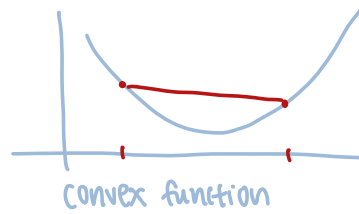
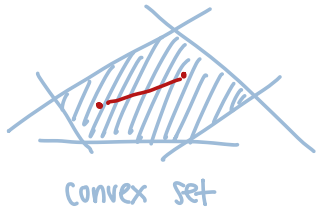


Linear Programming

a way to solve some "convex" optimization problems



$$\min \quad 10x_1 + 20x_2$$

$$\text{s.t.} \quad x_1 + 2x_2 \geq 3$$

$$4x_1 - x_2 \geq 2$$

$$x_1, x_2 \geq 0$$

\Rightarrow
matrix
form

$$\min \quad [10 \quad 20] \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 2 \\ 4 & -1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \geq \begin{bmatrix} 3 \\ 2 \end{bmatrix}$$

$$x_1, x_2 \geq 0$$

$$c^T x$$

$$Ax \geq b$$

$$x \geq 0$$

1 LP Basics

Linear Program. A *linear program* is an optimization problem that seeks the optimal assignment for a linear objective over linear constraints. Let $x \in \mathbb{R}^n$ be the set of variables and $A \in \mathbb{R}^{m \times n}, b \in \mathbb{R}^m, c \in \mathbb{R}^n$. The canonical form of a linear program is

$$\begin{aligned} & \text{minimize } c^\top x \\ & \text{subject to } Ax \geq b \\ & \quad x \geq 0 \end{aligned}$$

Any linear program can be written in canonical form.

Let's check this is the case:

- (i) What if the objective is maximization?

Negate objective

- (ii) What if you have a constraint $Ax \leq b$?

Negate both sides

$$-Ax \geq -b$$

- (iii) What about $Ax = b$?

$$Ax \geq b$$

$$Ax \leq b$$

- (iv) What if the constraint is $x \leq 0$?

$$-x \geq 0 \quad \text{or replace every } x \text{ with } -z \\ \text{and add constraint } z \geq 0$$

- (v) What about unconstrained variables $x \in \mathbb{R}$?

add multiple constraints/variables that span \mathbb{R}

replace x by $x^+ - x^-$

add constraints $x^+, x^- \geq 0$

2 Huffman and LP

Consider the following Huffman code for characters a, b, c, d : $a = 0, b = 10, c = 110, d = 111$.

Let f_a, f_b, f_c, f_d denote the fraction of characters in a file (only containing these characters) that are a, b, c, d respectively. Write a linear program with variables f_a, f_b, f_c, f_d to solve the following problem: What values of f_a, f_b, f_c, f_d that can generate this Huffman code result in the Huffman code using the most bits per character?

$$\max f_a + 2f_b + 3f_c + 3f_d \quad \leftarrow \text{expected bits per character}$$

$$f_a + f_b + f_c + f_d = 1$$

fractions add to 1 and

$$f_a, f_b, f_c, f_d \geq 0$$

must be nonnegative

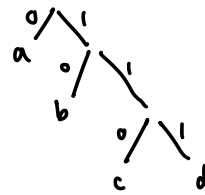
Huffman encoding rules:



$$f_c \leq f_b$$

$$f_d \leq f_b$$

$$f_b \leq f_a$$

$$f_c + f_d \leq f_a$$



\nwarrow  merge with b
instead of a and b forming  a b

3 Job Assignment

There are I people available to work J jobs. The value of person i working 1 day at job j is a_{ij} for $i = 1, \dots, I$ and $j = 1, \dots, J$. Each job is completed after the sum of the time of all workers spend on it add up to be 1 day, though partial completion still has value (i.e. person i working c portion of a day on job j is worth $a_{ij}c$). The problem is to find an optimal assignment of jobs for each person for one day such that the total value created by everyone working is optimized. No additional value comes from working on a job after it has been completed.

- (a) What variables should we optimize over? I.e. in the canonical linear programming definition, what is x ?

Optimize over an assignment of jobs

x_{ij} is proportion of person i 's time spent on job j

- (b) What are the constraints we need to consider? Hint: there are three major types.

No person work more than 1 day: $\sum_{j=1}^J x_{ij} \leq 1$ ← sum across all jobs for person i

No job worked past completion: $\sum_{i=1}^I x_{ij} \leq 1$ ← sum across all people working on the job

Positivity: $x_{ij} \geq 0$

- (c) What is the maximization function we are seeking?

maximize value

value of person i working on job $j = a_{ij}x_{ij}$

$$\sum_{i=1, j=1}^{I, J} a_{ij} x_{ij}$$

4 (Simplex) Understanding convex polytopes

So far in this class we have seen linear programming defined as

$$(\mathcal{P}) = \begin{cases} \max & c^T x \\ \text{s.t.} & Ax \leq b. \end{cases}$$

Today, we explore the different properties of the region $\Omega = \{x : Ax \leq b\}$ – i.e. the region that our linear program maximizes over.

- (a) The first property that we will be interested in is *convexity*. We say that a space X is convex if for any $x, y \in X$ and $\lambda \in [0, 1]$,

$$\lambda x + (1 - \lambda)y \in X.$$

That is, the entire line segment \overline{xy} is contained in X . Prove that Ω is indeed convex.

we know $Ax \leq b$ and $Ay \leq b$

we need to show: $A(\lambda x + (1-\lambda)y) \leq b$

$$A(\lambda x + (1-\lambda)y) = \lambda Ax + (1-\lambda)Ay \leq \lambda b + (1-\lambda)b = b$$

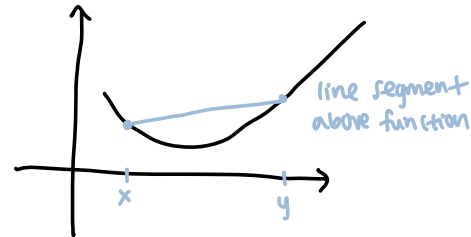
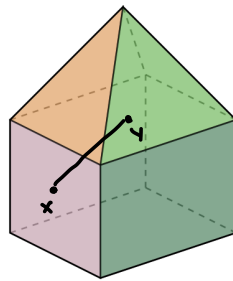


Figure 1: An example of a convex polytope. We can consider each face of the polytope as an affine inequality and then the polytope is all the points that satisfy each inequality. Notice that an affine inequality defines a half-plane and therefore is also the intersection of the half-planes.

- (b) The second property that we will be interested in is showing that linear objective functions over convex polytopes achieve their maxima at the vertices. A vertex is any point $v \in \Omega$ such that v **cannot** be expressed as a point on the line \overline{yz} for $v \neq y, v \neq z$, and $y, z \in \Omega$.

Prove the following statement: Let Ω be a convex space and f a linear function $f(x) = c^T x$. Show that the for a line \overline{yz} for $y, z \in \Omega$ that $f(x)$ is maximized on the line at either y or z . I.e. show that

$$\max_{\lambda \in [0, 1]} f(\lambda y + (1 - \lambda)z)$$

achieves the maximum at either $\lambda = 0$ or $\lambda = 1$. Hint: Assume without loss of generality that $f(y) \geq f(z)$.

$$c^T y \geq c^T z$$

$$f(\lambda y + (1-\lambda)z) = c^T (\lambda y + (1-\lambda)z) = \lambda c^T y + (1-\lambda)c^T z$$

$$\leq \lambda c^T y + (1-\lambda)c^T y$$

$$= c^T y = f(y)$$

achieved when $\lambda = 1$

- (c) Now, prove that global maxima will be achieved at vertices. For simplicity, you can assume there is a unique global maximum. Hint: Use the definition of a vertex presented above. (Side note: This argument is the basis of the Simplex algorithm by Dantzig to solve linear programs.)

Assume for contradiction that max not achieved at vertex
and was instead achieved at some x .

In polytope, there exists a line \overline{yz} containing x .

By previous argument, max is achieved at either y or z .

max not unique $\Rightarrow \Leftarrow$