

- Beale's Method In Beale's method we solve Quadratic Programming problem and in this method we does not use the Kuhn-Tucker condition. At each iteration the objective function is expressed in terms of non basic variables only. Let the QPP be given in the form

$$\text{Maximize } f(X) = CX + \frac{1}{2}X^T QX$$

subject to $AX = b, X \geq 0$.

Where

$$X = (x_1, x_2, \dots, x_{n+m})$$

$$c \text{ is } 1 \times n$$

$$A \text{ is } m \times (n+m)$$

and Q is symmetric and every QPP with linear constraints.

Algorithm

Step 1

First express the given QPP with Linear constraints in the above form by introducing slack and surplus variable.

Step 2

Now select arbitrary m variables as basic and remaining as non-basic.

Now the constraints equation $AX = b$ can be written as

$$BX_B + RX_{NB} = b \Rightarrow X_B = B^{-1}b - B^{-1}RX_{NB}$$

where

X_B -basic vector X_{NB} -non-basic vector

and the matrix A is partitioned to submatrices B and R corresponding to X_B and X_{NB} respectively.

Step 3

Express the basis X_B in terms of non-basic X_{NB} only, using the given additional constraint equations, if any.

Step 4

Express the objective function $f(x)$ in terms of X_{NB} only using the given and additional constraint, if any. Thus we observe that by increasing the value of any of the non-basic variables, the value of the objective function can be improved. Now the constraints on the new problem become

$$B^{-1}RX_{NB} \leq B^{-1}b \quad (\text{since } X_B \geq 0)$$

Thus, any component of X_{NB} can increase only until $\frac{\partial f}{\partial x_{NB}}$ becomes zero or one or more components of X_B are reduced to zero.

Step 5


Now we have $m + 1$ non-zero variables and $m + 1$ constraints which is a basic solution to the extended set of constraints.

Step 6

We go on repeating the above procedure until no further improvement in the objective function may be obtain by increasing one of the non-basic variables.

Quadratic Programming problem (QPP)

The general form of the QPP is


$$f(x) = cx + \frac{1}{2}x^T Q x$$

$$\text{s.t. } Ax \leq b \text{ and } x \geq 0$$

where Q is a **symmetric matrix** and b, c are the real vectors.

Beale's method

Beale developed a technique of solving the QPP that Does Not Use the Kuhn-Tucker conditions.

- His technique involves partitioning the variables into basic (x_B) and non-basic variables (x_{NB}).
- Express x_B & objective function f in terms of x_{NB} variables. ✍️

Example 1: Use **Beale's method** to solve QPP:

Maximize $f(x) = 4x_1 + 6x_2 - x_1^2 - 3x_2^2$

s.t. $x_1 + 2x_2 \leq 4$;

$x_1, x_2 \geq 0$

Solution: Write in **Standard form**:

Maximize $f(x) = 4x_1 + 6x_2 - x_1^2 - 3x_2^2$

s.t. $x_1 + 2x_2 + s_1 = 4$;

$x_1, x_2, s_1 \geq 0$

Here, $m = 1$; $n = 3$.

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x_B
 $m=1$

x_{NB}
 $n-m$

$$\text{Max } f(x) = 4x_1 + 6x_2 - x_1^2 - 3x_2^2$$

$$\text{s.t. } x_1 + 2x_2 + s_1 = 4;$$

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

Let us choose arbitrary s_1 as initial basic variable,

$$\text{i.e., } x_B = (s_1); x_{NB} = (x_1, x_2).$$

Working Rule

Express x_B & f in terms of x_{NB} as

To find the entering variable:


To find the leaving variable:

$$\text{Max } f(x) = 4x_1 + 6x_2 - x_1^2 - 3x_2^2$$

$$\text{s.t. } x_1 + 2x_2 + s_1 = 4;$$

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

$$x_B = (s_1); x_{NB} = (x_1, x_2)$$

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Iteration 1:

Express x_B & f in terms of x_{NB} as

$$s_1 = 4 - x_1 - 2x_2$$

and $f = 4x_1 + 6x_2 - x_1^2 - 3x_2^2$

To find the entering variable:

Partial derivative of f w.r.t. $x_{NB} = (x_1, x_2)$

$$\frac{\partial f}{\partial x_1} = -2x_1 + 4; \quad \frac{\partial f}{\partial x_2} = -6x_2 + 6$$

At the point $x_{NB} = (x_1, x_2) = 0$,

$$\frac{\partial f}{\partial x_1} = 4 \text{ \& } \frac{\partial f}{\partial x_2} = 6 \text{ Since } \frac{\partial f}{\partial x_2} \text{ is the most positive}$$

so x_2 is **ENTERING** variables in the basis.

$$x_B = (s_1); \quad x_{NB} = (x_1, \cancel{x_2})$$

$$x_B = (s_1, x_2); \quad x_{NB} = (x_1, u_1)$$

To find the leaving variable:

$$\text{Min} \left\{ \frac{\alpha_{10}}{|\alpha_{12}|}, \frac{\gamma_{20}}{|\gamma_{22}|} \right\} = \min \left\{ \frac{4}{|-2|}, \frac{6}{|-6|} \right\}$$

$$= 1 \text{ corresponding to } \frac{\gamma_{20}}{|\gamma_{22}|}$$

Thus, introduce a free **non-basic** variable

$$u_1 = \frac{1}{2} \frac{\partial f}{\partial x_2} \quad \text{i.e., } u_1 = 3 - 3x_2$$

Iteration 2:

$$x_2 = \frac{3-u_1}{3}$$

$$s_1 = 4 - x_1 - \frac{2}{3}(3 - u_1)$$

$$= 2 - x_1 + \frac{2}{3}u_1$$

$$\text{And } f = 4x_1 + 6\left(\frac{3-u_1}{3}\right) - x_1^2 - 3\left(\frac{3-u_1}{3}\right)^2$$

$$= 3 - x_1^2 - \frac{u_1^2}{3} + 4x_1 \quad \checkmark$$

$$s_1 = 4 - x_1 - 2x_2$$

$$f = 4x_1 + 6x_2 - x_1^2 - 3x_2^2$$

$$u_1 = 3 - 3x_2$$

$$x_B = (s_1, x_2); x_{NB} = (x_1, u_1)$$

Iteration 2:

$$x_2 = \frac{3-u_1}{3} ; s_1 = 2 - x_1 + \frac{2}{3}u_1$$

$$\text{And } f = 3 - x_1^2 - \frac{u_1^2}{3} + 4x_1$$

To find the entering variable:

Partial derivative of f w.r.t. x_1, u_1 :

$$\frac{\partial f}{\partial x_1} = -2x_1 + 4 ; \frac{\partial f}{\partial u_1} = -\frac{2}{3}u_1$$

At the point $x_{NB} = (x_1, u_1) = 0$, we get

$$\frac{\partial f}{\partial x_1} = 4 ; \frac{\partial f}{\partial u_1} = 0$$

Thus, ENTERING variable is x_1 .

$$x_B = (s_1, x_2) ; x_{NB} = (x_1, u_1)$$

To find the leaving variable:

$$\begin{aligned} \text{Min } \left\{ \frac{\alpha_{10}}{|\alpha_{11}|}, \frac{\alpha_{20}}{|\alpha_{21}|}, \frac{\gamma_{10}}{|\gamma_{11}|} \right\} &= \text{Min} \left\{ \frac{2}{|-1|}, \frac{1}{|0|}, \frac{4}{|-2|} \right\} \\ &= 2 \text{ corresponding to } \frac{\gamma_{10}}{|\gamma_{11}|}. \end{aligned}$$

Thus, define a free non-basic variable

$$u_2 = \frac{1}{2} \frac{\partial f}{\partial x_1}$$

$$\text{i.e., } u_2 = -x_1 + 2$$

Iteration 3:

Express x_B & f in terms of x_{NB} as

$$\left. \begin{aligned} x_1 &= 2 - u_2; & x_2 &= 1 - \frac{1}{3}u_1; \\ s_1 &= u_2 + \frac{2}{3}u_1 & f &= 7 - u_2^2 - \frac{u_1^2}{3} \end{aligned} \right\}$$

$$x_B = (s_1, x_2, \underline{x_1}); \quad x_{NB} = (u_1, \underline{u_2})$$

To find the entering variable:

$$\frac{\partial f}{\partial u_1} = -\frac{2}{3}u_1; \quad \frac{\partial f}{\partial u_2} = -2u_2$$

At the point $x_{NB} = (u_1, u_2) = 0$, we get

$$\frac{\partial f}{\partial u_1} = 0; \quad \frac{\partial f}{\partial u_2} = 0$$

Thus, current x_B is the optimal.

Answer:

$$x_1 = 2; x_2 = 1; s_1 = 0$$

$$\& \text{Max } f = 7$$

Iteration 3:

Express x_B & f in terms of x_{NB} as

$$\left. \begin{aligned} x_1 &= 2 - u_2; & x_2 &= 1 - \frac{1}{3}u_1; \\ s_1 &= u_2 + \frac{2}{3}u_1 & f &= 7 - u_2^2 - \frac{u_1^2}{3} \end{aligned} \right\}$$

$$x_B = (s_1, x_2, \underline{x_1}); \quad x_{NB} = (u_1, \underline{u_2})$$

To find the entering variable:

$$\frac{\partial f}{\partial u_1} = -\frac{2}{3}u_1; \quad \frac{\partial f}{\partial u_2} = -2u_2$$

At the point $x_{NB} = (u_1, u_2) = 0$, we get

$$\frac{\partial f}{\partial u_1} = 0; \quad \frac{\partial f}{\partial u_2} = 0 \leq 0$$

Thus, current x_B is the optimal.

Answer:

$$x_1 = 2; x_2 = 1; s_1 = 0$$

$$\& \text{Max } f = 7$$

Solution:

Step:1

$$\text{Max. } Z = 4x_1 + 6x_2 - 2x_1^2 - 2x_1x_2 - 2x_2^2 \quad (1)$$

subject to

$$x_1 + 2x_2 + x_3 = 2 \quad (2)$$

and $x_1, x_2, x_3 \geq 0$

taking $X_B = (x_1); X_{NB} = \begin{pmatrix} x_2 \\ x_3 \end{pmatrix}$

$$\text{and } x_1 = 2 - 2x_2 - x_3 \quad (3)$$

Step:2

put (3) in (1), we get

$$Max. f(x_2, x_3) = 4(2 - 2x_2 - x_3) + 6x_2 - 2(2 - 2x_2 - x_3)^2 - 2(2 - 2x_2 - x_3)x_2 - 2x_2^2$$

$$\frac{\partial f}{\partial x_2} = -2 + 8(2 - 2x_2 - x_3) + 8x_2 - 4x_2 - 2(2 - x_3)$$

$$\frac{\partial f}{\partial x_3} = -4 + 4(2 - 2x_2 - x_3) + 2x_2$$

$$\text{Now } \frac{\partial f}{\partial x_2 (0,0)} = 10$$

$$\frac{\partial f}{\partial x_3 (0,0)} = 4$$

Here '+ve' value of $\frac{\partial f}{\partial x_i}$ indicates that the objective function will increase if x_i increased . Similarly '-ve' value of $\frac{\partial f}{\partial x_i}$ indicates that the objective function will decrease if x_i is decrease . Thus, increase in x_2 will give better improvement in the objective function.

Step:3

$f(x)$ will increase if x_2 increased .

If x_2 is increased to a value greater than 1, x_1 will be negative.

Since $x_1 = 2 - 2x_2 - x_3$

$$x_3 = 0; \frac{\partial f}{\partial x_2} = 0$$

$$\Rightarrow 10 - 12x_2 = 0$$

$$\Rightarrow x_2 = \frac{5}{6}$$

$$\text{Min. } (1, \frac{5}{6}) = \frac{5}{6}$$

The new basic variable is x_2 .

Second Iteration:

Step:1

let $X_B = (x_2), \quad X_{NB} = \begin{pmatrix} x_1 \\ x_3 \end{pmatrix}$

$$x_2 = 1 - \frac{1}{2}(x_1 + x_3)$$

Step:2

Substitute (4) in (1)

$$Max. f(x_1, x_3) = 4x_1 + 6\left(1 - \frac{1}{2}(x_1 + x_3)\right) - 2x_1^2 - 2x_1\left(1 - \frac{1}{2}(x_1 + x_3)\right) - 2\left(1 - \frac{1}{2}(x_1 + x_3)\right)^2$$

$$\frac{\partial f}{\partial x_1} = 1 - 3x_1, \quad \frac{\partial f}{\partial x_2} = -1 - x_3$$

$$\frac{\partial f}{\partial x_1(0,0)} = 1$$

$$\frac{\partial f}{\partial x_3(0,0)} = -1$$

This indicates that x_1 can be introduced to increase the objective function.

Step:3

$$x_2 = 1 - \frac{1}{2}(x_1 + x_3) \text{ and } x_3 = 0$$

If x_1 is increased to a value greater than 2, x_2 will become negative.

$$\frac{\partial f}{\partial x_1} = 0$$

$$\Rightarrow 1 - 3x_1 = 0$$

$$\Rightarrow x_1 = \frac{1}{3}$$

$$\text{Min. } (2, \frac{1}{3}) = \frac{1}{3}$$

$$\text{Therefore } x_1 = \frac{1}{3}$$

$$\text{Hence } x_1 = \frac{1}{3}, \quad x_2 = \frac{5}{6}, \quad x_3 = 0$$

$$\text{and } \text{Max. } f(x) = \frac{25}{6} \quad \square$$