

$$\min Z = X_6 = 1 - X_2 + X_5$$

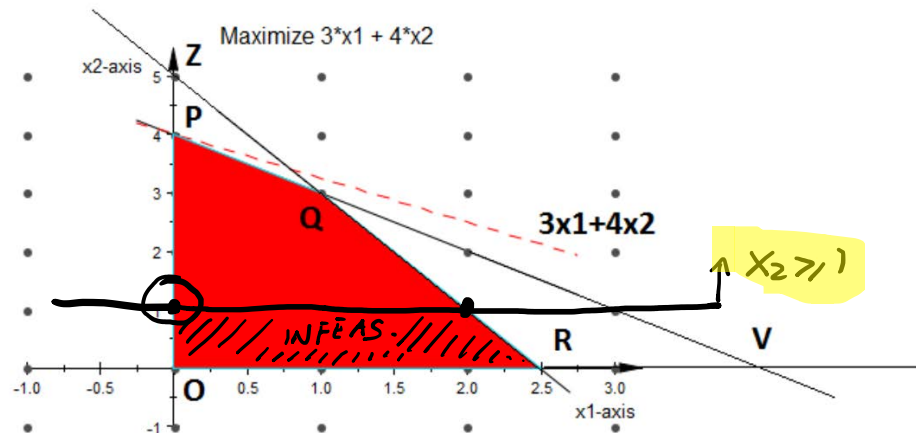
$$\rightarrow \min Z = -3X_1 - 4X_2$$

$$s.t. \quad X_1 + X_2 + X_3 = 4$$

$$2X_1 + X_2 + X_4 = 5$$

$$X_2 - X_5 + X_6 = 1$$

$$X_6, X_1, X_2, X_3, X_4, X_5 \geq 0$$



$$I = \{ \underline{3}, \underline{4}, 6 \}$$

PHASE  
I

BV	Z	$X_1$	$X_2$	$X_3$	$X_4$	$X_5$	$X_6$	RHS
Z	1	0	1	0	0	-1	0	1
$X_3$	0	1	1	1	0	0	0	4
$X_4$	0	2	1	0	1	0	0	5
$X_6$	0	0	①	0	0	-1	1	1

RATIO

$$4/1 = 4$$

$$5/1 = 5$$

$$1/1 = 1 \leftarrow$$

$\rightarrow$ Z	1	0	0	0	0	0	-1	0
$X_3$	0	1	0	1	0	1	-1	3
$X_4$	0	2	0	0	1	1	-1	4
$X_2$	0	0	1	0	0	-1	1	1
Z	1	3	0	0	0	4	-4	-4

$$(X_1, X_2, X_3, X_4, X_5) = (0, 1, 3, 4, 0)$$

PHASE  
II

$$Z = -3X_1 - 4X_2 = -3X_1 - 4 - 4X_5$$

# 60016 OPERATIONS RESEARCH

## Extensions of linear programming

# Last Lecture

- ▶ Initial BFS
  - ▶ "All slack basis"
  - ▶ Artificial variables
- ▶ Two phase simplex algorithm
  - ▶ Systematically finding initial BFS's
  - ▶ Detecting infeasibility

# This Lecture

## Linearization methods

- ▶ Min-max problems
- ▶ Min-min problems
- ▶ Fractional linear programming

# Linearization methods

- ▶ Linear programming is useful, but often fairly restrictive.
- ▶ **Nonlinear optimisation problems** arise very commonly in applications.
  - ▶ Euclidean distance, chemical reactions, queueing problems, ...
- ▶ Nonlinearities can affect objective, constraints, or both.
  - ▶  $z = x_1^2$ ,  $z = x \bmod 2$ , ...
  - ▶  $|x_1 - x_2| \leq 3$ ,  $x_1 x_2 + x_3 \leq 5$ , ...
- ▶ Nonlinear programs can sometimes be reformulated
  - ▶ as a single LP problem
  - ▶ or as a sequence of LP problems
- ▶ We see the following cases:
  - ▶ min-max models (important for **game theory**!)
  - ▶ min-min models
  - ▶ fractional linear programming

# Min-Max Problems

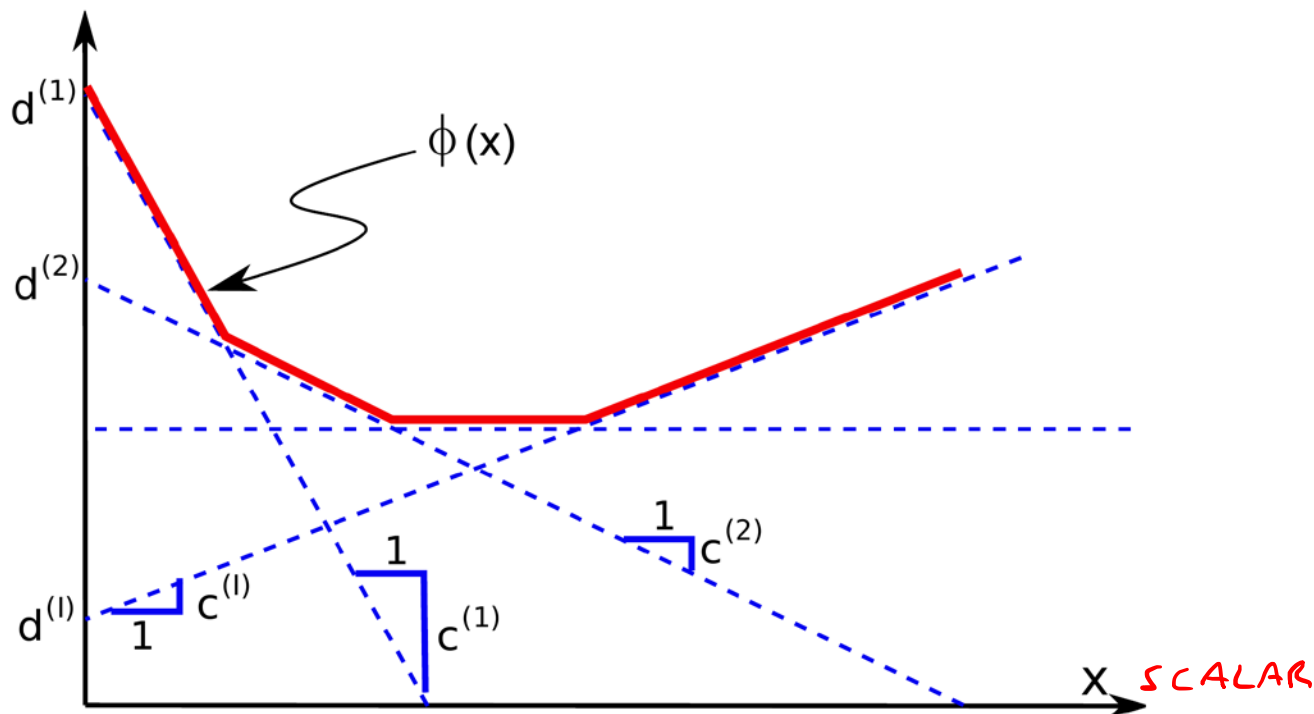
Consider a family of linear functions:  $y_i(x) = c(i)^T x + d(i)$ .

Set  $\underline{\phi}(x) = \max_{i=1,\dots,l} \{c(i)^T x + d(i)\}$  for  $\underline{c}(i) \in \mathbb{R}^n$ ,  $d(i) \in \mathbb{R}$ .

Then,

$$\begin{array}{ll} \min & \phi(x) \\ \text{s.t.} & Ax = b, \ x \geq 0 \end{array} \quad (\text{MM})$$

is called a **min-max problem**.



## Min-Max Problems (cont)

Perhaps surprisingly, Min-Max problems can be solved by LPs.

**Theorem.** Consider the following linear program:

$$\begin{array}{ll} \min & z \\ \text{s.t.} & z \geq c(i)^T x + d(i) \quad \forall i = 1, \dots, l \\ & Ax = b \\ & x \geq 0, \quad z \text{ free} \end{array} \quad (\text{LP})$$

If  $(x_{LP}^*, z_{LP}^*)$  is an optimal solution of this LP, then  $x_{LP}^*$  is also an optimal solution of MM, and MM has optimal value  $\phi(x_{LP}^*) = z_{LP}^*$ .

# Min-Max Problems (cont)

## Proof by contradiction:

1. Let  $(x_{LP}^*, z_{LP}^*)$  be optimal in LP.  $x_{LP}^*$  is *feasible* in MM since in LP it is  $Ax_{LP}^* = b$  and  $x_{LP}^* \geq 0$ .
2. Assume that  $x_{LP}^*$  is not *optimal* in MM, then there exist a  $x_{MM}^*$  such that  $\phi(x_{MM}^*) < \phi(x_{LP}^*)$ .
3. But then  $(x_{MM}^*, \phi(x_{MM}^*))$  must be *feasible* in LP, since in MM we require  $Ax_{MM}^* = b$ ,  $x_{MM}^* \geq 0$ , and for all  $i = 1, \dots, I$

$$\phi(x_{MM}^*) = \max_{j=1, \dots, I} \{c(j)^T x_{MM}^* + d(j)\} \geq c(i)^T x_{MM}^* + d(i)$$

- 4. By the constraints in LP

$$z_{LP}^* \geq \max_{i=1, \dots, I} \{c(i)^T x_{LP}^* + d(i)\} \Rightarrow z_{LP}^* \geq \phi(x_{LP}^*)$$

and since  $z_{LP}^* \geq \phi(x_{LP}^*) > \phi(x_{MM}^*)$ ,  $x_{MM}^*$  would achieve in LP a better objective than  $z_{LP}^*$ . Thus  $x_{MM}^*$  cannot exist and  $x_{LP}^*$  must be optimal also for MM.



LP

$$\min \phi(x)$$

$$\text{s.t. } Ax = b$$

$$x \geq 0$$

$x_{LP}^*$  is feasible

$$\exists x_{nn}^* : \phi(x_{nn}^*) < \phi(x_{LP}^*)$$

$$\equiv \phi_{nn}^*$$

$\rightarrow$

$$(x_{LP}^*, \underline{z_{LP}^*})$$

$$(x_{nn}^*, \phi_{nn}^*)$$

$$\phi_{nn}^* = \max_{j \in 1 \dots I} \{ c(j)^T x_{nn}^* + d(j) \} \geq c(i)^T x_{nn}^* + d(i) \quad \forall i$$

$$\begin{aligned} z_{LP}^* &\geq \max_{i=1 \dots I} \{ c(i)^T x_{LP}^* + d(i) \} \\ &= \phi(x_{LP}^*) \end{aligned}$$

$$z_{LP}^* \geq \phi(x_{LP}^*) > \phi(x_{nn}^*)$$

LP

$$\min z$$

$$z \geq c(i)^T x + d(i) \quad \forall i$$

$$Ax = b$$

$$x \geq 0, \quad z \text{ free}$$

$$\min \phi(x)$$

$$\text{s.t. } Ax = b$$

$$x \geq 0$$

$$\phi(x) = \max_{i=1, \dots, I} \{c^T(i) x\} \quad c(i) \in \mathbb{R}^n \quad A \in \mathbb{R}^{m \times n} \quad b \in \mathbb{R}^m$$

$$\text{LP} \quad I=2$$

$$A = \begin{bmatrix} 10 & 5 \\ 5 & 9 \end{bmatrix} \quad b = \begin{bmatrix} -2 \\ 5 \end{bmatrix} \quad c(i) = [5-i, 3-i]$$

$$\min z$$

$$\text{s.t. } z \geq 4x_1 + 2x_2$$

$$z \geq 3x_1 + x_2$$

$$10x_1 + 5x_2 = -2$$

$$5x_1 + 9x_2 = 5$$

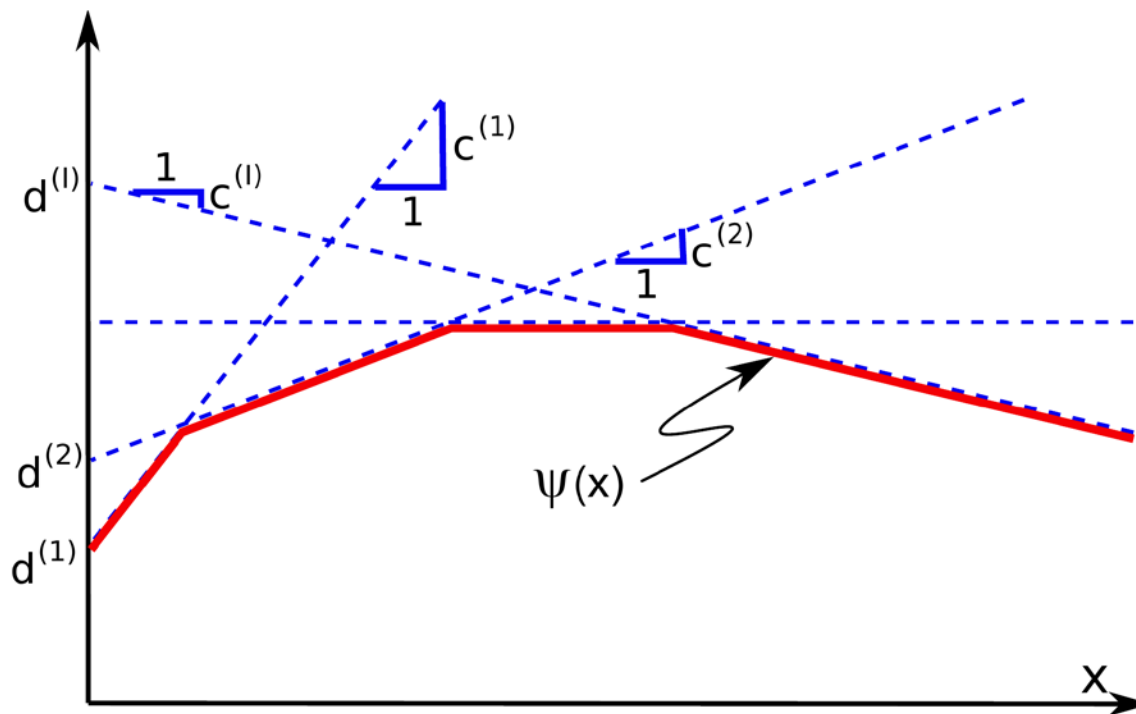
$$x_1, x_2 \geq 0 \quad z \text{ free}$$

# Min-Min Problems

Set  $\psi(x) = \min_{i=1,\dots,l} \{c(i)^T x + d(i)\}$  for  $c(i) \in \mathbb{R}^n$ ,  $d(i) \in \mathbb{R}$ . Then,

$$\begin{array}{ll} \min & \psi(x) \\ \text{s.t.} & Ax = b, x \geq 0 \end{array} \quad (\text{MM}') \quad$$

is called a **min-min problem**.



# Min-Min Problems (cont)

**Theorem:** Consider the following linear programs.

$$\begin{array}{ll} \min & z_i = c^T(i)x(i) + d(i) \\ \text{s.t.} & Ax(i) = b \\ & x(i) \geq 0 \end{array} \quad (\text{LP}(i))$$

Let  $z_i^*$  be the optimal solution to  $\text{LP}(i)$ . Let  $\text{LP}(j)$  be the LP that has the minimal objective, i.e.,

$$z_j^* = \min_{i=1,\dots,I} z_i$$

and let  $x^*(j)$  be its optimal solution. Then  $x^*(j)$  is optimal in MM' and  $\psi^* = \psi(x^*(j)) = z_j^*$ .

# Interchangeability of Min-Operations

**Lemma:** Let  $X$  and  $Y$  be arbitrary sets, and let  $f : X \times Y \rightarrow \mathbb{R}$  be an arbitrary function defined on  $X \times Y$ . Then,

$$\min_{x \in X} \min_{y \in Y} f(x, y) = \min_{y \in Y} \min_{x \in X} f(x, y) \quad (1)$$

**Proof of Min-Min Theorem:** The Lemma implies that

$$\left\{ \min_{i=1, \dots, l} \left\{ \begin{array}{ll} \min_x & c(i)^T x + d(i) \\ \text{s.t.} & Ax = b \\ & x \geq 0 \end{array} \right\} \right\} = \min_{i=1, \dots, l} \text{LP}(i)$$

is equal to

$$\left\{ \begin{array}{ll} \min_x & \min_{i=1, \dots, l} c(i)^T x + d(i) \\ \text{s.t.} & Ax = b \\ & x \geq 0 \end{array} \right\} = \text{MM}'.$$

Thus, the claim follows.

# Fractional Linear Programming

Consider the fractional linear program

$$\min \left\{ \frac{\alpha_0 + \alpha_1 x_1 + \dots + \alpha_n x_n}{\beta_0 + \beta_1 x_1 + \dots + \beta_n x_n} \mid Ax = b; x \geq 0 \right\}. \quad (\text{FLP})$$

We assume that

- ▶ the feasible set of FLP is bounded, i.e.,

$$\exists L > 0 \quad \text{with} \quad \|x\| \leq L \quad \forall x : Ax = b, x \geq 0;$$

- ▶ the denominator of the objective function is strictly positive, i.e.,  $\beta_0 + \beta_1 x_1 + \dots + \beta_n x_n > 0$  for all feasible  $x$ .

# Homogenisation

- ▶ Introduce **new variables**  $y_i \geq 0$ ,  $i = 1, \dots, n$  and  $y_0 > 0$ .
- ▶ Setting  $\underline{x_i} = \frac{y_i}{\underline{y_0}}$ ,  $i = 1, \dots, n$ , we can **homogenise** the fractional linear program as follows.

$$\left. \begin{array}{ll} \min & \frac{\alpha_0 y_0 + \alpha_1 y_1 + \alpha_2 y_2 + \dots + \alpha_n y_n}{\beta_0 y_0 + \beta_1 y_1 + \beta_2 y_2 + \dots + \beta_n y_n} \\ \text{s.t.} & b_i y_0 - \sum_{j=1}^n a_{ij} y_j = 0 \quad \forall i = 1, \dots, m \\ & y_0 > 0, y_1 \geq 0, \dots, y_n \geq 0 \end{array} \right\} \quad (\text{HFLP})$$

# Homogenisation

- ▶ For any  $(y_0, y_1, \dots, y_n)$  feasible in HFLP,  $\lambda(y_0, y_1, \dots, y_n)$  with  $\lambda > 0$  is **also feasible** and has the **same objective value**.
- ▶ For each  $(y_0, y_1, \dots, y_n)$  we can then find a  $\lambda$  such that

$$\beta_0 y_0 + \dots + \beta_n y_n = 1.$$

and the scaled point will have identical objective. Thus we can restrict our attention to these points and still find an optimal solution. In other words:

- ⇒ The denominator in the objective of HFLP can always be **normalised** to unity.



# Normalised Problem

Solve the **normalised problem**

$$\min \quad \alpha_0 y_0 + \alpha_1 y_1 + \alpha_2 y_2 + \dots + \alpha_n y_n$$

$$\text{s.t.} \quad \beta_0 y_0 + \sum_{j=1}^n \beta_j y_j = 1$$

$$b_i y_0 - \sum_{j=1}^n a_{ij} y_j = 0 \quad \forall i = 1, \dots, m$$

$$y_0 > 0, y_1 \geq 0, \dots, y_n \geq 0$$

where the first constraint forces the **denominator of the objective** of HFLP to be **equal to 1**.

$\Rightarrow$  **This is an LP!**

# Constructing a Solution for FLP

- ▶ Denote by  $(y_0^*, y_1^*, \dots, y_n^*)$  the **optimal solution** of the **normalised problem**.
- ▶ Then,  $(\frac{y_1^*}{y_0^*}, \dots, \frac{y_n^*}{y_0^*})$  is an **optimal solution for FLP**.
- ▶ Note: this construction **only works** if  $y_0^* \neq 0$ .
- ▶ However, we can show that under the assumptions  $y_0$  cannot be zero at optimality.

## Relaxing the Lower Bound on $y_0$

- ▶ Let us now assume to use in HFLP  $y_0 \geq 0$  instead of  $y_0 > 0$ .
- ▶ Suppose  $y_0^* = 0$  and set  $y^* = (y_1^*, \dots, y_n^*)^T$ . Since  $b_i y_0^* = 0$

$$Ay^* = 0, y^* \geq 0$$

- ▶ Here  $y^* \neq 0$  since otherwise the denominator of the objective in both HFLP and FLP is not strictly positive as assumed.
- ▶ We now note that, if  $x$  is feasible in FLP, then  $x + \lambda y^*$  is also feasible in FLP  $\forall \lambda > 0$  since given that  $Ay^* = 0$  it is

$$A(x + \lambda y^*) = Ax + \lambda Ay^* = b,$$

- ▶ This would contradict that FLP has a bounded feasible set, so  $y_0^*$  cannot be zero and we can use  $y_0 \geq 0$  in HFLP.

## Relaxing the Lower Bound on $y_0$

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- ▶ This would contradict that FLP has a bounded feasible set, so  $y_0^*$  cannot be zero and we can use  $y_0 \geq 0$  in HFLP.

$$\min \quad \frac{x_1 + 2x_2}{4x_1 + 3x_2 + 3}$$

s.t.

$$\begin{aligned} x_1 + x_2 &\leq 2 \\ -x_1 + x_2 &\leq 1 \\ x_1, x_2 &\geq 0 \end{aligned}$$

BOUNDED

$$x_1 = \frac{y_1}{y_0} \quad x_2 = \frac{y_2}{y_0}$$

$$\begin{aligned} \min \quad & y_1 + 2y_2 \\ \text{s.t.} \quad & 4y_1 + 3y_2 + 3y_0 = 1 \end{aligned}$$

$$y_1 + y_2 + s_1 = 2y_0$$

$$-y_1 + y_2 + s_2 = y_0$$

$$y_1, y_2 \geq 0$$

$$y_0 \geq 0$$

$$s_1, s_2 \geq 0$$

$$x^* = \left( \frac{y_1^*}{y_0^*}, \frac{y_2^*}{y_0^*} \right)$$