

Experiment 7

Constrained Optimization using the method of Lagrange's Multipliers

I. Aim

Finding and Visualizing Maxima-Minima of a function of several variables under a given constraint using Lagrange's Multipliers

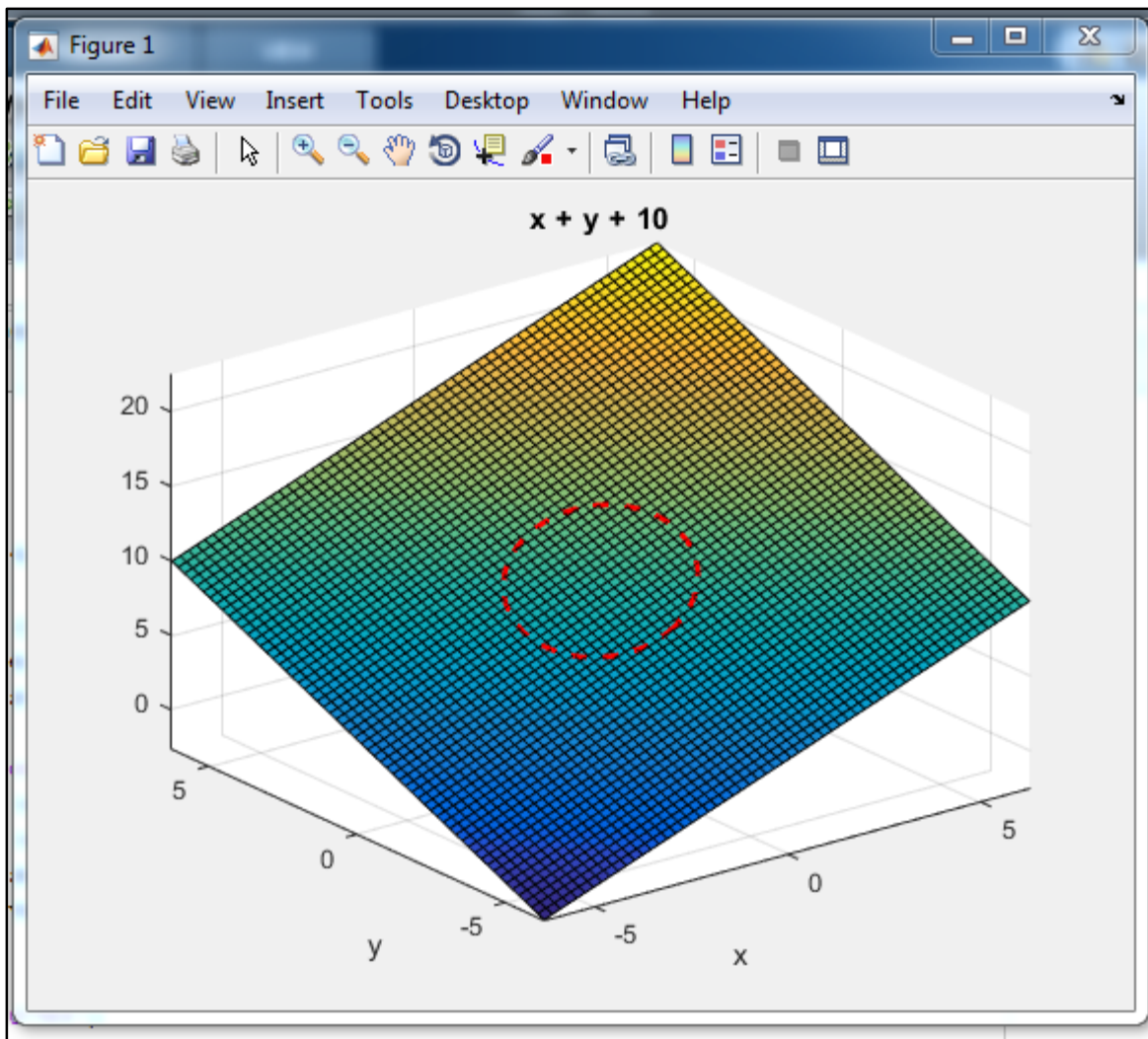
II. Mathematical Background

In many real-life (or practical) applications, we are required to find the maxima and minima of a function of more than 1 variable, where the variables are connected by some relation or condition known as constraint. Here, $f(x,y,z)$ is a function of three variables where x,y,z are related by a known constraint $g(x,y,z) = c$ (say).

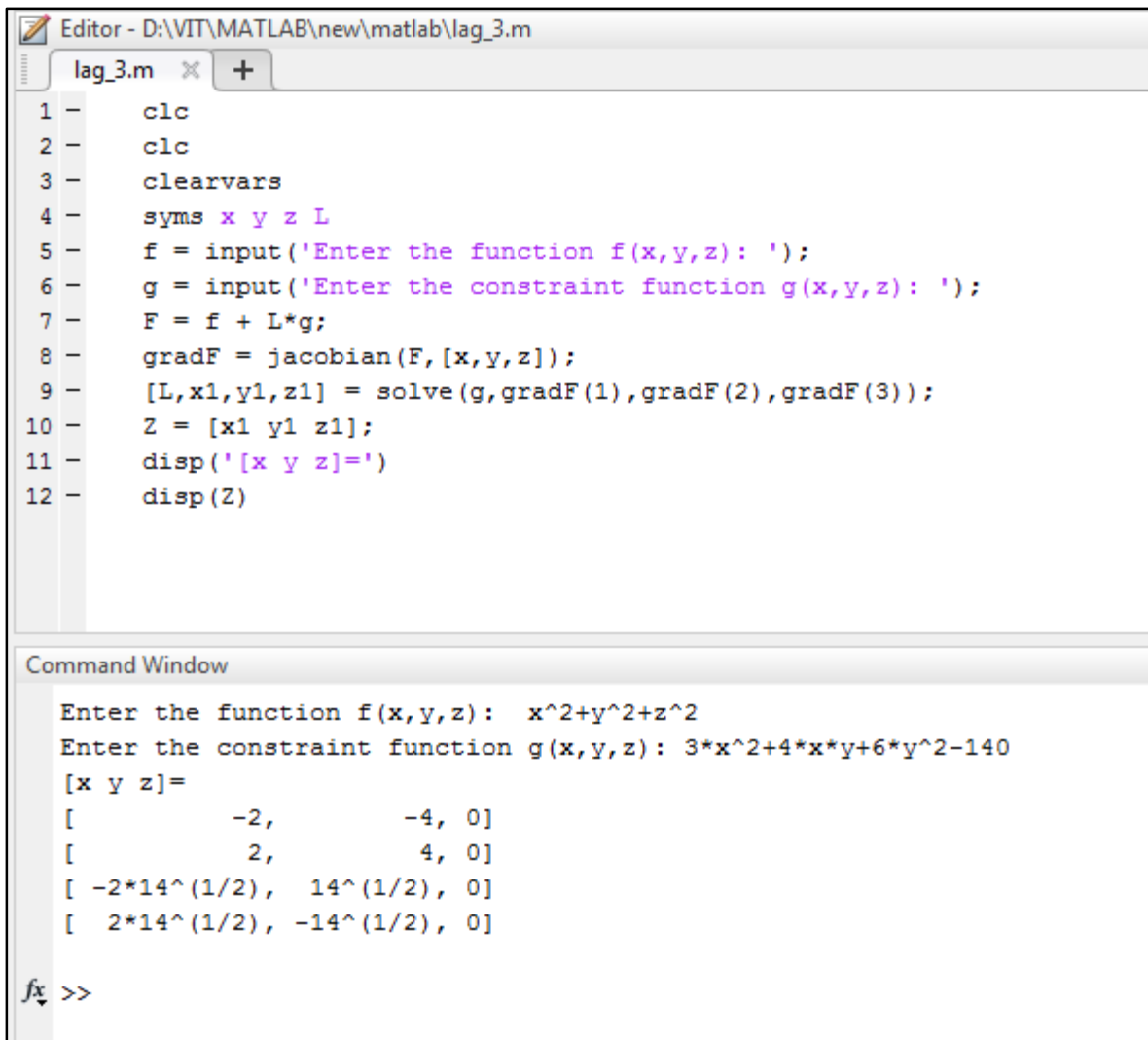
We know, $\text{gradient}(f) = \lambda * \text{gradient}(g)$ and hence, $\text{gradient}(f - \lambda * (g)) = 0$. Therefore, we will solve $\text{gradient}(f - \lambda * (g)) = 0$ for λ , x and y .

III. MATLAB Code for constrained Maxima Minima (2 Variables)

```
clc
close all
syms x y L
f = x+y+10;
g = x^2+y^2-4;
j = f-(L*g);
j = jacobian(j,[x,y]);
[L,X,Y]=solve([j,g]);
z=double(subs(f,{x,y},{X,Y}));
h=ezplot(g);
val=get(h,'ContourMatrix');
xval=val(1,2:end);
yval=val(2,2:end);
zval=double(subs(f,{x,y},{xval,yval}));
plot3(xval,yval,zval,'r--','LineWidth',2);
hold on
ezplot(g)
ezsurf(f)
```



IV. MATLAB Code for constrained Maxima Minima (3 Variables)



The image shows a MATLAB Editor window with a file named 'lag_3.m' and a Command Window below it. The editor contains 12 lines of MATLAB code for finding the minimum of a function f(x,y,z) subject to a constraint g(x,y,z). The Command Window shows the execution of this code, including user input for the functions and the resulting optimal values for x, y, and z.

```
Editor - D:\VIT\MATLAB\new\matlab\lag_3.m
lag_3.m x +
1 - clc
2 - clc
3 - clearvars
4 - syms x y z L
5 - f = input('Enter the function f(x,y,z): ');
6 - g = input('Enter the constraint function g(x,y,z): ');
7 - F = f + L*g;
8 - gradF = jacobian(F,[x,y,z]);
9 - [L,x1,y1,z1] = solve(g,gradF(1),gradF(2),gradF(3));
10 - Z = [x1 y1 z1];
11 - disp('[x y z]=')
12 - disp(Z)

Command Window

Enter the function f(x,y,z): x^2+y^2+z^2
Enter the constraint function g(x,y,z): 3*x^2+4*x*y+6*y^2-140
[x y z]=
[ -2, -4, 0]
[ 2, 4, 0]
[ -2*14^(1/2), 14^(1/2), 0]
[ 2*14^(1/2), -14^(1/2), 0]

fx >>
```

V. Question – Answers

Q1 Answer

```
clc
clear all
syms x y L
f = input('Enter the function z = ');
g = input('Enter the constraint g(x,y): ');
F = f + L*g;
gra = jacobian(F,[x,y]);
[L,x1,y1] = solve(g,gra(1),gra(2),'Real',true); % Solving only for Real x and y
x1 = double(x1); y1 = double(y1);
xmx = max(x1);
xmn = min(x1); % Finding max and min of x-coordinates for plot range
ymx = max(y1);
ymn = min(y1); % Finding max and min of y-coordinates for plot range
range = [xmn-3 xmx+3 ymn-3 ymx+3]; % Setting plot range
ezmesh(f,range);
hold on;
```

```

grid on;
h = ezplot(g,range);
set(h,'LineWidth',2);
M = get(h,'contourMatrix');
xdt = M(1,2:end); % Avoiding first x-data point
ydt = M(2,2:end); % Avoiding first y-data point
zdt = double(subs(f,{x,y},{xdt,ydt}));
plot3(xdt,ydt,zdt,'-r','LineWidth',2);
axis(range);
a=[];
for i = 1:numel(x1)
    fxy(i) = subs(f,[x,y],[x1(i),y1(i)]);
    a(end+1)=fxy(i);
    plot3(x1(i),y1(i),fxy(i),'*k','MarkerSize',20);
end
disp(['Minimum amount of Fencing =',num2str(min(a))]);

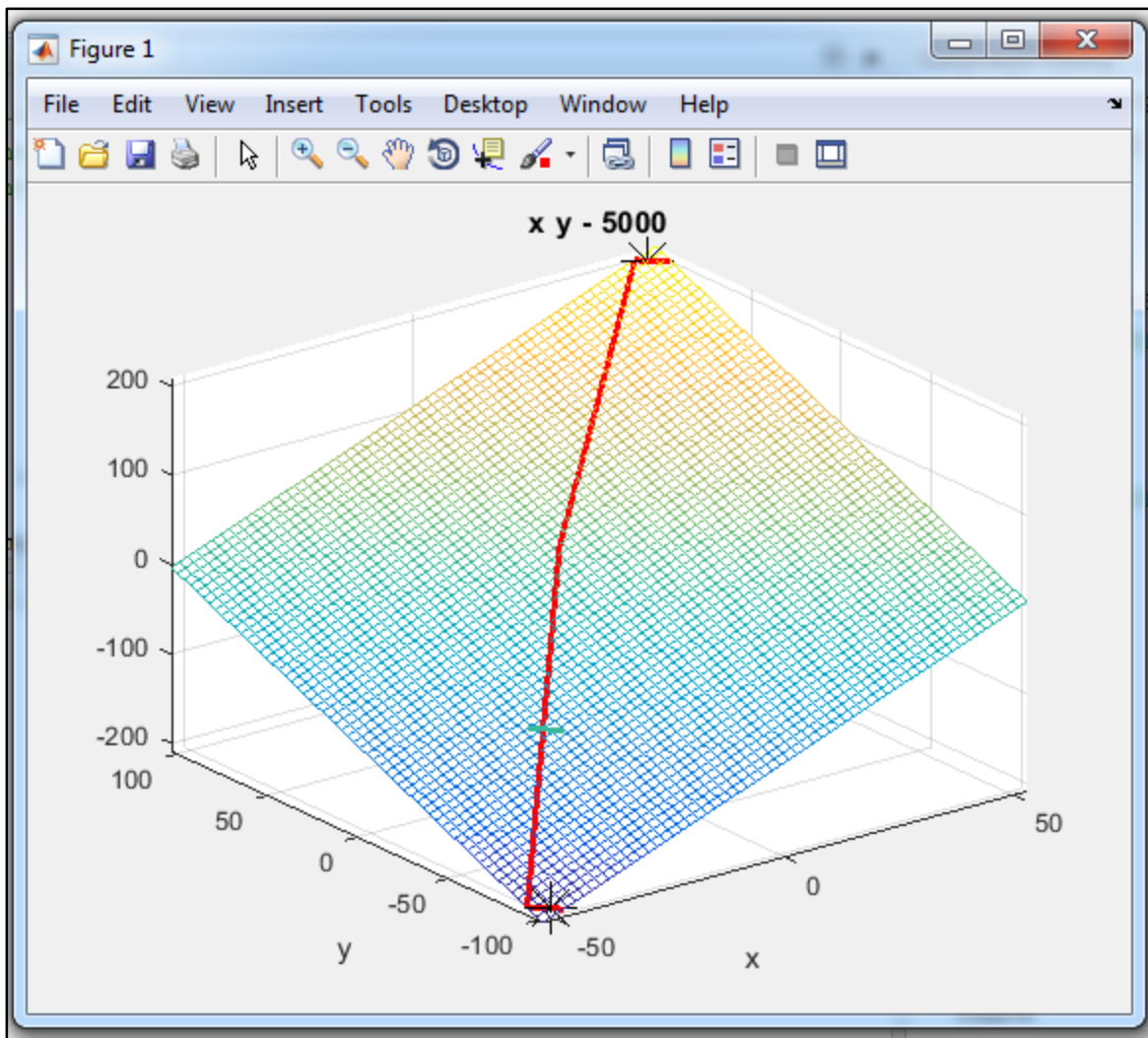
```

Command Window

```

Enter the function z = 2*x + y
Enter the constraint g(x,y): x*y - 5000
Minimum amount of Fencing =-200
fx >>

```



Q2 Answer

```

clc
clear all
syms x y L
f = input('Enter the function z = ');
g = input('Enter the constraint g(x,y): ');
F = f + L*g;
gra = jacobian(F,[x,y]);
[L,x1,y1] = solve(g,gra(1),gra(2),'Real',true); % Solving only for Real x and y
x1 = double(x1); y1 = double(y1);
xmx = max(x1);
xmn = min(x1); % Finding max and min of x-coordinates for plot range
ymx = max(y1);
ymn = min(y1); % Finding max and min of y-coordinates for plot range
range = [xmn-3 xmx+3 ymn-3 ymx+3]; % Setting plot range
ezmesh(f,range);
hold on;
grid on;
h = ezplot(g,range);
set(h,'LineWidth',2);
M = get(h,'contourMatrix');
xdt = M(1,2:end); % Avoiding first x-data point
ydt = M(2,2:end); % Avoiding first y-data point
zdt = double(subs(f,{x,y},{xdt,ydt}));
plot3(xdt,ydt,zdt,'-r','LineWidth',2);
axis(range);

```

```

a=[];
for i = 1:numel(x1)
    fxy(i) = subs(f,[x,y],[x1(i),y1(i)]);
    a(end+1)=fxy(i);
    plot3(x1(i),y1(i),fxy(i),'*k','MarkerSize',20);
end
disp(['Maximum value of Utility Function = ',num2str(min(a))]);

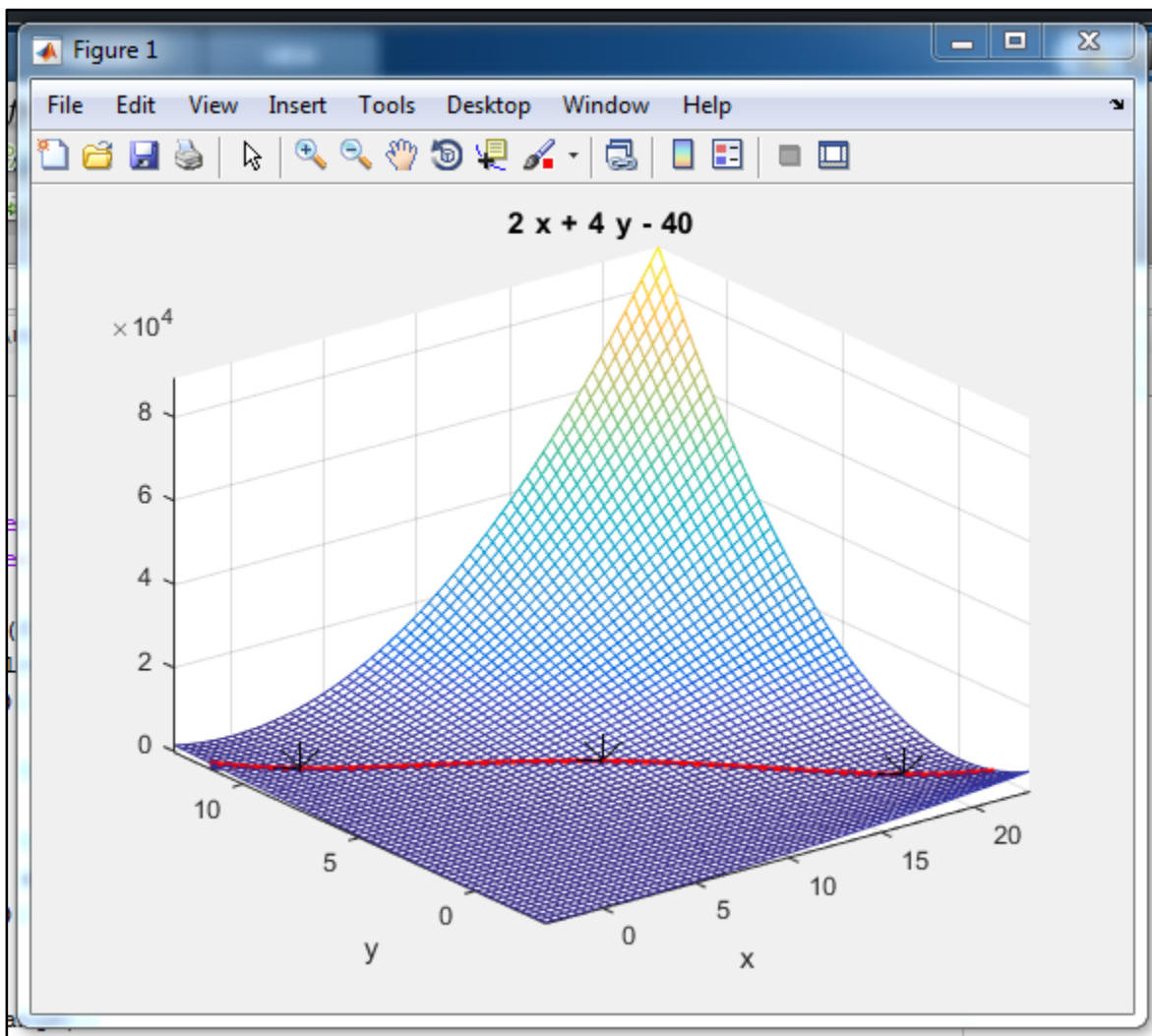
```

```

Command Window

Enter the function z = x^2 * y^2
Enter the constraint g(x,y): 2*x + 4*y - 40
Maximum value of Utility Function = 2500
fx >> |

```



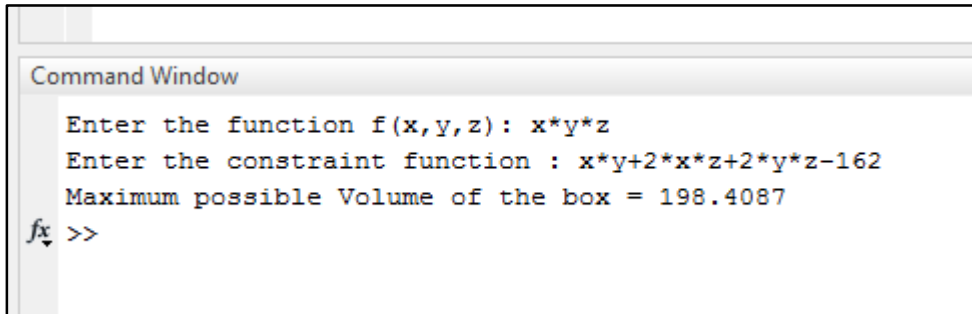
Q3 Answer

clc

```

clear all
syms x y z L
f = input('Enter the function f(x,y,z): ');
g = input('Enter the constraint function : ');
F = f + L*g;
gra = jacobian(F,[x,y,z]);
[L,x1,y1,z1] = solve(g,gra(1),gra(2),gra(3));
a=[];
for i = 1:numel(x1)
    fxy(i) = subs(f,[x,y,z],[x1(i),y1(i),z1(i)]);
    a(end+1)=fxy(i);
end
display(['Maximum possible Volume of the box = ',num2str(max(a))])

```



Q4 Answer

```

clc
clear all
syms x y L
f = input('Enter the function z = ');
g = input('Enter the constraint function g(x,y): ');
F = f + L*g;
gra = jacobian(F,[x,y]);
[L,x1,y1] = solve(g,gra(1),gra(2),'Real',true);
j=0;
a=[];
for i = 1:numel(x1)
    fxy(i) = subs(f,[x,y],[x1(i),y1(i)]);
    a=[a;fxy(i) x1(i) y1(i)];
    j=j+1;
end
max=0;
max_index=0;
for i=1:j
    if a(i)>max
        max=a(i);
        max_index=i;
        sx=double(a(1+numel(x1)));
        sy=double(a(1+2*numel(x1)));
    end
end
disp('For Maximum Sales: ');
disp(['Amount needed to be spent for Development (in $) = ',num2str(sx)]);
disp(['Amount needed to be spent for Promotion (in $) = ',num2str(sy)]);

```

```
27     disp(['Amount needed to be spent for Development (in $) = ',num2str(sx)]);  
28     disp(['Amount needed to be spent for Promotion (in $) = ',num2str(sy)]);
```

Command Window

```
Enter the function z = 20 * (x^1.5) * y  
Enter the constraint function g(x,y): x+y-60000  
For Maximum Sales:  
Amount needed to be spent for Development (in $) = 36000  
Amount needed to be spent for Promotion (in $) = 24000
```

f_x >>

-----X-----