1. Finish typing the following Matlab programs from the Matlab Intro on Blackboard: factorial.m, fibonacci.m, choose.m. Print out your three *.m files and attach them to this homework. (Don't copy/paste into Word or anything, just print from Matlab.)

Solution.

See the Matlab Intro file on Blackboard.

- 2. Read sections 1,1, 1.5, 1.6, and 1.7 in the book.
- 3. Do problem 7.1 (page 22) and problem 7.1 (page 27). (Short answers please.) Solution to problem 7.1 (page 22)

Answers may vary slightly in formulation. Here is one possible formulation. Let c_{ij} be the cost of an aircraft of type i on arc j. Let x_{ij} be the number of aircraft of type i on arc j, and let X be the matrix with entries x_{ij} . Let Q be the arc-node index matrix. Let M_i be the total number of available aircraft of type i.

$$
\min \sum_{j} \sum_{i} c_{ij} x_{ij}
$$
\n
$$
\text{subject to: } \sum_{i} x_{ij} = 1
$$
\n
$$
XQ = 0
$$
\n
$$
\sum_{j} x_{ij} \leq M_i
$$
\n
$$
x_{ij} = 0 \text{ or } 1
$$

Solution to problem 7.1 (page 27)

Answers may vary slightly in formulation. Here is one possible formulation. (See the book for the notation.)

$$
\max \quad \mathbf{r}^T \mathbf{x} - \alpha \mathbf{x}^T V \mathbf{x} + r_0 x_0
$$
\n
$$
\text{subject to: } x_0 + \sum_{i \neq 0} \mathbf{x}_i = 1
$$
\n
$$
x_i \geq 0
$$

Where r_0 is the rate associated with asset 0, and x_0 is the proportion of the investment to be in vested in assent 0.

- 4. A factory has 9 lathes and 4 grinders. Each machine runs for 40 hours per week. The machines are used to make three different products. Each unit of product 1 requires 2 hours of time on a grinder machine, each unit of product 2 requires 4 hours on a lathe, and each unit of product 3 requires 5 units on a lathe and 3 units on a grinder. The products also have monetary costs of 25, 10, and 15, respectively. The sale price per unit depends on the supply, and is given by $p_1(x_1) = 20 + 50x_1^{-1/2}$ $\binom{-1/2}{1}, p_2(x_2) = 15 + 40x_2^{-1/4}$ $x_2^{-1/4}$, and $p_3(x_3) = 35 + 100x_3^{-1/3}$ $\frac{-1}{3}$ ³, where x_j is the number of units of product j per week.
	- (a) What key properties do the functions p_i have? How realistic are these? Solution.

The easiest way to see this is to plot the functions. First, notice that $\lim_{x\to 0^+} p_j(x) = \infty$, and selling no items shouldn't lead to infinite profit, but then, we can just modify the functions to set $p_i(0) = 0$, and note that they should only be defined on the non-negative integers. Next, note that as you make more products, the cost decreases. On the other hand, $\lim_{x\to 0^+} p_1(x) = 20$, so making more products eventually does not affect the individual price much. Similar comments hold for p_2 and p_3 .

(b) The company wants to maximize its weekly profit. Construct the appropriate objective function.

Solution.

If x_i items are sold at a price $p_i(x_i)$, then the revenue is $x_i p_i(x_i)$. Denote the costs of each item by c_i . Since Profit = Revenue - Cost, the profit from each type of product is $x_i p_i(x_i) - c_i x_i$. The total profit is

$$
\sum_{i=1}^{3} (x_i p_i (x_i) - c_i x_i)
$$

= $(x_1(20 + 50x_1^{-1/2}) - 25x_1) + (x_2(15 + 40x_2^{-1/4}) - 10x_2)$
+ $(x_3(35 + 100x_3^{-1/3}) - 15x_3)$

This is the objective function; that is, the function to be maximized.

(c) Construct appropriate constraints for the amounts of products made. There are a total of four constraints.

Solution.

For the lathe, we must have

$$
4x_2 + 5x_3 \le 9 \cdot 40
$$

For the grinder, we must have

$$
2x_1 + 3x_3 \le 4 \cdot 40
$$

We also have the following two physical constraints:

$$
x_1, x_2, x_3 \ge 0,
$$

$$
x_1, x_2, x_3 \text{ must be integers.}
$$

5. Suppose we have a collection of $n > 3$ data points (x_j, y_j) , and we wish to find the quadratic polynomial function $f(x) = a + bx + cx^2$ that minimizes the residual sum of squares $R(a, b, c) = \sum_{j=1}^{n} (y_j - f(x_j))^2$. Let **u** be the column vector with components a, b , and c . Use the fact that the minimizer must occur at a point where the first partial derivatives of R are all 0 to construct a matrix **M** and a vector **v** such that **v** is determined by the equation $\mathbf{M}\mathbf{u} = \mathbf{v}$.^{[1](#page-2-0)}

Solution. Write

$$
R = R(a, b, c) = \sum_{j=1}^{n} (y_j - a - bx_j - cx_j^2)^2
$$

Note that R is quadratic in a, b, and c, and its graph will be a convex paraboloid, so in particular, it has a unique minimum. At the minimum, we must have $\nabla R = 0$. Using the chain-rule, we find

$$
0 = \frac{\partial R}{\partial a} = \sum_{j=1}^{n} 2(y_j - a - bx_j - cx_j^2)(-1)
$$

\n
$$
0 = \frac{\partial R}{\partial b} = \sum_{j=1}^{n} 2(y_j - a - bx_j - cx_j^2)(-x_j)
$$

\n
$$
0 = \frac{\partial R}{\partial c} = \sum_{j=1}^{n} 2(y_j - a - bx_j - cx_j^2)(-x_j^2)
$$

Rearranging these equations to put the unknown variables a, b , and c on one

¹In general, the first partial derivatives all 0 is a necessary condition for a minimizer but not a sufficient condition. We will eventually learn a theorem that gives additional restrictions needed for the condition to be sufficient as well as necessary.

side, we find (after dividing by 2),

$$
a \sum_{j=1}^{n} 1 + b \sum_{j=1}^{n} x_j + c \sum_{j=1}^{n} x_j^2 = \sum_{j=1}^{n} y_j
$$

$$
a \sum_{j=1}^{n} x_j + b \sum_{j=1}^{n} x_j^2 + c \sum_{j=1}^{n} x_j^3 = \sum_{j=1}^{n} y_j x_j
$$

$$
a \sum_{j=1}^{n} x_j^2 + b \sum_{j=1}^{n} x_j^3 + c \sum_{j=1}^{n} x_j^4 = \sum_{j=1}^{n} y_j x_j^2
$$

Remember that the x_j and y_j are just given numbers. We can rewrite the above system of equations in matrix form as

$$
\begin{bmatrix} \sum_{j=1}^{n} 1 & \sum_{j=1}^{n} x_j & \sum_{j=1}^{n} x_j^2 & \sum_{j=1}^{n} x_j^2 \\ \sum_{j=1}^{n} x_j & \sum_{j=1}^{n} x_j^2 & \sum_{j=1}^{n} x_j^3 & \sum_{j=1}^{n} x_j^4 \\ \sum_{j=1}^{n} x_j^2 & \sum_{j=1}^{n} x_j^3 & \sum_{j=1}^{n} x_j^4 \end{bmatrix} \begin{bmatrix} a \\ b \\ c \end{bmatrix} = \begin{bmatrix} \sum_{j=1}^{n} y_j \\ \sum_{j=1}^{n} y_j x_j \\ \sum_{j=1}^{n} y_j x_j^2 \end{bmatrix}
$$

which is the form $\mathbf{M}\mathbf{u} = \mathbf{v}$ that we wanted. Note also that $\sum_{j=1}^{n} 1 = n$.