

Optimization and Decision Support Methodologies

Date: 12/02/2021

Exam – Second Call

Duration: 2h

Note: Present all the calculations that you perform and justify your answers.

1. Consider the following Linear Programming problem:

$$\text{Maximize } z = [-x_1 + 2x_2; 7x_1 + 21x_2]$$

subject to

$$7x_1 + 4x_2 \leq 28$$

$$-2x_1 + x_2 \leq 2$$

$$x_1 \geq 0, x_2 \geq 0$$

[5.00 valores] a) Determine the **set of efficient solutions** and the **set of non-dominated solutions** using the graphical representation of this problem in the decision space and in the objective space;

[0.75 valores] b) Build the **pay-off table** and determine the **ideal and anti-ideal solutions**.

2. Consider the following Pure Integer Linear Programming problem:

$$\text{Maximize } z = x_1 + 2x_2 + 3x_3$$

subject to

$$x_1 + 2x_3 \leq 5 \quad (1)$$

$$2x_1 + x_2 \leq 4 \quad (2)$$

$$x_1 - x_2 - x_3 \leq 6 \quad (3)$$

$$x_1 \geq 0, x_2 \geq 0, x_3 \geq 0$$

$$x_1, x_2 \text{ and } x_3 \text{ integer}$$

Assuming that x_4 , x_5 and x_6 are the slack variables associated with constraints (1), (2) and (3), respectively, suppose that the **Gomory algorithm** was applied to this same problem and that at the end of the 1st step, the following optimal tableau was obtained:

	C_i	1	2	3	0	0	0	
x_B	$C_B \setminus x_i$	x_1	x_2	x_3	x_4	x_5	x_6	b
x_3	3	1/2	0	1	1/2	0	0	5/2
x_2	2	2	1	0	0	1	0	4
x_6	0	7/2	0	0	1/2	1	1	25/2
$z_j - c_j$		9/2	0	0	3/2	2	0	31/2

[5.00 valores] a) Withdraw your conclusions and if necessary, proceed with the 2nd step of that algorithm;

[0.75 valores] b) Could the restriction $x_1 + x_2 + x_3 \geq 4$ constitute an eventual cut constraint for this problem? Justify your answer.

3. Consider the following Goal Programming problem:

$$\text{Minimize } z = \{ d_1^+, d_2^-, d_3^- \}$$

subject to

$$x_1 - x_2 + d_1^- - d_1^+ = 1$$

$$x_1 + d_2^- - d_2^+ = 1$$

$$x_2 + d_3^- - d_3^+ = 2$$

$$5x_1 + 3x_2 + d_4^- = 15$$

$$x_1 \geq 0, \quad x_2 \geq 0, \quad d_i^- \geq 0, \quad d_i^+ \geq 0 \quad (i=1,2,3,4)$$

[5.50 valores] Solve the problem using the **graphical method**.