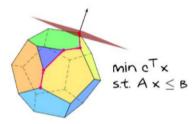


Linear and Discrete Optimization

The geometry of linear programming

A first (inefficient) algorithm for linear programming



Algorithm for bounded LPs with vertices

```
IN ENEFFECENT
```

```
Solve \max\{c^Tx: x \in \mathbb{R}^n, Ax \leq b\}
                                  - BOUNDED
                                  - VENDRAD = N
S := \emptyset
for each B \in \binom{[m]}{n}
             if A_B is invertible and x_B = A_B^{-1}b_B feasible
                 S := S \cup \{x_R\}
if S = \emptyset
    LP not feasible
else
    return x \in S with largest obj. value c^T x
```

Why inefficient?

#48: B
$$\in$$
 21..., 173, 173] = N $3 = \binom{m}{n} = \frac{m!}{n! (m-n)!}$
 $m = 200$ Conste.

 $m = 2v$: $\binom{m}{n} = \frac{2m(en-1)! \dots (n+n)!}{n! (m-n)! \dots (n+n)!}$
 $m = 100$ VARIABLES.

 $2 = 2^{100}$ Bs.

 2^{25} Bs. 2^{100} Bs.

2 Age of the universe.

Existence of optimal solutions

Theorem

A feasible and bounded linear program $\max\{c^Tx\colon x\in\mathbb{R}^n,\,Ax\leqslant b\}$ has an optimal solution.

proof:
$$\max_{X \in IQ^n} CT(2-y)$$
 $A(z-y) \leq b$
 $A(z-y) \leq b$

An inefficient algorithm for linear programming

Goal: Solve bounded linear program

$$\max\{c^Tx\colon x\in\mathbb{R}^n,\,Ax\leqslant b\}.$$

Transform into equivalent linear program

into equivalent linear program
$$\text{Inefficient.}$$

$$\max\{c^T(x_1-x_2)\colon x_1,x_2\in\mathbb{R}^n,\, A(x_1-x_2)\leqslant b,\, x_1\geqslant 0,\, x_2\geqslant 0\}.$$

- Enumerate all basic solutions.
- If all basic solutions are infeasible, assert LP infeasible.
- Otherwise, output feasible basic solution with largest objective value.