

LINEAR PROGRAMMING PROBLEM

Definition and Examples

Linear Program

Objective Function

Decision Variables
 x_1, x_2, x_3, x_4

maximize $2x_1 + 3x_2 - x_3 + x_4$

subject to

Constraints

$$\begin{array}{rclcl} x_1 & -x_2 & & & \leq & 10 \\ 2x_1 & +x_2 & -x_3 & & \geq & -5 \\ & -x_2 & & +x_4 & = & 4 \end{array}$$

Linear Program (General Form)

Objective
Function

$$\max \quad c_1x_1 + c_2x_2 + \cdots + c_nx_n$$

$\{\leq, \geq, =\}$

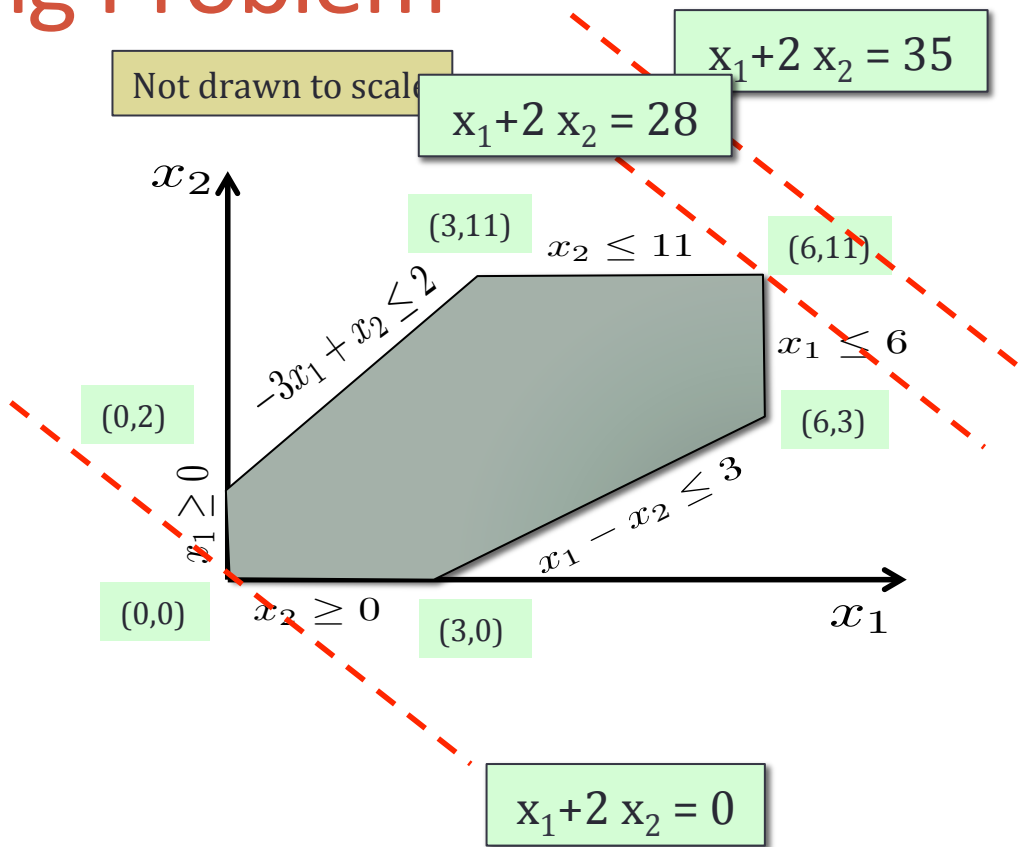
$$\begin{array}{llllll} \text{s.t.} & a_{11}x_1 & +a_{12}x_2 & + \cdots + & a_{1n}x_n & \leq b_1 \\ & & & & \vdots & \\ & a_{m1}x_1 & +a_{m2}x_2 & + \cdots + & a_{mn}x_n & \leq b_m \end{array}$$

Constraints

Linear Programming Problem

$$\begin{array}{llll}
 \text{max.} & x_1 & +2x_2 & \\
 \text{s.t.} & -3x_1 & +x_2 & \leq 2 \\
 & & +x_2 & \leq 11 \\
 & x_1 & -x_2 & \leq 3 \\
 & x_1 & & \leq 6 \\
 & x_1, & x_2 & \geq 0
 \end{array}$$

Solution: $x_1 = 6, x_2 = 11$
 Optimal Objective Value: 28



Overview

- Solving a Linear Program.
 - Visualizing Linear Programs.
 - What does solving a Linear Program mean?
- Algorithms for Linear Programming.
 - Simplex.
 - Ellipsoidal Methods.
 - Interior Point Methods.