

Linear Programming §9.1 #15 geometric and via simplex method.

1. Problem statement: Let x_1 be the number of Widgets and x_2 the number of Whammies, eventually we reduced the problem to

$$\max\{20x_1 + 26x_2\}$$

given

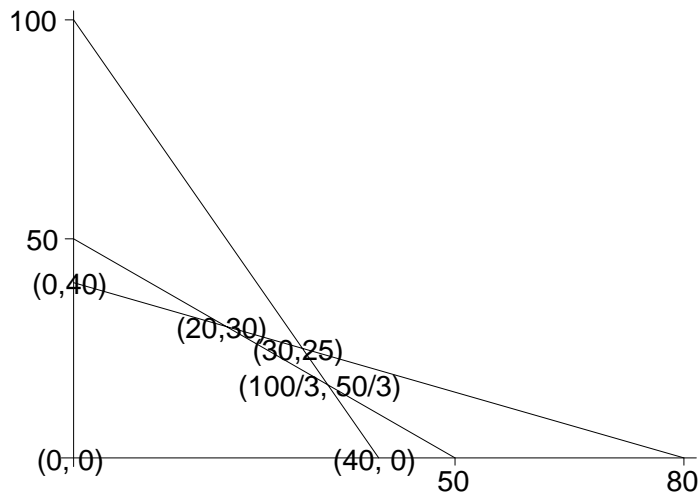
$$5x_1 + 2x_2 \leq 200$$

$$x_1 + 2x_2 \leq 80$$

$$x_1 + x_2 \leq 50$$

$$x_1 \geq 0; \quad x_2 \geq 0$$

2. Geometric Solution, plot the feasible region \mathcal{F}



The extreme points were found by setting the inequalities to equalities and solving them a pair at a time. Note $(30, 25)$ is outside the feasible region. By checking the *extreme points* we see the maximum value of \$1180 occurs when $x_1 = 20$ and $x_2 = 30$.

x	$f(x)$
$(0, 0)$	0
$(0, 40)$	1040
$(40, 0)$	800
$(20, 30)$	1180
$(100/3, 50/3)$	1100

3. Simplex Method

- (a) Add slack variables, we increase the number of x_i variables adding one for each inequality changing it into an equality. This changes the problem to

$$\max\{20x_1 + 26x_2\}$$

given

$$5x_1 + 2x_2 + x_3 = 200$$

$$x_1 + 2x_2 + x_4 = 80$$

$$x_1 + x_2 + x_5 = 50$$

$$x_1 \geq 0; \quad x_2 \geq 0; \quad x_3 \geq 0; \quad x_4 \geq 0; \quad x_5 \geq 0$$

- (b) Add a variable $M = 20x_1 + 26x_2$ for the function we are trying to optimize. Write this as $-20x_1 - 26x_2 + M = 0$. Treat M like it was x_6 in some sense.
- (c) The initial simplex tableau. The variables $x_1 = x_2 = 0$ are “out”, the variable $x_3 = 200$, $x_4 = 80$ and $x_5 = 50$ are “in” and $M = 0$. Bringing either x_1 or x_2 in will increase M so we are not optimal, geometrically we are at the extreme point $(0, 0)$.

$$\left[\begin{array}{cccccc|c} x_1 & x_2 & x_3 & x_4 & x_5 & M & b \\ \hline 5 & 2 & 1 & 0 & 0 & 0 & 200 \\ 1 & 2 & 0 & 1 & 0 & 0 & 80 \\ 1 & 1 & 0 & 0 & 1 & 0 & 50 \\ \hline -20 & -26 & 0 & 0 & 0 & 1 & 0 \end{array} \right]$$

- (d) We need to decide what variable to bring in and which row to pivot on. We pick x_2 because $26 > 20$ so changes in x_2 have more effect than changes in x_1 . To keep us inside the feasible region, we pick the row with both positive $a_{i,2}$ and smallest $b_i/a_{i,2}$. Here the numbers are $200/2 = 100$, $80/2 = 40$ and $50/1 = 50$ so we pivot about row 2. (Never pivot on the bottom row.)

$$\left[\begin{array}{cccccc|c} x_1 & x_2 & x_3 & x_4 & x_5 & M & b \\ \hline 4 & 0 & 1 & -1 & 0 & 0 & 120 \\ 1/2 & 1 & 0 & 1/2 & 0 & 0 & 40 \\ 1/2 & 0 & 0 & -1/2 & 1 & 0 & 10 \\ \hline -7 & 0 & 0 & 13 & 0 & 1 & 1040 \end{array} \right]$$

Now x_1 and x_4 are out and $x_2 = 40$, $x_3 = 120$, $x_5 = 10$ $M = 1040$. Geometrically we are at the extreme point $(0, 40)$. We are not done, as bringing x_1 in will increase M .

- (e) There is only variable to bring in which will increase M . Which row? $120/4 = 30$, $40/(1/2) = 80$, and $10/(1/2) = 20$ so we pivot on row 3.

$$\left[\begin{array}{cccccc|c} x_1 & x_2 & x_3 & x_4 & x_5 & M & b \\ \hline 0 & 0 & 1 & 3 & -8 & 0 & 40 \\ 0 & 1 & 0 & 1 & -1 & 0 & 30 \\ 1 & 0 & 0 & -1 & 2 & 0 & 20 \\ \hline 0 & 0 & 0 & 6 & 14 & 1 & 1180 \end{array} \right]$$

Now x_4 and x_5 are out and $x_1 = 20$, $x_2 = 30$, $x_3 = 40$ $M = 1180$. Geometrically we are at the extreme point $(20, 30)$. There is no variable which will increase M so we are at the optimal solution.

4. Scilab

```
-->p = [20;26]; // profit
-->b = [200;80;50]; // b
-->a = [5 2; 1 2; 1 1]; // ax <= b
-->[x, lagr, f] = linpro(-p, a,b,[0,0]',[]) // min's instead of max
f = - 1180. // max with minus sign
lagr =
! 0. !
! 0. !
! 0. !
! 6. !
! 14. !
x = // extreme point
! 20. !
! 30. !
```