

MATH 164: PRACTICE MIDTERM 1

Question 1

Consider the following linear program:

$$\begin{aligned} & \text{minimize } z = 3x_1 + x_2 , \\ & \text{subject to } x_1 + 2x_2 \leq 4 , \\ & \quad x_2 \leq 2 , \\ & \quad x_2 \geq 0 , \\ & \quad x_1 \text{ free.} \end{aligned}$$

In standard form, this becomes

$$\begin{aligned} & \text{minimize } z = 3x'_1 - 3x''_1 + x_2 , \\ & \text{subject to } x'_1 - x''_1 + 2x_2 + x_3 = 4 , \\ & \quad x_2 + x_4 = 2 , \\ & \quad x'_1, x''_1, x_2, x_3, x_4 \geq 0 . \end{aligned}$$

- (a) Graph the feasible region of the linear program in its original form.
- (b) Find a basic feasible solution corresponding to the set of basic variables $\{x'_1, x_4\}$.
- (c) Clearly mark the point on your graph that this basic feasible solution corresponds to.
- (d) In the standard form coordinates, show that $[0, 2, 0, 2, 0]$ is a direction of unboundedness.
- (e) What direction does $[0, 2, 0, 2, 0]$ correspond to in your graph of the feasible region?

Question 2

Consider the following linear program:

$$\begin{aligned} & \text{minimize } z = f(x) , \\ & \text{subject to } x_1 - 2x_2 + x_3 \geq 1 , \\ & \quad x_2 - x_3 \geq 0 , \\ & \quad 2x_1 + x_2 \geq 2 , \\ & \quad x_1, x_2, x_3 \geq 0 . \end{aligned}$$

- (a) Show that $x = (2, 1, 1)^T$ is a feasible solution.
- (b) Show that $p = (0, -2, -3)^T$ is a feasible direction at $x = (2, 1, 1)^T$.
- (c) Find the minimum value of p_1 so that $p = (p_1, -2, -3)^t$ is a feasible direction at $x = (2, 1, 1)^T$.
- (d) For x and p as above, determine the maximal step length α so that $x + \alpha p$ is feasible.

Question 3

- (a) State the definition of a convex set.
- (b) Prove that the feasible region of a linear program in standard form is convex, i.e. show that if A is an $m \times n$ matrix and $b \in \mathbb{R}^m$, then $S := \{x \in \mathbb{R}^n : Ax = b, x \geq 0\}$ is convex.

Question 4

Convert the following linear program to standard form:

$$\begin{aligned} & \text{minimize } z = -x_1 + 2x_2 , \\ & \text{subject to } 5x_1 + 2x_2 \geq 10 , \\ & \quad 2x_1 + 3x_2 \leq 40 , \\ & \quad x_1 \leq 15 , \\ & \quad x_2 \leq 15 . \end{aligned}$$

Question 5

Solve the following linear program graphically, i.e. find a minimizer or show that none exists.

$$\begin{aligned} & \text{minimize } z = -x_1 - x_2 , \\ & \text{subject to } x_1 + 2x_2 \leq 8 , \\ & \quad x_1 \geq -2 , \\ & \quad x_2 \geq 0 . \end{aligned}$$

Question 6

Consider the following linear program:

$$\begin{aligned} & \text{minimize } z = x_1 + x_2 , \\ & \text{subject to } x_1 - 2x_2 \leq 1 , \\ & \quad -x_1 + x_2 \leq 1 , \\ & \quad x_1, x_2 \geq 0 . \end{aligned}$$

Solve the linear program using the simplex method, starting at the basic feasible solution corresponding to point $x_1 = 0, x_2 = 1$.

At each step of the simplex method, be sure to indicate...

- (i) the current basic feasible solution
- (ii) the dictionary corresponding to the basic feasible solution (i.e. express the basic variables in terms of the nonbasic variables)
- (iii) why you choose to move to another basic feasible solution/why you choose to stop because the current solution is optimal.