

FOUNDATIONS OF OPTIMIZATION: IE6001

Introduction

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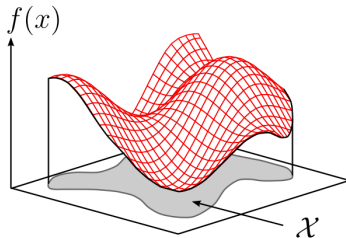
Course Information

- Lecturer: [Napat Rujeerapaiboon](#)
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- Teaching assistant: [Xue Yilin](#) and [Zhu Yufei](#)
- Lecture slides are available on [Canvas](#).
- In addition to mid-term (25%) and final (50%) exams, there will be [several assessed courseworks](#).
- Active participation is strongly encouraged!

Mathematical Programming

OR solves mathematical programming models:

$$\begin{array}{ll}\text{minimize} & f(x) \\ \text{subject to} & x \in \mathcal{X},\end{array}$$



where

- $x \in \mathbb{R}^n$ are the decision variables
- $f : \mathbb{R}^n \rightarrow \mathbb{R}$ is the objective function (e.g., cost)
- $\mathcal{X} \subseteq \mathbb{R}^n$ is the feasible set (set of admissible decisions)

Optimal Decision Tool

- Linear objective function
- Linear constraints (equalities and inequalities)

Amongst the most popular mathematical models:
85% of Fortune 500 firms said they use LP

Example 1

Manufacturer produces: A (acid) and C (caustic).
Ingredients used for producing A and C are: X and Y.

- Each ton of A requires: 2lb of X; 1lb of Y
- Each ton of C requires: 1lb of X ; 3lb of Y
- Supply of X limited to: 11lb/week
- Supply of Y limited to: 18lb/week
- A sells for: £1000/ton
- C sells for: £1000/ton

Market research: max 4 tons of A/week can be sold.

| |
|--|
| Maximize weekly value of sales of A and C. |
|--|

Example 1 (MP Model)

How much A and C to produce?

⇒ Formulate a mathematical programming model!

- Decision variables

- x_1 = weekly production of A (in tons)
- x_2 = weekly production of C (in tons)

- Objective function

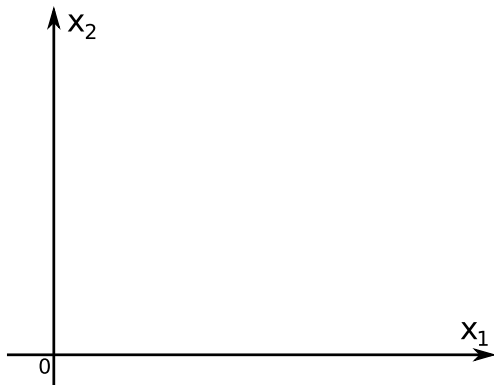
- $f(x_1, x_2)$ = weekly profit (in 1000 £)

- Feasible set

- \mathcal{X} = set of all implementable/admissible production plans
 $x = (x_1, x_2)$
- e.g., $x = (27, 2)$ is not possible (not enough supply!)

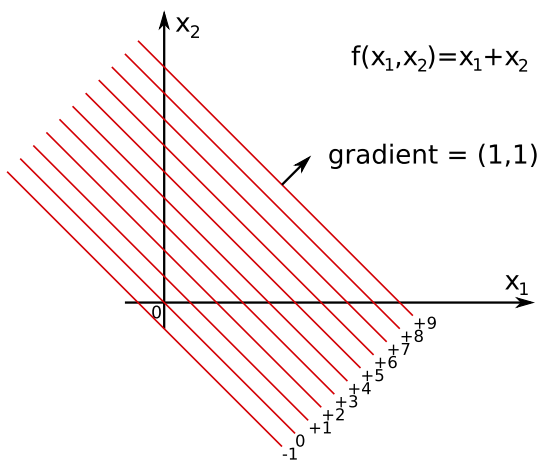
Example 1 (Decision Variables)

A **production plan** is representable as $x = (x_1, x_2)$



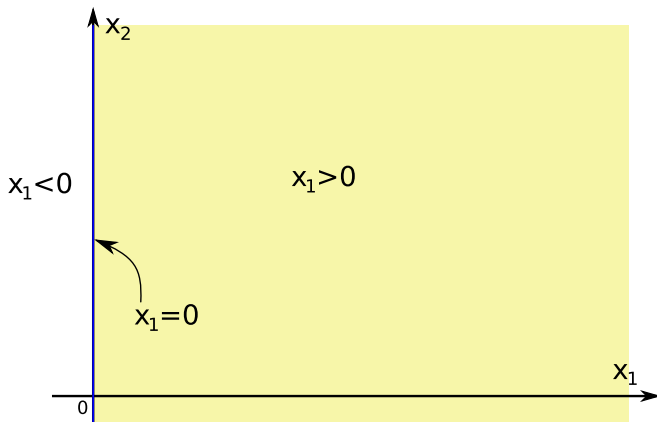
Example 1 (Objective Function)

Profit: $f(x_1, x_2) = x_1 + x_2$ (in 1000 £)



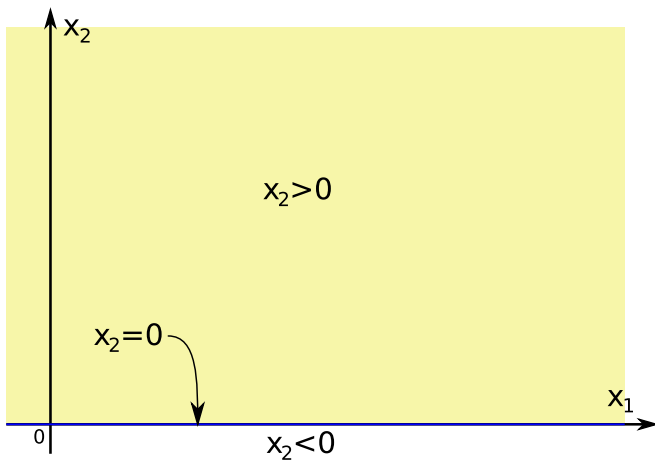
Example 1 (Feasible Set)

Amount of A produced is non-negative: $x_1 \geq 0$



Example 1 (Feasible Set)

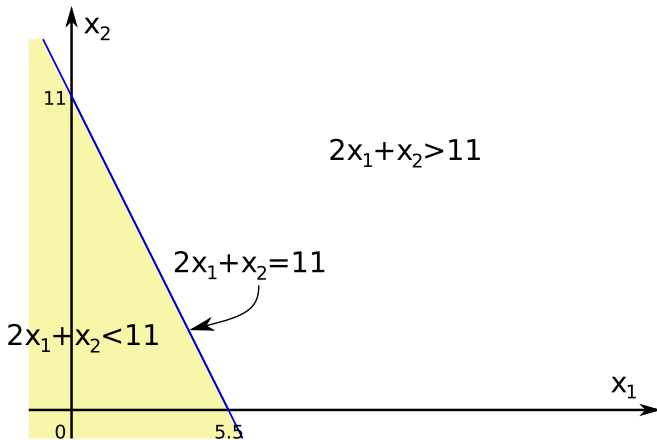
Amount of C produced is non-negative: $x_2 \geq 0$



Example 1 (Feasible Set)

x_1 tons of A & x_2 tons of C require $2x_1 + x_2$ lb of X

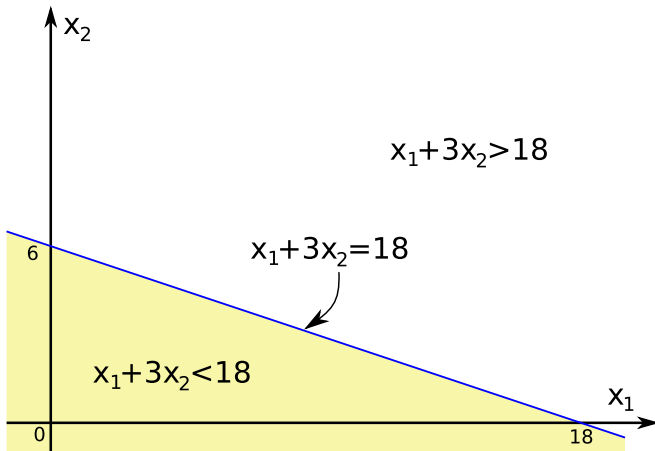
X is limited to 11lb/week: $2x_1 + x_2 \leq 11$



Example 1 (Feasible Set)

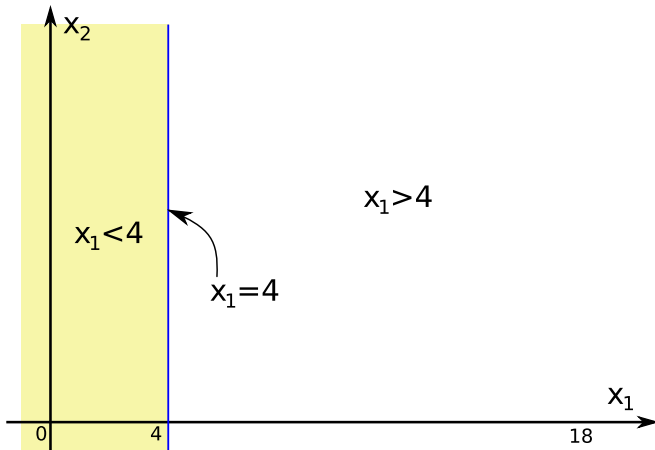
x_1 tons of A & x_2 tons of C require $x_1 + 3x_2$ lb of Y

Y is limited to 18lb/week: $x_1 + 3x_2 \leq 18$



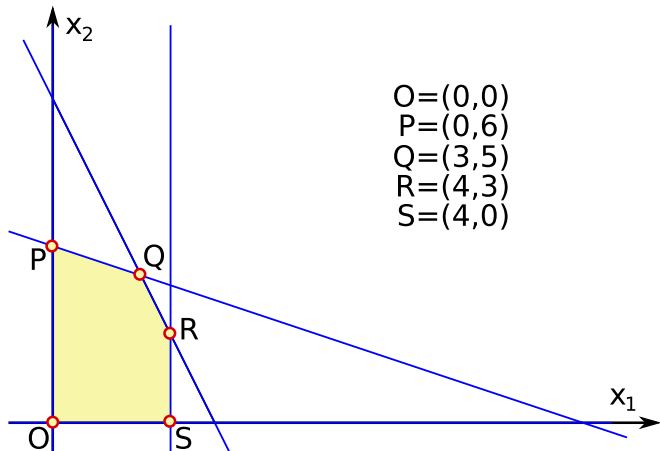
Example 1 (Feasible Set)

Cannot sell more than 4 tons of A/week: $x_1 \leq 4$



Example 1 (Feasible Set)

To obtain the overall feasible set,
intersect the feasible sets of all individual constraints



Example 1 (Feasible Set)

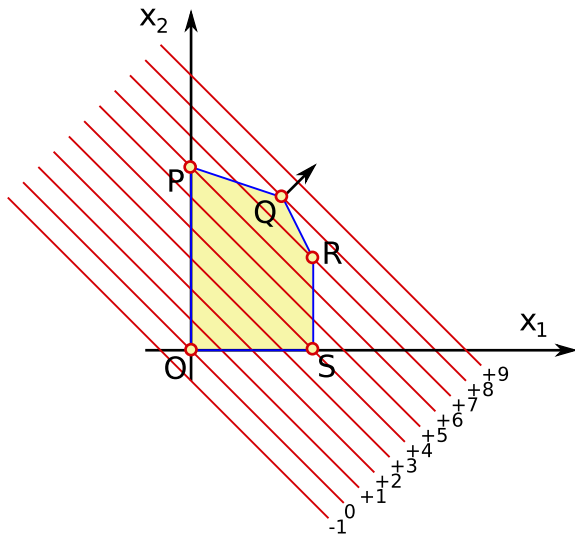
- The feasible set is a **convex polygon**
- The corners O,P,Q,R,S of the feasible set are termed **extreme points** or **vertices**
- Each vertex is given by the **intersection of two blue lines**; its coordinates can be computed by jointly solving the two linear equations defining the blue lines
- We obtain $O=(0,0)$, $P=(0,6)$, $Q=(3,5)$, $R=(4,3)$, $S=(4,0)$

Example 1 (Summary)

The **best production plan** is obtained by solving the following **linear program**:

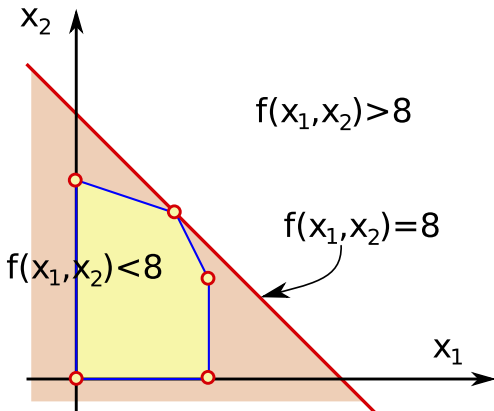
$$\begin{array}{lll} \text{maximize} & x_1 + x_2 & : \text{objective function} \\ \text{subject to} & 2x_1 + x_2 \leq 11 & : \text{constraint on availability of X} \\ & x_1 + 3x_2 \leq 18 & : \text{constraint on availability of Y} \\ & x_1 \leq 4 & : \text{constraint on demand of A} \\ & x_1, x_2 \geq 0 & : \text{non-negativity constraints} \end{array}$$

Example 1 (Graphical Solution)



Example 1 (Graphical Solution)

All feasible points satisfy $f(x_1, x_2) \leq 8$
Q is the **only feasible point** (x_1, x_2) with $f(x_1, x_2) = 8$



Linear Programming

- A Linear program (LP) is a mathematical program that
 - optimizes (maximizes or minimizes) a linear objective function
 - over a polyhedral feasible set described by linear equality/inequality constraints.
- The feasible set has finitely many vertices.
- One can prove that every LP (with a bounded nonempty feasible set) has a vertex solution.

⇒ To solve the LP it is sufficient to examine only the vertices of its feasible set!

Variants of Example 1

- minimize $3x_1 - x_2$ over feasible set of Example 1

| | | | | |
|---------|---------|---------|---------|---------|
| O=(0,0) | P=(0,6) | Q=(3,5) | R=(4,3) | S=(4,0) |
| 0 | -6 | 4 | 9 | 12 |

\Rightarrow P: $x_1 = 0, x_2 = 6$ is optimal.

- maximize $2x_1 + x_2$ over feasible set of Example 1:

Any point on the line segment QR is optimal.

\Rightarrow points other than vertices can be optimal, but there is always an optimal vertex

Simplex Algorithm

- The number of vertices of the feasible set is always **finite**, but it is typically **exponential** in the problem dimensions.
- The **Simplex Algorithm** is an efficient method for finding an optimal vertex without necessarily examining all vertices.