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Feb 23, 2017

- Formulation
- Primal and Dual
- 3 SSSP
- 4 Game

Mathematical programming:

- multi-objective
- non-linear objective/constraints
- integral variables

$$\max \qquad \sum_{j=1}^{n} c_j x_j$$

 $\max c^T x$

s.t.

s.t.

$$\sum_{j=1}^{n} a_{ij} x_j \leq b_i \ i = 1 \dots m$$

 $Ax \leq b$

$$|x_j|$$

$$x_j \geq 0 \quad j = 1 \dots n$$

 $x \geq 0$

$$\sum_{j=1}^{n} a_{ij} x_j \le b_i \iff b_i - \sum_{j=1}^{n} a_{ij} x_j \ge 0$$

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

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Primal-dual

$$\max c^T x$$

s.t.

$$Ax \leq b$$

$$x \geq 0$$

$$\min \quad b^T y$$

s.t.

$$A^T y \, \geq \, c$$

$$y \ge 0$$

Primal-dual

max
$$3x_1 + x_2 + 2x_3$$

s.t.
$$x_1 + x_2 + 3x_3 \le 30$$
$$2x_1 - 2x_2 + 5x_3 \le 24$$
$$4x_1 + x_2 + 2x_3 \le 36$$
$$x_1, x_2, x_3 \ge 0$$

$$x^* = (8, 4, 0) v^* = 28$$



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The multiplier approach

$$\underbrace{1} + \underbrace{2} \Rightarrow$$

$$\underbrace{1} + \frac{1}{2} \times \underbrace{3} \Rightarrow$$

$$\underbrace{1} + \frac{1}{2} \times \underbrace{2} \Rightarrow$$

$$0 \times \underbrace{1} + \frac{1}{6} \times \underbrace{2} + \frac{2}{3} \times \underbrace{3} \Rightarrow 3x_1 + x_2 + \frac{13}{6} \le 28$$

$$3x_1 + x_2 + 2x_3$$

$$\leq y_1 \times 1 + y_2 \times 2 + y_3 \times 3$$

$$=$$

$$\leq 30y_1 + 24y_2 + 36y_3$$

Primal-dual [Problem: 29.3]

max
$$3x_1 + x_2 + 2x_3$$
 s.t.

$$2x_1 - 2x_2 + 5x_3 \ge 24$$

$$4x_1 + x_2 + 2x_3 = 36$$

$$x_1, x_2 \ge 0$$

 $x_1 + x_2 + 3x_3 < 30$

min
$$30y_1 + 24y_2 + 36y_3$$

s.t.
$$x_1 + x_2 + 3x_3 \le 30$$

$$2x_1 - 2x_2 + 5x_3 \ge 24$$

$$4x_1 + x_2 + 2x_3 = 36$$

 $x_1, \qquad x_2$

Weak/strong duality theorems

Linear-inequality feasibility problem [Problem: 29.1]

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$$\max \quad x_1 + x_3$$

s.t.

$$-3x_1 + 2x_2 + x_3 \le 2$$

$$x_1 - x_2 + x_3 \ge 0$$

$$x_1 + x_2 = 1$$

$$\max \quad c^T x$$

s.t.

$$Ax \leq b$$

$$x \geq 0$$