

# MATH2070 optimisation and financial maths lecture notes

Georg Gottwald: [georg.gottwald@sydney.edu.au](mailto:georg.gottwald@sydney.edu.au)

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# OPTIMISING DIFFERENTIAL FUNCTIONS

## CHAPTER 1: OPTIMISING DIFFERENTIABLE FUNCTIONS

Examples: physics, chemical reactions, scheduling, manufacturing.

Eg: Minimising Surface area of can

Start by modelling the can as a cylinder:

$$\begin{aligned}V &= \pi r^2 h = 375 \text{ mL} \\S &= 2\pi r h + 2\pi r^2 \\h &= \frac{V}{\pi r^2} \\ \Rightarrow S(r) &= \frac{2V}{r} + 2\pi r^2 \\ \therefore & \text{differentiate} \\ \therefore r &= \left(\frac{V_0}{r\pi}\right)^{\frac{1}{3}}\end{aligned}$$

But: this gives  $r \approx 3.91$ ;  $h = 7.82$ . So why is this different to the ACTUAL size of a can?

Modelling is incorrect (eg- S has no width, indentation at bottom ect)

$$\begin{aligned}\text{industrial parameters: } d_{\text{side}} &= 0.0104 \text{ cm} \\d_{\text{top}} &= 0.0236 \text{ cm} \\d_{\text{bottom}} &= 0.0203 \text{ cm}\end{aligned}$$

$$\begin{aligned}\therefore \bar{S}(h, r) \text{ (not an area)} &= 2\pi r h d_{\text{side}} + \pi r^2 d_{\text{bottom}} + \pi r^2 d_{\text{top}} \\ \therefore \bar{S}(r) &= 2\pi r \left(\frac{V}{\pi r^2}\right) d_{\text{side}} + \pi r^2 (d_{\text{bottom}} + d_{\text{top}}) = \frac{2V}{r} d_{\text{side}} + \pi r^2 (d_{\text{bottom}} + d_{\text{side}}) \\ \frac{d\bar{S}}{dr} &= -\frac{2V}{r^2} d_{\text{side}} + 2\pi r (d_{\text{bottom}} + d_{\text{side}}) = 0\end{aligned}$$

Mathematical optimisation:

Given an **objective function**,  $f: \mathbb{R}^n \rightarrow \mathbb{R}$  (scalar function)

And a **feasible region**:  $\Psi$

And **optimisation problem** is the problem of finding an  $x^* \in \mathbb{R}^n$  that solves:

$$\min_{x \in \mathbb{R}^n} f(x) \mid x \in \Psi \text{ or } \max_{x \in \mathbb{R}^n} f(x) \mid x \in \Psi$$

Optimisation of differentiable functions of one variable

Some scenarios:

$f(x)$  is constant for  $x \in [a, b]$   
 $\Rightarrow$  all  $x \in [a, b]$  optimised

$f(x)$  is linear for  $x \in [a, b]$   
 $\therefore$  optimised points on boundary

$f(x)$  has unique global extremity in interior:

$f(x)$  has multiple local maximum or minimum  
must use computers and find an algorithm to solve it

### Global minimum and maximum

Definition: a point  $x^*$  is a **global minimum** if  $f(x^*) \leq f(x) \forall x \in \Psi$

Definition: a point  $x^*$  is a **local minimum** if there is a neighbourhood  $N$  of  $x^*$  |  $f(x^*) \leq f(x) \forall x \in N$

### Identifying local extremities of $f(x)$

1. First derivative test  $f'(x^*) = 0$  (could be min, max or inflexion), only necessary condition for the existence of optimal
2. Sufficient condition can be established using higher order derivatives:
  - $f'(x^*) = 0$ ;  $f''(x^*) < 0$ : local maximum  
But: eg this would not mind max of  $-x^4$
  - If  $f'(x^*) = f''(x^*) = \dots = f^{2m-1}(x^*) = 0$  and  
 $f^{2m}(x^*) < (>) 0$ ,  $x^*$  is maximum(minimum)
  - If  $f^1(x^*) = \dots = f^{2m}(x^*) = 0$ , and  $f^{2m-1}(x^*) \neq 0$ , then  $x^*$  is a point of inflection

### Finding global extremity:

Now we can test for global extremity:

$$\min\{f(a), f(b), f(x_1^*), f(x_2^*) \dots, f(x_k^*)\}$$

(or max)

### Revision of solving linear equations:

Eg:

$$Ax = b$$
$$x = A^{-1}b$$

Pivot operation algorithm:

Eg solve:

$$\begin{pmatrix} 1 & -1 & 1 \\ 2 & 1 & -1 \\ -1 & 2 & 3 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} -2 \\ 5 \\ 0 \end{pmatrix}$$

1. Decide on a **pivot element**,  $a_{ij} \neq 0$
2. Divide row  $i$  by  $a_{ij} \neq 0$  (in our lecture,  $a_{ij}$  are large enough to not amplify errors (that it may in a computer))
3. Transform all other rows of  $a_{kj}$  ( $k \neq i$ ) by adding suitable multiples of row  $i$

Eg: in tableaux form

	$x_1$	$x_2$	$x_3$	$b$
1		-1	1	-2
2		1	-1	5
-1		2	3	0

	$x_1$	$x_2$	$x_3$	$b$
1		-1	1	-2
0		3	-3	9
0		1	4	-2

	$x_1$	$x_2$	$x_3$	$b$
1		0	5	-4
0		0	-15	15
0		1	4	-2

$$x_3 = -1; x_2 = -2 - 4(-1) = 2; x_1 = -4 - 5(-1) = 1$$

$$\therefore \mathbf{x} = \begin{pmatrix} 1 \\ 2 \\ -1 \end{pmatrix}$$

Transformation of linear functions with Gaussian Jordan elimination

*Basic/nonbasic variables*

If we were given:

$$\begin{pmatrix} 1 & -1 & 1 & -1 & 0 \\ 2 & 1 & -1 & 0 & 1 \\ -1 & 2 & 3 & 1 & 2 \end{pmatrix} \mathbf{x} = \begin{pmatrix} -2 \\ 5 \\ 0 \end{pmatrix}$$

As this system has infinite solutions, we can simplify a solution  $Z = c_1x_1 + c_2x_2 + c_3x_3 + c_4x_4 + c_5x_5 + c_0$  into the form:

$$Z = Ax_4 + Bx_5 + C$$

(as  $x_1, x_2$  and  $x_3$  can be expressed in terms of  $x_4$  and  $x_5$ )

In this case: the variables which have a unique solution are known as **non-basic**, whereas the one's which do not ( $x_4, x_5$ ) are called **basic**

Eg: the system above simplifies to:

$$\begin{pmatrix} 1 & 0 & 0 & -\frac{1}{3} & \frac{1}{3} \\ 0 & 1 & 0 & \frac{8}{15} & \frac{2}{3} \\ 0 & 0 & 1 & -\frac{2}{15} & \frac{1}{3} \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \end{pmatrix} = \begin{pmatrix} 1 \\ 2 \\ -1 \end{pmatrix}$$

$$\text{So: } x_1 = 1 + \frac{1}{3}x_4 - \frac{1}{3}x_5; \quad x_2 = 2 - \frac{8}{15}x_4 - \frac{2}{3}x_5; \quad x_3 = -1 + \frac{2}{5}x_4 - \frac{1}{3}x_5$$



# LINEAR PROGRAMMING

## CHAPTER 2: LINEAR PROGRAMMING

- The term **programming** means planning/logistics (not computing)
  - Used for : allocating limited resources among competing activities in optimal way
  - Selecting the level of certain activities that compete for limited resources to optimise some objective function
- Eg:
  - Resource allocation
  - Portfolio selection
  - Transportation
  - Agriculture
  - Manufacturing

### Standard LP Problem:

I. Maximise  $Z = c_1x_1 + c_2x_2 + \dots + c_nx_n$

II. Subject to:

$$\begin{pmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & \dots & \dots & \dots \\ \vdots & \vdots & \vdots & \vdots \\ a_{m1} & \dots & \dots & a_{mn} \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ \dots \\ x_n \end{pmatrix} \leq \begin{pmatrix} b_1 \\ b_2 \\ \dots \\ b_m \end{pmatrix}$$

III. With:  $x_1, x_2, \dots, x_n \geq 0$

OR:

Maximise  $Z = \mathbf{c}^T \mathbf{x}$

Subject to  $A\mathbf{x} \leq \mathbf{b}$

And  $\mathbf{x} \geq \mathbf{0}$

- I.  $Z$  is the **objective function**. It is a linear function of the **decision variables**  $(x_1, x_2, \dots, x_n)$ . The constants  $(c_1, c_2, \dots, c_n)$  are the **cost coefficients**. The increase in  $Z$  for unit increase in  $x_k$  is  $c_k$ .
- II. This part states the **linear constraints** of the problem. The coefficient matrix is the **constraint matrix**. In standard LP problems, all elements of the **resource vector**  $(b_1, b_2, \dots, b_n)$  are assumed to be non-negative.
- III. The final part of the LP problem is the **positivity condition**: of the decision variables  $(x_1, x_2, \dots, x_n)$

Any  $x = (x_1, x_2, \dots, x_n)$  that satisfy II and III are **feasible solutions**, and lie in a closed region in the decision space, called the **feasible region**:  $\Psi$ . The decision space is always non-empty as  $(0, 0, \dots, 0)$  is always feasible.

Any  $x$  not in the feasible region is **infeasible**.

A feasible solution of  $x$  which maximises the objective function  $Z$  is the **optimal solution**. Denoted  $x^*$ .

As the objective function is Linear (in standard LP problems), the maximum and minimum of  $Z$  must lie on the boundary of the feasible region.

*Example of LP problem:*

	Resources ( $P_4$ ) needed percent of product		
	Product		
"competing" sites	white	blue	Amount of resources available
$RV_1$	1	0	4
$RV_2$	3	2	18
$RV_3$	0	2	12
Objective function $Z$	3	5	

$\therefore$  LP problem is:

If  $x_1$  is the number of white units

$x_2$  is the number of blue units:

$$\therefore \text{Maximise: } Z = 3x_1 + 5x_2$$

Subject to:

$$\begin{aligned} x_1 &\leq 4 \\ 3x_1 + 2x_2 &\leq 18 \\ 2x_2 &\leq 12 \end{aligned}$$

And  $x_1, x_2 \geq 0$