

# HW7A

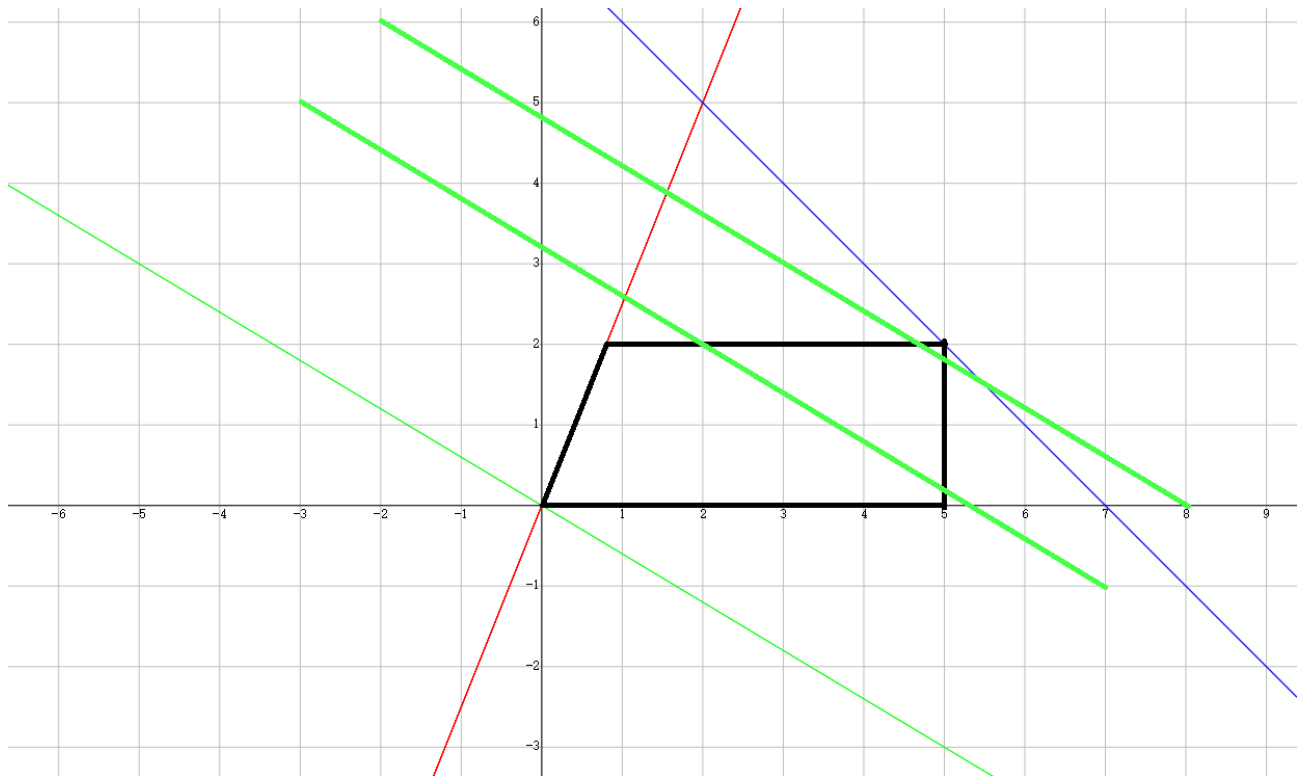
## Section II

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### 7.1

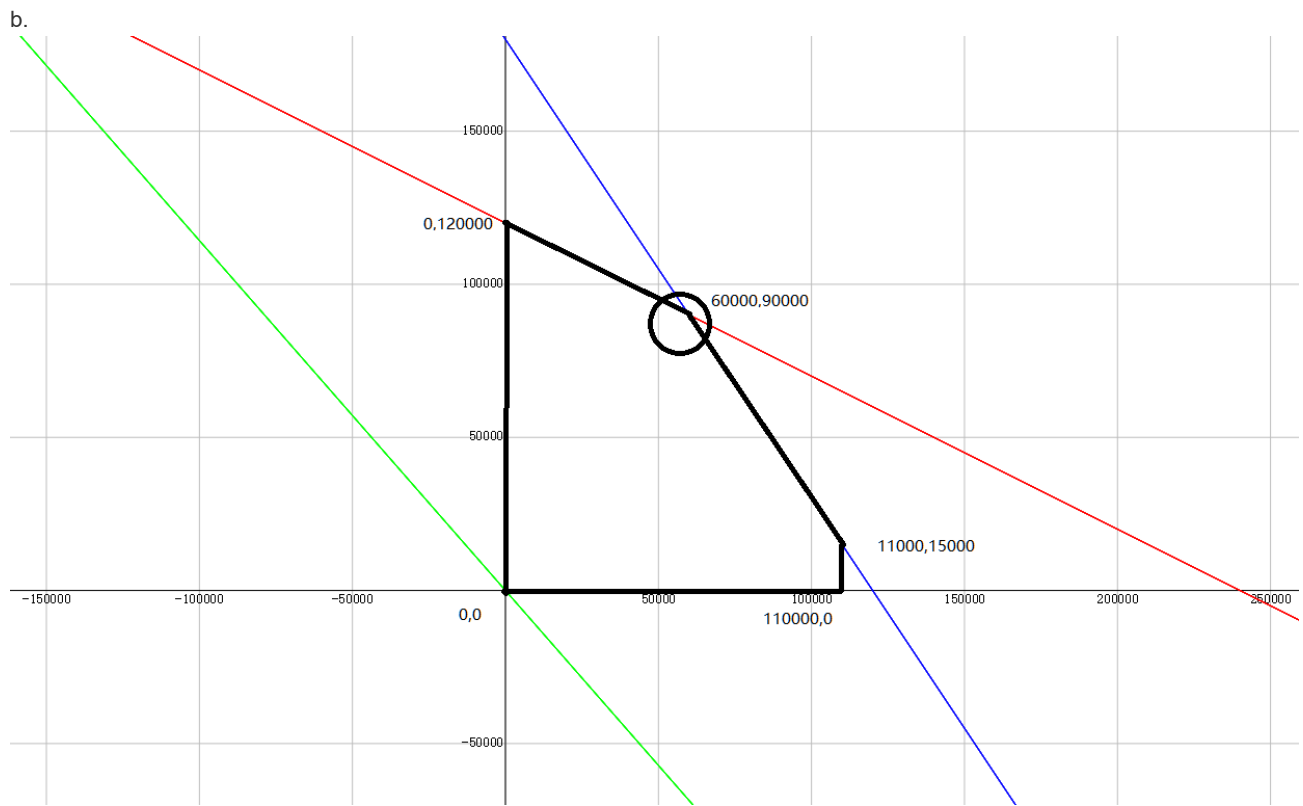


From picture we can see, the maximum value of the linear programming is when  $x=5, y=2$ , the result is 31.

### 7.5

a.  $x$  is the number of Frisky Pup,  $y$  is the number of Husky Hound.

$$\begin{aligned} \text{maximize} \quad & (7 - 1 * 1 - 2 * 1.5 - 1.4)x + (6 - 2 * 1 - 1 * 2 - 0.6)y \\ & 1.6x + 1.4y \\ x + 2y \quad & \leq 240000 \\ 1.5x + y \quad & \leq 180000 \\ x \quad & \leq 110000 \\ x \quad & \geq 0 \\ y \quad & \geq 0 \end{aligned}$$



The max profit is when  $x = 60000$   $y = 90000$ , profit is 222000

## 7.8

We can introduce a variable  $z$  to replace the formula.  $z_m$  is the minimize

In standard form, the linear program is given by

Minimize  $z_m$  for 1 to 7

$$\begin{aligned} z &\geq a * x_i + b * y_i - c \\ z &\geq -(a * x_i + b * y_i - c) \\ z_m &> z \end{aligned}$$

## 7.10

The maxumun flow is 13, the mathing cur is  $(\{S, C, F\}, \{A, B, D, E, G, T\})$

## 7.12

$$\begin{aligned} \max x_1 - 2x_3 \quad x_1 - x_2 &\leq 1 & (a) \\ 2x_2 - x_3 &\leq 1 & (b) \\ x_1, x_2, x_3 &\geq 0 & (c) \end{aligned}$$

combine (a), (b), we can get:

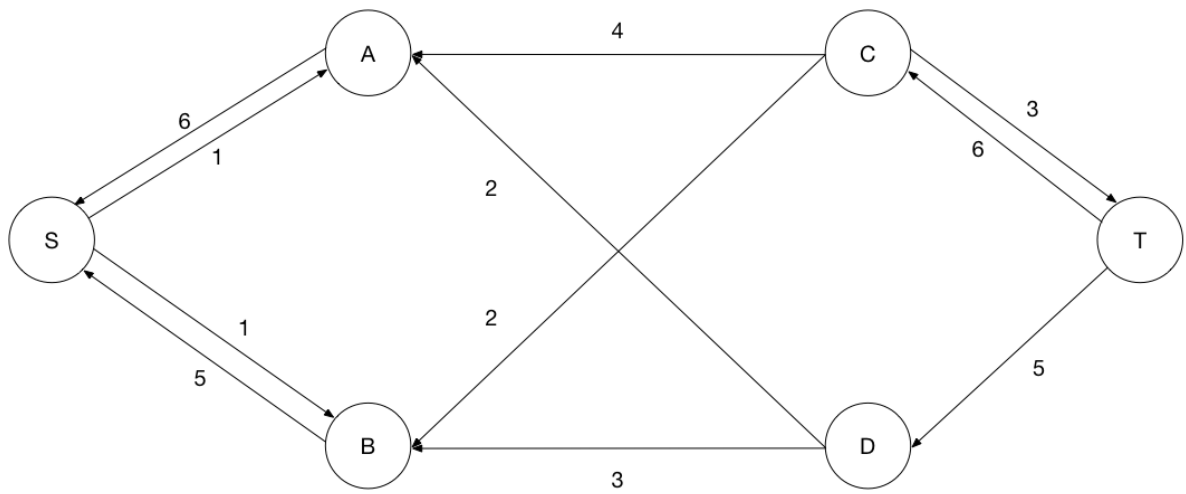
$$\begin{aligned} 2x_1 - x_3 &\leq 3 \\ x_1 - x_3/2 &\leq 3/2 \\ \text{since } x_3 &\geq 0 \\ x_1 - 2x_3 &\leq x_1 - x_3/2 \leq 3/2 \end{aligned}$$

Thus, the optimal solution for  $x_1 - 2x_3$  is  $3/2$ , with  $x_3 = 0$  when equality. So  $(x_1, x_2, x_3) = (3/2, 1/2, 0)$  is optimal.

## 7.17

(a). Max Flow = 11, minimum cut =  $\{(S, A, B), (C, D, T)\}$ .

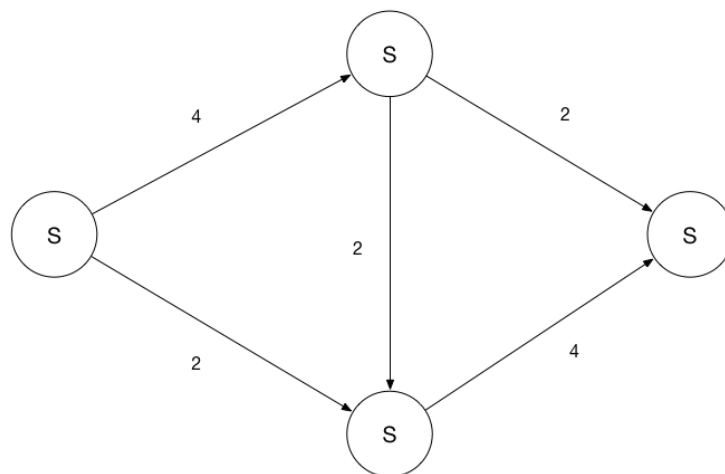
(b)



Nodes reachable from  $S$  are  $\{A, B\}$ , nodes reachable from  $T$  are  $\{S, A, B, C, D\}$ .

(c) Bottleneck edges are:  $e(A, C)$  and  $e(B, C)$ . Increasing both's capacity will increase the capacity going through node  $C$ , and thus increases the maximum flow.

(d)



(f)

1. Run the network flow algorithm and compute the residual graph  $R$ .
2. Run DFS on the residual graph  $R$  starting from node  $S$ . The nodes visited are those reachable by  $S$ , remember as set  $I$ .
3. Reverse the residual graph  $R$ .
4. Run DFS from node  $T$ . Remember visited nodes as set  $J$ .
5. Last, go over all the vertices in the graph. If there exist an edge  $e(u, v)$ , which  $u \in J, v \in I$ , then that edge is a bottleneck edge.