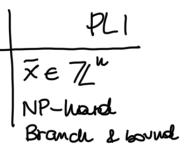
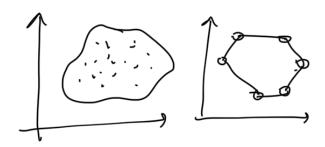


it.

2º it.

Se R"





Si risolva, tramite l'algoritmo del simplesso primale, il seguente problema di programmazione lineare:

$$\min 3y \qquad \left[\begin{array}{ccc} \mathbf{a} & \mathbf{b} \\ \mathbf{c} & \mathbf{d} \end{array} \right]^{-1} = \frac{1}{\mathsf{det}} \left[\begin{array}{ccc} \mathbf{d} & -\mathbf{b} \\ -\mathbf{c} & \mathbf{a} \end{array} \right]$$

$$\mathbf{1} \quad x + 2 \ge 0 \quad \left(x \le 4 \right) \quad \mathbf{2}$$

3
$$y \le x + 2$$
 $y + x \le 4$ 9

Si parta dalla base ammissibile corrispondente ai vincoli della seconda riga.

max
$$c\bar{x}$$
 max $-y$ $c = (0 - 1)$
s.t. $A\bar{x} \in \bar{b}$ $-x \in 2$
 $x \in A$ $A = \begin{bmatrix} -1 & 0 \\ 1 & 0 \\ -1 & 1 \end{bmatrix}$ $b = \begin{bmatrix} 2 \\ 4 \\ 2 \\ 4 \end{bmatrix}$
 $x \notin A$

$$\begin{array}{lll}
B_{1} &= \begin{cases} 3 & 1 & 4 \end{cases} \\
A_{B_{1}} &= \begin{bmatrix} -1 & 1 \\ 1 & 1 \end{bmatrix}^{-1} &= \frac{1}{-2} \begin{bmatrix} 1 & -1 \\ -1 & -1 \end{bmatrix}^{-1} \begin{bmatrix} -\frac{1}{2} & \frac{1}{2} \\ \frac{1}{2} & \frac{1}{2} \end{bmatrix} \begin{bmatrix} 2 \\ 4 \end{bmatrix}^{-1} \begin{bmatrix} 1 \\ 3 \end{bmatrix} \\
\overline{X}_{1} &= A_{B_{1}}^{-1} b_{B_{1}} &= \begin{bmatrix} 1 \\ 3 \end{bmatrix} \quad \overline{Y}_{1} &= c A_{B}^{-1} &= \begin{bmatrix} 0 & -1 \end{bmatrix} \begin{bmatrix} -\frac{1}{2} & \frac{1}{2} \\ \frac{1}{2} & \frac{1}{2} \end{bmatrix}^{-1} \begin{bmatrix} -\frac{1}{2} & \frac{1}{2} \\ \frac{1}{2} & \frac{1}{2} \end{bmatrix}^{-1} \begin{bmatrix} -\frac{1}{2} & \frac{1}{2} \\ \frac{1}{2} & \frac{1}{2} \end{bmatrix}^{-1} \\
K_{1} &= 2 \\
B_{2} &= \begin{cases} 2 & 4 \end{cases} \quad A_{B_{2}} &= \begin{bmatrix} 1 & 0 \\ 1 & 1 \end{bmatrix}^{-1} &= \begin{bmatrix} 1 & 0 \\ -1 & 1 \end{bmatrix} \begin{bmatrix} 4 \\ 4 \end{bmatrix} = \begin{bmatrix} 4 \\ 0 \end{bmatrix}
\end{array}$$

$$K_{1}=2$$
 $B_{2}=\{2,4\}$
 $A_{B_{2}}=[1,1]$
 $=[1,0]$
 $A_{A_{1}}=[4]$
 $X_{2}=[4]$
 $X_{2}=[4]$
 $X_{2}=[4]$
 $X_{2}=[4]$
 $X_{3}=[4]$
 $X_{4}=[4]$
 $X_{5}=[4]$
 $X_{5}=[4]$
 $X_{6}=[4]$
 $X_{7}=[4]$
 $X_{7}=[4$

Progremma woto.

X >> 0

$$X = A_B \cdot b_B$$
 $X = A_B \cdot b_B$
 $X = A_B \cdot b_B$

Se J=p allone Bè ammissibile

altriment considers il segmente programma lineore:

$$\overline{U} \geqslant 0$$
 $x = \overline{X}$ $\overline{U} = A_j \overline{X} - b_j$
e solutione amnissibile per (PA)

Risoluiamo (PA), due con: Lo sol. ottimo (x*, v')

$$B = \begin{array}{c} \times +230 \\ 4 + \times \cdot \cdot q \end{array} \qquad \times B = \begin{pmatrix} -2.6 \\ 1 \end{pmatrix}$$

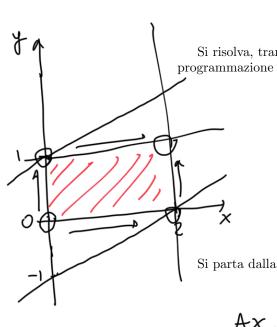
$$A_{B} = \begin{bmatrix} -- \\ -- \end{bmatrix} A_{B}^{-1} = \begin{bmatrix} -- \\ -- \end{bmatrix} \times B = A_{B}^{-1} b_{B}$$

$$H = \frac{1}{2} \cdot 1 \cdot 4.2$$

$$J = \begin{pmatrix} 3 \\ 1 \end{pmatrix} \qquad \text{followere a cosa.}$$

$$-\times \cdot = A_{B}^{-1} b_{B}^{-1} b_{B}$$

-x+y < 2+0)



Si risolva, tramite l'algoritmo del simplesso primale, il seguente problema di programmazione lineare:

$$(\max x + 2y) \quad C = [4 \quad 2]$$

$$x \ge 0$$
 $y \ge 0$

$$x - 2 \le 0 \qquad y - 1 \le 0$$

$$x+2 \ge 2y$$
 $2y+2 \ge x$ $y \ge \frac{1}{2}x - 1$

Si parta dalla base ammissibile corrispondente ai vincoli della prima riga.

$$\begin{bmatrix} - & 0 & 0 \\ 0 & 2 & 0 \\ 2 & 1 & 2 \\ 2 & 2 & 1 \end{bmatrix}$$

$$B_{1} = \frac{1}{2} \cdot \frac{1}{2} \quad A_{1} = \begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix} = \begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix} \quad X_{1} = \begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$A_{1} = \begin{bmatrix} A \\ 0 \end{bmatrix} \quad A_{1} = \begin{bmatrix} A \\ 0 \end{bmatrix} \quad A_{2} = \begin{bmatrix} A \\ 0 \end{bmatrix} \quad A_{1} = \begin{bmatrix} A \\ 0 \end{bmatrix} \quad A_{2} = \begin{bmatrix} A \\ 0 \end{bmatrix} \quad A_{$$

$$5_{1} = \begin{bmatrix} \frac{1}{0} \\ 0 \end{bmatrix}$$

$$A_{M_{1}} = \begin{bmatrix} \frac{1}{0} \\ 0 \end{bmatrix}$$

$$A_{M_{2}} = \begin{bmatrix} \frac{1}{0} \\ 0 \end{bmatrix}$$

Da finire a cosa.