

Lecture 3 (1.9)

Remember, we put an LP into std. form because it's better for coding a solution method.

$$\begin{aligned} \max \quad & \varphi = c^T x \\ \text{s.t.} \quad & Ax \leq b, \quad x \geq 0 \end{aligned}$$

Example of converting an LP into std. form:

$$\min \quad 1,2x_1 + 1,8x_2 + x_3$$

s.t.

$$x_1 \geq \frac{1}{3} \quad -2x_3 \leq 0$$

$$x_1 - 2x_3 \leq 0 \quad x_2 - x_1 \leq 0 \quad x_2, x_3 \geq 0$$

$$x_3 - 2x_2 \leq 0 \quad x_1 + x_2 + x_3 = 1$$

Transforming into standard form:

x_1 is a free variable:

$$x_1 = x_1^+ - x_1^-, \quad x_1^+, x_1^- \geq 0$$

$$x_1 - 2x_3 \leq 0 \Rightarrow x_1^+ - x_1^- - 2x_3 \leq 0$$

convert to \leq :

$$x_1 \geq \frac{1}{3} \Rightarrow -(x_1^+ - x_1^-) \leq \frac{1}{3} \leftarrow \text{negative?}$$

equality constraint:

$$x_1 + x_2 + x_3 = 1 \Rightarrow x_1^+ - x_1^- + x_2 + x_3 \leq 1$$

$$-x_1^+ + x_1^- - x_2 - x_3 \leq -1$$

$$\max (-1, 2 \quad , \quad 1, 2 \quad , \quad -1, 8 \quad , \quad -1)$$

s.t.

A

$$\begin{pmatrix} -1 & 1 & 0 & 0 \\ 1 & -1 & 0 & -2 \\ 1 & -1 & -2 & 0 \\ -1 & 1 & 1 & 0 \\ 0 & 0 & -2 & 1 \\ 1 & -1 & 1 & 1 \\ 1 & 1 & -1 & -1 \end{pmatrix}$$

\leq

b

$$\begin{pmatrix} 1 \\ 3 \\ 0 \\ 0 \\ 0 \\ 0 \\ -1 \end{pmatrix}$$

$$x_1^+ \quad x_1^- \quad x_2 \quad x_3 \geq 0$$

The Simplex method

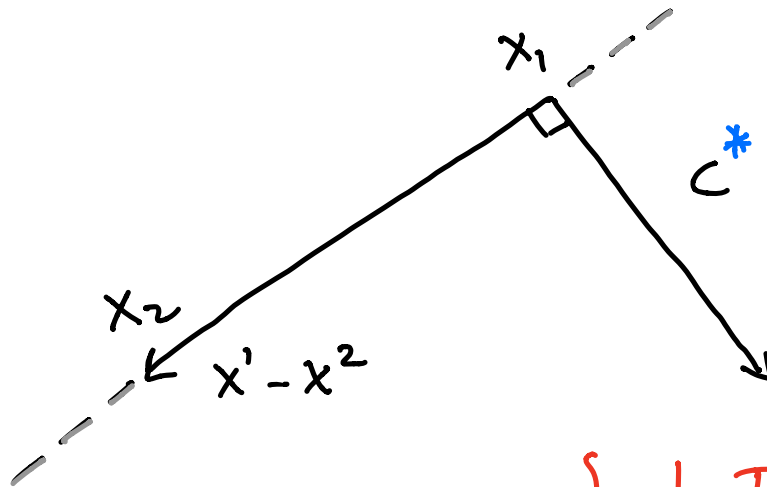
Graphical approach

$$\text{obj. f. } C^T X = C_1 x_1 + C_2 x_2$$

$$\text{let } x^1, x^2 \in \mathbb{R}^n : C^T x^1 = C^T x^2$$

$$C^T (x^1 - x^2) = 0$$

$$C \perp (x^1 - x^2)$$



$$\{x \mid C^T x = C^T x^2\}$$

forms a line.

In direction c :

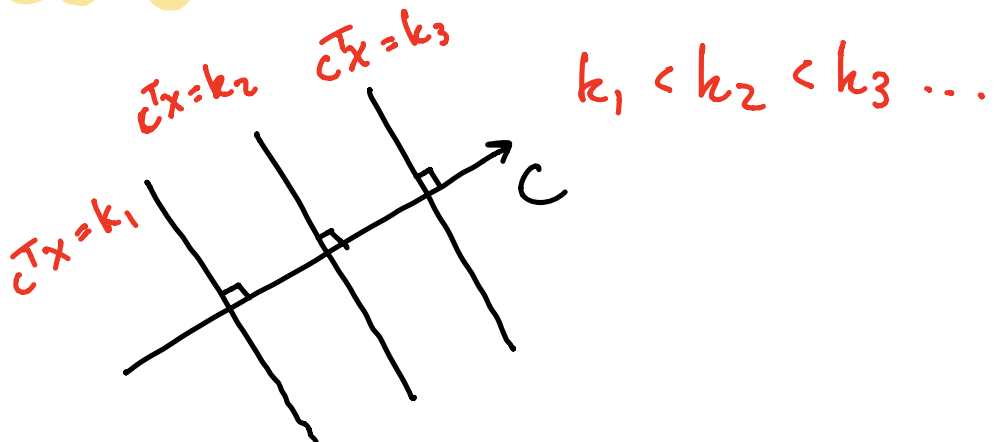
$$x^2 + tc, \quad t > 0$$

What happens to the objective function when we go along the line c ?

$$c^T(x^2 + ct) = \boxed{c^T x^2 + tc^T c > c^T x^2}$$

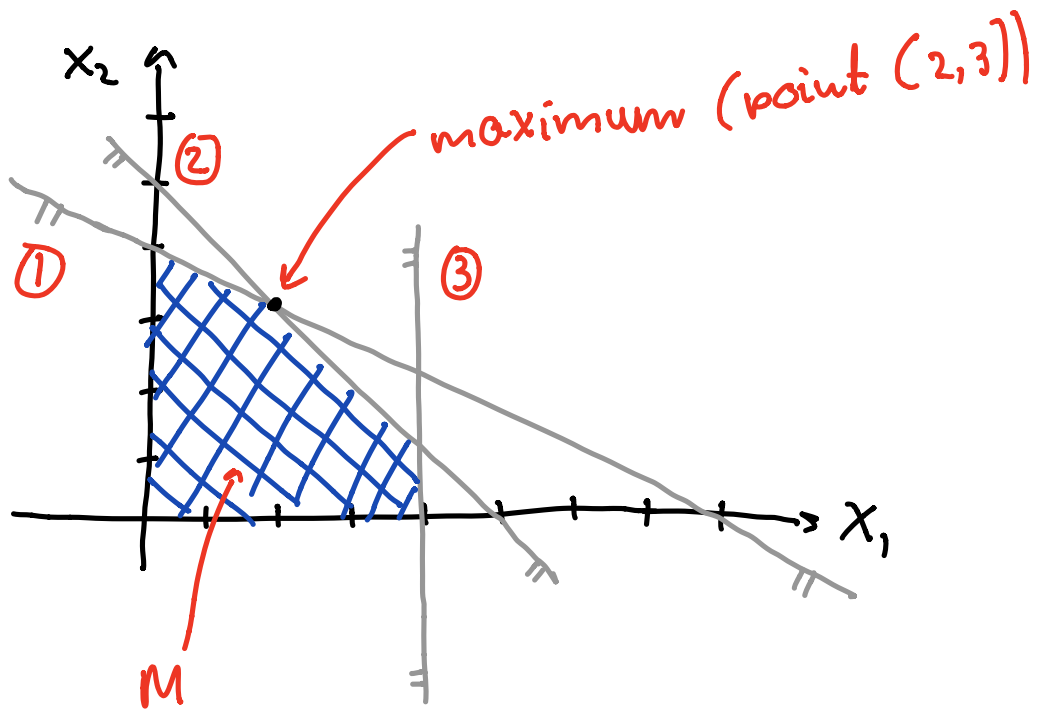
The value of the obj. f is increasing!

Level lines (explanation)



Example. Properties of a feasible set.

$$M = \left\{ x \in \mathbb{R}^2 \mid \begin{array}{ll} x_1 + 2x_2 \leq 8 & \textcircled{1} \\ x_1 + x_2 \leq 5 & \textcircled{2} \\ x_1 \leq 4 & \textcircled{3} \\ x_1, x_2 \geq 0 \end{array} \right\}$$



Let $c = \begin{pmatrix} 1 \\ 2 \end{pmatrix}$, solution is the point $\hat{x} = (2, 3)$.

$$\hat{x} = \begin{pmatrix} 2 \\ 3 \end{pmatrix}, c^T x = 1 \cdot 2 + 2 \cdot 3 = 8$$

This is the full solution!

Example. No solution

$$\min -x_1 - x_2 \rightarrow \max x_1 + x_2$$

s.t.

$$x_1 - x_2 \leq 1, \quad 5x_1 - x_2 \leq 10 \quad x_1, x_2 \geq 0$$

