

CSEP 521 - Applied Algorithms

Linear Programming

Reading:

Skiena, Section 8.2.6

CLRS, Chapter 29 (2nd ed. Only).

"Linear Algebra and Its Applications", by Gilbert Strang, by Gilbert Strang, chapter 8

"Linear Programming", by Vasek Chvatal

"Introduction to Linear Optimization", by Dimitris Bertsimas and John Tsitsiklis

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Linear Programming

- The process of minimizing a linear objective function subject to a finite number of linear equality and inequality constraints.
- The word "programming" is historical and predates computer programming.
- Example applications:
 - airline crew scheduling
 - manufacturing and production planning
 - telecommunications network design
- "Few problems studied in computer science have greater application in the real world."

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An Example: The Diet Problem

- A student is trying to decide on lowest cost diet that provides sufficient amount of protein, with two choices:
 - steak: 2 units of protein/pound, \$3/pound
 - peanut butter: 1 unit of protein/pound, \$2/pound

• In proper diet, need 4 units protein/day.

Let x = # pounds peanut butter/day in the diet.

Let y = # pounds steak/day in the diet.

Goal: minimize $2x + 3y$ (total cost)

subject to constraints:

$$x + 2y \geq 4$$

$$x \geq 0, y \geq 0$$

This is an LP- formulation of our problem

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An Example: The Diet Problem

Goal: minimize $2x + 3y$ (total cost)

subject to constraints:

$$x + 2y \geq 4$$

$$x \geq 0, y \geq 0$$

- This is an optimization problem.
- Any solution meeting the nutritional demands is called a *feasible solution*
- A feasible solution of minimum cost is called the *optimal solution*.

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Linear Program - Definition

A linear program is a problem with n variables x_1, \dots, x_n , that has:

1. A linear objective function, which must be minimized/maximized. Looks like:

$$\min (\max) c_1x_1 + c_2x_2 + \dots + c_nx_n$$

2. A set of m linear constraints. A constraint looks like:

$$a_{i1}x_1 + a_{i2}x_2 + \dots + a_{in}x_n \leq b_i \text{ (or } \geq \text{ or } =)$$

Note: the values of the coefficients $c_i, a_{i,j}$ are given in the problem input.

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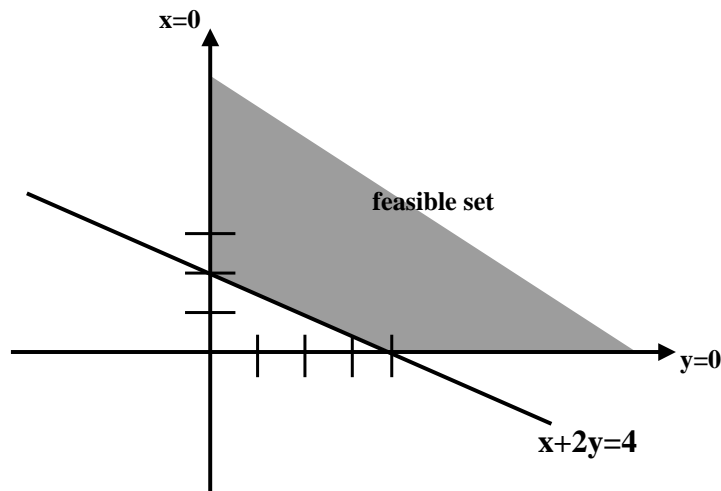
Feasible Set

- Each linear inequality divides n -dimensional space into two halfspaces, one where the inequality is satisfied, and one where it's not.
- Feasible Set : solutions to a family of linear inequalities.
- The linear cost functions, defines a family of parallel hyperplanes (lines in 2D, planes in 3D, etc.). Want to find one of minimum cost \rightarrow must occur at corner of feasible set.

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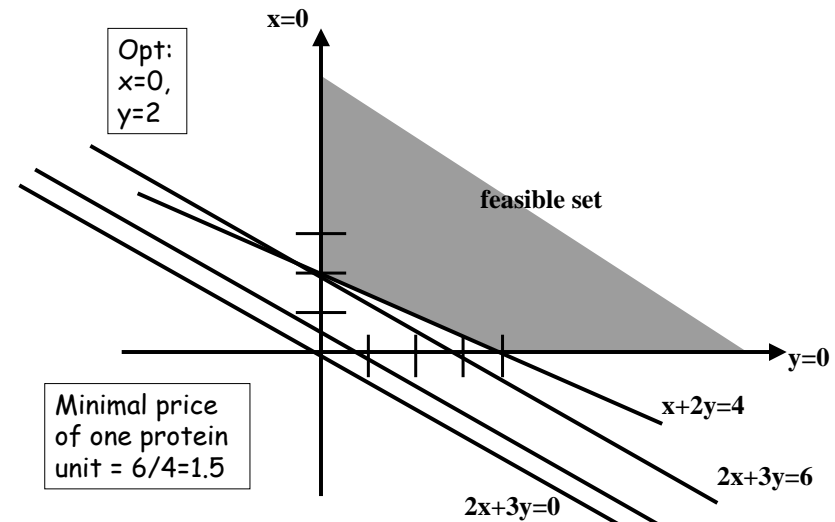
Visually...

x = peanut butter, y = steak



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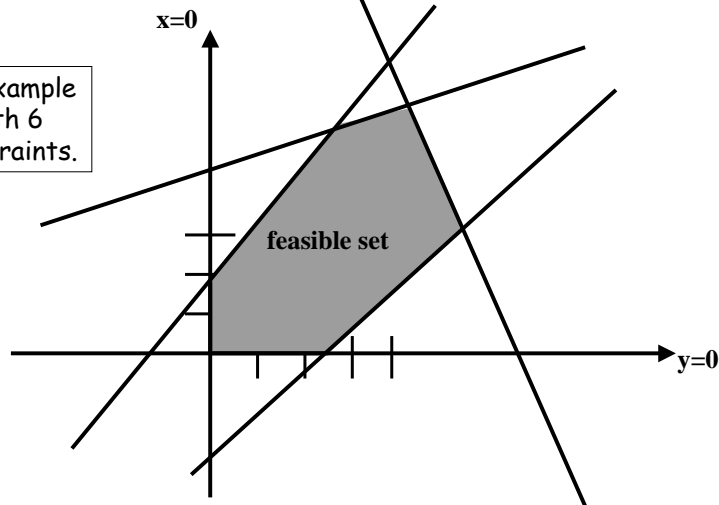
Optimal vector occurs at some corner of the feasible set!



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Optimal vector occurs at some corner of the feasible set!

An Example with 6 constraints.



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General Form of a Linear Program.

$$\begin{aligned} &\text{Minimize } b_1y_1 + b_2y_2 + \dots + b_my_m \\ &\text{subject to } \sum_{1 \leq i \leq m} a_{ij}y_i \geq c_j \quad j=1..n \\ &\quad \quad \quad y_i \geq 0 \quad i=1..m \end{aligned}$$

or

$$\begin{aligned} &\text{Maximize } c_1x_1 + c_2x_2 + \dots + c_nx_n \\ &\text{subject to } \sum_{1 \leq j \leq n} a_{ij}x_j \leq b_j \quad i=1..m \\ &\quad \quad \quad x_j \geq 0 \quad j=1..n \end{aligned}$$

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The Feasible Set

- Intersection of a set of half-spaces, called a polyhedron.
- If it's bounded and nonempty, it's a polytope.

There are 3 cases:

- feasible set is empty.
- cost function is unbounded on feasible set.
- cost has a minimum (or maximum) on feasible set.

First two cases very uncommon for real problems in economics and engineering.

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Solving LP

- There are several polynomial-time algorithms that solve any linear program optimally.
 - The Simplex method (see bonus slides)
 - The Ellipsoid method
 - More
- These algorithms can be implemented in various ways.
- There are many existing software packages for LP.
- It is convenient to use LP as a ``black box'' for solving various optimization problems.

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LP formulation: another example

Bob's bakery sells bagel and muffins.

To bake a dozen of bagels Bob needs 5 cups of flour, 2 eggs, and one cup of sugar.

To bake a dozen of muffins Bob needs 4 cups of flour, 4 eggs and two cups of sugar.

Bob can sell bagels in 10\$/dozen and muffins in 12\$/dozen.

Bob has 50 cups of flour, 30 eggs and 20 cups of sugar.

How many bagels and muffins should Bob bake in order to maximize his revenue?

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LP formulation: Bob's bakery

	Bagels	Muffins	Avail.
Flour	5	4	50
Eggs	2	4	30
Sugar	1	2	20
Revenue	10	12	

$$a = \begin{pmatrix} 5 & 4 \\ 2 & 4 \\ 1 & 2 \end{pmatrix}$$

$$b = (10 \ 12) \quad c = \begin{pmatrix} 50 \\ 30 \\ 20 \end{pmatrix}$$

Maximize $10x_1 + 12x_2$

s.t. $5x_1 + 4x_2 \leq 50$

$2x_1 + 4x_2 \leq 30$

$x_1 + 2x_2 \leq 20$

$x_1 \geq 0, x_2 \geq 0$

Maximize $b \cdot x$

s.t. $ax \leq c$

$x \geq 0.$

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In class exercise: Formulate as LP

You want to invest \$1000 in 3 stocks, at most \$400 per stock

	price/share	dividends/year
stock A	\$50	\$2
stock B	\$200	\$5
stock C	\$20	0

Stock C has probability $\frac{1}{2}$ of appreciating to \$25 in a year, and prob $\frac{1}{2}$ of staying \$20.

What amount of each stock should be bought to maximize dividends + expected appreciation over a year?

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In class exercise: Formulate as LP

Solution: Let x_a , x_b , and x_c denote the amounts of A, B, C stocks to be bought.

Objective function:

Constraints:

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Example: Max Flow

Variables: $f(e)$ - the flow on edge e .

$$\text{Max } \sum_{e \in \text{in}(s)} f(e)$$

s.t.

$$f(e) \leq c(e), \quad \forall e \in E \quad (\text{Edge condition})$$

$$\sum_{e \in \text{in}(v)} f(e) - \sum_{e \in \text{out}(v)} f(e) = 0, \quad \forall v \in V - \{s, t\}$$

(Vertex condition)

$$f(e) \geq 0, \quad \forall e \in E$$

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A Central Result of LP Theory: Duality Theorem

- Every linear program has a dual
- If the original is a minimization, the dual is a maximization and vice versa
- Solution of one leads to solution of other

Primal: Minimize cx subject to $Ax \geq b, x \geq 0$

Dual: Maximize yb subject to $yA^T \leq c, y \geq 0$

If one has optimal solution so does other, and their values are the same.

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Primal: Minimize cx subject to $Ax \geq b, x \geq 0$

Dual: Maximize yb subject to $yA^T \leq c, y \geq 0$

- In the primal, c is cost function and b was in the constraint. In the dual, reversed.
- Inequality sign is changed and minimization turns to maximization.

Primal:

$$\text{minimize } 2x + 3y$$

$$\text{s.t. } \begin{aligned} x+2y &\geq 4, \\ 2x+5y &\geq 1, \\ x-3y &\geq 2, \\ x &\geq 0, y \geq 0 \end{aligned}$$

Dual:

$$\text{maximize } 4p + q + 2r$$

$$\text{s.t. } \begin{aligned} p+2q+r &\leq 2, \\ 2p+5q-3r &\leq 3, \\ p, q, r &\geq 0 \end{aligned}$$

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Simple Example

- Diet problem: minimize $2x + 3y$
subject to $x+2y \geq 4,$
 $x \geq 0, y \geq 0$
- Dual problem: maximize $4p$
subject to $p \leq 2,$
 $2p \leq 3,$
 $p \geq 0$
- Dual: the problem faced by a druggist who sells synthetic protein, trying to compete with peanut butter and steak

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Simple Example

- The druggist wants to maximize the price p , subject to constraints:
 - synthetic protein must not cost more than protein available in foods.
 - price must be non-negative or he won't sell any
 - revenue to druggist will be $4p$
- Solution: $p \leq 3/2 \rightarrow$ objective value = $4p = 6$
- Not coincidence that it's equal the minimal cost in original problem.

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What's going on?

- Notice: feasible sets completely different for primal and dual, but nonetheless an important relation between them.
- Duality theorem says that in the competition between the grocer and the druggist the result is always a tie.
- Optimal solution to primal tells purchaser what to do.
- Optimal solution to dual fixes the natural prices at which economy should run.
- The diet x and vitamin prices y are optimal when
 - grocer sells zero of any food that is priced above its vitamin equivalent.
 - druggist charges 0 for any vitamin that is oversupplied in the diet.

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Duality Theorem

Druggist's max revenue = Purchasers min cost

Practical Use of Duality:

- Sometimes simplex algorithm (or other algorithms) will run faster on the dual than on the primal.
- Can be used to bound how far you are from optimal solution.
- Important implications for economists.

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Linear Programming, Mid-Summary

- Of great practical importance to solve linear programs:
 - they model important practical problems
 - production, approximating the solution of inconsistent equations, manufacturing, network design, flow control, resource allocation.
 - solving an LP is often an important component of solving or approximating the solution to an **integer linear programming problem**.
- Can be solved in poly-time, the simplex algorithm works very well in practice.
- One problem where you really do not want to roll your own code.

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LP-based approximations

- We don't know any polynomial-time algorithm for any NP-complete problem
- We know how to solve LP in polynomial time
- We will see that LP can be used to get approximate solutions to some NP-complete problems.

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Weighted Vertex Cover

Input: Graph $G=(V,E)$ with non-negative weights $w(v)$ on the vertices.

Goal: Find a minimum-cost set of vertices S , such that all the edges are covered. An edge is covered iff at least one of its endpoints is in S .

Recall: Vertex Cover is NP-complete.

The best known approximation factor is $2 - (\log \log |V| / 2 \log |V|)$.

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Weighted Vertex Cover

Variables: for each $v \in V$, $x(v)$ - is v in the cover?

$$\text{Min } \sum_{v \in V} w(v)x(v)$$

s.t.

$$x(v) + x(u) \geq 1, \quad \forall (u,v) \in E$$

$$x(v) \in \{0,1\} \quad \forall v \in V$$

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The LP Relaxation

This is **not** a linear program: the constraints of type $x(v) \in \{0,1\}$ are not linear.

Such problems (LP's with integrality constraints on variables) are called **integer linear programs (IP)**. Solving IP's is an NP-hard problem.

However, if we replace the constraints $x(v) \in \{0,1\}$ by $x(v) \geq 0$ and $x(v) \leq 1$, we will get a linear program.

The resulting LP is called a **Linear Relaxation** of IP, since we relax the integrality constraints.

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LP Relaxation of Weighted Vertex Cover

$$\text{Min } \sum_{v \in V} w(v)x(v)$$

s.t.

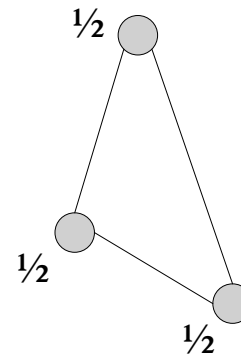
$$x(v) + x(u) \geq 1, \quad \forall (u,v) \in E$$

$$x(v) \geq 0, \quad \forall v \in V$$

$$x(v) \leq 1, \quad \forall v \in V$$

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LP Relaxation of Weighted Vertex Cover - example



Consider the case in which all weights are 1.

An optimal VC has cost 2 (any two vertices)

An optimal relaxation has cost 3/2 (for all three vertices $x(v)=1/2$)

The LP and the IP are different problems. Can we still learn something about Integer VC?

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Why LP Relaxation Is Useful ?

The optimal value of LP-solution provides a bound on the optimal value of the original optimization problem. OPT_{LP} is always better than OPT_{IP} (why?)

Therefore, if we find an integral solution within a factor r of OPT_{LP} , it is also an r -approximation of the original problem.

These can be done by 'wise' rounding.

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Approximation of Vertex Cover Using LP-Rounding

1. Solve the LP-Relaxation.
2. Let S be the set of all the vertices v with $x(v) \geq 1/2$. Output S as the solution.

Analysis: The solution is feasible: for each edge $e=(u,v)$, either $x(v) \geq 1/2$ or $x(u) \geq 1/2$

The value of the solution is: $\sum_{v \in S} w(v) = \sum_{\{v | x(v) \geq 1/2\}} w(v) \leq 2 \sum_{v \in V} w(v)x(v) = 2\text{OPT}_{\text{LP}}$

Since $\text{OPT}_{\text{LP}} \leq \text{OPT}_{\text{VC}}$, the cost of the solution is $\leq 2\text{OPT}_{\text{VC}}$.

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Bonus material: The Simplex Method

- Phase I : locate a corner of the feasible set.
 - corner = intersection of n different planes (in n dimensions)
- Phase II: move from corner to corner along the edges of the feasible set -- always go along an edge that is guaranteed to decrease the cost.
 - Edge = intersection of n-1 different planes
- When reach a local minimum (maximum), you've found the optimum.

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Simplex Algorithm: An Example in 3D

$$\begin{aligned} &\text{Maximize } 5x + 4y + 3z \\ &\text{subject to } 2x + 3y + z \leq 5 \\ &\quad \quad \quad 4x + y + 2z \leq 11 \\ &\quad \quad \quad 3x + 4y + 2z \leq 8 \\ &\quad \quad \quad x, y, z \geq 0. \end{aligned}$$

Step 0: convert inequalities into equalities by introducing slack variables a,b,c.

$$\begin{aligned} \text{Define: } a &= 5 - 2x - 3y - z && \rightarrow a \geq 0 \\ b &= 11 - 4x - y - 2z && \rightarrow b \geq 0 \\ c &= 8 - 3x - 4y - 2z && \rightarrow c \geq 0 \\ F &= 5x + 4y + 3z, && \text{objective function} \end{aligned}$$

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Example of Simplex Method, continued.

Step 1: Find initial feasible solution:

$$x=0, y=0, z=0 \rightarrow a=5, b=11, c=8 \rightarrow F=0.$$

Step 2: Find feasible solution with higher value of F

For example, can increase x to get $F=5x$.

How much can we increase x?

$$a = 5 - 2x - 3y - z \geq 0 \rightarrow x \leq 5/2 \quad \text{most stringent}$$

$$b = 11 - 4x - y - 2z \geq 0 \rightarrow x \leq 11/4$$

$$c = 8 - 3x - 4y - 2z \geq 0 \rightarrow x \leq 8/3$$

$$\rightarrow \text{increase } x \text{ to } 5/2 \rightarrow F = 25/2, a=0, b=1, c=1/2$$

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Example of Simplex Method, continued.

Want to keep doing this, need to get back into state where x,b,c on l.h.s. of equations.

$$a = 5 - 2x - 3y - z \rightarrow x = 5/2 - 3/2 y - 1/2 z - 1/2 a \quad (*)$$

Substituting (*) into other equations:

$$b = 11 - 4x - y - 2z \geq 0 \rightarrow b = 1 + 5y + 2a$$

$$c = 8 - 3x - 4y - 2z \geq 0 \rightarrow c = 1/2 + 1/2 y - 1/2 z + 3/2 a$$

$$F = 5x + 4y + 3z \rightarrow F = 25/2 - 7/2 y + 1/2 z - 5/2 a$$

In order to increase F again, should increase z

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Example of Simplex Method, continued.

How much can we increase z ?

$$x = 5/2 - 3/2 y - 1/2 z - 1/2 a \rightarrow z \leq 5$$

$$b = 1 + 5y + 2a \rightarrow \text{no restriction}$$

$$c = 1/2 + 1/2 y - 1/2 z + 3/2 a \rightarrow z \leq 1 \text{ most stringent } (\hat{^})$$

Setting $z = 1$ yields

$$x=2, y=0, z=1, a=0, b=1, c=0.$$

$$F = 25/2 - 7/2 y + 1/2 z - 5/2 a \rightarrow F = 13.$$

Again, construct system of equations.

$$\text{From } (\hat{^}) \quad z = 1 + y + 3a - 2c.$$

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Example of Simplex Method, continued.

Substituting back into other equations:

$$z = 1 + y + 3a - 2c.$$

$$x = 5/2 - 3/2 y - 1/2 z - 1/2 a \rightarrow x = 2 - 2y - 2a + c$$

$$b = 1 + 5y + 2a \rightarrow b = 1 + 5y + 2a$$

$$F = 25/2 - 7/2 y + 1/2 z - 5/2 a \rightarrow F = 13 - 3y - a - c$$

And we're done.

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