

2023

Duality

is a L.P.P defined directly or systematically from the primal or original L.P model.

The 2 problems are so closely related that the optimal solⁿ of one problem automatically provides the optimal solⁿ of the other.

Need or purpose of using Dual form

In L.P numerical work increases more with the increase in the no. of constraints whereas in dual problem it gets interchanged, thus, it is easy to calculate.

Dual problem is constructed from primal

- Dual var. is defined for each primal constraint
- Dual constraint is defined for each primal var.
- The constraint (column) coeff. of a primal var. defines the LHS coeff. of the dual constraint and its obj. coeff. is defined by the RHS.
- Obj. coeff. of the dual equals the RHS of the primal constraint eqⁿ.

The sense of optimization in the dual is always the opposite of that of primal. If dual obj. f^n is minimization, the constraints are \geq or $=$ type.

And vice-versa for maximization. (\leq)

Starting point in all constraints are ≥ 0 with non-ve RHS and all var. are also -ve.

Q:) write the dual for each of the primal problems:

① $\text{Max } z = -5x_1 + 2x_2$

s.t $-x_1 + x_2 \leq -2$

$2x_1 + 3x_2 \leq 5$

$x_1, x_2 \geq 0$

Ans.) $x_1 - x_2 + s_1 = 2$
 $2x_1 + 3x_2 + s_2 = 5$

$x_1, x_2, s_1, s_2 \geq 0$

Dual form

$\text{Min } z = 2y_1 + 5y_2$

s.t $y_1 + 2y_2 \geq -5$

$-y_1 + 3y_2 \geq 2$

$y_1 \geq 0$

, $y_2 \geq 0$

$$\textcircled{2} \quad \text{Min } z = 6x_1 + 3x_2$$

$$\text{s.t.} \quad \begin{aligned} 6x_1 - 3x_2 + x_3 &\geq 2 \\ 3x_1 + 4x_2 + x_3 &\geq 5 \end{aligned}$$

$$x_1, x_2, x_3 \geq 0$$

Ans?

$$\begin{aligned} 6x_1 - 3x_2 + x_3 - x_4 &= \textcircled{2} \\ 3x_1 + 4x_2 + x_3 - x_4 &= \textcircled{5} \end{aligned}$$

$$x_1, \dots, x_4 \geq 0$$

Dual form

$$\text{Max } z = 2y_1 + 5y_2$$

$$\text{s.t.} \quad 6y_1 + 3y_2 \leq 6$$

$$-3y_1 + 4y_2 \leq 3$$

$$y_1 + y_2 \leq 0$$

$$-y_1 \leq 0$$

$$-y_2 \leq 0$$

6/03/23

Simplex Table Computations

1. Constraint column computations: (Feasibility)

$$\begin{pmatrix} \text{Constraint} \\ \text{column in} \\ \text{iteration 'i'} \end{pmatrix} = \begin{pmatrix} \text{Inverse in} \\ \text{iteration} \\ \text{'i'} \end{pmatrix} \begin{pmatrix} \text{original} \\ \text{constraint} \\ \text{column} \end{pmatrix}$$

2. Objective Z-row computations: (Optimality)

$$\begin{pmatrix} \text{Primal z-coeff.} \\ \text{of var. } x_j \end{pmatrix} = \begin{pmatrix} \text{LHS of corresp.} \\ \text{dual constraint} \end{pmatrix} - \begin{pmatrix} \text{RHS of corresponding} \\ \text{dual constraint} \end{pmatrix}$$

$$\text{Max } z = 4x_1 + 14x_2$$

$$\text{s.t. } 2x_1 + 7x_2 + x_3 = 21$$

$$7x_1 + 2x_2 + x_4 = 21$$

$$x_1, x_2, x_3, x_4 \geq 0$$

(i) write the dual form

$$\text{Min } z = 21y_1 + 21y_2$$

$$\text{s.t. } 2y_1 + 7y_2 \geq 4$$

$$7y_1 + 2y_2 \geq 14$$

$$y_1 \geq 0, y_2 \geq 0$$

(ii) check feasibility & optimality of each of the following:

(a) basic var. = (x_2, x_4)

$$\text{inverse} = \begin{pmatrix} 1/7 & 0 \\ -2/7 & 1 \end{pmatrix}$$

(a) Feasibility:

$$\begin{pmatrix} x_2 \\ x_4 \end{pmatrix} = \begin{pmatrix} 1/7 & 0 \\ -2/7 & 1 \end{pmatrix} \begin{pmatrix} 21 \\ 21 \end{pmatrix} = \begin{pmatrix} 3 \\ 15 \end{pmatrix}$$

Since both values are +ve, it implies feasibility.

Optimality:

$$(y_1, y_2) = (14 \ 0) \begin{pmatrix} 1/7 & 0 \\ -2/7 & 1 \end{pmatrix} = \begin{pmatrix} 2 & 0 \end{pmatrix}$$

$\uparrow \quad \uparrow$
 $y_1 \quad y_2$

Non-basic var.

$$x_1 : 2y_1 + 7y_2 - 4$$

$$2(2) + 7(0) - 4 = 0 //$$

$$x_3 : y_1 - 0 = 2 //$$

Its a maximization prob. and coeff. of non-basic var. are +ve which implies optimality.

(ii) (b) basic var. = (x_2, x_3)

$$\text{inverse} = \begin{pmatrix} 0 & 1/2 \\ 1 & -7/2 \end{pmatrix}$$

Feasibility

$$\begin{pmatrix} x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} 0 & 1/2 \\ 1 & -7/2 \end{pmatrix} \begin{pmatrix} 21 \\ 21 \end{pmatrix} = \begin{pmatrix} 21/2 \\ -10.5 \end{pmatrix}$$

∴ Not feasible (as -ve)

Optimality

$$(y_1, y_2) = (14 \ 0) \begin{pmatrix} 0 & 1/2 \\ 1 & -7/2 \end{pmatrix} = \begin{pmatrix} 0 & 7 \end{pmatrix}$$

Non-basic Var.

$$x_1: 2y_1 + 7y_2 - 4 = (2(0) + 7(7) - 4) = \underline{\underline{45}}$$

$$x_4: y_2 - 0 = 7 - 0 = \underline{\underline{7}}$$

\therefore optimal.

$$\textcircled{2} \quad \text{Max } z = 3x_1 + 2x_2 + 5x_3$$

$$\text{s.t.} \quad \begin{aligned} x_1 + 2x_2 + x_3 + x_4 &= 30 \\ 3x_1 + 2x_3 + x_5 &= 60 \\ x_1 + 4x_2 + x_6 &= 20 \end{aligned}$$

$$x_1, \dots, x_6 \geq 0$$

Ans)

Dual form

$$\text{Min } z = 30y_1 + 60y_2 + 20y_3$$

$$y_1 + 3y_2 + y_3 \geq 3$$

$$\cancel{x_1 + 2x_2} \quad 2y_1 + 4y_3 \geq 2$$

$$y_1 + 2y_2 \geq 5$$

$$y_1 \geq 0, \quad y_2 \geq 0, \quad y_3 \geq 0$$

check feasi. and optim. for following

$$\text{basic var.} = (x_4 \ x_3 \ x_6)$$

$$\text{inverse} = \begin{pmatrix} 1 & -1/2 & 0 \\ 0 & 1/2 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

Feasibility:

$$\begin{pmatrix} x_4 \\ x_3 \\ x_6 \end{pmatrix} = \begin{pmatrix} 1 & -1/2 & 0 \\ 0 & 1/2 & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 30 \\ 60 \\ 20 \end{pmatrix} = \begin{pmatrix} 0 \\ 30 \\ 20 \end{pmatrix}$$

\therefore feasible

Optimality

$$(y_1, y_2, y_3) = (0 \ \overset{5}{\cancel{30}} \ 0) \begin{pmatrix} 1 & -1/2 & 0 \\ 0 & 1/2 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

$$= (0 \ \underline{\underline{5/2}} \ 0)$$

\therefore optimal

Non-basic:

$$x_1 : y_1 + 3y_2 + y_3 - 3 = 9/2$$

$$x_2 : 2y_1 + 4y_3 - 2 = \underline{\underline{-2}} \rightarrow \text{not optimal}$$

$$x_5 : y_2 - 0 = 5/2$$

8/3/23

Max $z = \cancel{3x_1}$

Basic $= (x_2 \ x_3 \ x_6)$

Inverse $= \begin{pmatrix} 1/2 & -1/4 & 0 \\ 0 & 1/2 & 0 \\ -2 & 1 & 1 \end{pmatrix}$

Feasibility

$\begin{pmatrix} x_2 \\ x_3 \\ x_6 \end{pmatrix} = \begin{pmatrix} 1/2 & -1/4 & 0 \\ 0 & 1/2 & 0 \\ -2 & 1 & 1 \end{pmatrix} \begin{pmatrix} 30 \\ 60 \\ 20 \end{pmatrix} = \begin{pmatrix} 0 \\ 30 \\ 20 \end{pmatrix} //$

\therefore feasible

Optimality

$(y_1, y_2, y_3) = (2 \ 5 \ 0) \begin{pmatrix} 1/2 & -1/4 & 0 \\ 0 & 1/2 & 0 \\ -2 & 1 & 1 \end{pmatrix}$
 $= (1 \ 2 \ 0)$

Non-basic:

$x_1: y_1 + 3y_2 + y_3 - 3 = 4 //$

$x_4: y_1 - 0 = 1 //$

$x_5: y_2 - 0 = 2 //$ \therefore Optimal