

Convex Optimization - HW3

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Disclaimer

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Problem 1

1.1 — Determine the lifted cone \mathcal{C}_U :

$$\mathcal{C}_U = \{\lambda(x, 1) \in \mathbb{R}^3 \mid x \in U, \lambda > 0\}.$$

By substituting the definition of $U = \{x \in \mathbb{R}_{\geq 0}^2 \mid \langle 1, x \rangle = 1\}$, we get

$$\mathcal{C}_U = \{\lambda(x, 1) \in \mathbb{R}^3 \mid \langle 1, x \rangle = 1, x \in \mathbb{R}_{\geq 0}^2, \lambda > 0\}.$$

We can equivalently write

$$\mathcal{C}_U = \{(x, \lambda) \in \mathbb{R}^3 \mid \langle 1, x \rangle = \lambda, x \in \mathbb{R}_{\geq 0}^2, \lambda > 0\}.$$

Thus,

$$\mathcal{C}_U = \{(x, \langle 1, x \rangle) \in \mathbb{R}^3 \mid \langle 1, x \rangle > 0, x \in \mathbb{R}_{\geq 0}^2\}.$$

1.2 — Compute the projection $\text{Proj}_{\mathbb{R}^2}(\mathcal{C}_U)$:

$$\text{Proj}_{\mathbb{R}^2}(\mathcal{C}_U) = \{x \in \mathbb{R}^2 \mid \exists \lambda > 0 \text{ such that } (x, \lambda) \in \mathcal{C}_U\}.$$

Substituting the definition of \mathcal{C}_U , we obtain

$$\text{Proj}_{\mathbb{R}^2}(\mathcal{C}_U) = \{x \in \mathbb{R}^2 \mid x \in \mathbb{R}_{\geq 0}^2, \langle 1, x \rangle > 0\}.$$

This simplifies to

$$\text{Proj}_{\mathbb{R}^2}(\mathcal{C}_U) = \mathbb{R}_{\geq 0}^2 \setminus \{0\}.$$

The projection $\text{Proj}_{\mathbb{R}^2}(\mathcal{C}_U)$ corresponds to the nonnegative orthant excluding the origin, while U is the subset of points satisfying the equality $\langle 1, x \rangle = 1$. Therefore, U lies entirely within $\text{Proj}_{\mathbb{R}^2}(\mathcal{C}_U)$:

$$U \subseteq \text{Proj}_{\mathbb{R}^2}(\mathcal{C}_U).$$

1.3 — The visualization of the sets U and $\text{Proj}_{\mathbb{R}^2}(\mathcal{C}_U)$ is shown in the figure below:

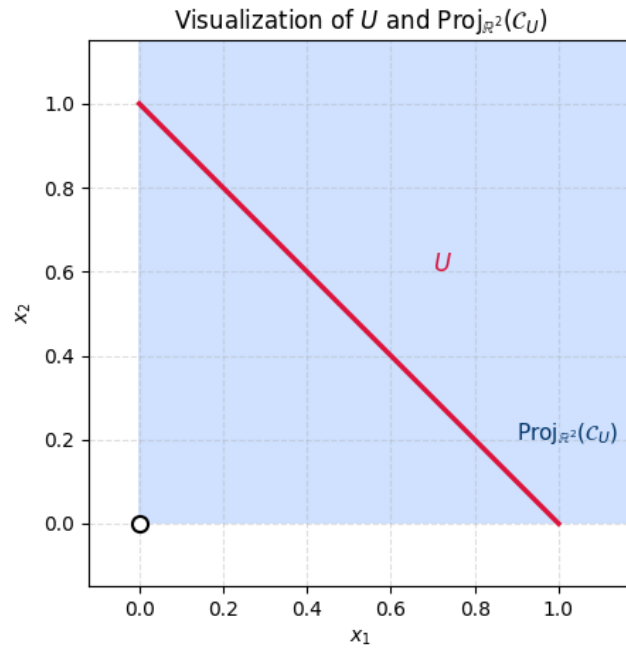


Figure 1: Visualization of the sets U and $\text{Proj}_{\mathbb{R}^2}(\mathcal{C}_U)$ in \mathbb{R}^2 .

Problem 2

We begin with the following claim, which characterizes the extreme rays of the homogenized cone associated with a polyhedron.

Claim 1. Given a polyhedron $P \subseteq \mathbb{R}^n$, the set of extreme rays of its homogenization \mathcal{C}_P is

$$\text{eray}(\mathcal{C}_P) = \{ \lambda(x, 1) \mid x \in \text{ext}(P), \lambda > 0 \} \cup \{ (d, 0) \mid d \in \text{eray}(P) \}.$$

Proof. We prove both inclusions.

(\subseteq)

Let $(x, t) \in \text{eray}(\mathcal{C}_P)$. We show that (x, t) must belong to one of the two sets described in the claim.

Case 1: $t > 0$.

Then $(x/t, 1) \in \mathcal{C}_P$, which implies $x/t \in P$. Suppose, for contradiction, that x/t is not an extreme point of P . Then there exist distinct $x_1, x_2 \in P$ such that

$$\frac{x_1 + x_2}{2} = \frac{x}{t}.$$

Consequently,

$$\frac{1}{2}(x_1, 1) + \frac{1}{2}(x_2, 1) = \left(\frac{x}{t}, 1 \right).$$

Multiplying both sides by $t > 0$, we obtain

$$\frac{t}{2}(x_1, 1) + \frac{t}{2}(x_2, 1) = (x, t).$$

This expresses (x, t) as a nontrivial conic combination of two distinct elements of \mathcal{C}_P , contradicting the extremality of (x, t) . Hence $x/t \in \text{ext}(P)$, and (x, t) lies on the ray $\{ \lambda(x/t, 1) \mid \lambda > 0 \}$.

Case 2: $t = 0$.

Then $(x, 0) \in \mathcal{C}_P$ implies $x \in \text{rec}(P)$. Suppose, for contradiction, that x is not an extreme ray of P . Then there exist distinct $d_1, d_2 \in \text{rec}(P)$ such that

$$x = d_1 + d_2.$$

Consequently,

$$(x, 0) = (d_1, 0) + (d_2, 0),$$

which again expresses $(x, 0)$ as a nontrivial conic combination of other elements of \mathcal{C}_P , contradicting extremality. Therefore, $x \in \text{eray}(P)$ and $(x, 0)$ lies on the ray $\{ \lambda(d, 0) \mid \lambda > 0 \}$ for some $d \in \text{eray}(P)$.

In both cases, (x, t) belongs to one of the two families of rays described in the claim, and thus the inclusion (\subseteq) holds.

(\supseteq)

We now prove that every ray of the two families described in the claim is indeed an extreme ray of \mathcal{C}_P .

Case 1: $x \in \text{ext}(P)$.

We show that the ray $\{ \lambda(x, 1) \mid \lambda > 0 \}$ is extreme in \mathcal{C}_P . Suppose, for contradiction, that $(x, 1)$ is not an extreme ray of \mathcal{C}_P . Then there exist distinct $(x_1, t_1), (x_2, t_2) \in \mathcal{C}_P$ such that

$$(x, 1) = (x_1, t_1) + (x_2, t_2).$$

Since the last coordinate of $(x, 1)$ is positive, we have $t_1, t_2 > 0$ and $t_1 + t_2 = 1$. Dividing both sides by $t_1 + t_2 = 1$, we obtain

$$x = t_1 \frac{x_1}{t_1} + t_2 \frac{x_2}{t_2}.$$

Because $(x_i, t_i) \in \mathcal{C}_P$ implies $\frac{x_i}{t_i} \in P$, this expresses x as a nontrivial convex combination of two distinct points in P , contradicting the fact that x is an extreme point. Therefore, $(x, 1)$ must generate an extreme ray of \mathcal{C}_P .

Case 2: $d \in \text{eray}(P)$.

We show that the ray generated by $(d, 0)$ is extreme in \mathcal{C}_P . Suppose, for contradiction, that $(d, 0)$ is not extreme. Then there exist distinct $(x_1, t_1), (x_2, t_2) \in \mathcal{C}_P$ such that

$$(d, 0) = (x_1, t_1) + (x_2, t_2).$$

Since the last coordinate of $(d, 0)$ is zero, we must have $t_1 = t_2 = 0$. Hence, $(x_i, t_i) = (d_i, 0)$ for some $d_i \in \text{rec}(P)$. This gives

$$d = d_1 + d_2,$$

which expresses d as a nontrivial conic combination of distinct recession directions of P , contradicting the fact that d is an extreme ray of P . Therefore, $(d, 0)$ must be an extreme ray of \mathcal{C}_P .

In both cases, the corresponding elements generate extreme rays of \mathcal{C}_P , and thus the inclusion (\supseteq) holds. \square

We can now prove that every polyhedron P admits a unique decomposition of the form

$$P = \text{conv}(\text{ext}(P)) + \text{cone}(\text{eray}(P)).$$

Proof. Let \mathcal{C}_P denote the cone associated with P . By definition,

$$x \in P \iff (x, 1) \in \mathcal{C}_P.$$

Let $\text{ext}(P) = \{x_i\}_{i \in [n]}$ and $\text{eray}(P) = \{d_j\}_{j \in [m]}$. Since every element of a convex cone is a conic combination of its extreme rays, and by Claim 1, each element of \mathcal{C}_P can be written as

$$(x, 1) = \sum_{i \in [n]} \alpha_i (x_i, 1) + \sum_{j \in [m]} \beta_j (d_j, 0), \quad \alpha_i, \beta_j \geq 0.$$

Because the last coordinate of $(x, 1)$ equals 1, we must have

$$\sum_{i \in [n]} \alpha_i = 1.$$

Hence,

$$x = \sum_{i \in [n]} \alpha_i x_i + \sum_{j \in [m]} \beta_j d_j, \quad \alpha_i, \beta_j \geq 0, \quad \sum_{i \in [n]} \alpha_i = 1.$$

The first term represents a convex combination of the extreme points of P , that is, $\text{conv}(\text{ext}(P))$, while the second term represents a conic combination of the extreme rays of P , that is, $\text{cone}(\text{eray}(P))$. Therefore,

$$P = \text{conv}(\text{ext}(P)) + \text{cone}(\text{eray}(P)).$$

Uniqueness follows from the fact that the representation of a convex cone by its extreme rays is unique. \square

Problem 3

3.3 — When running the simplex implementation on randomly generated instances (A, b, c) with $b, c \geq 0$, the resulting problems are typically *infeasible or unbounded*. This occurs because, under the constraint $Ax \geq b$ with $A, b \geq 0$, the feasible region tends to be either empty or unbounded in the positive orthant. In particular, if A has nonnegative entries, increasing x indefinitely preserves feasibility (since Ax only grows larger), leading to an unbounded objective value for maximization.

Instance	Implementation (objval)	Gurobi (objval)
1	$+\infty$	$+\infty$
2	$+\infty$	$+\infty$
3	$+\infty$	$+\infty$
4	$+\infty$	$+\infty$
5	$+\infty$	$+\infty$

However, when we generate instances with entries $a_{ij} \leq 0$ and $b \leq 0$, the problems become *feasible and bounded*. In this case, increasing x decreases the left-hand side of $Ax \geq b$, thus creating a closed and bounded feasible region.

Instance	Implementation (objval)	Gurobi (objval)
1	0.5988	0.5988
2	1.4479	1.4479
3	1.0953	1.0953
4	0.9362	0.9362
5	1.6408	1.6408

The objective values match across all feasible instances, confirming the correctness of the simplex implementation.

3.4 — Possible limitations of the current implementation include:

- **Degeneracy:** if multiple constraints are active at a basic feasible solution, the algorithm may experience cycling or stall without progress.
- **Pivot selection:** the implementation uses a naive pivot rule based on the most negative reduced cost, which can lead to cycling. More robust methods, such as *Bland's rule*, ensure termination even in degenerate cases.
- **Numerical stability:** repeated matrix inversions at each iteration may introduce rounding errors for ill-conditioned systems.

Problem 4

4.1 - We formulate the Generalized Assignment Problem as a binary integer program. The goal is to assign each job to exactly one agent while respecting the agents' capacity limits and minimizing the total assignment cost:

$$\min_{x_{ij}} \sum_{i \in [n]} \sum_{j \in [m]} c_{ij} x_{ij} \quad (1a)$$

$$\text{s.t.} \quad \sum_{j \in [m]} x_{ij} = 1 \quad \forall i \in [n], \quad (1b)$$

$$\sum_{i \in [n]} a_{ij} x_{ij} \leq b_j \quad \forall j \in [m], \quad (1c)$$

$$x_{ij} \in \{0, 1\} \quad \forall i \in [n], j \in [m].$$

Constraint (1b) ensures that each job is assigned to exactly one agent, while (1c) enforces each agent's resource limit b_j . The objective (1a) minimizes the total cost of assignments.

4.2 - We decompose the problem with respect to the capacity constraints (1c). For each agent $j \in [m]$, define its feasible assignment set:

$$A_j = \left\{ a_j = (a_{1j}, \dots, a_{nj}) \left| \sum_{i \in [n]} a_{ij} a_{ij} \leq b_j, a_{ij} \in \{0, 1\} \right. \right\}.$$

Let \bar{a}_j^p , $p \in Q_j$, denote the extreme points of $\text{conv}(A_j)$. Each extreme point (or *pattern*) $\bar{a}_j^p = (\bar{a}_{1j}^p, \dots, \bar{a}_{nj}^p)$ satisfies

$$\sum_{i \in [n]} a_{ij} \bar{a}_{ij}^p \leq b_j.$$

Then any feasible a_j can be expressed as a convex combination of these extreme points:

$$a_j = \sum_{p \in Q_j} \bar{a}_j^p \lambda_{jp}, \quad \sum_{p \in Q_j} \lambda_{jp} = 1, \quad \lambda_{jp} \geq 0.$$

Substituting this representation into the original formulation yields the following equivalent problem:

$$\min \sum_{j \in [m]} \sum_{p \in Q_j} \left(\sum_{i \in [n]} c_{ij} \bar{a}_{ij}^p \right) \lambda_{jp} \quad (2a)$$

$$\text{s.t.} \quad \sum_{j \in [m]} \sum_{p \in Q_j} \bar{a}_{ij}^p \lambda_{jp} = 1 \quad \forall i \in [n], \quad (2b)$$

$$\sum_{p \in Q_j} \lambda_{jp} = 1 \quad \forall j \in [m], \quad (2c)$$

$$\lambda_{jp} \geq 0 \quad \forall j \in [m], p \in Q_j.$$

Constraint (2b) ensures that each job is assigned exactly once across all agents and feasible patterns, while (2c) enforces that each agent selects one valid pattern \bar{a}_j^p that satisfies its capacity limit.

4.3 - Now suppose all agents are identical, that is,

$$c_{ij} = c_i, \quad a_{ij} = a_i, \quad b_j = b, \quad \forall i \in [n], j \in [m].$$

In this case, each agent has the same feasible assignment set:

$$A = \left\{ a = (a_1, \dots, a_n) \left| \sum_{i \in [n]} a_i a_i \leq b, a_i \in \{0, 1\} \right. \right\}.$$

Let \bar{a}^p , $p \in Q$, denote the extreme points of $\text{conv}(A)$, with components $\bar{a}_i^p \in \{0, 1\}$. Since all agents are identical, they all share the same pattern set Q .

Substituting this shared representation into the original problem gives:

$$\min \sum_{j \in [m]} \sum_{p \in Q} \left(\sum_{i \in [n]} c_i \bar{a}_i^p \right) \lambda_{jp} \quad (3a)$$

$$\text{s.t.} \quad \sum_{j \in [m]} \sum_{p \in Q} \bar{a}_i^p \lambda_{jp} = 1 \quad \forall i \in [n] \quad (3b)$$

$$\sum_{p \in Q} \lambda_{jp} = 1 \quad \forall j \in [m] \quad (3c)$$

$$\lambda_{jp} \geq 0 \quad \forall j \in [m], p \in Q.$$

Here, each pattern $p \in Q$ represents a feasible subset of jobs whose total resource requirement does not exceed b , i.e.,

$$\sum_{i \in [n]} a_i \bar{a}_i^p \leq b.$$

Because all agents are identical, they share the same pool of patterns Q and differ only by their respective selection variables λ_{jp} .