

Lecture 16

(cont. from last time)

$$\underline{g = 13 - 3x_2 - x_4 - x_6}$$

$$x_3 = 1 + x_2 + 3x_4 - 2x_6$$

$$x_1 = 2 - 2x_2 - 2x_4 + x_6$$

$$x_5 = 1 + 5x_2 + 2x_4$$

$$\underbrace{B = \{3, 1, 5\}, N = \{2, 4, 6\}}$$

Remember, B and N
represents a vertex

Consider perturbation $\Delta c = \begin{pmatrix} 1^* \\ 0 \\ \vdots \\ 0 \end{pmatrix}$

How much can we change the first comp. of c s.t. the given sets B and N still represents an optimal solution?

$$\Delta c_B = \begin{pmatrix} 0 \\ 1^* \\ 0 \end{pmatrix}, \quad \Delta c_N = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}$$

$$\tilde{z}_N = (B^{-1}N)^T (c_B + t \Delta c_B) - (c_N + t \Delta c_N) \geq 0$$

Wanted!

$$(\bar{B}^{-1}N)^T = \begin{pmatrix} -1 & 2 & -5 \\ -3 & 2 & -2 \\ 2 & -1 & 0 \end{pmatrix}$$

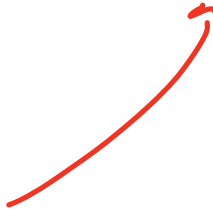
$$\Delta z_N = (\bar{B}^{-1}N)^T \underbrace{\Delta C_B}_{\begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}} = \begin{pmatrix} 2 \\ 2 \\ -1 \end{pmatrix}$$

$$\tilde{z}_N = z_N^* + t \Delta z_N = \begin{pmatrix} 3 \\ 1 \\ 1 \end{pmatrix} + t \begin{pmatrix} 2 \\ 2 \\ -1 \end{pmatrix} \geq 0$$

Wantee!

$$\left. \begin{array}{l} 3 + 2t \geq 0 \rightarrow t \geq -\frac{3}{2} \\ 1 + 2t \geq 0 \rightarrow t \geq -\frac{1}{2} \\ 1 - t \geq 0 \rightarrow t \leq 1 \end{array} \right\} -\frac{1}{2} \leq t \leq 1$$

$t\Delta c_B = t \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$, coeff. $c_1 = 5$ can vary
between $\left[5 - \frac{1}{2}, 5 + 1\right] = \left[\frac{9}{2}, 6\right]$



So if c_1 varies between $\frac{9}{2}$ and 6, we are still in the same corner of the problem.

In general for a perturbation $t\Delta c$:

$$\left(\min_{j \in N} \frac{-\Delta z_j}{z_j^*} \right)^{-1} \leq t \leq \left(\max_{j \in N} \frac{-\Delta z_j}{z_j^*} \right)^{-1}$$

then the current sets B and N represents opt. solutions.

Analogously, changing (P) and (D) for general perturbations $t\Delta b$.

$$\text{If } \left(\min_{i \in B} \frac{-\Delta x_i}{x_i^*} \right)^{-1} \leq t \leq \left(\max_{i \in B} \frac{-\Delta x_i}{x_i^*} \right)^{-1}$$

then the current sets B and N represent optimal solutions.

The homotopy method

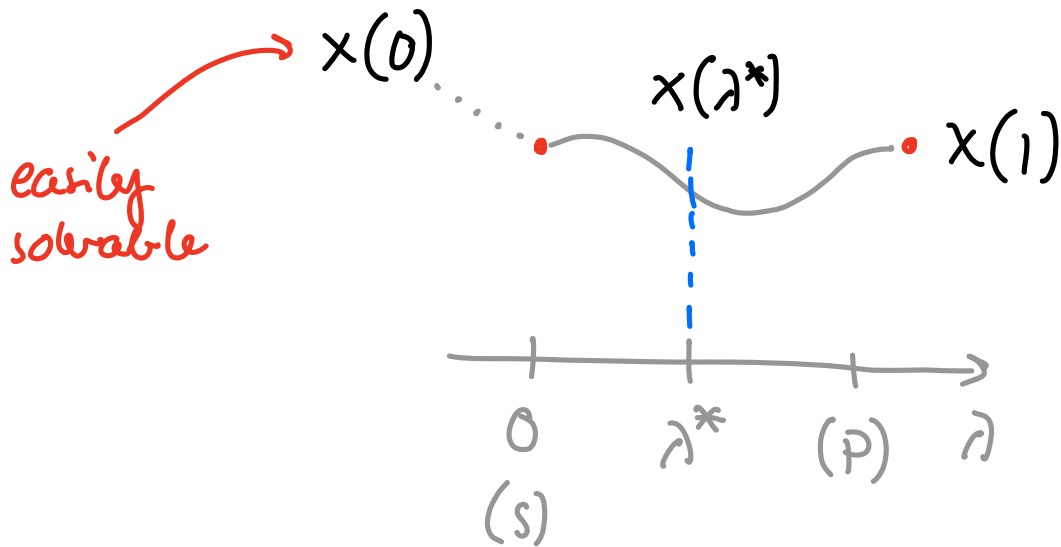
It is used in several areas of applied mathematics where a "difficult" problem (P) has to be solved.

General idea : define a "simple" problem (S).

(simple \rightarrow can be easily solved)

Now connect both problems, e.g.

$$\lambda(P) + (1 - \lambda)(S).$$



start with $x(0)$ (easily obtained)
 and solve the problems $\lambda(P) + (1-\lambda)(S)$
 in between (P) and (S) for $0 < \lambda < 1$.

In practice we will only solve finitely
 many problems. We use a **warm start**
 strategy. use solution $x(\lambda^k)$ of
 $\lambda^k(P) + (1 - \lambda^k)(S)$ for solving $\lambda^{k+1}(P) +$
 $(1 - \lambda^{k+1})(S)$.

Note that in general, the homotopy method works only under certain conditions. For linear programs it works well!

Example

$$\begin{array}{ll}\max & -2x_1 + 3x_2 \\ \text{s.t.} & -x_1 + x_2 \leq -1 \\ & -x_1 - 2x_2 \leq -2 \\ & x_2 \leq 1 \\ & x_1, x_2 \geq 0\end{array}$$

We can use the hom. m. to calculate a feasible starting point.

Starting dict. is either
feasible for (P) or (D).

our "difficult" problem



How to construct a simple related
problem (S) ?

We add \mathbb{R}^+ to each coeff. of b
and subtract it from each coeff.
of c .

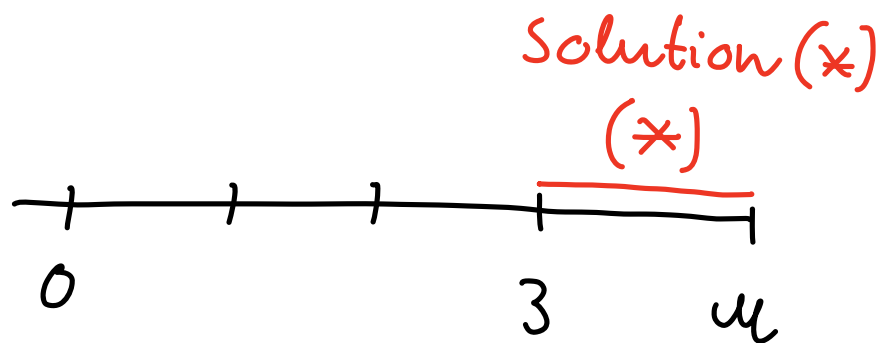
$$\begin{aligned}
 & \underbrace{\geq 0 \text{ wanted}} \quad \underbrace{\geq 0 \text{ wanted}} \\
 & \mathcal{G} = -(2 + \mu)x_1 - (-3 + \mu)x_2 \\
 \hline
 & x_3 = -1 + \mu + x_1 - x_2 \quad \geq 0 \text{ wanted} \\
 & x_4 = -2 + \mu + x_1 + 2x_2 \\
 & x_5 = 1 + \mu - x_2
 \end{aligned}$$

Note! if $\mu = 0$ we get our original problem!

Also, it would be sufficient to perturb/add μ only to neg. coeff. of b .

For $u \geq 3$ the dict. is optimal
with solutions:

$$X^*(u) = \begin{pmatrix} 0 \\ 0 \\ -1+u \\ -2+u \\ 1+u \end{pmatrix}, \quad Z^*(u) = \begin{pmatrix} 2+u \\ 3+u \\ 0 \\ 0 \\ 0 \end{pmatrix}$$



- Choose $u = 3$ in order to define the simple problem (S) for applying the homotopy method.
- At $u = 0$ we have the original "difficult" problem.
- What happens in $[0, 3]$?
- For $u < 3$ (*) is not a solution since dual variable $y_2 = -3 + u < 0$ becomes infeasible for (D).

Make a primal pivot step at $u = 3$ choosing x_2 as new BV and x_3 is new NBV.

Note! The pivot step is done even though the dict. is optimal.

In general: choose the smallest u^* (here $u^* = 3$) such that the current solution is optimal $\forall u \geq u^*$.

Choose an NBV (\rightarrow optimal pivot step) or BV (\rightarrow dual SM step) which becomes zero.

Dictionary after pivot step:

$$\underline{g = -3 + 4u - u^2 - (-1 + 2u)x_1 - (3 - u)x_3}$$

$$x_2 = -1 + u \quad + \quad x_1 \quad - \quad x_3$$

$$x_4 = -4 + 3u \quad + \quad 3x_1 \quad - \quad 2x_3$$

$$x_5 = 2 \quad - \quad x_1 \quad + \quad x_3$$

Dict. is optimal as long as:

$$\left. \begin{array}{l} -1 + 2u \geq 0 \rightarrow u \geq \frac{1}{2} \\ 3 - u \geq 0 \rightarrow u \leq 3 \\ -1 + u \geq 0 \rightarrow u \geq 1 \\ -4 + 3u \geq 0 \rightarrow u \geq \frac{4}{3} \end{array} \right\} \frac{4}{3} \leq u \leq 3$$

With solutions $(\forall u \in [\frac{4}{3}, 3])$:

$$x^*(u) = \begin{pmatrix} 0 \\ -1+u \\ 0 \\ -4+3u \\ 2 \end{pmatrix}, z^*(u) = \begin{pmatrix} -1+2u \\ 0 \\ 3-u \\ 0 \\ 0 \end{pmatrix}$$

(2*)

zero is our original opt. solution

