Solutions manual

Operations Research: An Introduction

Ninth Edition

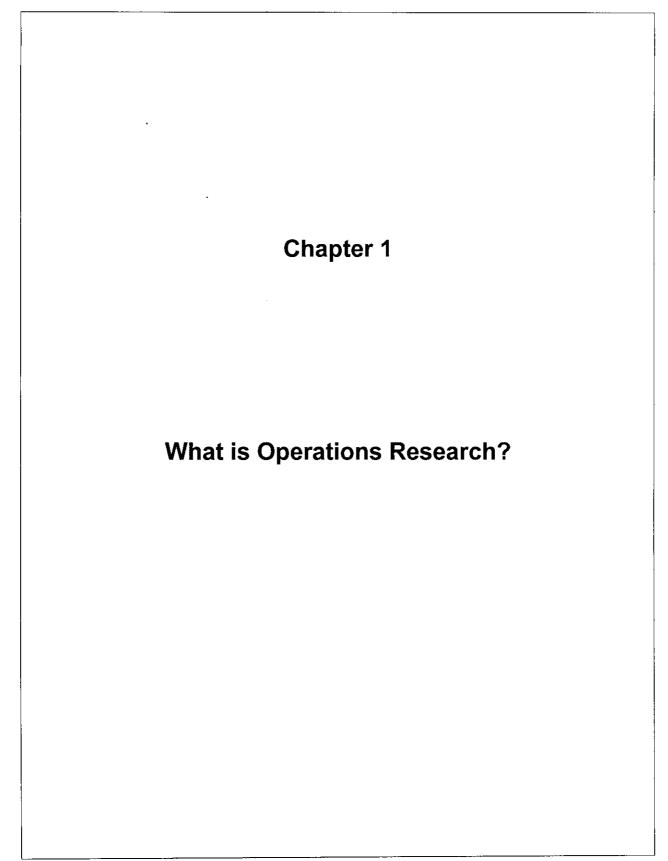
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Contents

1	What is Operations Research?
2	Modeling with Linear Programming
3	The Simplex Method and Sensitivity Analysis
4	Duality and Post-Optimal Analysis
5	Transportation Model and its Variants
6	Network Models
7	Advanced Linear Programming
8	Goal Programming
9	Integer Liner Programming
10	Heuristic Programming
11	Traveling Salesperson Problem (TSP)
12	Deterministic Dynamic Programming
13	Deterministic Inventory Models
14	Review of Probability
15	Decision Analysis and Games
16	Probabilistic Inventory Models
17	Markov Chains
18	Queuing Systems
19	Simulation Modeling
20	Classical Optimization Theory
21	Nonlinear Programming Algorithms
Appendix C	AMPL modeling Language



Set 1.2a

4 cont.
East Crossing West
5,10 (1,2) \rightarrow (t = 2) 1,2
1,5,10 (t = 1) $(t = 1)$
$1 (5,10) \to (t = 10) 2,5,10$
$1,2 (t=2) \leftarrow (2) \qquad 5,10 \qquad (t=2) \leftarrow (2) \qquad (t=2) \leftarrow (1,2) \leftarrow (1,$
none $(1,2) \rightarrow (t=2)$ $(1,2,5,10)$ Total = 2 + 1 + 10 + 2 + 2 = 17 minutes
10tal = 2 + 1 + 10 + 2 + 2 - 17 minutes
<u>5</u> Jim
Curve Fast
Curve $500 200$
Joe Fast .100 .300
 (a) Alternatives: Jim: Throw curve of fast ball. Joe: Prepare for curve or fast ball. (b) Joe tries to improve his batting score and Jim tries to counter Joe's action by selecting a less favorable strategy. This means that neither player will be satisfied with a single (pure) strategy. The problem is not an optimization situation in the familiar sense in which the objective is maximized or minimized. Instead, the conflicting situation requires a compromise
solution in which neither layer is tempted to change strategy. Game theory (Chapter 14) provides such a solution.

```
Let L=ops. 1 and 2=20 sec, C=ops. 3 and 4=25 sec, U=op. 5=20 sec
                      Gant chart: L1+load horse 1, L2=load horse 2, etc.
         one joist: 0---L1---20---C1---45----U1+L1---85----U2+L2----125---U1+L1---
                                         20-L2-40 45---C2----70 85---C1---110 125---C2---140
                                         165-C1-190
                                                        205----C2----230----U2----250
               Total = 250
               Loaders utilization=[250-(5+25)]/250=88%
               Cutter utilization=[250-(20+15+15+15+15)]/250=68%
       two joists: 0---2L1---40-----2C1-----90----2(U1+L1)---170----2C1----220---2U1-
                                                --260
                             40---2L2---80 90---2C2----140 170---2U2---210
              Total = 260
              Loaders utilization=[260-(10+10)]/260=92%
              Cutter utilization=[260-(40+30+40)]/250=58\%
        three joists: 0---3L1---60-----3C1-----135-----3C2-----210----3U2----270
                               60---3L2---120 135-----3U1-----195
              Total = 270
              Loaders utilization=[270-(15+15)]/270=89%
              Cutter utilization=[270-(60+60)]/270=56\%
Recommendation: One joist at a time gives the smallest time. The problem has other
alternatives that combine 1, 2, and 3 joists. Cutter utilization indicates that cutter represents the
bottleneck.
                                                                                         7
                                              10
                                             8 9
                                           5 6 7
                                          1 2 3 4
   (a) Alternative 1: Move dots 5, 6, and 7 below bottom row, move dots 8 and 9 below new 5, 6, and
       7. Move 10 to the bottom. Number of moves = 6. Alternative 2: See part (b)
   (b) Three moves: Move dot 1 up to the left of dot 8, dot 4 to the right of dot 9, and dot 10 below dots
      2 and 3.
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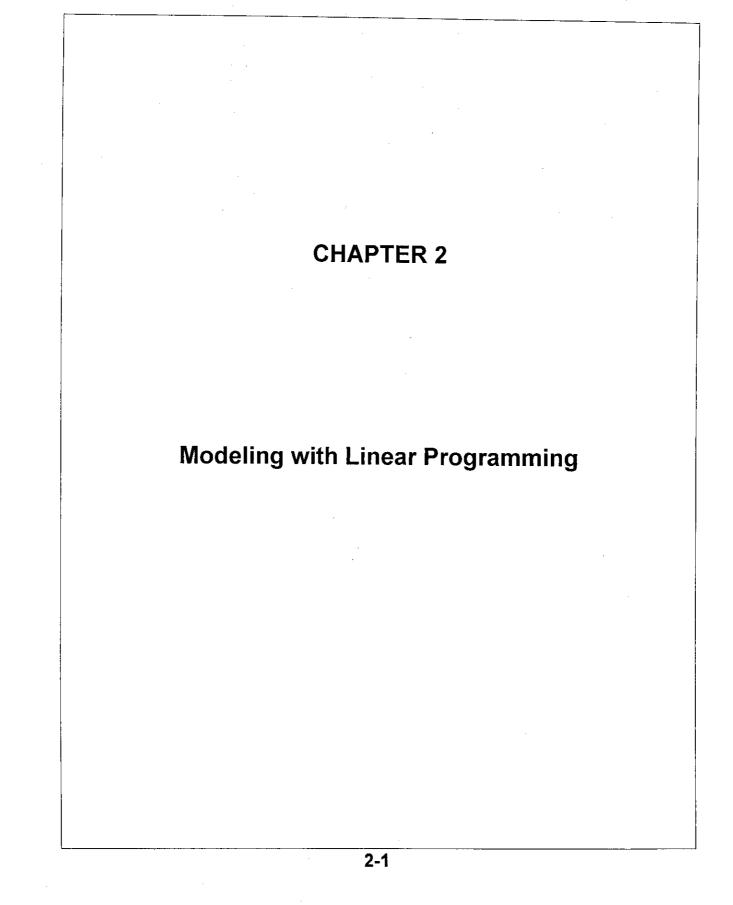
1 - 3

<u>8</u>

- (a) Alternative 1: Break one end link of each chain and connect to another chain. Four breaks and resolders, $cost = 4 \times (2 + 3) = 20$ cents. Alternative 2: See Part (b)
- (b) Break three links in one chain and use them to connect the remaining three chains: Three breaks and re-solder, $cost = 3 \times (2 + 3) = 15$ cents.

<u>9</u>

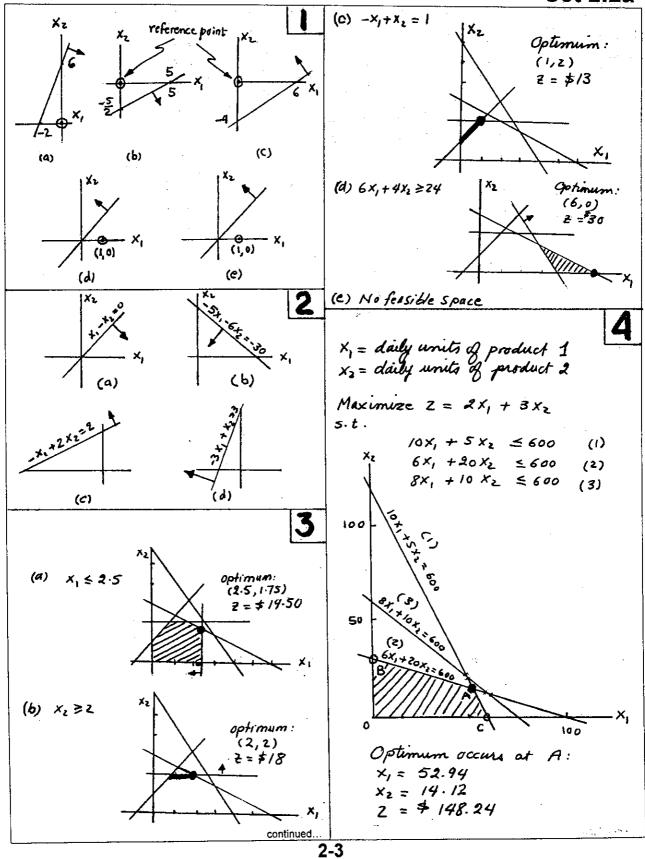
Represent the selected 2-digit number as 10x+y. The corresponding square number is 10x+y-(x+y)=9x. This means that the selected square will always be 9, 18, 27, ..., or 81. By assigning zero dollars to these squares, the reward is always zero regardless of the rewards assigned to the remaining squares or the number of times the game is repeated.



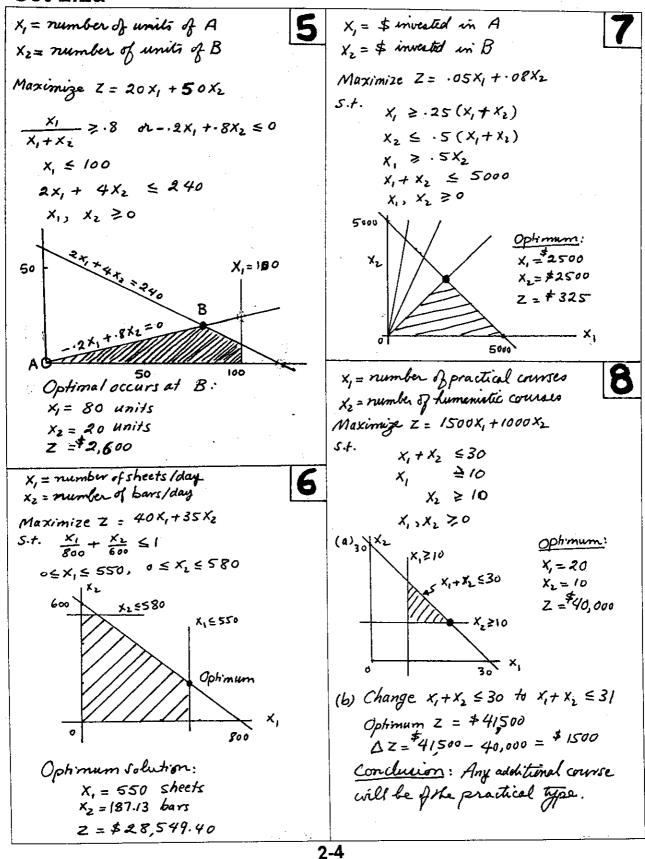
Set 2.1a

(a) $X_2 - X_1 \ge 1 \text{ or } -X_1 + X_2 \ge 1$ Quantity discount results in the (b) $X_1 + 2X_2 \ge 3$ and $X_1 + 2X_2 \le 6$ following nonlinear objective function: (C) X2 = X, or X, - X2 50 (d) $X_1 + X_2 \ge 3$ $Z = \begin{cases} 5x_1 + 4x_2, & 0 \le x_1 \le 2\\ 4 \cdot 5x_1 + 4x_2, & x_1 > 2 \end{cases}$ (a) $x_1 + x_2 = 5$ (c) $\frac{x_2}{x_1 + x_2} \leq .5 \text{ or } .5x_1 - .5x_2 > 0$ (a) $(X_{1}, X_{2}) = (1, 4)$ $(X_1, X_2) \geq 0$ 6x1+4x4 = 22 < 24 $1x1+2x4 = 9 \pm 6$ infeasible The suturation cannot be treated as a linear program. Nonlinearily can be accounted for in this case (b) $(x, x_1) = (2, 2)$ $\begin{cases} 6x 2 + 4x 2 = 20 < 24 \\ 1x 2 + 2x 2 = 6 = 6 \\ -1x 2 + 1x 2 = 0 < 1 \\ 1x 2 = 2 = 2 \end{cases}$ meaning mixes (chapter 9). maing mixed integer pergramming (X,)×2)≥ ° Z = 5x2 + 4x2 = \$18(c) $(X_1, X_2) = (3, 1.5)$ X13X230 $6 \times 3 + 4 \times 1.5 = 24 = 24$ $1 \times 3 + 2 \times 1.5 = 6 = 6$ $-1 \times 3 + 1 \times 1.5 = -1.5 < 1$ $1 \times 1.5 = 1.5 < 2$ $Z = 5x_3 + 4x_{1}S = 2$ $(d)(x_1, x_2) = (2, 1)$ $6 \times 2 + 4 \times 1 = 16 < 24$ feasible $1 \times 2 + 2 \times 1 = 4 < 6$ $-1 \times 2 + 1 \times 1 = -1 < 1$ $x_1, x_2 \ge 0$ 1×1 =1 $Z = 5x_2 + 4x_1 = 14 (c) $(x_1, x_2) = (29 - 1)$ X, 30, X2<0, infeasible Conclusion: (c) gives the best feasible Solution $(X_1, X_2) = (2, 2)$ $(x_1, x_2) = (Z, Z)$ det 5, and 52 be the unused daily amounts of MI and M2. For MI: 5, = 24 - (6x, + 4x) = 4 tons/day For M21 Sy = 6 - (x, + 2x2) = 6-(2+2X2) = 0 tons / day 2-2

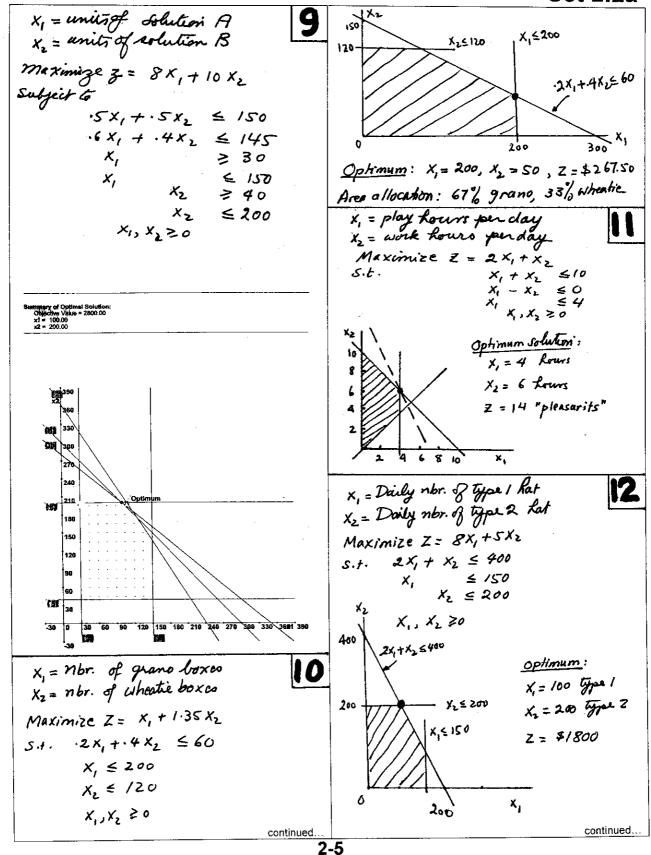




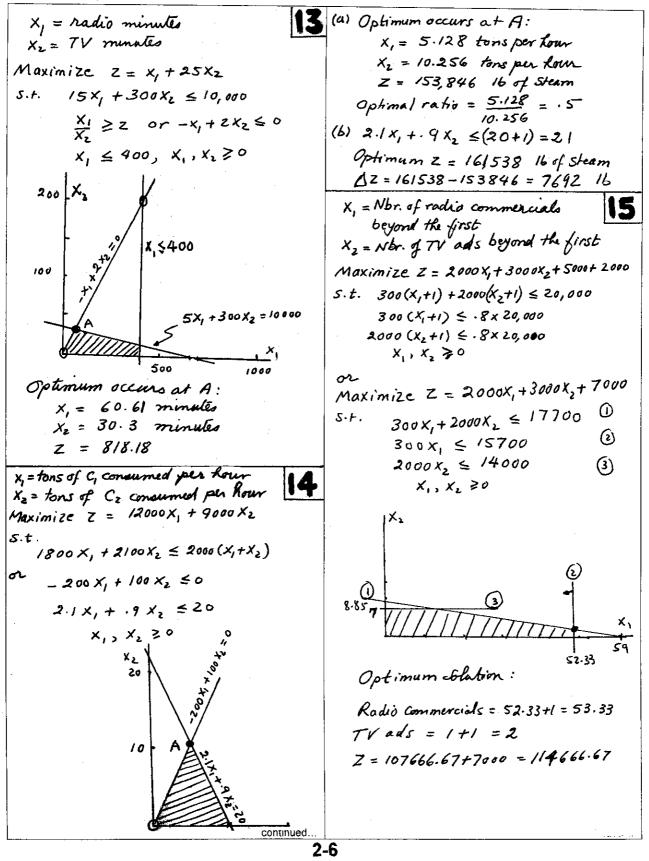
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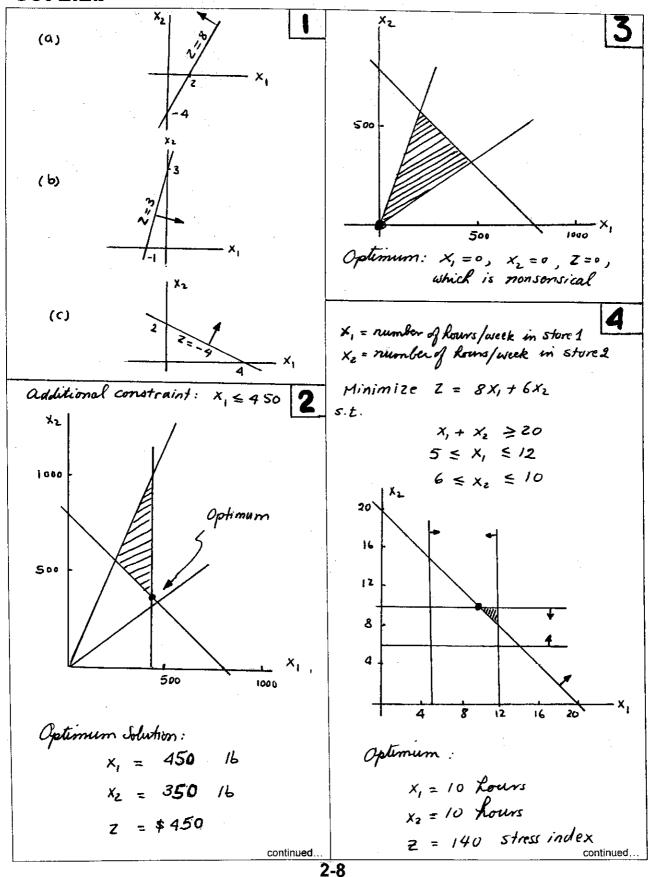
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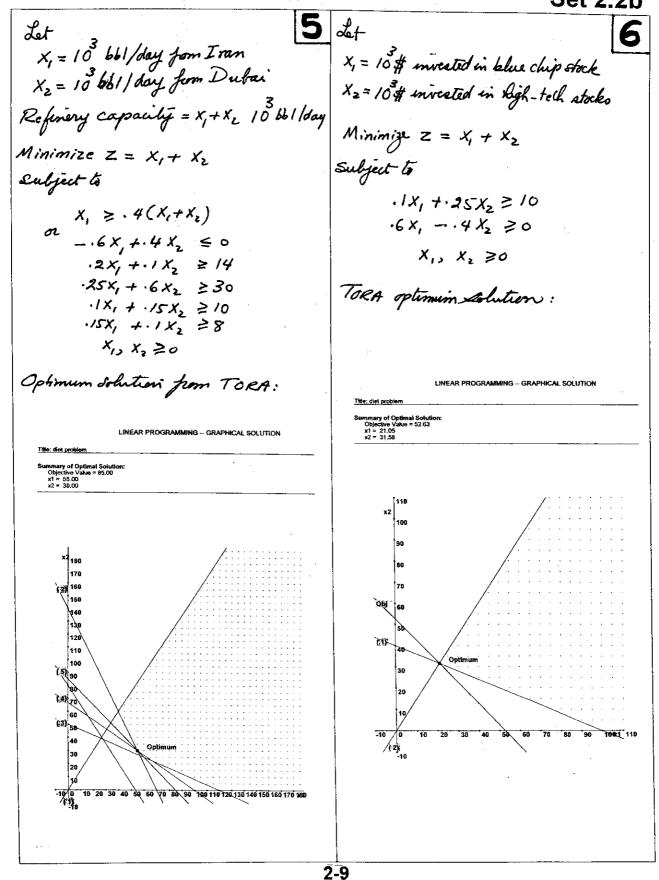
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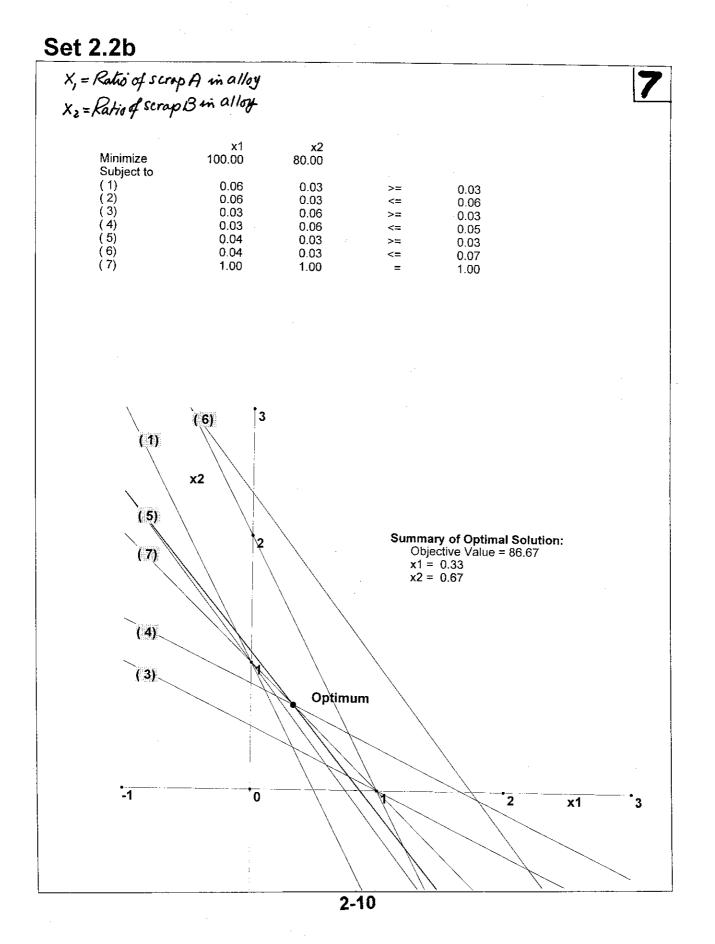
Set 2.2b



Set 2.2b



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