

Programazio Osoa. Soluzioak

1. Eredu lineal osoen soluzio optimoak, ebazpide grafikoa erabiliz:

1.1 $x_1^* = 5, \quad x_2^* = 2, \quad z^* = 13.$

1.2 $x_1^* = 14, \quad x_2^* = 2, \quad z^* = 100.$

2. Eredu lineal osoen soluzio optimoak:

2.1 $x_1^* = 5, \quad x_2^* = 2, \quad z^* = 13.$

2.2 $x_1^* = 14, \quad x_2^* = 2, \quad z^* = 100.$

2.3 $x_1^* = 0, \quad x_2^* = 0, \quad x_3^* = 5, \quad z^* = 15.$

2.4 Soluzio optimo anizkoitza:

$x_1^* = 3, \quad x_2^* = 0, \quad x_3^* = 9, \quad z^* = 12.$

$x_1^* = 4, \quad x_2^* = 2, \quad x_3^* = 6, \quad z^* = 12.$

3. 0-1 eredu lineal bitarren soluzio optimoak:

3.1 Soluzio optimo anizkoitza:

$x_1^* = 1, x_2^* = 0, x_3^* = 1, x_4^* = 0, x_5^* = 1, \quad z^* = 17.$

$x_1^* = 1, x_2^* = 1, x_3^* = 0, x_4^* = 1, x_5^* = 1, \quad z^* = 17.$

3.2 $x_1^* = 1, x_2^* = 0, x_3^* = 0, x_4^* = 1, x_5^* = 1, \quad z^* = 15.$

3.3 $x_1^* = 1, x_2^* = 1, x_3^* = 1, x_4^* = 0, x_5^* = 0, \quad z^* = 19.$

3.4 $x_1^* = 0, x_2^* = 1, x_3^* = 0, x_4^* = 0, x_5^* = 1, x_6^* = 1, \quad z^* = 17.$

3.5 $x_1^* = 0, x_2^* = 1, x_3^* = 1, x_4^* = 1, \quad z^* = 1.$

4. Kutxan P_4, P_5 eta P_6 piezak sartuko dira.

$x_1^* = 0, \quad x_2^* = 0, \quad x_3^* = 0, \quad x_4^* = 1, \quad x_5^* = 1, \quad x_6^* = 1, \quad z^* = 16.$