

Chapter 6: Duality Theory (replaces 6 pages from Week 6 note outline)

Standard Problem Conversion

Primal Problem

$$\begin{array}{ll} \text{Maximize} & Z = cx, \\ \text{subject to} & \\ & Ax \leq b \\ \text{and} & \\ & x \geq 0. \end{array}$$

Dual Problem

$$\begin{array}{ll} \text{Minimize} & W = yb, \\ \text{subject to} & \\ & yA \geq c \\ \text{and} & \\ & y \geq 0. \end{array}$$

Example: Barbie and Ken AGAIN

Primal

$$\begin{array}{ll} \text{Maximize } Z = 6b + 6.5k & \\ \text{s.t} & \\ 12b + 14k \leq 100000 & \\ 5b \leq 30000 & \\ 4b + 4k \leq 35000 & \\ b, k \geq 0 & \end{array}$$

Dual

$$\begin{array}{ll} \text{Minimize } W = 100000p + 30000n + 35000c & \\ \text{s.t} & \\ 12p + 5n + 4c \geq 6 & \\ 14p + 0n + 4c \geq 6.5 & \\ p, n, c \geq 0 & \end{array}$$

Optimal Tableaus

PRIMAL	barbie	ken	plastic s1	nylon s2	cardboard s3	right hand side
Z	0	0	0.4642857	0.0857143	0	49000
ken	0	1	0.0714286	-0.171429	0	2000
barbie	1	0	0	0.2	0	6000
cardboard s3	0	0	-0.285714	-0.114286	1	3000

DUAL	plastic	nylon	cardboard	barbie s1	ken s2	barbie a1	ken a2	rhs
W = negative Z	0	0	3000	6000	2000	994000	998000	-49000
nylon	0	1	0.11429	-0.20000	0.17143	0.20000	-0.17143	0.08571
plastic	1	0	0.28571	0	-0.07143	0	0.07143	0.46429

Note that cardboard is not basic and so **cardboard = 0**

■ **TABLE 6.14** Corresponding primal-dual forms

Label	Primal Problem (or Dual Problem)	Dual Problem (or Primal Problem)
	Maximize Z (or W)	Minimize W (or Z)
Sensible	Constraint i :	Variable y_i (or x_i):
Odd	\leq form \leftarrow	$y_i \geq 0$
Bizarre	$=$ form \leftarrow	Unconstrained
	\geq form \leftarrow	$y_i' \leq 0$
Sensible	Variable x_j (or y_j):	Constraint j :
Odd	$x_j \geq 0 \leftarrow$	\geq form
Bizarre	Unconstrained \leftarrow	$=$ form
	$x_j' \leq 0 \leftarrow$	\leq form

One More Example:

Original Problem

Maximize $Z = 2x_1 + x_2$
s.t.

$$\begin{aligned}x_1 + x_2 &= 2 \\2x_1 - x_2 &\geq 3 \\x_1 - x_2 &\leq 1 \\x_1 x_2 &\geq 0\end{aligned}$$

"Standardized" Problem

Maximize $Z = 2x_1 + x_2$
s.t.

$$\begin{aligned}x_1 + x_2 &\leq 2 \\-x_1 - x_2 &\leq -2 \\-2x_1 + x_2 &\leq -3 \\x_1 - x_2 &\leq 1 \\x_1 x_2 &\geq 0\end{aligned}$$

From Table:

Minimize $W = 2y_1 + 3y_2 + y_3$
s.t.

$$\begin{aligned}y_1 + 2y_2 + y_3 &\geq 2 \\y_1 - y_2 - y_3 &\geq 1 \\y_1 \text{ URS}, y_2 \leq 0, y_3 &\geq 0\end{aligned}$$

From "standardized" problem:

Minimize $W = 2y_1 - 2y_1^* - 3y_2 + y_3$
s.t.

$$\begin{aligned}y_1 - y_1^* - 2y_2 + y_3 &\geq 2 \\y_1 - y_1^* + y_2 - y_3 &\geq 1 \\y_1, y_1^*, y_2, y_3 &\geq 0\end{aligned}$$

WHY DOES THIS WORK???

Weak duality property: If \mathbf{x} is a feasible solution for the primal problem and \mathbf{y} is a feasible solution for the dual problem, then

$$\mathbf{cx} \leq \mathbf{yb}.$$

Strong duality property: If \mathbf{x}^* is an optimal solution for the primal problem and \mathbf{y}^* is an optimal solution for the dual problem, then

$$\mathbf{cx}^* = \mathbf{y}^*\mathbf{b}.$$

Complementary solutions property: At each iteration, the simplex method simultaneously identifies a CPF solution \mathbf{x} for the primal problem and a **complementary solution** \mathbf{y} for the dual problem (found in row 0, the coefficients of the slack variables), where

$$\mathbf{cx} = \mathbf{yb}.$$

If \mathbf{x} is *not optimal* for the primal problem, then \mathbf{y} is *not feasible* for the dual problem.

Duality theorem: The following are the only possible relationships between the primal and dual problems.

1. If one problem has *feasible solutions* and a *bounded* objective function (and so has an optimal solution), then so does the other problem, so both the weak and strong duality properties are applicable.
2. If one problem has *feasible solutions* and an *unbounded* objective function (and so *no optimal solution*), then the other problem has *no feasible solutions*.
3. If one problem has *no feasible solutions*, then the other problem has either *no feasible solutions* or an *unbounded* objective function.

Several reasons to care:

- 1) Fewer constraints mean fewer row operations, so sometimes solving the dual is faster by hand
- 2) \leq constraints mean less artificial variables, so more \geq constraints may mean the dual is faster by hand.
- 3) Changing the constraint coefficient(s) of a variable changes ONE constraint in the dual.
- 4) Adding a variable in the primal is adding a constraint in the dual.

Example for 4) ADD skipper to Barbie and Ken: \$6.25 profit, 9 oz plastic, 4 oz nylon and 4 oz cardboard.

In the Primal – new variable:

$$\begin{array}{ll} \text{Maximize } Z = 6b + 6.5k & \\ \text{s.t} & \\ 12b + 14k & \leq 100000 \\ 5b & \leq 30000 \\ 4b + 4k & \leq 35000 \\ b, k & \geq 0 \end{array}$$

In the Dual – new constraint:

$$\begin{array}{ll} \text{Minimize } W = 100000p + 30000n + 35000c & \\ \text{s.t} & \\ 12p + 5n + 4c & \geq 6 \\ 14p + 0n + 4c & \geq 6.5 \\ p, n, c & \geq 0 \end{array}$$

Changes to the A and c coefficients for non-basic and basic variables...

Homework Problem 5 parts b and c:

D.I 7.2-3. Consider the following problem.

$$\text{Maximize } Z = 2x_1 + 7x_2 - 3x_3,$$

subject to

$$x_1 + 3x_2 + 4x_3 \leq 30$$

$$x_1 + 4x_2 - x_3 \leq 10$$

and

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

By letting x_4 and x_5 be the slack variables for the respective constraints, the simplex method yields the following final set of equations:

$$(0) \quad Z + x_2 + x_3 + 2x_5 = 20$$

$$(1) \quad -x_2 + 5x_3 + x_4 - x_5 = 20$$

$$(2) \quad x_1 + 4x_2 - x_3 + x_5 = 10.$$

Final tableau

	x1	x2	x3	x4	x5	rhs
z	0	1	1	0	2	20
x4	0	-1	5	1	-1	20
x1	1	4	-1	0	1	10

(b) Change the coefficients of x_3 to

$$\begin{bmatrix} c_3 \\ a_{13} \\ a_{23} \end{bmatrix} = \begin{bmatrix} -2 \\ 3 \\ -2 \end{bmatrix}.$$

$$c_b^\top B^{-1}A - c^\top = [0 \quad 2] \begin{bmatrix} 0 & -1 & 5 \\ 1 & 4 & -2 \end{bmatrix} - [2 \quad 7 \quad -3] = [0 \quad 1 \quad -1]$$

$$B^{-1}A = \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 3 & 3 \\ 1 & 4 & -2 \end{bmatrix} = \begin{bmatrix} 0 & -1 & 5 \\ 1 & 4 & -2 \end{bmatrix}$$

(c) Change the coefficients of x_1 to

$$\begin{bmatrix} c_1 \\ a_{11} \\ a_{21} \end{bmatrix} = \begin{bmatrix} 4 \\ 3 \\ 2 \end{bmatrix}.$$

$$c_b^\top B^{-1}A - c^\top = [0 \quad 4] \begin{bmatrix} 1 & -1 & 5 \\ 2 & 4 & -1 \end{bmatrix} - [4 \quad 7 \quad -3] = [4 \quad 9 \quad -1]$$

$$B^{-1}A = \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 3 & 3 & 4 \\ 2 & 4 & -1 \end{bmatrix} = \begin{bmatrix} 1 & -1 & 5 \\ 2 & 4 & -1 \end{bmatrix}$$