

MA162: Finite mathematics

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University of Kentucky

September 26, 2012

SCHEDULE:

- HW 2.6, 3.1 are due Friday, Sep 28th, 2012
- HW 3.2, 3.3 are due Friday, Oct 5th, 2012
- HW 4.1, 4.2 are due Friday, Oct 12th, 2012
- Exam 2 is Monday, Oct 15th, 5:00pm-7:00pm in BS107 and BS116.
- Exam grades not available until Monday; will be announced when ready

Today we will cover 3.1: graphing linear inequalities

Exam 2: Overview

- Ch. 3, Linear optimization with 2 variables
 - ① Graphing linear inequalities
 - ② Setting up linear programming problems
 - ③ Method of corners to find optimum values of linear objectives
- Ch. 4, Linear optimization with millions of variables
 - ① Slack variables give us flexibility in RREF
 - ② Some RREFs are better (business decisions) than others
 - ③ Simplex algorithm to find the best one using row ops
 - ④ Accountants and entrepreneurs are two sides of the same coin

3.1: Inequalities

- Xylophones cost \$200 each and Yukuleles cost \$100 each
- You need instruments for your new band Glück-N-Spiel
- Your insane and rich uncle only gave you a budget of \$1000
- What are your options?

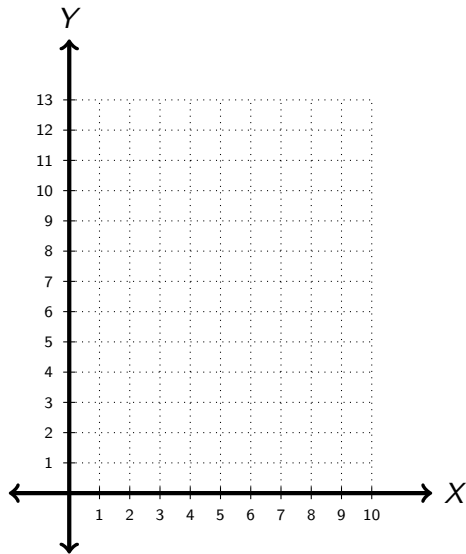
$$200x + 100y = 1000$$

3.1: Inequalities

- Xylophones cost \$200 each and Yukuleles cost \$100 each
- You need instruments for your new band Glück-N-Spiel
- Your insane and rich uncle only gave you a budget of \$1000
- What are your options? Don't have to spend it all!

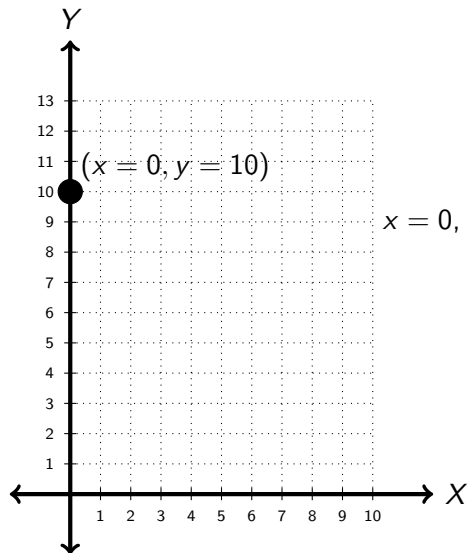
$$200x + 100y \leq 1000$$

3.1: Graphing inequalities



$$200x + 100y = 1000$$

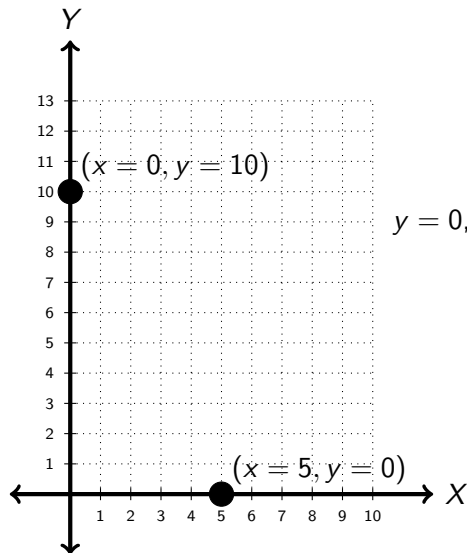
3.1: Graphing inequalities



$$200x + 100y = 1000$$

$$x = 0, 100y = 1000, y = 10$$

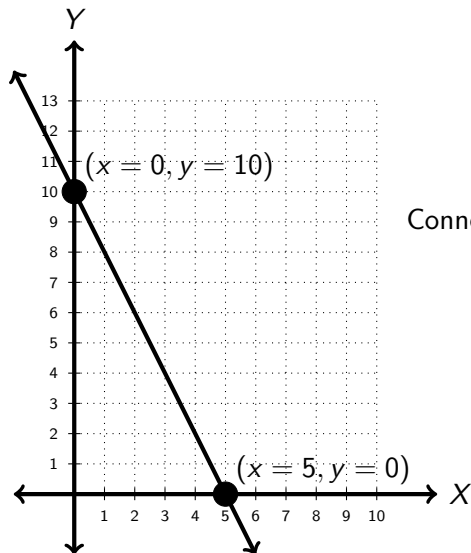
3.1: Graphing inequalities



$$200x + 100y = 1000$$

$$y = 0, 200x = 1000, x = 5$$

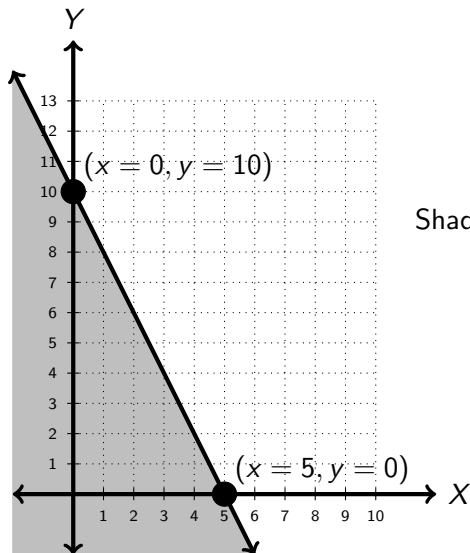
3.1: Graphing inequalities



$$200x + 100y = 1000$$

Connect the dots

3.1: Graphing inequalities



$$200x + 100y \leq 1000$$

Shade the region

3.1: Graphing inequalities

- First graph the “equality”, that is, graph the line

⇒ Find two points on the line and then draw the connection

- Next graph the inequality, that is, shade the region

⇒ Choose a point not on the lines and see if it is on the correct side

- For example $(0,0)$ is on the correct side since

$$(200)(0) + (100)(0) \leq 1000$$

3.1: Is it realistic?

- Our region is very large.
- Some points don't make sense for a single purchaser:

⇒ (2.5, 3.5) means buy 2.5 Xylophones and 3.5 Yukuleles (\$850)

- But maybe it makes sense as an average or a strategy
- Some points don't make any sense for any purchaser:

⇒ (-10, -20) means buy -10 Xylophones ... (-\$4000)

3.1: Systems of inequalities

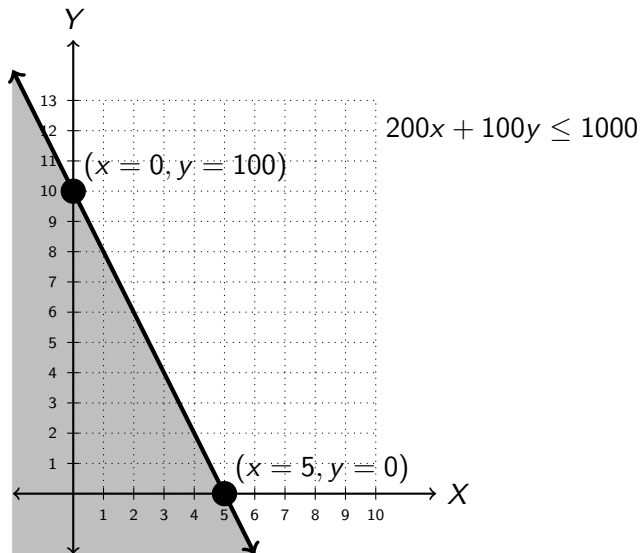
- We also need some sanity: $X \geq 0$ and $Y \geq 0$
- So we have a system of inequalities:

$$\begin{cases} 200X + 100Y \leq 1000 \\ X \geq 0, Y \geq 0 \end{cases}$$

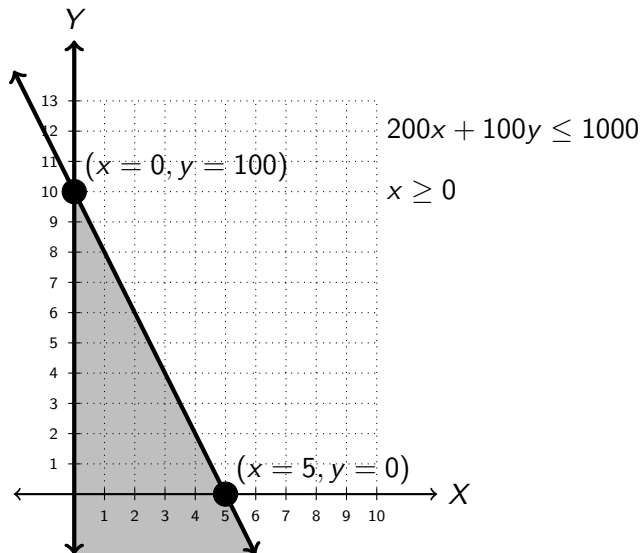
- Not enough for just one to be true!

$\Rightarrow (500, 0)$ would be very expensive (\$100,000) and noisy!

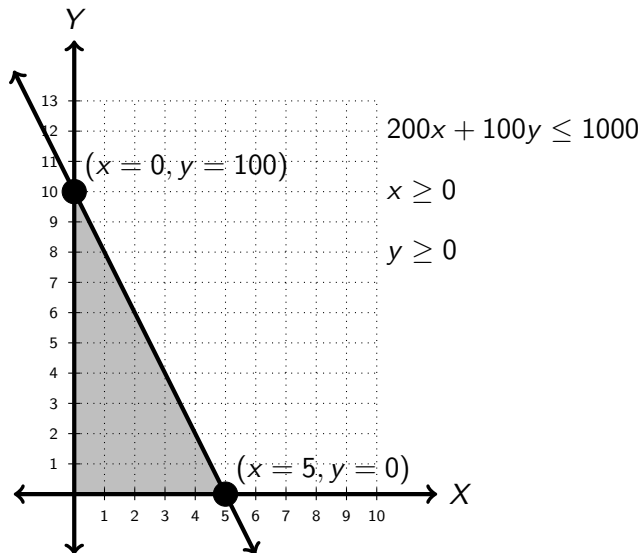
3.1: Graphing systems of inequalities



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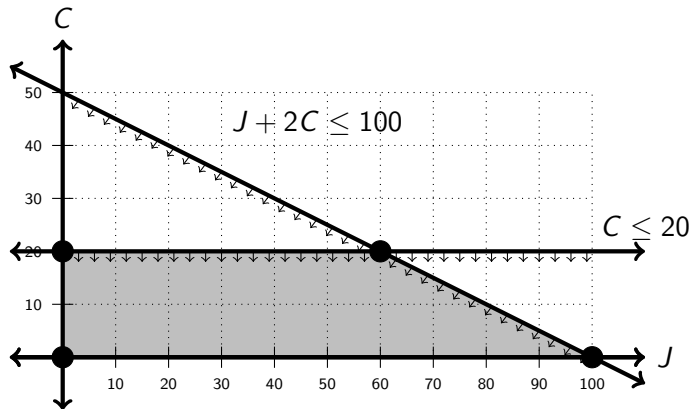
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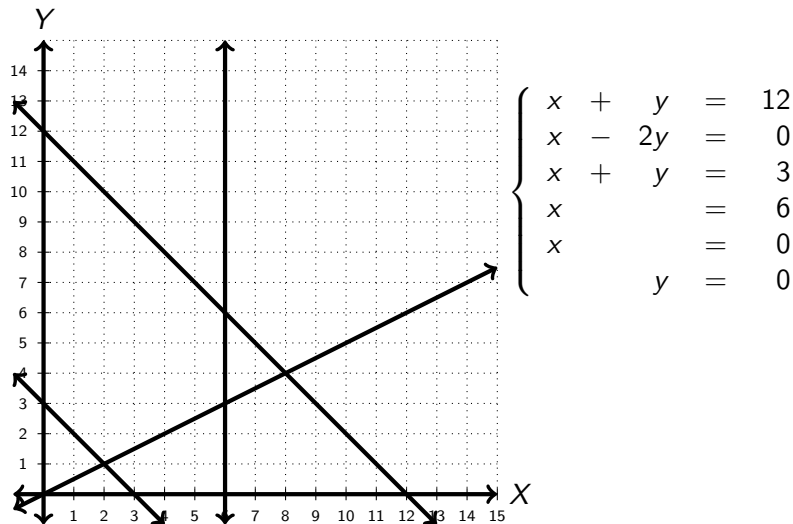
- Graph each equality (line)
- Figure out which side of the line is good
- Shade the region that is on the correct side of **all** lines
- Alternatively: figure out which of the pieces is good

3.1: Graphing systems of inequalities



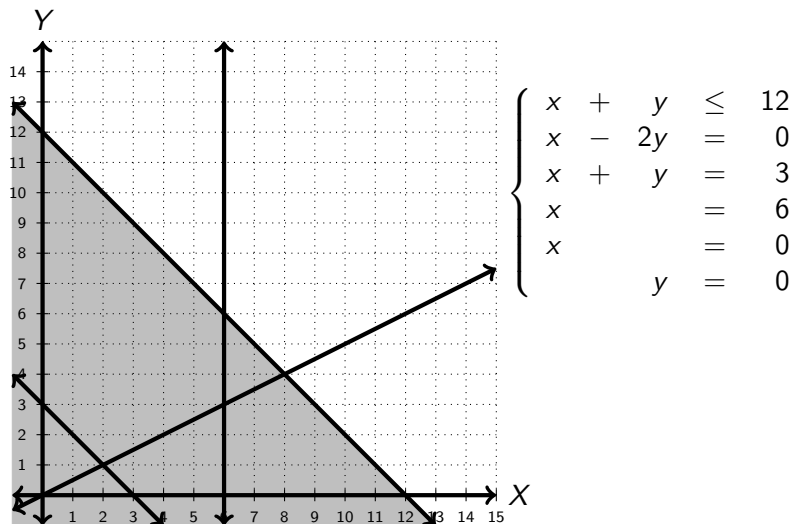
Draw little arrows to show which side is good.

3.1: Graphing systems of inequalities



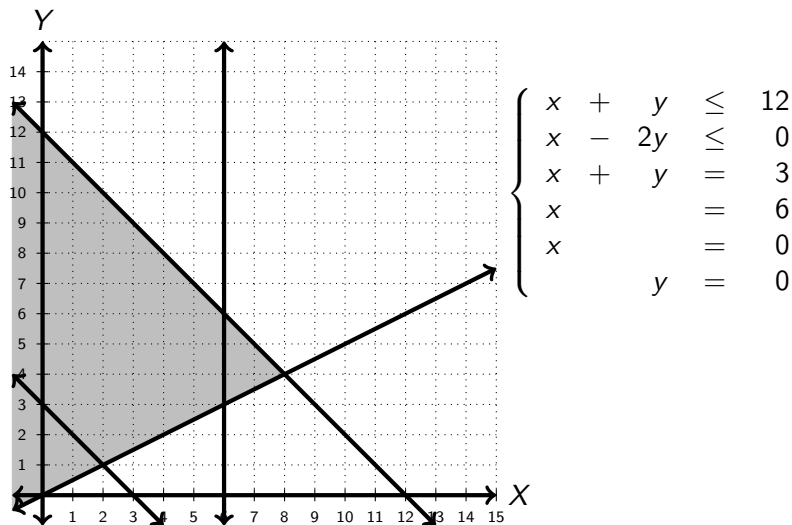
Draw all the lines, then check each inequality.

3.1: Graphing systems of inequalities



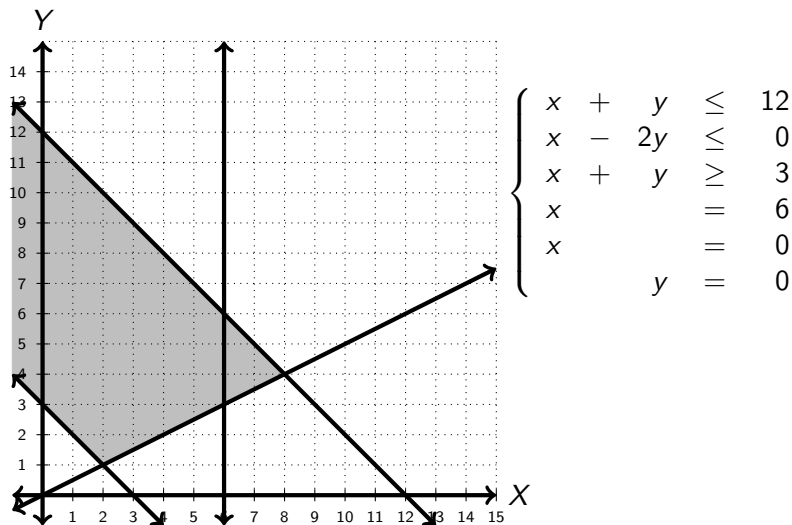
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3.1: Graphing systems of inequalities



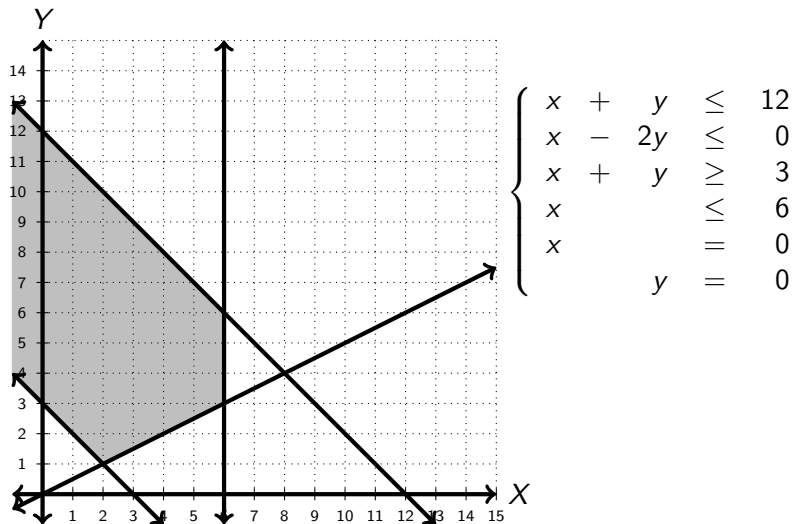
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3.1: Graphing systems of inequalities



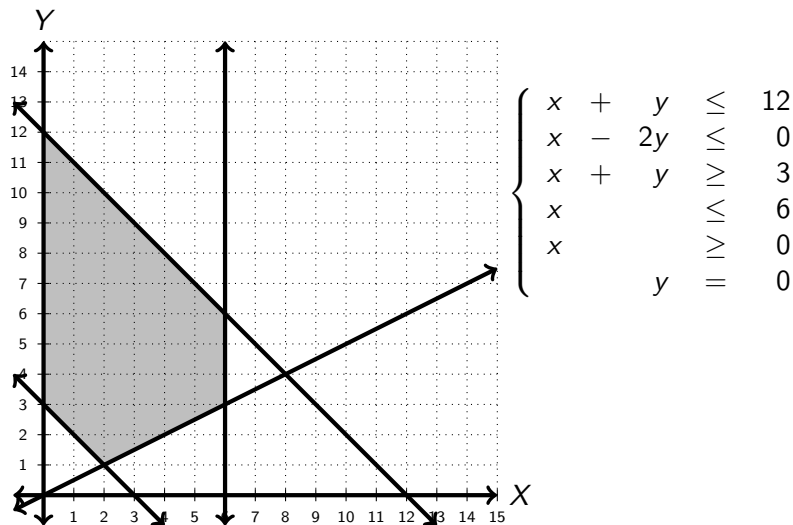
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3.1: Graphing systems of inequalities



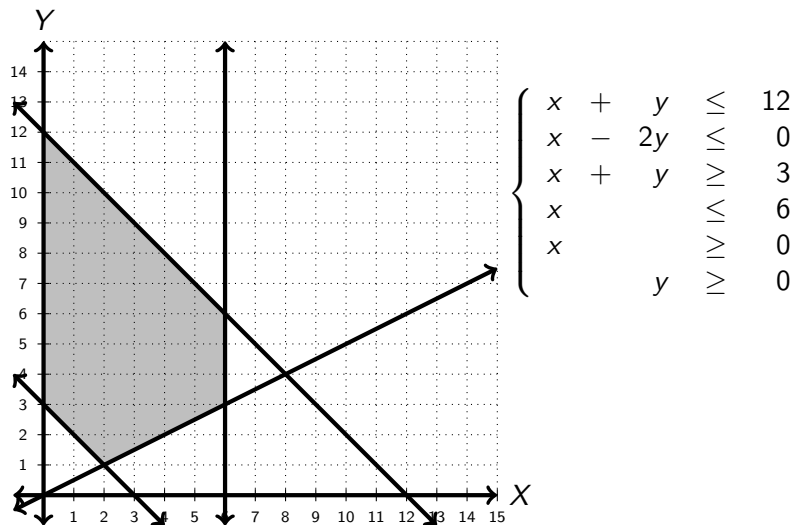
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3.1: Graphing systems of inequalities



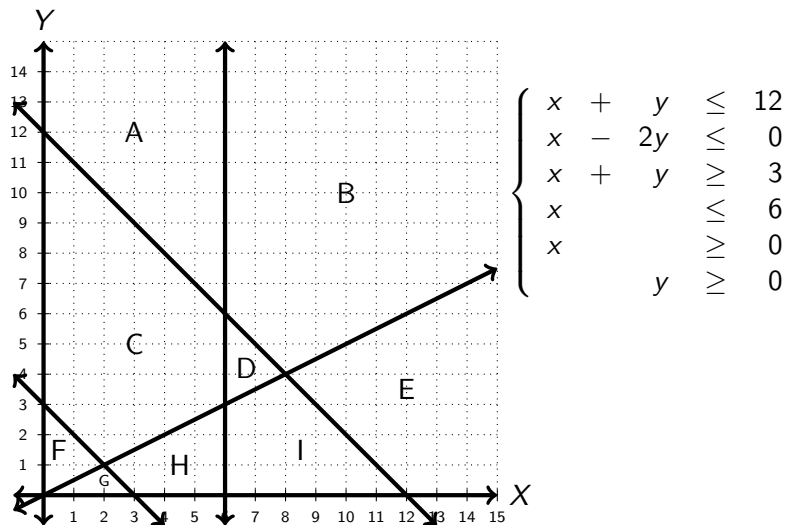
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3.1: Graphing systems of inequalities



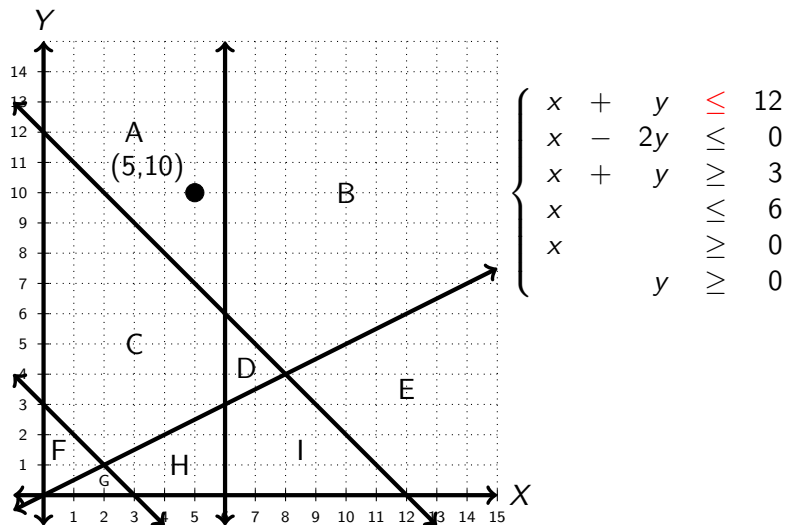
Draw all the lines, then check each inequality. Too many regions!

3.1: Graphing systems of inequalities



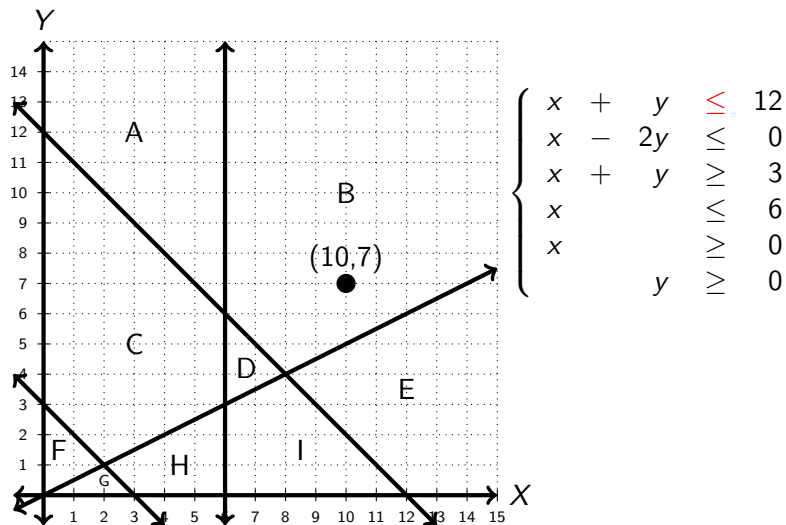
Check a point in each region to find the right one.

3.1: Graphing systems of inequalities



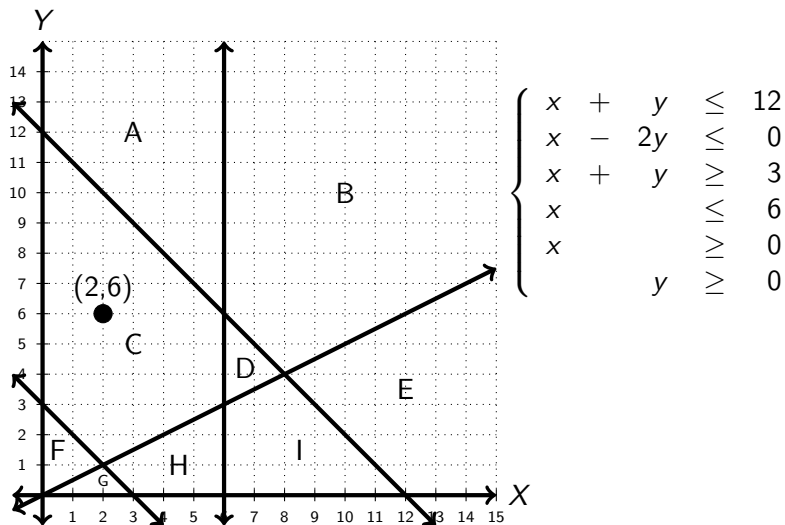
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3.1: Graphing systems of inequalities



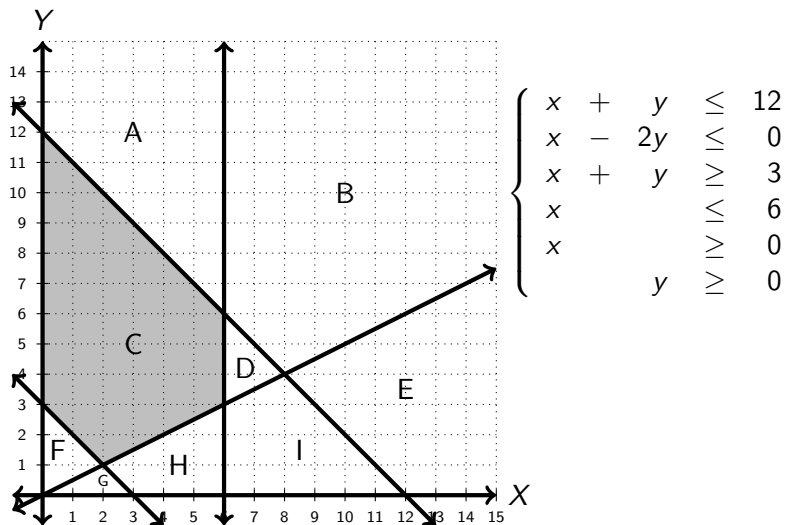
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3.1: Graphing systems of inequalities



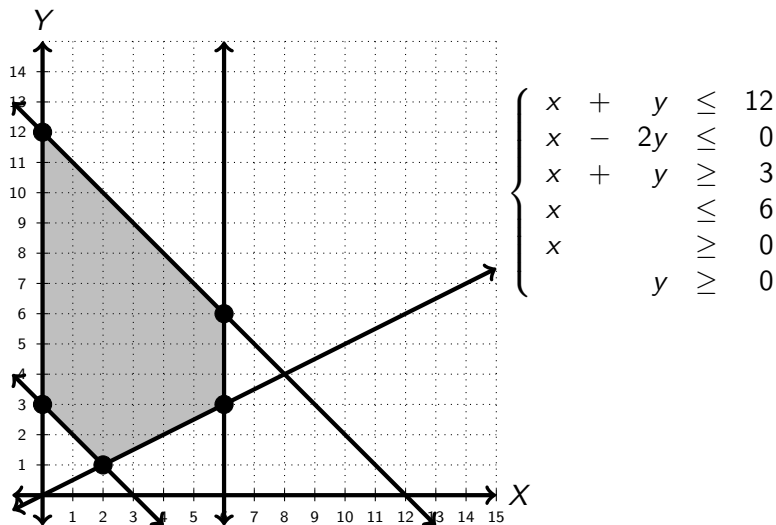
Check a point in each region to find the right one.

3.1: Graphing systems of inequalities



Check a point in each region to find the right one. Yay!

3.1: Finding corners



Intersect each pair of lines, and check it satisfies other inequalities

3.1: Finding corners

- For each pair of lines, find the intersection
- Then check that intersection satisfies the rest of the inequalities
- Not all intersections are corners!
- All corners are intersections.
- Intersections are just 2×3 RREF problems!

3.1: How many corners are there?

- How many angles does a triangle have?

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- How many angles does a triangle have?
- How many sides does a triangle have?

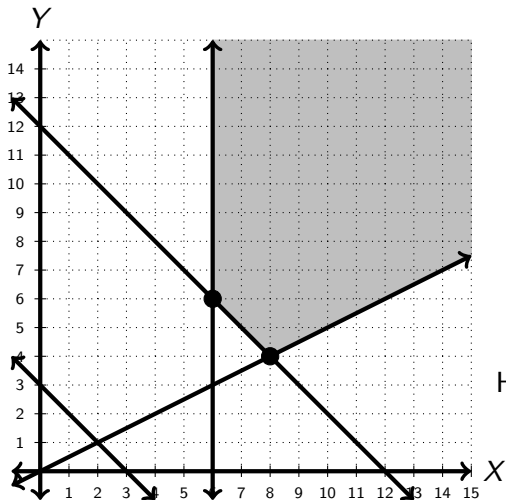
3.1: How many corners are there?

- How many angles does a triangle have?
- How many sides does a triangle have?
- How many angles does a quadrangle have? A quadrilateral?

3.1: How many corners are there?

- How many angles does a triangle have?
- How many sides does a triangle have?
- How many angles does a quadrangle have? A quadrilateral?
- An n -sided polygon has n angles too!

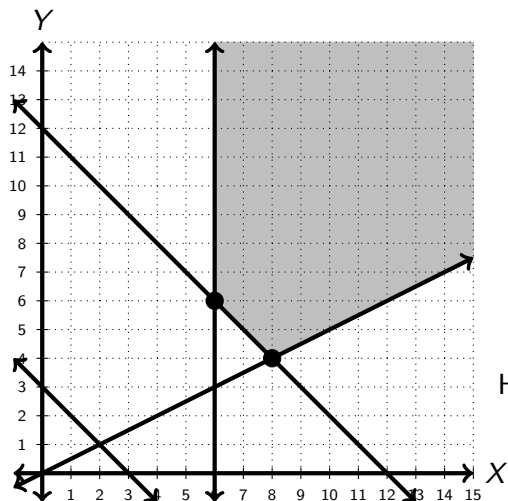
3.1: Where's the missing corner?



How many edges?

How many corners?

3.1: Where's the missing corner?



How many edges?

How many corners?

- This is called **unbounded** and it means we need to handle the “missing corner” specially.