

**Math 261 – Discrete Optimization** (Spring 2022)

**Problem Set 4**

**Problem 1**

The purpose of this problem is to prove Theorem 7 on the CheatSheet. Let

$$\mathcal{P} = \min \{ \mathbf{c} \cdot \mathbf{x} : \mathbf{Ax} = \mathbf{b}, \mathbf{x} \geq \mathbf{0} \}$$

be a linear program, and let  $\beta$  a feasible column basis for a BFS  $\mathbf{x}$  with reduced costs  $\bar{\mathbf{c}}$  and  $\text{col}_\beta(\mathbf{A}) = \mathbf{B}$ .

- (a) Show that  $\bar{c}_i x_i = 0$  for all indices  $i$ .
- (b) Show  $\bar{\mathbf{c}} \cdot \mathbf{d} = \mathbf{c} \cdot \mathbf{d}$  for any feasible direction  $\mathbf{d}$ .
- (c) Show that if  $\bar{\mathbf{c}}$  is nonnegative, then  $\mathbf{x}$  must be an optimal solution.
- (d) Finish the proof of CheatSheet Theorem 7 by showing that if  $\mathbf{x}$  is an optimal, nondegenerate solution, then  $\bar{\mathbf{c}} \geq 0$ .

**Problem 2**

In this problem, we would like to show how to use linear programs to solve linear algebra problems<sup>1</sup>

- (a) Let  $\mathbf{a} \in \mathbb{R}^n$  and let  $b \geq 0$ , and let  $Q$  be the linear equation

$$\mathbf{a} \cdot \mathbf{x} = b$$

and  $\mathcal{P}$  the linear program

$$\begin{array}{ll} \min & w \\ \text{s.t.} & \mathbf{a} \cdot \mathbf{x} + w = b \\ & w \geq 0 \end{array}$$

The book calls the new  $w$  variable an *artificial variable*, but I like to call it a *cheating variable*<sup>2</sup>. Show the following:

- i. the point  $(\mathbf{x}, w) = (\mathbf{0}, b)$  is a feasible solution for  $\mathcal{P}$
  - ii.  $Q$  has a feasible solution if and only if the optimal value of  $\mathcal{P}$  is 0.
  - iii. If  $(\mathbf{y}, 0)$  is an optimal solution for  $\mathcal{P}$  then  $\mathbf{y}$  is a feasible solution to  $Q$ .
- (b) Let  $\mathbf{A}$  be an  $m \times n$  matrix and  $\mathbf{b} \in \mathbb{R}^m$ . Construct a linear program<sup>3</sup>  $\mathcal{P}$  (using cheating variables) which satisfies the following:
- i. it is easy to find a feasible point in  $\mathcal{P}$
  - ii.  $\mathbf{Ax} = \mathbf{b}$  has a solution if and only if the optimal value of  $\mathcal{P}$  is 0.
  - iii. If the optimal value of  $\mathcal{P}$  is 0, then the optimal solution for  $\mathcal{P}$  gives you a solution to  $\mathbf{Ax} = \mathbf{b}$ .

<sup>1</sup>This may seem counter-intuitive, but it brings about a useful idea.

<sup>2</sup>Because I feel like I am cheating by finding a way to get a solution to  $Q$  without ever needing to actually solve  $Q$ .

<sup>3</sup>Note: it does not have to be in equality standard form.

### Problem 3

Let

$$\mathcal{P} = \min \{ \mathbf{c}^\top \mathbf{x} : \mathbf{A}\mathbf{x} = \mathbf{b}, \mathbf{x} \geq \mathbf{0} \} \quad (1)$$

where  $\mathbf{A}$  has full row rank. An *auxiliary linear program*  $\mathcal{P}'$  is a linear program whose sole purpose is to find a BFS for  $\mathcal{P}$  (using simplex). In particular  $\mathcal{P}'$  must have the properties:

- $\mathcal{P}'$  is in the same form as  $\mathcal{P}$  (either equality standard or inequality standard form)
  - $\mathcal{P}'$  has an obvious BFS (with an obvious column basis) for simplex to start at
  - $\mathcal{P}'$  has optimal value 0 if and only if  $\mathcal{P}$  has a feasible solution
  - In the case that  $\mathcal{P}'$  has optimal value 0, the optimal basis for  $\mathcal{P}'$  can be used to construct a feasible basis for  $\mathcal{P}$ .
- (a) Construct an auxiliary linear program for  $\mathcal{P}$  and show that it has all of the necessary properties. Be sure to show how to construct a feasible *column basis* for  $\mathcal{P}$ , not just a feasible point. You may assume (in this part) that the optimal solution to your auxiliary linear program is not degenerate.
- (b) Show how one can construct a feasible column basis for  $\mathcal{P}$  in the case that the optimal solution to your auxiliary linear program is degenerate.

### Problem 4

Solve the linear program

$$\begin{array}{rcllclclcl}
 \max & 6a & + & 9b & + & 2c & + & 3d & & \\
 \text{s.t.} & a & + & 3b & + & c & + & 2d & = & -4 \\
 & & & b & + & c & - & d & \leq & -1 \\
 & 3a & + & 3b & - & c & & & \leq & 1 \\
 & a & & & & & & & \leq & 0 \\
 & & & b & & & & & \leq & 0 \\
 & & & & & c & & & \leq & 0
 \end{array}$$

using the *two phase method*. That is,<sup>4</sup>

**Phase 0:** Put the problem in the form you want (simplify if you can!)

**Phase 1:** Find an initial BFS for the output of Phase 0 (or show that it is infeasible). Often this requires constructing an auxiliary linear program, but sometimes you can simply guess.

**Phase 2:** Run simplex method on the output of Phase 0 starting at BFS found in Phase 1.

---

<sup>4</sup>So technically what I am about to write has three phases, but the books calls it “The 2-phase method” because it assumes Phase 0 has already happened and the LP is in a nice form. Since that might not be the case, and this is often a very easy way to make your life easier, I thought it should be listed separately.