

First coursework due by 9am Mon 19 Feb
Submit on QMplus.

Recap quiz

Given an LP what is an extreme point solution

- (i) intuitively/geometrically?
- (ii) formally?

What are the 3 main steps in transforming an LP to standard inequality form?

standard inequality form

$$\begin{array}{ll} \text{max} & \underline{c}^T \underline{x} \\ \text{sub to} & A\underline{x} \leq \underline{b} \\ & \underline{x} \geq \underline{0} \end{array}$$

Diagram illustrating the three main steps in transforming an LP to standard inequality form:

- Step 1: $\underline{x} \geq \underline{0}$ (Non-negativity constraint)
- Step 2: $\text{max } \underline{c}^T \underline{x}$ (Objective function)
- Step 3: $A\underline{x} \leq \underline{b}$ (Inequality constraints)

How to transform any linear program to standard inequality form

① For each variable x_i if sign constraint is

$$x_i \geq 0 \quad \checkmark$$

$$x_i \leq 0 \quad \text{replace } x_i \text{ with } \bar{x}_i \geq 0 \quad \text{where } x_i = -\bar{x}_i$$

$$x_i \text{ unrestricted} \quad \text{replace } x_i \text{ with } x_i^+ - x_i^- \\ \text{with } x_i^+ \geq 0 \quad x_i^- \geq 0$$

② If goal is $\min \underline{c}^T \underline{x}$ replace with $\max (-\underline{c})^T \underline{x}$

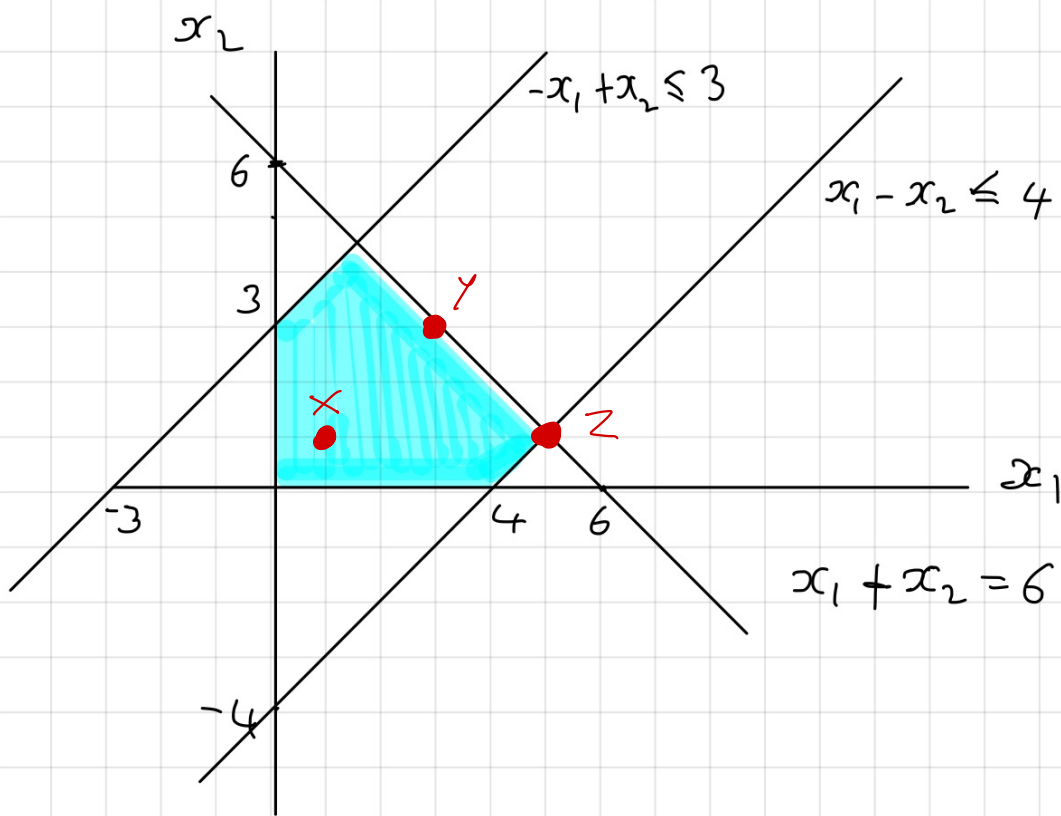
minimizing a fn is same as maximising negative of that function

③ For each constraint, if constraint is

$$\underline{a}^T \underline{x} \leq b \quad \checkmark$$

$$\underline{a}^T \underline{x} \geq b \quad \text{replace with } (-\underline{a})^T \underline{x} \leq -b$$

$$\underline{a}^T \underline{x} = b \quad \text{replace with two constraints} \quad \begin{array}{l} \underline{a}^T \underline{x} \leq b \\ (-\underline{a})^T \underline{x} \leq -b \end{array}$$



Task : (i) Give standard equation form
(ii) write down feasible solution of standard equation form
that correspond to x, y, z

standard inequality form

$$\text{maximise } 2x_1 + 3x_2$$

$$\text{sub to } -x_1 + x_2 \leq 3 \quad (1)$$

$$x_1 - x_2 \leq 4 \quad (2)$$

$$x_1 + x_2 \leq 6 \quad (3)$$

$$x_1, x_2 \geq 0$$

$$\begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \end{pmatrix} \begin{pmatrix} 3 \\ 3 \end{pmatrix} \begin{pmatrix} 5 \\ 1 \end{pmatrix}$$

Recap quiz

Given an LP what is an extreme point solution

(i) intuitively/geometrically?

(ii) formally?

Given an LP in standard equation form

$$\begin{aligned} \max \quad & \underline{c}^T \underline{x} \\ \text{subject to} \quad & A \underline{x} = \underline{b} \\ & \underline{x} \geq \underline{0} \end{aligned}$$

What is an optimal solution

(i) intuitively?

(ii) formally?

Suppose $x \leq 100$ and $y \leq 100$

and average of x and y is exactly 100.

What can we say about x and y ?

Example

$$\max x_1 + x_2 + x_3$$

$$\text{Sub tc } x_1 + \quad + x_3 = 1$$

$$x_2 + 2x_3 = 3$$

$$x_1, x_2, x_3 \geq 0$$

$$\underline{c} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \quad A = \begin{pmatrix} 1 & 0 & 1 \\ 0 & 1 & 2 \end{pmatrix} \quad \underline{b} = \begin{pmatrix} 1 \\ 3 \end{pmatrix}$$

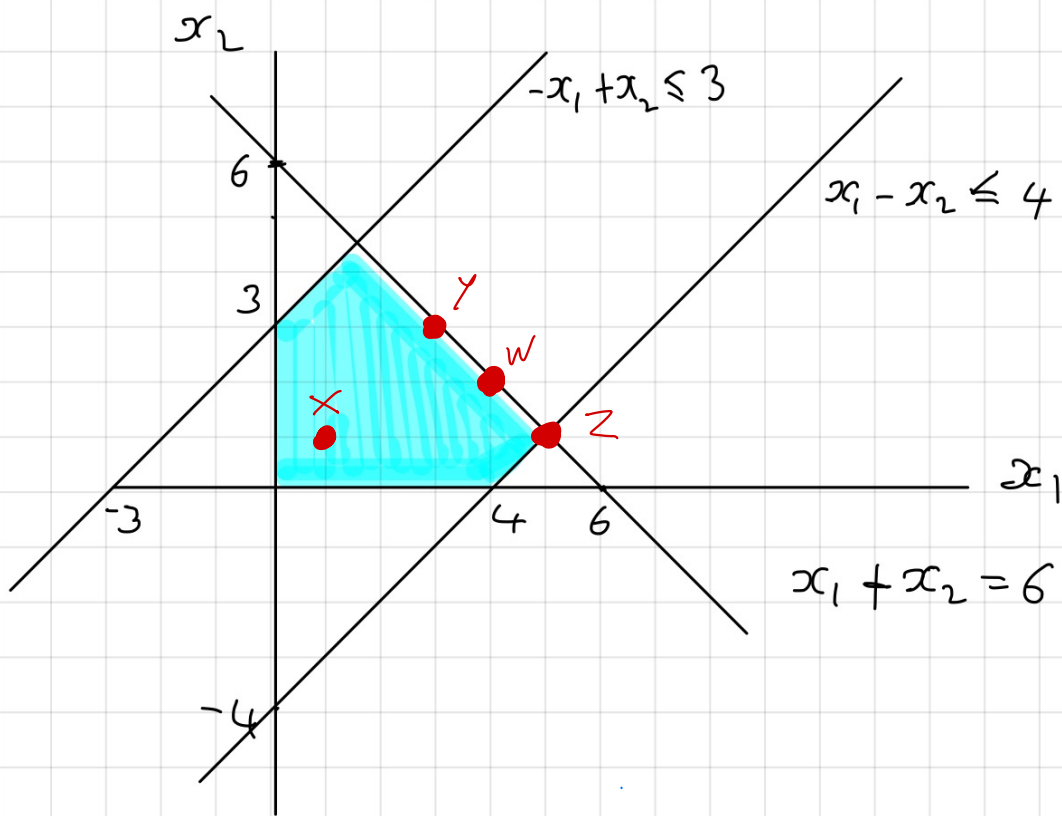
All solutions below are feasible (check). Which are basic feasible?

$$(a) \begin{pmatrix} 1 \\ 3 \\ 0 \end{pmatrix} \quad (b) \begin{pmatrix} 0 \\ 1 \\ 1 \end{pmatrix} \quad (c) \begin{pmatrix} 1/2 \\ 2 \\ 1/2 \end{pmatrix}$$

Lin alg recap.

Q If $A = (\underline{c}_1 \ \underline{c}_2 \ \underline{c}_3 \ \underline{c}_4)$ and $\underline{v} = \begin{pmatrix} 2 \\ 0 \\ 3 \\ 0 \end{pmatrix}$ and $A\underline{v} = \underline{0}$

What can we say about linear dependence/independence of columns $\underline{c}_1, \underline{c}_2, \underline{c}_3, \underline{c}_4$ of A .



standard inequality form

maximise $2x_1 + 3x_2$

sub to $-x_1 + x_2 \leq 3$ ①

$x_1 - x_2 \leq 4$ ②

$x_1 + x_2 \leq 6$ ③

$x_1, x_2 \geq 0$

standard equation form

maximise $2x_1 + 3x_2$

sub to $-x_1 + x_2 + s_1 = 3$

$x_1 - x_2 + s_2 = 4$

$x_1 + x_2 + s_3 = 6$

$x_1, x_2, s_1, s_2 \geq 0$

$$\begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \end{pmatrix} \begin{pmatrix} 3 \\ 3 \end{pmatrix} \begin{pmatrix} 5 \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} x_1 \\ x_2 \\ s_1 \\ s_2 \\ s_3 \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \\ 3 \\ 4 \\ 4 \end{pmatrix} \begin{pmatrix} 3 \\ 3 \\ 3 \\ 4 \\ 0 \end{pmatrix} \begin{pmatrix} 5 \\ 1 \\ 7 \\ 0 \\ 0 \end{pmatrix}$$

$$A = \begin{pmatrix} -1 & 1 & 1 & 0 & 0 \\ 1 & -1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 0 & 1 \end{pmatrix} \quad \underline{b} = \begin{pmatrix} 3 \\ 4 \\ 6 \end{pmatrix}$$