# Department of Mathematical Sciences Carnegie Mellon University <br> 21-393 Operations Research II <br> Test 1 

Name:

| Problem | Points | Score |
| :--- | :--- | :--- |
| 1 | 35 |  |
| 2 | 35 |  |
| 3 | 30 |  |
| Total | 100 |  |

Q1: (35pts)
(a) Fill in the last column of the table below for solving the following knapsack problem and produce an optimal solution:

$$
\begin{array}{ll}
\operatorname{maximise} & 3 x_{1}+7 x_{2}+15 x_{3} \\
\text { subject to } \\
& 2 x_{1}+3 x_{2}+6 x_{3} \leq 12
\end{array}
$$

$$
x_{1}, x_{2}, x_{3} \geq 0 \text { and integer. }
$$

| $w$ | $f_{1}\left(x_{1}\right)$ | $b_{1}$ | $f_{2}\left(x_{2}\right)$ | $b_{2}$ | $f_{3}\left(x_{3}\right)$ | $b_{3}$ |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 0 | 0 | 0 | 0 | 0 |  |  |
| 1 | 0 | 0 | 0 | 0 |  |  |
| 2 | 3 | 1 | 3 | 0 |  |  |
| 3 | 3 | 1 | 7 | 1 |  |  |
| 4 | 6 | 1 | 7 | 1 |  |  |
| 5 | 6 | 1 | 10 | 1 |  |  |
| 6 | 9 | 1 | 14 | 1 |  |  |
| 7 | 9 | 1 | 14 | 1 |  |  |
| 8 | 12 | 1 | 17 | 1 |  |  |
| 9 | 12 | 1 | 21 | 1 |  |  |
| 10 | 15 | 1 | 21 | 1 |  |  |
| 11 | 15 | 1 | 24 | 1 |  |  |
| 12 | 18 | 1 | 28 | 1 |  |  |

(b) Solve the problem
minimise $2 x_{1}+3 x_{2}+6 x_{3}$
subject to
$3 x_{1}+7 x_{2}+15 x_{3} \geq 20$
$x_{1}, x_{2}, x_{3} \geq 0$ and integer.

## Q2: (35pts)

A factory uses a single machine to manufacture two distinct products $A$ and $B$. If the machine is of age $t$ then it costs $c_{A}(x, t)$ to make $x$ units of $A$ and $c_{B}(x, t)$ to manufacture $x$ units of $B$. A new machine costs $M$. The demand for $A$ in period $j$ is $d_{j}(A)$ and the demand for $B$ in period $j$ is $d_{j}(B)$. The factory can store at most $H$ units altogether at any one time. Demand must be met in the period that it occurs or in the following period.
Design a dynamic programming algorithm for finding the cheapest way of meeting demand for the next $n$ periods.

Q3: (30pts) Woody the woodcutter will cut a given log of wood, at any place you choose, for a price equal to the length of the given log. Suppose you have a log of length $L$, marked to be cut in $n$ different locations labeled $1,2, \ldots, n$. For simplicity, let indices 0 and $n+1$ denote the left and right endpoints of the original $\log$ of length $L$. Let $d_{i}$ denote the distance of mark $i$ from the left end of the log, and assume that $0=d_{0}<d_{1}<d_{2}<\cdots<d_{n}<d_{n+1}=L$. The wood-cutting problem is the problem of determining the sequence of cuts to the log that will cut the log at all the marked places and minimize your total payment. Give a dynamic programming formualtion to solve this problem. Estimate the number of arithmetic operations needed by your algorithm.

