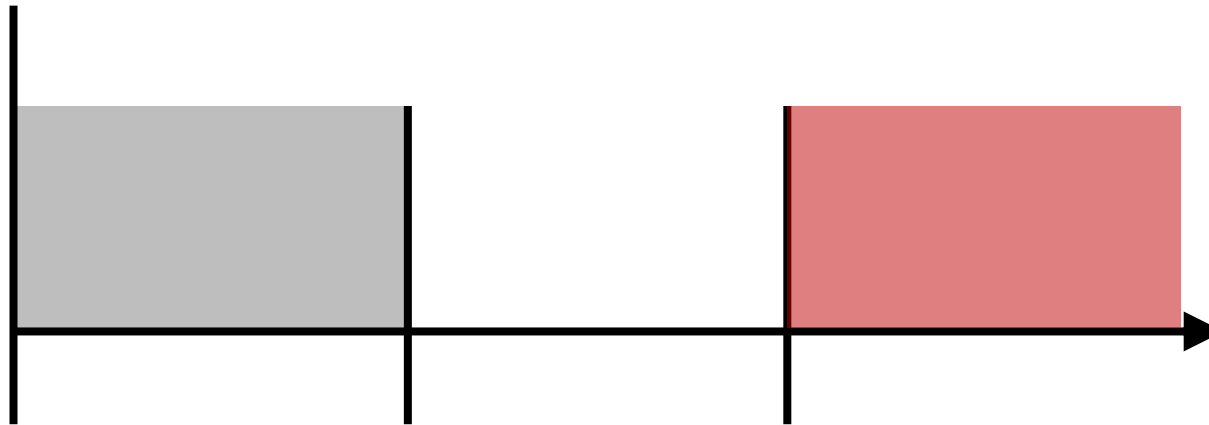


# Lecture 17

## Duality



# Admin corner

- The experiment continues! **Slides** or **no slides**?
- Today's slides posted online

## Midterms:

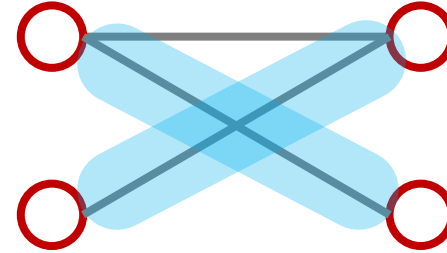
- Regrade request deadline has been extended to Tuesday evening. Get them in **asap**!
- Midterm 2 is in 2 weeks on Nov 7<sup>th</sup>.
  - We will host review sessions! More details released next week.

## Homeworks:

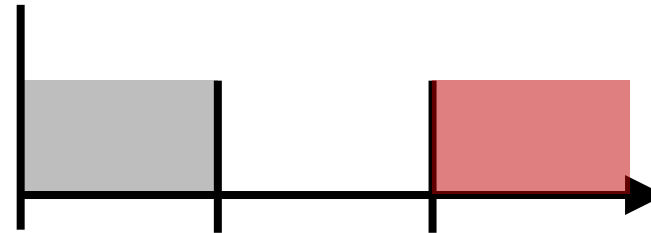
- Homework 9 will be released **tonight**
- Homework 10 will be released **next Monday**.

# Outline

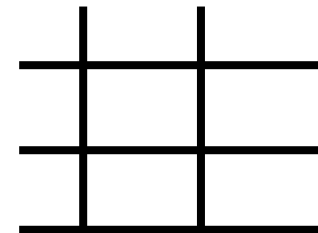
1. Bipartite perfect matching



2. Linear programming duality



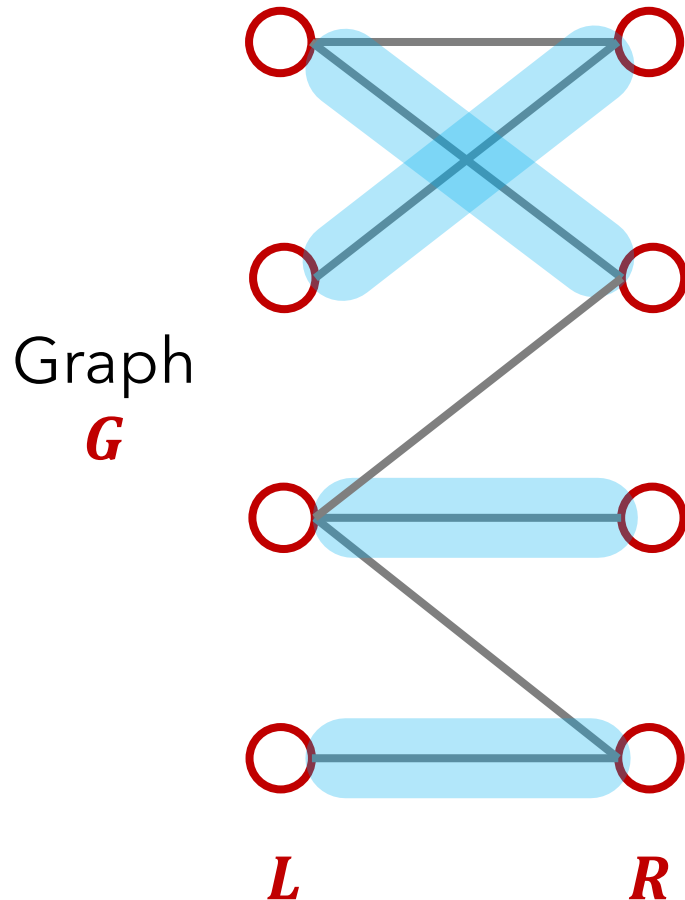
3. Zero-sum games



# Bipartite Perfect Matching

**Input:** Bipartite (undirected) graph  $G = (L, R, E)$  with  $|L| = |R| = n$

**Output:** A perfect matching from  $L$  to  $R$



## Example:

$L$  = UC Berkeley courses

$R$  = UC Berkeley classrooms

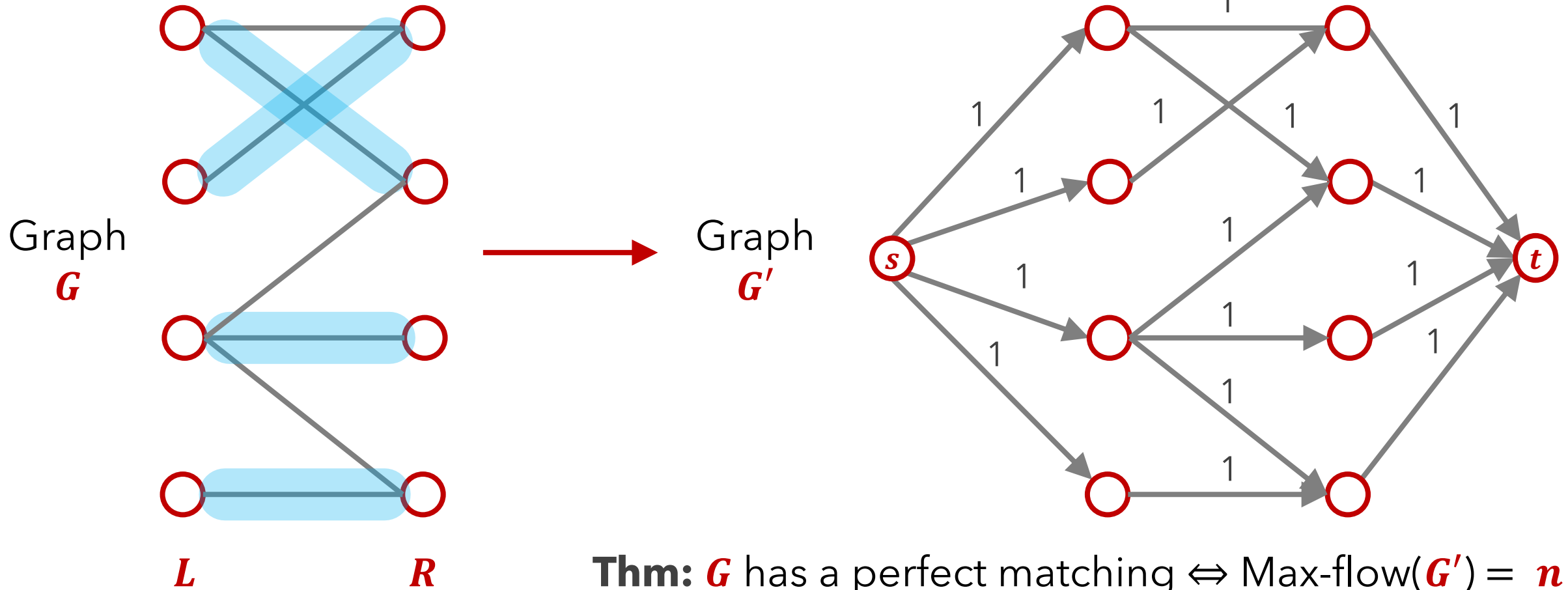
$E$  = each course is connected to the classrooms it can be taught in

**Q:** Can we assign every course to a room?

# Bipartite Perfect Matching


**Input:** Bipartite (undirected) graph  $G = (L, R, E)$  with  $|L| = |R| = n$

**Output:** A perfect matching from  $L$  to  $R$

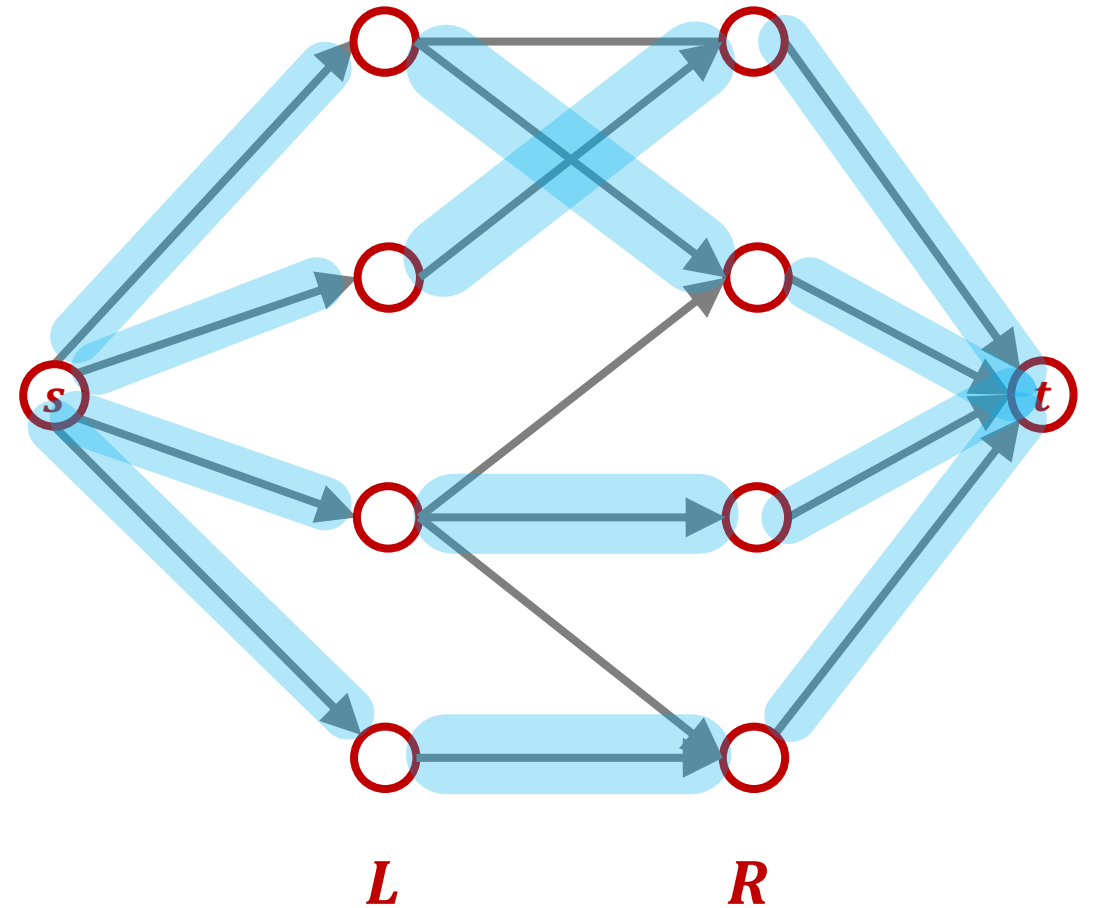


**Thm:**  $G$  has a perfect matching  
 $\Leftrightarrow \text{Max-flow}(G') = n$

**Pf:**

**Case 1:** ( $\Rightarrow$ ) 


1. Let  $M$  be a perfect matching in  $G$ .
2. Put **1** unit of flow on every edge in  $M$  and every  $s \rightarrow v$  edge and every  $v \rightarrow t$  edge.
3. Then this is a flow of size  $n$ .




Graph  $G'$

**Thm:**  $G$  has a perfect matching  
 $\Leftrightarrow \text{Max-flow}(G') = n$


**Pf:**

**Case 1:**  $(\Rightarrow)$  

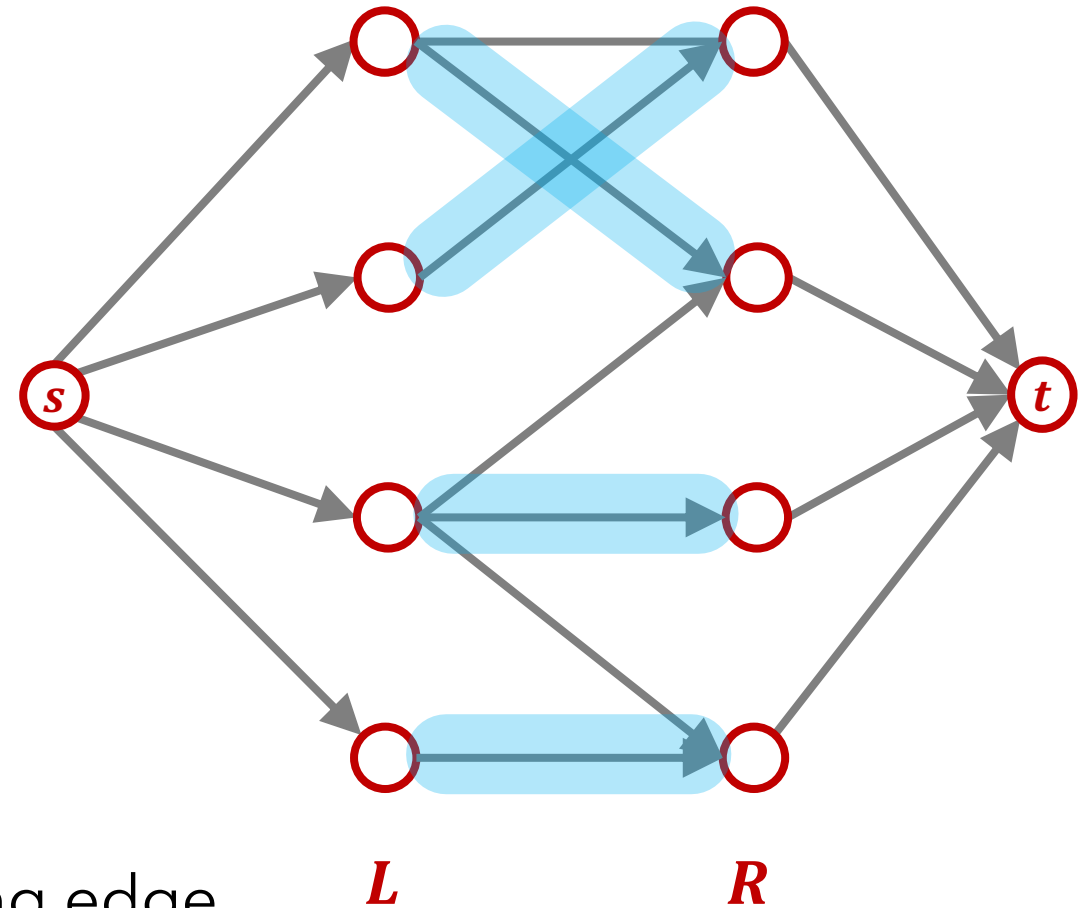
**Case 2:**  $(\Leftarrow)$  

**Recall from last lecture:**

If the capacities are integral,  
then the Max-Flow is integral.

1. Let  $f$  be an **integral** flow of size  $n$  in  $G'$ .  
(all flow values 0 or 1)
2. Each  $u \in L$  has **1** unit of flow on **1** outgoing edge
3. Each  $v \in R$  has **1** unit of flow on **1** incoming edge
4. These edges form a matching of size  $n$ . 

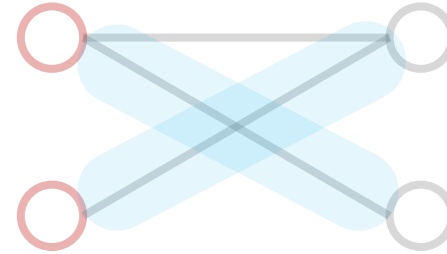
a "**reduction** from perfect matching  
to maximum flow"



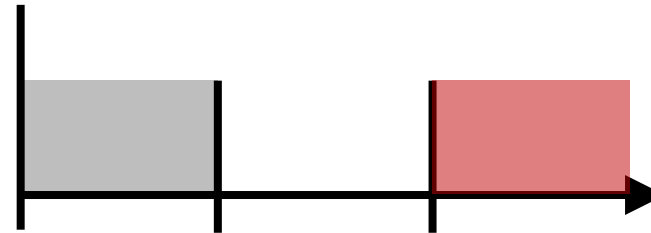
Graph  $G'$

# Outline

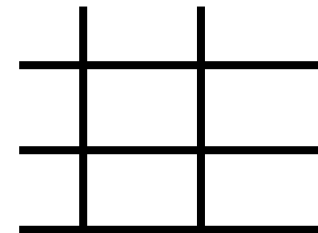
1. Bipartite perfect matching



2. Linear programming duality



3. Zero-sum games





**Last class:** Max-Flow = Min-Cut

Could always prove that a flow was **optimal**  
by showing a cut of the same value

This is a general property of LPs known as **duality**

The book calls duality  
a **magic trick**



$$\max \quad 5x_1 + 4x_2$$

$$\text{s.t.} \quad 2x_1 + x_2 \leq 100$$

$$x_1 \leq 30$$

$$x_2 \leq 60$$

$$\text{also} \quad x_1 \geq 0$$

$$x_2 \geq 0$$

**Solution:**  $x_1 = 20, x_2 = 60, \text{value} = 340$

**Q:** Can we **prove** this is optimal?

$$\max \quad 5x_1 + 4x_2$$

$$\text{s.t.} \quad 2x_1 + x_2 \leq 100$$

$$\text{also} \quad x_1 \geq 0$$

$$\quad \quad \quad (x_1 \leq 30) \cdot 5$$

$$x_2 \geq 0$$

$$+ \quad (x_2 \leq 60) \cdot 4$$

---


$$5x_1 + 4x_2 \leq \underbrace{5 \cdot 30 + 4 \cdot 60}$$

$$390$$

**Solution:**  $x_1 = 20, x_2 = 60, \text{value} = 340$

**Q:** Can we **prove** this is optimal?

$$\max \quad 5x_1 + 4x_2$$

$$\text{s.t.} \quad (2x_1 + x_2 \leq 100) \cdot 3 \quad \text{also} \quad x_1 \geq 0$$

$$\quad (x_1 \leq 30) \cdot 0 \quad x_2 \geq 0$$

$$+ \quad (x_2 \leq 60) \cdot 1$$

$$5x_1 + 4x_2 \leq 6x_1 + 4x_2 \leq \underbrace{3 \cdot 100 + 60}_{360}$$

**Solution:**  $x_1 = 20, x_2 = 60, \text{value} = 340$

**Q:** Can we **prove** this is optimal?

$$\begin{array}{ll}
\max & 5x_1 + 4x_2 \\
\text{s.t.} & (2x_1 + x_2 \leq 100) \cdot 5/2 \quad \text{also } x_1 \geq 0 \\
& (x_1 \leq 30) \cdot 0 \quad x_2 \geq 0 \\
& + (x_2 \leq 60) \cdot 3/2 \\
\hline
& 5x_1 + 4x_2 \leq \underbrace{\frac{5}{2} \cdot 100 + \frac{3}{2} \cdot 60}_{340}
\end{array}$$

**Solution:**  $x_1 = 20, x_2 = 60, \text{value} = 340$

**Q:** Can we **prove** this is optimal?

**Primal LP:**

$$\max \quad 5x_1 + 4x_2$$

$$\text{s.t.} \quad (2x_1 + x_2 \leq 100) \cdot y_1 \quad \text{also} \quad x_1 \geq 0$$

$$\quad \quad \quad (x_1 \leq 30) \cdot y_2 \quad x_2 \geq 0$$

$$\quad \quad \quad + \quad (x_2 \leq 60) \cdot y_3$$

---

$$(2y_1 + y_2) \cdot x_1 + (y_1 + y_3) \cdot x_2 \leq 100 \cdot y_1 + 30 \cdot y_2 + 60 \cdot y_3$$

**Dual LP:**

$$\min \quad 100 \cdot y_1 + 30 \cdot y_2 + 60 \cdot y_3$$

$$\text{s.t.} \quad y_1, y_2, y_3 \geq 0$$

$$5 \leq 2y_1 + y_2$$

$$4 \leq y_1 + y_3$$

**By construction:**  $5x_1 + 4x_2 \leq 100 \cdot y_1 + 30 \cdot y_2 + 60 \cdot y_3$

**Primal LP Opt  $\leq$  Dual LP Opt**

## Primal LP

$$\max \quad \begin{bmatrix} c^T \end{bmatrix} \cdot \begin{bmatrix} x \end{bmatrix}$$

$$\text{s.t.} \quad \begin{bmatrix} A \end{bmatrix} \cdot \begin{bmatrix} x \end{bmatrix} \leq \begin{bmatrix} b \end{bmatrix}$$

$$\text{and} \quad \begin{bmatrix} x \end{bmatrix} \geq 0$$

## Dual LP

$$\min \quad \begin{bmatrix} b^T \end{bmatrix} \cdot \begin{bmatrix} y \end{bmatrix}$$

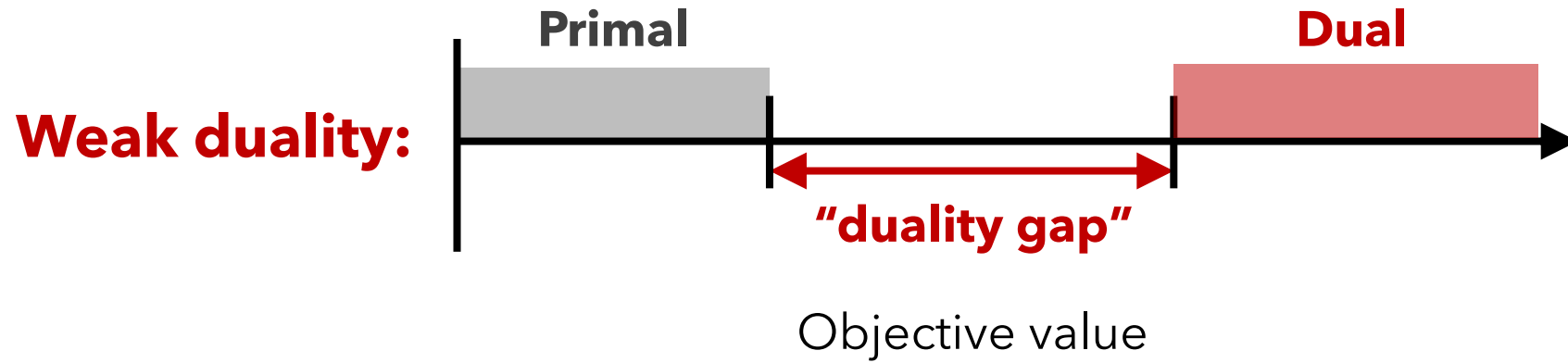
$$\text{s.t.} \quad \begin{bmatrix} A^T \end{bmatrix} \cdot \begin{bmatrix} y \end{bmatrix} \geq \begin{bmatrix} c \end{bmatrix}$$

$$\text{and} \quad \begin{bmatrix} y \end{bmatrix} \geq 0$$

**Thm: (Weak duality)** all feasible solutions  $x$  to primal LP  $\leq$  all feasible solutions  $y$  to dual LP

**Pf:**  $\begin{bmatrix} c^T \end{bmatrix} \begin{bmatrix} x \end{bmatrix} \leq \begin{bmatrix} y^T \end{bmatrix} \begin{bmatrix} A \end{bmatrix} \begin{bmatrix} x \end{bmatrix} \leq \begin{bmatrix} y^T \end{bmatrix} \begin{bmatrix} b \end{bmatrix} = \begin{bmatrix} b^T \end{bmatrix} \begin{bmatrix} y \end{bmatrix}$  □

**Cor: Primal LP OPT  $\leq$  Dual LP OPT**



**Thm: (Strong duality)**

If the **Primal LP Opt** is bounded,  
then **Primal LP Opt = Dual LP Opt**  
 $\therefore$  **duality gap** = 0

**Example:** Max-Flow = Min-Cut (in recitation)

**LP**  $\longleftrightarrow$  **LP**  
**dual**



# LP duality history

## George Dantzig



*Co-inventor of LPs,  
inventor of simplex,  
Berkeley grad student  
and faculty*



Was taking a statistics class

Professor wrote two of the most famous unsolved  
problems in statistics on the board

But Dantzig arrived late, mistook them for homework

Turned in solutions a few days later,

said they "seemed to be a little harder than usual"

# LP duality history

**George Dantzig**



*Co-inventor of LPs,  
inventor of simplex,  
Berkeley grad student  
and faculty*

"Let me tell you about my newest invention: linear programming"

"Oh that!"

*(Lectures Dantzig about linear programming for 1.5 hours, invents linear program duality)*

"It's equivalent to zero-sum games, which I have also recently invented"



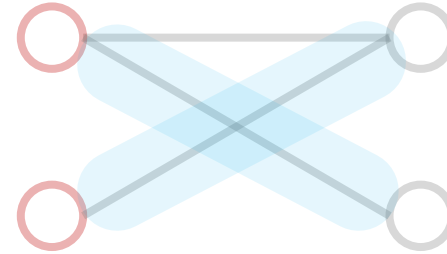
**John von Neumann**



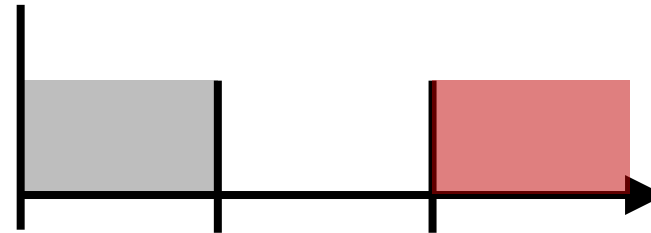
*All-time great mathematician*

# Outline

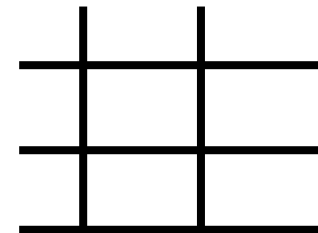
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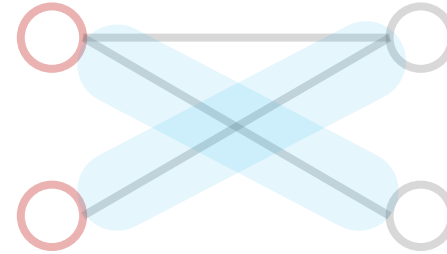


3. Zero-sum games

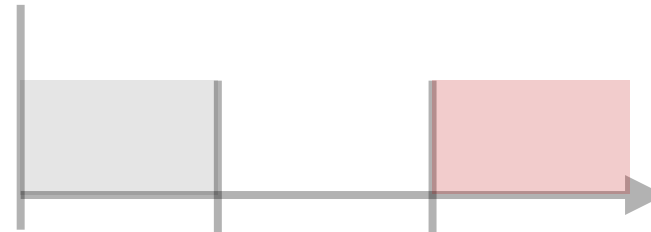


# Outline

1. Bipartite perfect matching



2. Linear programming duality



3. Zero-sum games

