General LP

General LP Problem: Decision Variables: x_i parameters: a_{ij} , b_{ij} , c_i Objective Function: f Constraints: subject to 后边的部分

LP problem can be written as:

maximize $f = c_1 x_1 + c_2 x_2 + \cdots + c_n x_n$ $a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n \le b_1$ subject to $a_{21}x_1 + a_{22}x_2 + \dots + a_{2n}x_n \le b_2$ $a_{m1}x_1 + a_{m2}x_2 + \dots + a_{mn}x_n \le b_m$ We can also write the LP problem in matrix form:

$$A = \begin{pmatrix} a_{11} & \cdots & a_{1n} \\ \vdots & \ddots & \vdots \\ a_{m1} & \cdots & a_{mn} \end{pmatrix}, \mathbf{b} = \begin{pmatrix} b_1 \\ \vdots \\ b_m \end{pmatrix}, \mathbf{c} = \begin{pmatrix} c_1 \\ \vdots \\ c_n \end{pmatrix}, \mathbf{x} = \begin{pmatrix} x_1 \\ \vdots \\ x_n \end{pmatrix}$$

maximize
$$f = \mathbf{c}^T \mathbf{x}$$

 $x_1 \ge 0, x_2 \ge 0, \cdots, x_n \ge 0$ subject to $A\mathbf{x} \le \mathbf{b}$ $\mathbf{x} \ge 0$ **Feasible Solution**: If \mathbf{x} satisfies all constraints (i.e. $A\mathbf{x} \le \mathbf{b}$), then \mathbf{x} is a feasible solution. (可行解) **Optimal Sol**: (最优解) (可多个) Find Optimal Solution: Graphical Method: 略. Vertex Enumeration: 所有顶点检查, 找出最优解. Simplex Method: 后面详述. **Slack Variables**: For each inequality constraint, we introduce a slack variable x_i (i>n) to convert it to an equation. (松弛变量)

LP problem can be written as: ps: $x_i \ge 0 \ (i > n)$.

maximize
$$f = c_1 x_1 + c_2 x_2 + \dots + c_n x_n$$
 subject to
$$a_{11} x_1 + a_{12} x_2 + \dots + a_{1n} x_n + x_{n+1} = b_1$$

$$a_{21} x_1 + a_{22} x_2 + \dots + a_{2n} x_n + x_{n+2} = b_2$$

$$\vdots$$

$$a_{m1} x_1 + a_{m2} x_2 + \dots + a_{mn} x_n + x_{n+m} = b_m$$

$$x_1 \ge 0, x_2 \ge 0, \dots, x_{n+m} \ge 0$$

We can also write the LP problem in matrix form:

$$\overline{A} = [A \ I_m], \mathbf{b} = \mathbf{b}, \overline{\mathbf{c}} = \begin{pmatrix} \mathbf{c} \\ \mathbf{0}_{m \times 1} \end{pmatrix}, \mathbf{x} = \begin{pmatrix} \mathbf{x} \\ \vdots \\ \mathbf{x}_{n+m} \end{pmatrix}$$

$$\text{maximize} \quad f = \overline{\mathbf{c}}^T \mathbf{x}$$

subject to

Solving: $\mathbf{x} = \mathbf{x}_b + \mathbf{v}$ where $\overline{A}\mathbf{v} = 0$ and $\mathbf{x}_b = [\mathbf{0} \ \mathbf{b}]^T$

 $x_1 \ge 0, x_2 \ge 0, \dots, x_{n+m} \ge 0$ | Solving: $\mathbf{x} = \mathbf{x}_b + \mathbf{v}$ where $A\mathbf{v} = 0$ and $\mathbf{x}_b = [\mathbf{0} \ \mathbf{b}]^T$ | Feasible Region: It's the set K of the solutions to $A\mathbf{x} = \mathbf{b}$ | Convex Set: The set K is convex if $\forall \mathbf{x}, \mathbf{x}' \in K$, $\forall \theta \in [0, 1], \mathbf{x}_\theta = (1 - \theta)\mathbf{x} + \theta\mathbf{x}' \in K$.

Vertex on Convex Set: A vertex of the convex set K is a point $\mathbf{x} \in K$ which doesn't lie strictly inside any line segment connecting two points in K.

• **Theorem**: If LP has a unique optimal solution is a vertex. **Theorem:** If LP has a non-unique solution, \exists optimal solution at vertex

2 Simplex Method

2.1 Simplex Algorithm

Solve LP Problem: Assume $f = \overline{\mathbf{c}}^T \mathbf{x}$ with $\overline{A}\mathbf{x} = \mathbf{b}$ and $\mathbf{x} > 0$.

- 1. 修改 x_i /列顺序,A 中换顺序后得到可逆的 $B_{m \times m} \Rightarrow \overline{A} \mathbf{x} = \mathbf{b} \Leftrightarrow B \mathbf{x}_B + N \mathbf{x}_N = \mathbf{b} \quad \overline{\mathbf{c}} \rightarrow [\mathbf{c}_B \ \mathbf{c}_N]^T \quad \overline{A} \rightarrow [B \ N] \quad \mathbf{x} \rightarrow [\mathbf{x}_B \ \mathbf{x}_N]^T \quad \text{Let } \widehat{\mathbf{b}} = B^{-1} \mathbf{b} \quad \widehat{N} = B^{-1} N$
- 2. Solution: $\mathbf{x}_{R} = \hat{\mathbf{b}} \widehat{N}\mathbf{x}_{N}$ If $\mathbf{x}_N = 0 \Rightarrow \text{It's a basic solution.}$ (But we need to check whether $\mathbf{x}_B \ge 0$)
 Using \mathcal{B}, \mathcal{N} : Index set of independent/else.
- 3. Basic Variables: x_B Nonbasic Variables: x_N
- 4. At Basic Solution: $\mathbf{x}_B = \hat{\mathbf{b}}, \mathbf{x}_N = \mathbf{0} \implies \text{If } \hat{\mathbf{b}} \ge 0$. Corresponding \mathbf{x} is: ¹ vertex of K; ² Basic Feasible Solution (BFS)
- 5. Basic Costs: \mathbf{c}_{R}^{T} Nonbasic Costs: \mathbf{c}_{N}^{T} Reduced Costs: $\hat{\mathbf{c}}_{N} = \mathbf{c}_{N} \hat{N}^{T}\mathbf{c}_{B} = \mathbf{c}_{N} N^{T}B^{-T}\mathbf{c}_{B}$ $\hat{f} = \mathbf{c}_{B}^{T}\hat{\mathbf{b}}$
- 6. **Objective Value**: $f = \overline{\mathbf{c}}^T \mathbf{x} = \mathbf{c}_N^T \mathbf{x}_N + \mathbf{c}_N^T \mathbf{x}_N = \hat{f} + \hat{\mathbf{c}}_N^T \mathbf{x}_N$ If $\hat{\mathbf{c}}_N \leq 0$, then $f \leq \hat{f} \Rightarrow$ Corresponding \mathbf{x} is optimal.
- 7. If $\hat{\mathbf{c}}_N \leq 0$ doesn't hold, we using **Simplex Algorithm**.

Simplex Algorithm:

- 1. Initial Basic Feasible Solution: Try $\mathcal{B} = \{n+1,...,n+m\}$ and $\mathcal{N} = \{1,...,n\} \Rightarrow B = I, N = A, \mathbf{x}_B = \hat{\mathbf{b}} = \mathbf{b}, \mathbf{x}_N = \mathbf{0}, \mathbf{c}_B = \mathbf{0}, \mathbf{c}_N = \mathbf{c}$
- Else: Basis *B* is not feasible. Go to "Cases If $\mathbf{b} \ge 0$ " 2. If $\mathbf{b} \ge 0$. \Rightarrow Basis is feasible + cont.
- 3. If $\hat{\mathbf{c}}_N \leq 0$. \Rightarrow Optimal Solution Else: cont.
- 4. Let $q' \in \mathcal{N}$ 对应 $\hat{\mathbf{c}}_N$ 中最大 positive 分量的 index 同理, 对应的最大正分量值为 $\hat{c_q}$ 对应的 variable 为 $x_{q'}$ 对应 N 中的 [q'] 列为 \mathbf{a}_q
- If $\widehat{\mathbf{a}_q} \le 0 \Rightarrow \text{LP}$ is unbounded. Else: LP is bounded + cont. 5. Let $\widehat{{\bf a}_q} = B^{-1}{\bf a_q}$.
- 6. Let $p' \in \mathcal{B}$ be the index corresponding to $p = \arg\min_{i=1,\dots,m} \widehat{a_{iq}} > 0$ $\frac{\widehat{b_i}}{\widehat{a_{iq}}}$ p 是对应的 index,not value $\qquad \qquad \exists \overline{\alpha} = \frac{\widehat{b_p}}{\widehat{a_{pq}}}$ 代表值 $\widehat{b_i}$, $\widehat{a_{iq}}$ 代表 $\widehat{\mathbf{b}}$ 的第 i 个分量, $\widehat{\mathbf{a_q}}$ 的第 i 个分量 p' 代表能使 $\frac{\widehat{b_i}}{a_{iq}}$ 的值最小的 index, 前提条件是 $\widehat{a_{iq}} > 0$ 对应的 variable 为 $x_{p'}$
- 7. Exchange p' and q' between \mathcal{B} and $\mathcal{N} \Rightarrow \text{values of new } x_B = \hat{\mathbf{b}} \overline{\alpha} \, \hat{\mathbf{a}}_q$ Update $\mathcal{B}, \mathcal{N}, B, N, \hat{\mathbf{b}}, ...$ ps: New $B := B + (a_a Be_p)e_p^T$
- 8. Go to 3.

Case: If $b \ge 0$: Phase I Problem

1. Subtract **artificial variables** $x_{n+m+1},...,x_{n+m+m} \ge 0$ and change objective function f to:

- 2. Let Basic Variables: $\mathbf{x}_B = \hat{\mathbf{y}}$ i 个元素是: $x_{n+i} = b_i$ (if $b_i \geq 0$) 是: $x_{n+m+i} = -b_i$ (if $b_i < 0$) \star Let Nonbasic Variables: $\mathbf{x}_N = \hat{\mathbf{y}}$ i 个元素是: $x_{n+m+i} = 0$ (if $b_i \geq 0$) 是: $x_{n+i} = b_i$ (if $b_i < 0$) Let Basic Matrix $B = \hat{\mathbf{y}}$ i 列是: \mathbf{e}_i (if $b_i \geq 0$) 否则: $-\mathbf{e}_i$ 其他列是 N 的对应列 Let $\hat{\mathbf{b}} = B^{-1}\mathbf{b} = |\mathbf{b}| \geq 0$ Let $\mathbf{c}_B = x_B$ 对应的 f 中的系数 $\mathbf{c}_N = \mathbf{c}_N N^T B^{-T} \mathbf{c}_B$
- 3. Size of Infeasibility: is $\sum_{i=1}^{m} x_{n+m+i}$ $f = -\sum_{i=1}^{m} x_{n+m+i} \le 0$
- 4. If f = 0, **x** is a BFS. ⇒ Go to **Phase II Problem**(恢复到之前的 f 并删除 artificial variables)

Else: Go to **Simplex Algorithm** 得到辅助问题 Phase I 的最优解. **If** f < 0: LP is infeasible. **If** f = 0: LP is feasible. \Rightarrow **Phase II Case: If** $b \ge 0$: **Phase II Problem**

2.2 More thing about Simplex Algorithm

Degeneracy: If $\hat{\mathbf{b}}$ has any zero component, then \mathbf{x} is a **degenerate vertex**. 如果 $\hat{\mathbf{b}}$ 的第p个分量 $\hat{\mathbf{b}}_p$ = 0,那么单纯形法可能会陷入循环.

Theorem: If no degenerate situation, then Simplex Algorithm will terminate in a finite number of steps.

Examples: 1.The worst case of Simplex Algorithm. 2. Cyclic case of Simplex Algorithm.

- 1. **Klee-Minty Problem**: $\max f = \sum_{j=1}^{n} 10^{j-1} x_j$; s.t. $x_i + 2 \sum_{j=i+1}^{n} 10^{j-i} x_j \le 100^{n-i}$ for i = 1, ..., n; $x_i \ge 0$ has 2^n vertices. **Worst Case**: $2^n 1$ iterations.
- 2. **Hall-McKinnon Problem**: $\max f = x_1 5.5x_2 + 0.75x_3 5.75x_4$; s.t. $2.5x_1 19.5x_2 3.5x_3 + 19.5x_4 + x_5 = 0; 0.5x_1 3.5x_2 0.5x_3 + 3.5x_4 + x_6 = 0; x_i \ge 0$

2.3 Sparsity LP Problem

Implementation: 计算/编程中的计算化简 Consider: $\hat{\mathbf{b}} = B^{-1}\mathbf{b}$ $\hat{\mathbf{c}}_N = \mathbf{c}_N - N^T B^{-T} \mathbf{c}_B$ $\hat{\mathbf{a}}_q = B^{-1} \mathbf{a}_q$

- 1. Solve: $B\hat{b} = b$ to get: $\hat{b} = B^{-1}b$
- 2. Solve: $B^T \pi = c_B$ to get: $\pi = B^{-T} c_B$
- 3. Solve: $\hat{c}_N = c_N N^T \pi$ to get: $\hat{c}_N = c_N N^T B^{-T} c_B$
- 4. Solve: $B^T \hat{a}_q = a_q$ to get: $\hat{a}_q = B^{-T} a_q$
- 5. Matrix *B* is **sparse** and **invertible**. And in Simplex Algorithm, the next matrix *B* obtained by $B := B + (a_q Be_p)e_p^T$

Sparse LP Problem: For LP problem: max $f = \mathbf{c}^T \mathbf{x}$ s.t. $A\mathbf{x} = \mathbf{b}$ $\mathbf{x} \ge 0$

It is **sparse** if the matrix *A* is sparse. (i.e. Most of the elements of *A* are zero)

Find Inverse of B: Use **Guassian Elimination** to decomposition B into LU where L is lower triangular and U is upper triangular. Then we can solve $B\mathbf{x} = \mathbf{b}$ by solving $^1L\mathbf{y} = \mathbf{b}$ and $^2U\mathbf{x} = \mathbf{y}$

$$\begin{bmatrix} a_{11} & a_{12} & a_{13} & a_{14} \\ a_{21} & a_{22} & a_{23} & a_{24} \\ a_{31} & a_{32} & a_{33} & a_{34} \\ a_{41} & a_{42} & a_{43} & a_{44} \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ l_{21} & 1 & 0 & 0 \\ l_{31} & l_{32} & 1 & 0 \\ l_{41} & l_{42} & l_{43} & 1 \end{bmatrix} \begin{bmatrix} u_{11} & u_{12} & u_{13} & u_{14} \\ 0 & u_{22} & u_{23} & u_{24} \\ 0 & 0 & u_{33} & u_{34} \\ 0 & 0 & 0 & u_{44} \end{bmatrix} = \begin{bmatrix} u_{11} & u_{12} & u_{13} & u_{14} \\ l_{21}u_{11} & l_{21}u_{12} + u_{22} & l_{21}u_{13} + u_{23} & l_{21}u_{14} + u_{24} \\ l_{21}u_{11} & l_{31}u_{12} + l_{32}u_{22} & l_{31}u_{13} + l_{32}u_{23} + u_{33} & l_{31}u_{14} + l_{32}u_{24} + u_{34} \\ l_{41}u_{11} & l_{41}u_{12} + l_{42}u_{22} & l_{41}u_{13} + l_{42}u_{23} + l_{43}u_{33} & l_{41}u_{14} + l_{42}u_{24} + l_{43}u_{34} + u_{44} \end{bmatrix}$$

By Solving $\blacksquare \rightarrow \blacksquare \rightarrow \blacksquare \rightarrow \blacksquare \rightarrow \blacksquare \rightarrow \blacksquare$