## PL

## August 13, 2021

We want to find the maximum solution to:

```
\max_{x_1, x_2} 4x_1 + 3x_2
```

In this example, the objective function is subject to the following constraints:

$$x_1 \ge 0$$

$$x_2 \ge 2$$

$$2x_2 \le 25 - x_1$$

$$4x_2 \ge 2x_1 - 8$$

$$x_2 \le 2x_1 - 5$$

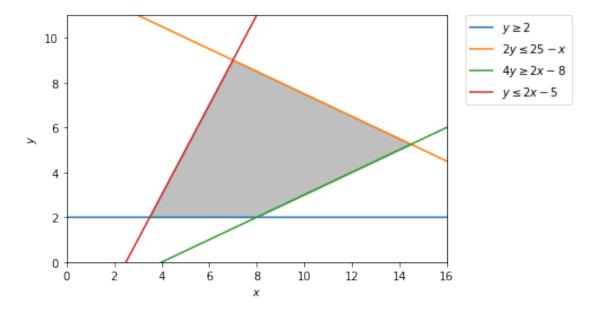
```
[1]: import numpy as np import matplotlib.pyplot as plt from scipy.optimize import linprog %matplotlib inline
```

```
[2]: # Construct lines
     \# x > 0
     x = np.linspace(0, 20, 2000)
     # y >= 2
     y1 = (x*0) + 2
     # 2y <= 25 - x
     y2 = (25-x)/2.0
     \# 4y >= 2x - 8
     y3 = (2*x-8)/4.0
     # y <= 2x - 5
     y4 = 2 * x -5
     # Make plot
     plt.plot(x, y1, label=r'$y\geq 2$')
     plt.plot(x, y2, label=r'$2y\leq25-x$')
     plt.plot(x, y3, label=r'$4y \ge 2x - 8$')
     plt.plot(x, y4, label=r'\$y \ge 2x-5\$')
     plt.xlim((0, 16))
     plt.ylim((0, 11))
```

```
plt.xlabel(r'$x$')
plt.ylabel(r'$y$')

# Fill feasible region
y5 = np.minimum(y2, y4)
y6 = np.maximum(y1, y3)
plt.fill_between(x, y5, y6, where=y5>y6, color='grey', alpha=0.5)
plt.legend(bbox_to_anchor=(1.05, 1), loc=2, borderaxespad=0.)
```

## [2]: <matplotlib.legend.Legend at 0x7fc1cd59c970>



We need some mathematical manipulations to convert the target problem to the form accepted by linprog

$$\min_{x_1, x_2} - 4x_1 - 3x_2$$

vector of decision:

$$c=[-4,-3]$$

Inequality constraints:

$$x_1 + 2x_2 \le 25$$
$$2x_1 - 4x_2 \le 8$$
$$-2x_1 + x_2 \le -5$$

where

$$\mathbf{A_{ub}} = \left[ \begin{array}{cc} 1 & 2 \\ 2 & -4 \\ -2 & 1 \end{array} \right]$$

$$\mathbf{b_{ub}} = \left[ \begin{array}{c} 25 \\ 8 \\ -5 \end{array} \right]$$

slack: array([7.55449037e-11, 7.67919062e-11, 1.87500000e+01])

status: 0 success: True

x: array([14.5 , 5.25])