

Linear Programming

Linear programming is a class of problem in which you have some (linear) set of constraints and multiple variables, and a objective function. The goal is to find a solution which is maximum.

example
feasible
standard form
shortest paths
knapsack
max flow
polytopes
simplex
example
reduction from
ve.

Suppose you sell things. Thing 1 sells for 1 buck each and thing 2 sells for 6 bucks each, thing 2 is a luxury item.

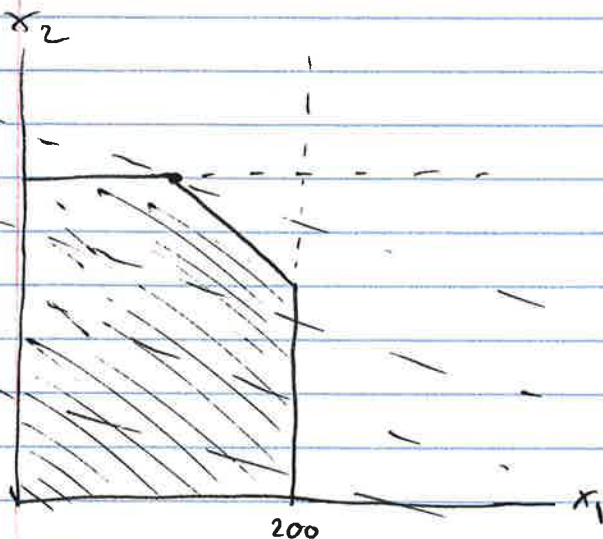
Your factory can only currently produce 400 items a day.

You also cannot make more than 200 of x_1 or 300 of x_2 due to shortages
we may present this as the following LP

$$\begin{aligned} \text{OP: } \max & x_1 + 6x_2 \\ \text{subject to: } & x_1 \leq 200 \\ & x_2 \leq 300 \\ & x_1 + x_2 \leq 400 \\ & x_1, x_2 \geq 0 \end{aligned}$$

$$C^T = [1, 6] \\ A = \begin{bmatrix} 1 & 0 \\ 0 & 1 \\ 1 & 1 \end{bmatrix} \quad b = \begin{bmatrix} 200 \\ 300 \\ 400 \end{bmatrix}$$

we have to plot these inequalities and intersect the values which they are true for. it would look like. our max function is



optimal is unachievable only when

1. infeasible $x \geq 1 \quad x \leq -1$
2. unbounded $\max x_1 + x_2$
 $x_1, x_2 \geq 0$

standard form, best solution $x = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix}$

$$\begin{aligned} \max & C^T x \\ \text{subj to } & Ax \leq b \\ & x \geq 0 \end{aligned}$$

can transform many things into standard form.

LP
OIP
MIP
ILP

Suppose in G we want to compute shortest $s-t$ path. let d_v be the shortest path from s to v . note $d_s = 0$.
 we may add constraints $d_v \leq d_u + w(u, v)$
 for each u, v in G which share an edge.

$$\begin{aligned} \max & d_t \\ \text{subj} & d_v \leq d_u + w(u, v) \quad \forall (u, v) \in E \\ & d_s = 0 \end{aligned}$$

why maximize? $d_t = 0$ is a solution, but rest of constraints have $d_t = \min_{u: (u, t) \in E} \{d_u + w(u, t)\}$ need to enforce that d_t is actually the path. d_t is largest value $\leq$ all others set.

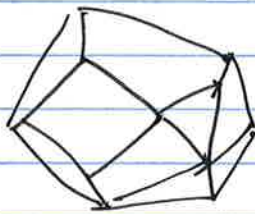
max flow

Given flow network G where edges have capacities $c(u, v) \geq 0$
 we want to maximize the flow from s to t

$$\begin{aligned} \max & \text{flow leaving } s - \text{flow into source} = \sum_{v \in V} f(s, v) - \sum_{v \in V} f(v, s) \\ \text{subject to} & f(u, v) \leq c(u, v) \\ & f(u, v) \geq 0 \\ & \sum_{v \in V} f(v, u) = \sum_{v \in V} f(u, v) \quad \text{conservation} \end{aligned}$$

Knapsack items (v_i, w_i) 0/1 knapsack is a 0/1 program.

$$\begin{aligned} \max & \sum v_i x_i \\ \text{subject to} & \sum w_i x_i \leq W \\ & 0 \leq x_i \leq 1 \end{aligned} \quad \text{are constraints!}$$



here's our algorithm, simplex. Think of it as traversal over the polytope of the feasible region

begin $v = (0, 0)$
while True

determine v' easy
at origin, repeatedly
change the coordinates!

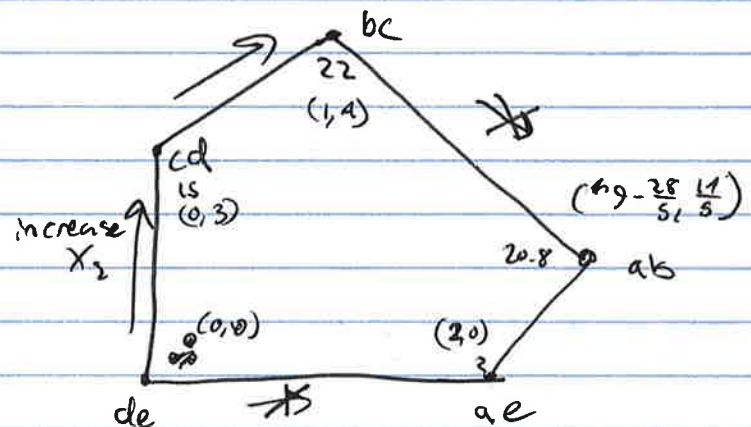
for each neighbor v' of v :

if v' neighbor of v is better
 $v = v'$

else

break

$$\begin{aligned} \max \quad & 2x_1 + 5x_2 \\ \text{sub j to} \quad & 2x_1 - x_2 \leq 4 \quad (a) \\ & x_1 + 2x_2 \leq 9 \quad (b) \\ & -x_1 + x_2 \leq 3 \quad (c) \\ & x_1 \geq 0 \quad (d) \\ & x_2 \geq 0 \quad (e) \end{aligned}$$



release e until c is tight. $(0, 0) \rightarrow (0, 3)$

15 vs 2

release c, d until b is tight $(0, 3) \rightarrow (1, 4)$

$$2 \cdot 1 + 5 \cdot 4 = 22$$

$$2x_1 - x_2 \leq 4 \quad x_1 \leq 9 - 2x_2$$

$$x_1 + 2x_2 \leq 9 \quad 2(9 - 2x_2) - x_2 \leq 4$$

$$18 - 4x_2 - x_2 \leq 4$$

$$2x_1 - x_2 \leq 4 \quad 18 - 5x_2 \leq 4$$

$$-x_1 + 3x_2 \leq 5 \quad -5x_2 \leq 4$$

$$0 + 5x_2 \leq 19$$

$$x_2 = \frac{19}{5} \quad x_1 = 9 - 2 \cdot \frac{19}{5}$$

$$x_1 = 9 - \frac{38}{5}$$

$$18 - \frac{1 \cdot 19}{5} + 19$$

$$32 - \frac{19}{5}$$

ILP is NP-complete decision variant checks if there exists
satisfies equations and max something $\{A, b, c, \exists(Ax \leq b) \quad c^T x \geq t\}$

VC $\leq$ ILP for edge u, v add variables x_u, x_v
and $x_u + x_v \geq 1$

VC = $\{G, g\} \mid S \subseteq V$ every edge touches ~~at least~~ one of $S^c \mid S \neq \emptyset\}$