**Hillier and Lieberman, Introduction to Operations Research, 11th ed.**

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| **Example** | **Name** | **Model Type** | **Size** | **Excel Samples** |
| Example 3.1-1 | Wyndor Glass | Product-Mix | 2x3 | Example 3.1-1 |
| Example 3.4-1 | Mary's Radiation | Blending | 3x2 | Example 3.4-1 |
| Example 3.4-2 | Nori and Leets, Inc. | Blending | 3x6 | Example 3.4-2 |
| Example 3.4-3 | Distribution Unlimited | Transportation | 7x7 | Example 3.4-3 |
|  |  |  |  |  |
| Example 7.6-1 | Wyndor Glass Stochastic | Stochastic | 2x3 | N/A |
|  |  |  |  |  |
| Example 8.1-1 | Wyndor Glass Dual | Transportation | 2x3 | N/A |
| Example 8.3-1 | Upper Bound | Upper Bound Technique | 2x3 | Example 8.3-1 |
| Example 9.1-1 | P&T Company | Transportation | 7x12 | Example 9.1-1 |
| Example 9.1-2 | Northern Airplane | Transportation | 9x20 | Example 9.1-2 |
| Example 9.1-3 | Metro Water | Transportation | 9x20 | Example 9.1-3 |
| Example 9.3-1 | Job Shop Company | Transportation | 8x16 | Example 9.3-1 |
| Example 9.3-2a | Better Products Company | Transportation | 8x15 | Example 9.3-2a |
| Example 9.3-2b | Better Products Company | Assignment | 10x25 | Example 9.3-2b |
|  |  |  |  |  |
| Example 10.3-1 | Shortest Path | Shortest Path | 7x12 | Example 10.3-1 |
| Example 10.5-1 | Maximum Flow | Maximum Flow | 7x14 | Example 10.5-1 |
| Example 10.6-1 | Minimum Cost | Minimum Cost Flow | 7x7 | Example 10.6-1 |
|  |  |  |  |  |
| Example 10.8-1 | Critical Path | PERT/CPM | 18x15 | Example 10.8-1 |
| Example 10.8-2 | CPM Crashing | Crashing | 18x29 | Example 10.8-2 |
|  |  |  |  |  |
| Example 12.1-1 | Calif. Manufacturing | Fac Location (MIP) | 4x4 | Example 12.1-1 |
| Example 12.2-1 | Crew Assignments | Set Covering (MIP) | 12x12 | Example 12.2-1 |
|  |  |  |  |  |
| Example 13.2-1 | Nonlinear Constraint | Nonlinear Constraints (NLP) | 2x2 | Example 13.2-1 |
| Example 13.2-2 | Nonlinear Objective | Nonlinear Objective (QP) | 3x2 | Example 13.2-2 |
| Example 13.2-3 | Nonlinear Objective 2 | Nonlinear Objective (NLP) | 3x2 | Example 13.2-3 |
| Example 13.9-1 | Convex | Convex (NLP) | 2x1 | Example 13.9-1 |
|  |  |  |  |  |
| Example 15.1-1 | Odds And Even | Game Theory | 3x3 | Example 15.1-1 |
| Example 15.2-1 | Political Variaton 1 | Game Theory | 4x4 | Example 15.2-1 |
| Example 15.2-2 | Political Variaton 2 | Game Theory | 4x4 | Example 15.2-2 |
| Example 15.2-3 | Political Variaton 3 | Game Theory | 4x4 | Example 15.2-3 |
|  |  |  |  |  |
| Example 16.7-1 | Goal Programming | Goal Programming | 3x7 | Example 16.7-1 |
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