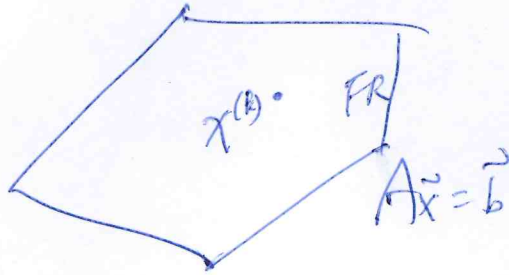
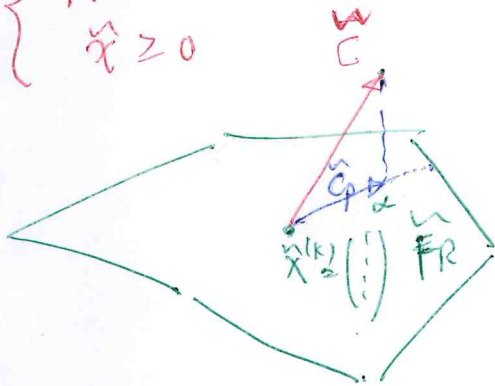


Interior pt method

LPP $\begin{cases} \max \vec{c}^T \vec{x} \\ A\vec{x} = \vec{b} \\ \vec{x} \geq \vec{0} \end{cases}$



\tilde{LPP} $\begin{cases} \max \vec{c}^T \vec{x} \\ \tilde{A}\vec{x} = \vec{b} \\ \vec{x} \geq \vec{0} \end{cases}$



(i) $\vec{x}^{(k)}$ interior pt of FR

(ii) $LPP \rightarrow \tilde{LPP}$
 $\vec{x}^{(k)} \rightarrow \tilde{x}^{(k)} = \begin{bmatrix} | \\ | \\ | \end{bmatrix}$

(iii) \tilde{LPP}

$\vec{x}^{(k+1)} \geq \vec{x}^{(k)} + \alpha \vec{c}_p$

(a) $\tilde{A}\vec{x}^{(k+1)} = \vec{b} \quad \vec{x}^{(k+1)} \in FR$

(b) $\vec{x}^{(k+1)}$ is feasible & in the interior
 (all entries are positive)
 Choose α

(iv) $\vec{x}^{(k+1)} \rightarrow \vec{x}^{(k+1)} \in FR$

$$\begin{aligned} \max \quad z &= x_1 + 2x_2 & \vec{c} &= (1, 2) \\ \text{s.t.} \quad x_1 + x_2 + x_3 &= 8 & A &= (1 \ 1 \ 1) \quad \vec{b} = 8 \\ x_1, x_2, x_3 &\geq 0 & \vec{x} &\geq \vec{0} \end{aligned}$$

Iteration 1

(i) $\vec{x}^{(0)} = \begin{pmatrix} 2 \\ 2 \\ 4 \end{pmatrix}$ is interior pt of FR. $\vec{x} = D \tilde{x}$

(ii) $\tilde{x}_1 = \frac{1}{2} x_1, \quad \tilde{x}_2 = \frac{1}{2} x_2, \quad \tilde{x}_3 = \frac{1}{4} x_3$ $\tilde{x} = D^{-1} x$

$$\begin{pmatrix} \tilde{x}_1 \\ \tilde{x}_2 \\ \tilde{x}_3 \end{pmatrix} = \begin{pmatrix} \frac{1}{2} & 0 & 0 \\ 0 & \frac{1}{2} & 0 \\ 0 & 0 & \frac{1}{4} \end{pmatrix}^{-1} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix}$$

$$\vec{x}^{(0)} = \begin{pmatrix} \tilde{x}_1^{(0)} \\ \tilde{x}_2^{(0)} \\ \tilde{x}_3^{(0)} \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix}$$

$$\begin{aligned} \max \quad z &= 2\tilde{x}_1 + 4\tilde{x}_2 + 0\tilde{x}_3 \\ \text{s.t.} \quad 2\tilde{x}_1 + 2\tilde{x}_2 + 4\tilde{x}_3 &= 8 & \vec{c} &= (2 \ 4 \ 0) \\ \tilde{x}_1, \tilde{x}_2, \tilde{x}_3 &\geq 0 & \tilde{A} &= (2 \ 2 \ 4) \end{aligned}$$

(iii) $\vec{c}_p = (\mathbb{I} - \tilde{A}^t (\tilde{A} \tilde{A}^t)^{-1} \tilde{A}) \vec{c}$ $\vec{c}^T = (2, 4, 0) = \lambda \cdot (1, 2, 0) D$

$$= \begin{pmatrix} 1 \\ 3 \\ -2 \end{pmatrix}$$

$\vec{x}^{(0)} \in \text{FR} \Rightarrow A \vec{x}^{(0)} = b$

$$\vec{x}^{(1)} = \vec{x}^{(0)} + \alpha \vec{c}_p = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} + \frac{\alpha}{\sqrt{14}} \begin{pmatrix} 1 \\ 3 \\ -2 \end{pmatrix} \quad 0 \leq \alpha \leq 1$$

↑
normalization

(a) $\tilde{A} \vec{x}^{(1)} = b \quad \forall \alpha$

$$\Leftrightarrow \tilde{A} \vec{c}_p = (2 \ 2 \ 4) \begin{pmatrix} 1 \\ 3 \\ -2 \end{pmatrix} = 0$$

(b) $\vec{x}^{(1)} \geq \vec{0}$

(iv) $\alpha = 0.99$, in the next iteration $\alpha = \frac{1}{2}$.

$$\tilde{x}^{(1)} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} + \frac{1}{4} \begin{pmatrix} 1 \\ 3 \\ -2 \end{pmatrix} = \begin{pmatrix} 5/4 \\ 7/4 \\ 1/2 \end{pmatrix} \in \overset{\text{WR}}{\text{FR}}$$

$$\Rightarrow X^{(1)} = \begin{pmatrix} 2 \tilde{x}_1^{(1)} \\ 2 \tilde{x}_2^{(1)} \\ 4 \tilde{x}_3^{(1)} \end{pmatrix} = \begin{pmatrix} 5/2 \\ 7/2 \\ 2 \end{pmatrix}$$

end of iteration 1,

$$\max \tilde{c}^T \tilde{x}$$

$$\begin{cases} A\tilde{x} = \tilde{b} \\ \tilde{x} \geq \tilde{0} \end{cases}$$

$$\tilde{y} = D^{-1} \tilde{x}$$

$$\tilde{x} = D \tilde{y}$$

$$\max \tilde{c}^T D \tilde{y} = \underbrace{(D\tilde{c})^T}_{\tilde{c}^T} \tilde{y}$$

$$\begin{cases} \underbrace{AD}_{\tilde{A}} \tilde{y} = \tilde{b} \\ D\tilde{y} \geq \tilde{0} \end{cases} \Rightarrow \begin{cases} \tilde{A}\tilde{y} = \tilde{b} \\ \tilde{y} \geq \tilde{0} \end{cases}$$

$$\begin{cases} \tilde{c}^T = \tilde{c}^T D \\ \tilde{A} = AD \end{cases}$$

Übung 2

(i) $\vec{x}^{(1)} = \begin{pmatrix} \frac{5}{2} \\ \frac{7}{2} \\ 2 \end{pmatrix}$ interner pt of FR

(ii) $\vec{x}^{(1)} = D \vec{y}^{(1)}$ $\vec{y}^{(1)} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix}$

$D = \begin{pmatrix} \frac{5}{2} & & \\ & \frac{7}{2} & \\ & & 2 \end{pmatrix}$ $\tilde{x}_1 = \frac{2}{5} x_1, \tilde{x}_2 = \frac{2}{7} x_2, \tilde{x}_3 = \frac{1}{2} x_3$

$\tilde{A} = A \cdot D = (1 \ 1 \ 1) \begin{pmatrix} \frac{5}{2} & & \\ & \frac{7}{2} & \\ & & 2 \end{pmatrix} = (\frac{5}{2}, \frac{7}{2}, 2)$

$\tilde{c}^T = \tilde{c}^T \cdot D = (1 \ 2 \ 0) \begin{pmatrix} \frac{5}{2} & & \\ & \frac{7}{2} & \\ & & 2 \end{pmatrix} = (\frac{5}{2}, 7, 0)$

(iii) $\tilde{q}_p = \underbrace{(I - \tilde{A}^t (\tilde{A} \tilde{A}^t)^{-1} \tilde{A})}_{P} \tilde{c} = \begin{pmatrix} -\frac{11}{12} \\ \frac{133}{60} \\ -\frac{41}{15} \end{pmatrix} \quad (\tilde{A} \tilde{x}_p = \vec{0})$

$\vec{x}^{(2)} = \vec{y}^{(1)} + \frac{\alpha}{\cos t} \tilde{q}_p = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} + \frac{\alpha}{|\frac{41}{15}|} \begin{pmatrix} -\frac{11}{12} \\ \frac{133}{60} \\ -\frac{41}{15} \end{pmatrix}$
max in abs. value
 $0 \leq \alpha \leq 1$

$\alpha = \frac{1}{2}$

$\vec{x}^{(1)} = \begin{pmatrix} 0.83 \\ 1.40 \\ 0.50 \end{pmatrix}$

(a) $\tilde{A} \vec{x}^{(2)} = 8$

(b) $\alpha = \frac{1}{2} \vec{x}^{(2)} \geq \vec{0}$ interner

$\text{Max } z = x_1 - 2x_2$

$\vec{c}^T = (1, -2, 0)$

LPP $\begin{cases} x_1 - 2x_2 + x_3 = 0 \\ x_1 + x_2 + x_3 = 1 \\ x_1, x_2, x_3 \geq 0 \end{cases}$

$A = \begin{pmatrix} 1 & -2 & 1 \\ 1 & 1 & 1 \end{pmatrix} \quad \vec{b} = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$

Iteration 1 initial solution $(\frac{1}{3}, \frac{1}{3}, \frac{1}{3})$

To transform $\vec{x} = (\frac{1}{3}, \frac{1}{3}, \frac{1}{3})$ to $\vec{x} = (1, 1, 1)$

$\begin{pmatrix} \frac{1}{3} \\ \frac{1}{3} \\ \frac{1}{3} \\ \vec{x} \end{pmatrix} = \underbrace{\begin{pmatrix} \frac{1}{3} & & \\ & \frac{1}{3} & \\ & & \frac{1}{3} \end{pmatrix}}_D \begin{pmatrix} 1 \\ 1 \\ 1 \\ \vec{x} \end{pmatrix}$

LPP

Min $z = \frac{1}{3}\vec{x}_1 - \frac{2}{3}\vec{x}_2$
 $\begin{cases} \frac{1}{3}\vec{x}_1 - \frac{2}{3}\vec{x}_2 + \frac{1}{3}\vec{x}_3 = 0 \\ \frac{1}{3}\vec{x}_1 + \frac{1}{3}\vec{x}_2 + \frac{1}{3}\vec{x}_3 = 1 \\ \vec{x}_1, \vec{x}_2, \vec{x}_3 \geq 0 \end{cases}$

$\vec{x} = \begin{pmatrix} 3 & 0 & 0 \\ 0 & 3 & 0 \\ 0 & 0 & 3 \end{pmatrix} x$

$\tilde{A} = AD = \begin{pmatrix} 1 & -2 & 1 \\ 1 & 1 & 1 \end{pmatrix} \begin{pmatrix} \frac{1}{3} & & \\ & \frac{1}{3} & \\ & & \frac{1}{3} \end{pmatrix} = \begin{pmatrix} \frac{1}{3} & -\frac{2}{3} & \frac{1}{3} \\ \frac{1}{3} & \frac{1}{3} & \frac{1}{3} \end{pmatrix}$

$\tilde{c} = DC = \begin{pmatrix} \frac{1}{3} & & \\ & \frac{1}{3} & \\ & & \frac{1}{3} \end{pmatrix} \begin{pmatrix} 1 \\ -2 \\ 0 \end{pmatrix} = \begin{pmatrix} \frac{1}{3} \\ -\frac{2}{3} \\ 0 \end{pmatrix}$

$P = I - \tilde{A}^T (\tilde{A} \tilde{A}^T)^{-1} \tilde{A}$

$= \begin{pmatrix} 1 & & \\ & 1 & \\ & & 1 \end{pmatrix} - \begin{pmatrix} \frac{1}{3} & \frac{1}{3} \\ -\frac{2}{3} & \frac{1}{3} \\ \frac{1}{3} & \frac{1}{3} \end{pmatrix} \left[\begin{pmatrix} \frac{1}{3} & -\frac{2}{3} & \frac{1}{3} \\ \frac{1}{3} & \frac{1}{3} & \frac{1}{3} \end{pmatrix} \begin{pmatrix} \frac{1}{3} & \frac{1}{3} \\ -\frac{2}{3} & \frac{1}{3} \\ \frac{1}{3} & \frac{1}{3} \end{pmatrix} \right]^{-1} \begin{pmatrix} \frac{1}{3} & -\frac{2}{3} & \frac{1}{3} \\ \frac{1}{3} & \frac{1}{3} & \frac{1}{3} \end{pmatrix} = \begin{pmatrix} \frac{1}{2} & 0 & -\frac{1}{2} \\ 0 & 0 & 0 \\ -\frac{1}{2} & 0 & \frac{1}{2} \end{pmatrix}$

$\vec{c}_p = P\tilde{c} = \begin{pmatrix} \frac{1}{2} & 0 & -\frac{1}{2} \\ 0 & 0 & 0 \\ -\frac{1}{2} & 0 & \frac{1}{2} \end{pmatrix} \begin{pmatrix} \frac{1}{3} \\ -\frac{2}{3} \\ 0 \end{pmatrix} = \begin{pmatrix} \frac{1}{6} \\ 0 \\ -\frac{1}{6} \end{pmatrix} \quad \tilde{A} \vec{c}_p = \vec{0}$

$\vec{x}_{new} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} + \frac{\alpha}{\frac{1}{6}} \begin{pmatrix} \frac{1}{6} \\ 0 \\ -\frac{1}{6} \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} + \alpha \begin{pmatrix} 1 \\ 0 \\ -1 \end{pmatrix}$ (Note that $\tilde{A} \vec{x}_{new} = \begin{pmatrix} 0 \\ 1 \end{pmatrix} \forall \alpha$
 $\& \vec{x}_{new} \geq 0 \quad \forall \alpha \leq 1$)

Let's choose $\alpha = \frac{1}{2}$, then new \tilde{x} is

$$\tilde{x}_{\text{new}} = \begin{pmatrix} 3/2 \\ 1 \\ 1/2 \end{pmatrix} \Rightarrow \tilde{x}_{\text{new}} = D \tilde{x}_{\text{new}} = \begin{pmatrix} 1/3 & & \\ & 1/3 & \\ & & 1/3 \end{pmatrix} \begin{pmatrix} 3/2 \\ 1 \\ 1/2 \end{pmatrix} = \begin{pmatrix} 1/2 \\ 1/3 \\ 1/6 \end{pmatrix}$$

Iteration 2: Initial solution is $x = (1/2, 1/3, 1/6)$

To transform $\tilde{x} = (1/2, 1/3, 1/6)$ to $\tilde{x} = (1, 1, 1)$

$$\begin{pmatrix} 1/2 \\ 1/3 \\ 1/6 \end{pmatrix} = \begin{pmatrix} 1/2 & & \\ & 1/3 & \\ & & 1/6 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \Rightarrow \tilde{x} = \begin{pmatrix} 2 & & \\ & 3 & \\ & & 6 \end{pmatrix} x$$

$$\tilde{A} = AD = \begin{pmatrix} 1 & -2 & 1 \\ 1 & 1 & 1 \end{pmatrix} \begin{pmatrix} 1/2 & & \\ & 1/3 & \\ & & 1/6 \end{pmatrix} = \begin{pmatrix} 1/2 & -2/3 & 1/6 \\ 1/2 & 1/3 & 1/6 \end{pmatrix}$$

$$\tilde{c} = DC = \begin{pmatrix} 1/2 & 1/3 & 1/6 \end{pmatrix} \begin{pmatrix} 1 \\ -2 \\ 0 \end{pmatrix} = \begin{pmatrix} 1/2 \\ -2/3 \\ 0 \end{pmatrix}$$

$$\min z = 1/2 \tilde{x}_1 - 2/3 \tilde{x}_2$$

$$\begin{cases} 1/2 \tilde{x}_1 - 2/3 \tilde{x}_2 + 1/6 \tilde{x}_3 = 0 \\ 1/2 \tilde{x}_1 + 1/3 \tilde{x}_2 + 1/6 \tilde{x}_3 = 1 \\ \tilde{x}_1, \tilde{x}_2, \tilde{x}_3 \geq 0 \end{cases}$$

$$P = I - \tilde{A}^T (\tilde{A} \tilde{A}^T)^{-1} \tilde{A} = \begin{pmatrix} 1/10 & 0 & -3/10 \\ 0 & 0 & 0 \\ -3/10 & 0 & 1/10 \end{pmatrix}$$

$$\tilde{c}_p = P \tilde{c} = \begin{pmatrix} 1/10 & 0 & -3/10 \\ 0 & 0 & 0 \\ -3/10 & 0 & 1/10 \end{pmatrix} \begin{pmatrix} 1/2 \\ -2/3 \\ 0 \end{pmatrix} = \begin{pmatrix} 1/20 \\ 0 \\ -3/20 \end{pmatrix}$$

$$\tilde{x}_{\text{new}} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} + \frac{\alpha}{\left(\frac{3}{20}\right)} \begin{pmatrix} 1/20 \\ 0 \\ -3/20 \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} + \alpha \begin{pmatrix} 1/3 \\ 0 \\ -1 \end{pmatrix}$$

(Note that $\tilde{A} \tilde{x}_{\text{new}} = \begin{pmatrix} 0 \\ 1 \end{pmatrix} \forall \alpha$
 $\tilde{x}_{\text{new}} \geq 0 \forall \alpha \leq 1$)

$$\text{Choosing } \alpha = \frac{1}{2}, \tilde{x}_{\text{new}} = \begin{pmatrix} 3/6 \\ 1 \\ 1/2 \end{pmatrix} \Rightarrow \tilde{x}_{\text{new}} = \begin{pmatrix} 1/2 & & \\ & 1/3 & \\ & & 1/6 \end{pmatrix} \begin{pmatrix} 3/6 \\ 1 \\ 1/2 \end{pmatrix} = \begin{pmatrix} 1/2 \\ 1/3 \\ 1/6 \end{pmatrix} \#$$