

# A Crash Course in Linear Programming

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## A CRASH-COURSE IN LINEAR PROGRAMMING

A general LP :  $\min c^T x : Ax \geq b$

$x \in \mathbb{R}^n$  : variables

$A \in \mathbb{R}^{m \times n}$  : constraint-matrix, (usually  $m \geq n$ )

$C$  : obj-function,  $c \in \mathbb{R}^n$

$$c^T x = c \cdot x = \langle c, x \rangle = \sum_{i=1}^n c_i x_i.$$

Picture when  $n=2$  :

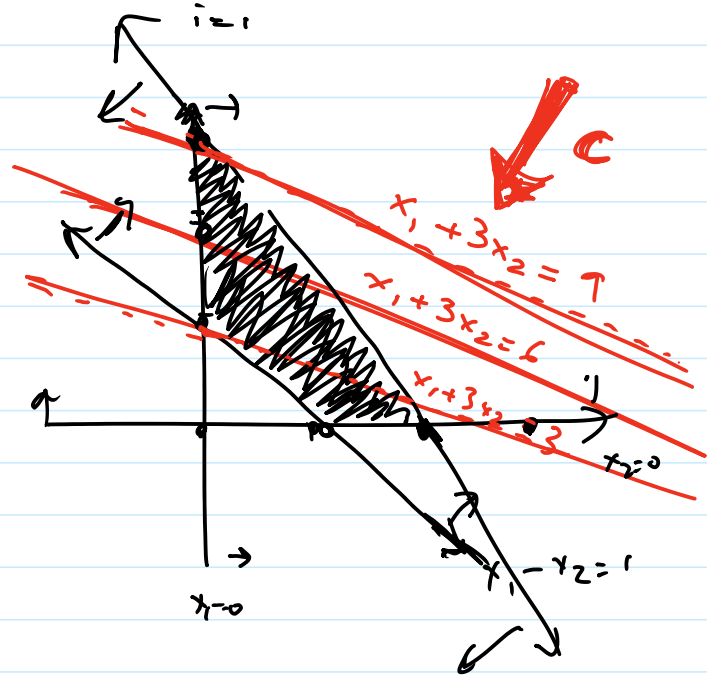
$$\min x_1 + 3x_2$$

$$3x_1 + 2x_2 \geq 6$$

$$x_1 - x_2 \geq 1$$

$$x_1 \geq 0$$

$$x_2 \geq 0$$



## Linear Algebra Preliminaries

- Given  $A$ ,  $\{a_1, \dots, a_m\} \subseteq \mathbb{R}^n$  are the  $m$ -rows  
 $\{A_1, \dots, A_n\} \subseteq \mathbb{R}^m$  —  $n$  —  $n$ -cols.

- $\text{Span}(v_1, \dots, v_k) := \left\{ \sum_{i=1}^k \lambda_i v_i : \lambda_i \in \mathbb{R} \right\}$

This is an example of a Vector Space.

- if  $v \in V \Rightarrow \alpha v \in V$
- $u, v \in V \Rightarrow u + v \in V$

- Lin. Ind: A set  $\{v_1, \dots, v_k\}$  of vectors are lin. independent iff  $\sum_{i=1}^k \lambda_i v_i = \vec{0} \Leftrightarrow \lambda_i = 0 \forall i=1 \dots k$

eg:

$$v_1 = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$$

$$v_2 = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$$

$$v_3 = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

- FACT: Any maximal collection of lin. ind. sets in a vector space has the same cardinality.

The size of this "basis" is the  $\dim(V)$ . Try to prove this.

- Given a matrix  $A \in \mathbb{R}^{m \times n}$ , two important V-spaces
  - ① Row-Space  $\mathcal{R} \equiv \text{Span}\{a_1, \dots, a_m\} \subseteq \mathbb{R}^n$
  - ② Col-Space  $\mathcal{C} \equiv \text{Span}\{A_1, \dots, A_n\} \subseteq \mathbb{R}^m$

$$\text{row-rank} \equiv \dim(\mathcal{R}) ; \quad \text{col-rank} \equiv \dim(\mathcal{C})$$

$$\downarrow \qquad \qquad \qquad \downarrow$$

$$\text{max \# of lin-ind rows} \qquad \qquad \text{max \# of lin-ind cols}$$

• **AMAZING FACT:**  $\text{row-rank}(A) = \text{col-rank}(A)$   
 $\equiv \text{rank}(A)$

• Ways to think of  $Ax = \sum_{j=1}^n A_j x_j$  i.e.  
 a linear comb of cols.

$$\therefore Ax \in \mathcal{C}, \quad y^T A \in \mathcal{R}$$

$$\forall x \in \mathbb{R}^n \quad \forall y \in \mathbb{R}^m.$$

Proof:

• In  $\mathbb{R}^n$  (which is an inner-prod-space, i.e., it has an inner product defined on it), any  $V$ -space  $\subseteq \mathbb{R}^n$ , has a "perpendicular"  $V$ -space  $V^\perp$  also....  $V^\perp = \{u : \langle u, v \rangle = 0 \forall v \in V\}$

Fact:  $\dim(V) + \dim(V^\perp) = n$

$$\mathcal{R}^\perp \equiv \left\{ x \in \mathbb{R}^n : (y^T A)x = 0, \forall y \in \mathbb{R}^m \right\}$$

$$\equiv \left\{ x \in \mathbb{R}^n : Ax = 0 \right\}$$

Let  $\{r_1, \dots, r_d\} \subseteq \mathbb{R}^n$  be a basis of  $\mathcal{R}^\perp$   
note  $d = n - \text{row-rank}(A)$

This can be completed to a basis of  $\mathbb{R}^n$

$$B = \{r_1, \dots, r_d, s_{d+1}, \dots, s_n\}$$

$$\therefore \forall v \in \mathbb{R}^n, \quad v = \sum_{i=1}^d \lambda_i r_i + \sum_{i=d+1}^n \beta_i s_i$$

$$\begin{aligned} \therefore \mathcal{C} &\equiv \{Av \mid v \in \mathbb{R}^n\} \\ &= \left\{ A \left( \begin{array}{c} \sum \lambda_i r_i \\ \sum \beta_i s_i \end{array} \mid \lambda_1, \dots, \lambda_d, \beta_{d+1}, \dots, \beta_n \right) \right\} \\ &= \left\{ A \cdot \sum \beta_i s_i \mid \beta_{d+1}, \dots, \beta_n \right\} \end{aligned}$$

$$\therefore Ar_i = 0 \quad \forall i$$

$$\therefore \dim(\mathcal{C}) = n - d$$

$\parallel$   $\parallel$   
 Col-rank row-rank



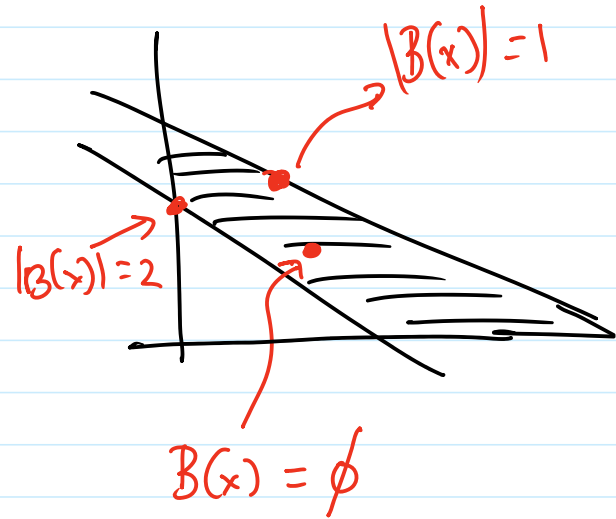
- A matrix  $A$  is said to have full row-rank if  $\text{row-rank}(A) = n$ .

$$\Rightarrow \mathcal{R}^\perp = \{\vec{0}\}$$

Coming back to LP's ...

- $F := \{x \mid Ax \geq b\}$  is called the feasible region

- Given  $x \in F$ , let  $B(x) \subseteq \{a_1, \dots, a_m\}$  be the set of inequalities that hold with equality.
- Henceforth we assume  $A$  has full row-rank.



### BASIC FEASIBLE SOLN:

Any  $x \in F$  is a basic feasible soln if  $B(x)$  forms a basis of  $\mathbb{R}^n$ .


Also called an **EXTREME POINT SOLN** or a **VERTEX** solution.

All bases of  $\{a_1, \dots, a_m\}$   $\longleftrightarrow$  Basic Feasible Solutions.

$$B \begin{matrix} \boxed{\phantom{0}} \\ \boxed{\phantom{0}} \\ \boxed{\phantom{0}} \end{matrix} x = \begin{matrix} \boxed{\phantom{0}} \\ \boxed{\phantom{0}} \\ \boxed{\phantom{0}} \end{matrix} b \quad x = B^{-1} b_B$$

Thm: Any LP has an Optimum Solution @ a basic feasible soln.

Pf :- If  $x$  is an opt-soln &  $B(x) \neq$  full-row-rnk, then  $\exists v \in \mathbb{R}^n$  st  $v^T a_i = 0 \forall a_i \in B(x)$

Consider  $x + \text{row} \dots$  finish the proof 

## LOCAL-OPT = GLOBAL-OPT

• Fact: For any basis  $B$  (of any  $V$ -space),  $\forall i \in B$ ,  
 $\exists i' \notin B$  s.t.  $B - i + i'$  is also a basis.

•  $\text{cost}(B) := c^T x_B = c^T B^{-1} b_B$

• Let  $B^*$  be the "local-opt" basis.

i.e.  $\forall i \in B^*$ ,  $\forall j \notin B^*$  if

$B_i = B^* - i + j$  is a basis,

then  $\text{cost}(B_i) \geq \text{cost}(B^*)$

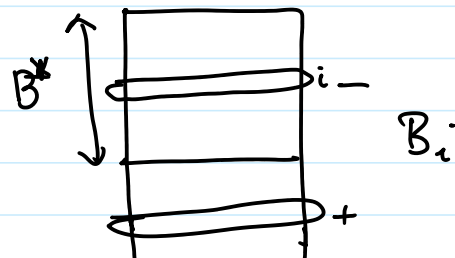
Thm:  $x_{B^*}$  is a Global OPT.

Pf:  $\hat{x} := x_{B^*} \equiv B^{*-1} b_{B^*}$   
 $x_i := x_{B_i}, i \in B^*$

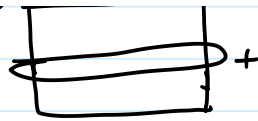
(Geometry of BFS)

What is ...

$\dots A(x_i - \hat{x}) \Big|_{B^*}$



\* it has the  $i^{\text{th}}$  coord  $> 0$   
and rest all 0



$$\therefore A(x_i - \tilde{x})|_{B^*} = \gamma_i e_i \quad \text{for some } \gamma_i > 0$$

$i=1 \dots n$

$\therefore$  ①  $(x_i - \tilde{x})$ 's span row-span  $(A) = \mathbb{R}^n$

$\Rightarrow$  ② Any  $\alpha \in F$  must satisfy

$$(x - \tilde{x}) = \sum \alpha_i (x_i - \tilde{x})$$

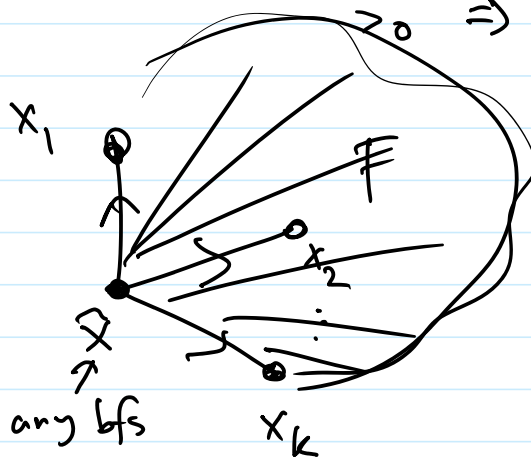
with  $\alpha_i \geq 0$

Why? Again multiply by  $A$  and restrict onto  $B^*$

$$0 \leq A(x - \tilde{x})|_{B^*} = \sum \alpha_i \gamma_i e_i$$

$\uparrow \geq 0 \Rightarrow \alpha_i \geq 0$

Picture :



Now we are done. If  $\hat{x}$  is LOCAL OPT, then,  $c^T (x_i - \hat{x}) \geq 0$

if  $x^*$  is GLOBAL OPT

$$0 \geq c^T (x^* - \hat{x}) = c^T \left( \sum_{\substack{\uparrow \\ \geq 0}} d_i (x_i - \hat{x}_i) \right) \geq 0$$

$\Rightarrow$  we have = everywhere

$$\Rightarrow c^T x^* = c^T x$$



This is the "Simplex" method

... ok, not quite

... SILLY SIMPLEX METHOD