



Using JAVA Applets to Teach Linear Programming

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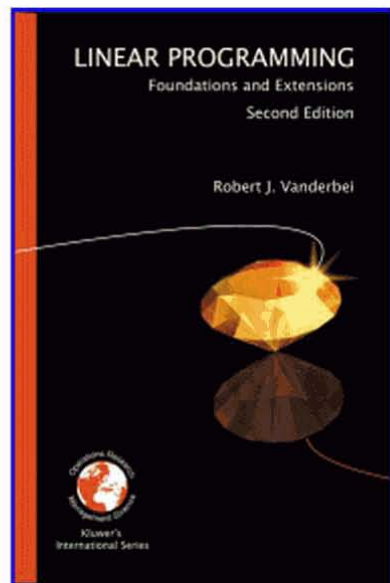
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<http://www.princeton.edu/~rvdb>

Linear Programming: Foundations and Extensions

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The Primal Simplex Method

$$\begin{aligned} & \text{maximize} && c^T x \\ & \text{subject to} && Ax \leq b \\ & && x \geq 0. \end{aligned}$$

Rewrite with slack variables

$$\begin{aligned} & \text{maximize} && \xi = c^T x \\ & \text{subject to} && w = b - Ax \\ & && x, w \geq 0. \end{aligned}$$

Solve with Pivot Tool

		Current Dictionary								
obj =	0.0	+	-1.0	x1	+	3.0	x2	+	-3.0	x3
w1 =	7.0	-	3.0	x1	-	-1.0	x2	-	-2.0	x3
w2 =	3.0	-	-2.0	x1	-	-4.0	x2	-	4.0	x3
w3 =	4.0	-	1.0	x1	-	0.0	x2	-	-2.0	x3
w4 =	8.0	-	-2.0	x1	-	2.0	x2	-	1.0	x3
w5 =	5.0	-	3.0	x1	-	0.0	x2	-	0.0	x3

Two-Phase Methods: Advanced Applet

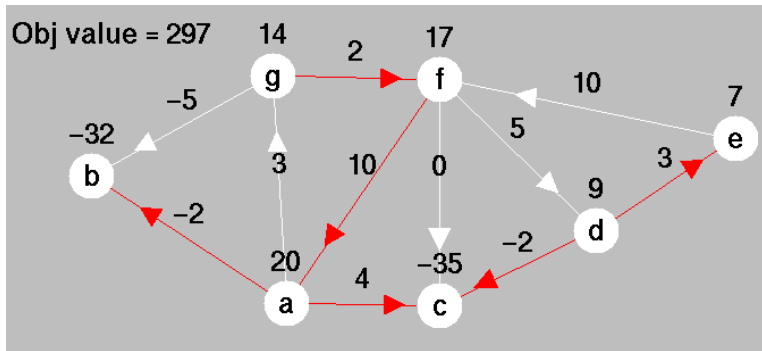
An Example:

obj	=	0.0		+				+	-4.0	x1	+	2.0	x2	+	3.0	x3
								+	-1.0	x1	+	-1.0	x2	+	-1.0	x3
w1	=	0.0	+	1.0	-	2.0	x1	-	-1.0	x2	-	3.0	x3			
w2	=	0.0	+	1.0	-	3.0	x1	-	-3.0	x2	-	-4.0	x3			
w3	=	-3.0	+	1.0	-	-1.0	x1	-	-1.0	x2	-	1.0	x3			
w4	=	-1.0	+	1.0	-	-2.0	x1	-	0.0	x2	-	0.0	x3			

Notes:

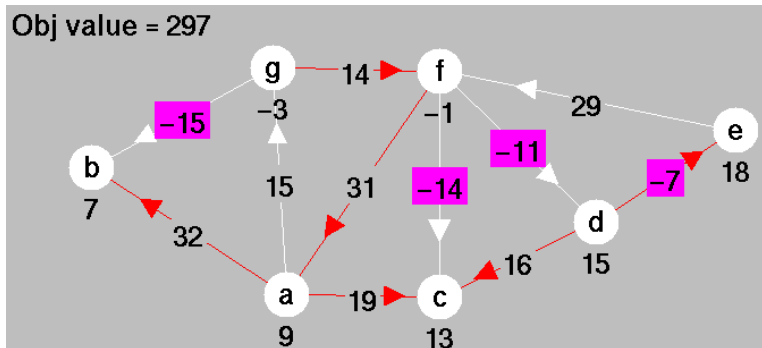
- Two objective functions: the true objective (on top), and a fake one (below it).
- For *Phase I*, use the fake objective—it's dual feasible.
- Two right-hand sides: the real one (on the left) and a fake (on the right).
- Ignore the fake right-hand side—we'll use it in another algorithm later.

Network Simplex Tool



Data:

- *Costs* on arcs shown above arcs.
- *Supplies* at nodes shown above nodes.

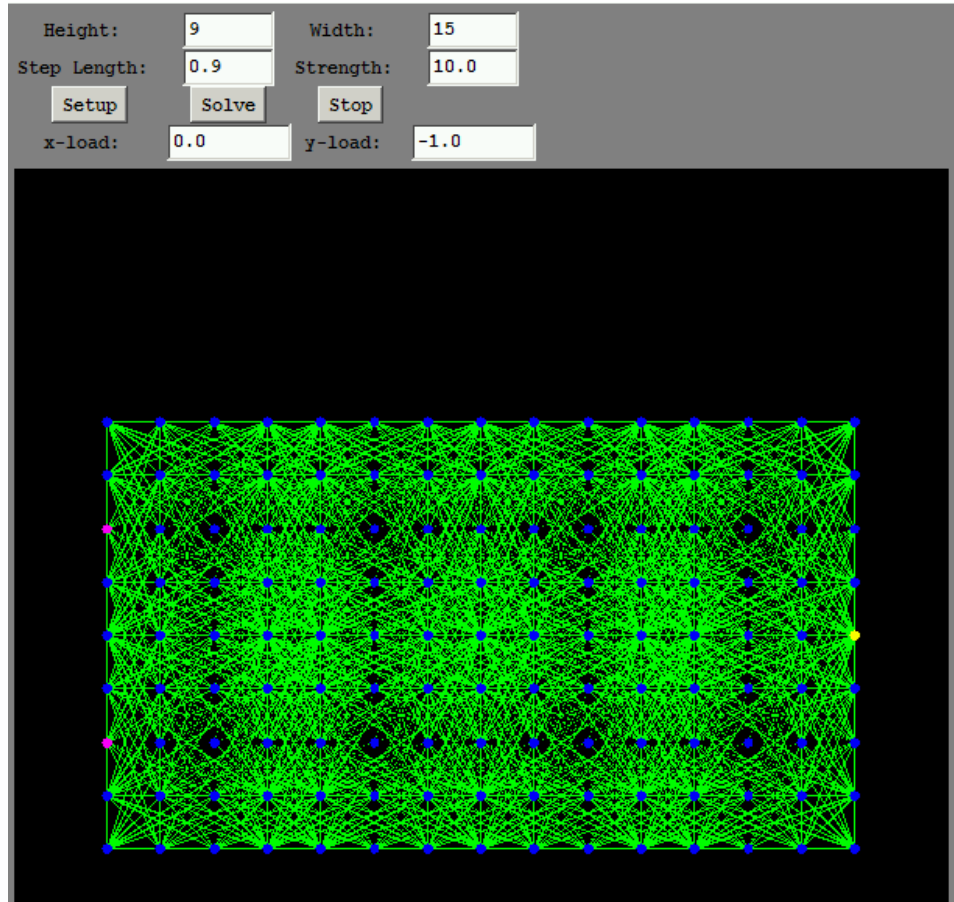


Variables:

- *Primal flows* shown on tree arcs.
- *Dual slacks* shown on non-tree arcs.
- *Dual variables* shown below nodes.

Interior-Point Methods

Best illustrated on large-scale problems.



Click [here](#) to compare with the simplex method

Forthcoming Stuff

- *Integer Programming* (thanks to Hande Benson and her student).