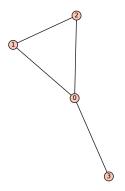
Last name _	
First name	

LARSON—OPER 731—HOMEWORK WORKSHEET 03 Fourier-Motzkin Elimination



The Vertex Packing Integer Program (VPLP) here is:

maximize: $z = x_0 + x_1 + x_2 + x_3$

- 1. Write an inequality for z. Call this system (I.).
- 2. Solve each inequality for x_0 . Write a new system (II.) of inequalities not involving x_0 .
- 3. Solve each inequality for x_1 . Write a new system (III.) of inequalities not involving x_1 .
- 4. Solve each inequality for x_2 . Write a new system (IV.) of inequalities not involving x_2 .
- 5. Solve each inequality for x_3 . Write a new system (V.) of inequalities not involving x_3 .
- 6. Solve for z.
- 7. Use system (IV.) to solve for x_3 .
- 8. Use system (III.) to solve for x_2 .
- 9. Use system (II.) to solve for x_1 .
- 10. Use system (I.) to solve for x_0 .
- 11. Check that you have a feasible solution, and that it attains the optimal z.