

Warm Up Question



- City 1
- City 2 (40 M Demand)
- City 3

Decision variables - How much do we want to ship from each reservoir to each city?

x_{ij} : Gallons of water shipped from reservoir i to city j

x_{12} : Gallons shipped from reservoir 1 to city 2.

Objective: Minimize cost

$$\text{Cost} = \underbrace{(7x_{11} + 8x_{12} + 10x_{13})}_{\substack{\uparrow \\ \text{cost to ship} \\ \text{from Res. 1}}} + \underbrace{(9x_{21} + 7x_{22} + 8x_{23})}_{\substack{\uparrow \\ \text{cost to ship from} \\ \text{Res. 2}}} + \text{Penalty}$$

Constraints:

1. Can't ship more than 60M gallons from each reservoir

$$x_{11} + x_{12} + x_{13} \leq 60$$

$$x_{21} + x_{22} + x_{23} \leq 60$$

2. Demand for each city must be met

$$X_{11} + X_{21} = 40$$

$$X_{12} + X_{22} = 40$$

$$X_{13} + X_{23} = 40$$

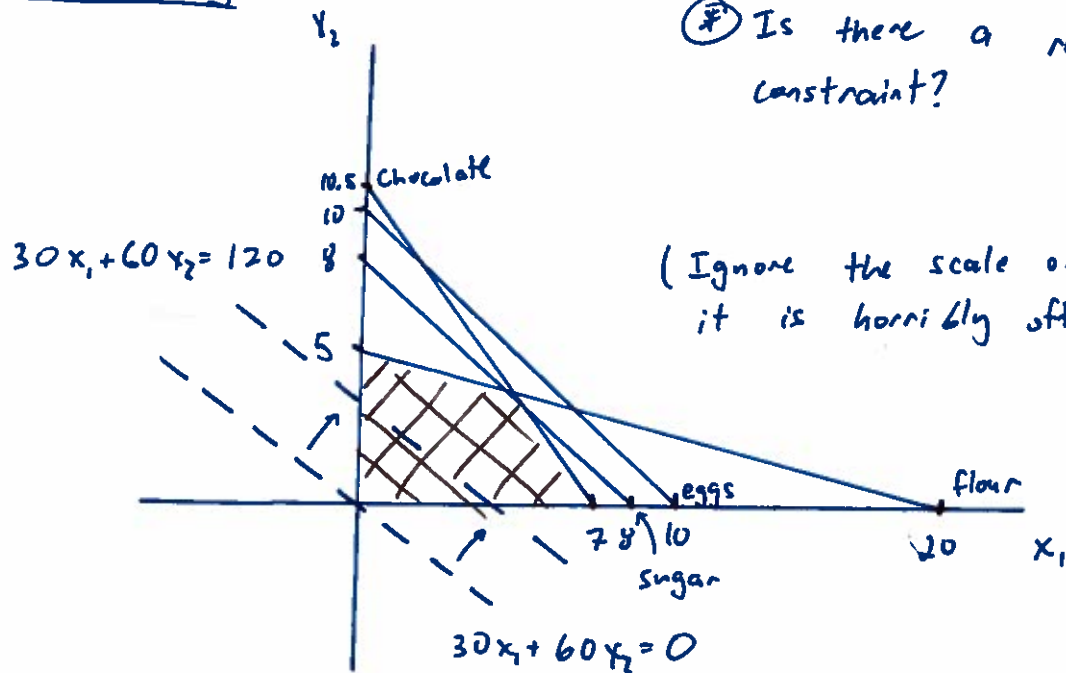
3. Can't ship negative amounts of water

$$X_{ij} \geq 0$$

Recall our bake sale LP

$$\begin{aligned}
 \max \quad & 30x_1 + 60x_2 \\
 \text{s.t.} \quad & x_1 + 4x_2 \leq 20 \\
 & 9x_1 + 6x_2 \leq 63 \\
 & x_1 + x_2 \leq 8 \\
 & x_1 + x_2 \leq 10 \\
 & x_1, x_2 \geq 0
 \end{aligned}$$

Solve Graphically



⊛ Is there a redundant constraint?

(Ignore the scale on the graph, it is horribly off)

How many solutions can an LP have? what about optimal solutions?

- exactly one optimal sol'n
- Zillions of optimal sol'n ($45x_1 + 30x_2$)
- no optimal sol'n
 - infeasible
 - unbounded

$$\begin{aligned}
 \max \quad & x \\
 & x \geq 5 \\
 & x \leq 3
 \end{aligned}$$

$$\begin{aligned}
 \max \quad & x \\
 & x \geq 0
 \end{aligned}$$

Any L.P. with feasible solns and a bounded feasible region must possess at least one optimal solution. Moreover, at least one optimal solution lies at a corner

Intuition: In an LP, the feasible region is a flat polygonal ramp and we walk uphill till we hit the highest point.

Simplex Method

- ① Start at a feasible corner (i.e. not a corner outside feas. region)
- ② Check if current point is optimal by examining rate of improvement along adjacent edges
- ③ Pick a direction to move along a feasible edge s.t. the obj. fun. will improve
- ④ Move
- ⑤ Stop moving when you hit a boundary
- ⑥ Repeat 1-5