

# Lecture 15: Linear Programming

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## 1 Linear Program

Most optimization problems are defined by three major components:

1. Set of Variables (Parameters)
2. Constraints
3. Objective

In linear programming, the components are defined as:

1. Variables:  $n$  real numbers,  $x_1, x_2, \dots, x_n \in \mathcal{R}$ .
2. Constraints: a set of linear inequalities. For instance, these are a set of valid linear inequalities:
  - (a)  $2 * x_1 \geq x_2 - x_3$
  - (b)  $x_1 \leq x_5 + 10$
  - (c)  $c * x_1 \leq x_2$ , given  $c$  is a known constant

These are not valid linear inequalities:

- (a)  $x_1 * x_2 \leq 1$
  - (b)  $\log(x_1) + \log(x_3) \leq 3$
  - (c)  $\log(x_1) \leq 10$
3. Objective: Linear function over the variables.

An example of the linear program is illustrated as follows:

1. Variables:  $x, y$
2. Constraints:

$$\begin{aligned}x &\geq 0 \\y &\geq 0 \\x + y &\leq 1\end{aligned}$$

3. Objective:  $\max(2 * x + y)$

## 2 Solutions to linear program

**Solution:** An assignment of the variables

**Feasible Solution:** A solution that satisfies all constraints. For instance, for the example linear program problem above, some possible feasible solutions can be  $(x, y) = (0, 0), (1, 0), (\frac{1}{2}, \frac{1}{2}), (\frac{1}{4}, \frac{1}{2}), \dots$ , while for instance,  $(x, y) = (-1, -1)$  is not a feasible solution.

**Optimal Solution:** A feasible solution that achieves the best objective value. For instance, an optimal solution for the linear program above is  $(1, 0)$ .

## 3 Geometric Interpretation

1. Variables:  $(x_1, x_2, \dots, x_n)$  correspond to a point in n-dimensional space.
2. Constraints: Each linear inequality corresponds to a planes, and the group of linear inequalities indicates the intersection of half planes, which defines a feasible region.
3. Objective: The original objective can be rewritten as

$$\max(\vec{c} \cdot x) = \max \sum_{i=1}^n (c_i x_i)$$

The point  $\vec{c}$  represents a direction of gravity. When  $\vec{c}$  points down, the lowest point of the feasible region gives the optimal solution.

## 4 Canonical Form

A linear program is in canonical form if it is of the form:

$$\begin{aligned} \min & \langle c, x \rangle \\ \text{s.t. } & x \geq b \\ & x \geq 0 \end{aligned}$$

The form is equivalent to:

$$\begin{aligned} & \min \sum_{i=1}^n (c_i x_i) \\ & \text{for every } j = 1, 2, \dots, m \\ & \sum_{i=1}^n n A_{j,i} x_i \geq b_j \\ & \text{for every } i = 1, 2, \dots, n \\ & x_i \geq 0 \end{aligned} \tag{1}$$

The max and min in the optimization objective can be interchanged by taking the negative of the original objective. For instance, the following linear programming problems are equivalent:

1.  $\max(2x + y), x + y \leq 1$
2.  $\min(-2x - y), -x - y \geq 1$

## 5 Applying Linear Programming

### 5.1 Fractional Knapsack

**Problem statement:** Given a set of  $n$  items, in which item  $i$  has a weight of  $w_i$  and a value of  $v_i$ . Given a knapsack of fixed capacity  $c$  and you can put fractions of items into the knapsack. How to pack the knapsack so that it has the max value.

**Variables:** let  $x_i$  be the fraction of item  $i$  in the knapsack

**Constraints:**

1. Capacity constraint:  $\sum_{i=1}^n (w_i x_i) \leq c$
2. Fraction constraint:  $0 \leq x_i \leq 1, \forall i \in 1, 2, \dots, n$

**Objective:**  $\max \sum_{i=1}^n (v_i x_i)$