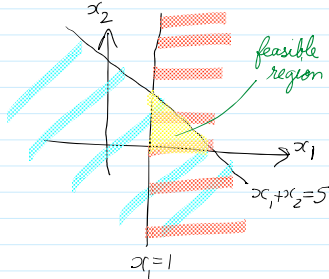


Part of Exam 2

Linear ProgrammingContinuous n variables x_1, x_2, \dots, x_n Objective: $\max \sum_{i=1}^n c_i x_i$ where $c_i \in \mathbb{R}$ $\max c^T x$ Subject to $\sum_{i=1}^n a_i^{(j)} x_i \leq b^{(j)}$ for $j \in \{1, \dots, m\}$ $\leftarrow Ax \leq b$
where $a_i^{(j)} & b^{(j)} \in \mathbb{R}$ $j \begin{bmatrix} a_{11}^{(1)} \\ \vdots \\ a_{1n}^{(1)} \\ \vdots \\ a_{m1}^{(m)} \\ \vdots \\ a_{mn}^{(m)} \end{bmatrix} \begin{bmatrix} x_1 \\ \vdots \\ x_n \end{bmatrix} \leq \begin{bmatrix} b^{(1)} \\ \vdots \\ b^{(m)} \end{bmatrix}$
 $m \times n$ Eg. $\max 2x_1 + 3x_2$ s.t. $x_1 + x_2 \leq 5$ $x_1 \geq 1 \Leftrightarrow -x_1 \leq -1$ Feasible region: Set of $\vec{x} \in \mathbb{R}^n$ that satisfy all constraintsSmoothie Example

Spk 3 oranges, 10 Bananas, 6 Strawberries

You can make 3 kinds of smoothies:

(1) 1 Or + 2 Ban : \$5/l

(2) 2 str + 1 Ban : \$4/l

(3) 1 str + 1 Or + 1 Ban : \$6/l

Goal: max the money made

Let x_i for $i \in \{1, 2, 3\}$ denote amount of smoothie (i) in litresObj: $\max 5x_1 + 4x_2 + 6x_3$ s.t. $1 \cdot x_1 + 1 \cdot x_3 \leq 3$ — Orange $2x_1 + x_2 + x_3 \leq 10$ — Bananas $2x_2 + x_3 \leq 6$ — Straw $x_i \geq 0$ for $i \in \{1, 2, 3\}$

Eg 2 Max-flow

Let f_e for $e \in E$ $\max \sum_{v \in V} f_{sv}$

$$s, t, \forall u \neq \{s, t\}: \sum_{v \in u} f_{sv} = \sum_{v \in u} f_{vu}$$

$$\forall (u,v) \in E \quad 0 \leq f_{uv} \leq c_{uv}$$

Thm: Any LP can be solved in $\text{poly}(\# \text{ input bits})$ time $\approx n^3$

Remarks:

(1) Equalities are allowed in constraints

$$a_1 x_1 + a_2 x_2 = 5$$

$$\mathbb{G} \quad a_1 x_1 + a_2 x_2 \leq 5$$

$$-a_1x_1 - a_2x_2 \leq -5$$

(2) Strict inequalities are not allowed $a_1x_1 + a_2x_2 < 5$

E.g. $\max x_1$

$$\text{s.t. } x_1 \leq 5$$

Ques : Is the feasible region of an LP always connected?

Ans: Yes

In fact, feasible is always Convex.

Defn (Convex) A set $S \subseteq \mathbb{R}^n$ if
for any $x \in S$ and $y \in S$ we have

$$\alpha x + (1-\alpha)y \in S \quad \text{for } \alpha \in [0,1]$$



Thm: Feasible region of LP is convex.

pf: Note that if x satisfies $\sum_i a_i x_i \leq b \quad \text{--- } \alpha$
and y " $\sum_i a_i y_i \leq b \quad \text{--- } (1-\alpha)$

$$\text{and } y \quad \sum_i a_i y_i \leq 0$$

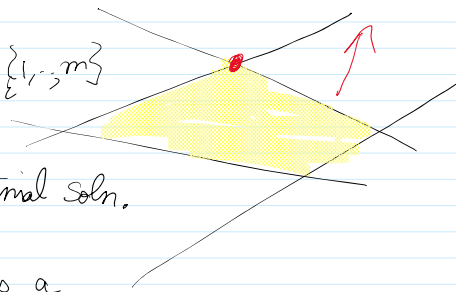
$$\Rightarrow \sum_i a_i (\alpha x_i + (1-\alpha)y_i) \leq b$$

$\Rightarrow \alpha x + (1-\alpha)y$ is also feasible. \square

Thm: LPs can be solved in polytime

Ques: Given an LP, why does it even have a poly(#input bits) size soln?

$$\begin{aligned} \max \quad & \sum_i c_i x_i \\ \text{s.t.} \quad & \sum_i a_{ij}^{(j)} x_i \leq b^{(j)} \text{ for } j \in \{1, \dots, m\} \end{aligned}$$



Obs: There always exists a vertex optimal soln.

Defn (vertex) In n dim, vertex is a soln to n linearly indep linear equalities.

Now any vertex is a soln to $A'x^* = b'$
 $\Rightarrow x^* = (A')^{-1}b'$ \uparrow subset of n constraints
 \uparrow
 This has poly sized representation

Proof of LP optimality

Suppose we are given an LP : $\max c^T x$
 $\text{s.t. } Ax \leq b$

A friend claims that x^* is the optimal soln to LP.

Q: How can your friend convince you that x^* is optimal?

Eg.

$$\begin{aligned} \max \quad & 5x_1 + 4x_2 + 6x_3 \\ \text{s.t.} \quad & 1x_1 + 1x_3 \leq 3 \quad \text{--- Orange (a)} \\ & 2x_1 + x_2 + x_3 \leq 10 \quad \text{--- Bananas (b)} \\ & 3x_1 + x_3 \leq 6 \quad \text{--- Straw (c)} \end{aligned}$$

$$2x_1 + x_2 + x_3 \leq 10 \quad \text{--- Bananas} \quad (b)$$

$$2x_2 + x_3 \leq 6 \quad \text{--- Straw} \quad (c)$$

$$x_i \geq 0 \quad \text{for } i \in \{1, 2, 3\}$$

Friend says $x_1 = 3 = x_2$, $x_3 = 0$ is optimal

Objective value = 27

Pf: Consider $5 * (a) + 2 * (c) + \{-x_3 \leq 0\}$

$$\Rightarrow 5(x_1 + x_3) + 2(2x_2 + x_3) + (-x_3) \leq 5 \times 10 + 2 \times 6 + 0$$

$$\Rightarrow 5x_1 + 4x_2 + 6x_3 \leq 27$$

\Rightarrow Every soln has objective ≤ 27

Thm: For any LP, there exists a non-neg. linear combination of constraints such that
 LHS = Objective
 RHS = Optimal value.