

2. Consider the linear program

$$\begin{aligned} v_P(b) &= \max c_x x + c_y y \\ \text{subject to } & x \leq 1 \\ & x \geq 0 \end{aligned}$$

(a) Rewrite this in the canonical form.

(b) Rewrite this in the standard form.

(a) Since  $y$  doesn't have the nonnegativity constraint, we can express  $y$  as the difference of two nonnegative variables.

$$V_P(b) = \max (c_x \ c_y \ -c_y) \begin{bmatrix} x \\ y_1 \\ y_2 \end{bmatrix}$$

$$\text{s.t.} \quad \begin{bmatrix} 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} x \\ y_1 \\ y_2 \end{bmatrix} \leq 1$$

$$\begin{bmatrix} x \\ y_1 \\ y_2 \end{bmatrix} \geq 0$$

$$(b) \quad V_P(b) = \max c_x x + c_y y_1 - c_y y_2 + 0 \cdot s$$

$$\text{s.t.} \quad x + s = 1$$

$$x, y_1, y_2, s \geq 0.$$

$$\Rightarrow V_P(b) = \max (c_x \ c_y \ -c_y \ 0) \begin{bmatrix} x \\ y_1 \\ y_2 \\ s \end{bmatrix}$$

$$\text{s.t.} \quad \begin{bmatrix} 1 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y_1 \\ y_2 \\ s \end{bmatrix} = 1$$

$$\begin{bmatrix} x \\ y_1 \\ y_2 \\ s \end{bmatrix} \geq 0$$

3. Consider the primal problem

$$\begin{aligned} v_p(b) &= \max x_1 + 2x_2 \\ \text{s.t. } x_1 + x_2 &\leq 4 \\ x_1 + 3x_2 &\leq b \end{aligned}$$

- (a) Write down the dual.
- (b) For  $b = 1$ , plot the constraint sets for both problems, and solve them.
- (c) Describe  $v_p(b)$ , and compute  $\partial v_p(b)$  on the range  $0 \leq b \leq 14$ .

(a) We want to first rewrite the problem with nonnegativity constraints.

$$\begin{aligned} V_p(b) &= \max \overbrace{(x_1 - x_2)}^{x_1} + 2 \overbrace{(x_3 - x_4)}^{x_2} \quad \text{Note: } x_1, x_2 \text{ here are not} \\ \text{s.t. } (x_1 - x_2) + (x_3 - x_4) &\leq 4 \quad \text{the same as the ones in} \\ (x_1 - x_2) + 3(x_3 - x_4) &\leq b \quad \text{the problem.} \\ x_1, x_2, x_3, x_4 &\geq 0. \end{aligned}$$

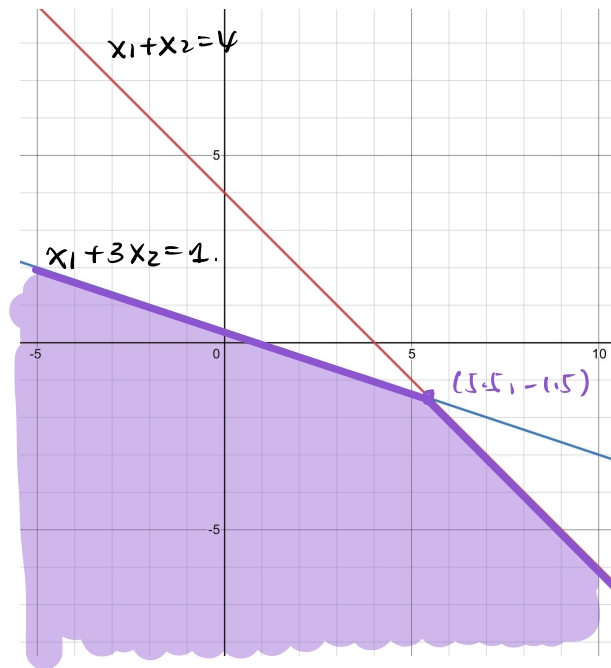
$$\begin{aligned} \Rightarrow V_p(b) &= \max \underbrace{[1 \ -1 \ 2 \ -2]}_C \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} \\ \text{s.t. } \underbrace{\begin{bmatrix} 1 & -1 & 1 & -1 \\ 1 & -1 & 3 & -3 \end{bmatrix}}_A \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} &\leq \underbrace{\begin{bmatrix} 4 \\ b \end{bmatrix}}_{b.} \\ \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} &\geq 0 \end{aligned}$$

Hence, the dual problem is

$$\begin{aligned} V_D(b) &= \min [y_1 \ y_2] \begin{bmatrix} 4 \\ b \end{bmatrix} \\ \text{s.t. } [y_1 \ y_2] \begin{bmatrix} 1 & -1 & 1 & -1 \\ 1 & -1 & 3 & -3 \end{bmatrix} &\geq [1 \ -1 \ 2 \ -2] \\ [y_1 \ y_2] &\geq 0. \end{aligned}$$

(b) First consider the primal problem

$$\begin{aligned} v_p(b) = \max \quad & x_1 + 2x_2 \\ \text{s.t.} \quad & x_1 + x_2 \leq 4 \\ & x_1 + 3x_2 \leq 1 \end{aligned}$$



The shaded region is the constraint set and by vertex theorem, the solution is  $(5.5, -1.5)$ , which gives  $V_p(b) = 2.5$



Next consider the dual problem:

$$\text{MIN } 4y_1 + y_2$$

$$\text{s.t. } y_1 + y_2 \geq 1$$

$$-y_1 - y_2 \geq -1$$

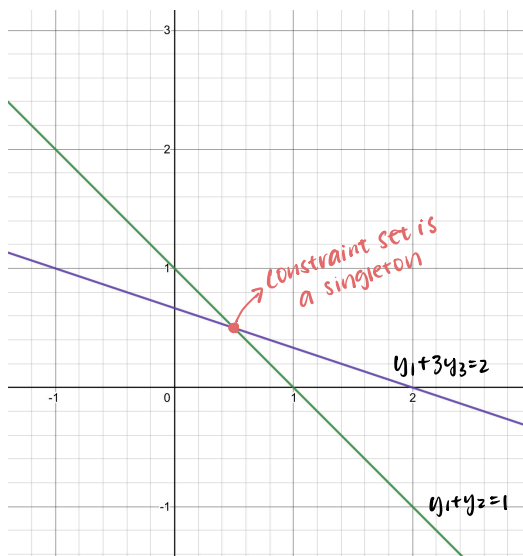
$$y_1 + 3y_2 \geq 2$$

$$-y_1 - 3y_2 \geq -2$$

$$y_1, y_2 \geq 0$$

$$\Rightarrow y_1 + y_2 = 1$$

$$\Rightarrow y_1 + 3y_2 = 2$$



Since the constraint set is a singleton, the solution to the dual problem is  $(0.5, 0.5)$ , which gives  $V_d(b) = 2.5$ .

$$\Rightarrow V_d(b) = V_p(b)$$



(c)

### Shadow Prices

**Theorem.** If either  $v_P(b)$  or  $v_D(c)$  is finite, then

1.  $v_P(b) = v_D(c)$ ,
2. both programs have optimal solutions, and
3.  $\partial v_D(b)$  is the set of optimal solutions to the primal, and  $\partial v_P(b)$  is the set of optimal solutions to the dual.

By computation above, we know that  $V_P(b)$  and  $V_D(c)$  are both finite when  $b \in [0, 14]$  and  $V_P(b) = V_D(c)$ . The solution for the dual problem is  $(0.5, 0.5)$ .

Hence,  $V_P(b) = V_D(c) = 4(0.5) + 0.5b = 2 + 0.5b$ .

By the shadow price theorem,  $\partial V_P\left(\begin{bmatrix} 4 \\ b \end{bmatrix}\right) = (0.5, 0.5)$  for  $b \in [0, 14]$  ✓  
and  $V_P(b) = 0.5$  for  $b \in [0, 14]$

You could also solve the primal for an arbitrary  $b$ , and then

$$\text{obtain } \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} \frac{12-b}{2} \\ \frac{b-4}{2} \end{bmatrix}$$

and plug it back into

$$V_P(b) = x_1 + 2x_2 = 2 + \frac{b}{2}$$

$$\frac{dV_P(b)}{db} = \frac{1}{2}$$