

Last time:

- Introduction to Optimization Models  
Linear Programming (LP)
- Simple modeling

Today:

- Important concepts/definitions in LP
- Presenting/solving LP's in graphical form
- Classification of LP problems
- Converting LP's to Standard form



# Important concepts/definitions

2

$$\max 12X_T + 5X_C + 15X_D + 10X_B$$

$$\begin{aligned} \text{s.t. } 5X_T + X_C + 9X_D + 12X_B &\leq 1500 && \text{(pine)} \\ 2X_T + 3X_C + 4X_D + X_B &\leq 1000 && \text{(oak)} \\ 3X_T + 2X_C + 5X_D + 10X_B &\leq 800 && \text{(labor)} \end{aligned}$$

$$X_T \geq 40$$

$$X_C \geq 130$$

$$X_D \geq 30$$

$$X_B \geq 0$$

- A point  $\bar{x} \in \mathbb{R}^n$  is called a solution.
- $\bar{x}$  is called a feasible solution if it satisfies all constraints.

E.g.,  $\bar{x} = \begin{pmatrix} 40 \\ 130 \\ 30 \\ 0 \end{pmatrix}$  in our example

- $\bar{x}$  is called an infeasible solution if there is a constraint that it doesn't satisfy (that is violated)

E.g.,  $\bar{x} = \begin{pmatrix} 0 \\ 0 \\ 0 \\ 0 \end{pmatrix}$ ,  $\bar{x} = \begin{pmatrix} 40 \\ 130 \\ 30 \\ -1 \end{pmatrix}$

- feasible region = collection of all feasible sol-ns.

- $\bar{x}$  is called an optimal solution if

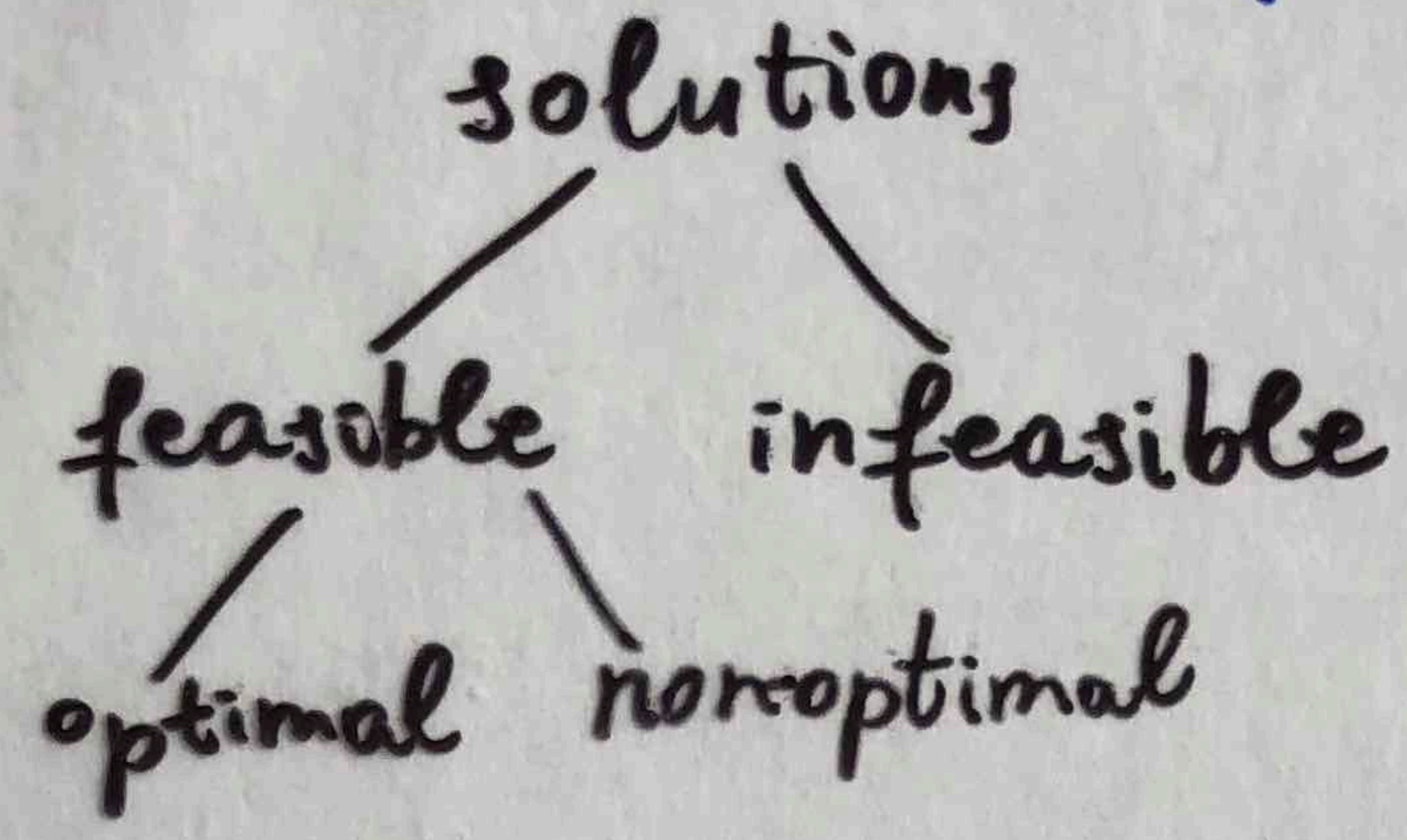
a) it is feasible

b) there is no other feasible solution  $\bar{x}'$  with a better objective function value

E.g., optimal sol-n in our ex. =  
production schedule that maximizes profit



# Important concepts/definitions (cont.)



- The value of a solution  $\bar{x}$  is the objective function value at  $\bar{x}$ .

E.g., value at  $\bar{x} = \begin{pmatrix} 40 \\ 130 \\ 30 \\ 0 \end{pmatrix}$  is  $12 \cdot 40 + 5 \cdot 130 + 15 \cdot 30 = 1780$

- The value of an LP is the value of the optimal sol-n (also called the optimal value).

- LP is called infeasible if there is no solution  $\bar{x}$  that satisfies all constraints at the same time.

E.g.) Suppose demand for bookcases = 300.

Then labor constraint is violated:

$$10 \cdot 300 > 800.$$

⇒ this new problem is infeasible.

Problem is infeasible ⇔ feasible region is empty



# Graphical presentation of LP

4

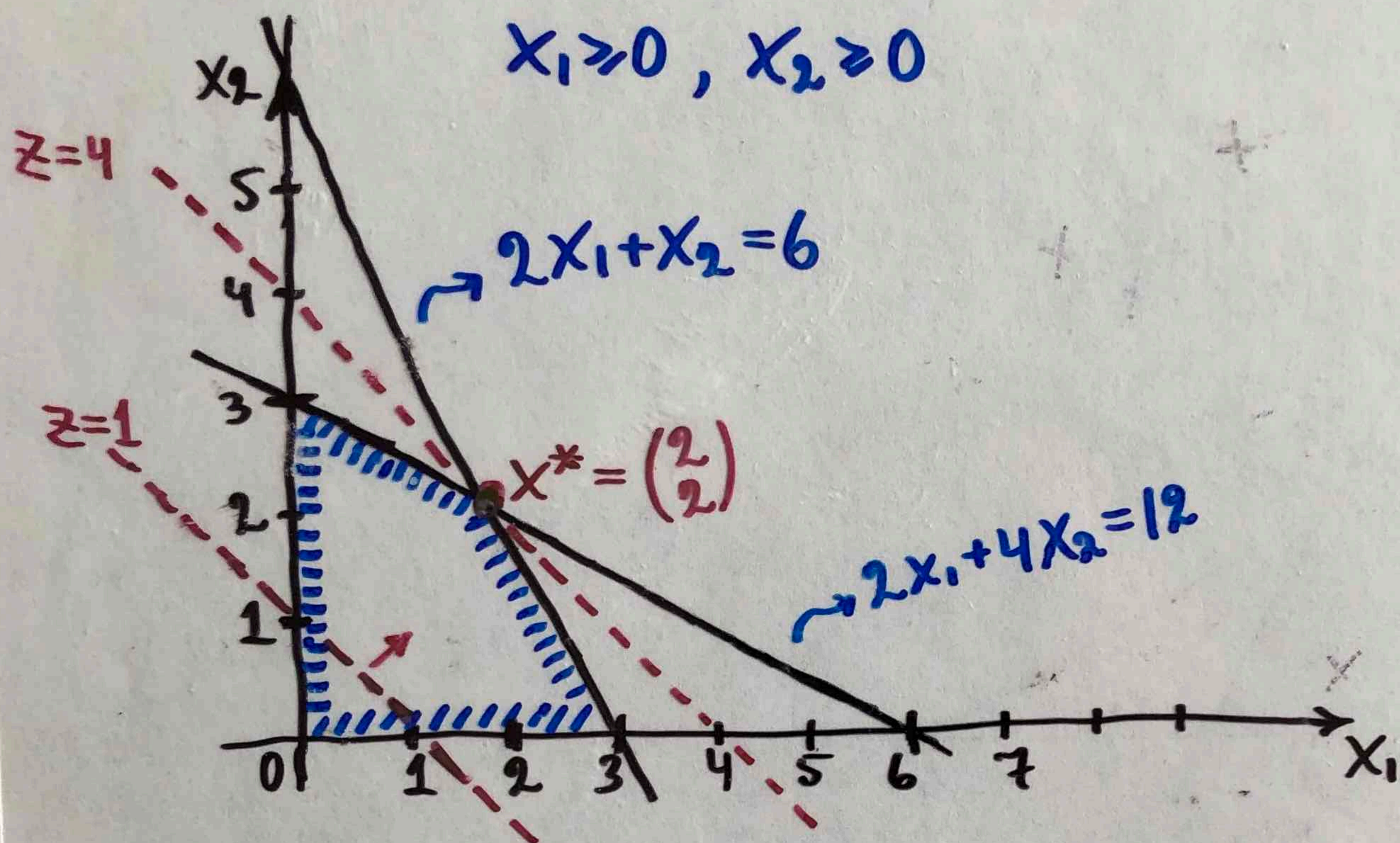
An abstract example:

$$\max Z = X_1 + X_2$$

$$\text{s.t. } 2X_1 + X_2 \leq 6$$

$$2X_1 + 4X_2 \leq 12$$

$$X_1 \geq 0, X_2 \geq 0$$



- Each constraint defines a halfspace  $\Rightarrow$   
LP feasible region is intersection of halfspaces
- Draw "iso-profit lines" for objective function.  
E.g.,  $X_1 + X_2 = 1$ ,  $X_1 + X_2 = 4$ , ...
- Find "highest" iso-profit line that touches the feasible region; its intersection with the feasible region gives optimal solution(s)  
E.g., in our example  $X^* = \begin{pmatrix} 2 \\ 2 \end{pmatrix}$  is optimal with value  $Z^* = 2 + 2 = 4$
- This method is useful for 2-dimensional problems.  
What about higher dimensions?

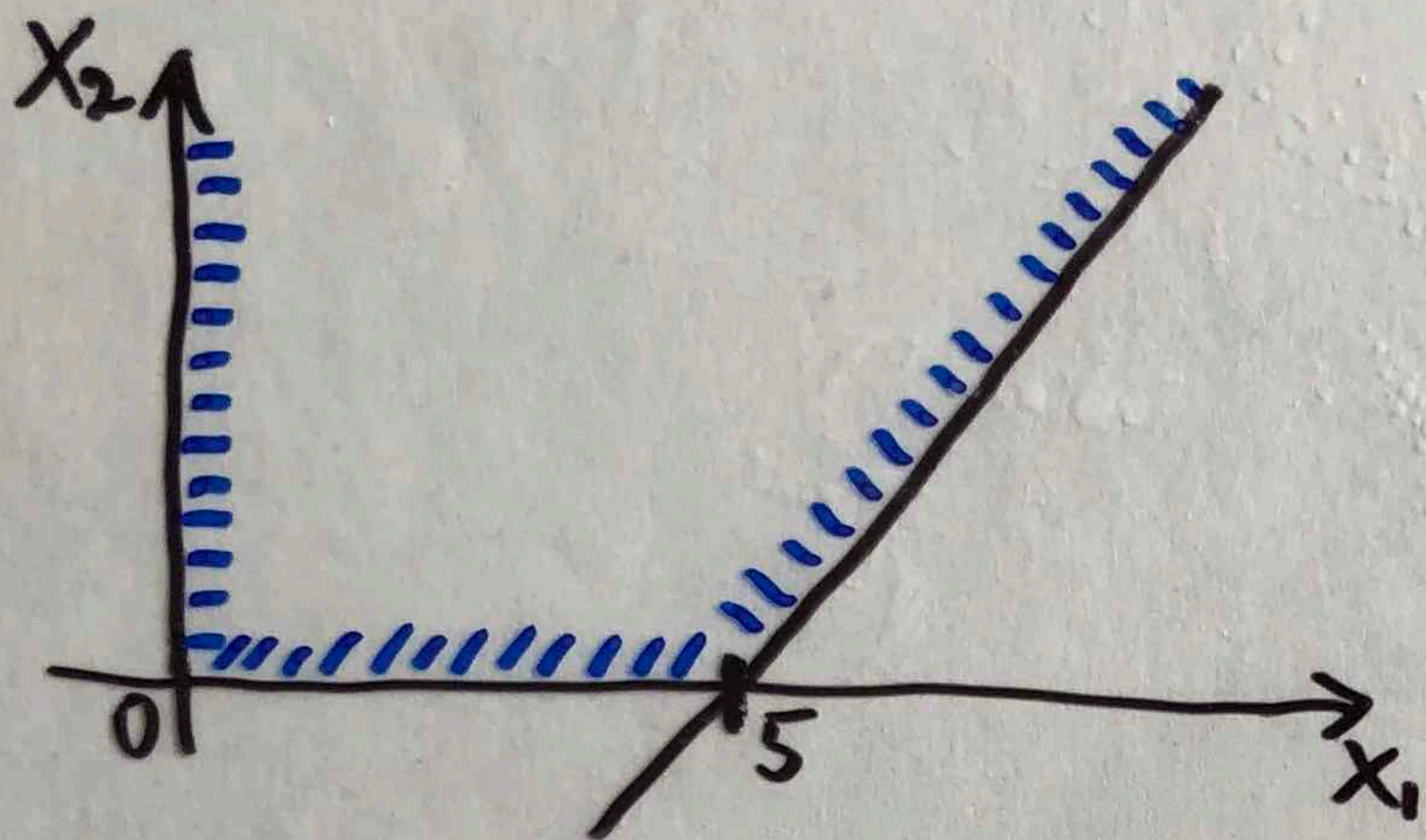


# Classifications of LP problems

5

Other example:

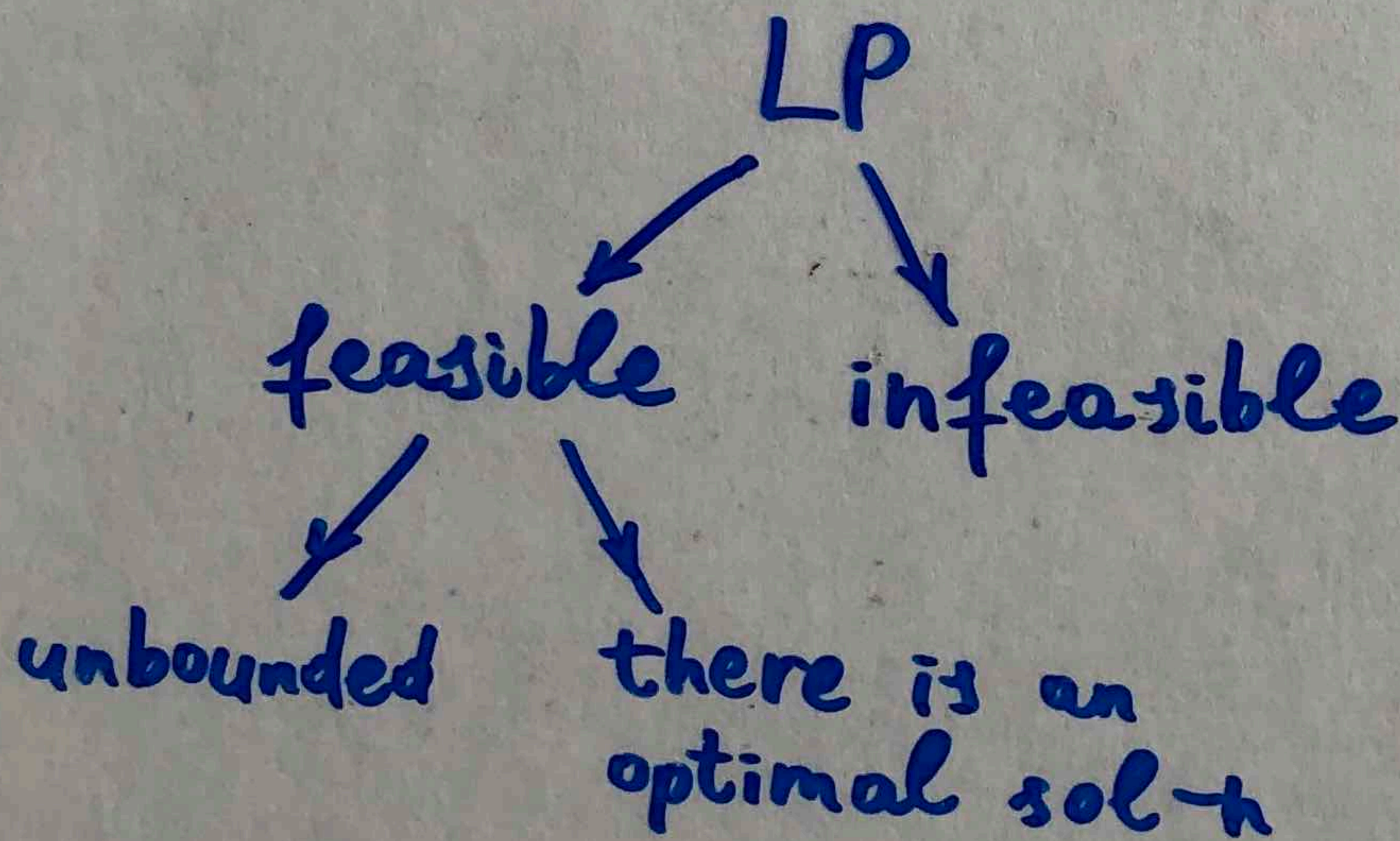
$$\begin{aligned} \max \quad & x_1 \\ \text{s.t.} \quad & x_1 - x_2 \leq 5 \\ & x_1 \geq 0, x_2 \geq 0 \end{aligned}$$



This problem is "unbounded": for every feasible point  $\bar{x}$  there is another feasible point  $\bar{x}'$  s.t.  $z(\bar{x}') > z(\bar{x})$ .

$\Rightarrow$  no optimal sol-n.

- We learned 3 cases for LP:





# Converting LP's to Standard form

6

Other example:

$$\min X_1 + X_2$$

$$\text{s.t. } X_1 + X_2 = 1$$

$$X_1 - X_2 \geq 5$$

$$X_1 \geq 0, X_2 \text{ free (unrestricted)}$$

- Recall the Standard form:

$$\max C^T x$$

$$\text{s.t. } Ax \leq b$$

$$x \geq 0$$

- Can make transformations to get the Standard form:

$$\blacktriangledown \min z \Leftrightarrow \max -z$$

$$\text{In our ex., } \min X_1 + X_2 \Leftrightarrow \max -X_1 - X_2$$

$$\blacktriangledown \text{"=" constraint} \Leftrightarrow \text{"}\geq\text{" and "}\leq\text{" constraints}$$

$$\text{In our ex., } X_1 + X_2 = 1 \Leftrightarrow \begin{cases} X_1 + X_2 \geq 1 \\ X_1 + X_2 \leq 1 \end{cases}$$

$$\blacktriangledown g(x) \geq b \Leftrightarrow -g(x) \leq -b$$

$$\text{In our ex., } X_1 - X_2 \geq 5 \Leftrightarrow -X_1 + X_2 \leq -5$$

$$\blacktriangledown X_2 \text{ free. Introduce new variables } \underline{X_3 \geq 0, X_4 \geq 0} \text{ and write } X_2 \text{ as } X_3 - X_4$$

- The standard form of our example is:

$$\max -X_1 - X_3 + X_4$$

$$\text{s.t. } X_1 + X_3 - X_4 \leq 1$$

$$-X_1 - X_3 + X_4 \leq -1$$

$$-X_1 + X_3 - X_4 \leq -5$$

$$X_1, X_3, X_4 \geq 0$$