

PART IIA 2003 MODULE 3E4 SOLUTIONS

D. RALPH

1(a)

(i)

Let  $g_i =$  amount of power generated at each node  $i = 1, 3$

$x_{ij} =$  amount of power flowing from node  $i$  to node  $j$

for  $(i,j) = (1,2), (1,4), (4,1), (3,4)$ ,  
and optionally  $(2,1), (4,3)$

LP :

$$\min c_1 g_1 + c_3 g_3 \quad \left. \begin{array}{l} \text{(optionally subtract} \\ p_2 d_2 + p_4 d_4) \end{array} \right\} 7\%$$

subject to

$$d_2 = x_{12} (-x_{21}) \quad \left. \vphantom{d_2} \right\} 7\%$$

$$d_4 = x_{14} - x_{41} + x_{34} (-x_{43}) \quad \left. \vphantom{d_4} \right\} 7\%$$

$$g_1 = x_{12} + x_{14} - x_{41} \quad \left. \vphantom{g_1} \right\} 7\%$$

$$g_3 = x_{34} (-x_{43})$$

$$x_{12}, x_{14}, x_{41}, x_{34} \geq 0 \quad \left. \vphantom{x_{12}} \right\} 4\%$$

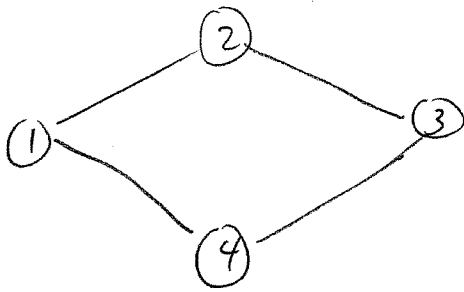
$$(x_{21}, x_{43} \geq 0)$$

$$g_1, g_3 \geq 0$$

where the terms in brackets may be optionally omitted (will have value zero).

25%

1a)  
ii)



Change constraints involving  $d_2$  and  $g_3$ :

$$d_2 = x_{12} - x_{21} + x_{32} - x_{23}$$

$$g_3 = x_{32} - x_{23} + x_{34} - x_{43}$$

10%

where  $x_{23}, x_{32}$  are new variables.

Add new constraint on power flow in cycle:

$$\sum_{i=1}^4 \sum_{j=1}^i x_{ij} - x_{ji} = 0$$

15%

↑  
signed flow  
from node  $i$  to  $j$

(= -flow from  $j$  to  $i$ )

or

$$x_{12} + x_{23} + x_{34} + x_{41} = x_{14} + x_{43} + x_{32} + x_{21}$$

↑  
clockwise flow

anti clockwise

25%

1) b) change to min problem:  $C = (-35, -10, 10, 0, 10, 0)$

i)  $B^{-T} C_B = (-5, 0, 5, 0)$

Reduced cost:  $r = C_N - N^T B^{-T} C_B = (0, 5) \geq 0$  hence optimal (if feasible) } 8%

$$B = \begin{pmatrix} 5 & 3 & 0 & 0 \\ 3 & 2 & -1 & 0 \\ 2 & 1 & 0 & 0 \\ 1 & 1 & 0 & 1 \end{pmatrix}$$

check feasibility:

$$x_B = B^{-1} b = B^{-1} (18, 9, 7, 5) = (3, 1, 2, 1) \geq 0 \text{ hence feasible} \quad \left. \vphantom{x_B} \right\} 8\%$$

$$N = \begin{pmatrix} 1 & 0 \\ 2 & 0 \\ 1 & 1 \\ 4 & 0 \end{pmatrix}$$

$$C_B = (-15, 10, 0, 0)$$

$$C_N = (-10, -10)$$

Thus basis is optimal.

Optimal vector  $(3, 1, 0, 2, 0, 1)$  } 4%

Optimal profit 55 (= -opt. cost) } 4%

20%

ii) Not jeopardising optimality, means  $r \geq 0$

If  $C_B$  changes from  $(-15, -10, 0, 0)$  } 5%

to  $(-15 + \epsilon, -10, 0, 0)$

then  $r$  changes by  $-N^T B^{-T} (\epsilon, 0, 0, 0)$ , where

$$B^{-T} (1, 0, 0, 0) = (-1, 0, 3, 0)$$

$$-N^T B^{-T} (\epsilon, 0, 0, 0) = (-2, -3)\epsilon$$

So  $r + \epsilon(-2, -3) = (10 - 2\epsilon, 5 - 3\epsilon)$  } 10%

$$\geq 0 \text{ if } \epsilon \leq 5 \text{ \& } \epsilon \leq 5/3$$

$\therefore$  max reduction is by amount  $\epsilon = 5/3$ .

1) b)

(i) cont.

If profit coeff for  $x_1$  changes from 15 to  $15 - \frac{5}{3} = 13\frac{1}{3}$ ,  
optimal vector = same as in (i)  
optimal profit =  $55 - \frac{5}{3}x_1 = 55 - 5 = 50$

} 5%  

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20%

(ii)

Shadow price  $\lambda = B^{-1}C_B = (-5, 0, 5, 0)$  from (i). } 5%

Shadow price of changing 3rd constraint is 5, i.e.  
optimal cost increases by  $5\Delta$  for a small increase  $\Delta$   
in rhs of 3rd constraint from 7 to  $7 + \Delta$ . } 5%  
 $\therefore$  profit decreases by  $5\Delta$ .

(This is better than decreasing by  $10\Delta$   
as suggested in the question).

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2 (a)

i)  $x_A, x_B, \dots, x_E$  are 0-1 variables,

$x_A = 1 \Rightarrow$  go ahead on project A

$0 \Rightarrow$  do not carry out project A

Constraints / goals

cost burn: hard constraint

$$172x_A + \dots + 71x_E \leq 250 \quad ] 5\%$$

Revenue:

$$128x_A + \dots + 115x_E = 130 - u_1 + o_1 \quad ] 5\%$$

(\*)

Staff:

$$\{ 16x_A + \dots + 10x_E = 35 - u_2 + o_2 \} 5\%$$

$$\{ u_2, o_2 \leq 5 \} 3\%$$

$$x_A, \dots, x_E \text{ are binary} \quad ] 3\%$$

$$u_1, u_2, o_1, o_2 \text{ nonnegative}$$

Choose nonneg. weights  $w_1, w_2, v_2$  with  $w_1 > w_2 = v_2$ ,  
eg.  $w_1 = 2, w_2 = v_2 = 1$ .

min  $\alpha$

$$\text{subject to } \alpha \geq \frac{u_1 w_1}{350}$$

$$\alpha \geq \frac{u_2 w_2}{35}$$

$$\alpha \geq \frac{o_2 v_2}{35}$$

and constraints (\*).

4%

5%

30%

2(a) (ii)

Update cash burn constraint

$$72x_A + \dots + 71x_E - 14y \leq 250 \quad ] \quad 4\%$$

where  $y$  is new variable:

$$y \text{ binary} \quad ] \quad 1\%$$

$$2y \leq x_A + x_C + x_D \quad ] \quad 5\%$$

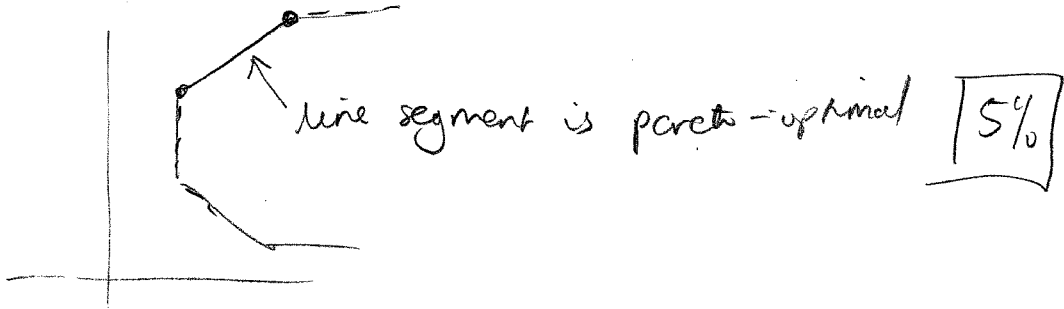
The last condition forces  $y=0$  unless at least two of projects A, C, D go ahead.

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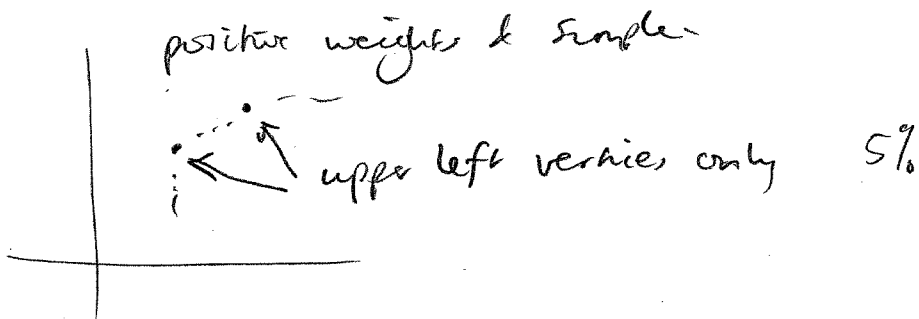
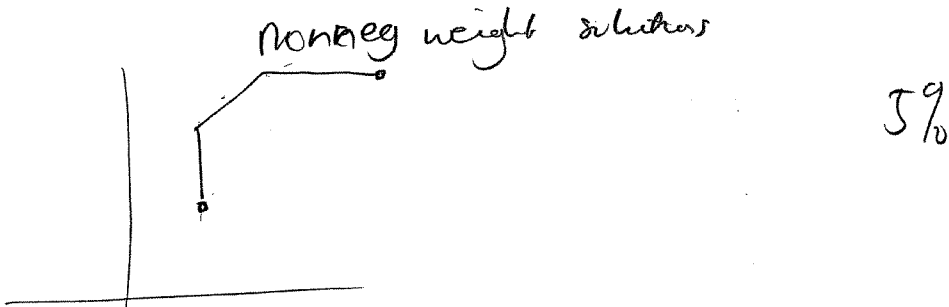
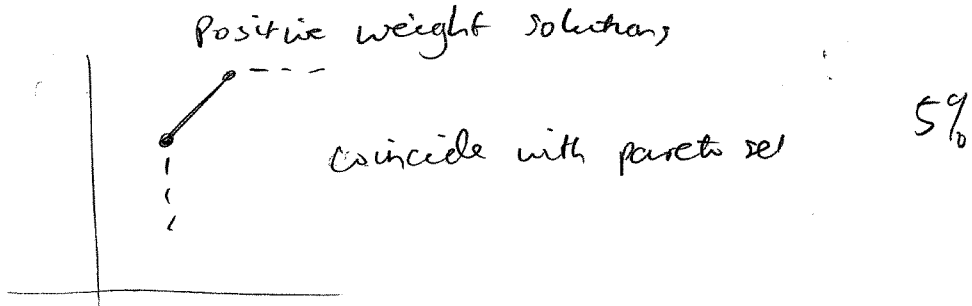
2(a) (iii) In order of increasing importance ] 6%  
 opt value - actual value meaningless ] 3%  
 opt dec vars - useful to implement strategy but  
 not so useful in its selection ] 3%  
 opt deviations - tradeoffs between deviations  
 from goals are what the  
 decision maker thinks about  
 when evaluating any strategy. ] 3%

2 (b)

(i)



(ii)



15%



2)

2 [ c) Problem is already in "min" form.

objective  $f(x,u) = e^{x_3^2} + u_1^2 + (u_2 - u_1)^2$

2 [  $Df(x,u) = (0, 0, 2x_3 e^{x_3^2}, 2u_1 + 2(u_2 - u_1), 2(u_2 - u_1))$

6 [  $D^2 f(x,u) = \begin{pmatrix} 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & (2 + 4x_3^2)e^{x_3^2} & 0 & 0 \\ 0 & 0 & 0 & 4 & -2 \\ 0 & 0 & 0 & -2 & 2 \end{pmatrix}$

6 [ Block diagonal: \* every diagonal element non neg

$0, 0, 2 + (4x_3^2)e^{x_3^2} \geq 0$

\* block  $\begin{bmatrix} 4 & -2 \\ -2 & 2 \end{bmatrix}$  also positive definite

since diag.  $> 0$ ,  $\det = 8 - 4 = 4 > 0$

Thus objective is convex

2) c) cont

2 [ linear constraints are convex

2 [ Only nonlinear constraint can be formulated

as  $g(u) \leq 0$

where  $g(u) = u_1^2 + u_2^2 - 1$

4 [  $\nabla g(u) = (2u_1, 2u_2)$

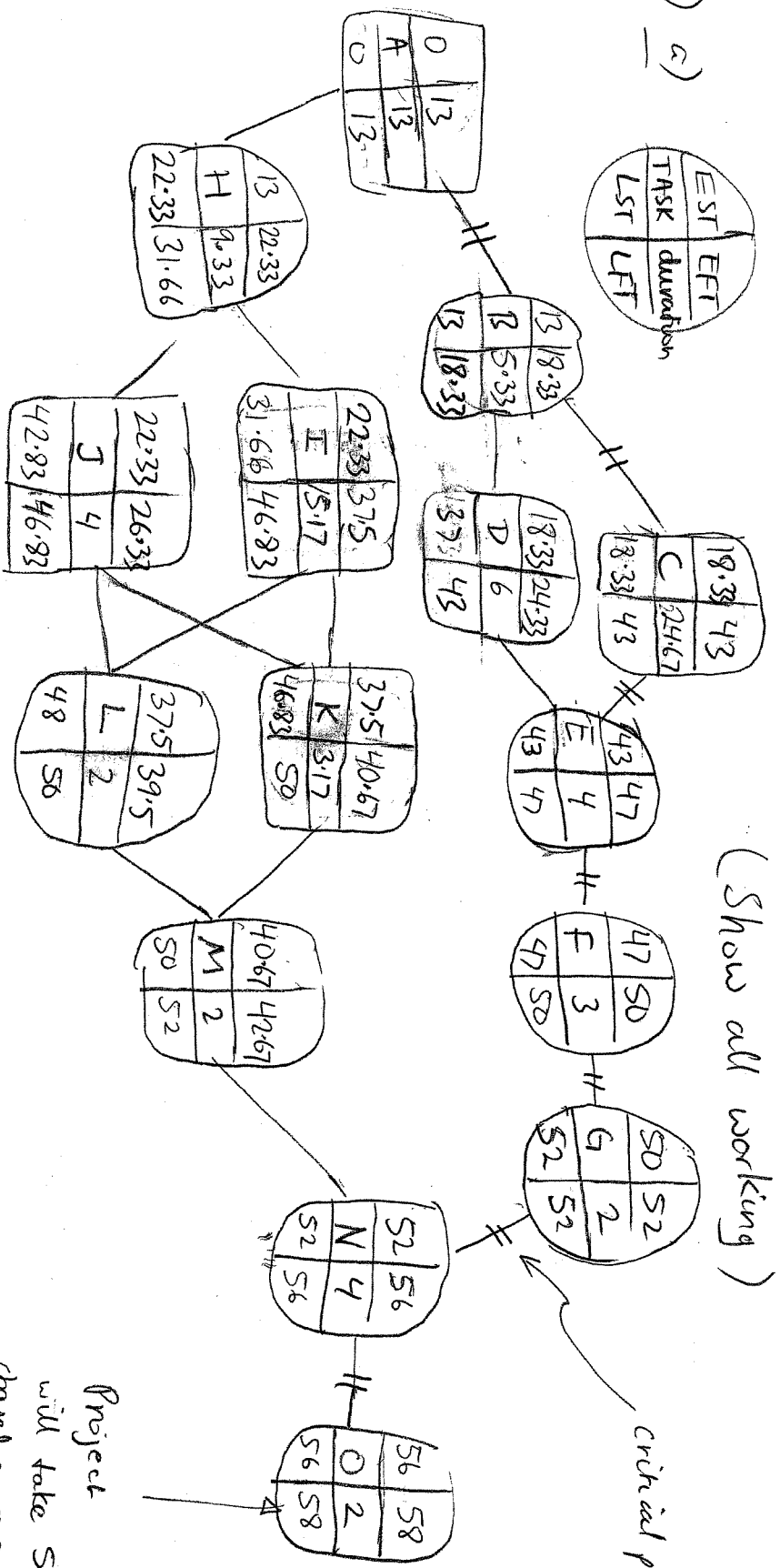
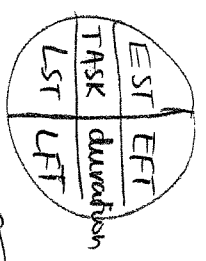
$\nabla^2 g(u) = \begin{bmatrix} 2 & 0 \\ 0 & 2 \end{bmatrix}$  pos. def.

So  $g(u) \leq 0$  is convex

1 [ Therefore the problem is a convex NLP.

25%

3) a)



(Show all working)

critical path

Project will take 58 days (based on average).

Using average durations (as above), critical activities are A, B, C, E, F, G, N, O. Variance on critical path = sum of duration variances for critical activities

$$\approx 5.56 \quad (5.855...)$$

$$\text{Standard deviation} \approx \sqrt{5.56} \approx 2.358$$

Correct durations & CPM calculations: 25%

Standard dev: 3%

3)

a) cont.

If  $z \sim N(0,1)$  (standard normal random variable)

then normal tables yield

$$P(Z \leq z) = 0.95$$

for  $Z = 1.645$

So if  $t =$  random length of project,

then  $t \sim N(58, 2.358)$ ,

hence 
$$\frac{T - 58}{2.358} = Z = 1.645$$

or  $T \approx 61.879$  or 61.9 weeks

7%

**35%**

b) If the actual critical path realised in the project is as predicted by PERT, the above analysis suggests there is 5% chance of overrunning the 61.9 week "limit". [The assumptions behind the normal distribution used for the random completion time,  $t$  above, are debatable ...]

However, if a noncritical activity is significantly delayed, an unforeseen (by PERT) critical path may result. Thus the actual risk of overrunning  $T$  could be expected to exceed 5%. **15%**  $\rightarrow 10$

3)

(b) (i)

$$\min -x_1 - x_2 - 2x_1x_2 + \frac{1}{2}(x_1^2 + 3x_2^2) = f(x_1, x_2)$$

$$\text{subj to } \begin{aligned} 1 &\leq x_1 \leq 2 \\ 1 &\leq x_2 \leq 2 \end{aligned}$$

$$\underline{x^0 = (3/2, 3/2)}, \quad \nabla f(x_1, x_2) = \begin{pmatrix} -1 + x_1 - 2x_2 \\ -1 - 2x_1 + 3x_2 \end{pmatrix} \quad 5\%$$

Steepest descent direction:

$$d^0 = -\nabla f\left(\frac{3}{2}, \frac{3}{2}\right)$$

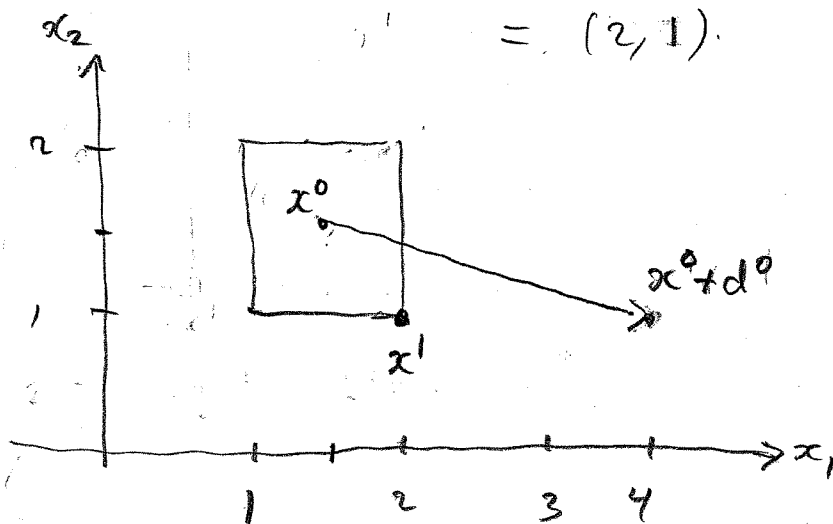
$$= -\left(-1 + \frac{3}{2} - 3, -1 - 3 + \frac{9}{2}\right)$$

$$= \left(\frac{5}{2}, -\frac{1}{2}\right)$$

$$x^0 + d^0 = (4, 1)$$

Proj. gradient for  $t=1$

$$\begin{aligned} x^1 = y^0(1) &= \text{Proj } x^0 + d^0 \text{ onto feas. set} \\ &= (2, 1). \end{aligned} \quad 15\%$$

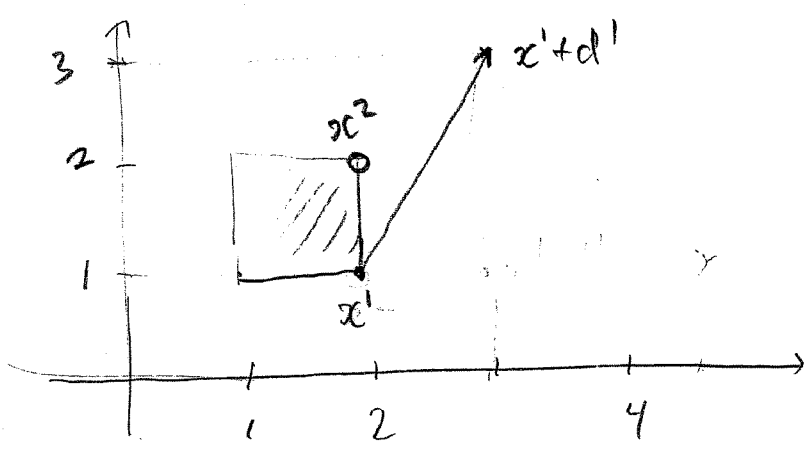


§b) d) cont

$$\begin{aligned}
 x' &= (2, 1), \quad d' = -\nabla f(2, 1) \\
 &= -(-1+2-2, -1-4+3) \\
 &= (1, 2) \\
 x'+d' &= (3, 3)
 \end{aligned}$$

$$\begin{aligned}
 x^2 = y'(1) &= \text{Proj of } x'+d' \text{ onto box} \\
 &= (2, 2)
 \end{aligned}$$

15%



Note:  $x'$  cannot be stationary because  $x^2 \neq x'$ ,  
 i.e.  $x^2$  is not the projection of  $x' - \nabla f(x')$   
 onto the feasible set

5%

40%

3 b) ii)

Is this problem is a convex program? - it's a min. problem.

- its constraints are linear, and
- its objective function is quadratic with Hessian

$$\begin{bmatrix} 1 & -2 \\ -2 & 3 \end{bmatrix}$$

NOT pos. def.

because  $\det = -1 < 0$

5%

hence nonconvex objective

Thus cannot tell if a stationary point is either a local min or a global min.

5%

(10%)

4(a)

Let  $x$  = amount of sawdust mulch  
bought in a particular month

$y$  = amount of mulch not exceeding  
1000 kg

$z$  = amount in excess of 1000 kg

I.e.

$$\textcircled{1} \left\{ \begin{array}{l} x, y, z \geq 0 \\ y \leq 1000 \\ z \geq x - 1000 \\ y + z = x \end{array} \right. \quad \left. \vphantom{\textcircled{1}} \right\} 10\%$$

Also need binary variable

$$b = \begin{cases} 1 & \text{if } x \leq 1000 \\ 0 & \text{otherwise} \end{cases}$$

$b$  s.t

$$\text{(and } y = x, z = 0 \text{)}$$

$$b = 0 \text{ otherwise}$$

$$\text{(and } y = 1000, z = x - 1000 \text{)}$$

So

$$\textcircled{2} \left\{ \begin{array}{l} b \text{ binary} \\ 1000 - y \leq 1000b \\ z \leq M(1-b) \end{array} \right. \quad \left. \vphantom{\textcircled{2}} \right\} 15\%$$

where  $M \geq \max x - 1000$  subj to original constraints  $\left. \vphantom{\text{where}} \right\} 5\%$



4(a) cont.

The objective would also change

in the  $-0.2x$  term (substrate linear  
cost of mulch  
in pounds)

4%

$$\rightarrow -0.2y - 0.15z$$

34%

4)

b)

$$[0, 1] \cup [2, 3]$$

$b_1$

$b_2$

a

$b_1, b_2$  - binary

$$b_1 + b_2 = 1$$

6%

where

$$b_1 = 1 \iff x \in [0, 1]$$

$$b_2 = 1 \iff x \in [2, 3]$$

b

$$0 \leq x \leq 3$$

$$\textcircled{1} - 2 - x \leq 2b_1$$

$$\begin{aligned} \text{(so } x < 2 \Rightarrow b_1 = 1 \\ \Rightarrow b_2 = 0 \\ \Rightarrow x \leq 1) \end{aligned}$$

11%

$$\textcircled{2} - x - 1 \leq 3b_2$$

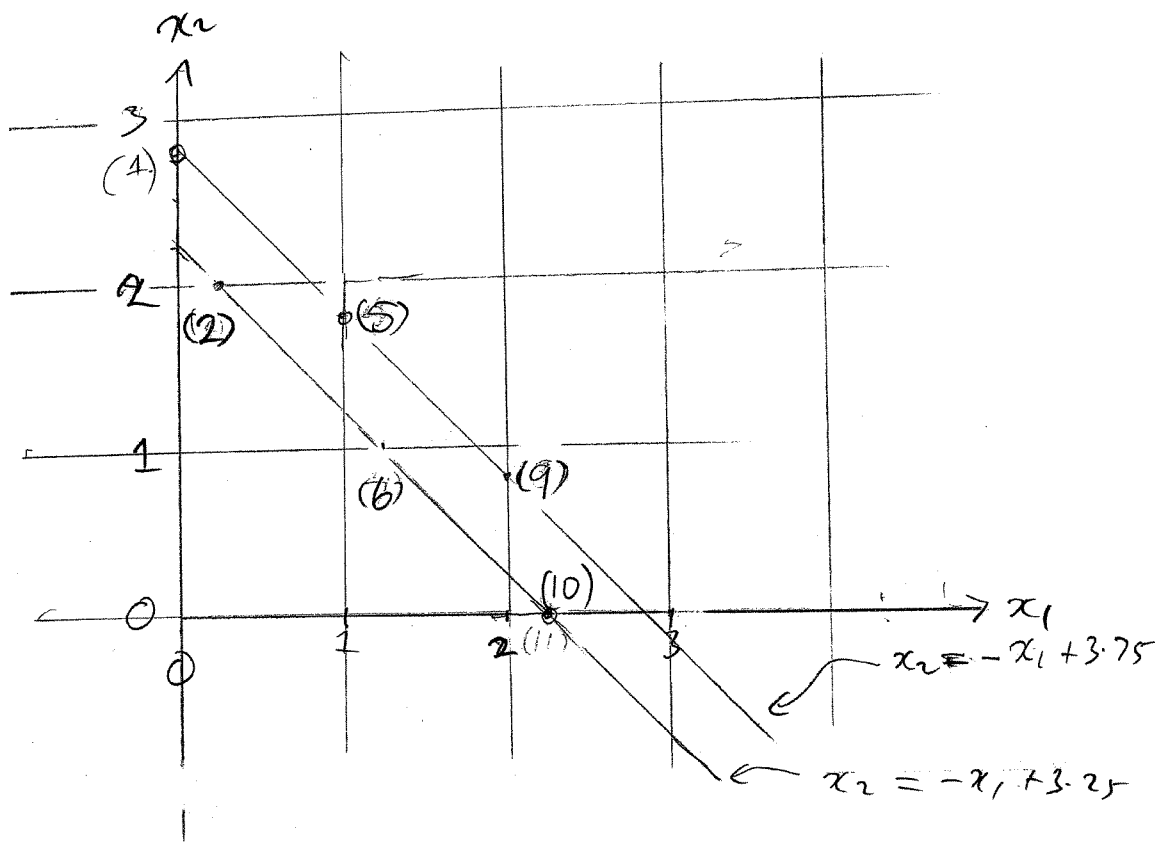
$$\begin{aligned} \text{(so } x > 1 \Rightarrow b_2 = 1 \\ \Rightarrow b_1 = 0 \\ \Rightarrow x \geq 2 \text{ from } \textcircled{1}) \end{aligned}$$

11%

Complete formulation uses a and b.

33%

4) c)



Solution to "LPK" is denoted "(K)" in the above diagram,

For example:

$$\text{LP1: } \max x_2 \text{ sub, to } \left. \begin{array}{l} x_1 + x_2 \leq 2.75 \\ x_1 + x_2 \geq 2.25 \\ x_1, x_2 \geq 0 \end{array} \right\} \text{ (1)}$$

Solution  $x = (0, 2.75)$   
 $x_2 = 2.75$  opt value

Branch on  $x_2$ :

LP2: add constraint  $x_2 \leq 2$  ...

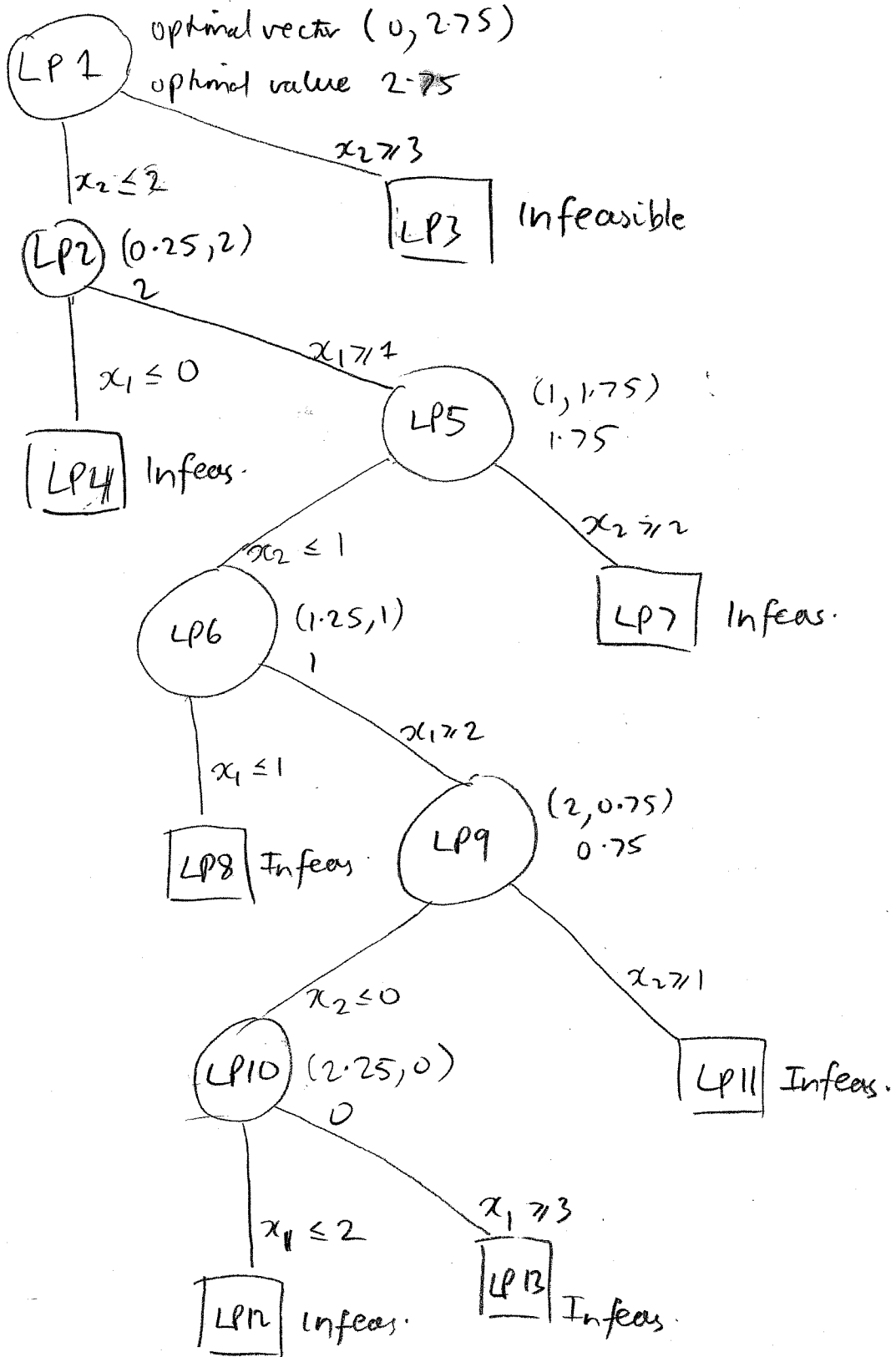
→ solution vector  $(0.25, 2)$

(any  $x_2$  in  $[0.25, 2]$ )

optimal value 2

LP3: add constraint  $x_2 \geq 3$  ... Infeasible.

4) c) cont



[Marks given roughly in proportion to  
amount of tree correct 38%]