

# Linear Programming and Applications

- Diet problem
- History
- Network flow
- Branch and bound

Next up: LP geometry, solvers, duality

# Linear programming

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

$$\begin{array}{ll} \underset{x}{\text{minimize}} & c^T x \\ \text{subject to} & Ax = b \\ & x \geq 0 \end{array}$$

- Other variations exist, but all equivalent after reformulations
- Historical importance
- Good solvers (simplex method, interior point methods)
- Generalized to “linear cone” solvers
  - $x \geq 0$  is replaced by  $x$  in second-order cone or semidefinite cone
  - Now we can solve lots of convex problems

## Diet problem

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

- minimum-cost diet
- $x_i$  represents how many servings of food group  $i$  to eat
- $c_i$  gives cost of 1 serving of food from group  $i$
- $a_i^T x = b_i$  encodes nutritional recommendations
- $x \geq 0$  since you can't eat negative food

# Important fields

- Operations research
  - Started with post-WWII military research
  - many applications in management science
  - often appears as relaxations of important combinatorial problems
  - e.g., assigning people to tasks, routing supplies, strategic planning,...
- Economics
  - 1939: Planning a country's economy (Kantorovich in USSR, Koopmans in US)
  - Planning in business (maximize utility subject to resource constraints)
- Combinatorial optimization
  - Linear relaxation gives lower bounds
  - Often used in branch-and-bound solvers

# Assignment

Task: assign  $n$  people to  $n$  tasks

$$\begin{aligned} & \underset{X \in \mathbb{R}^{n \times n}}{\text{maximize}} && \sum_{ij} X_{ij} W_{ij} \\ & \text{subject to} && X^T e = e, \quad X e = e \\ & && X_{i,j} \in \{0, 1\} \end{aligned}$$

- $X_{ij} = 1 \iff$  person  $i$  assigned to task  $j$
- $W_{ij}$  encodes preference of person  $i$ 's assignment to task  $j$
- linear equality constraint ensures only 1 assignment per person and per task
- combinatorial constraint  $X_{i,j} \in \{0, 1\}$  makes problem hard to solve
- relaxation: replace binary constraints with interval constraints:

$$X_{i,j} \in \{0, 1\} \quad \rightarrow \quad 0 \leq X_{i,j} \leq 1$$

## Routing (aka, Traveling Salesman problem)

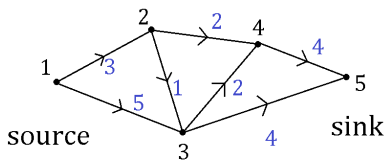
Task: assign a supply route for a truck, with  $n$  stops

$$\begin{aligned} & \text{minimize}_{X \in \mathbb{R}^{n \times n}} \sum_{ij} X_{ij} W_{ij} \\ & \text{subject to} \quad X^T e = e, \quad X e = e \\ & \quad \sum_j X_{1,j} = \sum_i X_{i,1} = 1 \\ & \quad \sum_{i \notin S} \sum_{j \in S} X_{ij} \geq 1, \quad \forall S \subseteq \{1, \dots, n\} \\ & \quad X_{i,j} \in \{0, 1\} \end{aligned}$$

- $X_{ij} = 1$  if visit stop  $i$  right after stop  $j$
- second linear constraint: ensure truck leaves and returns at depo ( $i = 1$ )
- third constraint: ensures route is connected
- relaxation: replace binary constraints with interval constraints:

$$X_{i,j} \in \{0, 1\} \quad \rightarrow \quad 0 \leq X_{i,j} \leq 1$$

## Network flow



$$\Rightarrow \begin{bmatrix} 3 & 5 & 0 & 0 & 0 & 0 & 0 \\ -3 & 0 & 1 & 2 & 0 & 0 & 0 \\ 0 & -5 & -1 & 0 & 2 & 0 & 4 \\ 0 & 0 & 0 & -2 & -2 & 4 & 0 \\ 0 & 0 & 0 & 0 & 0 & -4 & -4 \end{bmatrix} \begin{array}{l} \text{node} \\ 1 \\ 2 \\ 3 \\ 4 \\ 5 \end{array}$$

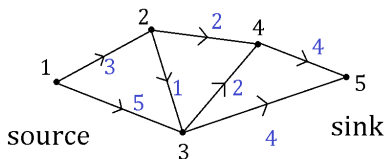
node-arc matrix

Appears in transportation, network routing, planning

- $n$  nodes,  $m$  arcs (directed edges)
- $X \in \mathbb{R}^{n \times m}$  records flows from node  $i$  through arc  $j$
- $C_L \leq X \leq C_U$  capacity constraints (eg, link capacities)
- if no edge between nodes  $i$  and  $j$  then  $(C_L)_{ij} = (C_U)_{ij} = 0$
- flow conservation:

$$\sum_j X_{ij} = 0 \quad \text{for all non-source non-sink nodes } i$$

## Network flow: Max-flow



$$\Rightarrow \begin{bmatrix} 3 & 5 & 0 & 0 & 0 & 0 & 0 \\ -3 & 0 & 1 & 2 & 0 & 0 & 0 \\ 0 & -5 & -1 & 0 & 2 & 0 & 4 \\ 0 & 0 & 0 & -2 & -2 & 4 & 0 \\ 0 & 0 & 0 & 0 & 0 & -4 & -4 \end{bmatrix} \begin{array}{l} \text{node} \\ 1 \\ 2 \\ 3 \\ 4 \\ 5 \end{array}$$

node-arc matrix

$$\begin{array}{ll} \text{maximize}_X & \sum_{i=1}^n X_{1,i} \\ \text{subject to} & C_L \leq X \leq C_U \\ & \sum_j X_{ij} = 0, \forall i \neq 1 \end{array}$$

Total flow

Capacity constraints

Conservation of flow



# Branch and bound

Mixed integer linear program

$$\begin{array}{ll} \underset{x \in \mathbb{R}^n}{\text{minimize}} & c^T x \\ \text{subject to} & Ax = b, \quad Cx \leq d \\ & x_i \in \{0, 1\}, \quad i = 1, \dots, n \end{array}$$

- Generalizes assignment, routing, graph coloring, and more
- $x \in \mathbb{R}^n$  is **feasible** if

$$Ax = b, \quad Cx \leq d, \quad x_i \in \{0, 1\}, \quad i = 1, \dots, n$$

# Branch and bound

Mixed integer linear program

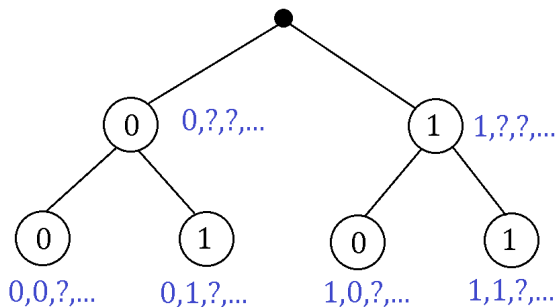
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- let  $p(x) := c^T x$
- **Upper bound:** For any feasible  $x$ ,  $p(x) \geq p(x^*)$
- **Lower bound:** Consider  $\hat{x}$  the solution to **relaxed** problem

$$\begin{aligned} & \underset{x \in \mathbb{R}^n}{\text{minimize}} && c^T x \\ & \text{subject to} && Ax = b, Cx \leq d \\ & && 0 \leq x \leq e \end{aligned}$$

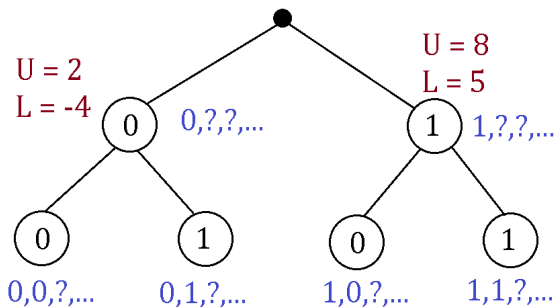
Then  $p(\hat{x}) \leq p(x^*)$

## Branch and bound algorithm



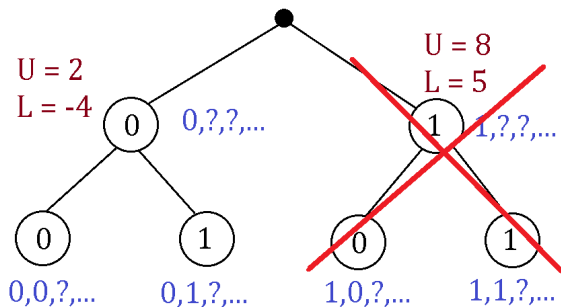
1. Binary tree traverses every possible value of  $x$

## Branch and bound algorithm



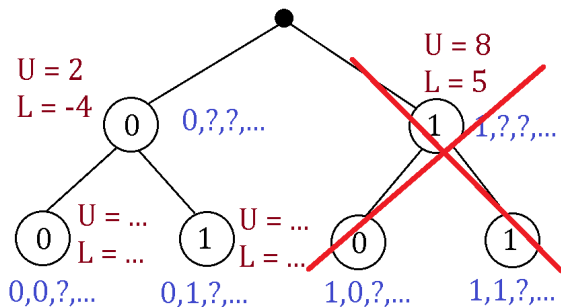
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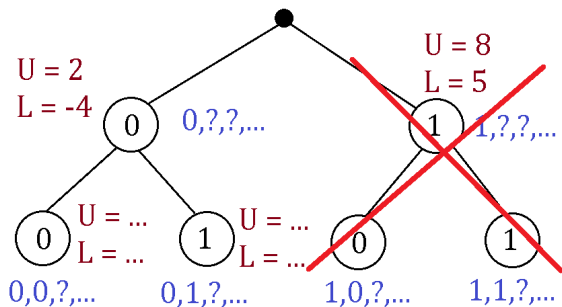
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3. If lower bound  $>$  upper bound of another node, impossible choice
  - cut node and all descendants

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4. Continue searching

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5. B-B solvers require fast LP solvers, since they may be applied many times!