

Linear Programming

Definition. General Linear Programs

1. **Linear Function** Given $a_1, \dots, a_n \in \mathbb{R}$, and variables x_1, \dots, x_n , define a linear function f of those variables by

$$f(x_1, \dots, x_n) = \sum_{j=1}^n a_j x_j$$

2. **Linear equality & inequalities** If $b \in \mathbb{R}$ and f is a linear function, then

$$f(x_1, \dots, x_n) = b$$

is a linear equality and the inequalities

$$f(x_1, \dots, x_n) \leq b \quad f(x_1, \dots, x_n) \geq b$$

are linear inequalities

3. **Linear Constraints** are either linear equalities or linear inequalities
4. **Linear programming problem** Either minimizing or maximizing a linear function subject to a finite set of linear constraints. If want to minimize, then linear program is a **minimization linear problem**, otherwise its called a **maximization linear problem**
5. **Feasible solution** Any setting of variable x_1, \dots, x_n that satisfies all constraints a feasible solution to the linear program
6. **Feasible Region** a convex set of feasible solutions for which we which to maximize the objective function
7. **Objective value** value of the objective function at a particular point in the feasible solution
8. **Graphical solution** If 2 variables, then we can use the let z be the objective. Such curve have the property that the intersection between the curve and the feasible solution is the set of feasible solutions with objective value z . A optimal solution to linear program occurs at a vertex of a feasible region, since the curve that intersect the feasible region for which maximum z is obtained is on the boundary of the feasible region. This holds for higher dimension curves as well
9. **Simplex** For n variables, each constraint defines a half-space in n -dimensional space, the feasible region formed by the intersection of these half spaces is a simplex. The objective function is a hyperplane, and because of convexity, an optimal solution still occurs at a vertex of the simplex

10. **Simplex algorithm** takes as input a linear program and returns an optimal solution. It starts at some vertex of the simplex and performs a sequence of iterations. In each iteration, it moves along an edge of the simplex from a current vertex to a neighboring vertex whose objective value is no smaller than that of the current vertex. The algorithm terminates when it reaches a local minimum, i.e. all neighboring vertices have a smaller objective value.

Lemma. Duality Since a feasible region is convex and objective function is linear, a local optimum from a simplex algorithm is a global optimum

- (a) Write linear program in slack form
- (b) **Pivot** Make one variable basic and another nonbasic

Definition. Standard form

1. **Specification** Given n real number $c_1, \dots, c_n \in \mathbb{R}$ and m real number $b_1, \dots, b_m \in \mathbb{R}$ and mn real number a_{ij} for $i = 1, \dots, m$ and $j = 1, \dots, n$. We wish to find n real numbers x_1, \dots, x_n such that

$$\begin{aligned} & \text{Maximize} \sum_{j=1}^n c_j x_j \\ & \text{subject to} \sum_{j=1}^n a_{ij} x_j \leq b_i \text{ for } i = 1, \dots, m \\ & \quad x_j \geq 0 \text{ for } j = 1, \dots, n \end{aligned}$$

Note standard form requires the n nonnegative constraints on x_1, \dots, x_n . Alternatively, let $A = (a_{ij})$ be $m \times n$ matrix, $b = (b_i)$ a m -vector, $c = (c_j)$ a n -vector, and $x = (x_j)$ an n -vector. Then

$$\begin{aligned} & \text{Maximize } c^T x \\ & \text{subject to } Ax \leq b \\ & \quad x \geq 0 \end{aligned}$$

Therefore a standard form can be expressed with (A, b, c)

2. Re-definition

- (a) **Feasible & Infeasible solution** A setting of variable \bar{x} satisfies all constraints a feasible solution, whereas a setting of \bar{x} that fails to satisfy at least one constraint is an infeasible solution.

- (b) **Objective Value** A solution \bar{x} has objective value $c^T \bar{x}$
- (c) **Optimal solution & Optimal Objective Value** a feasible solution \bar{x} whose objective value is maximum over all feasible solutions is an optimal solution, its objective value $c^T \bar{x}$ is the optimal objective value
- (d) **Feasible & Unfeasible LP** If a linear program has no feasible solution, then it is infeasible, otherwise it is feasible
- (e) **Unbounded LP** If a linear program has some feasible solution but does not have a finite optimal objective value, then LP is unbounded

3. Converting linear program (4 types) to standard form

(a) Equivalent LP

- i. Two maximization linear programs L and L' are equivalent if for each feasible solution \bar{x} to L with objective value z , there is a corresponding solution \bar{x}' to L' with objective value z , and vice versa
- ii. A minimization linear program L and a maximization linear program L' are equivalent if for each feasible solution \bar{x} to L with objective value z , there is a corresponding feasible solution \bar{x}' to L' with objective value $-z$, and vice versa

(b) Objective function is a minimization rather than a maximization

Negate coefficients ($c' = -c$) in the objective function.

2 LP's are equivalent since we have the same feasible solution (constraints unchanged) and for each feasible solution, the objective value in L is the negative of the objective value in L' hence 2 linear programs are equivalent

(c) There might be variables without nonnegativity constraints

Replace each occurrence of a variable x_j without nonnegativity constraint by $x'_j - x''_j$, and add the nonnegativity constraint $x'_j > 0$ and $x''_j > 0$

(d) There might be equality constraints

Replace equality constraints with a pair of inequality constraints

$$f(x_1, \dots, x_n) \leq b \quad f(x_1, \dots, x_n) \geq b$$

(e) There might be \geq inequality constraints

Multiply the greater than or equal to \geq constraints to less than or equal to \leq constraints by multiplying these constraints by -1

$$\sum_{j=1}^n a_{ij}x_j \geq b_i \quad \Longleftrightarrow \quad -\sum_{j=1}^n a_{ij}x_j \geq -b_i$$

Definition. Slack form

1. **Slack variable** Given inequality constraints $\sum_{j=1}^n a_{ij}x_j \leq b_i$, we have

$$s = b_i - \sum_{j=1}^n a_{ij}x_j$$

$$s \geq 0$$

where s is a slack variable because it measures the slack, or difference, between left-hand and right-hand sides of equation. We can use this methods to convert from standard form to slack form, where the only inequality constraints are the nonnegativity constraints

2. **Conversion from standard to slack form** Use x_{n+i} instead of s to denote the slack variable associated with the i -th inequality. The i -th constraint is therefore

$$x_{n+i} = b_i - \sum_{j=1}^n a_{ij}x_j \quad x_{n+i} \geq 0$$

3. **Basic & Nonbasic variables** Given a slack form with a set of equality constraints, one of variables on left-hand side of equality and all others on the right-hand side. The variables on the left-hand side of equalities are basic variables, and those on the right-hand side are nonbasic variables. Nonbasic variables are the only variables that constitutes the objective function
4. **Slack Form** Let z be the value of the objective function and linear inequalities be converted to a set of slack variables. Omit the nonnegativity constraints since it is assumed that all variables are nonnegative. Let N be the set of indices of nonbasic variables, let B be set of indices of the basic variables, we always have $|N| = n$ and $|B| = m$, where $N \cup B = \{1, \dots, n+m\}$.

(a) equations are indexed by entries of B

(b) variables on RHS of equation are index by entries of N

Let A, b, c , be constants and coefficients. Let v be the constant term in objective function. Therefore, we define a slack form by a tuple (N, B, A, b, c, v) where

$$z = v + \sum_{j \in N} c_j x_j$$

$$x_i = b_i - \sum_{j \in N} a_{ij} x_j \quad \text{for } i \in B$$

Note indices into A, b, c are no necessarily sets of contiguous integers, they depend on the index sets B and N

Formulating problems as Linear Programs

Definition. Shortest path Given a weighted, directed graph $G = (V, E)$ with weights $w : E \rightarrow \mathbb{R}$ and source s and destination t . Wish to compute the value d_t , i.e. the weight of a shortest path from s to t . We can formulate it as LP as follows

$$\begin{aligned} & \text{Maximize} && d_t \\ & \text{Subject to} && d_v \leq d_u + w(u, v) \quad \text{for each } (u, v) \in E \\ & && d_s = 0 \end{aligned}$$

The bellman-form algorithm sets source vertex distance $d_s = 0$ and never changes it. When the algorithm terminates, it has computed, for each v , a value d_v such that for each edge $(u, v) \in E$, we have $d_v \leq d_u + w(u, v)$

Note we are **maximizing** d_t for 2 reasons

1. setting $\bar{d}_v = 0$ for all $v \in V$ yields optimal solution without solving shortest-path problem
2. Maximize because an optimal solution to shortest path problem sets each \bar{d}_v to be $\text{Min}_{u:(u,v) \in E} \{d_u + w(u, v)\}$ (considers all incident edges to v) such that d_v is the maximum value that is less than or equal to values in the set $\{\bar{d}_u + w(u, v)\}$. We maximize d_v for all vertex v on a shortest path from s to t subject to constraints, and maximizing d_t achieves this...

Definition. Maximum flow Given directed graph $G = (V, E)$ with nonnegative capacity $c : E \rightarrow \mathbb{R}^+$ and two vertices, a source s and a sink t . A flow $f : V \times V \rightarrow \mathbb{R}$ satisfies capacity constraint and flow conservation. A maximum flow is a flow that satisfies these constraints and maximizes the flow value. Also we assume $c(u, v) = 0$ if $(u, v) \notin E$ and no antiparallel edges

$$\begin{aligned} & \text{Maximize} && \sum_{v \in V} f_{sv} - \sum_{v \in V} f_{vs} \quad (\text{Value of a flow}) \\ & \text{Subject to} && f_{uv} \leq c(u, v) \quad \text{for each } u, v \in V \quad (\text{capacity constraint}) \\ & && \sum_{v \in V} f_{vu} = \sum_{v \in V} f(u, v) \quad \text{for each } u \in V \setminus \{s, t\} \quad (\text{flow conservation}) \\ & && f_{uv} \geq 0 \end{aligned}$$