



**KTH Mathematics**

# 2E5295/5B5749 Convex optimization with engineering applications

## Lecture 3

### Linear programming and the simplex method

## Optimality conditions

For  $f$  differentiable, consider

$$(P) \quad \begin{array}{ll} \text{minimize} & f(x) \\ \text{subject to} & x \in S \subseteq \mathbb{R}^n. \end{array}$$

**Proposition.** *Assume that  $S$  is a convex subset of  $\mathbb{R}^n$ , and assume that  $f : S \rightarrow \mathbb{R}$  is a convex differentiable function on  $S$ . Then,  $x^* \in S$  is a global minimizer to (P) if and only if  $\nabla f(x^*)^T(x - x^*) \geq 0$  for all  $x \in S$ .*

This condition is not immediate to verify, since it involves all feasible  $x$ .

We will consider more immediate conditions.

# Linear program

A *linear program* is a convex optimization problem on the form

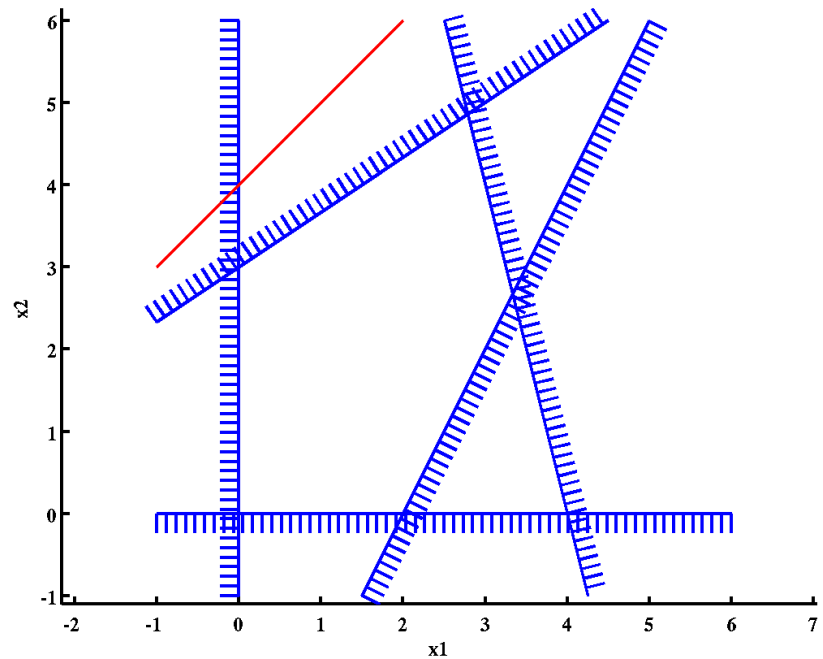
$$(LP) \quad \begin{array}{ll} \underset{x \in \mathbb{R}^n}{\text{minimize}} & c^T x \\ \text{subject to} & Ax = b, \\ & x \geq 0. \end{array}$$

May be written on many (equivalent) forms.

The feasible set is a *polyhedron*, i.e., given by the intersection of a finite number of hyperplanes in  $\mathbb{R}^n$ .

## Example linear program

$$\begin{aligned} \min \quad & -x_1 + x_2 \\ \text{subject to} \quad & -2x_1 + x_2 \geq -4, \\ & 2x_1 - 3x_2 \geq -9, \\ & -4x_1 - x_2 \geq -16, \\ & x_1 \geq 0, \\ & x_2 \geq 0. \end{aligned}$$



## Example linear program, cont.

Equivalent linear programs.

$$\begin{array}{ll} \min & -x_1 + x_2 \\ \text{subject to} & -2x_1 + x_2 \geq -4, \\ & 2x_1 - 3x_2 \geq -9, \\ & -4x_1 - x_2 \geq -16, \\ & x_1 \geq 0, \\ & x_2 \geq 0. \end{array}$$

$$\begin{array}{ll} \min & -x_1 + x_2 \\ \text{subject to} & -2x_1 + x_2 - x_3 = -4, \\ & 2x_1 - 3x_2 - x_4 = -9, \\ & -4x_1 - x_2 - x_5 = -16, \\ & x_j \geq 0, \quad j = 1, \dots, 5. \end{array}$$

## Example linear program, cont.

Equivalent linear programs.

$$\begin{array}{ll} \min & -x_1 + x_2 \\ \text{subject to} & -2x_1 + x_2 \geq -4, \\ & 2x_1 - 3x_2 \geq -9, \\ & -4x_1 - x_2 \geq -16, \\ & x_1 \geq 0, \\ & x_2 \geq 0. \end{array}$$

$$\begin{array}{ll} \min & -x_1 + x_2 \\ \text{subject to} & 2x_1 - x_2 + x_3 = 4, \\ & -4x_1 + 4x_2 - x_3 + x_4 = 5, \\ & 4x_1 - x_2 - x_3 - x_4 + x_5 = 3, \\ & x_j \geq 0, \quad j = 1, \dots, 5. \end{array}$$

# Methods for linear programming

We will consider two type of methods for linear programming.

- The simplex method.
  - Combinatoric in its nature.
  - The iterates are extreme points of the feasible region.
- Interior methods.
  - Approximately follow a trajectory created by a perturbation of the optimality conditions.
  - The iterates belong to the relative interior of the feasible region.

## Standard form and inequality form

We will consider linear programs on standard form,

$$\begin{aligned} \min \quad & c^T x \\ \text{subject to} \quad & Ax = b, \\ & x \geq 0. \end{aligned}$$

By partitioning  $A = (B \ N)$  where  $B$  is  $m \times m$  and invertible we obtain

$$\begin{aligned} \min \quad & c_B^T x_B + c_N^T x_N \\ \text{subject to} \quad & Bx_B + Nx_N = b, \\ & x_B \geq 0, \quad x_N \geq 0. \end{aligned}$$



## Standard form and inequality form, cont.

We will consider linear programs on standard form,

$$\begin{aligned} \min \quad & c^T x \\ \text{subject to} \quad & Ax = b, \\ & x \geq 0. \end{aligned}$$

Elimination of  $x_B$  as  $x_B = B^{-1}b - B^{-1}Nx_N$  gives

$$\begin{aligned} \min \quad & (c_N - N^T B^{-T} c_B) x_N \\ \text{subject to} \quad & -B^{-1} N x_N \geq -B^{-1} b, \\ & x_N \geq 0. \end{aligned}$$

Equivalent problem on inequality form.

## Linear program and extreme points

**Definition.** Let  $S$  be a convex set. Then  $x$  is an extreme point to  $S$  if  $x \in S$  and there are no  $y \in C$ ,  $z \in C$ ,  $y \neq x$ ,  $z \neq x$ , and  $\alpha \in (0, 1)$  such that  $x = (1 - \alpha)y + \alpha z$ .

$$(LP) \quad \begin{array}{ll} \underset{x \in \mathbb{R}^n}{\text{minimize}} & c^T x \\ \text{subject to} & Ax = b, \\ & x \geq 0. \end{array}$$

**Theorem.** Assume that  $(LP)$  has at least one optimal solution. Then, there is an optimal solution which is an extreme point.

One way of solving a linear program is to move from extreme point to extreme point, requiring decrease in the objective function value. (The simplex method.)

## Linear program extreme points and basic feasible solutions

**Proposition.** Let  $S = \{x \in \mathbb{R}^n : Ax = b \text{ where } A \in \mathbb{R}^{m \times n} \text{ of rank } m\}$ .

Then, if  $x$  is an extreme point of  $S$ , we may partition  $A = (B \ N)$  (column permuted), where  $B$  is  $m \times m$  and invertible, and  $x$  conformally, such that

$$\begin{pmatrix} B & N \\ 0 & I \end{pmatrix} \begin{pmatrix} x_B \\ x_N \end{pmatrix} = \begin{pmatrix} b \\ 0 \end{pmatrix}, \quad \text{with } x_B \geq 0 \quad .$$

Note that  $x_B = B^{-1}b$ ,  $x_N = 0$ .

We refer to  $B$  as a *basis matrix*.

Extreme points are referred to as *basic feasible solutions*.

## Optimality of basic feasible solution

Assume that we have a basic feasible solution

$$\begin{pmatrix} B & N \\ 0 & I \end{pmatrix} \begin{pmatrix} x_B \\ x_N \end{pmatrix} = \begin{pmatrix} b \\ 0 \end{pmatrix}.$$

**Proposition.** *The basic feasible solution is optimal if  $c^T p^i \geq 0$ ,  $i = 1, \dots, n - m$ , where  $p^i$  is given by*

$$\begin{pmatrix} B & N \\ 0 & I \end{pmatrix} \begin{pmatrix} p_B^i \\ p_N^i \end{pmatrix} = \begin{pmatrix} 0 \\ e_i \end{pmatrix}, \quad i = 1, \dots, n - m.$$

*Proof.* If  $\tilde{x}$  is feasible, it must hold that  $\tilde{x} - x = \sum_{i=1}^{n-m} \gamma_i p^i$ , where  $\gamma_i \geq 0$ ,  $i = 1, \dots, n - m$ . Hence,  $c^T(\tilde{x} - x) \geq 0$ .  $\square$

## Test of optimality of basic feasible solution

Note that  $c^T p^i$  may be written as

$$c^T p^i = \begin{pmatrix} c_B^T & c_N^T \end{pmatrix} \begin{pmatrix} B & N \\ 0 & I \end{pmatrix}^{-1} \begin{pmatrix} 0 \\ e_i \end{pmatrix}.$$

Let  $y$  and  $s_N$  solve  $\begin{pmatrix} B^T & 0 \\ N^T & I \end{pmatrix} \begin{pmatrix} y \\ s_N \end{pmatrix} = \begin{pmatrix} c_B \\ c_N \end{pmatrix}$ .

Then  $c^T p^i = \begin{pmatrix} y^T & s_N^T \end{pmatrix} \begin{pmatrix} 0 \\ e_i \end{pmatrix} = (s_N)_i$ .

We may compute  $c^T p^i$ ,  $i = 1, \dots, n - m$ , by solving *one* system of equations.

## An iteration in the simplex method

- Compute simplex multipliers  $y$  and reduced costs  $s$  from

$$\begin{pmatrix} B^T & 0 \\ N^T & I \end{pmatrix} \begin{pmatrix} y \\ s_N \end{pmatrix} = \begin{pmatrix} c_B \\ c_N \end{pmatrix}.$$

- If  $(s_N)_t < 0$ , compute search direction  $p$  from

$$\begin{pmatrix} B & N \\ 0 & I \end{pmatrix} \begin{pmatrix} p_B \\ p_N \end{pmatrix} = \begin{pmatrix} 0 \\ e_t \end{pmatrix}.$$

- Compute maximum steplength  $\alpha_{\max}$  and limiting constraint  $r$  from

$$\alpha_{\max} = \min_{i:(p_B)_i < 0} \frac{(x_B)_i}{-(p_B)_i}, \quad r = \operatorname{argmin}_{i:(p_B)_i < 0} \frac{(x_B)_i}{-(p_B)_i}.$$

- Let  $x = x + \alpha_{\max} p$ .
- Replace  $(x_N)_t = 0$  by  $(x_B)_r = 0$  among the active constraints.

## An iteration in the simplex method, alternatively

- Compute simplex multipliers  $y$  and reduced costs  $s$  from

$$B^T y = c_B, \quad s_N = c_N - N^T y.$$

- If  $(s_N)_t < 0$ , compute search direction  $p$  from

$$p_N = e_t, \quad Bp_B = -N_t.$$

- Compute maximum steplength  $\alpha_{\max}$  and limiting constraint  $r$  from

$$\alpha_{\max} = \min_{i:(p_B)_i < 0} \frac{(x_B)_i}{-(p_B)_i}, \quad r = \operatorname{argmin}_{i:(p_B)_i < 0} \frac{(x_B)_i}{-(p_B)_i}.$$

- Let  $x = x + \alpha_{\max} p$ .
- Replace  $(x_N)_t = 0$  by  $(x_B)_r = 0$  among the active constraints.

## To find a basic feasible solution

A basic feasible solution can be found by solving a *Phase I-problem*

$$\begin{aligned} \min \quad & e^T u \\ \text{subject to} \quad & Ax + u = b, \\ & x \geq 0, \quad u \geq 0, \end{aligned}$$

where  $e$  has all components 1.

We assume that  $b \geq 0$ . (If not, the corresponding rows in  $Ax = b$  may be multiplied by  $-1$ .)

Basic feasible solution to the Phase I-problem is given with  $u$  as basic variables.

Solve the Phase I-problem by the simplex method. If the optimal value is zero, we have a basic feasible solution to the original problem, otherwise the original problem is infeasible.



# Primal and dual linear programs

For a *primal* linear program

$$\begin{array}{ll} & \text{minimize} \quad c^T x \\ (PLP) & \text{subject to} \quad Ax = b, \\ & \quad \quad \quad x \geq 0, \end{array}$$

we will associate a *dual* linear program

$$\begin{array}{ll} & \max \quad b^T y \\ (DLP) & \text{subject to} \quad A^T y + s = c, \\ & \quad \quad \quad s \geq 0. \end{array}$$

(We will derive the dual by *Lagrangian relaxation* later.)

## Weak duality for linear programming

**Proposition.** *If  $x$  is feasible to (PLP) and  $y, s$  is feasible to (DLP), then  $c^T x - b^T y = x^T s \geq 0$ .*

*Proof.* Insertion gives the result.  $\square$

It follows that *weak duality* holds, i.e.,  $\text{optval}(PLP) \geq \text{optval}(DLP)$ .

**Proposition.** *If  $x$  is feasible to (PLP) and  $y, s$  is feasible to (DLP), and furthermore  $x^T s = 0$ , then these solutions are optimal to the primal and the dual, respectively.*

*Proof.* A consequence of the previous result.  $\square$

Note that if  $x \geq 0$  and  $s \geq 0$ , then  $x^T s = 0$  if and only if  $x_j s_j = 0$ ,  $j = 1, \dots, n$ .

# Strong duality for linear programming

$$\begin{array}{ll} \text{minimize} & c^T x \\ \text{subject to} & Ax = b, \\ & x \geq 0. \end{array} \quad (PLP)$$
$$\begin{array}{ll} \text{maximize} & b^T y \\ \text{subject to} & A^T y + s = c, \\ & s \geq 0. \end{array} \quad (DLP)$$

**Theorem.** *If (PLP) has a finite optimal value, then there exist optimal solutions to (PLP) and (DLP). Moreover, the optimal values are equal.*

This result is referred to as *strong duality* for linear programming.