DE LA SALLE UNIVERSITY
College of Science
Department of Mathematics

OPRESM2 – *Operations Research Models 2*
Prerequisite: OPRESM1   *Prerequisite to:*

Instructor:_____   Contact details:_____
Consultation Hours:_____   Class Schedule and Room:_____

Course Description

This course is designed for BS Mathematics students who are majoring in Business Applications covering topics on game theory and dynamic programming.

Learning Outcomes

On completion of this course, the student is expected to present the following learning outcomes in line with the Expected Lasallian Graduate Attributes (ELGA)

ELGA	Learning Outcome
Critical and Creative Thinker Effective Communicator Lifelong Learner Service-Driven Citizen	Develop an understanding and appreciation of game theory and dynamic programming as effective tools in addressing real world problems especially those that are relevant to decision making in business, economics and other related areas.

Final Course Output

As evidence of attaining the above learning outcomes, the student is required to submit the following during the indicated dates of the term.

Learning Outcome	Required Output	Due Date
Develop an understanding and appreciation of game theory and dynamic programming as effective tools in addressing real world problems especially those that are relevant to decision making in business, economics and other related areas.	Case Studies involving any **ONE** of the following types: (1) Two-Person Zero-Sum Games (2) Solving Matrix Games (3) One Dimensional Dynamic Programming Analytic Solutions Form of output : Written	Week 13

Rubric for assessment

Written Group Report

CRITERIA	Excellent (4)	Good (3)	Satisfactory (2)	Needs Improvement (1)
Content and Organization (50%)	In-depth and insightful discussion in addition to score 3 performance	Logical sequencing of information throughout. Sufficient supporting details. Clear and effective concluding paragraph	Logical sequencing of information most of the time. Details are given but inadequate to support the topic. Clear concluding paragraph but lacks effectiveness	Information presented with little organization. Most of the details irrelevant. Concluding paragraph not clear
Grammar (30%)		No error	Between one and three errors	More than four errors
Bibliography (15%)		All resources cited	Some of the resources not cited	Majority of the resources not cited

Group Member Assessment

Criteria	Excellent/4	Good/3	Satisfactory/2	Needs Improvement/1
Contribution	Group member completed an equal share of work and strived to maintain that equity throughout the project	Group member contributed significantly, but other members clearly contributed more	Group member contributed little toward the project	Group members contributions were insignificant or nonexistent

Dependability	Group member provided contributions with 100% punctuality and always appeared for group work	Group member contributions were mostly punctual and almost always appeared for group work	Group member contributions were regularly late and often missed scheduled group work	Group member was undependable forcing other members to take up the slack
Efficiency	Work performed was very useful and contributed significantly to the final product	Participation was inefficient and thus contributions were less than expected	Work performed was inappropriate and mostly useless toward the final product	Work performed was completely ineffective and useless in the final product
Attitude	Group member was very positive and pleasant to work with	Group member didn't complain but offered little enthusiasm	Group member sometimes complained and was somewhat of a burden	Group member often complained and generally demoralized the group

Additional Requirements

Aside from the learning output, the student will be assessed at other times during the term by the following:
- Skills Check (Seatwork/Quizzes/Boardwork)
- Individual/Group Report
- Individual/Group Problem Set

Grading System

Quizzes and Long Exams: 65%
Final Exam: 30%
Learning Output: 05%
TOTAL: 100%
Passing Grade: 60%

Scale:

95-100%	4.0
89-94%	3.5
83-88%	3.0
78-82%	2.5
72-77%	2.0
66-71%	1.5
60-65%	1.0
<60%	0.0

Learning Plan

Learning Outcome At the end of the course, the student will be able to:	Culminating Topics	Week No.	Learning Activities

Develop an understanding and appreciation of game theory and dynamic programming as effective tools in addressing real world problems especially those that are relevant to decision making in business, economics and other related areas.	1. Games in Extensive Form
	  1.1 Game Trees
	  1.2 Choice Functions and Strategies
	  1.3 Games with Chance Moves
	  1.4 Equilibrium N-tuples of Strategies
	  1.5 Normal Forms
		Week 1 – 3	Group discussion and presentations
			Skills exercises
			Student self-assessment and Reflection
			Seatwork and Assignments
			Use of Calculator in solving games with chance moves

	2. Two-Person Zero-Sum Games
	  2.1 Saddle Points
	  2.2 Pure Strategies
	  2.3 Mixed Strategies
	  2.4 Fundamental Theorem of Game Theory
	  2.5 Small Games
	  2.6 Symmetric Games
		Week 3 – 7	Group discussion and presentations
			Skills exercises
			Student self-assessment and Reflection
			Seatwork and Assignments

	3. Solving Matrix Games
	    3.1 The Minimax Theorem
	        Some Examples
		Week
		7 - 8
			Group discussion and presentations
			Skills exercises
			Student self-assessment and
			Reflection
			Seatwork and Assignments
			Use of Mathematica and/or Graphmatica in solving matrix games

	4. Dynamic Programming
	    4.1 Introductory Concepts
	    4.2 Convex and Concave Functions
		Week
		8 - 9
			Group discussion and presentations
			Skills exercises
			Student self-assessment and
			Reflection
			Seatwork and Assignments
			Use of calculus to determine which functions are convex and which are concave

	5. Some Simple Examples	Week 9 – 10	Group discussion and presentations Skills exercises Student self-assessment and Reflection Seatwork and Assignments Use of calculus to aid in finding the appropriate solution

	6. One Dimensional Dynamic Programming: Analytic Solutions
	    6.1 General Prototype Problem
	    6.2 A Problem in Renewable Resources
	    6.3 Multiplicative Constraints and Functions
	    6.4 A Minimax Objective Function
		Week
		11 – 13
			Group discussion and presentations
			Skills exercises
			Student self-assessment and
			Reflection
			Seatwork and Assignments
			Use of Mathematica and/or Graphmatica in finding the appropriate solution

	FINAL EXAMINATION	Week 14	

References

Thie, P.R. (1979) *An Introduction to Linear Programming and Game Theory.* New York: Wiley.

Owen, G. (1995) *Game Theory.* San Diego: Academic Press

Taha, H.A. (1997) *Operations Research: An Introduction* (6th ed.) Upper Saddle River, NJ: Prentice-Hall.

Winston, W. (2004) *Operations Research: Applications and Algorithms* (4th ed.) Belmont, CA:
    Thomson/Brooks/Cole

Online Resources

Operations Research Models and Methods. Accessed October 29, 2012 from:
    http://www.me.utexas.edu/~jensen/ORMM/index.html

http://opsresearch.com/OR-Links/index.html

Class Policies

1. The required minimum number of quizzes for a 3-unit course is 3, and 4 for 4-unit course. No part of the final exam may be considered as one quiz.
2. Cancellation of the lowest quiz is not allowed even if the number of quizzes exceeds the required minimum number of quizzes.
3. As a general policy, no special or make-up tests for missed exams other than the final examination will be given. However, a faculty member may give special exams for
   A. approved absences (where the student concerned officially represented the University at some function or activity).
   B. absences due to serious illness which require hospitalization, death in the family and other reasons which the faculty member deems meritorious.
4. If a student missed two (2) examinations, then he/she will be required to take a make up for the second missed examination.
5. If the student has no valid reason for missing an exam (for example, the student was not prepared to take the exam) then the student receives 0% for the missed quiz.
6. Students who get at least 89% in every quiz are exempted from taking the final examination. Their final grade will be based on the average of their quizzes and other prefinal course requirements. The final grade of exempted students who opt to take the final examination will be based on the prescribed computation of final grades inclusive of a final examination. Students who missed and/or took any special/make-up quiz will not be eligible for exemption.
7. Learning outputs are required and not optional to pass the course.
8. Mobile phones and other forms of communication devices should be on silent mode or turned off during class.
9. Students are expected to be attentive and exhibit the behavior of a mature and responsible individual during class. They are also expected to come to class on time and prepared.
10. Sleeping, bringing in food and drinks, and wearing a cap and sunglasses in class are not allowed.
11. Students who wish to go to the washroom must politely ask permission and, if given such, they should be back in class within 5 minutes. Only one student at a time may be allowed to leave the classroom for this purpose.
12. Students who are absent from the class for more than 5 meetings will get a final grade of 0.0 in the course.
13. Only students who are officially enrolled in the course are allowed to attend the class meetings.

Approved by:

DR. ARTURO Y. PACIFICADOR, JR.
Chair, Department of Mathematics