\$3.1 Duality

Definitions: A linear programming problem is in primal standard from provided it is in standard form according to Kolman and Beck, bottom of page 51: a maximization problem with < constraints only, except that each decision variable is >0.

A general linear programming problem (see pg. 51 again) is in bual standard form provided it is a minimization problem with < constraints only including : each decision variable is >0

Main definition:

Given a problem in primal standard form: Maximize $Z = C^T x$ s.t.

AX & b, X > 0 ER"
(where be IR", A" is nxm, CER", WER")

Theorem 3.1: Given a primal problem, the dual of its dual problem is again the primal problem.

Proof: In one instance

Let the given primal problem be

Maximize $x = x_1 + 2x_2$ s.t. $3x_1 - 4x_2 \le -6$ $-5x_1 + 7x_2 \le 0$

9 /2 < 8, X, >0, /2>0

Its dual is:

Minimize $z' = -6w_1 + 8w_3$ s.t.

 $3w_1 - 5w_2 > 1$ -4w₁ +7w₂ +9w₃ ≥ 2 $w_1 > 0$, $w_2 > 0$, $w_3 > 0$

In primal standard form:

Maximize Z"-6W1-8W3 s.t.

 $-3W_1 + 5W_2 \le -1$ $4W_1 - 7W_2 - 9W_3 \le -2$, $W_1 \ge 0$, $W_2 \ge 0$, $W_3 \ge 0$ Again by the definition, the dual of this problem is $Minimize z''' = -V_1 - 2U_2 s.t.$

-3u, +4u2 >6

54,-742≥0

 $-9u_3 \ge -8$, $u_1 \ge 0$, $u_2 \ge 0$, $u_3 \ge 0$

Putting this in primal standard form (with $u_1=X_1, u_2=X_2$) yields the original primal problem.

Ex: To find the dual of

Maximize z = 2x, - x2 s.t.

37,+472≥5

6x,+7/2 >8, 7, >0, 72>0

One could put it in dual standard form

Minimize $Z' = -2X_1 + X_2 = 5$ $3X_1 + 4X_2 > 5$

6x,+7x2 >8, X, >0, 7/2.>0

Then using theorem 3.1 write the problem for which the best problem is the dual.

Maximize Z' = 5w1+8w2 s.t.

 $3W_1+6W_2 \le -2$ $4W_1+7W_2 \le 1$, $W_1 > 0$, $W_2 > 0$

Remark: In a dual pair of problems, each constraint of one problem is associated with a decision variable of the other and vice versa.

Theorem (Theorems 3.2 and theorem 3.3, generalized In a chall pair of problem s, each equality constraint in are problem is associated with a unrestricted variable and vice versa.