Coursework template CO343

Firstname Lastname CID 01234567

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1 Problem 1

The problem states that we should find x that solves the following equation

$$2x^2 + 4x - 6 = 0. (1)$$

We take the standard algorithm for solving equations of the form ax^2+bx+c and apply it to Equation 1. This gives us

$$x = \frac{2}{2 \cdot 2} \pm \sqrt{\left(\frac{2}{2 \cdot 2}\right)^2 + \frac{6}{2}}$$
(2)

$$= 1 \pm 2 \tag{3}$$

So the solutions are x = 3 and x = -1.

In Figure 1, we can see an example of a galaxy.



Figure 1: Example figure

2 Problem 2

Example of Simplex tableau:

We can define the $\[AT_EX]$ commands Tstrut and Bstrut to get more spacing between rows in the tableau and make it look nicer:

| BV | z | x_1 | x_2 | x_3 | x_4 | x_5 | RHS |
|-------|---|-------|-------|----------------|----------------|-------|-----|
| z | 1 | 0 | 0 | $-\frac{2}{5}$ | $-\frac{1}{5}$ | 0 | -8 |
| x_2 | 0 | 0 | 1 | $-\frac{1}{5}$ | $\frac{2}{5}$ | 0 | 5 |
| x_5 | 0 | 0 | 0 | $-\frac{3}{5}$ | $\frac{1}{5}$ | 1 | 1 |
| x_1 | 0 | 1 | 0 | $\frac{3}{5}$ | $-\frac{1}{5}$ | 0 | 3 |

We can colour text and highlight cells in tableau, or just leave them empty:

Here is how you make vectors and matrices:

$$\mathbf{x} = \begin{bmatrix} 1 & 2 & 3 \end{bmatrix} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}^{\top}$$
(7)

$$\mathbf{A} = \begin{bmatrix} 1 & 2 & 3\\ 4 & 5 & 6 \end{bmatrix}^{-1} \tag{8}$$

Here is a formulation of a linear program:

$$\min_{x} \quad c^{\top} x$$
s.t. $Ax \le b$
 $-1 \le x_n \le 1, \quad n = 1, \dots, N$

There is an ocean of Latex questions and answers online. If you have a question, most likely someone else will have asked the same question before.