

Problem:

$$\begin{aligned} & \text{maximize} && 3x_1 + x_2 && \text{w.r.t} && x \in \mathbf{R}_+^2 \\ & \text{subject to} && x_1 - x_2 && \leq && -1 \\ & && -x_1 - x_2 && \leq && -3 \\ & && 2x_1 + x_2 && \leq && 4 \end{aligned}$$

Fill in the missing characters denoted by `_` in the message below so that e-mailing the resulting message to Neos would solve the problem above. Do not fill in any text for characters that should be a space.

```
<document>
<category>lp</category>
<solver>Clp</solver>
<inputMethod>MPS</inputMethod>
<comments><![CDATA[
Problem 3.9a in Vasek Chvatal's book: Linear Programming
]]></comments>
<MPS><![CDATA[*
*Op Name0--- Name1--- Value1----- Name2--- Value2-----
*23 56789012 56789012 567890123456 01234567 012345678901
NAME          pr_3.9a
ROWS
  N  z
--  r1
--  r2
--  r3
COLUMNS
  x1      z      3      r1      1
  x1      r2     -1     r3      2
*
  --      --      --      --      -1
  x2      r2     -1     r3      1
RHS
  b      r1      --
  b      r2      --
  b      r3      --
ENDATA
*]]></MPS>
<param><![CDATA[
maximize
primalSimplex
printingOptions all
solution -
]]></param>
</document>
```

Solution:

```

<document>
<category>lp</category>
<solver>Clp</solver>
<inputMethod>MPS</inputMethod>
<comments><![CDATA[
Problem 3.9a in Vasek Chvatal's book: Linear Programming
]]></comments>
<MPS><![CDATA[*
*Op Name0--- Name1--- Value1----- Name2--- Value2-----
*23 56789012 56789012 567890123456 01234567 012345678901
NAME          pr_3.9a
ROWS
  N  z
  L  r1
  L  r2
  L  r3
COLUMNS
  x1      z      3      r1      1
  x1      r2     -1     r3      2
*
  x2      z      1      r1     -1
  x2      r2     -1     r3      1
RHS
  b      r1     -1
  b      r2     -3
  b      r3      4
ENDATA
*]]></MPS>
<param><![CDATA[
maximize
primalSimplex
printingOptions all
solution -
]]></param>
</document>

```

Problem: We consider a game where players X and Y simultaneously (and repeatedly) choose one of the following options: Rock, Paper, or Scissor. The following table gives the payoff from player Y to player X for each of the possible cases

		X		
		Rock	Paper	Scissor
Y	Rock	0	1	-1
	Paper	-1	0	1
	Scissor	1	-1	0

Write down a linear programming problem that corresponds to X choosing the optimal strategy under the assumption that Y discovers the strategy. Show that $\hat{y} = \hat{x} = (1/3, 1/3, 1/3)^T$ is the optimal strategy for both X and Y .

Solution: The linear programming problem that corresponds to player X is

$$\begin{aligned}
 &\text{maximize} && z && \text{w.r.t } z \in \mathbf{R}, x \in \mathbf{R}_+^3 \\
 &\text{subject to} && x_1 + x_2 + x_3 &= & 1 \\
 &&& z - x_2 + x_3 &\leq & 0 \\
 &&& z + x_1 - x_3 &\leq & 0 \\
 &&& z - x_1 + x_2 &\leq & 0
 \end{aligned}$$

It suffices to show that the values of the dual and primal objectives are equal when $\hat{y} = \hat{x} = (1/3, 1/3, 1/3)^T$. The primal objective value is equal to

$$\inf_{y \in \mathbf{P}(3)} (y_1, y_2, y_3) \begin{pmatrix} 0 & 1 & -1 \\ -1 & 0 & 1 \\ 1 & -1 & 0 \end{pmatrix} \begin{pmatrix} 1/3 \\ 1/3 \\ 1/3 \end{pmatrix} = \inf_{y \in \mathbf{P}(3)} (y_1, y_2, y_3) \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} = 0$$

Hence the primal objective value is zero at \hat{x} . The dual objective value is equal to

$$\sup_{x \in \mathbf{P}(3)} (1/3, 1/3, 1/3) \begin{pmatrix} 0 & 1 & -1 \\ -1 & 0 & 1 \\ 1 & -1 & 0 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \sup_{x \in \mathbf{P}(3)} (0, 0, 0) \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = 0$$

Hence the dual objective value is zero at \hat{y} . Since $(1/3, 1/3, 1/3)^T \in \mathbf{P}(3)$ (it is feasible) we conclude that it solves both the primal and dual problems.