# THE SOLVER MODULE FOR LINEAR STOCHASTIC PROBLEMS ${ }^{1}$ 

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The work is devoted to creation of software for the solution of linear stochastic problem of the type:

$$
\begin{array}{r}
M\left(\sum_{j=1}^{n} c_{j} x_{j}\right) \rightarrow \max , \\
P\left\{\sum_{j=1}^{n} a_{i j} x_{j} \leq b_{i}\right\} \geq \alpha_{i}, i=1, \ldots, m  \tag{1}\\
x_{j} \geq 0, j=1, \ldots, n
\end{array}
$$

There are implemented two approaches for resolve problem (1).
The first approach - move to deterministic task.
It is known [1], if the elements of the matrix $A$ and components of the vector $b$ are mutually independent normally distributed random variable $a_{i j} \in N\left(\bar{a}_{i j}, \sigma_{i j}^{2}\right), b_{i} \in N\left(\bar{b}_{i}, \theta_{i}^{2}\right)$ and the condition $\alpha_{i} \geq 0.5, i=1, \ldots, m$, then the problem (1) is reduced to deterministic problem of convex programming in the following form:

$$
\begin{array}{r}
\sum_{j=1}^{n} \bar{c}_{j} x_{j} \rightarrow \max , \\
\Phi^{-1}\left(\alpha_{i}\right)\left\{\sum_{j=1}^{n} \sigma_{i j}^{2} x_{j}^{2}+\theta_{i}^{2}\right\}^{\frac{1}{2}}+\sum_{j=1}^{n} \bar{a}_{i j} x_{j} \leq \bar{b}_{i}, i=1, \ldots, m,  \tag{2}\\
x_{j} \geq 0, j=1, \ldots, n
\end{array}
$$

For the solution of problem (2), provided that $x \in X$, where $X$ - convex set, in the software package implements a method possible directions. In addition, there was conducted study based on statistical methods and simulation [2], the result of which are the conditions, in witch possible to use problem (2) to find the solution of problem (1) if the elements of the matrix $A$ and vector $b$ are mutually independent uniformly distributed random variable $a_{i j} \in R\left(\underline{a}_{i j}, \bar{a}_{i j}\right), b_{i} \in$ $R\left(\underline{b}_{i}, \bar{b}_{i}\right)$.

The second approach - a direct method for solving stochastic problems.
In developed software implemented design method of stochastic quasigradient [3] for solving problem (1), provided that $x \in X$, where $X$ - convex set.

## REFERENCES

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