

- Linear program

- a linear program has n variables x_1, x_2, \dots, x_n (represented as a vector $x \in \mathbb{R}^n$), an objective $f(x) = C^T x = \sum_{i=1}^n C_i x_i$

and a set of linear constraints. (x_i 's are variable, C_i 's are known)

- goal of the linear program is to maximize/minimize the objective function given the constraints.

$\begin{aligned} \max \quad & 2x_1 + x_2 \\ & x_1 \geq 0 \\ & x_2 \geq 0 \\ & x_1 + x_2 \leq 1 \end{aligned}$	}	\longrightarrow constraints.	<p>variables: x_1, x_2 objective $2x_1 + x_2$ ($c = (2, 1)$)</p>
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- solution to a linear program

- feasible solution: a vector x that satisfies all the constraints.

<p>example: $x = (0, 0)$</p> $\begin{cases} x_1 = 0 \\ x_2 = 0 \end{cases}$ <p>$f(x) = 0$</p>	<p>$x = (0, 1)$</p> $\begin{cases} x_1 = 0 \\ x_2 = 1 \end{cases}$ <p>$f(x) = 1$</p>	<p>$x = (1, 1)$</p> $\begin{cases} x_1 = 1 \\ x_2 = 1 \end{cases}$ <p>$x_1 + x_2 > 1$ not feasible.</p>
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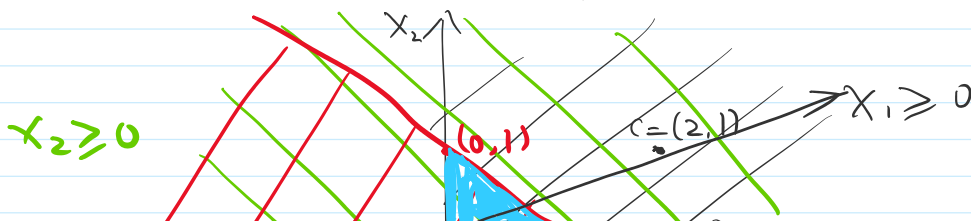
- optimal solution: a feasible solution x that optimizes the objective

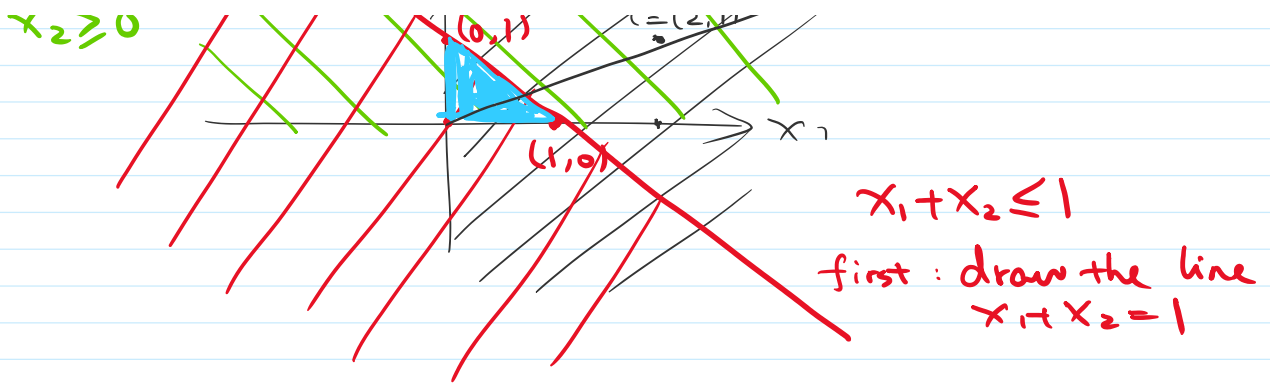
$x = (1, 0)$ $f(x) = 2x_1 + x_2 = 2$

value of optimal solution is the value $f(x)$
for optimal solution x

- geometric interpretation

- constraints \Leftrightarrow half planes (halfspaces in higher dimensions)





- system of linear inequalities \Leftrightarrow intersection of half planes
blue region: feasible region
- objective function \Leftrightarrow direction of gravity
line connecting from $\vec{0}$ to \vec{c} is the direction of gravity
- canonical form
standard way of writing linear program

Same linear program can be written in many ways.

$$\max z = x_1 + x_2$$

$$\begin{cases} x_1 \geq 0 \\ x_2 \geq 0 \end{cases}$$

$$x_1 + x_2 \leq 1$$

$$\min -2x_1 - x_2$$

$$x_1 \geq 0$$

$$x_2 \geq 0$$

$$-x_1 - x_2 \geq 0$$

- canonical form

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

$$m \text{ inequalities } Ax \geq b \Leftrightarrow \text{for every } j=1,2,\dots,m \quad \sum_{i=1}^n A_{j,i} x_i \geq b_j$$

$$n \text{ inequalities } x \geq 0 \Leftrightarrow \text{for every } i=1,2,\dots,n \quad x_i \geq 0$$

$$m \begin{bmatrix} \\ \\ \end{bmatrix} \begin{matrix} \\ \\ \end{matrix} \begin{matrix} \\ \\ \end{matrix} \begin{matrix} \\ \\ \end{matrix} \begin{matrix} \\ \\ \end{matrix} \begin{matrix} \\ \\ \end{matrix} \quad \text{for } j=1,2,\dots,m \\ (Ax)_j = \sum_{i=1}^n A_{j,i} x_i$$

$$\text{for the example LP } c = (-2, -1)$$

for the example LP $c = (-2, -1)$

$$A = \begin{pmatrix} -1 & -1 \end{pmatrix} \quad b = -1$$

$$Ax \geq b \iff -x_1 - x_2 \geq -1$$

- free variable

$$\max x + y$$

$$y \geq 0$$

$$\begin{cases} x + y \leq 3 \\ x \geq -5 \end{cases}$$

call x a free variable because we have no constraint $x \geq 0$

$$x = x_1 - x_2$$

$$x_1 \geq 0$$

$$x_2 \geq 0$$

$$\max x_1 - x_2 + y$$

$$y \geq 0$$

$$x_1 \geq 0$$

$$x_2 \geq 0$$

$$\begin{cases} x_1 - x_2 + 2y \leq 3 \\ x_1 - x_2 \geq -5 \end{cases} \quad \textcircled{2}$$

$$-x_1 + x_2 - 2y \geq -3 \quad \textcircled{1}$$

$$\begin{matrix} \textcircled{1} \\ \textcircled{2} \end{matrix} \underbrace{\begin{pmatrix} -1 & 1 & -2 \\ 1 & -1 & 0 \end{pmatrix}}_A \begin{pmatrix} x_1 \\ x_2 \\ y \end{pmatrix} = \begin{pmatrix} -3 \\ -5 \end{pmatrix} \quad b$$

- using LP to solve graph problems

- Example 1: bipartite matching

① find the variables

in matching: for each edge want to know if it's in the matching.

$$x_{i,j} = \begin{cases} 1 & \text{if } (i,j) \text{ is an edge in matching} \\ 0 & \text{if } (i,j) \text{ is not in matching.} \end{cases}$$

② write constraints.

a. every classroom can hold ≤ 1 course

$$\text{for every } j \text{ (classroom)} \quad \sum_{i=1}^n x_{i,j} \leq 1$$

for every j (classroom) $\sum_{i=1}^n x_{ij} \leq 1$

b every course needs only ≤ 1 classroom

for every i (course) $\sum_{j=1}^n x_{ij} \leq 1$

c. x_{ij} should be 0 or 1

cannot write this constraint, try best approximation.

$$0 \leq x_{ij} \leq 1 \quad (\text{possible } x_{ij} = 0.5)$$

③ write the objective

maximize number of matched edges

$$\sum_{(i,j) \in E} x_{ij}$$

$$\max \left[\sum_{(i,j) \in E} x_{ij} \right]$$

for bipartite matching

option ① have x_{ij} variables for all (i,j) pairs

only place where graph influences the LP is in the objective

② only have x_{ij} variables if (i,j) is an edge.

$$\text{for every } i \quad \sum_{j: (i,j) \in E} x_{ij} \leq 1$$

- fractional solution vs. integral solution

for LP, variables can be fractions in general.

if all variables are integers, call that an integral solution

usually we hope for integral solutions

- for the matching LP, possible to prove there exists integral optimal solution