|---------|----------------|
| a. 0.36 | c. 0 | e. 0.52 |
| b. 0.60 | d. 0.48 | f. <i>NOTA</i> |

- c 17. The steady-state probability vector π of a discrete Markov chain with transition probability matrix P satisfies the matrix equation
- a. $P \pi = 0$
 - b. $P \pi = \pi$
 - c. $\pi (I-P) = 0$
 - d. $P^t \pi = 0$
 - e. *NOTA*
- a 18. For a continuous-time Markov chain, let Λ be the matrix of transition rates. The sum of each ...
- a. row is 0
 - b. column is 0
 - c. row is 1
 - d. column is 1
 - e. *NOTA*
- e 19. To compute the steady state distribution π of a continuous-time Markov chain, one must solve (in addition to sum of π components equal to 1) the matrix equation (where Λ^t is the transpose of Λ):
- a. $\pi \Lambda = 1$
 - b. $\Lambda^T \pi = 1$
 - c. $\Lambda^T \pi = \pi$
 - d. $\pi \Lambda = \pi$
 - e. $\pi \Lambda = 0$
 - f. *NOTA*
- e 20. Little's Law is applicable to queues of the class(es):
- a. M/M/1
 - b. M/M/c for any c
 - c. any birth-death process
 - d. any continuous-time Markov chain
 - e. any queue with steady state
 - f. *NOTA*
- e 21. In a birth/death model of a queue,
- a. time between arrivals has Poisson distribution
 - b. number of "customers" served cannot exceed 1
 - c. the distribution of the number of customers in the system has exponential distribution
 - d. the arrival rate is the same for all states
 - e. *None of the above*

▼▲▼▲▼▲▼ PART B ▼▲▼▲▼▲▼

Sensitivity Analysis in LP.

"A manufacturer produces two types of plastic cladding. These have the trade names Ankalor and Beslite. One yard of Anklor requires 8 lb of polyamine, 2.5 lb of diurethane and 2 lb of monomer. A yard of Beslite needs 10 lb of polyamine, 1 lb of diurethane, and 4 lb of monomer. The company has in stock 80,000 lb of polyamine, 20,000 lb of diurethane, and 30,000 lb of monomer. Both plastics can be produced by alternate parameter settings of the production plant, which is able to produce sheeting at the rate of 12 yards per hour. A total of 750 production plant hours are available for the next planning period. The contribution to profit on Anklor is \$10/yard and on Beslite is \$20/yard. The company has a contract to deliver at least 3,000 yards of Anklor. What production plan should be implemented in order to maximize the contribution to the firm's profit from this product division."

Definition of variables:

A = Number of yards of Anklor produced

B = Number of yards of Beslite produced

LP model:

- 1) Maximize $10 A + 20 B$ subject to
 - 2) $8 A + 10 B \leq 80,000$ (lbs. Polyamine available)
 - 3) $2.5 A + 1 B \leq 20,000$ (lbs. Diurethane available)
 - 4) $2 A + 4 B \leq 30,000$ (lbs. Monomer available)
 - 5) $A + B \leq 9,000$ (lbs. Plant capacity)
 - 6) $A \geq 3,000$ (Contract)
- $A \geq 0, B \geq 0$

The LINDO solution is:

| | | |
|--------------------------|------------------|--------------|
| OBJECTIVE FUNCTION VALUE | | |
| 1) 142000.000 | | |
| VARIABLE | VALUE | REDUCED COST |
| A | 3000.000 | 0.000 |
| B | 5600.000 | 0.000 |
| | | |
| ROW | SLACK OR SURPLUS | DUAL PRICES |
| 2) | 0.000 | 2.000 |
| 3) | 6900.000 | 0.000 |
| 4) | 1600.000 | 0.000 |
| 5) | 400.000 | 0.000 |
| 6) | 0.000 | -6.000 |

RANGES IN WHICH THE BASIS IS UNCHANGED

| VARIABLE | CURRENT COEF | OBJ COEFFICIENT RANGES | |
|----------|--------------|------------------------|--------------------|
| | | ALLOWABLE INCREASE | ALLOWABLE DECREASE |
| A | 10.000 | 6.000 | INFINITY |
| B | 20.000 | INFINITY | 7.500 |

| ROW | CURRENT RHS | RIGHTHAND SIDE RANGES | |
|-----|-------------|-----------------------|--------------------|
| | | ALLOWABLE INCREASE | ALLOWABLE DECREASE |
| 2 | 80000.000 | 4000.000 | 56000.000 |
| 3 | 20000.000 | INFINITY | 6900.000 |
| 4 | 30000.000 | INFINITY | 1600.000 |
| 5 | 9000.000 | INFINITY | 400.000 |
| 6 | 3000.000 | 2000.000 | 1333.333 |

THE TABLEAU

| ROW | (BASIS) | A | B | SLK 2 | SLK 3 | SLK 4 | SLK 5 |
|-----|---------|-------|-------|-------|-------|-------|-------|
| 1 | ART | .000 | .000 | 2.000 | .000 | .000 | .000 |
| 2 | B | .000 | 1.000 | .100 | .000 | .000 | .000 |
| 3 | SLK 3 | .000 | .000 | -.100 | 1.000 | .000 | .000 |
| 4 | SLK 4 | .000 | .000 | -.400 | .000 | 1.000 | .000 |
| 5 | SLK 5 | .000 | .000 | -.100 | .000 | .000 | 1.000 |
| 6 | A | 1.000 | .000 | .000 | .000 | .000 | .000 |

| ROW | SLK 6 | |
|-----|--------|----------|
| 1 | 6.0 | 0.14E+06 |
| 2 | .800 | 5600.000 |
| 3 | 1.700 | 6900.000 |
| 4 | -1.200 | 1600.000 |
| 5 | .200 | 400.000 |
| 6 | -1.000 | 3000.000 |

Consult the LINDO output above to answer the following questions. If there is not sufficient information in the LINDO output, answer "NSI".

- c 1. How many yards of Beslite should be manufactured?
 - a. 3000 yards
 - b. 1600 yards
 - c. 5600 yards
 - d. 400 yards
 - e. NSI
- c 2. How much of the available diurethane will be used?
 - a. 6900 pounds
 - b. 1600 pounds
 - c. 13100 pounds
 - d. 400 pounds
 - e. NSI
- a 3. How much of the available diurethane will be unused?
 - a. 6900 pounds
 - b. 1600 pounds
 - c. 13100 pounds
 - d. 400 pounds
 - e. NSI
- b 4. Suppose that the company can purchase 2000 pounds of additional polyamine for \$2.50 per pound. Should they make the purchase?
 - a. yes
 - b. no
 - c. NSI
- a 5. Regardless of your answer in (4), suppose that they do purchase 2000 pounds of additional polyamine. This is equivalent to
 - a. decreasing the slack in row 2 by 2000
 - b. increasing the surplus in row 2 by 2000
 - c. increasing the slack in row 2 by 2000
 - d. decreasing the surplus in row 2 by 2000
 - e. none of the above
 - f. NSI
- d 6. If the company purchases 2000 pounds of additional polyamine, what is the total amount of Beslite that they should deliver? (Choose nearest value?)
 - a. 5500 yards
 - b. 5600 yards
 - c. 5700 yards
 - d. 5800 yards
 - e. 5900 yards
 - f. NSI
- c 7. How will the decision to purchase 2000 pounds of additional polyamine change the quantity of diurethane used during the next planning period?
 - a. increase by 100 pounds
 - b. decrease by 100 pounds
 - c. increase by 200 pounds
 - d. decrease by 200 pounds
 - e. none of the above
 - f. NSI

Note: Purchasing an additional 2000 lbs of polyamine would force the variable SLK2 to become -2000 According to the substitution rate (-0.1) of SLK2 for SLK3, SLK3 would change in the same direction by the amount 0.1 · 2000 = 200 lbs which would indicate that an additional 200 lbs of diurethane is purchased. (This is, of course, conditional upon the increase of 2000 being less than the allowable increase for the RHS, which in this case is 4000.)

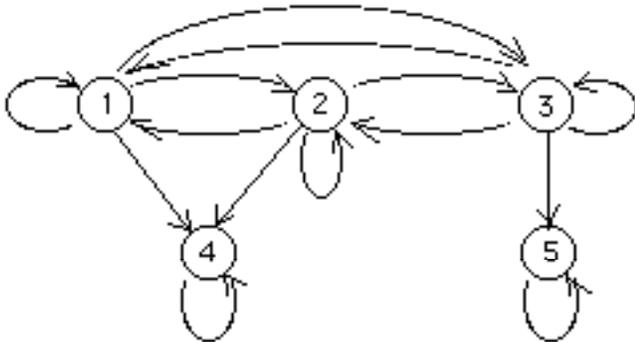
- a 8. If the profit contribution from Beslite were to decrease to \$11/yard, will the optimal solution change?
a. yes b. no c. NSI
- b 9. If the profit contribution from Ankelor were to increase to \$15/yard, will the optimal solution change?
a. yes b. no c. NSI
- a 10. Suppose that the company could deliver 1000 yards less than the contracted amount of Ankalor by paying a penalty of \$5/yard shortage. Should they do so? a. yes b. no c. NSI

▼▲▼▲▼▲▼ PART C ▼▲▼▲▼▲▼

1. **Discrete-Time Markov Chains I:** A baseball team consists of 2 stars, 13 starters, and 10 substitutes. For insurance purposes, the team owner must place a value on the players. The value of each player is defined to be the total value of the salary he will earn until retirement. At the beginning of each season, the players are classified into one of four categories:

- Category 1:** Substitute (earns \$100,000 per year).
- Category 2:** Starter (earns \$400,000 per year).
- Category 3:** Star (earns \$1 million per year).
- Category 4:** Retired while not a star (earns no more salary).
- Category 5:** Retired while Star (earns no salary, but is paid \$100,000/year for product endorsements).

Given that a player is a star, starter, or substitute at the beginning of the current season, the probabilities that he will be a star, starter, substitute, or retired at the beginning of the next season are shown in the transition probability matrix P below. Also shown are a diagram of the Markov chain model of a "typical" player, several powers of P, the first-passage probability matrices, the absorption probabilities, and the matrix of expected number of visits.



$$P = \begin{bmatrix} 0.5 & 0.15 & 0.05 & 0.3 & 0 \\ 0.2 & 0.5 & 0.2 & 0.1 & 0 \\ 0.15 & 0.3 & 0.45 & 0 & 0.1 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix} \quad F = \begin{bmatrix} 0.5 & 0.15 & 0.05 & 0.3 & 0 \\ 0.2 & 0.5 & 0.2 & 0.1 & 0 \\ 0.15 & 0.3 & 0.45 & 0 & 0.1 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

$$P^2 = \begin{bmatrix} 0.2875 & 0.165 & 0.077 & 0.465 & 0.005 \\ 0.23 & 0.34 & 0.2 & 0.21 & 0.02 \\ 0.2025 & 0.307 & 0.27 & 0.075 & 0.145 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix} \quad F^{(2)} = \begin{bmatrix} 0.0375 & 0.09 & 0.055 & 0.165 & 0.005 \\ 0.13 & 0.09 & 0.11 & 0.11 & 0.02 \\ 0.1275 & 0.157 & 0.067 & 0.075 & 0.045 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

$$P^3 = \begin{bmatrix} 0.188 & 0.148 & 0.082 & 0.567 & 0.012 \\ 0.213 & 0.264 & 0.169 & 0.313 & 0.04 \\ 0.203 & 0.265 & 0.193 & 0.166 & 0.172 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix} \quad F^{(3)} = \begin{bmatrix} 0.0258 & 0.0528 & 0.044 & 0.1027 & 0.007 \\ 0.0905 & 0.0495 & 0.066 & 0.103 & 0.02 \\ 0.0963 & 0.0843 & 0.041 & 0.0915 & 0.027 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

$$P^4 = \begin{bmatrix} 0.136 & 0.127 & 0.076 & 0.639 & 0.020 \\ 0.184 & 0.215 & 0.139 & 0.403 & 0.056 \\ 0.183 & 0.220 & 0.150 & 0.253 & 0.191 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix} \quad F^{(4)} = \begin{bmatrix} 0.018 & 0.030 & 0.031 & 0.071 & 0.008 \\ 0.064 & 0.027 & 0.041 & 0.090 & 0.016 \\ 0.070 & 0.045 & 0.026 & 0.087 & 0.019 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

$$A = \begin{matrix} & \begin{matrix} 4 & 5 \end{matrix} \\ \begin{matrix} 1 \\ 2 \\ 3 \end{matrix} & \begin{bmatrix} 0.93103 & 0.068966 \\ 0.86207 & 0.13793 \\ 0.72414 & 0.27586 \end{bmatrix} \end{matrix} \quad E = \begin{matrix} & \begin{matrix} 1 & 2 & 3 \end{matrix} \\ \begin{matrix} 1 \\ 2 \\ 3 \end{matrix} & \begin{bmatrix} 2.6959 & 1.2226 & 0.68966 \\ 1.7555 & 3.3542 & 1.3793 \\ 1.6928 & 2.163 & 2.7586 \end{bmatrix} \end{matrix}$$

Select the **nearest** available numerical choice in answering the questions below.

- d 1. The number of *transient* states in this Markov chain model is
 a. 0 c. 2 e. 4 g. *NOTA*
 b. 1 d. 3 f. 5
- c 2. The number of *absorbing* states in this Markov chain model is
 a. 0 c. 2 e. 4 g. *NOTA*
 b. 1 d. 3 f. 5
- c 3. The number of *recurrent* states in this Markov chain model is
 a. 0 c. 2 e. 4 g. *NOTA*
 b. 1 d. 3 f. 5
4. The closed sets of states in this Markov chain model are (circle all that apply!)
 a. {1} d. {4} g. {1,2,3} j. {3,4,5}
 b. {2} e. {5} h. {1,2,3,4} k. {2,3,4,5}
 c. {3} f. {1,2} i. {4,5} l. {1,2,3,4,5}
5. The *minimal* closed sets of states in this Markov chain model are (circle all that apply!)
 a. {1} d. {4} g. {1,2,3} j. {3,4,5}
 b. {2} e. {5} h. {1,2,3,4} k. {2,3,4,5}
 c. {3} f. {1,2} i. {4,5} l. {1,2,3,4,5}

Suppose that at the beginning of the 1998 season, Joe Blough was a *Starter* (category #2).

- d 6. What is the probability that Joe is a star in 1999? (choose nearest answer)
 a. 5% c. 15% e. 25% g. 35% i. 45%
 b. 10% d. 20% f. 30% h. 40% j. 50%
- d 7. What is the probability that Joe is a star in 2000? (choose nearest answer)
 a. 5% c. 15% e. 25% g. 35% i. 45%
 b. 10% d. 20% f. 30% h. 40% j. 50%
- b 8. What is the probability that Joe *first* becomes a star in 2000? (choose nearest answer)
 a. 5% c. 15% e. 25% g. 35% i. 45%
 b. 10% d. 20% f. 30% h. 40% j. 50%
- c 9. What is the probability that Joe *eventually* becomes a star before he retires? (choose nearest answer)
 a. 5% c. 15% e. 25% g. 35% i. 45%
 b. 10% d. 20% f. 30% h. 40% j. 50%
- f 10. What is the expected length of his playing career, in years? (choose nearest answer)
 a. 1 year c. 3 years e. 5 years g. 7 years i. 9 years
 b. 2 years d. 4 years f. 6 years h. 8 years j. *NOTA*
- c 11. What fraction of players who achieve "stardom" retire while still a star? (choose nearest answer)
 a. 10% c. 30% e. 50% g. 70% i. 90%
 b. 20% d. 40% f. 60% h. 80% j. 100%
- f 12. What is Joe's expected earnings (in \$millions) for the remainder of his career? (choose nearest answer)
 a. .5 c. 1.5 e. 2.5 g. 3.5 i. 4.5
 b. 1 d. 2 f. 3 h. 4 j. 5 or more

2. Discrete-time Markov Chain II: (Model of Inventory System) Consider the following inventory system for a certain spare part for a company's 2 production lines, costing \$10 each. A maximum of four parts may be kept on the shelf. At the

end of each day, the parts in use are inspected and, if worn, replaced with one off the shelf. The probability distribution of the number replaced each day is:

| | | | |
|-------|-----|-----|-----|
| n= | 0 | 1 | 2 |
| P{n}= | 0.3 | 0.5 | 0.2 |

To avoid shortages, the current policy is to restock the shelf at the end of each day (after any needed spare parts have been removed) so that the shelf is again filled to its limit (i.e., 4) if the shelf is empty or contains a single part. The annual holding cost of the part is 20% of the value.

The inventory system has been modeled as a Markov chain, with the state of the system defined as the end-of-day inventory level (before restocking). Refer to the computer output which follows to answer the following questions: **Note that in the computer output, state #1 is inventory level 0, state #2 is inventory level 1, etc.**

Suppose that the shelf is full Sunday p.m. (after restocking):

- h 1. What is the expected number of days until the next stockout occurs? (choose nearest answer)
 - a. 2 c. 6 e. 10 g. 14 i. 18
 - b. 4 d. 8 f. 12 h. 16 j. 20 or more
- b 2. What is the probability that the shelf is full Wednesday p.m. (before restocking) (choose nearest answer)
 - a. 5% c. 15% e. 25% g. 35% i. 45%
 - b. 10% d. 20% f. 30% h. 40% j. 50% or more
- d 3. What is the expected number of times during the next five days that the shelf is restocked? (choose nearest answer)
 - a. 0.25 c. 0.75 e. 1.25 g. 1.75 i. 2.25
 - b. 0.5 d. 1 f. 1.5 h. 2 j. 2.5 or more
- h 4. How frequently do stockouts occur? Once every (choose nearest answer)
 - a. 2 days c. 6 days e. 10 days g. 14 days i. 18 days
 - b. 4 days d. 8 days f. 12 days h. 16 days j. 20 or more
- b 5. How many stockouts per year can be expected? (choose nearest answer)
 - a. 10 c. 20 e. 30 g. 40 i. 50
 - b. 15 d. 25 f. 35 h. 45 j. 55 or more
- d 6. What is the company's average inventory cost per year for this part? (choose nearest answer)
 - a. \$1 c. \$3 e. \$5 g. \$7 i. \$9
 - b. \$2 d. \$4 f. \$6 h. \$8 j. \$10 or more
- a 7. The number of transient states in this Markov chain is
 - a. 0 c. 2 e. 4 g. None of the above
 - b. 1 d. 3 f. 5
- f 8. The number of recurrent states in this Markov chain is
 - a. 0 c. 2 e. 4 g. None of the above
 - b. 1 d. 3 f. 5

The transition probability matrix and its first five powers:

| | | | | |
|------------------|--------|--------|--------|--------|
| P = | | | | |
| 0 | 0 | 0.2 | 0.5 | 0.3 |
| 0 | 0 | 0.2 | 0.5 | 0.3 |
| 0.2 | 0.5 | 0.3 | 0 | 0 |
| 0 | 0.2 | 0.5 | 0.3 | 0 |
| 0 | 0 | 0.2 | 0.5 | 0.3 |
| P ² = | | | | |
| 0.04 | 0.2 | 0.37 | 0.3 | 0.09 |
| 0.04 | 0.2 | 0.37 | 0.3 | 0.09 |
| 0.06 | 0.15 | 0.23 | 0.35 | 0.21 |
| 0.1 | 0.31 | 0.34 | 0.19 | 0.06 |
| 0.04 | 0.2 | 0.37 | 0.3 | 0.09 |
| P ³ = | | | | |
| 0.074 | 0.245 | 0.327 | 0.255 | 0.099 |
| 0.074 | 0.245 | 0.327 | 0.255 | 0.099 |
| 0.046 | 0.185 | 0.328 | 0.315 | 0.126 |
| 0.068 | 0.208 | 0.291 | 0.292 | 0.141 |
| 0.074 | 0.245 | 0.327 | 0.255 | 0.099 |
| P ⁴ = | | | | |
| 0.0654 | 0.2145 | 0.3092 | 0.2855 | 0.1254 |
| 0.0654 | 0.2145 | 0.3092 | 0.2855 | 0.1254 |

Solutions

| | | | | |
|--------|--------|--------|--------|--------|
| 0.0656 | 0.227 | 0.3273 | 0.273 | 0.1071 |
| 0.0582 | 0.2039 | 0.3167 | 0.2961 | 0.1251 |
| 0.0654 | 0.2145 | 0.3092 | 0.2855 | 0.1254 |

$$P^5 = \begin{matrix} 0.06184 & 0.2117 & 0.31657 & 0.2883 & 0.12159 \\ 0.06184 & 0.2117 & 0.31657 & 0.2883 & 0.12159 \\ 0.06546 & 0.21825 & 0.31463 & 0.28175 & 0.11991 \\ 0.06334 & 0.21757 & 0.3205 & 0.28243 & 0.11616 \\ 0.06184 & 0.2117 & 0.31657 & 0.2883 & 0.12159 \end{matrix}$$

$$\sum_{n=1}^5 P^n = \begin{matrix} 0.24124 & 0.8712 & 1.52277 & 1.6288 & 0.73599 \\ 0.24124 & 0.8712 & 1.52277 & 1.6288 & 0.73599 \\ 0.43706 & 1.28025 & 1.49993 & 1.21975 & 0.56301 \\ 0.28954 & 1.13947 & 1.7682 & 1.36053 & 0.44226 \\ 0.24124 & 0.8712 & 1.52277 & 1.6288 & 0.73599 \end{matrix}$$

The mean first passage time matrix:

| | | | | |
|---------|---------|---------|---------|---------|
| 15.7692 | 4.64151 | 3.07692 | 2.57143 | 8.36735 |
| 15.7692 | 4.64151 | 3.07692 | 2.57143 | 8.36735 |
| 12.6923 | 2.75472 | 3.15385 | 4 | 9.79592 |
| 15 | 3.39623 | 2.30769 | 3.51429 | 10.8163 |
| 15.7692 | 4.64151 | 3.07692 | 2.57143 | 8.36735 |

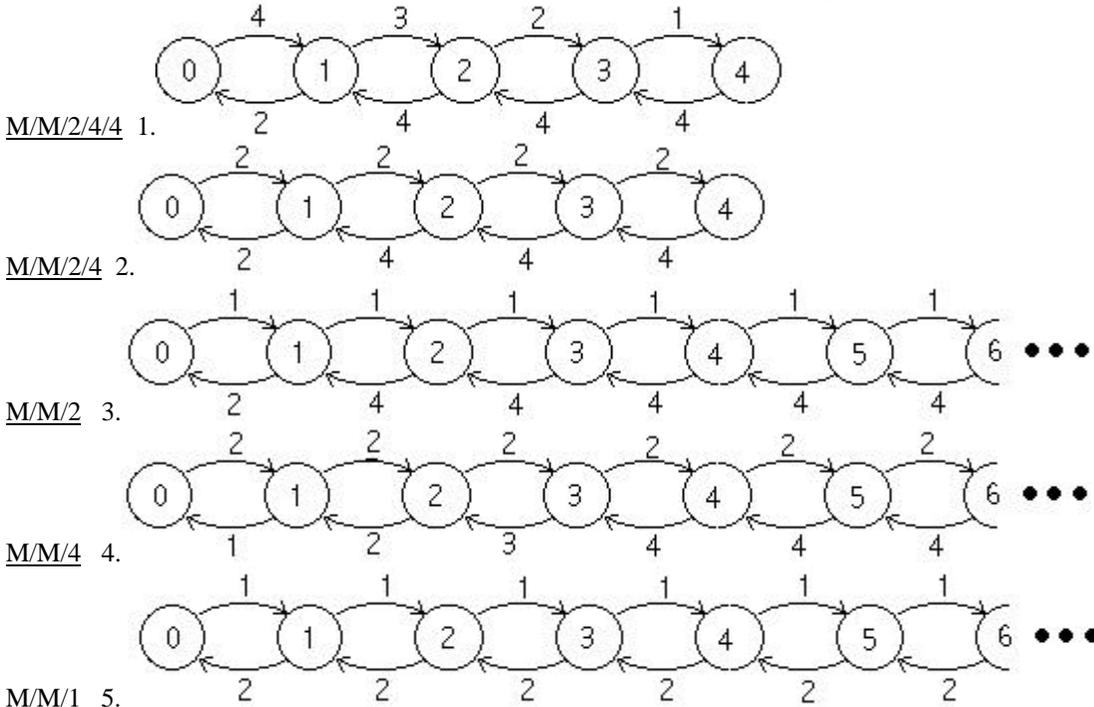
Steady-state distribution:

| State | i | P{i} |
|-------|---|-----------|
| SOH=0 | 1 | 0.0634146 |
| SOH=1 | 2 | 0.215447 |
| SOH=2 | 3 | 0.317073 |
| SOH=3 | 4 | 0.284553 |
| SOH=4 | 5 | 0.119512 |

3. Birth/Death Model of a Queue:

For each birth/death process below, pick the classification of the queue and write it in the blank to the left:

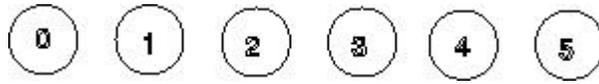
- a. M/M/1 c. M/M/4 e. M/M/2/2 g. M/M/2 i. M/M/1/4/4 k. M/M/4/2
- b. M/M/2 d. M/M/4/4 f. M/M/2/4/4 h. M/M/1/4 j. M/M/2/4 l. *NOTA*



Customers arrive at a grocery checkout lane in a Poisson process at an average rate of one every two minutes if there are 2 or fewer customers already in the checkout lane, and one every four minutes if there are already 3 in the lane. If there are already 4 in the lane, no additional customers will join the queue. The service times are exponentially distributed, with an average of 1.5 minutes if there are fewer than 3 customers in the checkout lane. If three or four customers are in the lane,

another clerk assists in bagging the groceries, so that the average service time is reduced to 1 minute. The average arrival rate at this checkout lane is 0.46/minute.

6. Draw the diagram for this birth/death process, indicating the birth & death rates.



$\lambda_0 = \lambda_1 = \lambda_2 = 0.5/\text{minute}$, $\lambda_3 = 0.25/\text{minute}$, $\lambda_i = 0$ for $i > 3$
 $\mu_1 = \mu_2 = 2/3$ per minute, $\mu_3 = \mu_4 = 1/\text{minute}$

7. Write the expression which is used to evaluate $1/\pi_0$:

$$\frac{1}{\pi_0} = 1 + \frac{1/2}{2/3} + \left(\frac{1/2}{2/3}\right)^2 + \left(\frac{1/2}{2/3}\right)^2 \times \frac{1}{2} + \left(\frac{1/2}{2/3}\right)^2 \times \frac{1}{2} \times \frac{1}{4}$$

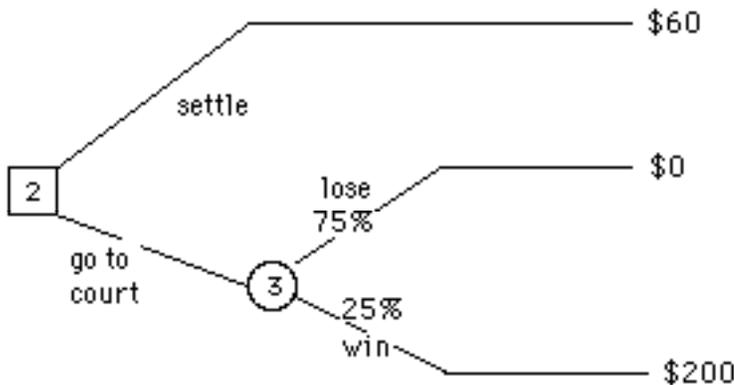
$$= 1 + 0.75 + (0.75)^2 + (0.75)^2(0.5) + (0.75)^2(0.5)(0.25) = 2.664$$

- b 8. What fraction of the time will the second clerk be busy at this checkout lane? (Choose nearest value.)
 a. 10% c. 20% e. 30% g. 40%
 b. 15% d. 25% f. 35% h. 45% or more
- g 9. What fraction of the time will this checkout lane be empty? (Choose nearest value.)
 a. 5% c. 15% e. 25% g. 35% i. 45%
 b. 10% d. 20% f. 30% h. 40% j. 50% or more
- e 10. What is the average number of customers waiting at this checkout lane (not including the customer being served)? (Choose nearest value.)
 a. 0.1 c. 0.3 e. 0.5 g. 0.7 i. 0.9
 b. 0.2 d. 0.4 f. 0.6 h. 0.8 j. 1 or more
- d 11. What is the average time in minutes that a customer spends waiting at this checkout lane (not including the time being served)? (Choose nearest value.)
 a. 0.25 c. 0.75 e. 1.25 g. 1.75
 b. 0.5 d. 1 f. 1.5 h. 2 or more

The steadystate distribution (and the Cumulative Distribution Function) is

| <u>i</u> | <u>π_i</u> | <u>CDF</u> |
|----------|---------------------------|------------|
| 0 | 0.3753 | 0.3753 |
| 1 | 0.2815 | 0.6569 |
| 2 | 0.2111 | 0.8680 |
| 3 | 0.1056 | 0.9736 |
| 4 | 0.0264 | 1.0000 |

4. Decision Trees: General Custard Corporation is being sued by Sue Smith. Sue can settle out of court and win \$60,000, or she can go to court. If she goes to court, there is a 25% chance that she will win the case (*event W*) and a 75% chance she will lose (*event L*). If she wins, she will receive \$200,000, and if she loses, she will net \$0. A decision tree representing her situation appears below, where payoffs are in thousands of dollars:



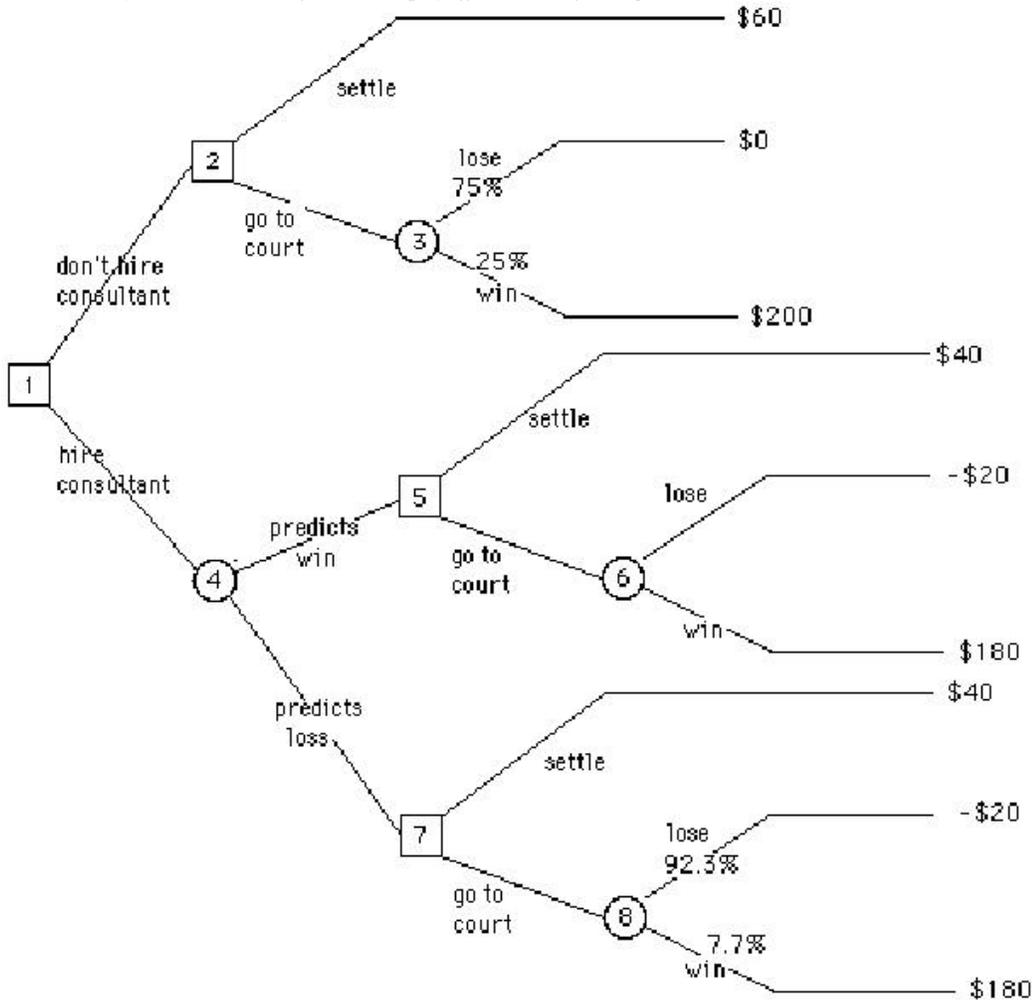
- a 1. What is the decision which maximizes the expected value?
 a. settle b. go to court

For \$20,000, Sue can hire a consultant who will predict the outcome of the trial, i.e., either he predicts a loss of the suit (*event PL*), or he predicts a win (*event PW*). The consultant predicts the correct outcome 80% of the time.

2. Complete the following blanks

- P{W} (*prior probability*) 0.25
- P{L} (*prior probability*) 0.75
- P{PW | W} 0.8
- P{PL | W} 0.2
- P{PW | L} 0.2
- P{PL | L} 0.8
- P{PW} 0.35 = $P\{PW | W\} P\{W\} + P\{PW | L\} P\{L\} = (0.8)(0.25) + (0.2)(0.75)$
- P{PL} 0.65
- P{W | PW} 0.5714 according to Bayes' theorem: $\frac{P\{PW | W\} P\{W\}}{P\{PW\}} = \frac{(0.8)(0.25)}{0.35} = \frac{2}{0.35}$

The decision tree below includes Sue's decision as to whether or not to hire the consultant. *Note that the consultant's fee has already been deducted from the "payoffs" on the far right.*



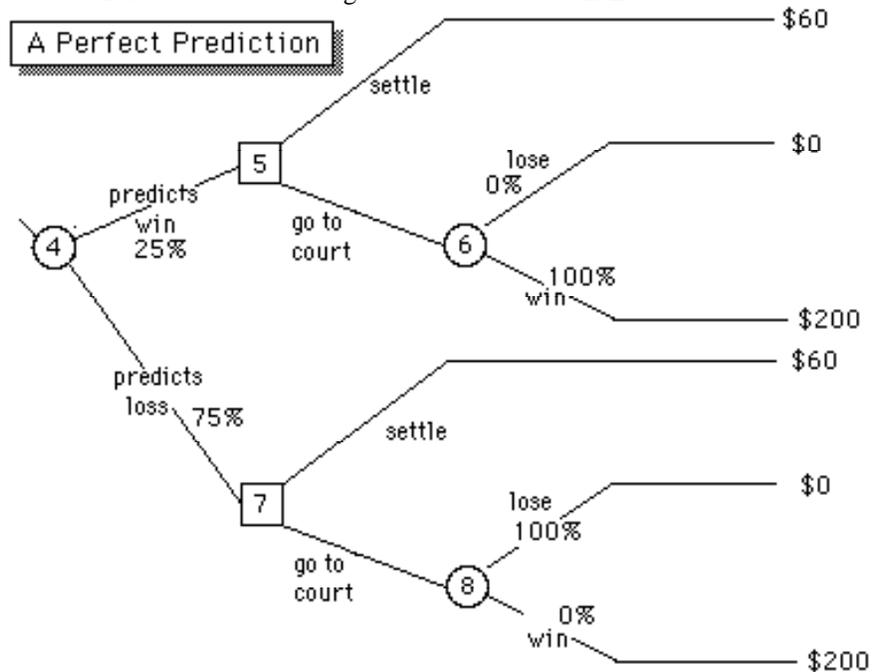
3. "Fold back" nodes 2 through 8, and write the value of each node below:

| Node | Value | Node | Value | Node | Value |
|------|-------------|------|--------|------|-----------|
| 8 | <u>-4.6</u> | 5 | 94.286 | 2 | <u>60</u> |
| 7 | <u>40</u> | 4 | 59 | 1 | <u>60</u> |

6 94.286 | 3 50 |
 4. Should Sue hire the consultant? Circle: Yes No

f 5. The expected value of the consultant's opinion is (in thousands of \$) (Choose nearest value):
 a. ≤16 b. 18 c. 20 d. 22
 e. 17 f. 19 g. 21 h. ≥23

f 6. What would be the expected value of "perfect information" which is *given* to Sue at no cost, i.e., a prediction which is 100% accurate, so that the portion of the tree containing nodes 4, 5, 6, 7, etc., would appear as below? (Choose nearest value, in thousands of \$)
 a. ≤10 b. 15 c. 20 d. 25
 e. 30 f. 35 g. 40 h. ≥45



5. **Dynamic Programming. Match Problem.** Suppose that there are 15 matches originally on the table, and you are challenged by your friend to play this game. Each player must pick up either 1, 2, 3, or 4 matches, with the player who picks up the last match paying \$1.

Define $F(i)$ to be the **minimal cost** to you (either \$1 or \$0) if

- it is your turn to pick up matches, and
- i matches remain on the table.

Thus, $F(1) = 1$, since you are forced to pick up the last match; $F(2) = 0$ (since you can pick up one match, forcing your opponent to pick up the last match), etc.

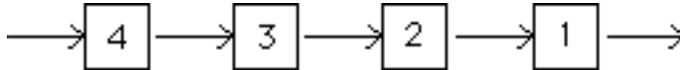
1. What is the value of $F(3)$? 0
2. What is the value of $F(4)$? 0
3. What is the value of $F(6)$? 1
4. What is the value of $F(15)$? 0

a 5. If you are allowed to decide whether you or your friend should take the first turn, what is your optimal decision?
 a. You take first turn c. You are indifferent about this choice
 b. Friend takes first turn d. You refuse to play the game

Consider the following *zero-one knapsack problem*, with a capacity of 8 units of weight:

| item # | Weight | Value |
|--------|--------|-------|
| 1 | 4 | 7 |
| 2 | 3 | 6 |
| 3 | 1 | 1 |
| 4 | 2 | 3 |

The Dynamic Programming approach used to solve this problem imagines that the items are considered in the order: first the decision is made whether to include item 4, second-- whether to include item 3, etc. (*although the computations are done in a backward fashion, starting with item 1(stage 1) and ending with item 4 (stage 4)*):



Dynamic programming output for this problem is given below:

---Stage 1---

| s \ x: | 0 | 1 | State | Optimal Values | Optimal Decisions | Resulting State |
|--------|-----|---------|-------|----------------|-------------------|-----------------|
| 0 | .00 | ~992.00 | 0 | .00 | 0 | 0 |
| 1 | .00 | ~992.00 | 1 | .00 | 0 | 1 |
| 2 | .00 | ~992.00 | 2 | .00 | 0 | 2 |
| 3 | .00 | ~992.00 | 3 | .00 | 0 | 3 |
| 4 | .00 | 7.00 | 4 | 7.00 | 1 | 0 |
| 5 | .00 | 7.00 | 5 | 7.00 | 1 | 1 |
| 6 | .00 | 7.00 | 6 | 7.00 | 1 | 2 |
| 7 | .00 | 7.00 | 7 | 7.00 | 1 | 3 |
| 8 | .00 | 7.00 | 8 | 7.00 | 1 | 4 |

---Stage 2---

| s \ x: | 0 | 1 | State | Optimal Values | Optimal Decisions | Resulting State |
|--------|------|---------|-------|----------------|-------------------|-----------------|
| 0 | .00 | ~993.00 | 0 | .00 | 0 | 0 |
| 1 | .00 | ~993.00 | 1 | .00 | 0 | 1 |
| 2 | .00 | ~993.00 | 2 | .00 | 0 | 2 |
| 3 | .00 | 6.00 | 3 | 6.00 | 1 | 0 |
| 4 | 7.00 | 6.00 | 4 | 7.00 | 0 | 4 |
| 5 | 7.00 | 6.00 | 5 | 7.00 | 0 | 5 |
| 6 | 7.00 | 6.00 | 6 | 7.00 | 0 | 6 |
| 7 | 7.00 | 13.00 | 7 | 13.00 | 1 | 4 |
| 8 | 7.00 | 13.00 | 8 | 13.00 | 1 | 5 |

---Stage 3---

| s \ x: | 0 | 1 | State | Optimal Values | Optimal Decisions | Resulting State |
|--------|-------|---------|-------|----------------|-------------------|-----------------|
| 0 | .00 | ~998.00 | 0 | .00 | 0 | 0 |
| 1 | .00 | 1.00 | 1 | 1.00 | 1 | 0 |
| 2 | .00 | 1.00 | 2 | 1.00 | 1 | 1 |
| 3 | 6.00 | 1.00 | 3 | 6.00 | 0 | 3 |
| 4 | 7.00 | 7.00 | 4 | 7.00 | 0 | 4 |
| 5 | 7.00 | 8.00 | | | 1 | 3 |
| 6 | 7.00 | 8.00 | 5 | 8.00 | 1 | 4 |
| 7 | 13.00 | 8.00 | 6 | 8.00 | 1 | 5 |
| 8 | 13.00 | 14.00 | 7 | 13.00 | 0 | 7 |
| | | | 8 | 14.00 | 1 | 7 |

---Stage 4---

| s \ x: | 0 | 1 | State | Optimal Values | Optimal Decisions | Resulting State |
|--------|-------|----------|-------|----------------|-------------------|-----------------|
| 0 | .00 | -996.00 | 0 | .00 | 0 | 0 |
| 1 | 1.00 | -996.00 | 1 | 1.00 | 0 | 1 |
| 2 | 1.00 | 3.00 | 2 | 3.00 | 1 | 0 |
| 3 | 6.00 | 4.00 | 3 | 6.00 | 0 | 3 |
| 4 | 7.00 | 4.00 | 4 | 7.00 | 0 | 4 |
| 5 | 8.00 | 9.00 | 5 | 9.00 | 1 | 3 |
| 6 | 8.00 | a | 6 | b | c | d |
| 7 | 13.00 | 11.00 | 7 | 13.00 | 0 | 7 |
| 8 | 14.00 | 11.00 | 8 | 14.00 | 0 | 8 |

6. Complete the blank entries in Stage 4, that is, if there is a capacity of 6 pounds,
- what is the value which can be obtained if item 4 is included in the knapsack? $a = 6 = 3 + f_3(6-2) = 3+7 = 10$
 - what is the maximum value which can be obtained if there is a capacity of 6 pounds? $b = 10$
 - what is the optimal decision at stage 4, if the remaining capacity available to be filled is 6 pounds? $c = 1$ units of item #4
 - If 6 pounds of capacity remains available in the knapsack and c units of item #4 are included, the remaining capacity is $d = 4$ pounds.
7. Actually, there is an available capacity of 8 pounds when we are at stage 4 (i.e., considering whether or not to include item #4). Trace your way through the tables above to obtain the optimal solution:
- Maximum value possible is \$ 14.00
 - Include 1 units of item #1,
1 units of item #2,
1 units of item #3,
0 units of item #4