# Linear solver with infinity numbers (Linsol)

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### Introduction



The project is separated in two parts:

- Infinity numbers
- Linsol (linear solver → simplex)



# Infinity numbers

#### Definition

Infinity number is a pair of real numbers. The one if for the real part and the other is for the infinity part.

$$(a; b) = a + b\infty$$
, where  $a \in \mathbb{R}, b \in \{-1, 0, 1\}$ 

# Infinity numbers

#### Comparison

- If the infinity part of the number is > 1 the number is  $= \infty$
- If the infinity part of the number is >-1 the number is  $=-\infty$
- $\bullet \infty = \infty \text{ and } -\infty = -\infty$
- $\bullet$  If the infinity parts of the both numbers are =0 then we compare the real parts as normal  $\mathbb R$

*Note:* If the *infinity part of the number*  $\notin \{-1,0,1\}$  we get it to one of these values

# Infinity numbers

#### Math operations

$$(a; b) \pm (c; d) = (a \pm c; b \pm d)$$

$$(a; b) \times (c; d) = (ac; ad + bc + bd)$$

$$\frac{(a; b)}{(c; d)} = \begin{cases} (\frac{b}{d}; 0) & d \neq 0 \\ (\frac{a}{c}; \frac{b}{c}) & d = 0 \end{cases}$$

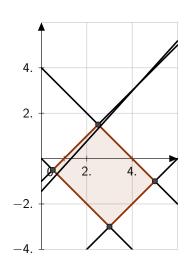
*Note:* If the *infinity part of the number*  $\notin \{-1,0,1\}$  we get it to one of these values

# Simplex

#### Definition

The simplex method is an algorithm for finding minimum/maximum value of a linear function with given linear constraints.

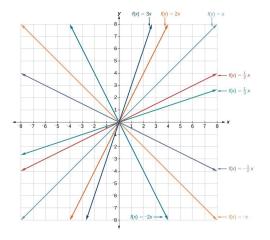
- Finds the figure of interection of the graphics of the constraints.
- Loop all of the vertices and find where the target function's value is optimal





## Linsol

**Linsol** is a library written in Rust, which implements the simplex algorithm.



### Live Demo



Code: https://github.com/Ro6afF/linsol

#### **Future**

- Clarify the conception of the infinity numbers
- Make the code working
- Improve the memory consumption
- Improve the speed
- Implement integer solving

# {code}YOURFUTURE



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- High School Students Institute of Mathematics and Informatics
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#### Resources

- Rust compiler toolchain: https://www.rust-lang.org.
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- LATEX. https://www.latex-project.org/.



# Questions

