# General Mathematics and Computational Science I 

## Exercise 19

November 22, 2005

1. Solve the following linear programming problem using the simplex method.

Maximize $z=8 x_{3}-3 x_{4}+10 x_{5}$ subject to

$$
\begin{gathered}
x_{1}-2 x_{3}+x_{4}-x_{5}=-1, \\
x_{2}-3 x_{3}+x_{4}-x_{5}=-2, \\
x_{i} \geq 0 \text { for } i=1, \ldots, 5 .
\end{gathered}
$$

Note: Use artificial variables to find an initial set of feasible basic variables.
2. In the Kac ring model, $N$ sites are placed around a circle. The sites are populated with $B$ black balls and $W=N-B$ white balls at random. Moreover, $n$ markers are placed around the circle at random; the number of blace balls at a marked site is denoted $b$, the number of white balls at a marked site is $w$.


Let $\mu$ denote the probability that a site has a marker on it. Explain why

$$
\mu=\frac{n}{N}=\frac{b}{B}=\frac{w}{W} .
$$

