

# Linear Optimization

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## Introduction to Linear Optimization

The field of optimization is concerned with the study of **maximization and minimization of mathematical functions**. Very often the arguments of (i.e., **variables** or **unknowns** in) these functions are subject to side conditions or **constraints**. By virtue of its great utility in such diverse areas as applied science, engineering, economics, finance, medicine, and statistics, optimization holds an important place in the practical world and the scientific world. Indeed, as far back as the Eighteenth Century, the famous Swiss mathematician and physicist Leonhard Euler (1707-1783) proclaimed<sup>a</sup> that **... nothing at all takes place in the Universe in which some rule of maximum or minimum does not appear**.

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<sup>a</sup>See Leonhardo Eulero, *Methodus Inveniendi Lineas Curvas Maximi Minimive Proprietate Gaudentes*, Lausanne & Geneva, 1744, p. 245.

## Linear Programming History

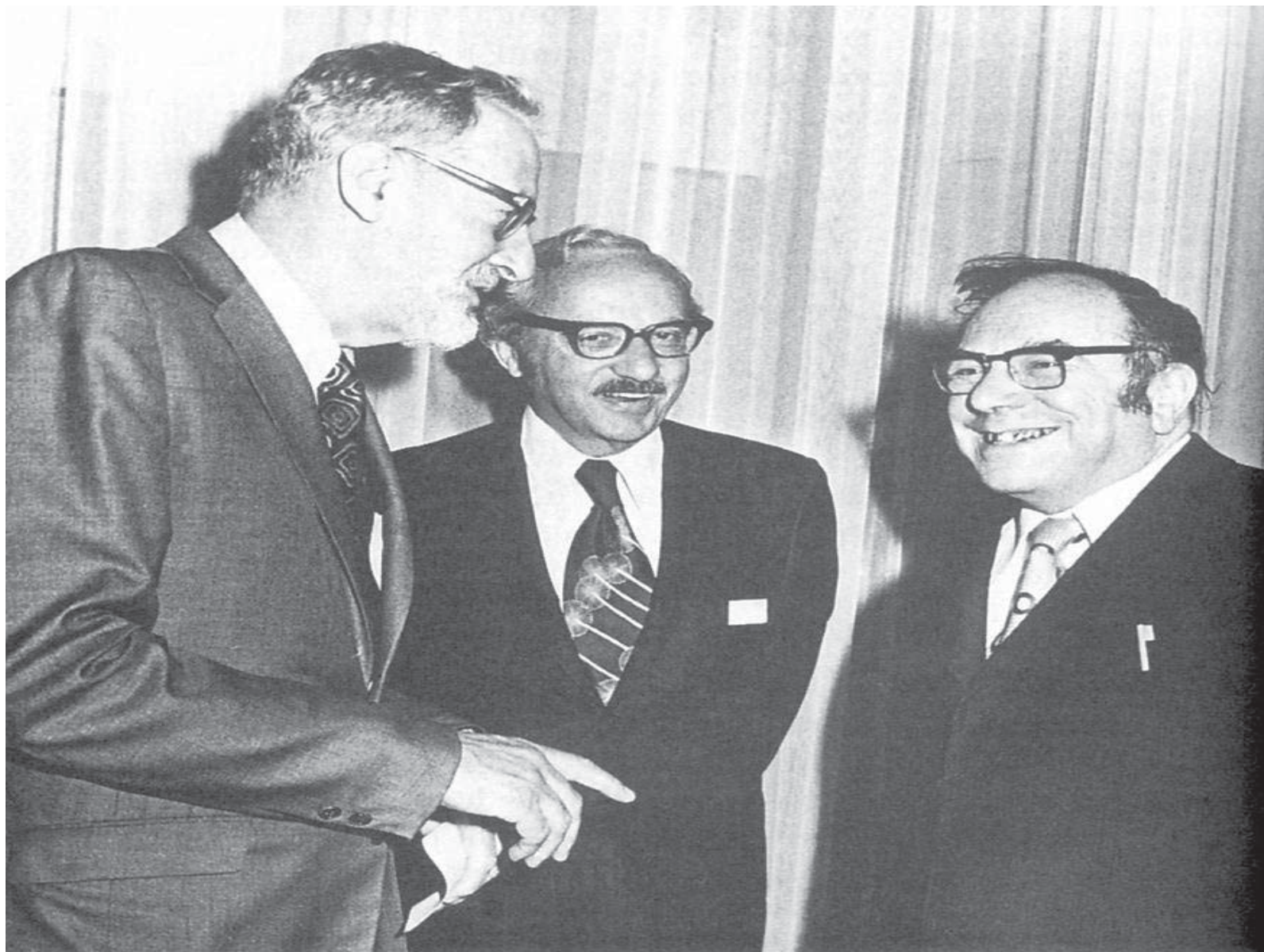


Figure 1: LP and Nobel Prize.



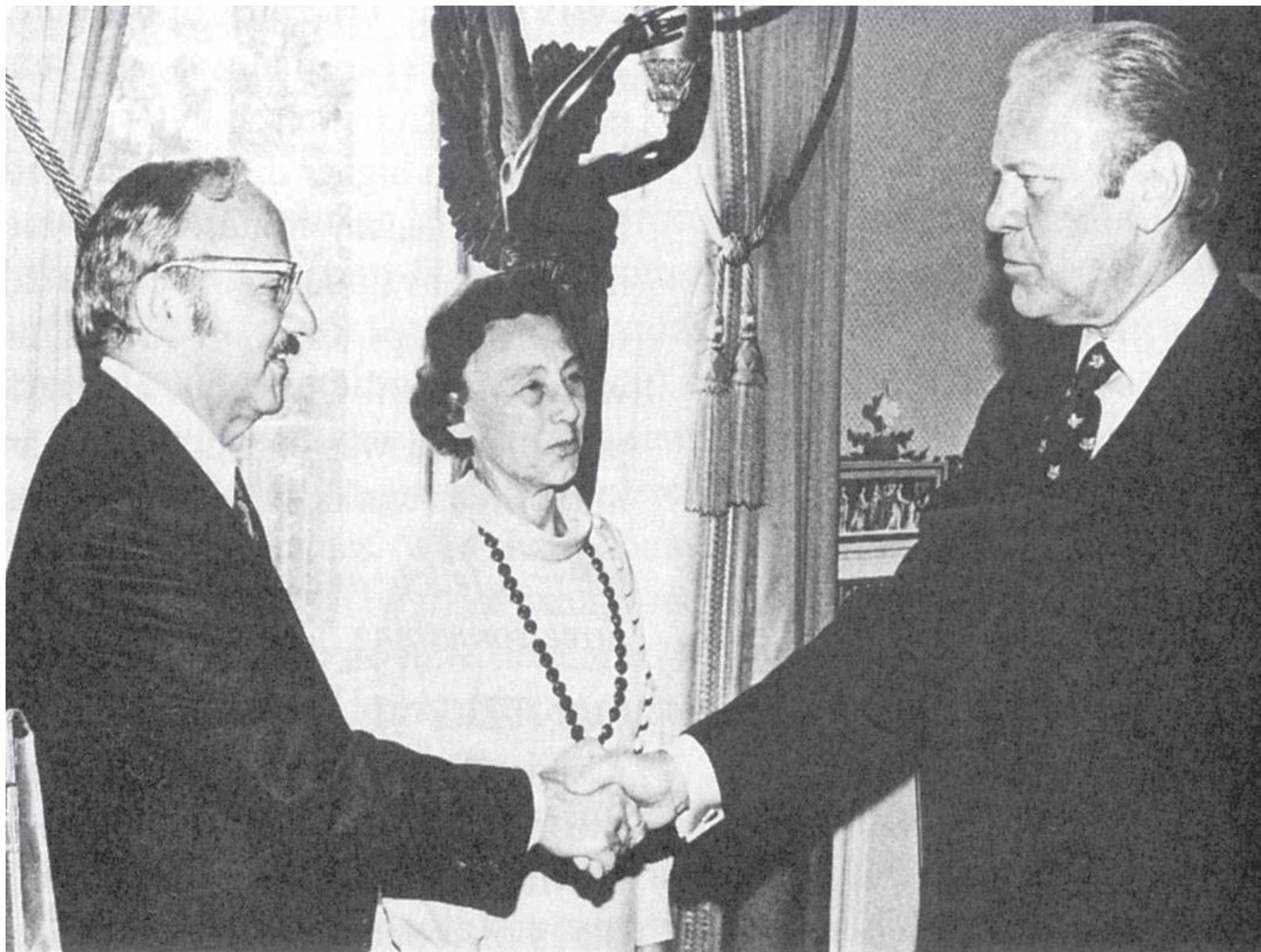


Figure 2: National Metal of Science.

## Linear Programs and Extensions (in Standard Form)

### Linear Programming

$$\begin{aligned} (LP) \quad & \text{minimize} \quad \mathbf{c}^T \mathbf{x} \\ & \text{subject to} \quad A\mathbf{x} = \mathbf{b}, \\ & \quad \quad \quad \mathbf{x} \geq \mathbf{0}. \end{aligned}$$

### Linearly Constrained Optimization Problem

$$\begin{aligned} (LCOP) \quad & \text{minimize} \quad f(\mathbf{x}) \\ & \text{subject to} \quad A\mathbf{x} = \mathbf{b}, \\ & \quad \quad \quad \mathbf{x} \geq \mathbf{0}. \end{aligned}$$

**Linear Complementarity Problem** Find nonnegative vectors  $\mathbf{x} \geq \mathbf{0}, \mathbf{s} \geq \mathbf{0}$  such that

$$(LCP) \quad \begin{aligned} \mathbf{s} &= M\mathbf{x} + \mathbf{q}, \\ \mathbf{s}^T \mathbf{x} &= 0. \end{aligned}$$

**Conic Linear Programming**

$$(CLP) \quad \begin{aligned} &\text{minimize} && \mathbf{c} \bullet \mathbf{x} \\ &\text{subject to} && \mathbf{a}_i \bullet \mathbf{x} = b_i, \quad i = 1, \dots, m, \\ &&& \mathbf{x} \in K, \end{aligned}$$

where  $K$  is a closed convex cone.

**CLP: LP, SOCP, and SDP Examples**

$$\begin{array}{ll}\text{minimize} & 2x_1 + x_2 + x_3 \\ \text{subject to} & x_1 + x_2 + x_3 = 1, \\ & (x_1; x_2; x_3) \succeq \mathbf{0};\end{array}$$

$$\begin{array}{ll}\text{minimize} & 2x_1 + x_2 + x_3 \\ \text{subject to} & x_1 + x_2 + x_3 = 1, \\ & \sqrt{x_2^2 + x_3^2} \leq x_1.\end{array}$$

$$\begin{array}{ll}\text{minimize} & 2x_1 + x_2 + x_3 \\ \text{subject to} & x_1 + x_2 + x_3 = 1, \\ & \begin{pmatrix} x_1 & x_2 \\ x_2 & x_3 \end{pmatrix} \succeq \mathbf{0},\end{array}$$



## LP Terminology

- decision variable/activity, data/parameter
- objective/goal/target, coefficient vector
- constraint/limitation/requirement, satisfied/violated
- equality/inequality constraint, direction of inequality, non-negativity
- constraint matrix/the right-hand side
- feasible/infeasible solution, interior feasible solution
- optimizers and optimum values
- active constraint (binding constraint), inactive constraint, redundant constraint

## Linear Programming Facts

- The feasible region is a convex polyhedron.
- Every linear program is either feasible/bounded, feasible/unbounded, or infeasible.
- If feasible/bounded, every local optimizer is global and all optimizers form a convex polyhedron set.
- All optimizers are on the boundary of the feasible region.
- If the feasible region has an extreme point, then there must be an extreme optimizer.
- LP possesses efficient algorithms in both practice and theory (polynomial-time).

## Linear Optimization Model and Formulation

- Sort out data and parameters from the verbal description
- Define the set of decision variables
- Formulate the linear objective function of data and decision variables
- Set up linear equality and inequality constraints

## LP Example: Parimutuel Call Auction Mechanism I

Given  $m$  potential **states** that are mutually exclusive and exactly one of them will be realized at the maturity.

An **order** is a bet on one or a **combination** of states, with a **price limit** (the maximum price the participant is willing to pay for one unit of the order) and a **quantity limit** (the maximum number of units or shares the participant is willing to accept).

A **contract** on an order is a paper agreement so that on maturity it is worth a notional \$**1** dollar if the order includes the **winning state** and worth \$**0** otherwise.

There are  $n$  **orders** submitted now.

## Parimutuel Call Auction Mechanism II: order data

The  $i$ th order is given as  $(\mathbf{a}_{i.} \in R_+^m, \pi_i \in R_+, q_i \in R_+)$ :  $\mathbf{a}_{i.}$  is the betting indication row vector where each component is either 1 or 0

$$\mathbf{a}_{i.} = (a_{i1}, a_{i2}, \dots, a_{im})$$

where 1 is winning state and 0 is non-winning state;  $\pi_i$  is the price limit for one unit of such a contract, and  $q_i$  is the maximum number of contract units the better like to buy.

## Parimutuel Call Auction Mechanism III: order fills

Let  $x_i$  be the number of units or shares **awarded** to the  $i$ th order. Then, the  $i$ th bidder will pay the amount  $\pi_i \cdot x_i$  and the total amount collected would be  $\pi^T \mathbf{x} = \sum_i \pi_i \cdot x_i$ .

If the  $j$ th state is the winning state, then the auction organizer need to pay the winning bidders

$$\left( \sum_{i=1}^n a_{ij} x_i \right) = \mathbf{a}_{\cdot j}^T \mathbf{x}$$

where column vector

$$\mathbf{a}_{\cdot j} = (a_{1j}; a_{2j}; \dots; a_{nj})$$

The question is, how to decide  $\mathbf{x} \in R^n$ , that is, how to **fill the orders**.



**Parimutuel Call Auction Mechanism IV: worst-case profit maximization**

$$\begin{array}{ll}\max & \pi^T \mathbf{x} - \max_j \{\mathbf{a}_{\cdot j}^T \mathbf{x}\} \\ \text{s.t.} & \mathbf{x} \leq \mathbf{q}, \\ & \mathbf{x} \geq \mathbf{0}.\end{array}$$

$$\begin{array}{ll}\max & \pi^T \mathbf{x} - \max(A^T \mathbf{x}) \\ \text{s.t.} & \mathbf{x} \leq \mathbf{q}, \\ & \mathbf{x} \geq \mathbf{0}.\end{array}$$

This is **NOT** a linear program.

## Parimutuel Call Auction Mechanism V: linear programming

However, the problem can be rewritten as

$$\begin{aligned}
 \max \quad & \pi^T \mathbf{x} - y \\
 \text{s.t.} \quad & A^T \mathbf{x} - \mathbf{e} \cdot y \leq \mathbf{0}, \\
 & \mathbf{x} \leq \mathbf{q}, \\
 & \mathbf{x} \geq \mathbf{0},
 \end{aligned}$$

where  $\mathbf{e}$  is the vector of all ones. This is a **linear program**.

$$\begin{aligned}
 \max \quad & \pi^T \mathbf{x} - y \\
 \text{s.t.} \quad & A^T \mathbf{x} - \mathbf{e} \cdot y + s_0 = \mathbf{0}, \\
 & \mathbf{x} + \mathbf{s} = \mathbf{q}, \\
 & (\mathbf{x}, s_0, \mathbf{s}) \geq \mathbf{0}, \quad y \text{ free},
 \end{aligned}$$

## Real $n$ -Space; Euclidean Space

- $\mathcal{R}$ ,  $\mathcal{R}_+$ ,  $\text{int } \mathcal{R}_+$
- $\mathcal{R}^n$ ,  $\mathcal{R}_+^n$ ,  $\text{int } \mathcal{R}_+^n$
- $\mathbf{x} \geq \mathbf{y}$  means  $x_j \geq y_j$  for  $j = 1, 2, \dots, n$
- $\mathbf{0}$ : all zero vector; and  $\mathbf{e}$ : all one vector
- Inner-Product:

$$\mathbf{x} \bullet \mathbf{y} := \mathbf{x}^T \mathbf{y} = \sum_{j=1}^n x_j y_j$$

- Norm:  $\|\mathbf{x}\|_2 = \sqrt{\mathbf{x}^T \mathbf{x}}$ ,  $\|\mathbf{x}\|_\infty = \max\{|x_1|, |x_2|, \dots, |x_n|\}$ ,  
 $\|\mathbf{x}\|_p = \left( \sum_{j=1}^n |x_j|^p \right)^{1/p}$
- The dual of the  $p$  norm, denoted by  $\|\cdot\|^*$ , is the  $q$  norm, where  $\frac{1}{p} + \frac{1}{q} = 1$

- Column vector:

$$\mathbf{x} = (x_1; x_2; \dots; x_n)$$

and row vector:

$$\mathbf{x} = (x_1, x_2, \dots, x_n)$$

- A set of vectors  $\mathbf{a}_1, \dots, \mathbf{a}_m$  is said to be linearly dependent if there are scalars  $\lambda_1, \dots, \lambda_m$ , not all zero, such that the linear combination

$$\sum_{i=1}^m \lambda_i \mathbf{a}_i = \mathbf{0}$$

- A linearly independent set of vectors that span  $\mathbb{R}^n$  is a basis.

## Matrices

- $\mathcal{R}^{m \times n}$ ,  $\mathbf{a}_{i.}$ ,  $\mathbf{a}_{.j}$ ,  $a_{ij}$
- $A_I$  denotes the submatrix of  $A$  whose rows belong to  $I$ ,  $A_J$  denotes the submatrix of whose columns belong to  $J$ ,  $A_{IJ}$ .
- $\mathbf{0}$ : all zero matrix, and  $I$ : the identity matrix
- $\mathcal{N}(A)$ ,  $\mathcal{R}(A)$ :

**Theorem 1** Each *linear subspace* of  $\mathcal{R}^n$  is generated by finitely many vectors, and is also the intersection of finitely many *hyperplanes*; that is, for each linear subspace of  $L$  of  $\mathcal{R}^n$  there are matrices  $A$  and  $C$  such that  $L = \mathcal{N}(A) = \mathcal{R}(C)$ .

- $\det(A)$ ,  $\text{tr}(A)$

- Inner Product:

$$A \bullet B = \text{tr} A^T B = \sum_{i,j} a_{ij} b_{ij}$$

- The operator norm of  $\|A\|$ :

$$\|A\|^2 := \max_{\mathbf{0} \neq \mathbf{x} \in \mathcal{R}^n} \frac{\|A\mathbf{x}\|^2}{\|\mathbf{x}\|^2}$$

- Sometimes we use  $X = \text{diag}(\mathbf{x})$
- Eigenvalues and eigenvectors

$$A\mathbf{v} = \lambda \cdot \mathbf{v}$$



## Symmetric Matrices

- $\mathcal{S}^n$

- The Frobenius norm:

$$\|X\|_f = \sqrt{\text{tr} X^T X} = \sqrt{X \bullet X}$$

- Positive Definite (PD):  $Q \succ \mathbf{0}$  iff  $\mathbf{x}^T Q \mathbf{x} > 0$ , for all  $\mathbf{x} \neq \mathbf{0}$
- Positive SemiDefinite (PSD):  $Q \succeq \mathbf{0}$  iff  $\mathbf{x}^T Q \mathbf{x} \geq 0$ , for all  $\mathbf{x}$
- PSD set:  $\mathcal{S}_+^n$ , int  $\mathcal{S}_+^n$

## Known Inequalities

- **Cauchy-Schwarz**: given  $\mathbf{x}, \mathbf{y} \in \mathcal{R}^n$ ,  $\mathbf{x}^T \mathbf{y} \leq \|\mathbf{x}\| \|\mathbf{y}\|$ .
- **Triangle**: given  $\mathbf{x}, \mathbf{y} \in \mathcal{R}^n$ ,  $\|\mathbf{x} + \mathbf{y}\| \leq \|\mathbf{x}\| + \|\mathbf{y}\|$ .
- **Arithmetic-geometric mean**: given  $\mathbf{x} \in \mathcal{R}_+^n$ ,

$$\frac{\sum x_j}{n} \geq \left( \prod x_j \right)^{1/n}.$$

## Hyper plane and Half-spaces

$$H = \{\mathbf{x} : \mathbf{a}\mathbf{x} = \sum_{j=1}^n a_j x_j = b\}$$

$$H^+ = \{\mathbf{x} : \mathbf{a}\mathbf{x} = \sum_{j=1}^n a_j x_j \leq b\}$$

$$H^- = \{\mathbf{x} : \mathbf{a}\mathbf{x} = \sum_{j=1}^n a_j x_j \geq b\}$$

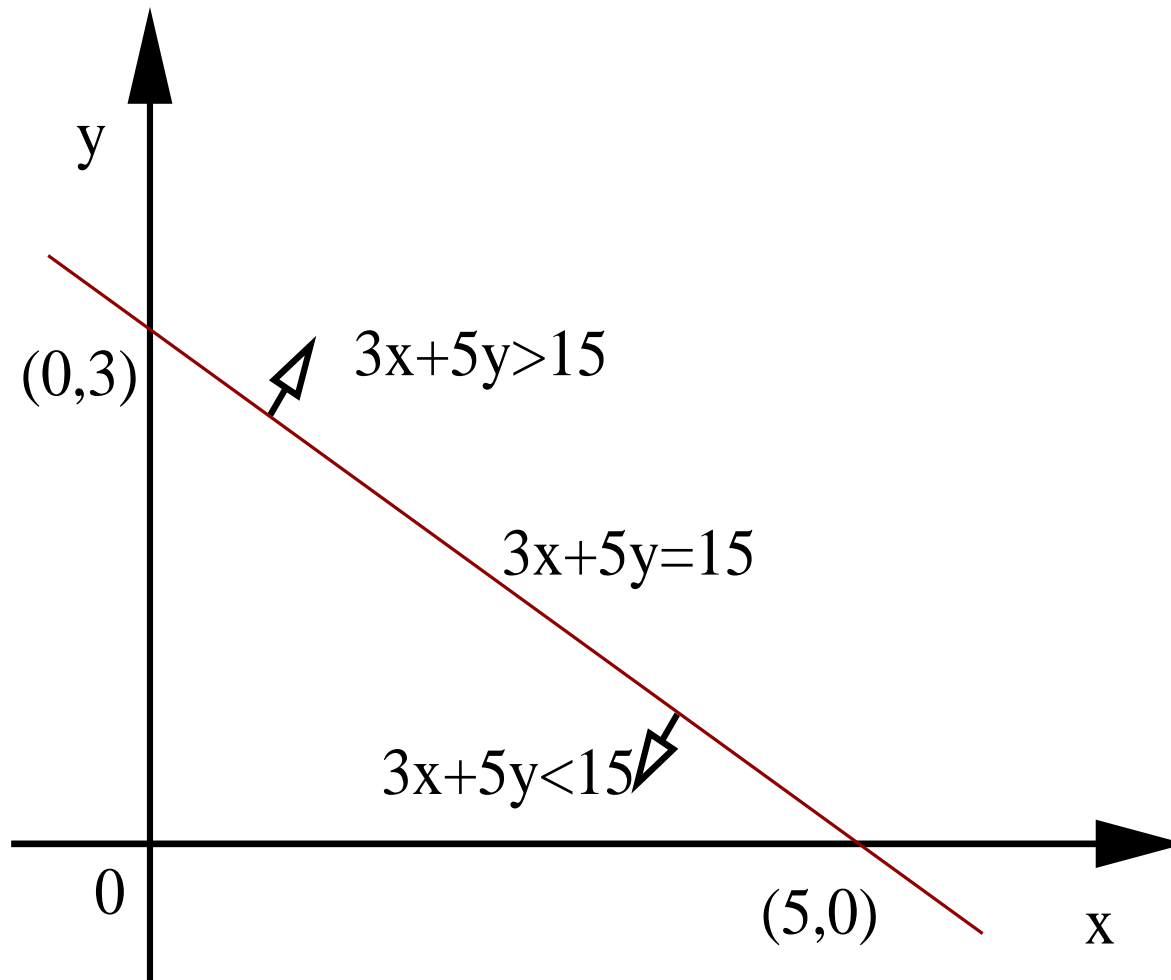


Figure 3: Plane and Half-Spaces

## System of Linear Equations

Solve for  $\mathbf{x} \in \mathcal{R}^n$  from:

$$\begin{array}{rcl} \mathbf{a}_1 \mathbf{x} & = & b_1 \\ \mathbf{a}_2 \mathbf{x} & = & b_2 \\ \dots & \cdot & \cdot \\ \mathbf{a}_m \mathbf{x} & = & b_m \end{array} \quad \Rightarrow \quad A\mathbf{x} = \mathbf{b}$$

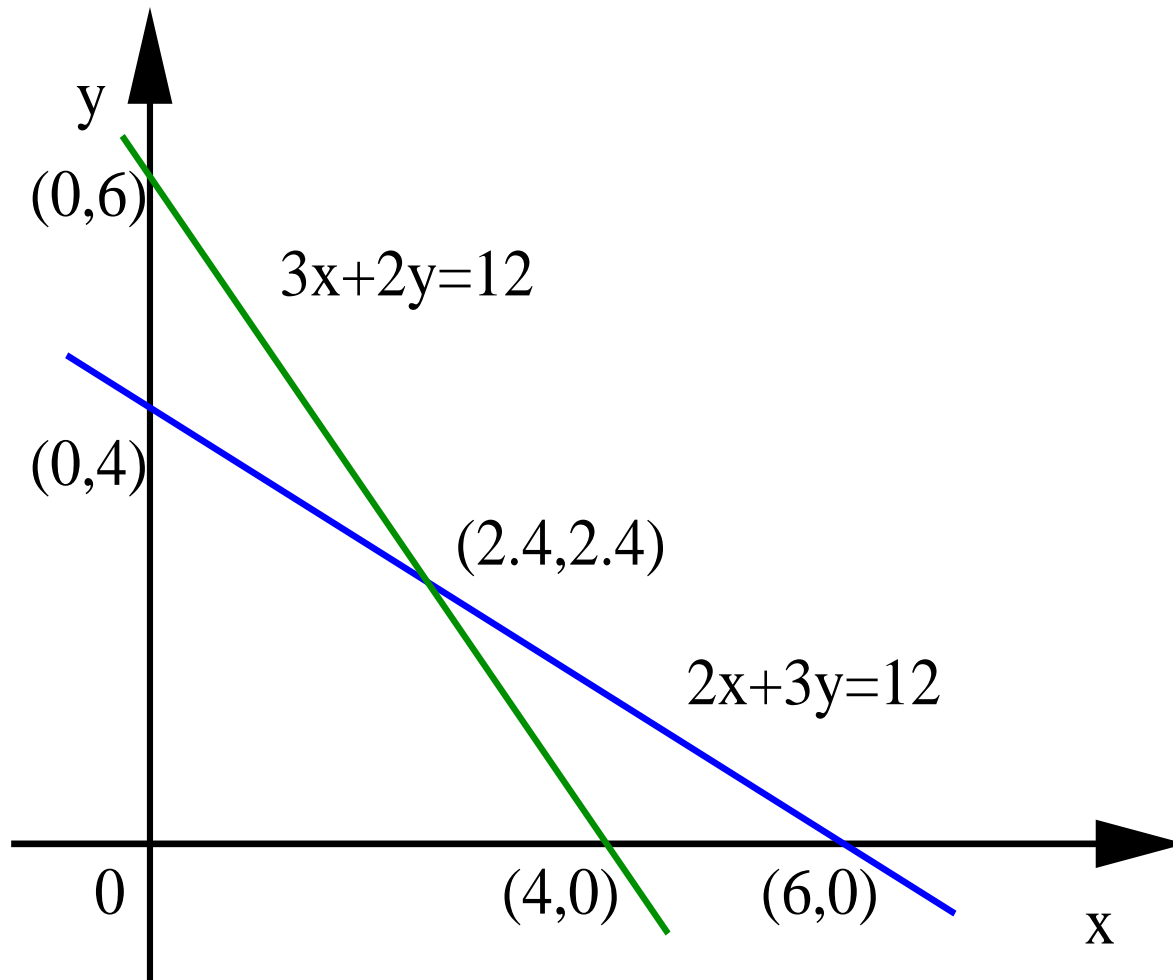


Figure 4: System of Linear Equations



## Fundamental Theorem of Linear Equations

**Theorem 2** Given  $A \in \mathcal{R}^{m \times n}$  and  $\mathbf{b} \in \mathcal{R}^m$ , the system  $\{\mathbf{x} : A\mathbf{x} = \mathbf{b}\}$  has a solution if and only if that  $A^T \mathbf{y} = \mathbf{0}$  and  $\mathbf{b}^T \mathbf{y} \neq 0$  has no solution.

A vector  $\mathbf{y}$ , with  $A^T \mathbf{y} = \mathbf{0}$  and  $\mathbf{b}^T \mathbf{y} \neq 0$ , is called an **infeasibility certificate** for the system.

**Example** Let  $A = (1; -1)$  and  $\mathbf{b} = (1; 1)$ . Then,  $\mathbf{y} = (1/2; 1/2)$  is an **infeasibility certificate**.

**Alternative systems:**  $\{\mathbf{x} : A\mathbf{x} = \mathbf{b}\}$  and  $\{\mathbf{y} : A^T \mathbf{y} = \mathbf{0}, \mathbf{b}^T \mathbf{y} \neq 0\}$ .

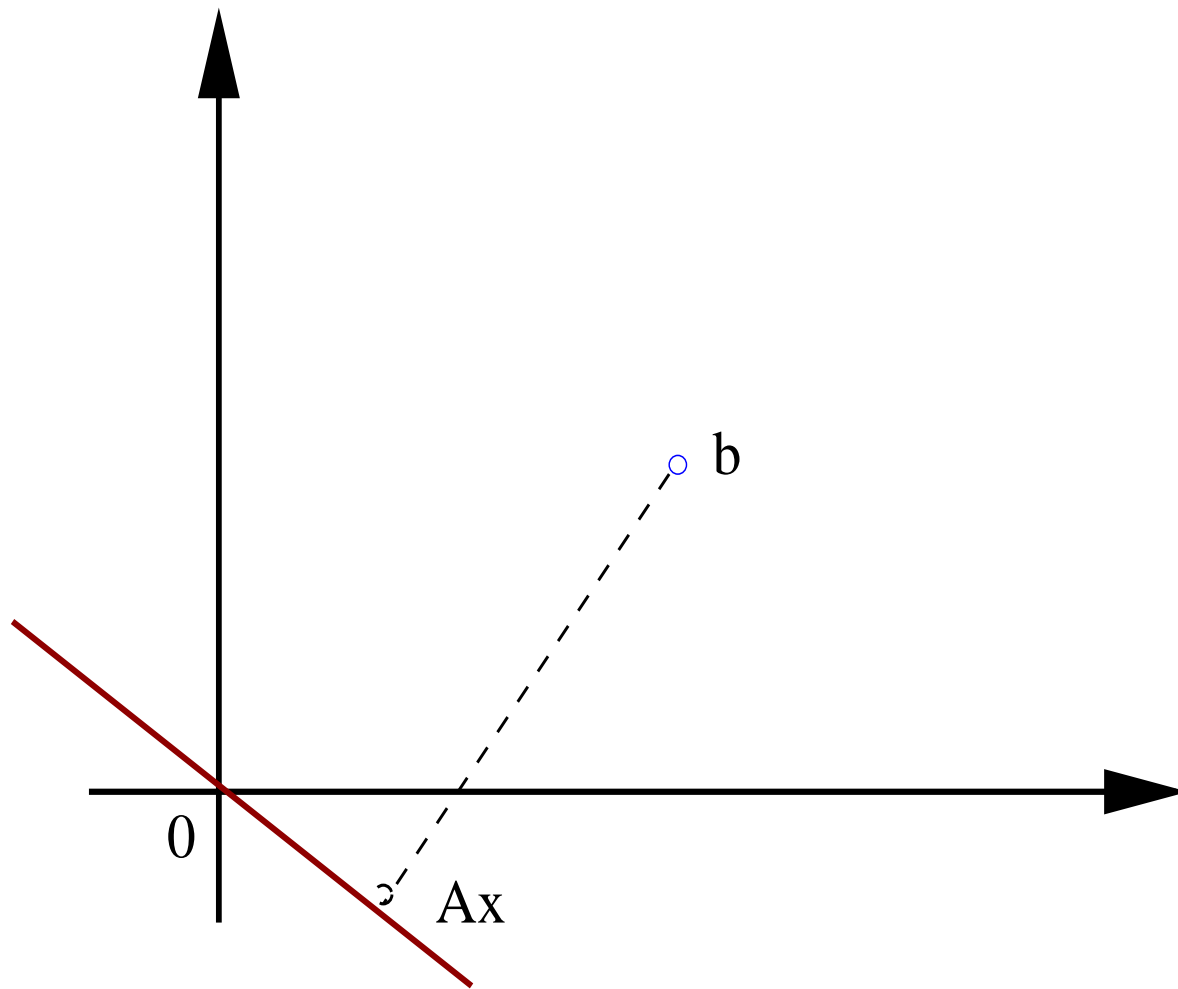


Figure 5:  $b$  is not in the set  $\{Ax : x\}$ , and  $y$  is the distance vector from  $b$  to the set.

## Gaussian elimination method

$$\begin{pmatrix} a_{11} & A_{1.} \\ 0 & A' \end{pmatrix} \begin{pmatrix} x_1 \\ x' \end{pmatrix} = \begin{pmatrix} b_1 \\ b' \end{pmatrix}.$$

$$A = L \begin{pmatrix} U & C \\ 0 & 0 \end{pmatrix}$$