

Optimization

$$\max/\min f(x_1, \dots, x_n)$$

subject to constraints

Example: $G = (V, E)$ quadratic programming problem

$$\min \sum_{i=1}^n x_i \quad \text{one var / vertex}$$

$$\text{subject to } x_i(1-x_i) = 0 \quad \forall i \in V$$

$$(1-x_i)(1-x_j) = 0 \quad \forall (i,j) \in E$$

This is the vertex cover problem NP-hard.

The Diet Problem

athlete wants to max protein consumption

subject to ≤ 5 units of fat/day

$\leq \$6$ /day

	protein/lb	fat/lb	\$/lb
steak	2	1	4
peanut butter	1	2	1

x_1 = # lbs of steak/day

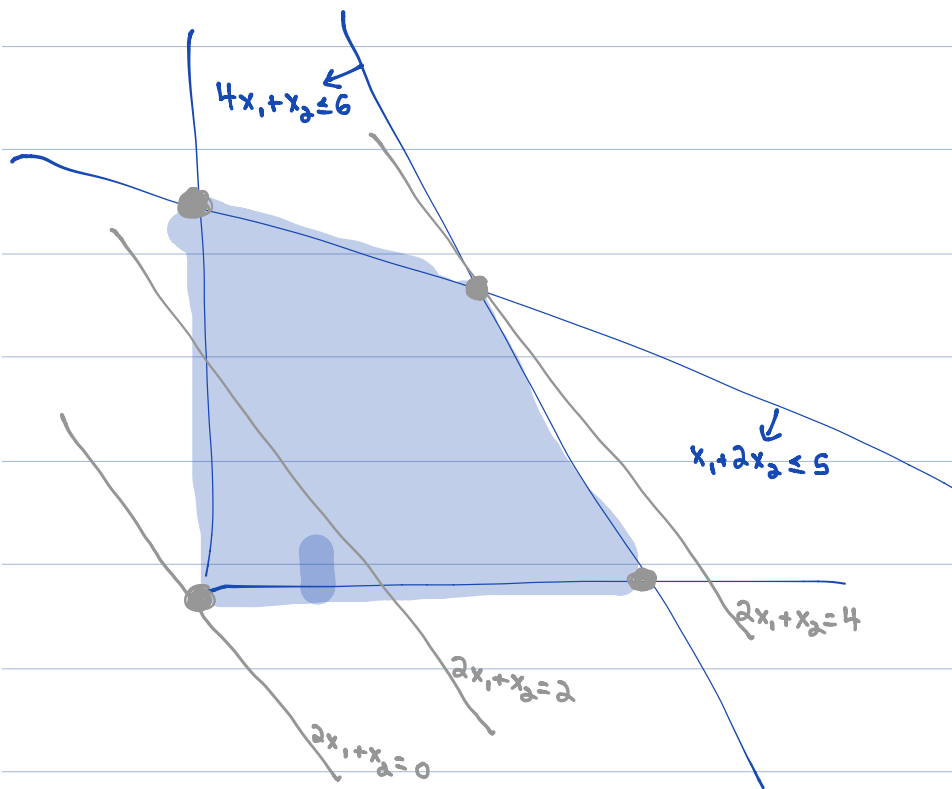
max $2x_1 + x_2$

x_2 = # lbs of PB/day

subject to $4x_1 + x_2 \leq 6$

$x_1 + 2x_2 \leq 5$

$x_1, x_2 \geq 0$



max

$$2x_1 + x_2$$

← objective function

subject to

$$4x_1 + x_2 \leq 6$$

$$x_1 + 2x_2 \leq 5$$

$$x_1, x_2 \geq 0$$

← feasible set
feasible region

feasible pt with
maximum objective
fn value is "optimal solution"

polyhedron : intersection of half-spaces

if also bounded, nonempty \Rightarrow polytope

feasible set is convex $x, y \in S \Rightarrow \lambda x + (1-\lambda)y \in S$

$$0 \leq \lambda \leq 1$$

linear cost fns define family of parallel hyperplanes

optimal feasible pt must occur at corner a.k.a.

vertex

Unfortunately,

can be too many vertices
to enumerate $\approx m^{\frac{n}{2}}$

(can't be expressed as convex
combination of feasible pts)

Example

$$0 \leq x_i \leq 1 \quad 1 \leq i \leq n$$

n dimensional hypercube

Other examples:

①

Given g_{ij} = grade of student i in class j $1 \leq i \leq n, 1 \leq j \leq m$

Is there a "simple explanation"?

a_i : aptitude of student i

e_j : easiness of class j

$$\sum_{i,j} |g_{ij} - a_i - e_j| \text{ small?}$$

$$s_{ij} = |g_{ij} - a_i - e_j|$$

$$\min \sum s_{ij}$$

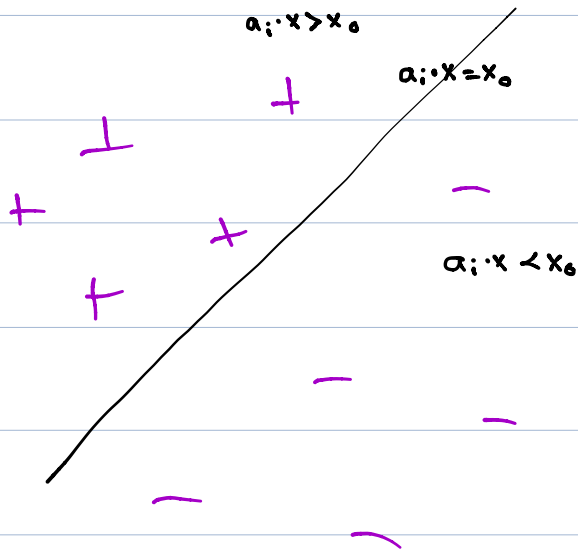
$$g_{ij} = a_i + e_j + \varepsilon_{ij}$$

$$-s_{ij} \leq \varepsilon_{ij} \leq s_{ij}$$

$$s_{ij} \geq 0$$

② m labeled examples

$$a_1, \dots, a_m \in \mathbb{R}^n$$



$$l_1, \dots, l_m \quad l_i \in \{-1, 1\}$$

Is there a good
linear classifier?

$$\text{sign}(a_i \cdot x - x_0) = l_i$$

$$l_i (a_i \cdot x - x_0) \geq 0$$

$$a_i \cdot x - x_0 \geq 0 \quad \forall i \in \text{Positive}$$

$$a_i \cdot x - x_0 < -w \quad \forall i \in \text{Negative}$$

Algorithms:

simplex

} "smoothed" poly time

ellipsoid

} polynomial time

interior pt methods

smoothed analysis
of algo:
measures perf
of algorithm under
slight random perturbations
of input!

Using LP to design approx algs

Example 1: Weighted vertex cover - deterministic rounding

Example 2: Max 2-SAT - randomized rounding

max version NP-hard

n vars x_1, \dots, x_n

max $\sum z_j$

m clauses z_1, \dots, z_m

$$x_i = \begin{cases} 1 & \text{var } i \text{ T} \\ 0 & \text{F} \end{cases}$$

$$z_j = \begin{cases} 1 & \text{if clause } j \text{ satisfied} \\ 0 & \text{o.w.} \end{cases}$$

$$y_{j_1} + y_{j_2} \geq z_j$$

↑ ↑
first second
literal literal

$$y_{j_1} = \begin{cases} x_{j_1} & \text{if } + \\ 1 - x_{j_1} & \text{if negated} \end{cases}$$

$$0 \leq x_i \leq 1$$

$$0 \leq z_j \leq 1$$

Simple alg:

treat x_j as probability

$$\text{set var } j = \begin{cases} \text{T} & \text{with prob } x_j \\ \text{F} & \text{o.w.} \end{cases}$$

Claim: $E(\# \text{ clauses satisfied}) \geq \frac{3}{4} \text{OPT}$

via $\Pr(j^{\text{th}} \text{ clause satisfied}) \geq \frac{3z_j}{4}$

at LP opt $z_j = \min\{1, x_r + x_s\}$ \equiv make z_j as big as possible

supposing j^{th} clause $(x_r \vee x_s)$

$$\text{Pr}(\text{clause satisfied}) = 1 - (1-x_r)(1-x_s) = x_r + x_s - x_r x_s$$

$$\geq x_r + x_s - \frac{1}{4}(x_r + x_s)^2 \geq z_j - \frac{1}{4} z_j^2 \geq \frac{3}{4} z_j$$

$$\text{AMGM } \frac{x_r + x_s}{2} \geq \sqrt{x_r x_s}$$

$$\Rightarrow \frac{(x_r + x_s)^2}{4} \geq x_r x_s$$