Math 482 Linear programming Fall 2020 Exam 2

10/19/2020

Time Limit: 180 Minutes

## This is the 3 CREDIT EXAM.

This exam contains 7 pages (including this cover page) and 7 problems. Check to see if any pages are missing. Enter all requested information on the top of this page.

You may use your books, notes, or any calculator on this exam.

You are required to justify your work on each problem on this exam. The following rules apply:

- Organize your work, in a reasonably neat and coherent way, in the space provided. Work scattered all over the page without a clear ordering will receive very little credit.
- Mysterious or unsupported answers will not receive full credit. A correct answer, unsupported by calculations, explanation, or algebraic work will receive no credit; an incorrect answer supported by substantially correct calculations and explanations might still receive partial credit.

Do not write in the table to the right.

Problem	Points	Score
1	20	
2	20	
3	5	
4	5	
5	15	
6	20	
7	15	
Total:	100	

1. (20 points) Find the dual program of the linear program

Use complementary slackness to determine whether the primal solution (x, y, z) = (0, 2, 1) is optimal.

$$(\chi, \gamma, Z) = (0, L, 1)$$
 is feasible  
 $-\chi - \gamma - Z = -3$   
 $-\gamma + Z = -1$  all tight => Satisfy complementary slackness  
 $=> (\chi, \gamma, Z) = (0, L, 1)$  is optimal.

2. (20 points) Use the two-phase dual simplex method to solve the linear program

$$\label{eq:linear_equation} \begin{split} \underset{x,y \in \mathbb{R}}{\text{minimize}} & 2x - y \\ \text{subject to} & 3x + y \geq 10 \\ & x - y \geq 2 \\ & x, y \geq 0 \end{split}$$

chal LP: mex U, u.ER

(olli+2UL

C. T.

 $3U_1 + U_2 \leq \nu$ 

U, - U2 E-1

W,, U2 20

	u,	U.	5,	S~	
ς,	4	0	/	/	/
$u_{\mathbf{z}}$	-/	/	0	-/	1
- کا	12	0	D	2	-2

Piwton U., remove S.

L's opened solution of

Prince LP is (X,Y) = (3,1)optimel value is 5

3. (5 points) In the problem below, A is an  $m \times n$  matrix,  $\mathbf{b} \in \mathbb{R}^m$ , and  $\mathbf{c} \in \mathbb{R}^n$ . (**P**) and (**D**) refer to the two linear programs below:

$$\begin{pmatrix}
\text{maximize} & \mathbf{c}^{\mathsf{T}} \mathbf{x} \\
\text{subject to} & A\mathbf{x} \leq \mathbf{b} \\
& \mathbf{x} \geq \mathbf{0}
\end{pmatrix} \qquad 
\begin{pmatrix}
\text{minimize} & \mathbf{u}^{\mathsf{T}} \mathbf{b} \\
\text{subject to} & \mathbf{u}^{\mathsf{T}} A \geq \mathbf{c}^{\mathsf{T}} \\
& \mathbf{u} \geq \mathbf{0}
\end{pmatrix}$$

Check the box next to each statement if it must be true.

- $\checkmark$  At least one of (P) or (D) is feasible.
- $\sqrt{\phantom{a}}$  At most one of  $(\mathbf{P})$  or  $(\mathbf{D})$  is unbounded.
- $\mathbf{\mathbf{\mathbf{\mathcal{J}}}}$  If  $(\mathbf{D})$  has a feasible solution,  $(\mathbf{P})$  has a feasible solution.
- $\sqrt{\phantom{a}}$  If  $(\mathbf{P})$  has an optimal solution,  $(\mathbf{D})$  has an optimal solution.
- $\nearrow$  If (P) has a unique optimal solution, (D) has a unique optimal solution.

## $U^Tb \ge U^TAx \ge C^Tx$

- 4. (5 points) In the problem below, (**P**) and (**D**) refer to the same linear programs as in Problem 3. Moreover,  $\mathbf{x} \in \mathbb{R}^n$  is a feasible solution for (**P**), and  $\mathbf{u} \in \mathbb{R}^m$  is a feasible solution for (**D**). Check the box next to each statement if it **must** be true.
  - $\mathbf{X} \mathbf{c}^\mathsf{T} \mathbf{x} \ge \mathbf{u}^\mathsf{T} \mathbf{b}.$
  - $\mathbf{V}$  If  $\mathbf{c}^\mathsf{T}\mathbf{x} = \mathbf{u}^\mathsf{T}\mathbf{b}$ , then  $\mathbf{x}$  is primal optimal and  $\mathbf{u}$  is dual optimal.
  - If  $\mathbf{x}$  is primal optimal and  $\mathbf{u}$  is dual optimal, then  $\mathbf{c}^\mathsf{T}\mathbf{x} = \mathbf{u}^\mathsf{T}\mathbf{b}$ .
  - If **x** is primal optimal, **u** is dual optimal, and  $x_i = 0$ , then the  $i^{\text{th}}$  constraint of (**D**) is slack.
  - $\mathbf{V}$  If  $\mathbf{x}$  is primal optimal,  $\mathbf{u}$  is dual optimal, and  $u_i > 0$ , then the  $i^{\text{th}}$  constraint of  $(\mathbf{P})$  is tight.

5. (15 points) Consider a **minimization** problem, given in standard form with  $Ax \leq b, x \geq 0$ whose optimal tableau is given below:

(a) Suppose that the right-hand side of the first constraint (with slack variable  $s_1$ ) is changed by some small amount  $\delta$  (either positive or negative). Determine the corresponding change in optimal objective value, and the range of values of  $\delta$  for which your prediction holds.

	$x_1$	$x_2$	$s_1$	$s_2$	$s_3$		
$\overline{x_1}$	1	0	0	2	3	4	
$x_2$	0	1	0	1	-2	2	3t 8 ≥0
$s_1$	0	0	1	-1	1	3+S	
$\overline{-z}$	0	0	0	3	1	-2	S ≥ -3 the optimal objective value doesn't change.

(b) Suppose that the coefficient of  $x_2$  in the objective function is changed by some small amount  $\delta$  (either positive or negative). Determine the corresponding change in optimal objective value, and the range of values of  $\delta$  for which your prediction holds.

	$x_1$	$x_2$	$s_1$	$s_2$	$s_3$				$x_1$	$x_2$	$s_1$	$s_2$	$s_3$	
$x_1$	1	0	0	2	3	4		$x_1$	1	0	0	2	3	4
$x_2$	2 0	1	0	1	-2	2		$x_2$	0	1	0	1	-2	2
$s_1$	0	0	1	-1	1	3		$s_1$	0	0	1	-1	1	3
-z	0	0+	8 0	3	1	-2	-	-3	0	0	0	3-8	ે /+ય્ડ	-2-28

the optimel objective value change into 2+28 3-820 1+2820  $= 3 - \frac{1}{2} \leq \delta \leq 3$ 

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A: 4

6. (20 points) In a variant of the odd-even game discussed in class, Alice holds up either 1 or 4 fingers while Bob simultaneously holds up 1, 2, or 3 fingers. Letting N be the total number of fingers, if N is even then Bob wins \$N\$ from Alice and if N is odd then Alice wins \$N\$ from Bob

(a) Write down a linear program for Alice's optimal strategy and a linear program for Bob's optimal strategy.

$$U = min \{ -2 x_1 + 5 x_4, 3x_1 - 6x_4, -4x_1 + 7x_4 \}$$
 $A'_{S} L P : max U B'_{S}$ 
 $S : t U < -2 x_1 + 5 x_4$ 
 $U < 3 x_1 - 6x_4$ 
 $U < -4x_1 + 7x_4$ 
 $X_1 + x_4 = 1$ 
 $X_1, x_4, u \ge 0$ 

$$7 \times_{4}$$
  $V = \max \{-2y_{1} + 3y_{2} - 4y_{3}, \pm y_{1} - 6y_{2} + 1y_{3}\}$ 
 $B'_{S} LP min U$ 
 $v_{1}, y_{2}, y_{3} \in \mathbb{R}$ 
 $S:t. U \ge -2y_{1} + 3y_{2} - 4y_{3}$ 
 $U \ge y_{1} - 6y_{2} + 7y_{3}$ 
 $Y_{1} + Y_{2} + Y_{3} = 1$ 
 $Y_{1}, Y_{2}, Y_{3}, U \ge 0$ 

(b) Bob's optimal strategy for this game is to hold up 2 fingers 55% of the time and hold up 3 fingers 45% of the time. Use complementary slackness to determine Alice's optimal strategy.

Bob's opt 
$$(y_1, y_2, y_3) = (0, 0.55, 0.45)$$
  
 $-2y_1 + 3y_2 - 4y_3 = -0.15$   $= > 0 = -0.15$   
 $5y_1 - 6y_2 + 7y_3 = -0.15$   $= > 0.15$   
 $= > \text{Satisfy complementary } 0 = 0 = -0.15$   
 $= > \text{Satisfy complementary } 0 = 0 = -0.15$   $= > \begin{cases} x_1 = 0.65 \\ -4x_1 + 7x_4 = -0.15 \end{cases} = > \begin{cases} x_1 = 0.65 \\ x_4 = 0.35 \end{cases}$   
 $= > \text{Alice's opt Strategy: } (x_1, x_4)$   
 $= > \text{Alice's opt Strategy: } (x_1, x_4)$   
 $= > \text{Alice's opt Strategy: } (x_1, x_4)$ 

7. (15 points) Use Fourier-Motzkin elimination to give a linear combination of the following inequalities that proves that there is no (x, y, z) satisfying all four inequalities.

$$= \begin{cases} x \geqslant -y - 2 \stackrel{?}{\leq} -1 \\ (e) & x - y - 2 \stackrel{?}{\leq} -2 \\ -x + y - 2 \stackrel{?}{\leq} -1 \end{cases}$$

$$= \begin{cases} x \geqslant -y - 2 \stackrel{?}{\geq} +1 \\ x \leqslant -2 + y + 2 \end{cases} = \begin{cases} -y - 2 \stackrel{?}{\geq} +1 \leqslant -2 + y + 2 \\ y - 2 + 1 \leqslant -2 + y + 2 \end{cases}$$

$$= \begin{cases} y \geqslant -\frac{3}{2} \stackrel{?}{\geq} +\frac{3}{2} \leqslant 0 \end{cases}$$

$$= \begin{cases} y \geqslant -\frac{3}{2} \stackrel{?}{\geq} +\frac{3}{2} \leqslant 0 \end{cases}$$

$$= \begin{cases} y \geqslant -\frac{3}{2} \stackrel{?}{\geq} +\frac{3}{2} \leqslant 0 \end{cases}$$

$$= \begin{cases} 2 \stackrel{?}{\geq} -\frac{3}{2} \end{cases}$$

$$= \begin{cases} 2 \stackrel{?}{>} -\frac{3} ?}{2} \end{cases}$$