

Dualtasuna. Ariketak

1. Eredu lineal hauen dualak idatzitzazu:

1.1. $\min z = 2x_1 + 3x_2 - 4x_3$
hauen mende

$$\begin{aligned} x_1 + 2x_2 + 5x_3 &\geq 1 \\ 2x_1 - 2x_2 + 4x_3 &= 7 \\ x_1 + 2x_2 + x_3 &\geq 10 \end{aligned}$$

$$\begin{aligned} x_1 \leq 0, x_2 \geq 0, x_3 : \text{ez-nur.} \\ x_1, x_2, x_3 \geq 0 \end{aligned}$$

1.2. $\min z = x_1 + 3x_2 + x_3$
hauen mende

$$\begin{aligned} 4x_1 - x_2 + 2x_3 &\leq -7 \\ 2x_1 - 4x_2 &\geq 12 \\ 2x_1 + 8x_2 + 4x_3 &\geq 5 \end{aligned}$$

$$\begin{aligned} x_1, x_2, x_3 \geq 0 \end{aligned}$$

1.3. $\max z = 2x_1 + 2x_2 + 5x_3$
hauen mende

$$\begin{aligned} 2x_1 + x_2 + 2x_3 &= 12 \\ -x_1 + 5x_2 - 2x_3 &\geq -8 \\ 3x_1 + 4x_2 - 6x_3 &\leq 10 \end{aligned}$$

$$\begin{aligned} x_1 \leq 0, x_2, x_3 \geq 0 \\ x_1, x_2 \geq 0, x_3 : \text{ez-nur.} \end{aligned}$$

1.4. $\max z = x_1 + x_2 + 5x_3$
hauen mende

$$\begin{aligned} x_1 + x_2 + 2x_3 &\leq -4 \\ -x_1 + 6x_2 + 2x_3 &\geq 2 \\ 4x_1 - x_2 + x_3 &= 6 \end{aligned}$$

$$\begin{aligned} x_1, x_2 \geq 0, x_3 : \text{ez-nur.} \\ x_1, x_2 \geq 0 \end{aligned}$$

2.3. $\max z = -2x_1 + 6x_2$
hauen mende

$$\begin{aligned} x_1 + 3x_2 &\leq 9 \\ x_1 + x_2 &\leq 6 \\ x_1, x_2 &\geq 0 \end{aligned}$$

$$\begin{aligned} -4x_1 + 2x_2 &\geq 2 \\ x_1 - 2x_2 &\leq -4 \\ x_1, x_2 &\geq 0 \end{aligned}$$

2.4. $\max z = -3x_1 + 2x_2$
hauen mende

$$\begin{aligned} -4x_1 + 2x_2 &\geq 2 \\ x_1 - 2x_2 &\leq -4 \\ x_1, x_2 &\geq 0 \end{aligned}$$

3. Eredu lineal hauen soluzio optima kalkula ezazti simplex dual algoritmoa erabiliz:

3.1. $\max z = -2x_1 - 4x_2 - 3x_3$
hauen mende

$$\begin{aligned} 2x_1 + x_2 + 2x_3 &\geq 8 \\ 4x_1 + 2x_2 + 2x_3 &\geq 10 \\ 6x_1 + x_2 + 4x_3 &\geq 12 \end{aligned}$$

$$\begin{aligned} x_1, x_2, x_3 \geq 0 \\ x_1, x_2, x_3, x_4 \geq 0 \end{aligned}$$

3.2. $\min z = 2x_1 + x_2 + 3x_3 + 2x_4$
hauen mende

$$\begin{aligned} 2x_1 + 2x_2 + 2x_3 + 2x_4 &\geq 22 \\ 4x_1 + 4x_2 + x_3 + 4x_4 &\leq 20 \\ 2x_1 + 8x_2 + 2x_3 + x_4 &\geq 15 \end{aligned}$$

$$\begin{aligned} x_1, x_2, x_3, x_4 \geq 0 \end{aligned}$$

3.3. $\max z = -2x_1 - 3x_2 - x_3 - x_4$
hauen mende

$$\begin{aligned} x_1 + x_2 + 3x_3 + x_4 &\leq 40 \\ 2x_1 + 3x_2 + x_3 + x_4 &\geq 30 \\ 2x_1 + x_3 &\leq 25 \\ x_1, x_2, x_3, x_4 &\geq 0 \end{aligned}$$

$$\begin{aligned} x_1, x_2, x_3, x_4 \geq 0 \end{aligned}$$

3.4. $\max z = -6x_1 - 4x_2 - 5x_3 - 4x_4$
hauen mende

$$\begin{aligned} 2x_1 + 4x_2 + 2x_3 + 5x_4 &\leq 10 \\ x_1 + 2x_2 + x_4 &\geq 25 \\ x_1, x_2, x_3, x_4 &\geq 0 \end{aligned}$$

2. Eredu lineal hauen dualak kalkula itzazu, eta bai emandako ereduaren eta baita dualaren ebazpen grafikoak egin itzazu. Esan problema bakoitzeko zein motako solizioa lortzen den (soluziorik ez, bakkarra, anizkoitza, bornegabea).

3.5. $\max z = -2x_1 - x_2 - 2x_3 - x_4$ 3.6. $\max z = -3x_1 + 4x_2 + 2x_3 + 5x_4$

hauen mende

$$\begin{aligned} 6x_1 + 2x_2 + 6x_3 + 3x_4 &\leq 12 \\ 2x_1 + x_2 + 2x_3 + 2x_4 &\geq 12 \\ x_1 + 2x_2 + 6x_3 + 4x_4 &\geq 14 \\ x_1, x_2, x_3, x_4 &\geq 0 \end{aligned}$$

3.7. $\max z = 3x_1 - 2x_2 + 2x_3 + x_4$ 3.8. $\max z = 6x_1 + 5x_2 + 5x_3$

hauen mende

$$\begin{aligned} 3x_1 + 6x_2 + 3x_3 + 2x_4 &\leq 36 \\ x_1 + 2x_2 + 3x_3 + x_4 &\geq 14 \\ x_1 + x_2 + x_3 + 2x_4 &\geq 10 \\ x_1, x_2, x_3, x_4 &\geq 0 \end{aligned}$$

$$\begin{aligned} 3x_1 + x_2 + 3x_3 - 3x_4 &= 4 \\ 6x_1 - 6x_2 + 9x_3 + 3x_4 &\geq 28 \\ 3x_1 + x_2 + x_3 - 3x_4 &\geq 22 \\ x_1, x_2, x_3, x_4 &\geq 0 \end{aligned}$$

3.9. $\max z = 4x_1 - 2x_2 + 3x_3 - 3x_4$ 4.1. Izan bedi eredu lineal hau:

hauen mende

$$\begin{aligned} 6x_1 + 2x_2 + 4x_3 + 3x_4 &\leq 48 \\ -x_1 + 2x_2 - x_3 + 2x_4 &\geq 8 \\ 2x_1 - x_2 + x_3 + x_4 &\geq 6 \\ x_1, x_2, x_3, x_4 &\geq 0 \end{aligned}$$

$$\begin{aligned} x_1 + x_2 &\leq 2 \\ 2x_1 + x_2 &\leq 3 \\ 2x_1 + 2x_2 &\leq 3 \\ 4x_1 + x_2 &\leq 2 \\ x_1, x_2 &\geq 0 \end{aligned}$$

5. Izan bedi eredu lineal hau:

hauen mende

$$\begin{aligned} 4x_1 + 2x_2 + 4x_3 + 3x_4 &\leq 48 \\ 4x_1 + 2x_2 &\geq 20 \\ 6x_1 + 4x_2 &\geq 16 \\ 4x_1 + 2x_2 &\geq 18 \\ 4x_1 + 4x_2 &\geq 21 \\ x_1, x_2 &\geq 0 \end{aligned}$$

5.1. Idatz ezazu eredu duala.

5.2. Ebartz ezazu eredu duala algoritmik egokiena erabiliz: simplex primala edo simplex duala.

5.3. Dualaren taula optimotik eredu primalaren soluzio optimaia lor: ezazu.

6. Izan bitez eredu lineal hauet eta dagozkien taula optimoak:

6.1. Eredutu lineal hau simplex primal algoritmoa erabiliz ebatzia izan da:

$$\begin{array}{ll} \max z = 6x_1 + 5x_2 + 4x_3 & x_1 \quad x_2 \quad x_3 \quad x_4 \quad x_5 \\ \text{hauen mende} & 0 \quad 0 \quad \frac{17}{4} \quad \frac{3}{20} \quad \frac{1}{4} \quad \frac{57}{2} \\ 15x_1 + 25x_2 + 30x_3 & \leq 90 & a_2 & 0 \quad 1 \quad \frac{3}{4} \quad \frac{1}{20} \quad -\frac{1}{20} \quad \frac{3}{2} \\ 15x_1 + 5x_2 + 15x_3 & \leq 60 & a_1 & 1 \quad 0 \quad \frac{3}{4} \quad -\frac{1}{60} \quad \frac{1}{12} \quad \frac{7}{2} \\ x_1, x_2, x_3 & \geq 0 & & & & \end{array}$$

6.2. Eredutu lineal hau simplex primal algoritmoa erabiliz ebatzia izan da, ereduari aldagai artifizial bat gehitu eta helburua zigortuz:

$$\begin{array}{ll} \max z = 2x_1 + x_2 - x_3 & x_1 \quad x_2 \quad x_3 \quad x_4 \quad x_5 \quad w_1 \\ \text{hauen mende} & 0 \quad 0 \quad \frac{17}{4} \quad \frac{3}{20} \quad \frac{1}{4} \quad \frac{57}{2} \\ x_1 + 2x_2 + 4x_3 & \leq 12 & a_3 & 0 \quad 6 \quad 16 \quad 4 \quad 1 \quad -1 \quad 40 \\ 4x_1 + 2x_2 & \geq 8 & a_1 & 1 \quad 2 \quad 4 \quad 1 \quad 0 \quad 0 \quad 12 \\ x_1, x_2, x_3 & \geq 0 & & & & & \end{array}$$

Horietako bakoitzerako erantzunitzaz honakoaak:

(a) Taula optimaia izertutz eman ereduaren soluzio optimaia.

(b) Idatz ezazu eredu duala, eta taula optimaia aztertuz eman dualaren soluzio optimaia.

(c) Itzal-prezioen interpretazioa egin ezazu.

Simplex metodoa. Ariketak

1. Ondoko eredu linealak maximizatz-forma estandarra erabiliz idatzi.

$$\begin{array}{lll}
 1.1 & \max z = 2x_1 + 4x_2 + 4x_3 & 1.2 \\
 & \text{hauen mende} & \\
 & 3x_1 + 2x_2 + 4x_3 \geq 1 & \\
 & 4x_1 - 3x_2 = 2 & \\
 & 2x_1 + x_2 + 6x_3 \leq 3 & \\
 & x_1, x_2 \geq 0, x_3 : \text{ez-murritzua} &
 \end{array}$$

$$\begin{array}{lll}
 1.3 & \min z = 2x_1 + 2x_2 - 4x_3 & 1.4 \\
 & \text{hauen mende} & \\
 & 2x_1 + 2x_2 + 2x_3 = 10 & \\
 & -2x_1 + 6x_2 - x_3 \leq -10 & \\
 & -x_1 + 3x_2 \geq 3 & \\
 & x_1 \leq 0, x_2, x_3 \geq 0 &
 \end{array}$$

$$\begin{array}{lll}
 2. & \max z = x_1 + x_2 & \\
 & \text{hauen mende} & \\
 & -x_1 + x_2 \leq 4 & \\
 & 2x_1 + 5x_2 \leq 20 & \\
 & 2x_1 - x_2 \leq 2 & \\
 & x_1, x_2 \geq 0 &
 \end{array}$$

2. Izan bedi ondoko eredu lineala.

$$\begin{array}{ll}
 \max z = x_1 + 2x_2 + 3x_3 & \\
 \text{hauen mende} & \\
 3x_1 + 4x_2 + 6x_3 \leq 10 & \\
 x_1 + 2x_2 + x_3 \leq 4 & \\
 2x_1 + 2x_2 + 3x_3 \leq 8 & \\
 x_1, x_2, x_3 \geq 0 &
 \end{array}$$

- 2.1 Ereduan eberzpen grafikoa egin ezazu.
- 2.2 Kalkula itzazu oinarrirako soluzio guztia. Zein dira bideragarriak? Zein dira endekatuak?
- 2.3 Esan aurreko atalean kalkulatutako oinarrirako soluzio bakoitzaz sein punturi dagokion grafikoan.

3. Izan bedi ondoko eredu lineala.

$$\begin{array}{ll}
 \max z = 4x_1 + 3x_2 + 2x_3 & \\
 \text{hauen mende} & \\
 x_1 + 2x_2 + 3x_3 \leq 6 & \\
 2x_1 + x_2 + x_3 \leq 3 & \\
 x_1 + x_2 + x_3 \leq 2 & \\
 x_1, x_2, x_3 \geq 0 &
 \end{array}$$

Idatz eza zu ereduha maximizatz forma estandarrean, eta $B = \{a_4, a_1, a_6\}$ oinarrirai dagokion oinarrirako soluzio bideragarritik hasita, hobekuntzaren teorema aplika ezzu soluzio optimora iritsi arte.

4. Izan bedi eredu lineal hau.

$$\begin{array}{ll}
 \max z = 2x_1 + 2x_2 + 5x_3 & \\
 \text{hauen mende} & \\
 x_1 + x_3 \leq 2 & \\
 x_2 + x_3 \leq 4 & \\
 x_1 + 2x_3 \leq 3 & \\
 x_1, x_2, x_3 \geq 0 &
 \end{array}$$

Ondoko matrizearen alderantzikoa ezauguzen badugu,

$$\begin{pmatrix} 1 & 0 & 1 \\ 0 & 1 & 1 \\ 1 & 0 & 2 \end{pmatrix}^{-1} = \begin{pmatrix} 2 & 0 & -1 \\ 1 & 1 & -1 \\ -1 & 0 & 1 \end{pmatrix}$$

Froga eza zu $B = \{a_1, a_2, a_3\}$ oinarrirai dagokion oinarrirako soluzioa optimoa dela. Kalkula itzazu soluzio optimoa eta helburu-funtzioaren balio optimoa.

5. Izan bedi eredu lineal hau.

$$\begin{array}{ll}
 \max z = x_1 + 4x_2 + 3x_3 & \\
 \text{hauen mende} & \\
 3x_1 + 4x_2 + 6x_3 \leq 10 & \\
 x_1 + 2x_2 + x_3 \leq 4 & \\
 2x_1 + 2x_2 + 3x_3 \leq 8 & \\
 x_1, x_2, x_3 \geq 0 &
 \end{array}$$

Demagun simplex algoritmocaren iterazio batean honako taulara iritsi garela.

	x_1	x_2	x_3	x_4	x_5	x_6
a_4	1	0	0	2	0	
	2	0	1	-2	0	
a_2	2	1	0	$\frac{1}{2}$	0	
a_6	1	0	0	-1	1	

5.1 Froga ezazu y_1 zutabea kalkulatzerakoan kalkulu-erroreak egin direla.

5.2 Froga ezazu y_5 , zutabea kalkulatzerakoan ez dela kalkulu-erroreak egin.

5.3 Taulako informazioa erabiliz, osa ezazu tanla falta diren balio guztiak kalkulatzu.

6. Kalkula ezazu ondoko eredu linealen soluzio optimoa simplex algoritmoa erabiltz. Soluzioa badituen ereduetaratz adieraz ezazu grafikan zein diren simplex algoritmoa erabiltz kalkulatu diren oinarritiko soluzio bidergarriak (mutur-puntuak) optimora iritsi arte.

$$6.1 \quad \max z = x_1 - x_2$$

hauen mende

$$x_1 - 2x_2 \leq 2$$

$$4x_1 - 3x_2 \leq 12$$

$$x_1, x_2 \geq 0$$

$$6.2 \quad \max z = x_1 + x_2$$

hauen mende

$$x_1 + 6x_2 \geq 6$$

$$2x_1 - 3x_2 \geq -6$$

$$x_1 + 2x_2 \leq 6$$

$$x_1, x_2 \geq 0$$

7. Kalkula ezazu ondoko eredu linealen soluzio optimoa simplex algoritmoa erabiliz.

$$7.1 \quad \max z = 3x_1 + 2x_2 + x_3$$

hauen mende

$$x_1 - x_2 + x_3 \leq 4$$

$$2x_1 + x_2 + 4x_3 \leq 8$$

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

hauen mende

$$x_1 - x_2 - x_3 = 6$$

$$x_1 + 2x_2 - x_3 \geq 4$$

$$-x_1 + x_2 + 2x_3 \leq 8$$

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

hauen mende

$$7.4 \quad \min z = 10x_1 + 8x_2 + 6x_3 + 4x_4$$

hauen mende

$$2x_1 + 4x_2 + 2x_3 + x_4 \geq 10$$

$$-4x_1 + 4x_2 - x_3 + 2x_4 \geq 12$$

$$x_1, x_2, x_3, x_4 \geq 0$$

$$6.5 \quad \max z = 2x_1 + 2x_2$$

hauen mende

$$x_1 - x_2 \leq 2$$

$$2x_1 + 2x_2 \leq 6$$

$$x_1 + 2x_2 \leq 5$$

$$x_1, x_2 \geq 0$$

$$6.6 \quad \max z = 2x_1 - 2x_2$$

hauen mende

$$x_1 + 3x_2 \geq 3$$

$$x_1 - 3x_2 \geq 2$$

$$x_1, x_2 \geq 0$$

7.5 $\min z = -16x_1 + 2x_2 + x_3 - 2x_4 - 3x_5$
 hauen mende
 $3x_1 + x_2 + 3x_3 - 3x_4 + 9x_5 \leq 12$
 $2x_1 + 8x_2 + 4x_3 + 2x_4 - 4x_5 \leq 10$
 $x_1, x_2, x_3, x_4, x_5 \geq 0$

7.6 $\max z = 9x_1 + 5x_2 + 4x_3 + x_4$
 hauen mende
 $2x_1 + x_2 + x_3 + 2x_4 \leq 2$
 $8x_1 + 4x_2 - 2x_3 - x_4 \geq 10$
 $4x_1 + 7x_2 + 2x_3 + x_4 \leq 4$
 $x_1, x_2, x_3, x_4 \geq 0$

7.7 $\min z = -4x_1 + 2x_2 - x_3$ 7.8 $\min z = 3x_1 + x_2 - 2x_3 - 2x_4 + x_5$
 hauen mende
 $x_1 - x_2 + 2x_3 \geq -8$
 $2x_1 - 3x_2 + 4x_3 \leq 5$
 $x_1, x_2 \geq 0, x_3 : \text{ez-murriztua}$

8. Galdera teorikoak.

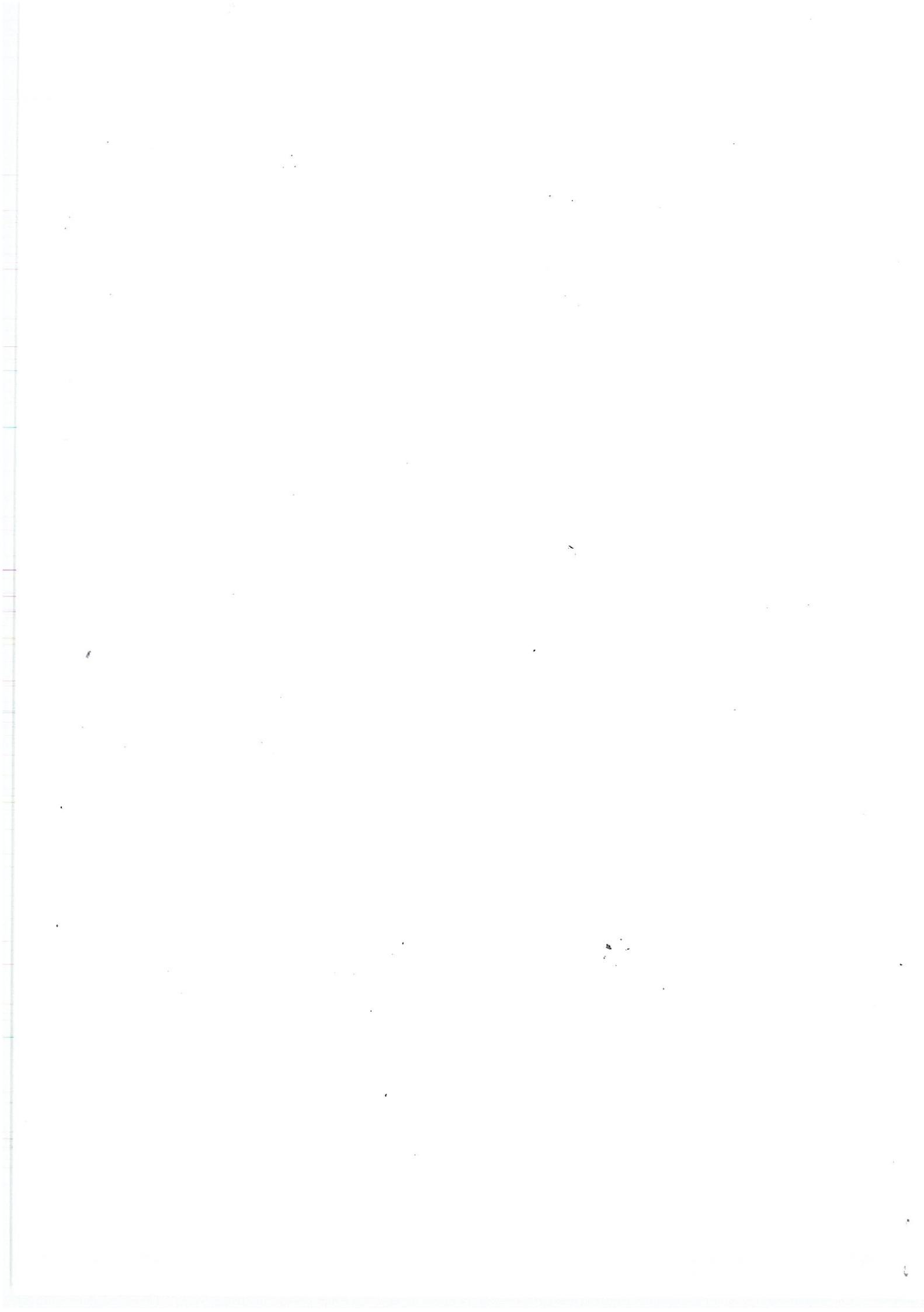
8.1 Zer gertatuko litzateke $z_k - c_k > 0$ duen a_k bektore bat aukeratuko bagenu oinarriztan sartzeko?

8.2 Zer gertatuko litzateke $z_k - c_k < 0$ guzien artetik minimoa ez duen a_k bektore bat aukeratuko bagenu oinarriztan sartzeko?

8.3 Bektore baten irteera irizpidean, zergatik bete behar da $y_{rk} > 0$ izatea? Eta, $y_{rk} < 0$ bada? Eta, $y_{rk} = 0$ bada?

8.4 Bektore baten irteera irizpidean, zer gertatzen da $y_{rk} > 0$ izanik, irtezeako aukeratutako a_k bektorearen $\frac{x_{ki}}{y_{rk}}$ ex bada $\frac{x_{hi}}{y_{ik}}$ guzien arteetik minimoa?

8.5 Behin oinarritilk aldagai artifzial bat kendu eta geno, posible da, simplex algoritmoa jarraituz, berrirro oinarrira bueltatzea.



Sentikortasunaren analisia. Ariketak

1. Izan betez honako eredu lineala eta dagokion taula optimoa:

$$\max z = 4x_1 + x_2 + 5x_3$$

hauen mende

$$\begin{array}{l} x_1 + x_2 + x_3 \leq 4 \\ 2x_1 + x_2 + 3x_3 \leq 10 \\ 3x_1 + x_2 + 4x_3 \leq 16 \\ x_1, x_2, x_3 \geq 0 \end{array}$$

	x_1	x_2	x_3	x_4	x_5	x_6
a_1	0	2	0	2	1	0
a_3	1	2	0	3	-1	0
a_6	0	-1	1	-2	1	0
	0	-1	0	-1	-1	1
						2

- 1.1 Ondoko aldaketa diskretuek taula optimoan sortzen duten eraginaz azter ezazu.

Aldaketa bakoitzerako kalkula ezazu eredu berriaren soluzio optimoa.

$$1.1.1 \quad b = \begin{pmatrix} 4 \\ 10 \\ 16 \end{pmatrix} \rightarrow \hat{b} = \begin{pmatrix} 2 \\ 10 \\ 16 \end{pmatrix}$$

$$1.1.2 \quad b = \begin{pmatrix} 4 \\ 10 \\ 16 \end{pmatrix} \rightarrow \hat{b} = \begin{pmatrix} 4 \\ 10 \\ 18 \end{pmatrix}$$

$$1.1.3 \quad c^T = (4 \ 1 \ 5) \rightarrow \hat{c}^T = (3 \ 3 \ 5)$$

$$1.1.4 \quad c^T = (4 \ 1 \ 5) \rightarrow \hat{c}^T = (5 \ 1 \ 7)$$

$$1.1.5 \quad a_2 = \begin{pmatrix} 1 \\ 1 \end{pmatrix} \rightarrow \hat{a}_2 = \begin{pmatrix} 2 \\ 1 \end{pmatrix}$$

$$1.1.6 \quad a_2 = \begin{pmatrix} 1 \\ 1 \end{pmatrix} \rightarrow \hat{a}_2 = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

$$1.1.7 \quad \text{Aldagai berria: } x_4 \quad c_4 = 6 \quad a_4 = \begin{pmatrix} 1 \\ 3 \\ 6 \end{pmatrix}$$

$$1.1.8 \quad \text{Aldagai berria: } x_4 \quad c_4 = 3 \quad a_4 = \begin{pmatrix} 2 \\ 3 \\ 2 \end{pmatrix}$$

$$1.1.9 \quad \text{Murritzeta berria: } 2x_1 + 4x_2 + x_3 \leq 8$$

1.1.10 Murritzeta berria: $4x_1 + x_2 + 2x_3 \leq 8$

$$1.2 \quad \text{Kalkula itzazu itzal-prezioak.}$$

1.3 Esan c eta b bektoreetako osagai bakoitzera zein balio tartetan mugi daitekeen, beti ere omandako taula optimoko oinarriak optimo izaten jarraituko duelarik.

2. Izan betez honako eredu lineala eta dagokion taula optimoa:

$$\max z = 4x_1 + 6x_2 + 5x_3$$

hauen mende

	x_1	x_2	x_3	x_4	x_5	x_6
a_4	0	0	1	1	$-\frac{1}{2}$	0
a_2	0	1	-1	0	$\frac{1}{2}$	-1
a_1	1	0	3	0	$-\frac{1}{2}$	2
						5

- 2.1 Ondoko aldaketa diskretuek taula optimoan sortzen duten eraginaz azter ezazu.

Aldaketa bakoitzerako kalkula ezazu eredu berriaren soluzio optimoa.

$$2.1.1 \quad b = \begin{pmatrix} 12 \\ 14 \\ 6 \end{pmatrix} \rightarrow \hat{b} = \begin{pmatrix} 7 \\ 14 \\ 6 \end{pmatrix}$$

$$2.1.2 \quad b = \begin{pmatrix} 12 \\ 14 \\ 6 \end{pmatrix} \rightarrow \hat{b} = \begin{pmatrix} 12 \\ 18 \\ 10 \end{pmatrix}$$

$$2.1.3 \quad c^T = (4 \ 6 \ 5) \rightarrow \hat{c}^T = (6 \ 8 \ 2)$$

$$2.1.4 \quad c^T = (4 \ 6 \ 5) \rightarrow \hat{c}^T = (4 \ 6 \ 9)$$

$$2.1.5 \quad a_3 = \begin{pmatrix} 2 \\ 2 \\ 6 \end{pmatrix} \rightarrow \hat{a}_3 = \begin{pmatrix} 2 \\ 4 \\ 3 \end{pmatrix}$$

$$2.1.6 \quad \mathbf{a}_3 = \begin{pmatrix} 2 \\ 2 \\ 2 \end{pmatrix} \quad \rightarrow \quad \hat{\mathbf{a}}_3 = \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix}$$

Honako erabaki aldagaiaak definitu dira:

$$\begin{array}{ll} 2.1.7 & \text{Aldagai berria: } x_4 \quad c_4 = 2 \quad \mathbf{a}_4 = \begin{pmatrix} 3 \\ 6 \\ 2 \end{pmatrix} \\ & \hat{\mathbf{a}}_4 = \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} \\ \\ 2.1.8 & \text{Aldagai berria: } x_4 \quad c_4 = 5 \quad \mathbf{a}_4 = \begin{pmatrix} 2 \\ 0 \\ 0 \end{pmatrix} \\ & \hat{\mathbf{a}}_4 = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \\ \\ 2.1.9 & \text{Murrizketa berria: } x_1 + 2x_2 \leq 6 \\ 2.1.10 & \text{Murrizketa berria: } x_1 + 3x_2 + 2x_3 \leq 10 \end{array}$$

2.2 Kalkula itzazu itzal-prezioak.

- 2.3 Esan **c** eta **b** bektooreetako osagai bakoitza zein balio tartetan mugi daitekeen, beti ere emandako taula optimoko oinarriak optimo izaten jarraituko duelarik.

3. Sukaldaritzako hiru liburu moten diseinuak egin nahi ditu argitaletxe batek: L_1, L_2 eta L_3 . Horretarako sukaldaritzako hiru alorretan adituak diren sukaldariaik kontratu ditu: eguneko menuna adituak 40, poste berezietan adituak 20 eta pintxoetan adituak 10. L_1 motako liburuen diseinuaren denetariko errezetarako agentruko dira. L_2 motako liburuetan, aldiiz, ez da pintxoaren errezetarako agentruko, era L_3 motakoetan ez da postrerik egongo. Mota bakoitzeko liburuen diseinuak egiteko bost sukaldariz osatutako lan-taldeak behar dira, sukaldari-adituak bost sukaldaria den moduan multzozatuko direlarik.

Sukaldari-adituak

Liburu mota	Eguneko menuna	Postreetaan	Pintxoetan
L_1	2	2	1
L_2	4	1	0
L_3	4	0	1
Audituak guztira	40	20	10

Boskote bakoitzak L_i motako liburu batzen diseinua egingo du. Guztira dagoen sukaldari-aditu kopurua kontuan hartuz erabaki beharko da zenbat boskote osa daitezkeen, eta ondorioz, L_i motako liburu diseinatuko diren.

Merkatuan hiru liburu motek irabazi berbera sortzen dute. Argitaltearen helburua diseinatutako liburuek sortutako irabazia maximizatzea da. Ondoko eredu lineala idatzi da problema adierazteko, eta murrizketa bakoitzean masaiztze-aldagai bat gehituz eta eredu ebatziz taula optimoa lortu da:

$$\begin{array}{ll} \max z = x_1 + x_2 + x_3 & x_1 \quad x_2 \quad x_3 \quad x_4 \quad x_5 \quad x_6 \\ \text{hauen mende} & 0 \quad 0 \quad 0 \quad \frac{1}{5} \quad \frac{1}{5} \quad \frac{1}{5} \\ 2x_1 + 4x_2 + 4x_3 \leq 40 & \hat{\mathbf{a}}_2 = 0 \quad 1 \quad 0 \quad \frac{1}{5} \quad \frac{1}{5} \quad -\frac{4}{5} \\ 2x_1 + x_2 \leq 20 & \hat{\mathbf{a}}_1 = 1 \quad 0 \quad 0 \quad -\frac{1}{10} \quad \frac{2}{5} \quad \frac{2}{5} \\ x_1 + x_3 \leq 10 & \hat{\mathbf{a}}_3 = 0 \quad 0 \quad 1 \quad \frac{1}{10} \quad -\frac{2}{5} \quad \frac{3}{5} \\ x_1, x_2, x_3 \geq 0 & \end{array}$$

- 3.1 Eredu lineala eta dagokion taula optima aztertzaz esan L_i motako liburuen diseinuak egiteko zenbat boskote osa daitezkeen, eta ondorioz, zenbat libururen diseinua egingo den. Zein izango da lortuko den z irabazia? $\boxed{4}$
- 3.2 Sukaldariren bat gelditu al da inongo boskotetan parte hartu gabe? $\boxed{2}$
- 3.3 L_1 motako liburuek merkatuan sortutako irabazia L_2 edo L_3 motakoek sortutakoaren bikoitzta bada, $c_1 = 2$, aldatuko al da diseinatu den L_i motako liburu kopurua? Eta, hirukoitzta bada, $c_1 = 3$? Zenbaterainoko handia izan daiteke c_1 , diseinatuko den L_i motako liburu kopurua ez aldatzeko?
- 3.4 Postreetaan adituak 20 izan beharrean 30 badira, liburu mota bakoitzaren disemua egiteko osatuko diren boskote kopurua aldatu egingo dira. L_i motako liburu diseinatuko da, kasu horretan? Zein izango da lortuko den z irabazia?

4. Empresa batzear oinarritzko hiru pintura-kolore erabiliz (gorria, urdinra eta horia) azken urteotan modan jarri diren beste lau kolore sortzen dira: K_1, K_2, K_3 eta K_4 . Empresan 26 kg pintura gorri, 14 kg urdin eta 32 kg hori dago erabilgarririk. Nahasketak honela egiten dira:

$$\begin{array}{l} X = \begin{pmatrix} 12 \\ -2 \end{pmatrix} \\ \text{Kilo bat } K_1 \text{ sortzeko} \rightarrow \frac{1}{2} \text{ kg gorri} + \frac{1}{4} \text{ kg urdin} + \frac{1}{4} \text{ kg hori} \\ \text{Kilo bat } K_2 \text{ sortzeko} \rightarrow \frac{3}{8} \text{ kg gorri} + \frac{1}{4} \text{ kg urdin} + \frac{3}{8} \text{ kg hori} \\ \text{Kilo bat } K_3 \text{ sortzeko} \rightarrow \frac{1}{2} \text{ kg gorri} + \frac{1}{3} \text{ kg urdin} + \frac{1}{3} \text{ kg hori} \\ \text{Kilo bat } K_4 \text{ sortzeko} \rightarrow \frac{3}{10} \text{ kg gorri} + \frac{2}{5} \text{ kg urdin} + \frac{3}{10} \text{ kg hori} \end{array}$$

Empresako arduradunak badaki K_1, K_2, K_3 eta K_4 pintura kilo bakoitzak 3, 4, 1 eta 6 monetar unitateko irabazia emango diola, hurrenez hurren. Ez dakiela hau da: K_1, K_2, K_3 eta K_4 koloreak zein kantitatetan sortzea komeni zaion irabazia maximoa izan dadin. Horretarako problema eredu lineal baten bidez adierazi eta ebatzi du. Hona hemen eredua eta dagokion taula optimoa:

$\max z = 3x_1 + 4x_2 + x_3 + 6x_4$	x_1	x_2	x_3	x_4	x_5	x_6	x_7		
hauen mende	1	0	$\frac{13}{3}$	$\frac{2}{5}$	0	16	0	224	
$\frac{1}{2}x_1 + \frac{3}{8}x_2 + \frac{1}{3}x_3 + \frac{3}{10}x_4 \leq 26$	a_5	$\frac{1}{8}$	0	$-\frac{1}{6}$	$-\frac{3}{10}$	$1 - \frac{3}{2}$	0	5	
$\frac{1}{4}x_1 + \frac{1}{4}x_2 + \frac{1}{3}x_3 + \frac{2}{5}x_4 \leq 14$	a_2	1	1	$\frac{4}{3}$	$\frac{8}{5}$	0	4	0	56
$\frac{1}{4}x_1 + \frac{3}{8}x_2 + \frac{1}{3}x_3 + \frac{3}{10}x_4 \leq 32$	a_7	$-\frac{1}{8}$	0	$-\frac{1}{6}$	$-\frac{3}{10}$	$0 - \frac{3}{2}$	1	11	
$x_1, x_2, x_3, x_4 \geq 0$									

4.1 Taula optimoa aztertuz, esan al daiteke oinarritzko koloreak (gorria, urdina, horia) kantitate egokian erosten dituela? Nola alda daitezke kantitate horiek irabazia handitzeko? Itzal-prezioak kalkula itzazu eta arrazona ezazu zure erantzuna.

4.2 Pintura urdin gutxi erosten duela susnatzen du arduradunak. Gehienez zenbat eros dezake taula osoa birkalkulatzeko beharrik izan gabe?

4.3 Demagun pintura urdin gehiago eta pintura gorri eta hori gutxiago erostea erabaki duela. Honela aldatu nahi ditu erositako pintura kilo kantitateak.

$$b = \begin{pmatrix} 26 \\ 14 \\ 32 \end{pmatrix} \quad \rightarrow \quad \hat{b} = \begin{pmatrix} 24 \\ 20 \\ 31 \end{pmatrix}$$

Oinarritzko pinturak kantitate horietan izanik, K_1, K_2, K_3 eta K_4 koloreak zein kantitatetan ekoiztea komenzi zaito irabazia maximizatzeko?

Duale von Aritheta

1.1. Aritheta

$$\min z = 2x_1 + 3x_2 - 4x_3$$

haven mende

$$x_1 + 2x_2 + 5x_3 \geq 1$$

$$2x_1 - 2x_2 + 4x_3 = 2$$

$$x_1 + 2x_2 + x_3 \geq 10$$

$$x_1 \leq 0, x_2 \geq 0, x_3: \text{CB-nur}$$

$$\max G = 1y_1 + 7y_2 + 10y_3$$

haven mende

$$y_1 + 2y_2 + y_3 \leq 2$$

$$2y_1 - 2y_2 + 2y_3 \leq 3$$

$$5y_1 + 4y_2 + y_3 = 4$$

$$y_1 \geq 0, y_2 \geq 0, y_3 \geq 0$$

1.2. Aritheta

$$\min z = x_1 + 3x_2 + x_3$$

haven mende

$$4x_1 - x_2 + 2x_3 \leq -7$$

$$2x_1 - 4x_2 \geq 12$$

$$2x_1 + 8x_2 + 4x_3 \geq 5$$

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

$$\max G = -7y_1 + 12y_2 + 5y_3$$

haven mende

$$4y_1 + 2y_2 + 2y_3 \leq 1$$

$$-y_1 - 4y_2 + 8y_3 \leq 3$$

$$2y_1 + 4y_3 \leq 1$$

$$y_1 \leq 0, y_2, y_3 \geq 0$$

1.3. Aritheta

$$\max z = 2x_1 + 2x_2 + 5x_3$$

haven mende

$$2x_1 + x_2 + 2x_3 = 12$$

$$-x_1 + 5x_2 - 2x_3 \geq -8$$

$$3x_1 + 4x_2 - 6x_3 \leq 10$$

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

$$\min G = 12y_1 - 8y_2 + 10y_3$$

haven mende

$$2y_1 - y_2 + 3y_3 \leq 2$$

$$y_1 + 5y_2 + 4y_3 \geq 2$$

$$2y_1 - 2y_2 - 6y_3 \geq 5$$

$$x_1: \text{CB-nur}, y_2 \leq 0, y_3 \geq 0$$

1.4. Arithmetik

$$\max z = x_1 + x_2 + 5x_3$$

hören wende

$$x_1 + x_2 + 2x_3 \leq 4$$

$$-x_1 + 6x_2 + 2x_3 \geq 2$$

$$4x_1 - x_2 + x_3 = 6$$

$$x_1, x_2 \geq 0, x_3: \text{EZ-Mur}$$

$$\min G = -4y_1 + 2y_2 + 6y_3$$

hören wende

$$y_1 - y_2 + 4y_3 \geq 1$$

$$y_1 + 6y_2 - y_3 \geq 1$$

$$2y_1 + 2y_2 + y_3 = 5$$

$$y_1 \geq 0, y_2 \geq 0, y_3 = 0$$

1.5. Arithmetik

$$\min z = 4x_1 + x_2 - x_3 + 2x_4$$

hören wende

$$4x_1 - 2x_2 + 3x_3 + x_4 \leq -6$$

$$x_1 + x_2 + x_3 + x_4 \leq 6$$

$$5x_1 + 2x_2 - x_3 - x_4 \geq 10$$

$$x_1, x_2 \leq 0, x_3, x_4 \geq 0$$

$$\max G = -6y_1 + 6y_2 + 10y_3$$

hören wende

$$4y_1 + y_2 + 5y_3 \geq 4$$

$$2y_1 + y_2 + 2y_3 \geq 1$$

$$3y_1 + y_2 + -y_3 \leq -1$$

$$y_1 + y_2 - y_3 \leq 2$$

$$y_1 \leq 0, y_2: \text{EZ-Mur}, y_3 \geq 0$$

1.6. Arithmetik

$$\max z = x_1 + 4x_2$$

hören wende

$$2x_1 - 4x_2 \leq 14$$

$$-x_1 + 8x_2 \geq -6$$

$$4x_1 + 6x_2 \leq 10$$

$$x_1 + 9x_2 = 3$$

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

$$\min G = 14y_1 - 6y_2 + 10y_3 + 3y_4$$

hören wende

$$2y_1 - y_2 + 4y_3 + y_4 \geq 1$$

$$-4y_1 + 8y_2 + 6y_3 + 9y_4 \leq 4$$

$$y_1 \geq 0, y_2 \geq 0, y_3 \geq 0, y_4: \text{EZ-Mur}$$

3. Arithmetik

3.1. Arithmetik

$$\max z = -2x_1 + 4x_2 - 3x_3$$

haben wenige

$$2x_1 + x_2 + 2x_3 \geq 8$$

$$4x_1 + 2x_2 + 2x_3 \geq 10$$

$$6x_1 + x_2 + 4x_3 \geq 12$$

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

$$\max z = -2x_1 - 4x_2 - 3x_3$$

$$\Rightarrow -2x_1 - x_2 - 2x_3 - x_4 = -8$$

$$\Rightarrow 4x_1 + 2x_2 + 2x_3 - x_5 = -10$$

$$-6x_1 - x_2 - 4x_3 - x_6 = -12$$

$$x_1, x_2, x_3, x_4, x_5, x_6 = 0$$

	2	4	3	0	0	0	0	$m_0 = -\frac{1}{3}$
a_4	-2	-1	-2	1	0	0	-8	$m_1 = \frac{1}{3}$
a_5	-4	-2	-2	0	1	0	-10	$m_2 = \frac{2}{3}$
a_6	$\boxed{-6}$	-1	-4	0	0	1	-12	
	0	$\frac{1}{3}$	$\frac{5}{3}$	0	0	$\frac{1}{3}$	-4	-1
a_4	0	$-\frac{2}{3}$	$-\frac{2}{3}$	1	0	$\frac{1}{3}$	-4	
a_5	0	$-\frac{4}{3}$	$\frac{2}{3}$	0	1	$-\frac{2}{3}$	-2	2
a_1	1	$\frac{1}{6}$	$\frac{2}{3}$	0	0	$-\frac{1}{6}$	2	$\frac{1}{2}$
	0	3	1	1	0	0	-8	
a_6	0	2	2	$-y_3$	0	1	12	
a_5	0	0	2	-2	1	0	6	
a_1	1	$\frac{1}{2}$	1	$-y_2$	0	0	4	

$$x_1 = 4, x_2 = 0, x_3 = 0, z = -8$$

3.2. Arithmetik

$$\min z = 2x_1 + x_2 + 3x_3 + 2x_4$$

haven menge

$$2x_1 + 2x_2 + 2x_3 + 2x_4 \geq 22$$

$$4x_1 + 4x_2 + x_3 + 4x_4 \leq 20$$

$$2x_1 + 8x_2 + 2x_3 + x_4 \geq 15$$

$$x_1, x_2, x_3, x_4 \geq 0$$

$$\max z = -2x_1 - x_2 - 3x_3 - 2x_4$$

haven menge

$$-2x_1 - 2x_2 - 2x_3 - 2x_4 + x_5 = -22$$

$$4x_1 + 4x_2 + x_3 + 4x_4 + x_6 = 20$$

$$-2x_1 - 8x_2 - 2x_3 - x_4 + x_7 = -15$$

$$x_4, x_2, x_3, x_4, x_5, x_6, x_7, 20$$

	x_1	x_2	x_3	x_4	x_5	x_6	x_7	z
	2	1	3	2	0	0	0	0
a_5	-2	-2	-2	-2	1	0	0	-22
a_6	4	4	1	4	0	1	0	20
a_7	-2	-8	-2	-1	0	0	1	-15

	1	0	2	1	y_2	0	0	-11
a_2	1	1	1	1	$-y_2$	0	0	11
a_6	0	0	-3	0	2	1	0	-24
a_7	0	0	6	7	-4	0	1	73

	1	0	1	1	$\frac{5}{3}$	y_3	0	-87
a_2	1	1	1	1	y_6	y_3	0	3
a_3	0	0	1	0	$-\frac{2}{3}$	$-\frac{1}{3}$	0	18
$*a_7$	2	0	1	7	0	2	1	25

$$x_1^* = x_4^* = 0$$

$$x_3^* = 2 \quad x_2^* = 3 \quad ?^* = 27$$

3.3. Arbeit

$$\max z = -2x_1 - 3x_2 - x_3 - x_4$$

haven wende

$$x_1 + x_2 + 3x_3 + x_4 \leq 40$$

$$2x_1 + 3x_2 + x_3 + x_4 \geq 30$$

$$2x_1 + x_3 \leq 25$$

$$\max z = -2x_1 - 3x_2 - x_3 - x_4$$

haven wende

$$-x_1 + x_2 + 3x_3 + x_4 + x_5 = 40$$

$$-2x_1 - 3x_2 - x_3 - x_4 + x_6 = -30$$

$$2x_1 + x_3 + x_2 = 25$$

	2	3	1	1	0	0	0	0
a ₅	-1	1	3	1	1	0	0	0
a ₆	-2	-3	-1	-1	0	1	0	40
a ₇	2	0	1	0	0	0	1	-30
	0	0	0	0	0	1	0	25
	0	0	0	0	0	1	0	-30
a ₅	0	$-\frac{1}{2}$	$\frac{5}{2}$	$\frac{1}{2}$	1	$\frac{1}{2}$	0	25
a ₁	1	$\frac{3}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	0	$-\frac{1}{2}$	0	15
a ₇	0	-3	0	-1	0	1	1	-5

$m_0 = -1$
 $m_1 = -\frac{1}{2}$
 $m_3 = -1$

$z^* = -30$ Anzahlitz.
 $x_1^* = 15$ $x_5^* = 25$
 $x_3^* = -5$

Solución óptima anizable de la condición, cuando $z^* = -30$
 Izango de.

3.4. Arbeit

$$\max z = -6x_1 - 4x_2 - 5x_3 - 4x_4$$

haven wende

$$2x_1 + 4x_2 + 2x_3 + 5x_4 \leq 10$$

$$x_1 + 2x_2 + x_4 \geq 25$$

$$x_1, x_2, x_3, x_4 \geq 0$$

$$\max z = -6x_1 - 4x_2 - 5x_3 - 4x_4$$

haven wende

$$2x_1 + 4x_2 + 2x_3 + 5x_4 + x_5 = 10$$

$$-x_1 - 2x_2 - x_4 + x_6 = -25$$

	-6	-4	-5	-4	0	0	0
a_5	2	4	2	5	1	0	10
a_6	-1	-2	0	-1	0	1	-25

Ez dego x_j negatiborle ondioriz, borragan ibang

de.

3.6

$$\max z = -3x_1 + 4x_2 + 2x_3 + 5x_4$$

haver nade

$$4x_1 + 2x_2 + 4x_3 + 3x_4 \leq 48$$

$$-x_1 + 2x_2 - x_3 + 2x_4 \geq 8$$

$$2x_1 - x_2 + x_3 + x_4 \geq 6$$

$$x_1, x_2, x_3, x_4 \geq 0$$

$$\max z = -3x_1 + 4x_2 + 2x_3 + 5x_4$$

haver nade

$$4x_1 + 2x_2 + 4x_3 + 3x_4 + x_5 = 48$$

$$x_1 - 2x_2 + x_3 - 2x_4 + x_6 = 8$$

$$-2x_1 + x_2 - x_3 - x_4 + x_7 = -6$$

	3	-4	-2	-5	0	0	0	0
a_5	4	2	4	3	1	0	0	48
a_6	1	-2	1	-2	0	1	0	-8
a_7	-2	1	-1	-1	0	0	1	-6

$$m_0 = 2$$

$$m_1 = -1$$

$$m_3 = -\frac{1}{2}$$

	1	0	-4	-1	0	-2	0	16
a_5	5	0	5	1	1	1	0	40
a_6	$\frac{1}{2}x_2$	1	$-\frac{1}{2}$	-1	0	$-\frac{1}{2}$	0	4
a_7	$\frac{3}{2}$	0	$-\frac{1}{2}$	-3	0	$\frac{1}{2}$	1	-2

$$m_0 = \frac{1}{2}$$

$$m_1 = -\frac{1}{2}$$

$$m_2 = -\frac{1}{2}$$

	3	0	$-\frac{7}{2}$	$\frac{1}{4}$	0	$-\frac{5}{2}$	$\frac{1}{2}$	-17
a_5	$\frac{17}{4}$	0	$\frac{19}{4}$	0	0	$\frac{3}{4}$	$-\frac{1}{2}$	41
a_6	-1	1	$-\frac{1}{2}$	0	0	$\frac{3}{4}$	$-\frac{1}{2}$	5
a_7	$\frac{3}{4}$	0	$\frac{1}{4}$	1	0	$\frac{1}{4}$	$\frac{1}{2}$	1

3.7.

$$\max z = 3x_1 - 2x_2 + 2x_3 + x_4$$

havent wende

$$3x_1 + 6x_2 + 3x_3 + 2x_4 + x_5 = 36$$

$$-x_1 - 2x_2 - 3x_3 - x_4 + x_6 = -14$$

$$-x_1 - x_2 - x_3 - 2x_4 + x_7 = -10$$

	-3	2	-2	-1	0	0	0	0	0	$m_0 = -3$
a_5	3	6	3	2	1	0	0	0	36	$m_1 = 3$
a_6	-1	-2	-3	-1	0	1	0	0	-14	$m_2 = -1$
a_7	-1	-1	-2	-2	0	0	1	0	-10	$m_3 = 1$
a_8	1	0	0	0	0	0	0	1	M	
	0	2	1	2	0	0	0	3	$3M$	$m_0 = -1$
a_5	0	6	0	-1	1	0	0	$\boxed{-3}$	$36 - 3M$	
a_6	0	-2	-2	0	0	1	0	1	$M - 14$	$m_2 = -\frac{1}{3}$
a_7	0	-1	0	-1	0	0	1	1	$M - 10$	$m_3 = -\frac{1}{3}$
a_1	1	0	0	1	1	0	0	0	M	$m_4 = -\frac{1}{3}$
	0	8	1	1	1	0	0	0	36	$m_0 = -\frac{1}{2}$
a_8	0	-2	0	$\frac{1}{3}$	$-\frac{1}{3}$	0	0	1	$M - 12$	$m_1 = 0$
a_6	0	0	$\boxed{-2}$	$-\frac{1}{3}$	$\frac{1}{3}$	1	0	0	-2	
a_7	0	1	0	$-\frac{4}{3}$	$\frac{1}{3}$	0	1	0	+2	$m_3 = 0$
a_1	1	2	1	$\bullet \frac{2}{3}$	$\frac{1}{3}$	0	0	0	12	$m_4 = -\frac{1}{2}$
	0	8	0	$\bullet \frac{5}{6}$	$\frac{7}{6}$	$\frac{1}{2}$	0	0	35	
a_8	0	-2	0	$\frac{1}{3}$	$-\frac{1}{3}$	$\bullet 0$	0	1	$M - 12$	
a_3	0	0	1	$\frac{1}{6}$	$-\frac{1}{6}$	$\bullet \frac{1}{2}$	0	0	1	
a_7	0	1	0	$-\frac{4}{3}$	$\frac{1}{3}$	0	1	0	2	
a_1	1	2	0	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	0	0	11

$$x_1^* = 11 \quad x_2^* = 0 \quad x_3^* = 1 \quad x_4^* = 0 \quad z^* = 35$$

4. Arileta

$$\max z = 10x_1 + 6x_2$$

haver mende

$$x_1 + 2x_2 \leq 2$$

$$2x_1 + x_2 \leq 3$$

$$2x_1 + 2x_2 \leq 3$$

$$4x_1 + x_2 \leq 2$$

$$x_1, x_2 \geq 0$$

\Rightarrow
Eredio
Ducle

4.1

$$\min G = 2y_1 + 3y_2 + 3y_3 + 2y_4$$

haver mende

$$y_1 + 2y_2 + 2y_3 + 4y_4 \geq 10$$

$$2y_1 + y_2 + 2y_3 + y_4 \geq 6$$

$$y_1, y_2, y_3, y_4 \geq 0$$

4.2

Simplex dual algoritmoa erabiliko dugu

	-2	-3	-3	-2	0	0	0	$m_0 = 1$
a_5	-1	-2	-2	-4	1	0	-10	$m_1 = \frac{1}{2}$
a_6	-2	-1	-2	-1	0	1	-6	$m_2 = 2$
	0	-2	-1	-1	0	-1	+6	$m_0 = \frac{2}{7}$
a_5	0	$-\frac{3}{2}$	-1	$-\frac{2}{2}$	1	$-\frac{1}{2}$	-7	$m_1 = -\frac{1}{7}$
a_6	1	$\frac{1}{2}$	1	$\frac{1}{2}$	0	$\frac{1}{2}$	3	
	0	$-\frac{11}{2}$	$-\frac{5}{2}$	0	$\frac{2}{7}$	$-\frac{6}{7}$	8	
a_4	0	$\frac{3}{7}$	$\frac{2}{7}$	1	$-\frac{2}{7}$	$\frac{1}{7}$	2	
a_1	1	$\frac{2}{7}$	$\frac{6}{7}$	0	$\frac{1}{7}$	$-\frac{4}{7}$	2	

Soluzio optima oarriztu da, $x_1^* = 2$ $y_4^* = 2$ $z^* = 8$

4.3

$$x_1^* = \frac{2}{7} \quad x_2^* = \frac{6}{7} \quad z^* = 8$$

Dira eredu primoen soluzioak

5. Aufgabe

$$\min z = 30x_1 + 28x_2$$

havent mennde

$$4x_1 + 2x_2 \geq 20$$

$$6x_1 + 4x_2 \geq 16$$

$$4x_1 + 2x_2 \geq 18$$

$$4x_1 + 4x_2 \geq 21$$

$$x_1, x_2 \geq 0$$

5.1

$$\max G = 20y_1 + 16y_2 + 18y_3 + 21y_4$$

havent mennde

$$4y_1 + 6y_2 + 4y_3 + 4y_4 \leq 30$$

$$2y_1 + 4y_2 + 2y_3 + 4y_4 \leq 28$$

$$y_1, y_2, y_3, y_4 \geq 0$$

5.2

Simplex primal algorithmus erabilile da.

	-20	-16	-18	-21	0	0	0
a ₅	4	6	4	4	1	0	30
a ₆	2	4	2	4	0	1	28
	$\frac{-19}{2}$	5	$\frac{-15}{2}$	0	0	$\frac{21}{4}$	147
a ₄	2	2	2	0	1	-1	12
a ₆	1	$\frac{1}{2}$	$\frac{1}{2}$	1	0	$\frac{1}{4}$	7
	0	$\frac{29}{2}$	2	0	$\frac{19}{4}$	$\frac{1}{2}$	313
a ₄	1	1	1	0	$\frac{1}{2}$	$-\frac{1}{2}$	1
a ₆	0	$\frac{1}{2}$	0	1	$-\frac{1}{4}$	$\frac{1}{2}$	$\frac{13}{2}$

$$x_1^* = 1 \quad y_2^* = y_3^* = y_4^* = y_5^* = 0 \quad y_6^* = \frac{13}{2} \quad z^* = \frac{313}{2}$$

5.3

Eredő primidőben bálico optimus: $x_1^* = \frac{19}{4}$ $x_2^* = \frac{1}{2}$ $z^* = \frac{313}{2}$

6. Arileta

6.1

- a) Taula optimizable eredu dualaren soluzio optima, Ondoren gora da.

$$x_1^* = \frac{7}{2} \quad x_2^* = \frac{3}{2} \quad x_3^* = 0 \quad z^* = \frac{57}{2}$$

b)

Eredu Duala

$$\min z = 90y_1 + 60y_2$$

hauen mende

$$15y_1 + 15y_2 \geq 6$$

$$25y_1 + 5y_2 \geq 5$$

$$30y_1 + 15y_2 \geq 4$$

Eredu Dualaren soluzioa

$$y_1^* = \frac{3}{20} \quad y_2^* = \frac{1}{4} \quad z^* = \frac{57}{2}$$

c)

Ideal-prezioen interpretazioa egia

$$\hat{b} = \begin{pmatrix} 91 \\ 60 \end{pmatrix} \quad x_b = B^{-1} \hat{b} = \begin{pmatrix} \frac{1}{20} & -\frac{1}{20} \\ -\frac{1}{60} & \frac{1}{12} \end{pmatrix} \begin{pmatrix} 91 \\ 60 \end{pmatrix} = \begin{pmatrix} \frac{31}{20} \\ \frac{209}{60} \end{pmatrix} 20$$

91-eko prezioen bidez b_1 , soluzio optima berria $\hat{z} = z + y_1^* = \frac{57}{2} + \frac{3}{20} = \frac{573}{20}$

$$x_1^* = \frac{209}{60} \quad x_2^* = \frac{31}{20} \quad \hat{z} = \frac{573}{20}$$

$$\hat{b} = \begin{pmatrix} 90 \\ 61 \end{pmatrix} \quad x_b = B^{-1} \hat{b} = \begin{pmatrix} \frac{1}{20} & -\frac{1}{20} \\ -\frac{1}{60} & \frac{1}{12} \end{pmatrix} \begin{pmatrix} 90 \\ 61 \end{pmatrix} = \begin{pmatrix} \frac{29}{20} \\ \frac{215}{60} \end{pmatrix} 20$$

$$\hat{z} = z^* + y_2^* = \frac{57}{2} + \frac{1}{4} = \frac{115}{4}$$

$$x_1^* = \frac{215}{60} \quad x_2^* = \frac{29}{20} \quad z^* = \frac{115}{4}$$

6.2

$$\max z = x_1 + x_2$$

haven menige

$$x_1 + 6x_2 \geq 6$$

$$2x_1 - 3x_2 \geq -6$$

$$x_1 + 2x_2 \leq 6$$

$$x_1, x_2 \geq 0$$

$$\max z = x_1 + x_2 - Mw_1$$

haven menige

$$x_1 + 6x_2 - x_3 + w_1 = 6$$

$$-2x_1 + 3x_2 + x_4 = 6$$

$$x_1 + 2x_2 + x_5 = 6$$

$$x_1, x_2, x_3, x_4, x_5 \geq 0$$

$$\left| \begin{array}{cc|cccc|c} & -M & -6M & 1 & 0 & 0 & 0 & -6M \\ \hline -M & a_{w_1} & 1 & 6 & -1 & 0 & 0 & 1 & 6 \\ 0 & a_4 & -2 & 3 & 0 & 1 & 0 & 0 & 6 \\ 0 & a_5 & 1 & 2 & 0 & 0 & 1 & 0 & 6 \end{array} \right| \quad m_0 = -M - \frac{1}{6}$$

$$m_2 = \frac{1}{2}$$

$$m_3 = \frac{1}{3}$$

$$m_0 = -5$$

$$\left| \begin{array}{cc|cccc|c} 1 & a_2 & \frac{1}{6} & 1 & -\frac{1}{6} & 0 & 0 & \frac{1}{6} & 1 \\ 0 & a_4 & -\frac{5}{2} & 0 & \frac{1}{2} & 1 & 0 & -\frac{1}{2} & 3 \\ 0 & a_5 & \frac{2}{3} & 0 & \frac{1}{3} & 0 & 1 & -\frac{1}{3} & 4 \end{array} \right|$$

$$m_2 = 15$$

$$m_3 = 4$$

$$\left| \begin{array}{cc|cccc|c} & 0 & 5 & -1 & 0 & 0 & M+1 & 6 \\ \hline 1 & a_1 & 1 & 16 & -1 & 0 & 0 & 1 & 6 \\ 0 & a_4 & 0 & 15 & -2 & 1 & 0 & 2 & 18 \\ 0 & a_5 & 0 & -4 & 1 & 0 & 1 & -1 & 0 \end{array} \right| \quad m_0 = -1$$

$$m_1 = -1$$

$$m_2 = -2$$

$$\left| \begin{array}{cc|cccc|c} & 0 & 1 & 0 & 0 & 1 & M & 6 \\ \hline 1 & a_1 & 1 & 2 & 0 & 0 & -1 & 0 & 6 \\ 0 & a_4 & 0 & 7 & 0 & 1 & -2 & 0 & 18 \\ 0 & a_3 & 0 & -4 & 1 & 0 & 1 & -1 & 0 \end{array} \right|$$

$$x_1^* = 6 \quad x_4^* = 18 \quad z^* = 6$$

7.4

$$\min z = 10x_1 + 8x_2 + 6x_3 + 4x_4$$

havenwende

$$2x_1 + 4x_2 + 2x_3 + x_4 \geq 10$$

$$-4x_1 + 4x_2 - x_3 + 2x_4 \geq 12$$

$$x_1, x_2, x_3, x_4 \geq 0$$

$$\max z = -10x_1 - 8x_2 - 6x_3 - 4x_4$$

haven wende

$$+2x_1 + 4x_2 + 2x_3 + x_4 - x_5 + Mw_1 \leq 10$$

$$-4x_1 + 4x_2 - x_3 + 2x_4 - x_6 + Mw_2 \leq 12$$

				-M	-M	0 0	-2M	
-M	a_{w_1}	2	4	M	0	M 0	10	
-M	a_{w_2}	-4	4	0	-1	0 1	12	$m_2 = 1$
-8	x_2	$\frac{1}{2}$	1	$\frac{1}{2}$	$\frac{1}{4}$	$-x_4$ 0	$\frac{1}{4}$ 0	$\frac{10}{4} - 2M$
-M	a_{w_2}	-6	0	-3	1	1 -1	-1 1	$m_1 = \frac{1}{4}$
-8	x_2	18	0	8	0	0 2	M M-2	-24
-4	x_4	2	1	$\frac{5}{4}$	0	$-x_2$ x_1 $\frac{1}{2}$ $-\frac{1}{4}$	$\frac{8}{4}$	
		-6	0	-3	1	1 -1	-1 1	2

$$x_2^* = 2$$

$$x_4^* = 4$$

$$z^* = 24$$

6.3

$$\text{Max } Z = 4x_1 - 4x_2$$

haven wende

$$-2x_1 + 2x_2 \leq 4$$

$$2x_1 - 2x_2 \leq 6$$

$$-x_1 + 4x_2 \geq -2$$

$$x_1, x_2 \geq 0$$

$$\text{max } Z = 4x_1 - 4x_2 + Mw_1$$

haven wende

$$-2x_1 + 2x_2 + x_3 = 4$$

$$2x_1 - 2x_2 + x_4 = 6$$

$$-x_1 + 4x_2 - x_5 + Mw_1 = -2$$

$$x_1 - 4x_2 + x_5 = 2$$

	4M	-4M	0	0	M	0	2M
0	a_3	-2	2	1	0	0	4
0	a_4	2	-2	0	1	0	6
-M	a_{w_1}	-1	4	0	0	-1	-2

Ez da korrek again

bevor.

6.4

$$\text{Max } Z = x_1 + 2x_2$$

haven wende

$$x_1 + 2x_2 \leq 5$$

$$x_1 + x_2 \geq 2$$

$$x_1 - x_2 \leq 4$$

$$\text{max } Z = x_1 + 2x_2 - Mw_2$$

haven wende

$$x_1 + 2x_2 + x_3 = 5$$

$$x_1 + x_2 - x_4 + w_2 = 2$$

$$x_1 - x_2 + x_5 = 4$$

	-1M	-2M	0	M	0	0	-2M
0	a_3	1	2	1	0	0	5
-M	a_{w_2}	I	1	0	-1	0	2
0	a_5	1	-1	0	0	1	0
0	a_3	0	1	1	0	-1	3
-1	a_1	1	II	0	-1	0	2
0	a_5	0	-2	0	1	1	-1

	\emptyset	0	0	+2	0	M/2	4
0 a_3	-1	0	1	2	0	-2	1
-2 a_2	1	1	0	-1	0	1	2
0 a_5	2	0	0	-1	1	1	6

6.8

$$\max z = 3x_1 + 4x_2$$

haven wende

$$x_1 - 2x_2 \leq 4$$

$$x_1 + x_2 \geq 6$$

$$2x_1 + 3x_2 \leq 6$$

$$x_1, x_2 \geq 0$$

$$\max z = 3x_1 + 4x_2 - Mw_1$$

haven wende

$$x_1 - 2x_2 + x_3 = 4$$

$$x_1 + x_2 - x_4 + w_1 \geq 6$$

$$2x_1 + 3x_2 + x_5 = 6$$

$$x_1, x_2, x$$

	$-3M$	$-4M$	0	$0M$	0	\emptyset	$-6M$
0 a_3	1	-2	1	0	0	0	4
$-M$ a_{w_1}	1	1	0	-1	0	1	6
0 a_5	2	3	0	0	1	0	6
	$-\frac{1}{3}M$	$-\frac{1}{3}M$	0	0	M	$\frac{4}{3}M$	$8-4M$
0 a_3	$\frac{7}{3}$	0	1	0	$\frac{2}{3}$	0	8
$-M$ a_{w_1}	$\frac{1}{3}$	0	0	-1	$-\frac{1}{3}$	1	4
4 a_2	$\frac{2}{3}$	1	0	0	$\frac{1}{3}$	0	2
	0	0	0	7	1	1	12
0 a_3	0	0	1	7	3	7	-20
3 a_1	1	0	0	$-\frac{1}{3}$	-1	3	12
4 a_2	0	1	0	2	1	-2	-6

Problem bidereduziert.

7.2

$$\min z = 5x_1 - x_2 - 2x_3$$

$$\max -z = +5x_1 + x_2 + 2x_3$$

höheren wende

$$x_1 + x_2 - x_3 = 6$$

$$x_1 + 2x_2 - x_3 \geq 4$$

$$-x_1 + x_2 + 2x_3 \leq 8$$

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

höheren wende

$$-x_1 + x_2 - x_3 + u_1 = 6$$

$$-x_1 + 2x_2 - x_3 - x_4 + u_2 = 4$$

$$x_1 + x_2 + 2x_3 + x_5 = 8$$

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

	2M-5	-1-3M	M-2	M	0	0	0	-10M
-1	a ₁₁	-1	1	-1	0	0	1	0
-M	a ₂₁	-1	2	-1	-1	0	0	1
0	a ₃₁	1	1	2	0	1	0	0

$$m_1 = \frac{1}{2}$$

$$m_2 = \frac{1}{2}$$

	$\frac{M-9}{2}$	$\frac{M}{2}$	$\frac{M}{2}-2$	$-M+\frac{1}{2}$	0	0	$\frac{3}{2}M-\frac{1}{2}$	$-2-4M$
-M	a ₁₂	-y ₂	0	-y ₂	$\boxed{+y_2}$	0	1	-y ₂
-1	a ₂₂	-y ₂	1	-y ₂	$\boxed{-y_2}$	0	0	$\frac{1}{2}$
0	a ₃₂	$\frac{3}{2}$	0	$\frac{5}{2}$	y ₂	1	6	-y ₂
								6
0	a ₄₂	0	0	$\frac{1}{2}$	0	0	M+1M	-6
-1	a ₂₃	-1	0	-1	1	0	2-1	8
0	a ₃₃	2	0	3	0	1	0	6

$$m_2 = -1$$

$$m_3 = 1$$

0	a ₄₃
-1	a ₂₄
-5	a ₁₄

4. Gaia

Sentillortasunaren analisia

Planteamendu orborra

$$\max z = c^T x$$

haven mende

$$Ax \leq b$$

$$x \geq 0$$

$$\max z = c^T x + 0^T x_n$$

haven mende

$$Ax + Ix_n = b$$

$$x, x_n \geq 0$$

Hasiertako taula

	x_1, \dots, x_n	x_{n+1}, \dots, x_{n+m}	
	$-c^T$	0	0
A		I	b

Taula optima

	$C_B^T B^{-1} A - c^T$	$C_B^T B^{-1}$	$z = C_B^T X_B$
B	$B^{-1} A$	B^{-1}	$X_B = B^{-1} b$

$$Z_i - C_i = C_B^T B^{-1} A_{i1} - C_i$$

Taula optima \rightarrow bideragorritasun primale eta dual

$$x_B \geq 0$$

$$Z_j - C_j \geq 0$$

Adibidea

Betriebsteile	Produktionsmenge			Betriebsteile erzielbare Gesamtsumme
	A	B	C	
1	4	2	3	
2	2	2	1	40
Freizeit	3	2	1	30

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

haven mende

$$4x_1 + 2x_2 + 3x_3 \leq 40$$

$$2x_1 + 2x_2 + x_3 \leq 30$$

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

1. Kasua. $\hat{x}_B \geq 0$ bada, taula optimoa da, 2. Erreduzio: \hat{x}_B dkt \hat{z} .

2. Kasua. $\hat{x}_B \geq 0$ bada, ez dago bidegarritason primetik \rightarrow simplex aldi

$$\hat{b}^T = (40, 30) \rightarrow \hat{b}^{T+} = (38, 36)$$

$$\hat{x}_B = B^{-1} \hat{b}^T = \begin{pmatrix} 1 \\ 17 \end{pmatrix} \geq 0$$

$$\hat{z} = C_B^T \hat{x}_B = 32$$

2. Erreduzio dagokion lehenengo taula optimoa da.

Solutio optimoa: $\hat{x} = 1, \hat{x}_2 = 17, * \text{ eta } z^* = 32$

Aldatutako kostu-betektasun: $C - D \hat{C}$

1. Erreduzio

$$\text{Max } z = C^T x$$

haven mende

$$Ax \leq b$$

$$x \geq 0$$

2. Erreduzio

$$\text{Max } z = \hat{C}^T x$$

haven mende

$$Ax \leq b$$

$$x \geq 0$$

$$\hat{C}_j - \hat{C}_i = C_B^T B^{-1} \hat{a}_j - \hat{C}_i = C_B^T \hat{y}_j - \hat{C}_i$$

$$\hat{z} = C_B^T \hat{x}_B$$

ground of 90% light sand & 10% gravel

intercepted by a dark carbonaceous layer

which is about 10 cm. thick - showing evidence of both

chemical and biological weathering - probably due to both

water and air action - probably due to both

water and air action - probably due to both

water and air action - probably due to both

water and air action - probably due to both

water and air action - probably due to both

water and air action - probably due to both

water and air action - probably due to both

water and air action - probably due to both

water and air action - probably due to both

water and air action - probably due to both

water and air action - probably due to both

water and air action - probably due to both

water and air action - probably due to both

water and air action - probably due to both

water and air action - probably due to both

water and air action - probably due to both

1. Kasus: $\hat{z}_j - \hat{c}_j \geq 0$ boda, x_B etc. $\hat{z} = \hat{c}_B^T x_B$ optimale

2. Kasus: $\hat{z}_j - \hat{c}_j \leq 0$ existitzen boda, os dago bideregriften
doda \rightarrow Simplex priude.

Abwechslung sinarriloa cz den bektore betean: $a_j \rightarrow \hat{a}_j$

1. Erdua

$$\max z = c^T x$$

haven meinde

$$a_1 x_1 + \dots + a_j x_j + \dots + a_n x_n \leq b$$

$$x_1, \dots, x_n \geq 0$$

2. Erdua

$$\max z = c^T x$$

haven meinde

$$a_1 x_1 + \dots + a_j x_j + \dots + a_n x_n \leq b$$

$$x_1, \dots, x_n \geq 0$$

1. Kasus: $\hat{z}_j - \hat{c}_j \geq 0$ boda, bideregriften doda dago, soluzio optimae
 x_B etc. z .

2. Kasus: $\hat{z}_j - \hat{c}_j \leq 0$ existitzen boda, os dago bideregriften doda
 \rightarrow Simplex priude.

11

1.1.1

$$b = \begin{pmatrix} 4 \\ 10 \\ 16 \end{pmatrix} \rightarrow \overset{\uparrow}{b} = \begin{pmatrix} 2 \\ 10 \\ 16 \end{pmatrix}$$

$$\hat{x}_B = \begin{pmatrix} 3 & -1 & 0 \\ -2 & 1 & 0 \\ -1 & -1 & 1 \end{pmatrix} \begin{pmatrix} 2 \\ 10 \\ 16 \end{pmatrix} = \begin{pmatrix} -4 \\ 6 \\ 4 \end{pmatrix}$$

$$x_B = B^{-1} \overset{\uparrow}{b} = \begin{pmatrix} 3 & -1 & 0 \\ -2 & 1 & 0 \\ -1 & -1 & 1 \end{pmatrix}$$

$$\hat{x} = C_B^+ \hat{x}_B = (4 \ 5 \ 0) \begin{pmatrix} -4 \\ 6 \\ 4 \end{pmatrix} = 14$$

	0	2	0	2	1	0	14
a ₁	1	2	0	3	-1	0	-4
a ₃	0	-1	1	-2	1	0	6
a ₆	0	-1	0	-1	-1	1	4
	1	4	0	5	0	0	10
a ₅	-1	-2	0	-3	1	0	4
a ₃	1	1	1	1	0	0	2
a ₆	-1	-3	0	-4	0	1	8

$$x_1^* = 10 \quad x_3^* = 2 \quad x_5^* = 4 \quad x_6^* = 8$$

1.1.2

$$b = \begin{pmatrix} 4 \\ 10 \\ 16 \end{pmatrix} \rightarrow \overset{\uparrow}{b} = \begin{pmatrix} 4 \\ 10 \\ 18 \end{pmatrix}$$

$$\hat{x}_B = \begin{pmatrix} 3 & -1 & 0 \\ -2 & 1 & 0 \\ -1 & -1 & 1 \end{pmatrix} \begin{pmatrix} 4 \\ 10 \\ 18 \end{pmatrix} = \begin{pmatrix} 2 \\ 2 \\ 4 \end{pmatrix}$$

$$\hat{x} = C_B^+ \hat{x}_B = (4 \ 5 \ 0) \begin{pmatrix} 2 \\ 2 \\ 4 \end{pmatrix} = 18$$

$$x_1^* = 2 \quad x_3^* = 2 \quad x_6^* = 4 \quad z^* = 18$$

1.1.3

$$\hat{c} = (4 \ 15) \rightarrow \hat{c}^T = (3 \ 35)$$

$$\hat{z}_j - \hat{c}_j = \hat{c}_B^T B^{-1} a_j - c_j = \hat{c}_B^T y_j - \hat{c}_j = 13 - 50 = -37$$

$$\hat{z}_1 - \hat{c}_1 = (3 \ 50) \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} - 3 = 0$$

$$\hat{z}_2 - \hat{c}_2 = (3 \ 50) \begin{pmatrix} 2 \\ -1 \\ -1 \end{pmatrix} - 3 = 1 - 3 = -2$$

$$\hat{z}_3 - \hat{c}_3 = (3 \ 50) \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} - 5 = 0$$

$$\hat{z}_4 - \hat{c}_4 = (3 \ 50) \begin{pmatrix} 3 \\ -2 \\ -1 \end{pmatrix} - 0 = -1$$

$$\hat{z}_5 - \hat{c}_5 = (3 \ 50) \begin{pmatrix} -1 \\ 1 \\ -1 \end{pmatrix} - 0 = 2$$

$$\hat{z}_6 - \hat{c}_6 = (3 \ 50) \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} - 0 = 0$$

$$\hat{z} = \hat{c}_B^T x_B =$$

$$= (3 \ 50) \begin{pmatrix} 2 \\ 2 \\ 2 \end{pmatrix} = 16$$

	0	-2	0	-1	2	0	16
a ₁	1	2	0	3	-1	0	2
a ₃	0	-1	1	-2	1	0	2
a ₅	0	-1	0	1	-1	1	2
	1	0	0	2	1	0	18
a ₂	y ₂	1	0	3/2	-y ₂	0	1
a ₃	y ₂	0	1	-y ₂	y ₂	0	3
a ₅	y ₂	0	0	y ₂	-3/2	1	3

$$x_2^* = 1 \quad x_3^* = 3 \quad x_5^* = 3 \quad z^* = 18$$

1.2

$$\hat{x}_B^* = \hat{x} + y_i^* =$$

$$\hat{x}_B = \begin{pmatrix} 3 & -1 & 0 \\ -2 & 1 & 0 \\ -1 & -1 & 1 \end{pmatrix} \begin{pmatrix} 4+1 \\ 10 \\ 14 \end{pmatrix} = \begin{pmatrix} 5 \\ 0 \\ 1 \end{pmatrix} 20$$

y_1^* 1. baliabidearen itzel-prezioa, $\hat{z}^* = 18 + y_1^* = 20$

$$\hat{z}^* = (4 \ 5 \ 0) \begin{pmatrix} 5 \\ 0 \\ 1 \end{pmatrix} = 20$$

Bigerrenen egingo da edozein.

$$\hat{x}_B = \begin{pmatrix} 3 & -1 & 0 \\ -2 & 1 & 0 \\ -1 & -1 & 1 \end{pmatrix} \begin{pmatrix} 4 \\ 11 \\ 16 \end{pmatrix} = \begin{pmatrix} 1 \\ 3 \\ 1 \end{pmatrix} 20$$

y_2^* 2. baliabidearen itzel-prezioa $\hat{z}^* = 18 + y_2^* = 19$

$$\hat{z}^* = (4 \ 5 \ 0) \begin{pmatrix} 1 \\ 3 \\ 1 \end{pmatrix} = 19$$

y_3^* 3. baliabidearen itzel-prezioa $\hat{z}^* = 18 + y_3^* = 18$

Bideragarritzaune galdean ez boda.

1.3

$$\begin{pmatrix} b_1 \\ 10 \\ 16 \end{pmatrix}, \hat{x}_B^* = \begin{pmatrix} 3 & -1 & 0 \\ -2 & 1 & 0 \\ -1 & -1 & 1 \end{pmatrix} \begin{pmatrix} b_1 \\ 10 \\ 16 \end{pmatrix} = \begin{pmatrix} 3b_1 - 10 \\ -2b_1 + 10 \\ -b_1 + 6 \end{pmatrix} 20$$

[10/3, 5]

C_1 -etikette zu beliebigen Werten dazugehörige bideraggaritische goldenegabe.

$$\hat{z}_2 - c_2 = (4c_1, 5, 0) \begin{pmatrix} 2 \\ -1 \\ -1 \end{pmatrix} - 1 = 2c_1 - 6 \geq 0$$

$$\hat{z}_4 - c_4 = (c_1, 5, 0) \begin{pmatrix} 3 \\ -2 \\ -1 \end{pmatrix} - 0 = 3c_1 - 10 \geq 0 \quad \left[\frac{10}{3}, 5 \right]$$

$$\hat{z}_5 - c_5 = (c_1, 5, 0) \begin{pmatrix} -1 \\ 1 \\ -1 \end{pmatrix} - 0 = -c_1 + 5 \geq 0 \Rightarrow$$

C_2

$$\hat{z}_2 - c_2 = (4, 5, 0) \begin{pmatrix} 2 \\ -1 \\ -1 \end{pmatrix} - 6 = -3 - 6 \cancel{\geq} 20 \Rightarrow c_2 \leq 3$$

$$\hat{z}_4 - c_4 = (4, 5, 0) \begin{pmatrix} 3 \\ -2 \\ -1 \end{pmatrix} - 0 = 2 \quad [0, 3]$$

$$\hat{z}_5 - c_5 = (4, 5, 0) \begin{pmatrix} -1 \\ 1 \\ -1 \end{pmatrix} - 0 = 1$$

a₂ Koordentree

$$\begin{pmatrix} 2 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 1 & 1 & 1 \\ 0 & 2 & 0 \\ 0 & 1 & 1 \end{pmatrix} \begin{pmatrix} y_{12} \\ y_{22} \\ y_{32} \end{pmatrix}$$

$$Y_2 = \begin{pmatrix} y_{12} \\ y_{22} \\ y_{32} \end{pmatrix} = \begin{pmatrix} 1 & -y_2 & 0 \\ 0 & y_2 & 0 \\ 0 & -y_2 & 1 \end{pmatrix} \cdot \begin{pmatrix} 2 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 3/2 \\ y_2 \\ y_2 \end{pmatrix}; \text{ te } (0, 40), \begin{pmatrix} 3/2 \\ y_2 \\ y_2 \end{pmatrix} \neq 3 = -1$$

~~Deze drie zijn niet gelijk~~

a₃ Koordentree

$$\begin{pmatrix} 3 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 1 & 1 & 1 \\ 0 & 2 & 0 \\ 0 & 1 & 1 \end{pmatrix} \begin{pmatrix} y_{13} \\ y_{23} \\ y_{33} \end{pmatrix}$$

$$Y_3 = \begin{pmatrix} y_{13} \\ y_{23} \\ y_{33} \end{pmatrix} = \begin{pmatrix} 1 & -y_3 & 0 \\ 0 & y_3 & 0 \\ 0 & -y_3 & 1 \end{pmatrix} \cdot \begin{pmatrix} 3 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 5/2 \\ y_3 \\ y_3 \end{pmatrix}; \quad z_3 - c_3 = 0$$

En de intersectie informatie levert.

a₅ Koordentree

$$\begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 1 & 1 & 1 \\ 0 & 2 & 0 \\ 0 & 1 & 1 \end{pmatrix} \begin{pmatrix} y_{15} \\ y_{25} \\ y_{35} \end{pmatrix}$$

$$Y_5 = \begin{pmatrix} y_{15} \\ y_{25} \\ y_{35} \end{pmatrix} = \begin{pmatrix} 1 & -\frac{1}{2} & 0 \\ 0 & \frac{1}{2} & 0 \\ 0 & -\frac{1}{2} & 1 \end{pmatrix} \cdot \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} = \begin{pmatrix} \circledcirc \\ \circledcirc \\ \circledcirc \end{pmatrix}; \quad z_5 - c_5 = 2$$

Verder $\frac{x_{B_3}}{y_{32}} = \min \left\{ \frac{x_{B_1}}{y_{12}} = \frac{y_2}{3/2}, \frac{x_{B_2}}{y_{22}} = \frac{3/2}{y_2}, \frac{x_{B_3}}{y_{32}} = \frac{y_2}{y_2} \right\}$

3.

Horriseteknik

$$x_1 + 2x_2 + 3x_3 + x_4 = 6$$

$$2x_1 + x_2 + x_3 + x_5 = 3$$

$$x_1 + x_2 + x_3 + x_6 = 2$$

$$\max z = 4x_1 + 3x_2 + 2x_3 + 0x_4 + 0x_5 + 0x_6$$

havent mende

$$x_1 + 2x_2 + 3x_3 + x_4 = 6$$

$$2x_1 + x_2 + x_3 + x_5 = 3$$

$$x_1 + x_2 + x_3 + x_6 = 2$$

$$x_1, x_2, x_3, x_4, x_5, x_6 \geq 0$$

$$B = \{a_4, a_1, a_6\}$$

$$B = \begin{pmatrix} 1 & 1 & 0 \\ 0 & 2 & 0 \\ 0 & 1 & 1 \end{pmatrix}$$

$$B^{-1} = \begin{bmatrix} 1 & 1 & 0 \\ 0 & 2 & 0 \\ 0 & 1 & 1 \end{bmatrix} = \frac{1}{2} \cdot \begin{bmatrix} 2 & 0 & 0 \\ -1 & 1 & 0 \\ 0 & 0 & -2 \end{bmatrix}^T =$$

$$= \begin{pmatrix} 2 & -1 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & -2 \end{pmatrix} \cdot \frac{1}{2} = \begin{pmatrix} 1 & -\frac{1}{2} & 0 \\ 0 & \frac{1}{2} & 0 \\ 0 & 0 & -\frac{1}{2} \end{pmatrix}$$

$$X_B = B^{-1} \begin{pmatrix} 6 \\ 3 \\ 2 \end{pmatrix} = \begin{pmatrix} \alpha/2 \\ 3/2 \\ \gamma/2 \end{pmatrix}; z = c_3^T X_B = C_3^T \begin{pmatrix} \alpha/2 \\ 3/2 \\ \gamma/2 \end{pmatrix} = 6$$

7.1

$$\max Z = 3x_1 + 2x_2 + x_3$$

haben werden

$$3x_1 - x_2 + 4x_3 \leq 4$$

$$2x_1 + x_2 + 4x_3 \leq 8 \quad \Rightarrow$$

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

$$x_1 - x_2 + 4x_3 + x_4 \leq 9$$

$$2x_1 + x_2 + 4x_3 + x_5 = 8$$

$$x_1, x_2, x_3, x_4, x_5 \geq 0$$

	x_1	x_2	x_3	x_4	x_5	\bar{Z}
\bar{a}_4	-3	-2	-1	0	0	0
	1	-1	1	1	0	4
\bar{a}_5	2	1	4	0	1	8
	0	-5	2	3	0	12
\bar{a}_1	1	-1	1	1	0	4
	0	3	2	-2	1	0
	0	0	$16/3$	$-1/3$	$5/3$	12
\bar{a}_1	1	0	$5/3$	y_3	y_3	4
\bar{a}_2	0	1	$2/3$	$-2/3$	y_3	0
	1	0	7	0	2	16
a_{11}	3	0	5	1	1	12
a_2	2	1	4	0	1	8

$$x_1^* = 0 = x_3^*$$

$$x_2^* = 0$$

$$x_4^* = 12$$

$$Z = 16$$

6.1 Simplex

$$\max z = x_1 - x_2$$

haven meide

$$x_1 - 2x_2 \leq 2$$

$$x_1 - 2x_2 + x_3 = 2$$

$$4x_1 - 3x_2 \leq 12$$

\Rightarrow

$$4x_1 - 3x_2 + x_4 \leq 12$$

$$x_1, x_2 \geq 0$$

$$x_1, x_2, x_3, x_4 \geq 0$$

$$B = I = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

$$\frac{x_{B1}}{y_{11}} = \min \left\{ \frac{x_{B1}}{y_{11}}, \frac{x_{B2}}{y_{21}} \right\} = \frac{2}{1}, \quad \frac{x_{B2}}{y_{21}} = \frac{12}{4}$$

	x_1	x_2	x_3	x_4	z
a_1	-1	1	0	0	0
a_3	1	-2	1	0	2
a_4	4	-3	0	1	12
	0	0	1	0	2
a_1	1	-2	1	0	2
a_4	0	5	-4	1	4
	0	0	1/5	1/5	14/5
a_1	1	0	-3/5	2/5	18/5
a_2	0	1	-4/5	1/5	4/5

$$m_1 = \frac{1}{-1}; \quad m_2 = \frac{4}{1}$$

$$m_1 = -1 \quad X_{ij} = \begin{pmatrix} y_{11} \\ y_{21} \end{pmatrix} = \begin{pmatrix} 1 \\ 4 \end{pmatrix}$$

$$m_2 = 4$$

$$m_0 = \frac{-1}{5}$$

$$m_1 = \frac{2}{5}$$

$$x_1^* = 18/5$$

$$x_2^* = 4/5$$

$$x_3^* = x_4^* = 0$$

$$z^* = 14/5$$

Soluzio optima bollente

$$\max z = \underset{\text{G}_1}{\underset{\parallel}{6x_1 + 4x_2 + 5x_3 + 5x_4}}$$

haven mende

$$x_1 + x_2 + x_3 + x_4 \leq 3 \quad \Rightarrow$$

$$2x_1 + x_2 + 4x_3 + x_4 \leq 4$$

$$x_1 + 2x_2 - 2x_3 + 3x_4 \leq 10$$

$$\max z = 6x_1 + 4x_2 + 5x_3 + 5x_4 + 0x_5 + 0x_6 + 0x_7$$

haven mende

$$x_1 + x_2 + x_3 + x_4 + x_5 = 3$$

$$2x_1 + x_2 + 4x_3 + x_4 + x_6 = 4$$

$$x_1 + 2x_2 - 2x_3 + 3x_4 + x_7 = 10$$

$$B = \Gamma = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

$$z = C_B^T x_B = (0 \ 0 \ 0) \begin{pmatrix} 3 \\ 4 \\ 10 \end{pmatrix} = 0$$

$$z_1 - c_1 = C_B^T y_1 - c_1 = (0 \ 0 \ 0) \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} - 6 = -6$$

	x_1	x_2	x_3	x_4	x_5	x_6	x_7	
a_5	-6	-4	-5	-5	0	0	0	
a_6	1	1	1	1	1	0	0	3
a_6	2	1	4	1	0	1		
a_2	1	2	-2	3	0	0	1	10
a_5	0	$\frac{1}{2}$	-1	$\frac{1}{2}$	1	$-\frac{1}{2}$	0	1
a_1	1	$\frac{1}{2}$	2	$\frac{1}{2}$	0	$\frac{1}{2}$	0	2
a_7	0	$\frac{3}{2}$	-4	$\frac{5}{2}$	0	$-\frac{1}{2}$	1	8

$$\bar{Y}_1 = \begin{pmatrix} Y_{11} \\ Y_{21} \\ Y_{31} \end{pmatrix} = \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix}; \quad \bar{X}_B = \begin{pmatrix} 3 \\ 4 \\ 10 \end{pmatrix} = \begin{pmatrix} X_{B_1} \\ X_{B_2} \\ X_{B_3} \end{pmatrix}$$

Bi beltore horion martello zabilia

$$\left\{ \begin{array}{l} \frac{X_{B_1}}{Y_{21}} = \frac{3}{1} \\ \frac{X_{B_2}}{Y_{21}} = \frac{4}{2} \\ \frac{X_{B_3}}{Y_{21}} = \frac{10}{1} \end{array} \right\} \min = \frac{X_{B_2}}{Y_{21}}$$

$$\bar{X}_B = \begin{pmatrix} X_{B_1} \\ X_{B_2} \\ X_{B_3} \end{pmatrix}, \quad \bar{Y}_1 = \begin{pmatrix} Y_{11} \\ Y_{21} \\ Y_{31} \end{pmatrix}$$

$\hat{B}_1 =$

$$\hat{X}_B = \begin{cases} \hat{X}_{B_1} = X_{B_1} - X_{B_2} \left(\frac{Y_{11}}{Y_{21}} \right) = 3 - 4 \left(\frac{1}{2} \right) \approx 1 & \text{--- escludo boccia} \\ \hat{X}_{B_2} = \frac{X_{B_2}}{Y_{21}} \\ \hat{X}_{B_3} = X_{B_3} - X_{B_2} \left(\frac{Y_{31}}{Y_{21}} \right) \frac{1}{2} \end{cases}$$

Simplex met doar trei variabile

	x_1	x_2	x_3	x_4	Z
	-2	-3	0	0	0
\bar{a}_3	3	1	1	0	$2 \quad x_{B_1}$
\bar{a}_4	1	-1	0	1	$3 \quad x_{B_2}$

$\bar{c}_2 = \Rightarrow$ negatibele de delito

$$\bar{c}_1 - c_1 = -c_1$$

$$\bar{c}_2 - c_2 = c_2$$

} Balie adiante negatibele de delito
 } Cei da solutie optima

x_{B_1} \Rightarrow Solutie posibila ca baza \Rightarrow buna

~~x_{B_2}~~
 ~~x_{22}~~

Simplex additio

$$\max z = 2x_1 + 3x_2 + 0x_3 + 0x_4$$

$C_B^T = 0^T$

havent wende

$$\begin{array}{l} 3x_1 + x_2 + x_3 \leq 2 \\ x_1 - x_2 + x_4 = 3 \end{array}$$

nasse abgeschr
=> Schritze
Omarri
Kauanilloe

$$\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

$$x_1, x_2, x_3, x_4 \geq 0$$

$$B = I \rightarrow B^{-1} = I$$

$$B = (a_3 \ a_4) = I \rightarrow \text{Omarri Kauanilloe}$$

1.

$$x_B = B^{-1} b = I \begin{pmatrix} 2 \\ 3 \end{pmatrix} = \begin{pmatrix} 2 \\ 3 \end{pmatrix} \rightarrow \text{Solvato bidereggari.}$$

$b > 0$

2

$$\text{Habt nur funktionieren bilden} \rightarrow z = C_B^T x_B = (0 \ 0) \begin{pmatrix} 2 \\ 3 \end{pmatrix} = 0$$

3. y_0 eta $\beta_j - c_j$

$$a_1 = \begin{pmatrix} 1 \\ 1 \end{pmatrix} \Rightarrow y_1 = B^{-1} a_1 = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \end{pmatrix}$$

$$\beta_1 - c_1 = C_B^T y_1 - c_1 = 0 - 4 = -2$$

$$a_2 = \begin{pmatrix} 1 \\ -1 \end{pmatrix} \rightarrow y_2 = B^{-1} a_2 = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ -1 \end{pmatrix} = \begin{pmatrix} 1 \\ -1 \end{pmatrix}$$

$$\beta_2 - c_2 = C_B^T y_2 - c_2 = (0 \ 0) \begin{pmatrix} 1 \\ -1 \end{pmatrix}$$

(Apuntech)

$$\left(\frac{1}{2} \right) \left(\frac{1}{2} \right) \left(\frac{1}{2} \right) = \frac{1}{8}$$

$$2 \times \left(\frac{1}{2} \right) \left(\frac{1}{2} \right) = \frac{1}{4}$$

$$3 \times \left(\frac{1}{2} \right) \left(\frac{1}{2} \right) = \frac{3}{8}$$

$$\hat{B}^{-1} = \begin{pmatrix} 1 & 1 & -3 \\ 0 & 1 & -1 \\ 0 & -1 & 2 \end{pmatrix}$$

$$\hat{x}_B = \begin{pmatrix} 1 & 1 & -3 \\ 0 & 1 & -1 \\ 0 & -1 & 2 \end{pmatrix} \begin{pmatrix} 6 \\ 3 \\ 2 \end{pmatrix} = \begin{pmatrix} 3 \\ 1 \\ -1 \end{pmatrix}$$

$$\hat{\Sigma} = \bar{C}_B^\top \hat{x}_B = (0.43) \begin{pmatrix} 3 \\ 1 \\ -1 \end{pmatrix} = \cancel{\begin{pmatrix} 1.29 \\ 0.43 \\ -0.43 \end{pmatrix}}$$

$$\hat{a}_3 \rightarrow \bar{x}_3 = \hat{B}^{-1} \begin{pmatrix} 3 \\ 1 \\ -1 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$$

3.6

$$\max z = -3x_1 + 4x_2 + 2x_3 + 5x_4$$

hauen welche

$$4x_1 + 2x_2 + 4x_3 + 3x_4 + x_5 = 48$$

$$x_1 - 2x_2 + x_3 - 2x_4 + x_6 = -8$$

$$-2x_1 + x_2 - x_3 - x_4 + x_7 = -6$$

	3	-4	-2	-5	0	0	0	0
a ₅	4	2	4	3	1	0	0	48
a ₆	1	-2	1	-2	0	1	0	-8
a ₇	-2	1	-1	-1	0	0	1	-6
y ₂	1	-9/2	0	0	0	-5/2	0	20
a ₅	1/2	-1	1/2	0	1	3/2	0	36
a ₄	-1/2	1	-1/2	1	0	-1/2	0	4
a ₇	-5/2	2	-3/2	0	0	-1/2	1	-2
	13	-9	3	0	0	0	-5	30
a ₅					0	3		30
a ₄					0	-1		6
a ₆	5	-4	3	0	0	1	-2	4

$$m_0 = \frac{5}{2}$$

$$m_1 = -\frac{3}{2}$$

$$m_3 = \frac{1}{2}$$

$$m_0 = 5$$

$$m_1 = -3$$

$$m_2 = 1$$

4. Aritmete

Uložit a srovnat dva čísla s rozdílnými základními hodnotami. Základní hodnota je 100. Srovnání je možné pomocí výpočtu $\Delta = \text{výsledek} - 100$.

Uložit a srovnat dva čísla s rozdílnými základními hodnotami. Základní hodnota je 100. Srovnání je možné pomocí výpočtu $\Delta = \text{výsledek} - 100$.

$$S = \beta + \alpha P$$

$$(1 + S) = 100 + (1 + P) = 100$$

$$\Delta S = S - \left(\frac{1}{P} \right) (1 + S) = \beta - \alpha P = \beta - \beta$$

$$\Delta S = \left(\frac{1}{P} \right) (1 + S) = \alpha P / \beta = \beta / \beta$$

3. Aritmete

3.1

Eğer birler izen diren basılıtla kopyune:

Kontrol izanile, 70. sütunları adıla kontrolatlı diren, eti ~~5~~ 5 persona teldeki eger direne, $70/5 = 14 = 8^*$

3.2

Ez de geldiğin sütunlarda parte herke gabe.

3.3

$$C_1 = 1 \rightarrow \hat{C}_1 = 2$$

$$C^+ = (1 \ 1 \ 1) \rightarrow \hat{C}^+ = (2 \ 1 \ 1)$$

$$\hat{\gamma}_j - \hat{C}_j = \hat{C}_B^+ \gamma_j - \hat{C}_j = (1 \ 2 \ 1) \begin{pmatrix} 2 \\ 2 \\ 1 \end{pmatrix} - 2 = 7 \geq 0$$

$$\hat{x} = \hat{C}_B^+ x_B = (1 \ 2 \ 1) \begin{pmatrix} 4 \\ 8 \\ 2 \end{pmatrix} = 22 \text{ adetde}$$

IKERKETA OPERATIBOA
2016ko maiatzaren 25a
Ebaluazio jarraitua: 15 puntu
Nota minimoa: 7,5 puntu

- 1. PROBLEMA.** (3 puntu). Garraio-problemarako ondoko kostuen taula izanik, kalkula ezazu hasierako oinarriko soluzio bideragarri bat Vogel-en metodoa erabiliz.

	H_1	H_2	H_3	H_4	H_5	H_6	Eskaintzak
I_1	5	10	15	8	9	7	30
I_2	14	13	10	9	20	21	40
I_3	15	11	13	25	8	12	10
I_4	9	19	12	8	6	13	100
Eskariak	50	20	10	35	15	50	

- 2. PROBLEMA** (4 puntu). Demagun garraio-problema baten ondoko kostuen taula:

	H_1	H_2	H_3	H_4	Eskaintzak
I_1	—	8	2	10	30
I_2	7	3	4	3	60
I_3	3	1	7	5	40
Eskariak	20	50	45	20	

Problema orekatu eta Vogel-en metodoa aplikatu eta gero ondoko soluzioa lortu da:

	H_1	H_2	H_3	H_4	Eskaintzak
I_1			30		30
I_2		30	10	20	60
I_3	20	20			40
I_4			5		5
Eskariak	20	50	45	20	

Esan ezazu soluzioa optima al den. Hala ez bada, kalkula ezazu soluzio optima garraio-problemarako algoritmoa erabiliz.

3. PROBLEMA (8 puntu) Izan bedi ondoko eredu lineal osoa:

$$\max z = 50x_1 + 40x_2$$

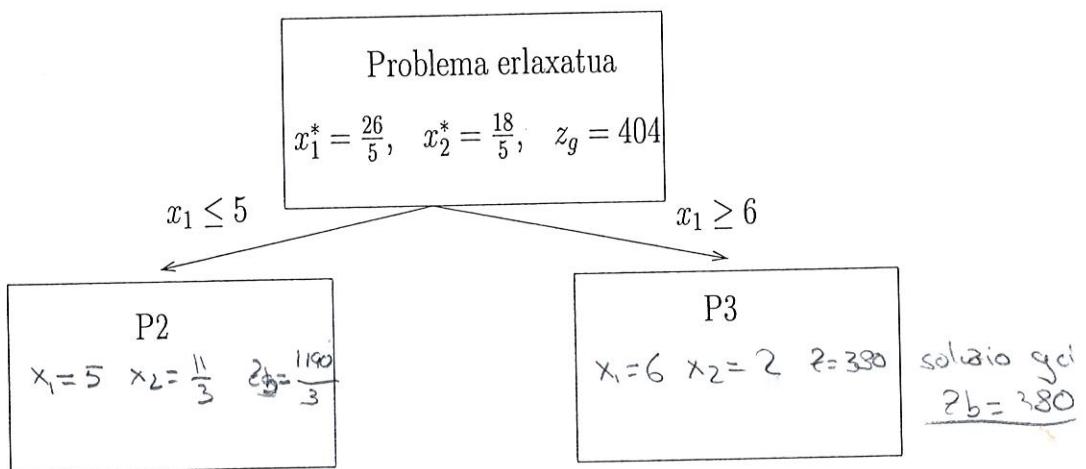
hauen mende

$$x_1 + 3x_2 \leq 16$$

$$4x_1 + 2x_2 \leq 28$$

$$x_1, x_2 \geq 0 \text{ eta osoak}$$

Adarkatze- eta bornatze-algoritmoa aplikatzen hasi da (ikusi diagrama):



x_1 aldagai aukeratu da P2 eta P3 problemak sortzeko. Problema horien azken taulak ondokoak dira:

	x_1	x_2	x_3	x_4	x_5	
P2	0	0	$\frac{40}{3}$	0	$\frac{20}{3}$	$\frac{1190}{3}$
a_2	0	1	$\frac{1}{3}$	0	$-\frac{1}{3}$	$\frac{11}{3}$
a_1	1	0	0	0	1	5
a_4	0	0	$-\frac{2}{3}$	1	$-\frac{10}{3}$	$\frac{2}{3}$

	x_1	x_2	x_3	x_4	x_5	
P3	0	0	0	20	30	380
a_2	0	1	0	$\frac{1}{2}$	2	2
a_1	1	0	0	0	-1	6
a_3	0	0	1	$-\frac{3}{2}$	-5	4

Jarraitu ezazu algoritmoaren aplikazioarekin problema osoaren soluzio optima lortzeko eta diagrama osatzeko.