

Question 1: (a) and (b)

Optimization Methods HW4. Student: Ang Zhou

Question 1:

(a) ①

$$\begin{array}{rcl} u = z & & \\ -2x_1 - x_2 - x_3 + m_1 & = & -2 + u \\ 2x_1 - x_2 + x_3 + m_2 & = & 1 + u \end{array}$$

③ Since $-2 > 1$,

$$\begin{array}{rcl} -2x_1 - x_2 - x_3 + m_1 & = & z - 2 \\ 2x_1 + x_2 + x_3 - m_1 & + & u = 2 \\ 4x_1 + 2x_3 - m_1 + m_2 & = & 3 \end{array}$$

Feasible solution for phase-1 L.P.:

$$u=2, m_2=3, x_1=x_2=x_3=m_1=0, z=2$$

Increase x_1 to decrease z :

$$x_1 = \min \{ 2/2, 3/4 \} = 3/4$$

⑤

$$\begin{array}{rcl} u = z & & \\ (x_2) \quad -1/2 m_1 - 1/2 m_2 + u & = & 1/2 \\ (x_1) \quad +1/2 x_3 - 1/4 m_1 + 1/4 m_2 & = & 3/4 \end{array}$$

Feasible solution for phase-1 L.P.:

$$x_1=3/4, x_2=1/2, x_3=m_1=m_2=u=0, z=0$$

Since the objective function for phase-1 L.P. is 0 we find the feasible solution for the original L.P. that we want to solve:

$$x_1=3/4, x_2=1/2, x_3=0, m_1=m_2=0 \quad // \text{end of part (a)}$$

⑦

$$\begin{array}{rcl} x_3 - 5/2 m_1 - 7/2 m_2 & = & z + 3/2 \\ (x_2) \quad -1/2 m_1 - 1/2 m_2 & = & 1/2 \\ (x_1) \quad +1/2 x_3 - 1/4 m_1 + 1/4 m_2 & = & 3/4 \end{array}$$

Feasible Solution: $x_1=3/4, x_2=1/2, x_3=m_1=m_2=0, z=-3/2$

Increase x_3 to increase z :

$$x_3 = \min \{ \infty, 3/1/2 \} = 3/2$$

②

$$\begin{array}{rcl} u = z & & \\ -2x_1 - x_2 - x_3 + m_1 & = & -2 + u \\ 2x_1 - x_2 + x_3 + m_2 - u & = & 1 \end{array}$$

④

$$\begin{array}{rcl} -x_2 + 1/2 m_1 + 1/2 m_2 & = & z - 1/2 \\ +x_2 - 1/2 m_1 - 1/2 m_2 + u & = & 1/2 \\ (x_1) \quad +1/2 x_3 - 1/4 m_1 + 1/4 m_2 & = & 3/4 \end{array}$$

Feasible solution for phase-1 L.P.:

$$u=1/2, x_1=3/4, x_2=x_3=m_1=m_2=0, z=1/2$$

Increase x_2 to decrease z :

$$x_2 = \min \{ 1/2, +\infty \} = 1/2$$

(b) phase-1 to original

$$\begin{array}{rcl} 2x_1 - 6x_2 + 2x_3 & = & z \\ (x_2) \quad -1/2 m_1 - 1/2 m_2 & = & 1/2 \\ (x_1) \quad +1/2 x_3 - 1/4 m_1 + 1/4 m_2 & = & 3/4 \end{array}$$

Since x_1, x_2 are half basic variables, we make it to basic variables \Rightarrow table ⑦

⑧

$$\begin{array}{rcl} -2x_1 & -2m_1 - 4m_2 & = z \\ (x_2) \quad -1/2 m_1 - 1/2 m_2 & = & 1/2 \\ 2x_1 & -1/2 m_1 + 1/2 m_2 & = 3/2 \end{array}$$

Feasible Solution: $x_2=1/2, x_3=3/2, x_1=m_1=m_2=0, z=0$

Since there is no variables with positive coefficient in the objective function anymore. We reach the optimal feasible solution to this L.P. which is:

$$x_2=1/2, x_3=3/2, x_1=m_1=m_2=0,$$

with optimal value: 0.

Solution !! for part (b)

Question1: (c)

	A	B	C	D	E
1		x1	x2	x3	
2		0	0.5	1.5	
3					
4	objective:	=2*B2-6*C2+2*D2			
5					
6	constraints:	=-2*B2-C2-D2	<=	-2	
7		=2*B2-C2+D2	<=	1	
8					

Solver Parameters

Set Objective:

To: ☒ Max ☐ Min ☐ Value Of:

By Changing Variable Cells:

Subject to the Constraints:

☒ Make Unconstrained Variables Non-Negative

Select a Solving Method:

Solving Method

Select the GRG Nonlinear engine for Solver Problems that are smooth nonlinear. Select the LP Simplex engine for linear Solver Problems, and select the Evolutionary engine for Solver problems that are non-smooth.

Question 2: (a) and (b)

Question 2.

(a) ①

$$\begin{array}{rcl}
 4x_1 + x_2 + w_1 & -u = 10 & \times +1 \\
 -x_1 + x_2 + w_2 & -u = -1 & \times -1 \\
 -x_1 - x_2 + w_3 & -u = -3 & \times -1
 \end{array}$$

$x_1, x_2, w_1, w_2, w_3, u \geq 0$.

②

$$\begin{array}{rcl}
 -x_1 - x_2 + w_3 & = z - 3 & \times \frac{1}{2} \\
 5x_1 + 2x_2 + w_1 & -w_3 = 13 & \times -1 \\
 2x_2 + w_2 - w_3 & = 2 & \times \frac{1}{2} \\
 x_1 + x_2 - w_3 + u & = 3 & \times -\frac{1}{2}
 \end{array}$$

Increase x_2 to decrease z :
 $x_2 = \min \{13/2, 2, 3/1\} = 1$.

③

$$\begin{array}{rcl}
 -x_1 & +(\frac{1}{2})w_2 + \frac{1}{2}w_3 & = z - 2 \\
 5x_1 & +w_1 - w_2 & = 11 \\
 x_2 & +(\frac{1}{2})w_2 - \frac{1}{2}w_3 & = 1 \\
 x_1 & -\frac{1}{2}w_2 - \frac{1}{2}w_3 + u & = 2
 \end{array}$$

Increase x_1 to decrease z :
 $x_1 = \min \{11/5, \infty, 2\} = 2$

④

$$\begin{array}{rcl}
 & & u = z \\
 & +w_1 + \frac{3}{2}w_2 + \frac{5}{2}w_3 - 5u & = 1 \\
 x_2 & +\frac{1}{2}w_2 - \frac{1}{2}w_3 & = 1 \\
 x_1 & -\frac{1}{2}w_2 - \frac{1}{2}w_3 + u & = 2
 \end{array}$$

Feasible solution:

$$x_1 = 2, x_2 = 1, w_1 = 1, w_2 = w_3 = 0, u = z = 0.$$

Since $u = 0$, we find the feasible solution for phase optimal solution for phase-1 L.P. therefore, we find the feasible solution for the original L.P., which is:

$$x_1 = 2, x_2 = 1, w_1 = 1, w_2 = w_3 = 0.$$

(b) ⑤

$$\begin{array}{rcl}
 x_2 & & = z \\
 w_1 + \frac{3}{2}w_2 + \frac{5}{2}w_3 & = 1 & \times -1 \\
 x_2 + \frac{1}{2}w_2 - \frac{1}{2}w_3 & = 1 & \times -1 \\
 x_1 & -\frac{1}{2}w_2 - \frac{1}{2}w_3 & = 2
 \end{array}$$

Since x_2 is half basic variable, we make it into basic variable.

⑥

$$\begin{array}{rcl}
 & & -\frac{1}{2}w_2 + \frac{1}{2}w_3 = z - 1 \\
 w_1 + \frac{3}{2}w_2 + \frac{5}{2}w_3 & = 1 & \times \frac{2}{5} \\
 x_2 + \frac{1}{2}w_2 - \frac{1}{2}w_3 & = 1 & \times \frac{2}{5} \\
 x_1 & -\frac{1}{2}w_2 - \frac{1}{2}w_3 & = 2
 \end{array}$$

Increase w_3 to increase z :
 $w_3 = \min \{1/\frac{5}{2}, \infty, \infty\} = \frac{2}{5}$

⑦

$$\begin{array}{rcl}
 & & -\frac{1}{5}w_1 - \frac{4}{5}w_2 = z - \frac{6}{5} \\
 \frac{2}{5}w_1 + \frac{3}{5}w_2 + w_3 & = \frac{2}{5} \\
 x_2 + \frac{1}{5}w_1 + \frac{4}{5}w_2 & = \frac{6}{5} \\
 x_1 & +\frac{1}{5}w_1 - \frac{1}{5}w_2 & = \frac{11}{5}
 \end{array}$$

Feasible solution:

$$x_1 = \frac{11}{5}, x_2 = \frac{6}{5}, w_3 = \frac{2}{5}, w_1 = w_2 = 0, z = \frac{6}{5}$$

Since there is no variable with positive coefficient in the objective function any more, we conclude that we find the optimal feasible solution:

$$x_1 = \frac{11}{5}, x_2 = \frac{6}{5}, \text{ where }$$

the optimal value is $\frac{6}{5}$.

Question (c):

	A	B	C	D	E
1		x1	x2		
2		2.2	1.2		
3					
4	objective:	=C2			
5					
6	constraints:	=4*B2+C2	<=	10	
7		=-B2+C2	<=	-1	
8		=-B2-C2	<=	-3	

Solver Parameters

Set Objective:

To: ☒ Max ☐ Min ☐ Value Of:

By Changing Variable Cells:

Subject to the Constraints:

\$B\$6:\$B\$8 <= \$D\$6:\$D\$8

Add

Change

Delete

Reset All

Load/Save

☒ Make Unconstrained Variables Non-Negative

Select a Solving Method:

Solving Method

Select the GRG Nonlinear engine for Solver Problems that are smooth nonlinear. Select the LP Simplex engine for linear Solver Problems, and select the Evolutionary engine for Solver problems that are non-smooth.