

Esercizio 1

Si consideri il seguente programma lineare.

$$\begin{array}{lll} \max z = & 2x_1 + x_2 \\ \text{soggetto a} & x_1 + 3x_2 \leq 9 \\ & -x_1 + x_2 \leq 1 \\ & x_1 \leq 4 \\ & x_1, x_2 \geq 0 \end{array}$$

- Risolvere il programma con il metodo grafico. ✓
- Trasformare il programma in forma standard.
- Elenicare le basi ammissibili del programma in forma standard.
- Determinare la soluzione ottima applicando l'algoritmo del simplex, partendo dalla base associata al vertice di coordinate $(x_1 = 0, x_2 = 0)$.

a) $x_1 + 3x_2 \leq 9 \quad -x_1 + x_2 \leq 1 \quad m$

$$\begin{array}{|c|c|} \hline x_1 & x_2 \rightarrow \frac{-x_1}{2} = \frac{9}{3} \\ \hline 0 & 3 \\ 9 & 0 \rightarrow x_1 = 9 \\ \hline \end{array} \quad \begin{array}{|c|c|} \hline x_1 & x_2 \rightarrow x_2 = 1 \\ \hline 0 & 1 \\ -1 & 0 \rightarrow x_1 = -1 \\ \hline \end{array}$$

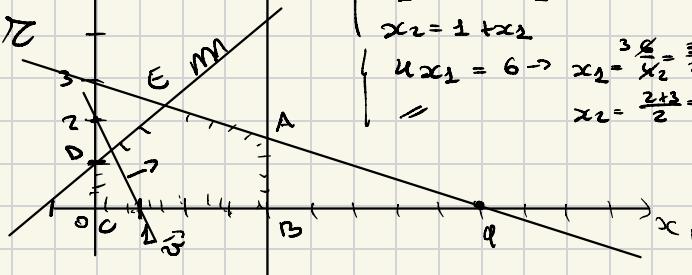
$$\rightarrow x_1 = 4 \quad \forall x_2$$

$$\begin{array}{l} x_2 \uparrow \\ \rightarrow A \rightarrow \left\{ \begin{array}{l} x_1 + 3x_2 = 9 \\ x_1 = 4 \\ x_2 = \frac{5}{3} \\ x_1 = 4 \end{array} \right. \end{array}$$

$$\rightarrow 2x_1 + x_2 = 2 \quad \overrightarrow{\text{v}} \quad \begin{array}{|c|c|} \hline x_1 & x_2 \\ \hline 0 & 2 \\ 1 & 0 \end{array} \quad \stackrel{\cong}{=} 2$$

$$\begin{array}{l} E \rightarrow \left\{ \begin{array}{l} x_1 + 3x_2 = 9 \\ -x_1 + x_2 = 1 \\ x_1 + 3 + 3x_1 = 9 \\ x_2 = 1 + x_2 \\ 4x_1 = 6 \rightarrow x_1 = \frac{3}{2} = \frac{3}{2} \\ x_2 = \frac{2+3}{2} = \frac{5}{2} \end{array} \right. \end{array}$$

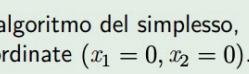
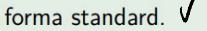
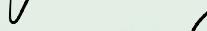
$$\begin{array}{l} \bullet A(4, \frac{5}{3}) = 8 + \frac{5}{3} = \frac{24+5}{3} = \frac{29}{3} \\ \bullet B(4, 0) = 8 \\ \bullet C(0, 0) = 0 \\ \bullet D(1, 0) = 2 \\ \bullet E(\frac{3}{2}, \frac{5}{2}) = 2 \cdot \frac{3}{2} + \frac{5}{2} = \frac{6+5}{2} = \frac{11}{2} \end{array}$$



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- a) Risolvere il programma con il metodo grafico. ✓
- b) Trasformare il programma in forma standard.
- c) Elenicare le basi ammissibili del programma in forma standard.
- d) Determinare la soluzione ottima applicando l'algoritmo del simplexso, partendo dalla base associata al vertice di coordinate ($x_1 = 0, x_2 = 0$).

b) $\max z = \checkmark \quad x_1, x_2 \geq 0 \quad \checkmark$

$$\max 2x_1 + x_2$$

$$\begin{array}{lll} x_1 + 3x_2 + x_3 & & = 9 \\ -x_1 + x_2 + x_4 & & = 1 \\ x_1 & & + x_5 \\ \hline \end{array}$$

c) sono basi x_3, x_4, x_5 per $x_1, x_2, x_5 \geq 0$

$$\begin{array}{lll} \max 2x_1 + x_2 \\ x_3 = 9 - x_1 - 3x_2 \\ x_4 = 1 + x_1 - x_2 \\ x_5 = 4 - x_1 \end{array}$$

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- ➊ Risolvere il programma con il metodo grafico. ✓
- ➋ Trasformare il programma in forma standard. ✓
- ➌ Elencare le basi ammissibili del programma in forma standard. ✓
- ➍ Determinare la soluzione ottima applicando l'algoritmo del simplexso, partendo dalla base associata al vertice di coordinate $(x_1 = 0, x_2 = 0)$.

d) $\max z = 0 + 2x_1 + x_2$

$$\begin{array}{lll} x_3 = 9 & -x_1 & - 3x_2 \\ x_4 = 1 & +x_1 & - x_2 \\ x_5 = 4 & -x_1 & \end{array}$$

$$\max z = 1 + 3x_2 - x_4$$

$$x_3 = 6 - 4x_1 + 3x_4$$

$$x_2 = 1 + x_1 - x_4$$

$$x_5 = 4 - x_1$$

$$\begin{aligned} \max z &= 2x_2 + 1 + x_3 - x_4 \\ &= 1 + 3x_1 - x_4 \end{aligned}$$

$$x_1 = \frac{6}{4} - \frac{1}{4}x_3 + \frac{3}{4}x_4$$

$$x_2 = \frac{10}{4} - \frac{1}{4}x_3 - \frac{1}{4}x_4$$

$$x_5 = \frac{10}{4} + \frac{1}{4}x_3 - \frac{3}{4}x_4$$

$$x_3 = 4 - x_1$$

$$= 4 - \frac{6}{4} + \frac{1}{4}x_3 - \frac{3}{4}x_4$$

$$= \frac{16-6}{4} + \frac{1}{4}x_3 - \frac{3}{4}x_4$$

$$2 - 0 + 0 = 0 \quad P(0,0)$$

$$B_{\text{IN}}: x_2$$

$$B_{\text{OUT}}: \left| \begin{array}{c} \frac{9}{3}, \frac{1}{1} \\ \hline x_3 & x_4 \end{array} \right| = x_2$$

$$x_3 = 9 - x_1 - 3x_2$$

$$= 9 - x_1 - 3 - 3x_4$$

$$+ 3x_4$$

$$= 6 - 4x_1 + 3x_4$$

$$B_{\text{IN}} = x_1$$

$$B_{\text{OUT}} = \left| \begin{array}{cc} \frac{6}{4}, \frac{3}{4} & x_4 \\ \hline x_3 & x_5 \end{array} \right| = x_3$$

$$x_2 = 6 - x_3 + 3x_4$$

$$x_1 = \frac{6}{4} - \frac{1}{4}x_3 + \frac{3}{4}x_4$$

$$\begin{aligned} x_2 &= 1 + \frac{6}{4} - \frac{1}{4}x_3 + \frac{3}{4}x_4 - x_4 \\ &= \frac{16-6}{4} - \frac{1}{4}x_3 + \frac{3-1}{4}x_4 \\ &\quad - \frac{1}{4}x_4 \end{aligned}$$

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- Risolvere il programma con il metodo grafico. ✓
- Trasformare il programma in forma standard. ✓
- Elencare le basi ammissibili del programma in forma standard. ✓
- Determinare la soluzione ottima applicando l'algoritmo del simplex, partendo dalla base associata al vertice di coordinate $(x_1 = 0, x_2 = 0)$.

$$\max z = 1 + 3x_1 - x_2$$

$$\begin{aligned} x_1 &= \frac{6}{4} - \frac{1}{4}x_3 + \frac{3}{4}x_4 \\ x_2 &= \frac{10}{4} - \frac{1}{4}x_3 - \frac{1}{4}x_4 \\ x_5 &= \frac{10}{4} + \frac{1}{4}x_3 - \frac{3}{4}x_4 \end{aligned}$$

$$x_3 = 4 - x_1$$

$$\begin{aligned} &= 4 - \frac{6}{4} + \frac{1}{4}x_3 - \frac{3}{4}x_4 \\ &= \frac{16-6}{4} + \frac{1}{4}x_3 - \frac{3}{4}x_4 \end{aligned}$$

$$\max z = 1 + 3 \cdot \frac{6}{4} - 3 \cdot \frac{1}{4}x_3 + 3 \cdot \frac{3}{4}x_4 - x_4$$

$$\begin{aligned} \frac{16-6}{4} + \frac{1}{4}x_3 - \frac{3}{4}x_4 &= 1 + \frac{18}{4} - \frac{3}{4}x_3 + \frac{9}{4}x_4 - x_4 \\ \frac{9+3}{2} = \frac{12}{2} = 6 &= \frac{4+16}{4} - \frac{3}{4}x_3 + \frac{9-4}{4}x_4 \\ &= \frac{22}{4} - \frac{3}{4}x_3 + \frac{5}{4}x_4 \end{aligned}$$

$$B \setminus N = x_1$$

$$B \setminus N = \begin{vmatrix} \frac{6}{4} & \frac{3}{4} & 1 & x_4 \\ x_3 & x_5 \end{vmatrix} = x_3$$

$$4x_1 = 6 - x_3 + 3x_4$$

$$x_1 = \frac{6}{4} - \frac{1}{4}x_3 + \frac{3}{4}x_4$$

$$\begin{aligned} x_2 &= 1 + \frac{6}{4} - \frac{1}{4}x_3 + \frac{3}{4}x_4 - x_4 \\ &= \frac{16-6}{4} - \frac{1}{4}x_3 + \frac{3-4}{4}x_4 \\ &\quad - \frac{1}{4}x_4 \end{aligned}$$

$$B \setminus N = x_4$$

$$B \setminus N = \begin{vmatrix} 10 & \frac{10}{4} & \frac{10}{4} \\ x_2 & x_5 \end{vmatrix}$$

$$x_5$$

$$\begin{aligned} x_1 &= \frac{4}{4} - x_5 \\ x_2 &= \frac{10}{4} - \frac{1}{3}x_3 + \frac{1}{3}x_5 \\ x_4 &= \frac{10}{4} + \frac{1}{3}x_3 - \frac{4}{3}x_5 \end{aligned}$$

$$\begin{aligned} x_2 &= \frac{10}{4} - \frac{1}{4}x_3 - \frac{1}{4}\frac{10}{3}x_3 - \frac{1}{4}\cdot\frac{1}{3}x_3 \cdot \frac{1}{4} - \frac{1}{3}x_5 \\ &= \frac{30-10}{12} + \frac{-3-1}{12}x_3 + \frac{1}{3}x_5 \end{aligned}$$

$$= \frac{20}{12} - \frac{4}{12}x_3 + \frac{1}{3}x_5$$

$$\frac{10}{3} + \frac{25}{6} = \frac{30+50}{6} = \frac{80}{6}$$

$$\begin{aligned} \frac{10}{3}x_4 &= \frac{10}{4} + \frac{1}{4}x_3 - x_5 \\ x_4 &= \frac{1}{3}\frac{10}{4} + \frac{1}{3}\frac{1}{4}x_3 - \frac{4}{3}x_5 \end{aligned}$$

$$\begin{aligned} x_1 &= \frac{6}{4} - \frac{1}{4}x_3 + \frac{10}{4} + \frac{1}{4}x_3 - x_5 \\ &= \frac{16}{4} - x_5 \end{aligned}$$

$$= 4 - x_5$$

$$\begin{aligned} \max & \frac{22}{4} - \frac{3}{4}x_3 + \\ & \frac{5}{4}x_4 + \frac{5}{4}x_5 - \frac{5}{3}x_3 - \frac{5}{3}x_5 \end{aligned}$$

$$= \frac{22}{4} + \frac{25}{6} + \frac{5}{12}x_3 - \frac{5}{3}x_5$$

$$\begin{aligned} \frac{22}{4} + \frac{-9+5}{12}x_3 - \frac{5}{3}x_5 &= \frac{89}{12} - \frac{4}{12}x_3 - \frac{5}{3}x_5 \end{aligned}$$

Esercizio 2

Si consideri il seguente programma lineare.

$$\begin{array}{lll} \max z = & x_1 - x_2 & \\ \text{soggetto a} & x_1 + 3x_2 \geq 5 & \\ & 3x_1 + x_2 \geq 4 & \\ & x_2 \leq 3 & \\ & x_1, x_2 \geq 0 & \end{array}$$

- ➊ Risolvere il programma con il metodo grafico. ✓
- ➋ Trasformare il programma in forma standard.
- ➌ Elencare le basi ammissibili del programma in forma standard.
- ➍ Determinare la soluzione ottima applicando l'algoritmo del simplex, partendo dalla base associata al vertice di coordinate $(x_1 = \frac{7}{8}, x_2 = \frac{11}{8})$.

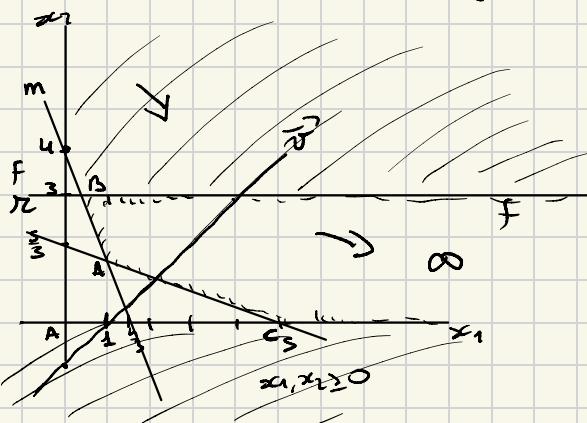
$$\begin{array}{rcl} x_1 - x_2 & = & 1 \\ \hline x_1 & | & \geq 6 \\ 0 & | & -1 \\ 1 & | & 0 \end{array} \quad \begin{array}{rcl} 0 - x_2 & = & 1 \\ x_2 & = & -1 \end{array}$$

2a) $x_1 + 3x_2 = 5 \quad \text{N}$ $3x_1 + x_2 = 4 \quad \text{m}$

x_1	x_2
0	$\frac{5}{3} \approx 1.9$
1	$5 - 0 \geq 5? \text{ No}$

x_1	x_2
0	4
$3 \cdot 4 \approx \frac{4}{3}$	0

 $x_2 = 3 \quad f$



B) $\left\{ \begin{array}{l} 3x_1 + x_2 = 4 \\ x_2 \geq 3 \end{array} \right.$

$$3x_2 + 3 = 4 \Rightarrow \frac{3x_1}{2} = \frac{1}{3}$$

$$x_2 = 3$$

$$\begin{array}{l} A\left(\frac{7}{8}, \frac{11}{8}\right) = -\frac{4}{8} - \frac{1}{2} \\ B\left(\frac{1}{3}, 3\right) = \frac{1-9}{3} = -\frac{8}{3} \approx -2.8 \\ C(5,0) = 5 \end{array}$$

A) $\left\{ \begin{array}{l} x_1 + 3x_2 = 5 \\ 3x_1 + x_2 = 4 \end{array} \right.$

$$\left\{ \begin{array}{l} x_1 = 5 - 3x_2 \Rightarrow \\ 15 - 3x_2 + x_2 = 4 \end{array} \right. \quad \left| \begin{array}{l} -8x_2 = -11 \\ x_2 = \frac{11}{8} \end{array} \right.$$

$$\left. \begin{array}{l} x_1 = 5 - 3 \cdot \frac{11}{8} = \frac{40-33}{8} = \frac{7}{8} \\ x_2 = \frac{11}{8} \end{array} \right.$$

Esercizio 2

Si consideri il seguente programma lineare.

$$\begin{array}{lll} \max z = & x_1 - x_2 \\ \text{soggetto a} & x_1 + 3x_2 \geq 5 \\ & 3x_1 + x_2 \geq 4 \\ & x_2 \leq 3 \\ & x_1, x_2 \geq 0 \end{array}$$

- Risolvere il programma con il metodo grafico. ✓✓
- Trasformare il programma in forma standard. ✓
- Elencare le basi ammissibili del programma in forma standard. ✓
- Determinare la soluzione ottima applicando l'algoritmo del simplex, partendo dalla base associata al vertice di coordinate $(x_1 = \frac{7}{8}, x_2 = \frac{11}{8})$.

z.b) $\max z = x_1 - x_2$

$$\begin{bmatrix} x_1 \\ 3x_1 \\ >0 \end{bmatrix} + 3x_2 + x_2 \underbrace{x_2}_{>0} - x_3 - x_4 - x_5 = \begin{matrix} \leq 5 \\ = 4 \\ = 3 \end{matrix}$$

z.c) $B = \{x_1, x_2, x_5\}$ per

$$\begin{aligned} x_1 &= 5 - 3x_2 + x_3 & +x_4 \\ x_2 &= 4 - 3x_1 & +x_4 \\ & 4 - 3(5 - 3x_2 + x_3) & +x_4 \\ & 4 - 15 + 9x_2 - 3x_3 & +x_4 \\ -9x_2 + x_2 &= -11 & -3x_3 + x_4 \\ -8x_2 &= -11 & -3x_3 + x_4 \\ -\frac{1}{8} - 8x_2 &= -\frac{1}{8} - 11 & -\frac{1}{8} - 3x_3 - \frac{1}{8}x_4 \\ \bullet x_2 &= \left(\frac{11}{8}\right) > 0 & +\frac{3}{8}x_3 - \frac{1}{8}x_4 \end{aligned}$$

$$\begin{aligned} \bullet x_1 &= 5 - 3x_2 + x_3 \\ &= 5 - 3\left(\frac{11}{8} + \frac{3}{8}x_3 - \frac{1}{8}x_4\right) + x_3 \\ &= 5 - \frac{33}{8} - \frac{9}{8}x_3 + \frac{3}{8}x_4 + x_3 \\ &= \frac{40 - 33}{8} + \frac{-9 + 8}{8}x_3 + \frac{3}{8}x_4 \\ &= \left(\frac{7}{8}\right) > 0 - \frac{1}{8}x_3 + \frac{3}{8}x_4 \end{aligned}$$

$$\begin{aligned} \bullet x_5 &= 3 - x_2 \\ &= 3 - \frac{4}{8} - \frac{3}{8}x_3 + \frac{1}{8}x_4 \\ &= \frac{24 - 11}{8} - \frac{3}{8}x_3 + \frac{1}{8}x_4 \\ &= \left(\frac{13}{8}\right) > 0 - \frac{3}{8}x_3 + \frac{1}{8}x_4 \end{aligned}$$

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- Risolvere il programma con il metodo grafico. ✓
- Trasformare il programma in forma standard. ✓
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- Determinare la soluzione ottima applicando l'algoritmo del simplex, partendo dalla base associata al vertice di coordinate $(x_1 = \frac{7}{8}, x_2 = \frac{11}{8})$.

$$\begin{aligned} \max z &= -\frac{1}{2}x_1 - x_2 \\ &= -\frac{1}{2}x_1 + \underbrace{\frac{7}{8}x_3 + \frac{3}{8}x_4}_{-\frac{11}{8}x_3 - \frac{3}{8}x_4} \\ &= \frac{-4+z+11}{8} - \frac{4}{8}x_3 + \frac{4}{8}x_4 \end{aligned}$$

$$\begin{aligned} &= \frac{7x_4}{8} - \frac{1}{2}x_3 + \frac{1}{2}x_4 \\ &= \frac{7}{8}x_4 - \frac{1}{2}x_3 + \frac{1}{2}x_4 \end{aligned}$$

$$2. d) \max z = \frac{7}{8} - \frac{1}{2}x_3 + \frac{1}{2}x_4$$

$$\begin{array}{l} \text{Basis } \rightarrow x_4 \\ \text{Basis } \rightarrow x_2 \\ \text{out} \end{array}$$

$$x_1 = \frac{7}{8} - \frac{1}{8}x_3 + \frac{3}{8}x_4$$

$$x_2 = \frac{11}{8} + \frac{3}{8}x_3 - \frac{1}{8}x_4$$

$$x_3 = \frac{13}{8} - \frac{3}{8}x_3 + \frac{1}{8}x_4$$

$$x_1 = 5 + x_3 - 3x_2$$

$$\rightarrow \frac{1}{8}x_4 = \frac{11}{8} + \frac{3}{8}x_3 - x_2$$

$$x_4 = 11 + 3x_3 - 8x_2$$

$$x_4 = 11 + 3x_3 - 8x_2$$

$$x_5 = 3 - x_2$$

$$\begin{aligned} \rightarrow x_2 &= \frac{7}{8} - \frac{1}{8}x_3 + \frac{3}{8}x_4 \\ &= \frac{7}{8} - \frac{1}{8}x_3 + \frac{3}{8} \cdot 11 + \frac{3}{8} \cdot 3x_3 - \frac{3}{8} \cdot 8x_2 \\ &= \frac{7}{8} - \frac{1}{8}x_3 + \frac{23}{8} + \frac{9}{8}x_3 - 3x_2 \\ &= \frac{40}{8} + \frac{8}{8}x_3 - 3x_2 \\ &= 5 + x_3 - 3x_2 \end{aligned}$$

$$3 - x_2$$

$$\begin{aligned} \max z &= \frac{7}{8} - \frac{1}{2}x_3 + \frac{1}{2}x_4 \\ &= \frac{7}{8} - \frac{1}{2}x_3 + \frac{1}{2} \cdot 11 + \frac{1}{2} \cdot 3x_3 - \frac{1}{2} \cdot 8x_2 \\ &= \frac{7}{8} - \frac{1}{2}x_3 + \frac{11}{2} + \frac{3}{2}x_3 - 4x_2 \\ &\stackrel{x+4x}{=} \frac{51}{8} + x_3 - 4x_2 \\ &= \frac{51}{8} + x_3 - 4x_2 \end{aligned}$$

Basis: x_3 Basis: \emptyset ∞