How to Build a Mathematical Model? Katta G. Murty Lecture slides

How To Build a Mathematical Model?

1. Identify All Decision Variables

Controllable parameters whose values can be controlled by decision maker, which affect functioning of system. Denote them by x_1, \ldots, x_n .

$$x = ext{ Decision vector} = \left(egin{array}{c} x_1 \ dots \ x_n \end{array}
ight) = (x_1, \ldots, x_n)^T$$

2. Identify Objective Function and All Constraints on Decision Variables

$$g_i(x) = b_i$$
 An Equality Constraint

$$\left. egin{aligned} g_i(x) \geq b_i \ g_i(x) \leq b_i \end{aligned}
ight\} \qquad ext{Inequality Constraints}$$

Constraint Functions, Right Hand Side (RHS) Constants.

 $x_j \ge b_j$ or $x_j \le b_j$ Lower or Upper bound constraints on individual variables.

 $x_j \ge 0$ Lower bound constraint called *Non-negativity restriction*.

Objective function called $\begin{cases} \textit{COST FUNCTION} & \text{if to be min.} \\ \textit{PROFIT FUNCTION} & \text{if to be max.} \end{cases}$

Some Definitions

LINEAR FUNCTION: One of form $c_1x_1 + \ldots + c_nx_n$

where $c = (c_1, \ldots, c_n)$ is coefficient vector of variables in it. Example: $x \in R^4$. $3x_2 - 7x_4$ is a linear function with coefficient vector (0, 3, 0, -7).

AFFINE FUNCTION: A linear function + a constant, i.e., One of form $c_0 + cx$.

FEASIBLE SOLUTION: A vector x that satisfies all the constraints.

OPTIMUM SOLUTION: A feasible solution that gives the best value for objective function among all feasible solutions.

LINEAR PROGRAM: Optimization problem in which objective

function and all constraint functions are linear.

Steps in Modeling A Linear Program

1. LIST ALL DECISION VARIABLES: Each decision variable is the level at

which an ACTIVITY is carried out.

2. VERIFY LINEARITY ASSUMPTIONS: Proportionality

Assumption

and Additivity Assumption. Must hold for objective function and all constraint functions.

- 3. VERIFY ALL VARIABLES ARE CONTINUOUS VARIABLES:
- 4. CONSTRUCT OBJECTIVE FUNCTION:
- 5. IDENTIFY ALL CONSTRAINTS & BOUNDS ON INDI-VIDUAL VARIABLES: Each

constraint is $Material\ Balance\ Equation$ or Inequality of an ITEM.