

- Linear Programming
- Canonical Form
- Formulating problems as Linear Programs

- recall: graph algorithm shortest path, MST, bipartite matching
- LP (linear programming) general tool for solving many problems
- system of linear inequalities

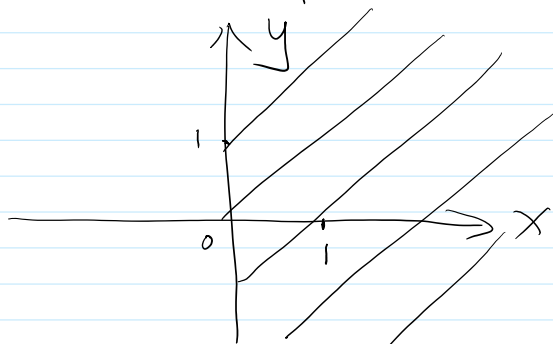
- example

$$\begin{array}{ll} \max & 2x + y \quad \leftarrow \text{objective} \\ \text{st.} & x \geq 0 \\ & y \geq 0 \\ & x + y \leq 1 \end{array}$$

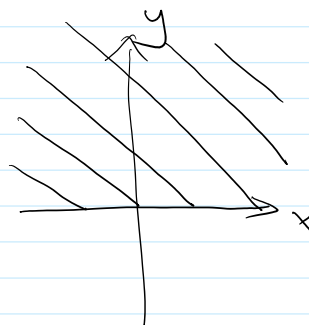
constraints {

linear function: polynomial of degree 1 (does not have  $x^2, y^2, xy$  terms)

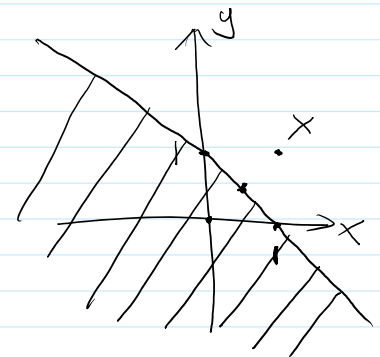
- geometric interpretation



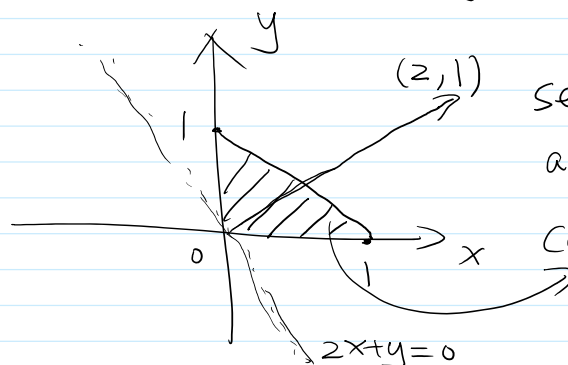
$x \geq 0$  (halfplane)



$y \geq 0$



$x + y \leq 1$



set of points that satisfy  
all of the linear constraints  
called "feasible solutions"

objective:  $\max 2x + y$

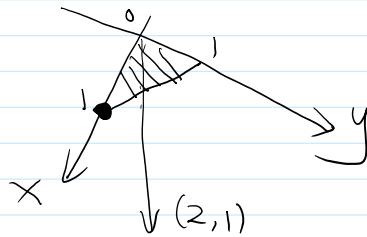
(recall: inner product  $(x, y) \cdot (x', y') = x \cdot x' + y \cdot y'$ )

$\vec{u} \cdot \vec{v} = \|\vec{u}\| \cdot \|\vec{v}\| \cdot \cos \theta$

can think  $(2, 1)$  is "direction of gravity"

linear programming is equivalent to

can think (2,1) is "direction of gravity"



- linear programming is equivalent to finding "lowest point" in the feasible set.

- optimal solution:  $x=1$   $y=0$   $2x+y=2$

- in higher dimensions (more than 2 variables), feasible solutions form a polytope (polyhedral), harder to visualize

- canonical form of linear Program

- Def: a LP in canonical form looks like

$$\begin{aligned} \min & c^T x \\ \text{s.t.} & Ax \geq b \\ & x \geq 0 \end{aligned}$$

$$\begin{aligned} x &\in \mathbb{R}^n & c &\in \mathbb{R}^n \\ A &\in \mathbb{R}^{m \times n} \\ b &\in \mathbb{R}^m \end{aligned}$$

$$\begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} \quad \begin{matrix} n \text{ variables} \\ \text{(unknown)} \end{matrix}$$

$$\begin{bmatrix} c_1 \\ c_2 \\ \vdots \\ c_n \end{bmatrix} \quad \bar{c}$$

$$c^T x = \sum_{i=1}^n c_i x_i \quad \text{linear function over } x_i$$

$$\begin{matrix} m & \begin{bmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & & & \\ \vdots & & & \\ a_{m1} & \dots & a_{mn} \end{bmatrix} & n \end{matrix}$$

$$\begin{bmatrix} x_1 \\ \vdots \\ x_n \end{bmatrix} = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_m \end{bmatrix}$$

$$y_i = \sum_{j=1}^n a_{ij} x_j$$

$$\begin{aligned} x \geq 0 & \text{ means } \forall i, x_i \geq 0 \\ Ax \geq b & \text{ means } \forall j \\ (Ax)_j & \geq b_j \end{aligned}$$

- expressing the example in canonical form

$$\begin{aligned} \max & 2x + y \\ \text{s.t.} & x \geq 0 \\ & y \geq 0 \\ & x + y \leq 1 \end{aligned} \quad \begin{matrix} x_1 = x & x_2 = y \end{matrix} \rightarrow \begin{aligned} \min & -2x - y \\ & c = (-2, -1)^T \\ & c^T x = -2x_1 - x_2 \end{aligned}$$

already included in canonical form

$\rightarrow -x - y \geq -1 \quad A = (-1, -1) \quad b = -1$

equivalent.

$$\min c^T x = (-2, -1) x = -2x_1 - x_2$$

$$\text{s.t. } x \geq 0 \Leftrightarrow x_1 \geq 0, x_2 \geq 0$$

$$(-1, -1)x \geq -1 \Leftrightarrow -x_1 - x_2 \geq -1$$

- Example:

$$\min 3x_1 - x_2 + x_3$$

$$x_1 + 2x_2 = 5 \text{ equality constraints}$$

$$x_1 - x_3 \leq 4$$

$$x_2 + x_3 \leq 6$$

$$x_1 \geq 0$$

$$x_2 \geq 0$$

(don't have  $x_3 \geq 0$ )

equality constraint  $\Rightarrow$  2 inequality constraints

$$x_1 + 2x_2 \geq 5$$

$$x_1 + 2x_2 \leq 5$$

unconstrained variable ( $x_3$ )  $\Rightarrow$  use 2 extra variables

$$x_3 = x_4 - x_5$$

$$x_4 \geq 0$$

$$x_5 \geq 0$$

$$\begin{pmatrix} x_3 = 2 & x_4 = 2 & x_5 = 0 \\ x_3 = -3 & x_4 = 0 & x_5 = 3 \end{pmatrix}$$

$$\min 3x_1 - x_2 + x_4 - x_5$$

$$x_1 + 2x_2 \geq 5$$

$$-x_1 - 2x_2 \geq -5$$

$$-x_1 + x_4 - x_5 \geq -4$$

$$-x_2 - x_4 + x_5 \geq -6$$

$$x_1, x_2, x_4, x_5 \geq 0$$

$$\begin{pmatrix} 1 & 2 & 0 & 0 \\ -1 & -2 & 0 & 0 \\ -1 & 0 & 1 & -1 \\ 0 & -1 & -1 & 1 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_4 \\ x_5 \end{pmatrix} \geq \begin{pmatrix} 5 \\ -5 \\ -4 \\ -6 \end{pmatrix}$$

$A$   $b$

- Solving problems using LP.

- bipartite matching

- select variables

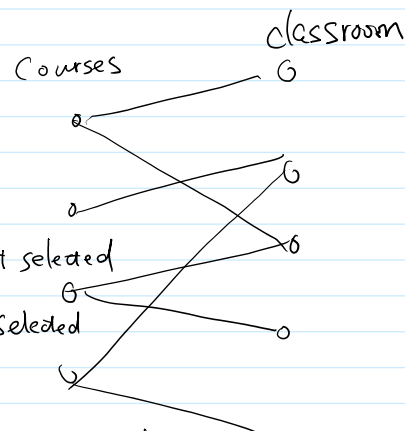
for edge  $u, v$ ,  $x_{u,v} = 0$  ( $u, v$ ) not selected

$x_{u,v} = 1$  ( $u, v$ ) is selected

- constraints

① each course can only be assigned to 1 classroom

$$\forall u \sum_v x_{u,v} \leq 1$$



② each classroom can only be assigned to 1 course

$$\forall v \quad \sum_u X_{u,v} \leq 1$$

③ each edge = 1 if selected, 0 if not selected. (not a linear constraint)

$$0 \leq X_{u,v} \leq 1 \quad (\text{relaxed constraint})$$

- objective function: maximize number of assigned courses/classroom

$$\max \sum_{(u,v) \in E} X_{u,v}$$

$$\begin{array}{l} \max \sum_{(u,v) \in E} X_{u,v} \\ \forall u \quad \sum_v X_{u,v} \leq 1 \\ \forall v \quad \sum_u X_{u,v} \leq 1 \\ \forall (u,v) \in E \quad 0 \leq X_{u,v} \leq 1 \end{array}$$

Linear program for bipartite matching.

- Problem: solution to LP may have  $X_{u,v} \neq 0, 1$  ( $X_{u,v} = \frac{1}{3}, \frac{1}{2} \dots$ )

- Luckily for this LP, can always find a solution that only has  $X_{u,v} = 0/1$   
(not true in general)