## Math 3210

## **Tutorial 6**

## **Brief Midterm Review**

## Just one long example:

What is the role of Gaussian elimination and how does it help us with finding optimal solution + how does it link with our previous example???

				2.5				ture n=5	0765.		
	ZX, -X1	- 3X	2+X -X	5 t ; 3 5	4			=3 =1			
() (3 (3)	X4 #5 X6	X1 2 -1	X2 1 -3 2	× -1 -1 -1	X4 1 0	X9 0 1 0	0 0 1	53	f,=	$\begin{bmatrix} 1 & 0 \\ 0 & 1 \\ 0 & 0 \end{bmatrix}$	0 0 1.
	bay	ĩC	solut	tion ;	(000 Um	F	}				

Now what if I want to move from one basic solution to the other?

What if I want to move my bouc variable to X1, X5, X6 B2= 00 (100 Chunge corresponding vector to 10 2 04 -1 X2 X5/ X6 XI Xy Xz - don't touch . 5 XI -1 0 0 1 X4 -9 3 0 -7 (i)×2 Ó -2 (3) 1 -2 3 0 0 1 0+3 6 X6

**Recall our previous examples + theory:** 

When we go trom one basic solution to the other let innitially we have b. Xgi Ng I 1 ヨ in . B ĸ XPiv XA 0 bm 2 dumay A +CH2= Sonthin f(x)= CA, XA, --- CA, XAM B 1 T Y Ja, Jaz --- Jem Jan -- Joseph -

Recall some methods in the calculation of inverse 100 100 BII B 010 00 001 BI Put it back to our example. -11 =7 1

Now we worse to maximised. 4 X, + 2X2 # 3 X3 = X0 W.R.T. Under stant X6 = 4X +2X2+3X3 + 0X4+0X5+0X6  $X_1 + X_2 - X_3 \leq 5$ 4 17000 = (4 (= 2×1-3×,+×, 23 -X1+2X2-87 51 25 21 42 43 14 95 Basic solution poyic (= X4 1×4 0 23/00 (oriolites 5 X4 0 0 53 D CB X5 -3 1 Ò 3 Ó 2 4 6 Y6 JXO 0 2 00 0 4 (j-2; Note we chose which basic voriable to enter by max & Zo-Cj-Zj wher Zj= gj CB X115 entering. i.e X is entering Then we chose which variable to go by minimising positive Xz is Xr where X; is entering leaviny. 1=4,5,6 Wort to minimize -

Some elimination, we can get X, X2 X3 X4 X3 X5 X6 X. 1 1.5 0.5 0 1.9 with. Red= Banic Black: Our y X 1.9 3.9 X4 0 1.9 1 -0.9 0 0.5 Ò 0.9 2.5 X6 +0:5 -2 16 8 (= 4270000 (j-2j CAS 4 0 4 0 Zj = y: Cg = y: 0 ( ) 0 • X2 is entering. 1.5 y2=1 1.5 X= 3.5) X4 15 le aviny. 0.5 7.5

Xz is enteriny. y2= 1-1.9 1.5 XΞ X4 is leaving. 3.5) 0.5 7.5 X X2 Xz 74 X5 X6 Ki 3.6 CBE 4 -0-4 0 XI 0.2 2 14 0 6-4 -0-2 0 -0.6 1 7.6 118 0 0 -0.2 -0.2 0-6 1-0.2 -9.2 -0.4 4.6 is our optimal solution 1.9