Lecture 1 — Linear Programs and Common Notation

Module 4 – Linear Programming Basics CS/ISyE/ECE 524



Linear Programming Basics Module Learning Outcomes

By the end of this module, you should be able to...

- Give a formal definition of a linear program (LP)
- Transform any LP into standard form
- Graphically deduce whether an LP
 - has exactly one optimal solution
 - has infinitely many optimal solutions,
 - is infeasible, or
 - is unbounded.
- Begin to gain an intuition for the properties of LPs





Expressing Linear Programs in Math Notation



What is a linear program, anyway?

Variables

Could be unrestricted:

 x_i free for some $i \in \{1, ..., n\}$

Could have box constraints:

$$\ell_i \le x_i \le u_i \text{ for some } i \in \{1, \dots, n\}$$

Objective function

Either:

$$\max_{x} c^{T} x + d$$

Or:

$$\min_{x} c^{T} x + d$$

Constraints

Inequalities:

$$Ax \leq b$$

Equalities:

$$Ax = b$$

A combination of both

A linear program is an optimization model with:

- Real-valued variables ($x \in \mathbb{R}^n$)
- A linear (or affine) objective function that we either maximize or minimize
- Affine constraints



Expressing a linear program in standard form

One of the most common ways to write down the variables, objective function, and constraints of a linear program is using **standard form**:

$$\max_{x \in \mathbb{R}^n} c^T x + d$$

subject to $Ax \le b$
 $x \ge 0$

A linear program in **standard form** has the following properties:

- The *objective* is maximized
- All constraints are "less than or equal to"
- All variables are bounded below by 0 and are unbounded above

Note: There are many equivalent ways of writing down a linear program. We will only focus on a couple possibilities.



Standard Form Example

Recall the "Top Brass" model from the first module:

$$\max_{x_s, x_f} 12x_f + 9x_s$$
s.t. $4x_f + 2x_s \le 4800$

$$x_f + x_s \le 1750$$

$$0 \le x_f \le 1000$$

$$0 \le x_s \le 1500$$



$$\max_{x_s, x_f} \begin{bmatrix} 12 \\ 9 \end{bmatrix}^T \begin{bmatrix} x_f \\ x_s \end{bmatrix}$$
s.t.
$$\begin{bmatrix} 4 & 2 \\ 1 & 1 \\ 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x_f \\ x_s \end{bmatrix} \le \begin{bmatrix} 4800 \\ 1750 \\ 1000 \\ 1500 \end{bmatrix}$$
$$\begin{bmatrix} x_f \\ x_s \end{bmatrix} \ge \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

Top Brass is already in standard form!

$$x = \begin{bmatrix} x_f \\ x_s \end{bmatrix}, A = \begin{bmatrix} 4 & 2 \\ 1 & 1 \\ 1 & 0 \\ 0 & 1 \end{bmatrix}, b = \begin{bmatrix} 4800 \\ 1750 \\ 1000 \\ 1500 \end{bmatrix}, c = \begin{bmatrix} 12 \\ 9 \end{bmatrix}$$



What to do if your LP isn't in standard form? (7 helpful tricks)

Convert between max and min by taking the negative of the objective:

$$\min_{x} c^{T} x = -\max_{x} (-c^{T} x)$$

Reverse direction of inequalities by flipping the sign:

$$Ax \le b \Leftrightarrow (-A)x \ge (-b)$$

Turn equality into inequality by splitting it into two new inequalities:

$$Ax = b \iff Ax \ge b \text{ and } Ax \le b$$

Turn inequalities into equalities by adding a slack variable:

$$Ax \le b \Leftrightarrow Ax + s = b \text{ and } s \ge 0$$



What to do if your LP isn't in standard form? (7 helpful tricks continued)

• Replace free (unrestricted) variables with two new (non-negative) variables:

$$x \in \mathbb{R} \Leftrightarrow \mathbf{u} \ge 0, v \ge 0$$
, and $x = u - v$

Put variable bounds in constraints to create "free" variables:

$$p \le x \le q \Leftrightarrow \begin{bmatrix} 1 \\ -1 \end{bmatrix} x \le \begin{bmatrix} q \\ -p \end{bmatrix}$$
, x free

Shift bounds on bounded variables to make 0 the lower bound:

$$p \le x \le q \Leftrightarrow 0 \le v, v \le q - p$$
, and $v = x - p$



Practice with Standard Form

Turn the following LP into standard form:

$$\min_{x_{1}, x_{2}} x_{1} + x_{2}$$
s.t. $5x_{1} - 3x_{2} = 7$

$$2x_{1} + x_{2} \ge 2$$

$$1 \le x_{2} \le 4$$

$$x_{1} \text{ free}$$

Question: What are the issues with this LP?

In Julia: Standard Form



Note: Often some additional work is required after solving standard-form problems. In this example we have:

- original cost= -(new cost)
- $x_1 = u v$
- $x_2 = w + 1$



