Introduction to Linear Programming

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for some constants $c_1, c_2, \ldots, c_n$.

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A **linear inequality** in n variables if one of the form

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Linear Programming is concerned with optimizing a linear function subject to a set of constraints given by linear inequalities.

A **linear program** (an **LP**) is a linear optimization problem taking the following form:

Maximize (or minimize)
$f(x_1, x_2, \ldots, x_n) = c_1x_1 + c_2x_2 + \cdots + c_nx_n$ subject to

$$
\begin{aligned}
a_{1,1}x_1 + a_{1,2}x_2 + \cdots a_{1,n}x_n &\begin{matrix}\leq \\ \geq\end{matrix}\; b_1 \\
a_{2,1}x_1 + a_{2,2}x_2 + \cdots a_{2,n}x_n &\begin{matrix}\leq \\ \geq\end{matrix}\; b_2 \\
&\vdots \\
&\vdots \\
a_{m,1}x_1 + a_{m,2}x_2 + \cdots a_{m,n}x_n &\begin{matrix}\leq \\ \geq\end{matrix}\; b_m \\
x_1, x_2, \ldots x_n &\geq 0
\end{aligned}
$$

The inequalities, except for the last one, can be greater than or equal or less than or equal.

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This looks very concise but it obscures a lot of things we will want to talk about, so I will not use this form at all. You will run across it in some papers and books on the subject.

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How many units of salsa and guacamole should we make to maximize the total number of units (salsa+guacamole) we make?

Fractional units are okay.

Let x_1 be the number of units of salsa we make.

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We see that we cannot simply make x_1 and x_2 huge due to our limited amount of garlic and tomatoes.

If we make x_1 units of salsa and x_2 units of guacamole, then the amount of tomatoes we'll need is

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We also require $x_1, x_2 \geq 0$ since we cannot make a negative amount of salsa or guacamole.

Thus, the LP we wish to solve is:

$$
\begin{aligned}
&\text{Maximize } x_1 + x_2\\
&\text{subject to:}\\
&\qquad 5x_1 + \frac{1}{2}x_2 \le 30\\
&\qquad x_1 + 4x_2 \le 20\\
&\qquad x_1, x_2 \ge 0
\end{aligned}
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Since the non-negative constraints are always with us, we will often refer to such an LP as having two variables and two constraints.

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Instead, we will focus on lots of different applications of the LP idea, and we will use software to solve the LPs for us.

In Math 407, you will learn methods for solving LPs.

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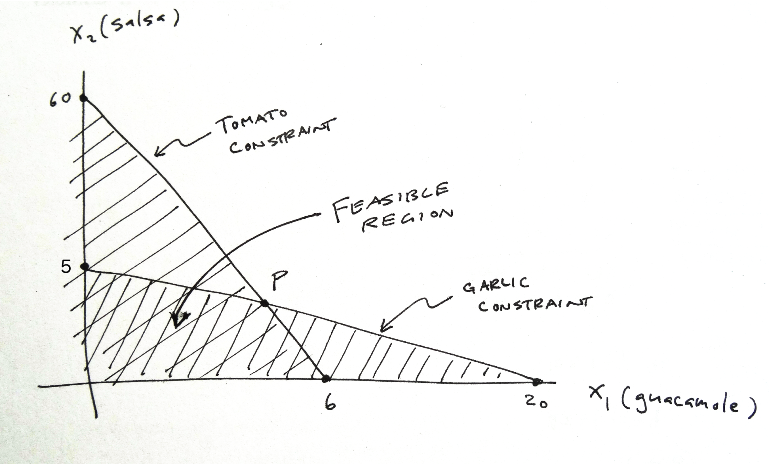
We begin by making a sketch of our inequalities.

On a set of x_1, x_2 axes, we draw the lines that define our constraints, and indicate with shading which side of the line satisfies the constraints.



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Other points are not feasible.

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That is, if (x_1, x_2) is in the feasible region, and not on one of the constraint lines, then we can increase the value of $x_1 + x_2$ by increasing x_1 or x_2. Hence, that point does not yield the maximum.

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So, the maximum must occur **on** one of the line segments bounding the feasible region.

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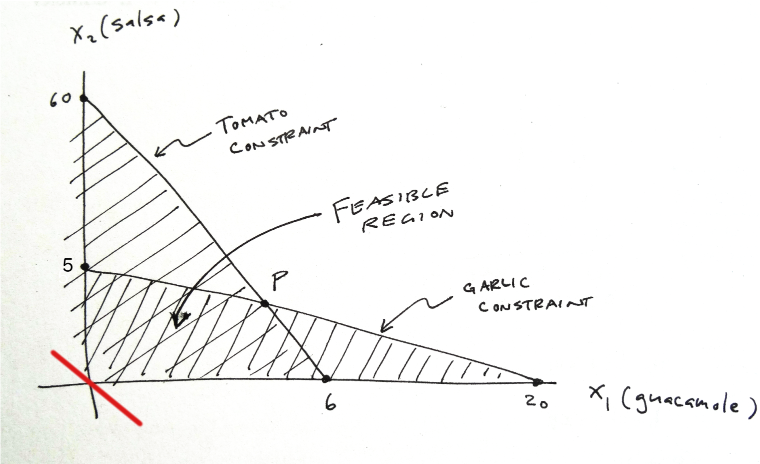
If we draw level curves of this function, i.e., curves given by $f(x_1, x_2) = k$ for various values of k, we see that these are all lines with slope -1.

Let's draw one of these level curves, the one given by $f(x_1, x_2) = 0$. Here it is in red.



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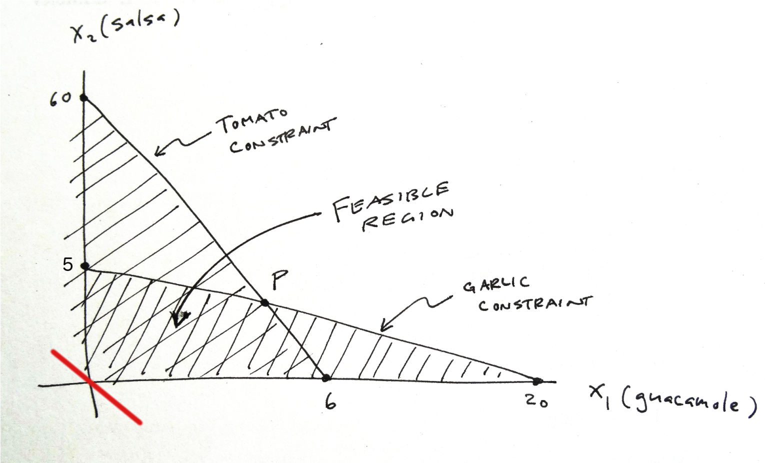

I haven't been careful to make my picture to scale, so we'll need to be careful what conclusions we make here.

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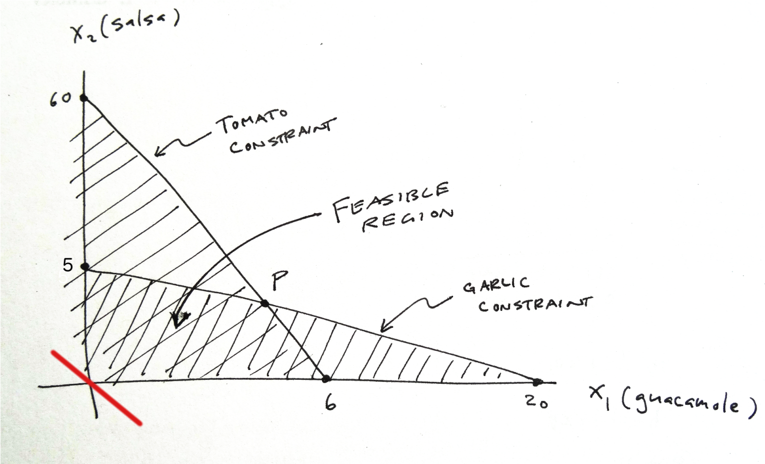
We want to figure out what this largest value of k is. This is the maximum we are looking for.

Looking at the drawing again, we can convince ourselves that the level curves (the moving red line) will intersect the feasible region last in one of a few ways: either at the point P, at $(6, 0)$, at $(0, 5)$, or by meeting up with one of the two constraint lines.



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Calculating the intersection of the two constraint lines, we find $P = \left(\frac{220}{39}, \frac{140}{39}\right) \approx (5.64, 3.59)$.

Thus, to maximize our production of salsa and guacamole, we should make 5.64 units of salsa and 3.59 units of guacamole, for a total of 9.23 units of stuff.

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So, depending on the relationship between the value of $-\frac{p}{q}$ and the slopes of the constraint lines, our solution might be the same as earlier, or it might be to create all salsa, or all guacamole.

We see then that it is a combination of the objective function and the constraints that determine the solution to an LP.

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Next time: more complex LPs that we will not try to solve by hand.