Department of Mathematical Sciences
CARNEGIE MELLON UNIVERSITY

## OPERATIONS RESEARCH II 21-393

Homework 1: Due Monday September 15.

Q1 Solve the following knapsack problem:

$$
\begin{aligned}
& \operatorname{maximise} \quad 4 x_{1}+8 x_{2}+13 x_{3} \\
& \text { subject to } \\
& \qquad 3 x_{1}+4 x_{2}+5 x_{3} \leq 16 \\
& x_{1}, x_{2}, x_{3} \geq 0 \text { and integer. }
\end{aligned}
$$

## Solution

| $w$ | $f_{1}$ | $\delta_{1}$ | $f_{2}$ | $\delta_{2}$ | $f_{3}$ | $\delta_{3}$ |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| 2 | 0 | 0 | 0 | 0 | 0 | 0 |
| 3 | 4 | 1 | 4 | 0 | 0 | 0 |
| 4 | 4 | 1 | 8 | 1 | 8 | 0 |
| 5 | 4 | 1 | 8 | 1 | 13 | 1 |
| 6 | 8 | 1 | 8 | 1 | 13 | 1 |
| 7 | 8 | 1 | 12 | 1 | 13 | 1 |
| 8 | 8 | 1 | 16 | 1 | 17 | 1 |
| 9 | 12 | 1 | 16 | 1 | 21 | 1 |
| 10 | 12 | 1 | 16 | 1 | 26 | 1 |
| 11 | 12 | 1 | 20 | 1 | 26 | 1 |
| 12 | 16 | 1 | 24 | 1 | 26 | 1 |
| 13 | 16 | 1 | 24 | 1 | 30 | 1 |
| 14 | 20 | 1 | 24 | 1 | 34 | 1 |
| 15 | 20 | 1 | 28 | 1 | 39 | 1 |
| 16 | 20 | 1 | 32 | 1 | 39 | 1 |

Solution: $x_{1}=0, x_{2}=0, x_{3}=3$. Maximum $=39$.
Start with $x_{1}=x_{2}=x_{3}=0 . \delta_{3}(16)=1$ and so we add one to $x_{3}$. We have used up 5 units of the knapsack. There are 11 units left. $\delta_{3}(11)=1$ and so we add one to $x_{3}$. We use up another 5 units and so we are left with 5 .
$\delta_{3}(6)=1$. We add one more to $x_{3}$. There are now 1 units in the knapsack. $\delta_{3}(1)=0$ and so we move to column 2. $\delta_{2}(1)=0$ and so we move to column 1. $\delta(1)=0$ and we are done.

Q2: An $m \times n$ rectangle of wood is to be cut into smaller rectangles. An $a \times b$ rectangle is worth $m_{a, b}$. The machine that cuts rectangles can only cut full length or full width. I.e. if after cutting there is an $x \times y$ rectangle then the machine can cut it into two rectangles $z \times y$ and $(x-z) \times y$ for some $z$ or into two rectangles $x \times z$ and $x \times y-z$.
Describe a dynamic programming algorithm for finding the way of cutting into pieces that maximises the total value of the rectangles produced.
Solution: Let $f(i, j)$ be the maximum value obtained from a rectangle with corners $(0,0)$ and $(i, j)$. Then

$$
f(i, j)=\min \left\{\begin{array}{l}
\min _{x \leq i}(m(i-x, j)+f(x, j) \\
\min _{y \leq j} m(i, j-y)+f(i, y)
\end{array}\right.
$$

Q3 Consider a 2-D map with a horizontal river passing through its center. There are $n$ cities on the southern bank with $x$-coordinates $a(1) \ldots a(n)$ and $n$ cities on the northern bank with $x$-coordinates $b(1) \ldots b(n)$. You want to connect as many north-south pairs of cities as possible with bridges such that no two bridges cross. When connecting cities, you can only connect city $i$ on the northern bank to city $i$ on the southern bank. Construct a Dynamic Programming solution to this problem. (You can assume that $a(1)<a(2)<$ $\cdots<a(n)$, but you cannot assume that $b(1)<b(2)<\cdots<b(n)$. If both sequences are increasing, then the problem is trivial).
Solution: Let $f(j)$ be the maximum number of bridges choosable if we only use $(a(i), b(i), i \geq j)$. Then

$$
f(j)=\max \begin{cases}f(j+1) & \text { do not choose }(a(j), b(j)) \\ 1+f(\min \{k>j: b(k)>b(j)\}) & \text { choose }(a(j), b(j))\end{cases}
$$

