

# FOUNDATIONS OF OPTIMIZATION: IE6001

## **Linear Programs in Standard Form**

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# LPs in Standard Form

- We want to use **computers** to solve LP problems
- ⇒ We need a **standardised specification** of LP problems



**Definition:** An LP is in **standard form** if:

- The aim is to **minimize a linear objective function**;
- All constraints are **linear equality constraints**;
- All **constraint right hand sides are non-negative**;
- All **decision variables are non-negative**.

## LPs in Standard Form

An LP in standard form looks as follows:

$$\begin{array}{llllllllll} \text{minimize} & c_1x_1 & + & c_2x_2 & + & \dots & + & c_nx_n & & \\ \text{subject to} & a_{11}x_1 & + & a_{12}x_2 & + & \dots & + & a_{1n}x_n & = & b_1 \\ & a_{21}x_1 & + & a_{22}x_2 & + & \dots & + & a_{2n}x_n & = & b_2 \\ & \vdots & & \vdots & & & & \vdots & & \vdots \\ & a_{m1}x_1 & + & a_{m2}x_2 & + & \dots & + & a_{mn}x_n & = & b_m \end{array}$$
$$x_1 \geq 0, x_2 \geq 0, \dots, x_n \geq 0$$

The input parameters  $b_i$ ,  $c_j$ , and  $a_{ij}$  are fixed real constants that encode the LP problem. We require  $b_i \geq 0 \ \forall i = 1, \dots, m$ . (The decision variables  $x_i$ ,  $i = 1, \dots, n$ , are yet to be found.)

# Compact Notation

Collect the **input parameters** in **vectors and matrices**:

$$A = \begin{bmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \dots & a_{mn} \end{bmatrix}$$

$$b = \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_m \end{bmatrix} \quad x = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} \quad c = \begin{bmatrix} c_1 \\ c_2 \\ \vdots \\ c_n \end{bmatrix}$$

$$c^T = [c_1, c_2, \dots, c_n]$$

## LPs in Standard Form (cont)

- With matrix notation, the LP in standard form reduces to

$$\begin{array}{ll}\text{minimize} & c^T x \\ \text{subject to} & Ax = b \\ & x \geq 0,\end{array}$$

where  $b \geq 0$ .

- Inequalities of the type  $x \geq 0$  are understood to hold componentwise.

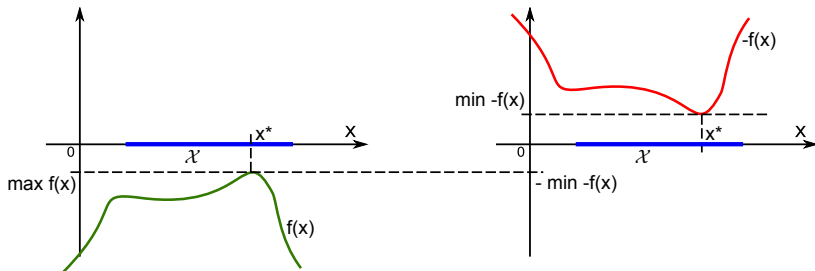
# Standardising General LPs

- General LP problems can
  - be **maximization** (instead of minimization) problems;
  - have **inequality** (instead of equality) **constraints**;
  - have equality constraints with **negative** (instead of non-negative) **right hand sides**;
  - have **free** (instead of non-negative) **decision variables**.
- These general LPs can be transformed to standard LPs **in a systematic way**.

# Maximization $\rightarrow$ Minimization

$$\left\{ \begin{array}{ll} \max & f(x) \\ \text{s.t.} & x \in \mathcal{X} \end{array} \right\} = \left\{ \begin{array}{ll} -\min & -f(x) \\ \text{s.t.} & x \in \mathcal{X} \end{array} \right\}$$

Inverting the objective preserves the optimal solution  $x^*$



## $\leq$ Inequalities $\rightarrow$ Equalities

$$\text{minimize } c_1x_1 + c_2x_2 + \dots + c_nx_n$$

subject to:

$$\begin{array}{ccccccc} a_{11}x_1 & + & a_{12}x_2 & + & \dots & + & a_{1n}x_n & \leq & b_1 \\ a_{21}x_1 & + & a_{22}x_2 & + & \dots & + & a_{2n}x_n & \leq & b_2 \\ \vdots & & \vdots & & & & \vdots & & \vdots \\ a_{m1}x_1 & + & a_{m2}x_2 & + & \dots & + & a_{mn}x_n & \leq & b_m \end{array}$$

and

$$x_1 \geq 0, x_2 \geq 0, \dots, x_n \geq 0$$



## $\leq$ Inequalities $\rightarrow$ Equalities

$$\text{minimize } c_1x_1 + c_2x_2 + \dots + c_nx_n$$

subject to:

$$\begin{array}{ccccccccccc} a_{11}x_1 & + & a_{12}x_2 & + & \dots & + & a_{1n}x_n & + & y_1 & = & b_1 \\ a_{21}x_1 & + & a_{22}x_2 & + & \dots & + & a_{2n}x_n & + & y_2 & = & b_2 \\ \vdots & & \vdots & & & & \vdots & & & & \vdots \\ a_{m1}x_1 & + & a_{m2}x_2 & + & \dots & + & a_{mn}x_n & + & y_m & = & b_m \end{array}$$

and

$$x_1 \geq 0, x_2 \geq 0, \dots, x_n \geq 0, \quad y_1 \geq 0, y_2 \geq 0, \dots, y_m \geq 0$$

## Slack Variables

- To reformulate  $\leq$  inequalities as equalities, we introduced  *$m$  slack variables*
  - *Original variables*:  $x_1, x_2, \dots, x_n$
  - *Slack variables*:  $y_1, y_2, \dots, y_m$ $\Rightarrow$  After transformation, LP has  $n + m$  variables!
- With matrix notation we can write

$$\left. \begin{array}{ll} \min & c^T x \\ \text{s.t.} & Ax \leq b \\ & x \geq 0 \end{array} \right\} = \left\{ \begin{array}{ll} \min & c^T x \\ \text{s.t.} & Ax + y = b \\ & x \geq 0, y \geq 0, \end{array} \right.$$

where  $y = (y_1, \dots, y_m)^T$ .

## $\geq$ Inequalities $\rightarrow$ Equalities

$$\text{minimize } c_1x_1 + c_2x_2 + \dots + c_nx_n$$

subject to:

$$\begin{array}{ccccccc} a_{11}x_1 & + & a_{12}x_2 & + & \dots & + & a_{1n}x_n & \geq & b_1 \\ a_{21}x_1 & + & a_{22}x_2 & + & \dots & + & a_{2n}x_n & \geq & b_2 \\ \vdots & & \vdots & & & & \vdots & & \vdots \\ a_{m1}x_1 & + & a_{m2}x_2 & + & \dots & + & a_{mn}x_n & \geq & b_m \end{array}$$

and

$$x_1 \geq 0, x_2 \geq 0, \dots, x_n \geq 0$$

## $\geq$ Inequalities $\rightarrow$ Equalities

$$\text{minimize } c_1x_1 + c_2x_2 + \dots + c_nx_n$$

subject to:

$$\begin{array}{ccccccccccc} a_{11}x_1 & + & a_{12}x_2 & + & \dots & + & a_{1n}x_n & - & y_1 & = & b_1 \\ a_{21}x_1 & + & a_{22}x_2 & + & \dots & + & a_{2n}x_n & - & y_2 & = & b_2 \\ \vdots & & \vdots & & & & \vdots & & & & \vdots \\ a_{m1}x_1 & + & a_{m2}x_2 & + & \dots & + & a_{mn}x_n & - & y_m & = & b_m \end{array}$$

and

$$x_1 \geq 0, x_2 \geq 0, \dots, x_n \geq 0, \quad y_1 \geq 0, y_2 \geq 0, \dots, y_m \geq 0$$

# Surplus Variables

- To reformulate  $\geq$  inequalities as equalities, we introduced  *$m$  surplus variables*
  - *Original variables*:  $x_1, x_2, \dots, x_n$
  - *Surplus variables*:  $y_1, y_2, \dots, y_m$ $\Rightarrow$  After transformation, LP has  $n + m$  variables!
- With matrix notation we can write

$$\left. \begin{array}{ll} \min & c^T x \\ \text{s.t.} & Ax \geq b \\ & x \geq 0 \end{array} \right\} = \left\{ \begin{array}{ll} \min & c^T x \\ \text{s.t.} & Ax - y = b \\ & x \geq 0, y \geq 0, \end{array} \right.$$

where  $y = (y_1, \dots, y_m)^T$ .

## Negative Right Hand Sides

- If the right hand side of the  $i$ th constraint is **negative**, i.e., if  $b_i < 0$  in

$$a_{i1}x_1 + a_{i2}x_2 + \dots + a_{in}x_n = b_i,$$

then this constraint should be **multiplied by  $-1$** .

- This yields

$$(-a_{i1})x_1 + (-a_{i2})x_2 + \dots + (-a_{in})x_n = -b_i.$$

- The new constraint has a **non-negative right hand side**, i.e., we have  $-b_i \geq 0$ .

# Free Variables (1st Approach)

- Free variables:
  - Suppose there is no constraint  $x_j \geq 0$ , i.e.,  $x_j$  can be positive or negative.
  - Substitute  $x_j = x_j^+ - x_j^-$  with  $x_j^+, x_j^- \geq 0$ .
  - The LP has now  $(n + 1)$  variables:

$$x_1, \dots, x_{j-1}, x_j^+, x_j^-, x_{j+1}, \dots, x_n$$

## Free Variables (2nd Approach)

- Free variables:
  - Suppose there is no constraint  $x_j \geq 0$ , i.e.,  $x_j$  can be positive or negative.
  - Any equality constraint involving  $x_j$  can be used to eliminate  $x_j$ .
  - Example:  $x_1$  is free

$$\left. \begin{array}{ll} \min & x_1 + 3x_2 + 4x_3 \\ \text{s.t.} & x_1 + 2x_2 + x_3 = 5 (*) \\ & 2x_1 + 3x_2 + x_3 = 6 \\ & x_2, x_3 \geq 0 \end{array} \right\} = \left\{ \begin{array}{ll} \min & x_2 + 3x_3 + 5 \\ \text{s.t.} & x_2 + x_3 = 4 \\ & x_2, x_3 \geq 0 \end{array} \right.$$

Use (\*) to substitute  $x_1 = 5 - 2x_2 - x_3$ .