



Tutorial MAT2 Linear Programming with MATLAB

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► PROBLEMS

► Problem 1 – Linear programming - Minimization

Solve the following linear program using MATLAB's *linprog* function and Mathematica's *LinearOptimization* function.

$$\begin{aligned} \min f &= x_1 + 2x_2 - x_4 + x_5 \\ \text{s.t.} &= \begin{cases} 2x_1 + x_2 + 3x_3 + 2x_4 = 5 \\ x_1 - x_2 + 2x_3 - x_4 + 3x_5 = 1 \\ x_1 - 2x_3 - 2x_5 = -1 \\ x_i \geq 0, i = 1, 2, \dots, 5 \end{cases} \end{aligned}$$

► Solution

In the present case, we first note that the objective function to be optimized is $f = x_1 + 2x_2 + 0x_3 - x_4 + x_5$, so we begin by typing the vector

$$f = [1, 2, 0, -1, 1]$$

Next, notice that all constraints in the problem at hand are equalities, not inequalities. This implies that inequality constraints *A* and *B* should be assigned empty matrices,

$$A = []; B = []$$

The coefficient matrices *Aeq* and *Beq* of the equality constraints, in turn, can be easily gleaned from the three constraint equations,

$$\begin{aligned} \text{Aeq} &= [2 \ 1 \ 3 \ 2 \ 0; \ 1 \ -1 \ 2 \ -1 \ 3; \ 1 \ 0 \ -2 \ 0 \ -2]; \\ \text{Beq} &= [5 \ 1 \ -1]'; \end{aligned}$$

The lower bound vector *xm* is assembled by noting that all five variables must be greater than zero,

$$xm = \text{zeros}(5, 1)$$

We can then implement our code:

```
f = [1, 2, 0, -1, 1]; A = []; B = [];  
Aeq = [2 1 3 2 0; 1 -1 2 -1 3; 1 0 -2 0 -2];  
Beq = [5 1 -1]';  
xm = zeros(5, 1);  
[x fval flag]=linprog(f, A, B, Aeq, Beq, xm)
```

The code returns the solution

$x = (0.5714, 0, 0, 1.9286, 0.7857)$

which means that $x_1 = 0.571$, $x_2 = 0$, $x_3 = 0$, $x_4 = 1.93$, $x_5 = 0.786$. The code also returns the optimized objective function $fval = -0.571$ and an exitflag of 1, which indicates, of course, that the solution has converged to some vector x .

► Problem 2 – Linear programming – Maximization

Solve the following linear program using MATLAB's *linprog* function.

$$\begin{aligned} \max f &= 2x_1 + x_2 - 3x_3 + 5x_4 \\ \text{s.t.} &= \begin{cases} x_1 + 2x_2 + 2x_3 + 4x_4 \leq 40 \\ 2x_1 - x_2 + x_3 + 2x_4 \leq 8 \\ 4x_1 - 2x_2 + x_3 - x_4 \leq 10 \\ x_i \geq 0, i = 1, 2, \dots, 4 \end{cases} \end{aligned}$$

► Solution

The first caveat to notice in this problem is that it involves a maximization of the objective function, but linear programming functions such as MATLAB's *linprog* and Mathematica's *LinearProgramming* can only minimize the objective function. This issue can be easily resolved if we multiply the objective function by -1 and proceed to minimize it; after all, finding the constrained maximum of the objective function is the same as finding the constrained minimum of $-1 \times$ the objective function, so long as we remember to swap the sign of the latter after carrying out the calculations. We proceed to type the objective function

```
f = [2 1 -3 5]
```

Notice that the constraints here are all inequalities, so they should be assigned to inputs A and B (unlike the previous problem, in which the constraints were *equalities* and hence had to be assigned to inputs A_{eq} and B_{eq}).

```
A = [1 2 2 4; 2 -1 1 2; 4 -2 1 -1];  
B = [40 8 10]'
```

Inputs A_{eq} and B_{eq} are empty,

```
Aeq = []; Beq = []
```

Lower bound xm is included to ensure that all variables are nonnegative,

```
xm = zeros(4,1);
```

The final code is listed below,

```
f = [-2 -1 3 -5];  
A = [1 2 2 4; 2 -1 1 2; 4 -2 1 -1];  
B = [40 8 10]';  
Aeq = []; Beq = [];  
xm = zeros(4,1);  
[x f0 flag]=linprog(f,A,B,Aeq,Beq,xm)
```

This code returns the solution

```
x = (0, 6, 0, 7)
```

which means that $x_1 = 0$, $x_2 = 6$, $x_3 = 0$, $x_4 = 7$. The code also returns the optimized objective function $fval = -41.0$, which, as mentioned above, must have its sign swapped in order to yield the "true" maximum $fval$, namely, 41.0.

► Problem 3 – Linear programming – Changing to standard form 1

Consider the following linear programming problem.

$$\begin{aligned} \min f &= x_1 - 2x_2 \\ \text{s.t.} & -4x_1 + 6x_2 \leq 9 \\ & x_1 + x_2 \leq 4 \\ & x_1, x_2 \leq 0 \end{aligned}$$

Convert the problem to standard form and solve it using MATLAB.

► **Solution**

In order to change the problem to standard form, we introduce slack variables s_1 and s_2 into the first two constraint inequalities so as to convert them to equations,

$$\begin{aligned} \min f &= x_1 - 2x_2 \\ -4x_1 + 6x_2 + s_1 &= 9 \\ x_1 + x_2 + s_2 &= 4 \\ x_1, x_2, s_1, s_2 &\geq 0 \end{aligned}$$

Note that the standard form of the LP formulation requires the design variables to be nonnegative. We can solve the LP with the following MATLAB code,

```
f = [1 -2 0 0]; A = []; B = []';
Aeq = [-4 6 1 0; 1 1 0 1]; Beq = [9 4]';
xm = zeros(4,1);
[x f0 flag]=linprog(f,A,B,Aeq,Beq,xm)
```

This returns the solution $x_1 = 1.5$, $x_2 = 2.5$, $s_1 = 0$, $s_2 = 0$ and the objective function value $f_0 = -3.5$.

► **Problem 4 – Linear programming – Changing to standard form 2**

Convert the following linear program to standard form and solve it using MATLAB.

$$\begin{aligned} \max f &= 4x_1 + 5x_2 \\ \text{s.t. } 2x_1 + x_2 &\leq 6 \\ x_1 + 2x_2 &\leq 5 \\ x_1 + x_2 &\geq 1 \\ x_1 + 4x_2 &\geq 2 \\ x_1 \geq 0, x_2 &\geq 0 \end{aligned}$$

► **Solution**

In order to change the problem to standard form, we introduce slack variables s_1 and s_2 into the first two constraint inequalities so as to convert them to equations,

$$\begin{aligned} \min f &= x_1 - 2x_2 \\ -4x_1 + 6x_2 + s_1 &= 9 \\ x_1 + x_2 + s_2 &= 4 \\ x_1, x_2, s_1, s_2 &\geq 0 \end{aligned}$$

Note that the standard form of the LP formulation requires the design variables to be nonnegative. We proceed to solve the LP problem with the following MATLAB code,

```
f = [1 -2 0 0]; A = []; B = []';
Aeq = [-4 6 1 0; 1 1 0 1]; Beq = [9 4]';
xm = zeros(4,1);
[x f0 flag]=linprog(f,A,B,Aeq,Beq,xm)
```

This returns the solution $x_1 = 1.5$, $x_2 = 2.5$, $s_1 = 0$, $s_2 = 0$ and the objective function value $f_0 = -3.5$.

► **Problem 5 – An unbounded variable**

Convert the following linear program to standard form and solve it using MATLAB.

$$\begin{aligned} \min f &= x_1 - 2x_2 + 3x_3 \\ \text{s.t. } -4x_1 + 6x_2 + x_3 &\leq 9 \\ x_1 + x_2 - 2x_3 &\leq 4 \\ x_1, x_2 &\geq 0 \end{aligned}$$

► Solution

One crucial aspect that distinguishes this problem from previous ones is that variable x_3 is unbounded. One way to proceed in such cases is to replace the unbounded variable with a difference of two slack variables s_1 and s_2 , that is, $x_3 = s_1 - s_2$. We must also include two other slack variables s_3 and s_4 to convert the two inequality constraints to equations,

$$-4x_1 + 6x_2 + (s_1 - s_2) + s_3 = 9$$

$$x_1 + x_2 - 2 \times (s_1 - s_2) + s_4 = 4$$

$$x_1, x_2, s_1, s_2, s_3, s_4 \geq 0$$

Simplifying,

$$-4x_1 + 6x_2 + s_1 - s_2 + s_3 + 0s_4 = 9$$

$$x_1 + x_2 - 2s_1 + 2s_2 + 0s_3 + s_4 = 4$$

$$x_1, x_2, s_1, s_2, s_3, s_4 \geq 0$$

The equation to minimize is of course

$$\min f = x_1 - 2x_2 + 3(s_1 - s_2) = x_1 - 2x_2 + 3s_1 - 3s_2$$

The pertaining MATLAB code is shown below.

```
f = [1 -2 3 -3 0 0]; A = []; B = []';  
Aeq = [-4 6 1 -1 1 0; 1 1 -2 2 0 1];  
Beq = [9 4]';  
xm = zeros(6,1);  
[x f0 flag]=linprog(f,A,B,Aeq,Beq,xm)
```

This returns $x_1 = 0$, $x_2 = 1.6923$, $s_1 = 0$, $s_2 = 1.1538$, $s_3 = 0$, $s_4 = 0$.

► Problem 6 – Linear programming – Problem-based approach 1

Solve the following linear program using MATLAB's problem-based format.

$$\begin{aligned} \min & -3x_1 + 4x_2 - 2x_3 + 5x_4 \\ \text{s.t.} & 4x_1 - x_2 + 2x_3 - x_4 = -2 \\ & x_1 + x_2 - x_3 + 2x_4 \leq 14 \\ & 2x_1 - 3x_2 - x_3 - x_4 \geq -2 \\ & x_1, x_2, x_3 \geq -1; x_4 \text{ unconstrained} \\ & x_1, x_2, x_3 \geq -1; x_4 \text{ unconstrained} \end{aligned}$$

► Solution

The MATLAB code that solves this linear program is given below.

```
f = [-3 4 -2 5];  
A = [1 1 -1 2; -2 3 1 1];  
B = [14 2]';  
Aeq = [4 -1 2 -1]; Beq = [-2]';  
xm = [-1, -1, -1, -Inf]';  
[x f0 flag]=linprog(f,A,B,Aeq,Beq,xm)
```

This returns the solution vector $x_1 = -1.0$, $x_2 = 2.5$, $x_3 = -1.0$, $x_4 = -6.5$ and the optimized objective function $fval = -17.5$.

The code works well, but we were asked to work out the problem with MATLAB's problem-based format. Starting with version R2017b, linear and quadratic programs can be solved with this new approach. In a problem-based framework, one way to proceed is to enter the variables using the function *optimvar*; lower or upper bounds are included as well.

```
x1 = optimvar('x1', 'LowerBound', -1);  
x2 = optimvar('x2', 'LowerBound', -1);  
x3 = optimvar('x3', 'LowerBound', -1);  
x4 = optimvar('x4');
```

Then, we initiate a blank optimization problem with the command *optimproblem* and include the objective function:

```
linprob = optimproblem('Objective', -3*x1+4*x2-
2*x3+5*x4);
```

Then, we write down the constraints and append them to *linprob*:

```
linprob.Constraints.cons1 = 4*x1-x2+2*x3-x4 == -2;
linprob.Constraints.cons2 = 4*x1+x2-x3+2*x4 <= 14;
linprob.Constraints.cons3 = 2*x1-3*x2-x3-x4 >= -2;
```

Finally, we use the command *solve* to have MATLAB solve the problem at hand.

```
sols = solve(linprob)
>> Solving problem using linprog.
Optimal solution found.
x0 =
-1.0000
2.5000
-1.0000
-6.5000
```

The solution is identical to the one obtained by employing *linprog* directly, as it should be.

► **Problem 7** – Linear programming – Problem-based approach 2
Solve the following linear program using MATLAB's problem-based format.

$$\begin{aligned} \max f &= 4x_1 + 5x_2 \\ \text{s.t. } 2x_1 + x_2 &\leq 6 \\ x_1 + 2x_2 &\leq 5 \\ x_1 + x_2 &\geq 1 \\ x_1 + 4x_2 &\geq 2 \\ x_1 \geq 0, x_2 &\geq 0 \end{aligned}$$

► **Solution**

This linear program can be easily solved with the problem-based format introduced in Problem 6; note that maximizing $f = 4x_1 + 5x_2$ is essentially the same as minimizing $f = -4x_1 - 5x_2$.

```
x1 = optimvar('x1', 'LowerBound', 0);
x2 = optimvar('x2', 'LowerBound', 0);
linprob = optimproblem('Objective', -4*x1 - 5*x2);
linprob.Constraints.cons1 = 2*x1 + x2 <= 6;
linprob.Constraints.cons2 = x1 + 2*x2 <= 5;
linprob.Constraints.cons3 = x1 + x2 >= 1;
linprob.Constraints.cons4 = x1 + 4*x2 >= 2;
sols = solve(linprob);
>> Optimal solution found.
sols =
2.333
1.333
```

The optimal values are $x_1 = 2.333$ and $x_2 = 1.333$.

► **Problem 8** – Quadratic programming – Portfolio optimization

Consider three securities with the expected returns given in the following table.

| Expected return | Security 1 ($i = 1$) | Security 2 ($i = 2$) | Security 3 ($i = 3$) |
|-----------------|------------------------|------------------------|------------------------|
| μ_i | 9.73% | 6.57% | 5.37% |

The covariances of returns are tabulated below.

| Covariance σ_{ij} | $i = 1$ | $i = 2$ | $i = 3$ |
|--------------------------|---------|---------|----------|
| $i = 1$ | 0.0256 | 0.0033 | 0.00019 |
| $i = 2$ | | 0.0135 | -0.00027 |
| $i = 3$ | | | 0.00125 |

Propose a portfolio with minimum variance and short selling that achieves an expected return of at least 5.5%.

► **Solution**

We wish to form a portfolio with minimum variance with short selling allowed that achieves an expected return of at least 5.5%. The corresponding model is

$$\begin{aligned} \min f &= 0.0256x_1^2 + 0.0135x_2^2 + 0.00125x_3^2 + 2 \times 0.0033x_1x_2 \\ &\quad + 2 \times 0.00019x_1x_3 + 2 \times (-0.00027)x_2x_3 \\ \text{s.t. } &0.0973x_1 + 0.0657x_2 + 0.0537x_3 \geq 0.055 \\ &x_1 + x_2 + x_3 = 1 \end{aligned}$$

Turning to MATLAB, a quadratic programming exercise can be solved with the general syntax

```
[x, fval, exitflag] =
quadprog(Q, f, A, B, Aeq, Beq, xm, xM, options)
```

In the input arguments, Q is the matrix of the quadratic terms of the objective function; f is the matrix of the linear terms of the objective function; A and B are the coefficient matrix and right-hand side coefficients vector in the inequality constraints; A_{eq} and B_{eq} are the coefficient matrix and right-hand side coefficients in the equality constraints; and xm and xM are the decision variable lower and upper bounds, respectively. After the optimization process, results are returned as vector x , the optimized objective function value is returned as $fval$, and $exitflag$ is an index that should equal unity if the problem solution converged to a solution x .

The pertaining code is shown in continuation.

```
Q = [0.0256 0.0033 0.00019; 0.0033, 0.0135, -0.00027;
0.00019, -0.00027, 0.00125];
f = [0 0 0];
A = [-0.0973 -0.0653 -0.0537];
B = [-0.055];
Aeq = [1 1 1];
Beq = [1];
xm = []; xM = [];
[x, fval] = quadprog(Q, f, A, B, Aeq, Beq, xm, xM)
```

This code returns $x_1 = 2.39\%$, $x_2 = 9.22\%$, and $x_3 = 88.39\%$. The objective function can be evaluated with these optimal inputs to yield 5.42×10^{-4} . Note that $fval$ needs to be doubled to equal the variance of the portfolio since the quadratic term (variance) in the objective has a coefficient of 0.5. The expected return of the portfolio is

$$r_p = 0.0973 \times 0.0239 + 0.0657 \times 0.0922 + 0.0537 \times 0.8839 = \boxed{5.58\%}$$

We conclude that the optimal portfolio meets the return goal of 5.5% and it will not be possible to have another portfolio that achieves an expected return of 5.58% with lower variance. It is noteworthy that the optimal portfolio allocates most of the investment into the third asset, which is associated with returns (5.37%) close to the desired 5.5%. Less investment is apportioned to assets 1 and 2, which are comparably riskier.

Much like the linear programming problems 6 and 7, MATLAB can also solve a quadratic programming problem with the problem-based approach. The pertaining code is shown below.

```
P = optimproblem;
x = optimvar('x', 3, 1, 'LowerBound', 0);
```

```
P.Objective=0.0256*x(1)^2+0.0135*x(2)^2+0.00125*x(3)^2
+2*0.0033*x(1)*x(2)+2*0.00019*x(1)*x(3)-
2*0.00027*x(2)*x(3);
P.Constraints.cons1=0.0973*x(1)+0.0657*x(2)+0.0537*x(3)
)>=0.055;
P.Constraints.cons2=x(1)+x(2)+x(3)==1;
sols=solve(P); x0=sols.x
```

This returns the following solution vector,

```
x0 =
    0.0239
    0.0922
    0.8839
```

which is identical to the vector obtained in the direct solution approach, as it should be.

► Problem 9 – Quadratic programming 2

Use MATLAB to solve the following quadratic optimization problem.

$$\begin{aligned} \min x_1^2 + 10x_2^2 + 2.5x_1x_2 + 2x_1 + 3x_2 \\ \text{s.t. } x_1 - x_2 \leq 1 \\ x_1 + 2x_2 \geq 100 \\ x_{1,2} \geq 0 \end{aligned}$$

► Solution

The problem is restated below.

$$\begin{aligned} \min 1 \times x_1^2 + 10x_2^2 + 2.5x_1x_2 + 2x_1 + 3x_2 \\ \text{s.t. } x_1 - x_2 \leq 1 \\ -x_1 - 2x_2 \leq -100 \\ x_{1,2} \geq 0 \end{aligned}$$

Matrix \mathbf{Q} is shown next:

$$\mathbf{Q} = \begin{bmatrix} 2 \times 1 & 2.5 \\ 2.5 & 2 \times 10 \end{bmatrix} = \begin{bmatrix} 2 & 2.5 \\ 2.5 & 20 \end{bmatrix}$$

The pertaining MATLAB code is listed below.

```
Q = [2 2.5; 2.5 20];
f = [2 3];
A = [1 -1; -1 -2];
B = [1; -100];
Aeq = [];
Beq = [];
xm = [0 0]; xM = [];
[x, fval] = quadprog(Q, f, A, B, Aeq, Beq, xm, xM)
```

This returns the solution vector $x_1 = 34.0$, $x_2 = 33.0$. The optimized objective function value is $fval = 15,018$. Alternatively, we may use the problem-based approach:

```
xm = [0 0];
P = optimproblem('ObjectiveSense','min');
x = optimvar('x',2,1,'LowerBound',xm);
P.Objective =
x(1)^2+10*x(2)^2+2.5*x(1)*x(2)+2*x(1)+3*x(2);
P.Constraints.cons1 = x(1)-x(2) <= 1;
P.Constraints.cons2 = x(1)+2*x(2) >= 100;
sols = solve(P);
x0=sols.x
```

The resulting solution vector is identical to the one obtained via *quadprog*.

► REFERENCES

- MISHRA, S.K. and RAM, B. (2018). *Introduction to Linear Programming with MATLAB*. Boca Raton: CRC Press.
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- XUE, D. (2020). *Solving Optimization Problems with MATLAB*. Boston/Berlin: Walter De Gruyter.



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