

Learning Objective

Understand the structures of the linear programming problem in standard form and in canonical form. Be able to set up a linear programming model using suitable notation, and convert to different forms when needed.

Definitions

1. A **general linear programming problem** is of the form

Find values of the **decision variables** x_1, x_2, \dots, x_n that will

Max or min the **objective function** $z = c_1x_1 + \dots + c_nx_n$

subject to the **Constraints**

$$a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n \leq (\geq)(=)b_1$$

$$a_{21}x_1 + a_{22}x_2 + \dots + a_{2n}x_n \leq (\geq)(=)b_2$$

$$\vdots$$

$$a_{m1}x_1 + a_{m2}x_2 + \dots + a_{mn}x_n \leq (\geq)(=)b_m$$

2. A **linear programming problem in standard form** is as follow

Find values of the **decision variables** x_1, x_2, \dots, x_n that will

Max the **objective function** $z = c_1x_1 + \dots + c_nx_n$

subject to the **Constraints**

$$a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n \leq b_1$$

$$a_{21}x_1 + a_{22}x_2 + \dots + a_{2n}x_n \leq b_2$$

$$\vdots$$

$$a_{m1}x_1 + a_{m2}x_2 + \dots + a_{mn}x_n \leq b_m$$

$$x_1, x_2, \dots, x_n \geq 0$$

3. A **linear programming problem in canonical form** is as follow

Find values of the **decision variables** x_1, x_2, \dots, x_n that will

Max the **objective function** $z = c_1x_1 + \dots + c_nx_n$

subject to the **Constraints**

$$a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n = b_1$$

$$a_{21}x_1 + a_{22}x_2 + \dots + a_{2n}x_n = b_2$$

$$\vdots$$

$$a_{m1}x_1 + a_{m2}x_2 + \dots + a_{mn}x_n = b_m$$

$$x_1, x_2, \dots, x_n \geq 0$$

Changing the forms of a LPP

Given an arbitrary linear programming problem, we can always reformulated as a standard linear programming problem or a canonical linear programming problem, using the following ideas. Make sure you understand why it is necessary to make the change and why it will work.

| Type | General Idea and Example | |
|--|--|--|
| Minimization to Maximization | $\min \sum_{i=1}^n c_i x_i$ | $-\max \left(-\sum_{i=1}^n c_i x_i\right)$ |
| | $\min x, \text{ subject to } x \geq 2$ | $-\max -x \text{ subject to } x \geq 2$ |
| Reversing an Inequility (\geq to \leq) | $a_1 x_1 + \dots + a_n x_n \geq b$ | $-a_1 x_1 - \dots - a_n x_n \leq -b$ |
| | $2x - 4y \geq 3$ | $-2x + 4y \leq -3$ |
| Inequility to Equility (\leq to $=$) Introduce Slack Variable | $a_1 x_1 + \dots + a_n x_n \leq b$ | $a_1 x_1 + \dots + a_n x_n + u = b, u \geq 0$ |
| | $-2x + 4y \leq -3$ | $-2x + 4y + u = -3, u \geq 0$ |
| Equality to Inequility ($=$ to \leq and \geq) | $a_1 x_1 + \dots + a_n x_n = b$ | $a_1 x_1 + \dots + a_n x_n \leq b$ $a_1 x_1 + \dots + a_n x_n \geq b$ |
| | $2x - 4y = 3$ | $2x - 4y \leq 3$ $2x - 4y \geq 3$ |
| Unconstrained variables | $x \in \mathbb{R}$ | Replace x by $x^+ - x^-$ $x^+, x^- \geq 0$ |
| | $\max x$ | $\max x^+ - x^- \text{ subject to } x^+, x^- \geq 0$ |

Question

Equipment purchasing problem (textbook 1.1.2), set up a linear programming model of the situation described, then convert it to the standard form and to the canonical form.

- **Understanding:** What are the decision variables? (What are the unknowns?)
- **Understanding:** What is the objective function? (What are you trying to maximize or minimize?)
- **Understanding:** What are the constraints? (What are the conditions?)
- **Devising a plan:** What can be useful to solve the problem? i.e. your answer is correct because ...
- **Carrying out the plan:** Can you set up a linear programming model of the situation as described?
- **Carrying out the plan:** Can you change the model to the standard and the canonical form?
- **Looking Back:** Can you check your answer?