Homework Assignment 2

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Problem 1. Convert the following linear programming problem to *standard form*:

$$\begin{array}{ll} \text{maximize} & 2x_1 + x_2 \\ \text{subject to} & 0 \le x_1 & \le 2 \\ & x_1 + x_2 & \le 3 \\ & x_1 + 2x_2 & \le 5 \\ & x_2 \ge 0 \end{array}$$

Solution. In order to convert this linear programming problem into standard form, we must transform the objective from *maximize* to *minimize* and the constraints must be transformed from linear inequalities into linear equations.

Our first step will be to rewrite the objective function as a minimization problem and write each constraint as a linear inequality as so:

$$\begin{array}{ll} \text{minimize} & -2x_1 - x_2 \\ \text{subject to} & x_1 & \leq 2 \\ & x_1 + x_2 & \leq 3 \\ & x_1 + 2x_2 & \leq 5 \\ & x_1 \geq 0, x_2 \geq 0 \end{array}$$

We can then introduce three slack variables x_3, x_4, x_5 to turn the linear inequalities into linear equations:

As the above linear programming problem is written as

minimize
$$c^{\mathsf{T}}x$$

subject to $Ax = b$
 $x \ge 0$

where

$$m{c}^{\intercal} = \begin{bmatrix} -2 \\ -1 \end{bmatrix}^{\intercal}, \quad A = \begin{bmatrix} 1 & 1 & 1 & 0 & 0 \\ 1 & 1 & 0 & 1 & 0 \\ 1 & 2 & 0 & 0 & 1 \end{bmatrix}, \quad m{x} = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \end{bmatrix}, \quad m{b} = \begin{bmatrix} 2 \\ 3 \\ 5 \end{bmatrix}$$

with $\boldsymbol{x} \geq 0$ and $\boldsymbol{b} \geq 0$ the linear programming problem is in standard form and we are done.

Problem 2. Solve the system Ax = b where

$$A = \begin{bmatrix} 2 & -1 & 2 & -1 & 3 \\ 1 & 2 & 3 & 1 & 0 \\ 1 & 0 & -2 & 0 & -5 \end{bmatrix}, \quad \boldsymbol{b} = \begin{bmatrix} 14 \\ 5 \\ -10 \end{bmatrix}.$$

If possible, generate a non-basic feasible solution of the system from which you derive next a basic feasible one.

Solution. In order to solve the system Ax = b, we must perform row operations on the augmented matrix to reduce it to reduced row form. We perform these operations below:

$$\begin{bmatrix} 2 & -1 & 2 & -1 & 3 & | & 14 \\ 1 & 2 & 3 & 1 & 0 & | & 5 \\ 1 & 0 & -2 & 0 & -5 & | & -10 \end{bmatrix} \xrightarrow{[2]-(1/2)[1]} \begin{bmatrix} 1 & -1/2 & 1 & -1/2 & 3/2 & | & 7 \\ 0 & 5/2 & 2 & 3/2 & -3/2 & | & -2 \\ 0 & 1/2 & -3 & 1/2 & -13/2 & | & -17 \end{bmatrix} \xrightarrow{(2/5)[2]}$$

$$\begin{bmatrix} 1 & -1/2 & 1 & -1/2 & 3/2 & | & 7 \\ 0 & 1 & 4/5 & 3/5 & -3/5 & | & -4/5 \\ 0 & 1/2 & -3 & 1/2 & -13/2 & | & -17 \end{bmatrix} \xrightarrow{[1]+(1/2)[2]} \begin{bmatrix} 1 & 0 & 7/5 & -1/5 & 6/5 & | & 33/5 \\ 0 & 1 & 4/5 & 3/5 & -3/5 & | & -4/5 \\ 0 & 0 & -17/5 & 1/5 & -31/5 & | & -83/5 \end{bmatrix}$$

$$\xrightarrow{(-5/17)[3]} \begin{bmatrix} 1 & 0 & 7/5 & -1/5 & 6/5 & | & 33/5 \\ 0 & 1 & 4/5 & 3/5 & -3/5 & | & -4/5 \\ 0 & 0 & 1 & -1/17 & 31/17 & | & 83/17 \end{bmatrix} \xrightarrow{[1]-(7/5)[3]} \begin{bmatrix} 1 & 0 & 0 & -2/17 & -23/17 & | & -4/17 \\ 0 & 1 & 0 & 11/17 & -35/17 & | & -80/17 \\ 0 & 0 & 1 & -1/17 & 31/17 & | & 83/17 \end{bmatrix}.$$

Using the above row-reduced augmented matrix, we see that the solution to the system Ax = b is given by

$$\boldsymbol{x} = \begin{bmatrix} -4/17 \\ -80/17 \\ 83/17 \\ 0 \\ 0 \end{bmatrix} + s \begin{bmatrix} 2/17 \\ -11/17 \\ 1/17 \\ 1 \\ 0 \end{bmatrix} + t \begin{bmatrix} 23/17 \\ 35/17 \\ -31/17 \\ 0 \\ 1 \end{bmatrix}$$
(1)

where $s \in \mathbb{R}$ and $t \in \mathbb{R}$.

Suppose that the matrix A is written such that $A = [a_i]$ for $1 \le i \le 5$ where a_i corresponds to the i-th column of the original matrix A. Recall that a solution $x_0 \ge 0$ of the system Ax = b is a basic feasible solution if the columns of the matrix A associated to the nonzero components of x_0 are linearly independent. Otherwise the solution is a non-basic feasible solution.

Using solution (1), we see that for s = 0 and t = 82/31, we get the corresponding feasible solution $\mathbf{x}_0 = [1762/527, 390/527, 1/17, 0, 82/31]^{\mathsf{T}}$ to the system $A\mathbf{x} = \mathbf{b}$. We know that this is a non-basic feasible solution since the vectors \mathbf{a}_1 , \mathbf{a}_2 , \mathbf{a}_3 , and \mathbf{a}_5 must be linearly dependent as the rank(A) = 3, i.e. the maximum number of linearly independent columns of A is 3.

The Fundamental Theorem of LP prescribes how to move from this non-basic feasible solution x_0 to a basic feasible solution x_1 . As a_1 , a_2 , a_3 , and a_5 are linearly dependent, there exists constants y_1, y_2, y_3, y_5 not all zero such that

$$y_1 a_1 + y_2 a_2 + y_3 a_3 + y_5 a_5 = 0$$

namely $y_1 = 1$, $y_2 = 35/23$, $y_3 = -31/23$, and $y_5 = 17/23$. Thus, the vector $\epsilon \boldsymbol{y} = \epsilon[y_1, y_2, y_3, 0, y_5]^{\mathsf{T}}$ satisfies $A[\epsilon \boldsymbol{y}] = \mathbf{0}$. As such, the vector $\boldsymbol{x}_0 - \epsilon \boldsymbol{y}$ satisfies $A[\boldsymbol{x}_0 - \epsilon \boldsymbol{y}] = \boldsymbol{b}$, i.e. the vector $\boldsymbol{x}_0 - \epsilon \boldsymbol{y}$ is a solution of the original system $A\boldsymbol{x} = \boldsymbol{b}$. Choose

$$\epsilon = \min\{x_i/y_i|i=1,2,3,5 \ y_i > 0\} = -23/527.$$

Then the vector $\mathbf{x}_1 = \mathbf{x}_0 - \epsilon \mathbf{y}$ will have 3 positive components and the rest of the components will be 0 showing that the vector \mathbf{x}_1 is a basic feasible solution. Therefore,

$$m{x}_1 = m{x}_0 - \epsilon m{y} = egin{bmatrix} 105/31 \\ 25/31 \\ 0 \\ 0 \\ 83/31 \end{bmatrix}$$

is the desired basic feasible solution.

Problem 3. Does every linear programming problem in standard form have a nonempty feasible set? If "yes", provide a proof. If "no", provide a counter-example.

Does every linear programming problem in standard form (assuming a nonempty feasible set) have an optimal solution? If "yes", provide a proof. If "no", provide a counter-example.

Solution. \Box

Problem 4. a. Solve the following linear program graphically:

$$\begin{array}{ll} \text{maximize} & 2x_1 + 5x_2 \\ \text{subject to} & 0 \le x_1 \le 4 \\ & 0 \le x_2 \le 6 \\ & x_1 + x_2 \le 8 \end{array}$$

b. Solve the linear program in (b) the same way Example 15.15 was solved in class. Compute only the vertices that lead to the optimal vertex found at (a).

Solution. \Box