

COMPUTATION TECHNIQUES and OPTIMIZATION

(Control Systems)

Time: 3 Hours

Max Marks: 60

 Answer any FIVE questions. All questions carry EQUAL marks.

1. a. Find the root of the equation $x^3 - x - 11 = 0$, correct to 4 decimals using bisection method
- b. Solve the system of equations
- $$\begin{aligned} 3x_1 - 6x_2 - 3x_3 &= -3 \\ 2x_1 + 6x_3 &= -22 \\ -4x_1 + 7x_2 + 4x_3 &= 3 \end{aligned}$$
- by using L U decomposition method?
2. a. Use Lagrange's interpolation formula, find the values of y when $x = 10$, from the following table
- | | | | | |
|----|----|----|----|----|
| x: | 5 | 6 | 9 | 11 |
| y: | 12 | 13 | 14 | 16 |
- b. Find the curve of best fit of the type $y = ae^{bx}$ to the following data by method of least squares
- | | | | | | |
|----|----|----|----|----|----|
| x: | 1 | 5 | 7 | 9 | 12 |
| y: | 10 | 15 | 12 | 15 | 21 |
3. Evaluate $\int_0^1 \frac{dx}{1+x^2}$ using (i) Simpson's $\frac{1}{3}$ rule taking $h = \frac{1}{4}$
(ii) Simpson's $\frac{3}{8}$ rule taking $h = \frac{1}{6}$
4. a. Use Milne's predictor corrector method to obtain the solution of the equation $\frac{dy}{dx} = x - y^2$ at $x = 0.8$, given that $y(0) = 0.0000$, $y(0.2) = 0.0200$, $y(0.4) = 0.0795$, $y(0.6) = 0.1762$
- b. Use Runge-Kutta method to find y when $x = 1.2$ n steps of 0.1 given that $\frac{dy}{dx} = x^2 + y^2$ and $y(1) = 1.5$
5. Solve the following problem by simplex method
- Maximize* $Z = x_1 - x_2 + 3x_3$
- Subject to
- $$\begin{aligned} x_1 + x_2 + x_3 &\leq 10 \\ 2x_1 - x_3 &\leq 2 \\ 2x_1 - 2x_2 + 3x_3 &\leq 10 \\ x_1, x_2, x_3 &\geq 0 \end{aligned}$$

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- 6 Show that the function $f(x) = x_2, 0 \leq x \leq 1, f(x) = 2 - x, 0 \leq x \leq 1$, is unimodal in $(0, 2)$. Use the Fibonacci method to find its maximal point with in an interval of uncertainty 0.1

- 7 Solve

$$\begin{aligned} \text{Maximize } Z &= 3X_1^2 + 14X_1X_2 - 8X_2^2 \\ \text{Subject to} & \\ & 3X_1 + 6X_2 \leq 72 \\ & X_1, X_2 \geq 0 \end{aligned}$$

by using Kuhn - Tucker conditions?

- 8 a. Distinguish between CPM and PERT
b. Define the following
(i) Total float
(ii) Free float
(iii) Critical path

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