

## Section 1

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\* These notes develop Fikri Pitsuwan's notes from 2017.

## Logistics

- OH: Thus 4-6 pm
- Material available at: <https://abhiananthecon.github.io/teaching/>
- Same link for office hours and sections
- Please email me with subject header 6100 to be a part of the mailing list
- Thu 6pm deadline for topic suggestions
- Questions?

Today we will look at:

1. Farka's lemma
2. Canonical and standard form
3. Vertex theorem

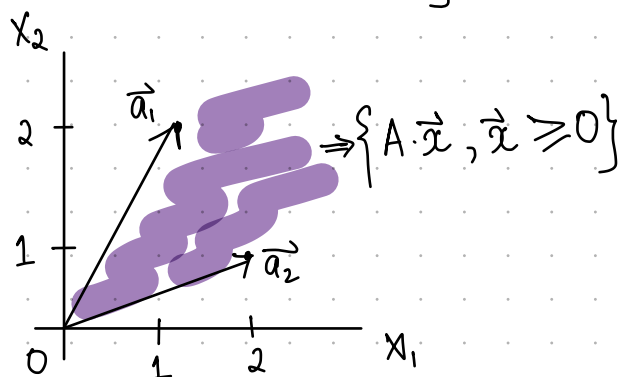
## 1 Review

Let's start with Farka's lemma. It states that for any  $A \in \mathbb{R}^{m \times n}$  and  $b \in \mathbb{R}^m$ , **exactly one** of the following **will hold**:

- There is some  $x \in \mathbb{R}^n$  satisfying  $x \geq 0$  and  $Ax = b$ .
- There is some  $y \in \mathbb{R}^m$  satisfying  $yA \geq 0$  and  $yb < 0$ .

# Farkas's Lemma:

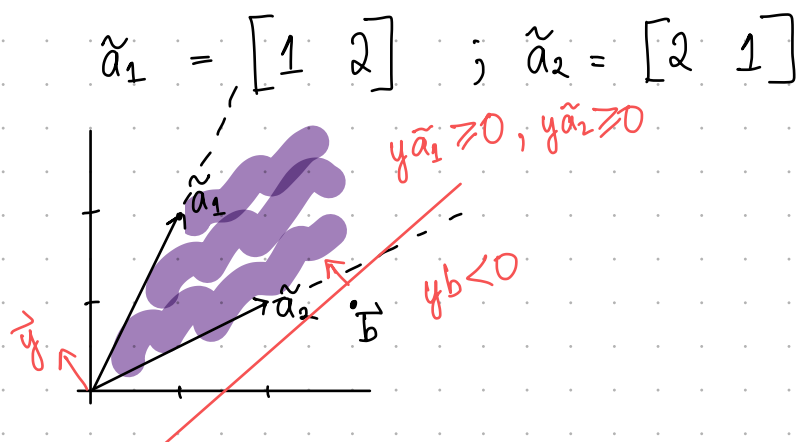
Suppose  $A = \begin{bmatrix} 1 & 2 \\ 2 & 1 \end{bmatrix} \begin{matrix} \vec{a}_1 \\ \vec{a}_2 \end{matrix}; \quad b = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$



If  $\vec{b}$  lies in purple area,  $A\vec{x} = b, \vec{x} \geq 0$  has a solution. Eg  $\vec{b} = (1, 1) \rightarrow x^*(\vec{b}) = (\frac{2}{5}, \frac{1}{5})$   
 Else, it has no solution. Eg  $\vec{b} = (3, 1)$ .

Farkas's lemma says that when  $\{\vec{x} \geq 0 : A\vec{x} = b\} = \emptyset$ ,  
 then

$$\{\vec{y} : \vec{y}A \geq 0, \vec{y}b < 0\} \neq \emptyset.$$



A linear program can be written in *canonical form* as

$$\begin{aligned} v_p(b) &= \max c \cdot x \\ \text{s. t. } Ax &\leq b \\ x &\geq 0 \end{aligned}$$

where  $c \in \mathbb{R}^n$ ,  $x \in \mathbb{R}^n$ ,  $A$  is an  $m \times n$  matrix,  $b \in \mathbb{R}^m$ . Any linear program can also be written in *standard form* as

$$\begin{aligned} v_p(b) &= \max c \cdot x \\ \text{s. t. } Ax &= b \\ x &\geq 0 \end{aligned}$$

Given an inequality constraint  $2x_1 + 3x_2 \leq 5$  and  $x_1, x_2 \geq 0$ , we can introduce a slack variable  $z_1 \geq 0$ , so that the constraint becomes  $2x_1 + 3x_2 + z_1 = 5$ . Given an equality constraint  $x_1 + 2x_2 = 3$ , we can express this as  $x_1 + 2x_2 \leq 3$  and  $-x_1 - 2x_2 \leq -3$ . A linear program with no non-negativity constraint can be dealt with by expressing  $x = y - z$  with  $y \geq 0$  and  $z \geq 0$ .

Here are some important definitions in linear programming.

**Definition 1.** Any  $x \in \mathbb{R}^n$  is called a *solution*.

**Definition 2.** For a linear program in canonical form,  $C = \{x \in \mathbb{R}^n : Ax \leq b, x \geq 0\}$  is called the *constraint set* or the *feasible set*. Any  $x \in C$  is called a *feasible solution*.

**Definition 3.** A vector  $x$  that actually solves the linear program, i.e.,  $x \in C$  and  $c \cdot x \geq c \cdot x'$  for all  $x' \in C$  is called an *optimal solution*.

**Definition 4.** A vector  $x \in C$  is a vertex of  $C$  if and only if there is no  $y \neq 0$  such that  $x + y$  and  $x - y$  are both in  $C$ .

**Theorem (Vertex Theorem).** For a linear program in standard form with feasible solutions, a vertex exists and if  $v_p(b) < \infty$  and  $x \in C$ , then there is a vertex  $x'$  such that  $c \cdot x' \geq c \cdot x$ .

## Notes

A good reference on linear programming is *Introduction to Linear Optimization* by Bertsimas and Tsitsiklis.

## 2 Problems

**Problem 1.** Consider the following linear program

$$\begin{array}{ll}\max & 2x_1 + x_2 \\ \text{s. t.} & x_1 + x_2 \leq 1 \\ & x_1 \geq 0, x_2 \geq 0\end{array}$$

- (a) Express the linear program in canonical form and draw the constraint set and solve the problem graphically.
- (b) Express the linear program in standard form and draw the constraint set.
- (c) Verify that the vertex theorem applies. Use the vertex theorem to find an optimal solution of the linear program.

**Problem 2.** Consider the following linear program

$$\begin{array}{ll}\max & 2x_1 + x_2 \\ \text{s. t.} & x_1 + x_2 \leq 1 \\ & 2x_2 - x_1 \geq -1\end{array}$$

- (a) Draw the constraint set as given and solve the problem graphically.
- (b) Solve the problem using the Kuhn-Tucker formulation
- (c) Express the linear program in canonical form and in standard form.

**Problem 3.** Consider a utility maximization problem with  $u(x) = \sum_{i=1}^n \alpha_i x_i$ , where  $\alpha_i > 0$  for all  $i$ .

- (a) Express the problem as a linear program in canonical form. What is the feasible set? What are  $c$ ,  $A$ , and  $b$ ?
- (b) Solve the UMP for  $n = 2$  using the Kuhn-Tucker formulation with  $\alpha_1 = 3$ ,  $\alpha_2 = 2$ ,  $p_1 = 3$ ,  $p_2 = 1$ ,  $w = 3$ . Verify your solution graphically.