1 Linear Programming (Section 11.8)

In this section, we'll briefly go an overview of linear programming. There is both a linear convex objective and linear convex constraints. Let's define the following quantities:

$$c \in \mathbb{R}^n$$
, $x \in \mathbb{R}^n$, $A \in \mathbb{R}^{m \times n}$, $b \in \mathbb{R}^m$.

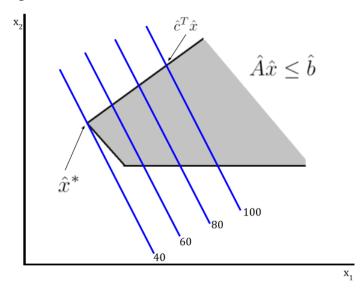
The linear program in **standard form** is defined by

$$\underset{x}{\text{minimize }} c^T x \quad \text{subject to} \quad Ax = b, \quad x \ge 0.$$

In practice, however, problems are often formulated in non-standard form:

$$\underset{\hat{x}}{\text{minimize }} \hat{c}^T \hat{x} \quad \text{subject to} \quad \hat{A} \hat{x} \leq \hat{b}.$$

Suppose we defined a feasible region (defined by the grey region). The objective function is a linear function, and its contour lines are parallel lines that go through the feasible region. Each line is defined by $\hat{c}^T\hat{x}$ for different values of x_1 or x_2 .



Suppose that the objective function decreases to the left and increases to the right. Then, the optimal point (minimizing point) \hat{x}^* is the point that lies in the constraint region but is minimizing the objective function. In this sense, linear programs can either have

- unique solutions (like what we have in the visualization above),
- no solutions (there's two cases to this: infeasible, and unbounded objective), and
- infinitely many solutions.

1.1 Non-Standard to Standard

To bring our non-standard formulation to its standard form, we want to use "slack" variables $z \in \mathbb{R}^m$ so that we can essentially remove the inequality. That is,

$$\hat{A}\hat{x} < \hat{b} \implies \hat{A}\hat{x} + z = \hat{b}, \quad z > 0.$$

We want to decompose \hat{x} into its positive and negative parts,

$$\hat{x} = x^+ - x^-,$$

such that $x^+ = \max(x,0) \ge 0$, $x^- = \max(-x,0) \ge 0$. Note that this notation isn't very precise; for the x^+ case, what this means is that, for each element $x \in \hat{x}$, we put $\max(x,0)$ into the corresponding index in x^+ .

(Example.) Suppose

$$\hat{x} = \begin{bmatrix} 1 \\ -2 \\ 1 \end{bmatrix}.$$

We can decompose it as follows:

$$\hat{x} = \begin{bmatrix} 1 \\ -2 \\ 1 \end{bmatrix} = \underbrace{\begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix}}_{r^+} - \underbrace{\begin{bmatrix} 0 \\ 2 \\ 0 \end{bmatrix}}_{r^-}$$

Let

$$c = \begin{bmatrix} \hat{c} \\ -\hat{c} \\ 0 \end{bmatrix}, \quad x = \begin{bmatrix} x^+ \\ x^- \\ z \end{bmatrix}$$

so that

$$c^T x = \hat{c}^T x^+ - \hat{c}^T x^- = \hat{c}^T \hat{x}.$$

We can define the matrix A and vector b as

$$A = \begin{bmatrix} \hat{A} & -\hat{A} & I_{m \times m} \end{bmatrix}, \quad \hat{b} = b.$$

Thus, we can reformulate the minimization problem mentioned above as

as desired. Keep in mind that this problem got a lot bigger: the quantities in standard form are larger than the quantities in non-standard form. For example, the vector x in the equivalent problem is about three times as large as \hat{x} , since it *stacks* the positive components, negative components, and the slack variable.

1.2 Solving the Problem: Optimality Conditions

We can use the optimality conditions to find a solution. We can use the **Lagrangian function**, which arguments the objective with *constraints* and "new" variables called **Lagrange multipliers**,

$$\lambda \in \mathbb{R}^m, \quad s \in \mathbb{R}^n, \quad s \ge 0.$$

For the problem in standard form, the Lagrangian function is defined by

$$L(x,\lambda) = c^T x - \lambda^T (Ax - b) - s^T x.$$

At a solution, $\nabla_x L(x^*, \lambda^*) = 0$ and $\nabla_{\lambda} L(x^*, \lambda^*) = 0$. This is valid as long as x^* is a feasible point. In particular,

$$\nabla_x L = 0 = c - A^T x^* - s^* \implies A^T x^* + s^* = c,$$
$$\nabla_\lambda L = 0 = -(Ax^* - b) \implies Ax^* = b.$$

Additionally, we impose a requirement on x^* and s^* :

$$x^* \ge 0,$$
 $s^* \ge 0,$ $s_i^* \cdot x_i^* = 0$ $(1 \le i \le n)$

In other words, if s is zero, then x is not zero, and vice versa. This means that

$$x^{*T}s^* = 0.$$

The optimality conditions are sufficient enough to define a global minimizer for the problem:

Suppose \overline{x} is a feasible point, i.e., $A\overline{x} = b$ for $\overline{x} \ge 0$. Then,

$$c^{T}\overline{x} = (A^{T}\lambda^{*} + s^{*})^{T}\overline{x}$$
$$= \lambda^{*}A\overline{x} + s^{*T}\overline{x}$$
$$= \lambda^{*T}b + s^{*T}\overline{x}$$
$$\geq \lambda^{*}b.$$

At the solution,

$$c^*x^* = (A^T\lambda^* + s^*)^Tx^*$$
$$= \lambda^*Ax^* + s^{*T}\overline{x}$$
$$= \lambda^{*T}b + s^{*T}x^*$$
$$= \lambda^{*T}.$$

Thus, for any feasible point, $c^T \overline{x} \ge c^T x^*$, and x^* is a global minimum.