

Q1 Standard Form

Consider the following linear program.

$$\begin{array}{ll}
 \text{max} & 4x + 3y - 6z \\
 \text{s.t.} & y - 3z \geq 2x + 2 \\
 & 3x + 2y + 5z = 10 \\
 & x, z \geq 0
 \end{array}$$

Handwritten notes:
 - max is circled in red.
 - "all variables on one side" with an arrow pointing to the first constraint.
 - "only allow inequalities." with an arrow pointing to the first constraint.
 - "if unconstrained" with a blue circle around the substitution $y = y' - y''$.
 - $x, z, y', y'' \geq 0$ is written in blue.
 - The dual problem is written in blue:

$$\begin{array}{ll}
 \text{max} & -4x + 3(y' - y'') - 6z \\
 \text{s.t.} & 2x - (y' - y'') + 3z \leq -2 \\
 & 3x + 2(y' - y'') + 5z \leq 10 \\
 & -3x - 2(y' - y'') - 5z \leq -10
 \end{array}$$

- (a) Convert this LP into the standard form.
 (b) Write the dual of the LP from Part (a).

Q2 Simple Scheduling with Prerequisites (SSP)

You are given n jobs with a list of durations d_1, d_2, \dots, d_n . For every pair of jobs (i, j) , you are also given a boolean $p_{i,j}$: if this is true, then job i must finish before job j can begin (i.e. job i is a prerequisite for job j).

Your goal is to find start times s_1, s_2, \dots, s_n for the jobs (no job can start earlier than time 0) such that the total time to complete all jobs is minimized while ensuring that the prerequisite constraints are met. Write a linear program to solve this problem.

Q3 Integer Linear Programming

Suppose you are writing down a binary integer linear program (i.e., an optimization problem with a linear objective, linear constraints, and each variable taking a value in $\{0, 1\}$). Three of the binary variables in your program are x , y , and z ; you have already placed the constraint: $x, y, z \in \{0, 1\}$.

Now, you want to encode the following relationships between x , y , and z . Show how to do so using linear constraints. Briefly justify your answers.

- (a) Logical AND, $z = x \wedge y$: You want z to be 1 whenever both x and y are 1, and 0 otherwise.
 (b) Logical OR, $z = x \vee y$: You want z to be 1 whenever at least one of x and y is 1, and 0 otherwise.
 (b) Logical NOT, $z = \neg x$: You want z to be 1 whenever x is 0, and 0 otherwise.

Q1 (a) $v = \begin{bmatrix} x \\ y \\ z \end{bmatrix}$ $c = \begin{bmatrix} -4 \\ 3 \\ -3 \\ -6 \end{bmatrix}$ $A = \begin{bmatrix} 2 & -1 & 1 & 3 \\ 3 & 2 & -2 & 5 \\ -3 & -2 & 2 & -5 \end{bmatrix}$ $b = \begin{bmatrix} -2 \\ 10 \\ -10 \end{bmatrix}$

STD FORM LP: $\max \underline{c^T v}$
s.t. $(A v \leq \underline{b})$

(b) create variables for rows of A : $u = \begin{bmatrix} \gamma_1 \\ \gamma_2 \\ \gamma_3 \end{bmatrix}$

STD DUAL LP $\min \underline{b^T u}$
s.t. $(A^T u \geq \underline{c})$

$\min -2\gamma_1 + 10\gamma_4$

s.t. $2\gamma_1 + 3\gamma_4 \geq -4$

$\gamma_1 - 2\gamma_4 = 3$
 $3\gamma_1 + 5\gamma_4 \geq 2$ $\gamma_{1,2,3} \geq 0$

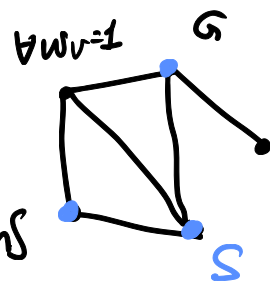
$\gamma_4 = \gamma_2 - \gamma_3$
 \rightarrow unconstrained

LP relaxation of ILP(integer ...)

1. VERTEX COVER \in NP-complete

[IN] $G(V, E)$, $\forall u \in V$, $w_v \geq 0$ weight of v

[OUT] Find set $S \subseteq V$: $\forall uv \in E$ $|S \cap \{u, v\}| \geq 1$
and minimize sum of weights of vertices in S



ILP FOR VERTEX COVER (idea: let variable $x_v \in \{0, 1\}$

obj: $\min \sum_{v \in V} w_v x_v$

0 if not in S
1 if in S)

st: $x_u + x_v \geq 1 \quad \forall uv \in E$

$x_v \in \{0, 1\}$

$x_v \in [0, 1]$ LP relaxation

LP Round/relax

1. convert ILP \rightarrow LP

2. solve LP. let $z = \begin{bmatrix} 0.75 \end{bmatrix} z_v$

(note: this is NOT a solution to the ILP yet)

3. round the entries of z
(this satisfies integrality constraint)

\rightarrow if $z_v = 1/2$, then $y_v = 1$

$y = \begin{bmatrix} 0 \end{bmatrix} y_v$

in particular, how do know $y_u + y_v \geq 1$?

We given $z_u + z_v \geq 1$
(because are LP solution)
WLOG, $z_u \geq z_v$ then $z_u \geq 1/2$
thus $y_u = \text{round}(z_u) = 1$
so regardless of y_v ,
 $y_u + y_v \geq 1$.

Why is y a valid solution of the ILP?

$\therefore y$ is a vertex cover

How good of a cover is y ?

$$\text{OPT(ILP)} \leq \text{OBJ}(y) = \sum_{v \in V} w_v \cdot y_v$$

$$\leq \sum_{v \in V} w_v \cdot (2z_v)$$

$$= 2 \text{OPT(LP)}$$

$$\leq 2 \text{OPT(ILP)}$$

$$< 1/2 \quad 0 \leq 2z_v$$

$$z_v = 1/2 \quad y_v = 1/2$$

$$> 1/2 \quad y_v = 1 \leq 2 \cdot (> 1/2)$$

$$\Rightarrow \text{OPT(ILP)} \leq \text{OBJ}(y) \leq 2 \text{OPT(ILP)}$$

2-approximation