# DEPARTMENT OF LOGISTICS UNIVERSITY OF STELLENBOSCH

# POSTGRADUATE INFORMATION:

## **OPERATIONS RESEARCH**

# 2021

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### **OPERATIONS RESEARCH POSTGRADUATE MODULES**

Anchor programmes:

BComHons (Operations Research)

## Programme module

Code	Module	Credits	Module Name
55336	778	120	BComHons (Operations Research)

MCom (Operations Research)

Programme modules

Code	Module	Credits	Module Name
55336	899	180	MCom or MSc (Operations Research) – Coursework and
			Thesis option

MCom (Operations Research)

Programme module

C	Code	Module	Credits	Module Name
5	5336	879	180	MCom or MSc (Operations Research) – Full Thesis option

MODULES FOR 2021											
Module number	Module	Code	Lecturer	Credits							
First semester											
7	Advanced linear programming [OR] [Compulsory]	10906 712	Prof SE Visagie	15							
14	Metaheuristics [OR]	12318 713	Prof SE Visagie	15							
20	Game Theory [OR]	10931 743	Dr I Nieuwoudt	15							
43	System Dynamics [OR]	40541 744	Dr L Venter	15							
44	CAPITA SELECTA 2 : Agent-based modelling	12723 771	Dr L Potgieter	15							

### Second semester

24	Inventory Control [OR] [Compulsory]		10932 742		Dr I Nie	uwoudt		15
25	Forecasting [OR]		10933 753		Prof JH Nel		15	
27	Methods of Operations Research [OR]		11907 786		Dr L Potgieter			15
Pass Prerequisite: Module 11 or OR 3 is a pass prerequisite for Module 25			Research Seminar, first and second semester:Operations ResearchBComHons11047774Operations ResearchBScHons11047774					35 35
			MCom 150 credit OR MCor	150 n pro 180	gram requ	11243 uires coursev 11243	884 work of 30 828	credits)

#### 10906 712 ADVANCED LINEAR PROGRAMMING

#### **Course objective**

Linear Programming (LP) is widely used in Operations Research, often to solve complex optimisation problems with limited resources. Advanced LP techniques are studied in this module.

#### **Course content**

- 1. Revised simplex method (product form of the inverse), primal-dual algorithms, primal and dual upper bounded algorithms
- 2. Column generation methods
- 3. Decomposition
- 4. Interior point methods

#### Remarks

- 1. This module is presented during the first semester.
- 2. Operations Research 214 is a pass prerequisite for this module.
- 3. The module counts 15 credits.
- 4. The module is available to residential students only.

#### MODULE 14

#### 12318 713 METAHEURISTICS

#### **Course objective**

Practical operations research problems are often computationally too complex to solve via classical solution methods. This module explores methods that can determine good and not necessarily the best solutions in these circumstances. This module has a practical problem solving approach. The theory and solution techniques are discovered, handled and applied from the perspective of different problem formulations.

#### **Course content**

- 1. Why heuristics?
- 2. Basic concepts
- 3. Traditional approaches
- 4. Tabu search
- 5. Evolutionary metaheuristics
- 6. Simulated annealing
- 7. Ant colony algorithms
- 8. Modern developments in metaheuristics

- 1. Students who follow this module must be able to write computer programs.
- 2. The module counts 15 credits.
- 3. The module is available to residential students only.

#### **10931 743 GAME THEORY**

#### **Course objective**

In many situations, a decision maker cannot make a decision independently. For example, in a typical business environment, different role-players are in conflict and they make instantaneous and independent decisions. The outcomes of these decisions are normally determined by the decisions made by all the parties. Game theory supplies techniques to the decision maker to take decisions in these circumstances that will optimise the outcomes of all role players collectively or individually. In this module, a student will learn to identify situations where Game theory may be used, how to model these situations mathematically and how to solve these models.

#### **Course content**

- 1. Introduction to Game theory
- 2. Normal, extensive and strategic forms of games
- 3. Matrix games and pure strategies
- 4. Mixed strategies
- 5. Non zero sum games
- 6. Square games
- 7. Repeated games
- 8. Nash equilibrium
- 9. *N*-person games
- 10. Core of a game
- 11. Characteristic form
- 12. Indexes of power

- 1. This module is presented during the first semester.
- 2. Operations Research 344 or 65% for Quantitative Management 3 is a pass prerequisite for this module.
- 3. The module counts 15 credits.
- 4. This module is only available to residential students.

#### 10932 742 INVENTORY CONTROL

#### Course objective

There exists a fine balance between the cost involved in keeping inventory and the monetary loss in the case of a stock-out when inventory was needed. In this module the student is firstly introduced to the diverse factors involved when an optimal inventory strategy is developed. Secondly, the student is also introduced to various mathematical models used in a wide range of Inventory control situations.

#### **Course content**

- 1. Factors involved in Inventory control
- 2. Revision of the basic EOQ model (deterministic as well as probabilistic)
- 3. Adaptations to the basic EOQ model in order to provide for quantity discounts, backlogging, etc.
- 4. The news vendor problem
- 5. The service level approach
- 6. The ABC inventory classification system
- 7. The JIT approach
- 8. Multi-echelon inventory models
- 9. Inventory control for products subject to obsolescence
- 10. Inventory management of rentable items
- 11. Case studies

- 1. This module is presented in the second semester.
- 2. This module counts 15 credits.
- 3. This module is available to residential students only.
- 4. Probability Theory and Statistics 114 or 144 as well as Operations Research 354 are pass prerequisites for this module.

#### 10933 753 FORECASTING

#### **Course objective**

In addition to the general problems in time series data considered in Module 11 (Introduction to forecasting), there are several more intricate problems related to time series data which require more intricate techniques for the identification and forecasting process. Students are familiarised with these techniques in order to identify and solve these problems.

#### **Course content**

The module comprises three sections:

#### Section I

Revision of

- · Basic inferential statistics
- The linear regression model and the method of least squares
- · Diverging from basic assumptions
- · Dummy and lag variables
- · Test and evaluation criteria

#### Section II

Advanced forecasting techniques:

- Stationarity of time series
- Moving average and exponential smoothing models
- · ARIMA models
- Short and long term models

#### Section III

Applications of Forecasting

- Data gathering and related problems
- Single and multivariate functions
- · Modelling
- · Presenting and interpreting modelling results

- 1. The module is presented during the second semester.
- 2. The module carries 15 credits.
- 3. Module 11 (Introduction to forecasting) or Operations Research 3 is a pass prerequisite for this module.
- 4. This module is available to residential students only.

#### 11907 786 METHODS OF OPERATIONS RESEARCH

#### Course objective

This project-driven module is offered in collaboration with a number of partners in industry, who share the view that good operations researchers are bred through practical experience. The module is offered in the form of three project-driven cycles, in which site visits to industry, mathematical modelling and the oral as well as written reporting of results play an important role.

#### **Course content**

Project topics are typically taken from the fields of:

- 1. Mathematical programming;
- 2. Optimal Inventory control;
- 3. Dynamical systems;
- 4. Scheduling.

#### Remarks

- 1. The module is presented during the second semester.
- 2. The module counts 15 credits.
- 3. Operations Research 3 is a pass prerequisite for this module.
- 4. This module is available to residential students only.
- 5. Computer programming skills are not required, but basic computer literacy is necessary.

#### MODULE 43

#### 40541 774 SYSTEM DYNAMICS

#### Course objective:

This module will introduce students to the simulation technique, System Dynamics. System Dynamics is 'n technique with which we can analyse the nonlinear behaviour of complex systems by using stocks, flows, and internal feedback loops. Upon completion of this module, students will have the ability to identify apt applications for SD simulation, understand the underlying theory, build executable models in the appropriate software, and interpret models.

#### **Course contents:**

- 1. Introduction to System Dynamics
- 2. Model elements and techniques
- 3. Testing and verification
- 4. Analysis and calibration

#### **Comments:**

- 1. The module is presented during the first semester.
- 2. The module is for 15 credits
- 3. Quantitative Management 3 or Operations Research 3 is a prerequisite for this module.
- 4. The module is presented residentially only.

#### MODULE 44 CAPITA SELECTA

#### 12723 771 AGENT-BASED MODELLING

#### **Course objective:**

This module will introduce students to agent-based modelling. Agent-based models are a class of computational models for simulating the micro-level actions and interactions of autonomous agents (individuals or collective entities) with a view to assessing their effects on the system as a whole, on the macro-level. After successfully completing the course, students will have the ability to identify appropriate applications for agent-based modelling, understand the underlying theory, be aware of different modelling concepts and design considerations, implement executable models in appropriate software, use a variety of verification and validation techniques, analyse and interpret results obtained.

#### **Course content::**

- 1. Introduction to agent-based modelling
- 2. Modelling concepts and design
- 3. Model building
- 4. Paramaterisation and calibration
- 5. Verification, validation and replication
- 6. Model analysis

#### Comments:

- 1. The module is presented during the first semester.
- 2. The module counts 15 credits
- 3. The module is presented both residentially (practicals) and online (theory selfstudy).
- 4. Basic to intermediate computer programming skills are recommended. With basic skills, the learning curve may be somewhat steeper, but the course can still be successfully completed.