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Assignment 15

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Download all python codes from

https://github.com/ka-raja-babu/Matrix-Theory/ tree/main/Assignment15/Codes

and latex-tikz codes from

https://github.com/ka-raja-babu/Matrix-Theory/ tree/main/Assignment15

1 Question No. 1.4(Optimization)

Maximize Z = 3x + 4y subject to constraints : $x + y \le 4, x \ge 0, y \ge 0$.

2 Solution

Our problem can be interpreted as

$$\max_{\mathbf{x}} Z = \begin{pmatrix} 3 & 4 \end{pmatrix} \mathbf{x} \tag{2.0.1}$$

$$\max_{\mathbf{x}} Z = \begin{pmatrix} 3 & 4 \end{pmatrix} \mathbf{x} \qquad (2.0.1)$$
s.t. $\begin{pmatrix} 1 & 1 \end{pmatrix} \mathbf{x} \le 4 \qquad (2.0.2)$

$$-\mathbf{x} \le \mathbf{0} \tag{2.0.3}$$

Lagrangian function is given by

 $L(\mathbf{x}, \lambda)$

$$= (-3 \quad -4)\mathbf{x} + \{ \begin{bmatrix} (1 \quad 1)\mathbf{x} - 4 \end{bmatrix}$$

$$+ \begin{bmatrix} (-1 \quad 0)\mathbf{x} \end{bmatrix} + \begin{bmatrix} (0 \quad -1)\mathbf{x} \end{bmatrix} \lambda$$
(2.0.4)

where,

$$\lambda = \begin{pmatrix} \lambda_1 \\ \lambda_2 \\ \lambda_3 \end{pmatrix} \tag{2.0.5}$$

Now.

$$\nabla L(\mathbf{x}, \lambda) = \begin{pmatrix} -3 + \begin{pmatrix} 1 & -1 & 0 \end{pmatrix} \lambda \\ -4 + \begin{pmatrix} 1 & 0 & -1 \end{pmatrix} \lambda \\ \begin{pmatrix} 1 & 1 \end{pmatrix} \mathbf{x} - 4 \\ \begin{pmatrix} -1 & 0 \end{pmatrix} \mathbf{x} \\ \begin{pmatrix} 0 & -1 \end{pmatrix} \mathbf{x} \end{pmatrix}$$
(2.0.6)

:. Lagrangian matrix is given by

$$\begin{pmatrix}
0 & 0 & 1 & -1 & 0 \\
0 & 0 & 1 & 0 & -1 \\
1 & 1 & 0 & 0 & 0 \\
-1 & 0 & 0 & 0 & 0 \\
0 & -1 & 0 & 0 & 0
\end{pmatrix}
\begin{pmatrix}
\mathbf{x} \\ \lambda
\end{pmatrix} = \begin{pmatrix}
3 \\ 4 \\ 4 \\ 0 \\ 0
\end{pmatrix}$$
(2.0.7)

Considering λ_1, λ_2 as only active multiplier,

$$\begin{pmatrix} 0 & 0 & 1 & -1 \\ 0 & 0 & 1 & 0 \\ 1 & 1 & 0 & 0 \\ -1 & 0 & 0 & 0 \end{pmatrix} \begin{pmatrix} \mathbf{x} \\ \lambda \end{pmatrix} = \begin{pmatrix} 3 \\ 4 \\ 4 \\ 0 \end{pmatrix}$$
 (2.0.8)

resulting in,

$$\implies \begin{pmatrix} \mathbf{x} \\ \lambda \end{pmatrix} = \begin{pmatrix} 0 & 0 & 0 & -1 \\ 0 & 0 & 1 & 1 \\ 0 & 1 & 0 & 0 \\ -1 & 1 & 0 & 0 \end{pmatrix} \begin{pmatrix} 3 \\ 4 \\ 4 \\ 0 \end{pmatrix} \tag{2.0.10}$$

$$\implies \begin{pmatrix} \mathbf{x} \\ \lambda \end{pmatrix} = \begin{pmatrix} 0 \\ 4 \\ 4 \\ 1 \end{pmatrix} \tag{2.0.11}$$

$$\therefore \lambda = \begin{pmatrix} 4 \\ 1 \end{pmatrix} > \mathbf{0}$$

.. Optimal solution is given by

$$\mathbf{x} = \begin{pmatrix} 0 \\ 4 \end{pmatrix} \tag{2.0.12}$$

$$Z = \begin{pmatrix} 3 & 4 \end{pmatrix} \mathbf{x} \tag{2.0.13}$$

$$= \begin{pmatrix} 3 & 4 \end{pmatrix} \begin{pmatrix} 0 \\ 4 \end{pmatrix} \tag{2.0.14}$$

$$= 16$$
 (2.0.15)

By using cvxpy in python,

$$\mathbf{x} = \begin{pmatrix} 2.25279985e - 08 \\ 3.99999997e + 00 \end{pmatrix} \approx \begin{pmatrix} 0 \\ 4 \end{pmatrix}$$
 (2.0.16)

 $Z = 15.99999994 \approx 16$ (2.0.17)

Hence, x = 0 and y = 4 will maximize Z and the maximum value of Z is Z = 16.

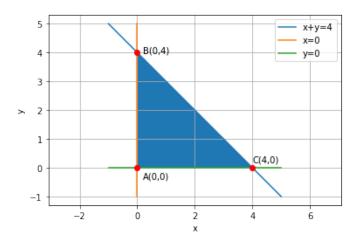


Fig. 2.1: Feasible Region