

Lecture 3: engineering solutions of LPs

- Engineering LPs
- Matrix form of a LP
- How to solve a LP in MATLAB
- A graphical illustration of the SIMPLEX method
- Engineering algorithms

In general, LPs encountered in engineering are big

It is very unlikely that your boss will give you something that simple to solve:

$$\begin{array}{ll} \text{min:} & Z = 140x_1 + 160x_2 \\ \text{Subject to:} & 2x_1 + 4x_2 \leq 28 \\ & 5x_1 + 5x_2 \leq 50 \\ & x_1 \leq 8 \\ & x_2 \leq 6 \\ & x_1 \geq 0 \\ & x_2 \geq 0 \end{array}$$

Cost function is a dot product

$$\text{min: } c_1x_1 + c_2x_2 + \cdots + c_Nc_N$$

This cost function is in fact a dot product (scalar product between a vector \mathbf{x} and a vector \mathbf{c} :

$$\left[c_1, c_2, \cdots, \cdots, c_N \right] \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ \vdots \\ x_N \end{bmatrix}$$

$$\text{min: } \mathbf{c}^T \cdot \mathbf{x}$$

Inequality constraints

$$\text{min: } c_1x_1 + c_2x_2 + \cdots + c_Nc_N$$

$$\text{s.t.: } a_{1,1}x_1 + a_{1,2}x_2 + \cdots + a_{1,j}x_j \cdots + a_{1,N}x_N \leq b_1$$

$$a_{2,1}x_1 + a_{2,2}x_2 + \cdots + a_{2,j}x_j \cdots + a_{2,N}x_N \leq b_2$$

$$\vdots \qquad \qquad \qquad \vdots$$

$$a_{M,1}x_1 + a_{M,2}x_2 + \cdots + a_{M,j}x_j \cdots + a_{M,N}x_N \leq b_M$$

Inequality constraints

$$\begin{aligned} \text{s.t.} \quad & a_{1,1}x_1 + a_{1,2}x_2 + \cdots + a_{1,j}x_j \cdots + a_{1,N}x_N && \leq b_1 \\ & a_{2,1}x_1 + a_{2,2}x_2 + \cdots + a_{2,j}x_j \cdots + a_{2,N}x_N && \leq b_2 \\ & \vdots && \vdots \\ & a_{M,1}x_1 + a_{M,2}x_2 + \cdots + a_{M,j}x_j \cdots + a_{M,N}x_N && \leq b_M \end{aligned}$$

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The constraints are in fact in vector form:

$$\begin{bmatrix} a_{1,1}x_1 + a_{1,2}x_2 + \cdots + a_{1,j}x_j \cdots + a_{1,N}x_N \\ a_{2,1}x_1 + a_{2,2}x_2 + \cdots + a_{2,j}x_j \cdots + a_{2,N}x_N \\ \vdots \\ a_{M,1}x_1 + a_{M,2}x_2 + \cdots + a_{M,j}x_j \cdots + a_{M,N}x_N \end{bmatrix} \leq \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_M \end{bmatrix}$$

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$$\begin{bmatrix} a_{1,1} & a_{1,2} & \cdots & a_{1,N} \\ a_{2,1} & a_{2,2} & \cdots & a_{2,N} \\ \vdots & \vdots & \vdots & \vdots \\ a_{N,1} & a_{N,2} & \cdots & a_{N,M} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_N \end{bmatrix} \leq \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_M \end{bmatrix}$$

LP in matrix form

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$$\mathbf{A} \mathbf{x} \leq \mathbf{b}$$

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LP in matrix form

The constraints are in fact in vector form:

$$\begin{aligned} \min: & \mathbf{c}^T \cdot \mathbf{x} \\ \text{s.t.} & \mathbf{A} \mathbf{x} \leq \mathbf{b} \end{aligned}$$

Introduce objective function vector:

$$\mathbf{c}^T = [c_1, c_2, \dots, \dots, c_N]$$

The constraints are in fact in vector form:

$$\begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1N} \\ a_{21} & a_{22} & \cdots & a_{2N} \\ \vdots & \vdots & \vdots & \vdots \\ a_{N1} & a_{N2} & \cdots & a_{NM} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_N \end{bmatrix} \leq \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_M \end{bmatrix}$$

LP in matrix form

The constraints are in fact in vector form:

$$\begin{aligned} \min: & \mathbf{c}^T \cdot \mathbf{x} \\ \text{s.t.} & \mathbf{A} \mathbf{x} \leq \mathbf{b} \end{aligned}$$

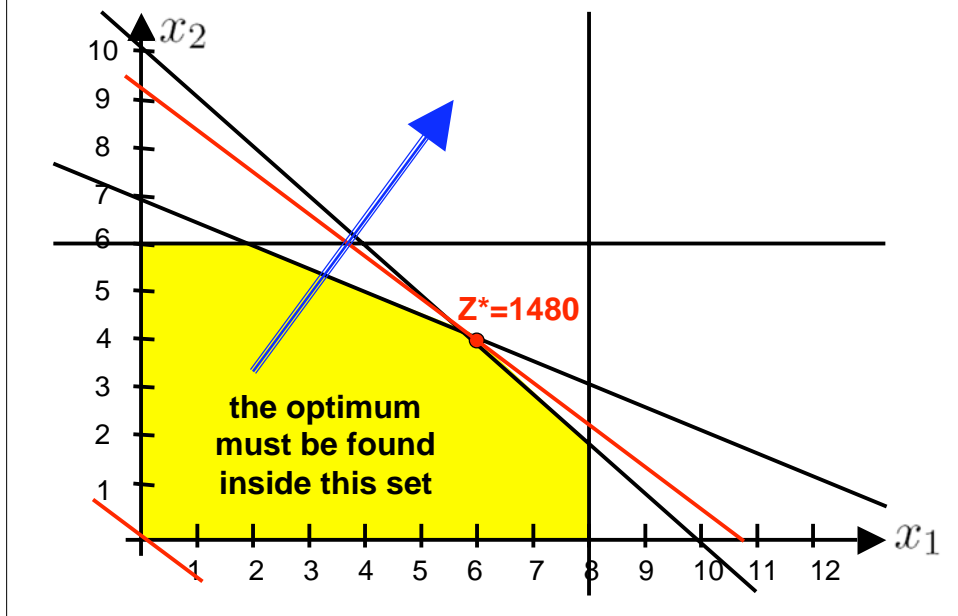
This is exactly the way you will use this in matlab:

$$\mathbf{x} = \text{linprog}(\mathbf{c}, \mathbf{A}, \mathbf{b})$$

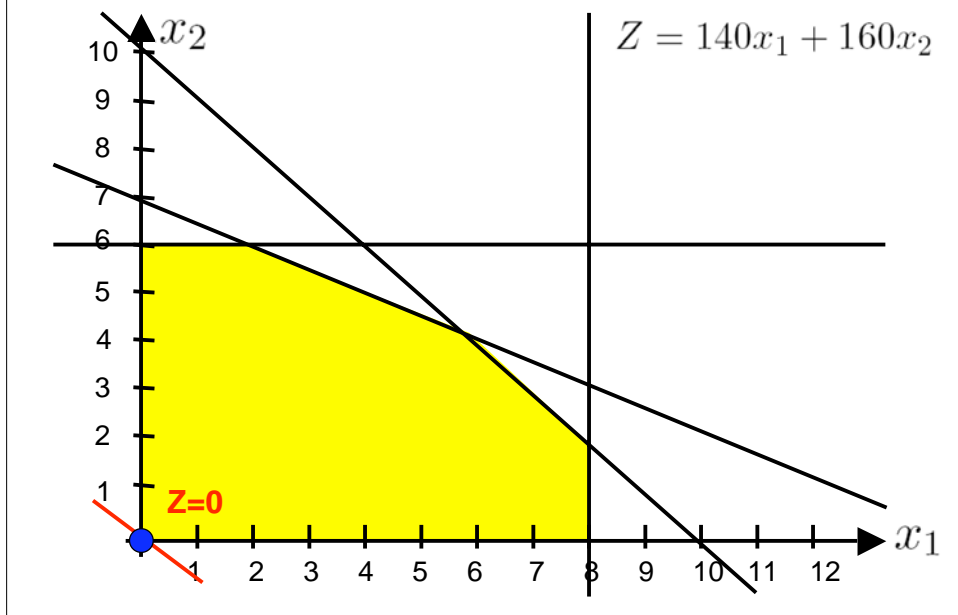
Several very powerful methods have been developed to solve linear programs, in particular:

- Simplex method
- Interior point method

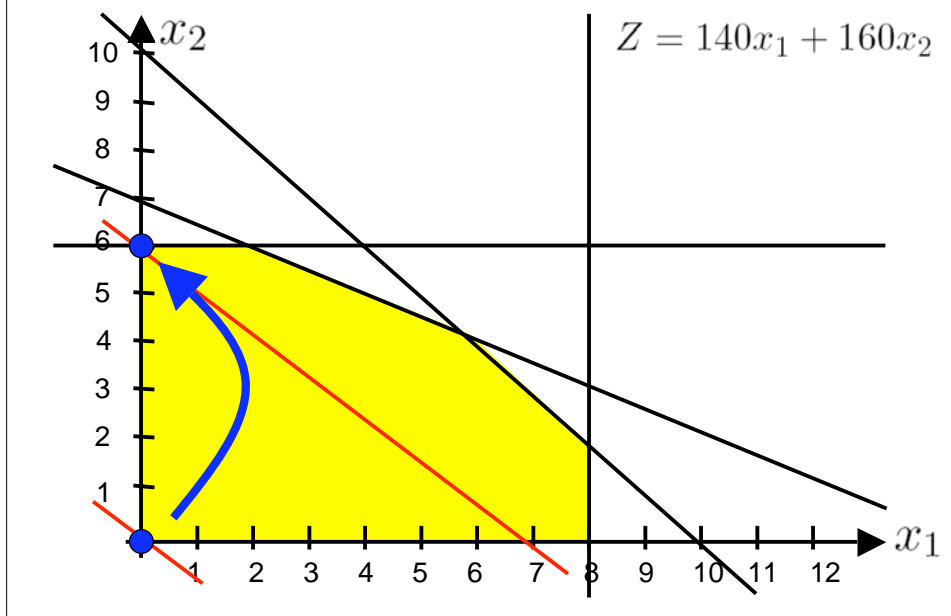
A simplified illustration of the simplex method



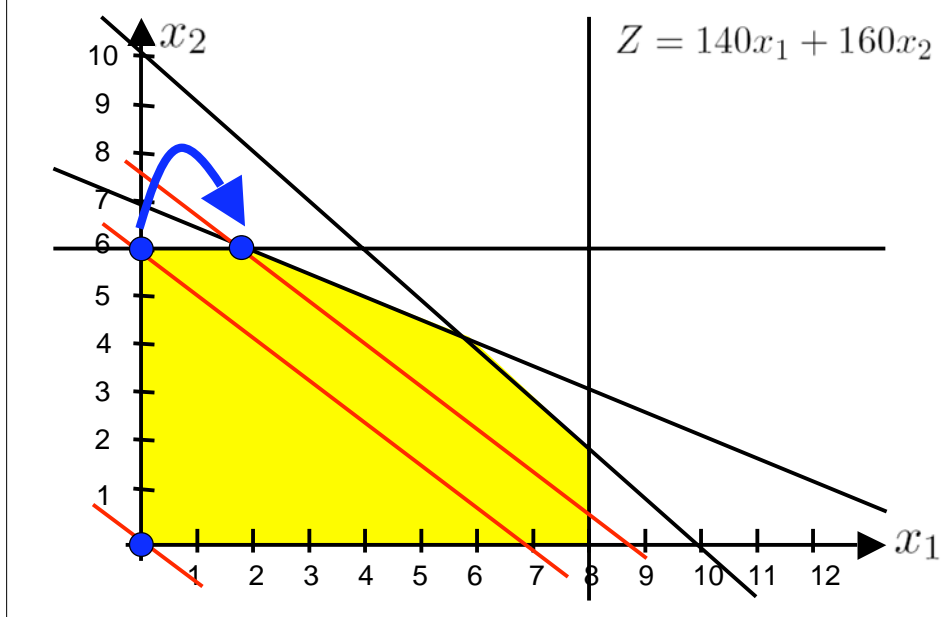
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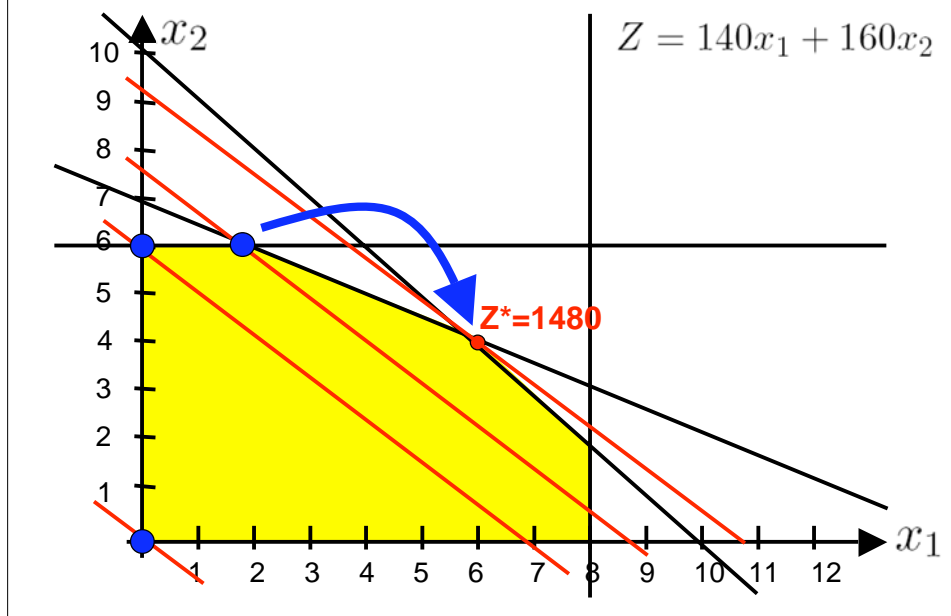
A simplified illustration of the simplex method



A simplified illustration of the simplex method



A simplified illustration of the simplex method



Engineering algorithms

As an engineer, you formulate a physical problem in a known format (for example a linear program). Then, you can use an algorithm to solve it (either your own, or a toolbox, for example using MATLAB).

```
BEGIN
  input: guess, starting point
DO
  repeat simple task
UNTIL
  stopping criterion is satisfied
END
```