CMSC 35401:The Interplay of Learning and Game Theory (Autumn 2022)

# Linear Programming

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Linear Programing Basics

> Dual Program of LP and Its Properties

# Mathematical Optimization

The task of selecting the best configuration from a "feasible" set to optimize some objective

 $\begin{array}{ll} \text{minimize (or maximize)} & f(x) \\ \text{subject to} & x \in X \end{array}$ 

- *x*: decision variable
- f(x): objective function
- *X*: feasible set/region
- Optimal solution, optimal value

➤ Example 1: minimize  $x^2$ , s.t.  $x \in [-1,1]$ 

### Mathematical Optimization

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- ➤ Example 1: minimize  $x^2$ , s.t.  $x \in [-1,1]$
- Example 2: pick a road to school



# Polynomial-Time Solvability

A problem can be solved in polynomial time if there exists an algorithm that solves the problem in time polynomial in its input size

- >Why care about polynomial time? Why not quadratic or linear?
  - There are studies on "fined-grained" complexity
  - But poly-time vs exponential time seems a fundamental separation between easy and difficult problems
  - In many cases, after a poly-time algorithm is developed, researchers can quickly reduce the polynomial degree to be small (e.g., solving LPs)

In algorithm analysis, a significant chunk of research is devoted to studying the complexity of a problem by proving it is poly- time solvable or not (e.g., NP-hard problems) minimize (or maximize)f(x)subject to $x \in X$ 

- > Difficult to solve without any assumptions on f(x) and X
- > A ubiquitous and well-understood case is *linear program*

# Linear Program (LP) – General Form



➢ Decision variable:  $x ∈ ℝ^n$ 

≻Parameters:

- $c \in \mathbb{R}^n$  define the linear objective
- $a_i \in \mathbb{R}^n$  and  $b_i \in \mathbb{R}$  defines the *i*'th linear constraint

#### Linear Program (LP) – Standard Form

 $\begin{array}{ll} \text{maximize} & c^T \cdot x \\ \text{subject to} & a_i \cdot x \leq b_i & \forall i = 1, \cdots, m \\ & x_j \geq 0 & \forall j = 1, \cdots, n \end{array}$ 

Claim. Every LP can be transformed to an *equivalent* standard form

- > minimize  $c^T \cdot x \iff$  maximize  $-c^T \cdot x$
- $\triangleright a_i \cdot x \ge b_i \iff -a_i \cdot x \le -b_i$
- $a_i \cdot x = b_i \iff a_i \cdot x \le b_i \text{ and } -a_i \cdot x \le -b_i$
- > Any unconstrained  $x_j$  can be replaced by  $x_j^+ x_j^-$  with  $x_j^+, x_j^- \ge 0$

### Geometric Interpretation



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#### A 2-D Example





# **Application: Optimal Production**

> *n* products, *m* raw materials

> Every unit of product *j* uses  $a_{ij}$  units of raw material *i* 

> There are  $b_i$  units of material *i* available

> Product *j* yields profit  $c_j$  per unit

> Factory wants to maximize profit subject to available raw materials

*j*: product index *i*: material index

maximize $c^T \cdot x$ subject to $a_i \cdot x \leq b_i$  $\forall i = 1, \dots, m$  $x_j \geq 0$  $\forall j = 1, \dots, m$ where variable  $x_i = \#$  units of product j

# Terminology

- >Hyperplane: The region defined by a linear equality  $a_i \cdot x = b_i$
- ≻Halfspace: The region defined by a linear inequality  $a_i \cdot x \leq b_i$
- Polyhedron: The intersection of a set of linear inequalities
  - Feasible region of an LP is a polyhedron
- Polytope: Bounded polyhedron
- > Vertex: A point x is a vertex of polyhedron P if  $\exists y \neq 0$  with x + y ∈ P and  $x y \in P$



# Terminology

Convex set: A set *S* is convex if  $\forall x, y \in S$  and  $\forall p \in [0,1]$ , we have  $p \cdot x + (1-p) \cdot y \in S$ 

Inherently related to convex functions



# Terminology

Convex set: A set *S* is convex if  $\forall x, y \in S$  and  $\forall p \in [0,1]$ , we have  $p \cdot x + (1-p) \cdot y \in S$ 

Convex hull: the convex hull of points  $x_1, \dots, x_m \in \mathbb{R}$  is

$$\operatorname{convhull}(x_1, \cdots, x_n) = \left\{ \mathbf{x} = \sum_{i=1}^n p_i x_i \colon \forall p \in \mathbb{R}^n_+ \ s.t. \ \sum p_i = 1 \right\}$$

That is,  $\operatorname{convhull}(x_1, \dots, x_n)$  includes all points that can be written as expectation of  $x_1, \dots, x_n$  under some distribution p.



Geometric visualization of convex hull

**Fact**: The feasible region of any LP (a polyhedron) is a convex set. All possible objective values form an interval (possibly unbounded).

Note: intervals are the only convex sets in  $\ensuremath{\mathbb{R}}$ 



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Note: intervals are the only convex sets in  $\mathbb{R}$ 

Fact: The set of optimal solutions of any LP is a convex set.

> It is the intersection of feasible region and hyperplane  $c^T \cdot x = OPT$ 

**Fact**: At a vertex, *n* linearly independent constraints are satisfied with equality (a.k.a., tight).

Formal proofs: homework exercise



Fact: An LP either has an optimal solution, or is unbounded or infeasible



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**Theorem**: if an LP in standard form has an optimal solution, then it has a vertex optimal solution.

#### Proof

- > Assume not, and take a non-vertex optimal solution  $\bar{x}$  with the maximum number of tight constraints
- > There is  $y \neq 0$  s.t.  $\bar{x} \pm y$  are feasible

**Theorem**: if an LP in standard form has an optimal solution, then it has a vertex optimal solution.

#### Proof

- > Assume not, and take a non-vertex optimal solution  $\bar{x}$  with the maximum number of tight constraints
- ➤ There is  $y \neq 0$  s.t.  $\bar{x} \pm y$  are feasible
- > y is orthogonal to objective function and all tight constraints at  $\bar{x}$ 
  - i.e.  $c^T \cdot y = 0$ , and  $a_i^T \cdot y = 0$  whenever the *i*'th constraint is tight for  $\bar{x}$ 
    - a) Arguments for  $a_i^T \cdot y = 0$ 
      - $\bar{x} \pm y$  feasible  $\Rightarrow a_i^T \cdot (\bar{x} \pm y) \le b_i$
      - $\bar{x}$  is tight at constraint  $i \Rightarrow a_i^T \cdot \bar{x} = b_i$
      - These together yield  $a_i^T \cdot (\pm y) \le 0 \Rightarrow a_i^T \cdot y = 0$

b) Similarly,  $\bar{x}$  optimal implies  $c^T(\bar{x} \pm y) \le c^T \bar{x} \Rightarrow c^t y = 0$ 

**Theorem**: if an LP in standard form has an optimal solution, then it has a vertex optimal solution.

#### Proof

- > Assume not, and take a non-vertex optimal solution  $\bar{x}$  with the maximum number of tight constraints
- ➤ There is  $y \neq 0$  s.t.  $\bar{x} \pm y$  are feasible
- $\succ$  y is orthogonal to objective function and all tight constraints at x
  - i.e.  $c^T \cdot y = 0$ , and  $a_i^T \cdot y = 0$  whenever the *i*'th constraint is tight for x
- > Can choose y s.t.  $y_j < 0$  for some j
- > Let  $\alpha$  be the largest constant such that  $\overline{x} + \alpha y$  is feasible
  - Such an  $\alpha$  exists (since  $\bar{x}_i + \alpha y_i < 0$  if  $\alpha$  very large)
- > An additional constraint becomes tight at  $\bar{x} + \alpha y$ , contradiction

**Theorem**: if an LP in standard form has an optimal solution, then it has a vertex optimal solution.

**Corollary** [counting non-zero variables]: If an LP in standard form has an optimal solution, then there is an optimal solution with at most m non-zero variables.

maximize	$c^T \cdot x$	
subject to	$a_i \cdot x \le b_i \\ x_j \ge 0$	$orall i = 1, \cdots, m$ $orall j = 1, \cdots, n$

- > Meaningful when m < n
- > E.g. for optimal production with n = 10 products and m = 3 raw materials, there is an optimal plan using at most 3 products.

# Poly-Time Solvability of LP

**Theorem**: any linear program with n variables and m constraints can be solved in poly(m, n) time.

> Original proof gives an algorithm with very high polynomial degree

- >Now, the fastest algorithm with guarantee takes  $O(n^{3.05}m)$  time
- In practice, Simplex Algorithm runs extremely fast though in (extremely rare) worst case it still takes exponential time
- >We will not cover these algorithms; Instead, we use them as building blocks to solve other problems

# Brief History of Linear Optimization

- The forefather of convex optimization problems, and the most ubiquitous.
- Developed by Kantorovich during World War II (1939) for planning the Soviet army's expenditures and returns. Kept secret.
- Discovered a few years later by George Dantzig, who in 1947 developed the simplex method for solving linear programs
- John von Neumann developed LP duality in 1947, and applied it to game theory
- > Poly-time algorithms: Ellipsoid method ( $O(n^7m)$  by Khachiyan 1979), interior point methods ( $O(n^{4.5}m)$  by Karmarkar 1984)
- > A long line of works from Vaidya, Cohen, Lee, Song, Zhang, Weinstein, etc., improved the efficiency to  $O(n^{3.06}m)$  so far
  - Note: input size is already O(nm)



Linear Programing Basics

Dual Program of LP and Its Properties

Fiiiidi LF		
max $c^T \cdot x$		
s.t.		
$a_i^T x \leq b_i$ ,	$\forall i \in C_1$	
$a_i^T x = b_i$ ,	$\forall i \in C_2$	
$x_j \ge 0$ ,	$\forall j \in D_1$	
$x_j \in \mathbb{R}$ ,	$\forall j \in D_2$	

Drimol I D

Dual LPmin $b^T \cdot y$ s.t. $\bar{a}_j y \geq c_j, \quad \forall j \in D_1$  $\bar{a}_j y = c_j, \quad \forall j \in D_2$  $y_i \geq 0, \quad \forall i \in C_1$  $y_i \in \mathbb{R}, \quad \forall i \in C_2$ 

#### Note:

>There are good reasons to call this "Dual" and for why it has this form

>But for now, let's just see, *mechanically*, how this dual is generated

• In HW, you will be asked to write dual of an LP by exercising the rule



- > Each dual variable  $y_i$  corresponds to a primal constraint  $a_i^T x \le (\text{or} =) b_i$ 
  - Inequality constraint ⇒ nonnegative dual variable
  - Equality constraint ⇒ unconstrained dual variable



> Each dual variable  $y_i$  corresponds to a primal constraint  $a_i^T x \le (\text{or} =) b_i$ 

- Inequality constraint  $\Rightarrow$  nonnegative dual variable
- Equality constraint  $\Rightarrow$  unconstrained dual variable
- > Each dual constraint  $\bar{a}_j y \ge (\text{or } =)c_j$  corresponds to a primal variable  $x_j$ 
  - Unconstrained variable  $\Rightarrow$  equality dual constraint
  - Nonnegative variable  $\Rightarrow$  Inequality dual constraint

Primal LP

max  $c^T \cdot x$ s.t.  $\begin{array}{cccc} y_i: & a_i^T x \leq b_i, & \forall i \in C_1 \\ y_i: & a_i^T x = b_i, & \forall i \in C_2 \\ & x_j \geq 0, & \forall j \in D_1 \end{array} \qquad \begin{array}{cccc} x_j: & \bar{a}_j y \geq c_j, & \forall j \in D_1 \\ & x_j: & \bar{a}_j y = c_j, & \forall j \in D_2 \\ & y_i \geq 0, & \forall i \in C_1 \\ & & y_i \geq 0, & \forall i \in C_1 \end{array}$  $x_i \in \mathbb{R}, \quad \forall j \in D_2$ 

min  $b^T \cdot y$ s.t.  $y_i \in \mathbb{R}, \quad \forall i \in C_2$ 

**Dual LP** 

This is how  $\overline{a}_i$  is generated:



**Primal LP** 

 $\begin{array}{ll} \max \quad c^T \cdot x \\ \text{s.t.} \\ \textbf{y}_i \colon \quad a_i^T x \leq b_i, \quad \forall i \in C_1 \\ \textbf{y}_i \colon \quad a_i^T x = b_i, \quad \forall i \in C_2 \\ \quad x_j \geq 0, \qquad \forall j \in D_1 \\ \quad x_j \in \mathbb{R}, \qquad \forall j \in D_2 \end{array}$ 

This is how  $\overline{a}_i$  is generated:

Dual LP

min	$b^T \cdot y$	
s.t.		
$x_j$ :	$\overline{a}_j y \ge c_j,$	$\forall j \in D_1$
$x_j$ :	$\overline{a}_j y = c_j,$	$\forall j \in D_2$
	$y_i \ge 0$ ,	$\forall i \in C_1$
	$y_i \in \mathbb{R}$ ,	$\forall i \in C_2$

Dual var y

<b>_</b>					
	$x_1$	$x_2$	$x_3$	$x_4$	
$y_1$	$a_{11}$	$a_{12}$	$a_{13}$	$a_{14}$	$b_1$
$y_2$	$a_{21}$	$a_{22}$	$a_{23}$	$a_{24}$	$b_2$
$y_3$	$a_{31}$	$a_{32}$	$a_{33}$	$a_{34}$	$b_3$
	$c_1$	$c_2$	$c_3$	$c_4$	

#### **Primal LP**

max	$c^T \cdot x$	
s.t.		
<i>y</i> <sub><i>i</i></sub> :	$a_i^T x \leq b_i$ ,	$\forall i \in C_1$
$y_i$ :	$a_i^T x = b_i$ ,	$\forall i \in C_2$
	$x_j \ge 0$ ,	$\forall j \in D_1$
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**Dual LP** 

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s.t.		
$x_j$ :	$\overline{a}_j y \ge c_j,$	$\forall j \in D_1$
$x_j$ :	$\overline{a}_j y = c_j$ ,	$\forall j \in D_2$
	$y_i \ge 0$ ,	$\forall i \in C_1$
	$y_i \in \mathbb{R}$ ,	$\forall i \in C_2$

Dual constraint: column  $\bar{a}_j$ 

Dual var y

<b></b>	-				
	$x_1$	$x_2$	$x_3$	$x_4$	
$y_1$	$a_{11}$	$a_{12}$	$a_{13}$	$a_{14}$	$b_1$
$y_2$	$a_{21}$	$a_{22}$	$a_{23}$	$a_{24}$	$b_2$
$y_3$	$a_{31}$	$a_{32}$	$a_{33}$	$a_{34}$	$b_3$
	$c_1$	$c_2$	$c_3$	$c_4$	

### Dual Linear Program: Standard Form

**Primal LP** 

 $\begin{array}{ll} \max & c^T \cdot x \\ \text{s.t.} & Ax \leq b \\ & x \geq 0 \end{array}$ 

 $\begin{array}{ll} \min & b^T \cdot y \\ \text{s.t.} & A^T y \ge c \\ & y \ge 0 \end{array}$ 

Dual LP

 $\succ c \in \mathbb{R}^n$ ,  $A \in \mathbb{R}^{m \times n}$ ,  $b \in \mathbb{R}^m$ 

>  $y_i$  is the dual variable corresponding to primal constraint  $A_i x ≤ b_i$ >  $A_j^T y ≥ c_j$  is the dual constraint corresponding to primal variable  $x_j$ 

### Dual Linear Program: Standard Form

**Primal LP** 

 $\begin{array}{ll} \max & c^T \cdot x \\ \text{s.t.} & Ax \leq b \\ & x \geq 0 \end{array}$ 

 $\begin{array}{ll} \min & b^T \cdot y \\ \text{s.t.} & A^T y \ge c \\ & y \ge 0 \end{array}$ 

Dual LP

 $\succ c \in \mathbb{R}^n$ ,  $A \in \mathbb{R}^{m \times n}$ ,  $b \in \mathbb{R}^m$ 

 $> y_i$  is the dual variable corresponding to primal constraint  $A_i x \leq b_i$ 

 $> A_i^T y \ge c_j$  is the dual constraint corresponding to primal variable  $x_j$ 

#### Remark:

- > This is easier to write, at least mechanically
- Result in an equivalent dual (may not look exactly the same)
- Thus, a more convenient way to write dual: (1) convert any LP to standard form; (2) use the above formula

Recall the optimal production problem

- > n products, m raw materials
- > Every unit of product *j* uses  $a_{ij}$  units of raw material *i*
- > There are  $b_i$  units of material *i* available
- > Product *j* yields profit  $c_j$  per unit
- > Factory wants to maximize profit subject to available raw materials

#### **Primal LP**

**Dual LP** 

 $\begin{array}{ll} \max \quad c^T \cdot x \\ \text{s.t.} \quad \sum_{j=1}^n a_{ij} \, x_j \leq b_i, \quad \forall i \in [m] \\ x_j \geq 0, \qquad \quad \forall j \in [n] \end{array}$ 

$$\begin{array}{ll} \min \quad b^T \cdot y \\ \text{s.t.} \quad \sum_{i=1}^m a_{ij} \ y_i \geq c_j, \ \forall j \in [n] \\ y_i \geq 0, \qquad \quad \forall i \in [m] \end{array}$$

*j*: product index *i*: material index

Dual LP corresponds to the buyer's optimization problem, as follows:

Buyer wants to directly buy the raw material

> Dual variable  $y_i$  is buyer's proposed price per unit of raw material *i* 

- >Dual price vector is feasible if factory is incentivized to sell materials
- >Buyer wants to spend as little as possible to buy raw materials

#### **Primal LP**

#### **Dual LP**

$$\begin{array}{ll} \max \quad c^T \cdot x \\ \text{s.t.} \quad \sum_{j=1}^n a_{ij} \, x_j \leq b_i, \quad \forall i \in [m] \\ \quad x_j \geq 0, \qquad \quad \forall j \in [n] \end{array}$$

$$\begin{array}{ll} \min \quad b^T \cdot y \\ \text{s.t.} \quad \sum_{i=1}^m a_{ij} \, y_i \geq c_j, \quad \forall j \in [n] \\ \quad y_i \geq 0, \qquad \quad \forall i \in [m] \end{array}$$

		$x_1$	$x_2$	$x_3$	$x_4$		units of each
price of material	$ y_1$	$a_{11}$	$a_{12}$	$a_{13}$	$a_{14}$	$b_1$	product
	$y_2$	$a_{21}$	$a_{22}$	$a_{23}$	$a_{24}$	$b_2$	
	$y_3$	$a_{31}$	$a_{32}$	$a_{33}$	$a_{34}$	$b_3$	
		$c_1$	$c_2$	$c_3$	$c_4$		

#### **Primal LP**

#### **Dual LP**

$$\begin{array}{ll} \max \quad c^T \cdot x \\ \text{s.t.} \quad \sum_{j=1}^n a_{ij} \, x_j \leq b_i, \quad \forall i \in [m] \\ x_j \geq 0, \qquad \quad \forall j \in [n] \end{array}$$

$$\begin{array}{ll} \min \quad b^T \cdot y \\ \text{s.t.} \quad \sum_{i=1}^m a_{ij} \, y_i \geq c_j, \quad \forall j \in [n] \\ \quad y_i \geq 0, \qquad \quad \forall i \in [m] \end{array}$$



Interesting insight:

- Many abstract optimization problems inherently have economic meanings
- Another deep and elegant example is online bi-partite matching (see Vazirani's <u>talk video in this link</u>)

# Thank You

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