Determine a solução óptima do seguinte problema de programação linear usando o método simplex.

max
$$1x_1 + 2x_2$$

suj. a $-1x_1 + 1x_2 \le 4$
 $1x_2 \le 6$
 $1x_1 + 1x_2 \le 10$
 $x_1, x_2 \ge 0$

max
$$1x_1 + 2x_2$$

suj. a $-1x_1 + 1x_2 \le 4$
 $1x_2 \le 6$
 $1x_1 + 1x_2 \le 10$
 $x_1, x_2 \ge 0$

	Z	x1	x2	s1	s2	s3								
s1	0	-1	1	1	0	0	4	4/1 = 4						
s2	0	0	1	0	1	0	6	6/1						
s3	0	1	1	0	0	1	10	10/1						
Z	1	-1	-2	0	0	0	0							

	Z	x1	x2	s1	s2	s3											
s1	0	-1	1	1	0	0	4										
s2	0	0	1	0	1	0	6	L2									
s3	0	1	1	0	0	1	10	L3									
Z	1	-1	-2	0	0	0	0	L4		1	-1	-2	0	0	0	0	L4
										0	-2	2	2	0	0	8	2 LP
	Z	x1	x2	s1	s2	s3				1	-3	0	2	0	0	8	
x2	0	-1	1	1	0	0	4	LP									
	0	1	0	-1	1	0	2	L2 – 1 * LP									
	0	2	0	-1	0	1	6	L3 – 1 * LP									
	1	-3	0	2	0	0	8	L4 + 2 * LP									

	Z	x1	x2	s 1	s2	s3		
s1	0	-1	1	1	0	0	4	
s2	0	0	1	0	1	0	6	
s3	0	1	1	0	0	1	10	
Z	1	-1	-2	0	0	0	0	
	Z	x1	x2	s1	s2	s3		
x2	0	-1	1	1	0	0	4	L1
s2	0	1	0	-1	1	0	2	S2 = 2 -1 x1 + 1s1
s3	0	2	0	-1	0	1	6	L3
Z	1	-3	0	2	0	0	8	L4
	Z	x1	x2	s1	s2	s3		
x2	0	0	1	0	1	0	6	L1 + 1 * LP
x1	0	1	0	-1	1	0	2	LP CONTRACTOR OF THE CONTRACTO
s3	0	0	0	1	-2	1	2	L3 – 2 * LP
Z	1	0	0	-1	3	0	14	L4 + 3 * LP

	Z	x1	x2	s 1	s2	s3		
s1	0	-1	1	1	0	0	4	
s2	0	0	1	0	1	0	6	
s3	0	1	1	0	0	1	10	
Z	1	-1	-2	0	0	0	0	
	Z	x1	x2	s1	s2	s3		
x2	0	-1	1	1	0	0	4	L1
s2	0	1	0	-1	1	0	2	S2 = 2 -1 x1 + 1s1
s3	0	2	0	-1	0	1	6	L3
Z	1	-3	0	2	0	0	8	L4
	Z	x1	x2	s1	s2	s3		
x2	0	0	1	0	1	0	6	L1 + 1 * LP
x1	0	1	0	-1	1	0	2	LP CONTRACTOR OF THE CONTRACTO
s3	0	0	0	1	-2	1	2	L3 – 2 * LP
Z	1	0	0	-1	3	0	14	L4 + 3 * LP

	Z	x1	x2	s1	s2	s3										
s 1	0	-1	1	1	0	0	4									
s2	0	0	1	0	1	0	6									
s3	0	1	1	0	0	1	10									
Z	1	-1	-2	0	0	0	0									
	Z	x1	x2	s1	s2	s3										S1* = 2
x2	0	-1	1	1	0	0	4									S2* = 0
s2	0	1	0	-1	1	0	2									S3* = 0
s3	0	2	0	-1	0	1	6									X1* = 4
Z	1	-3	0	2	0	0	8									X2* = 6
																Z* = 16
	Z	x1	x2	s1	s2	s3			Z	x1	x2	s1	s2	s3		
x2	0	0	1	0	1	0	6	X2	0	0	1	0	1	0	6	L1
x1	0	1	0	-1	1	0	2	X1	0	1	0	0	-1	1	4	L2 + LP
s3	0	0	0	1	-2	1	2	S1	0	0	0	1	-2	1	2	LP
Z	1	0	0	-1	3	0	14	Z	1	0	0	0	1	1	16	L4 + LP