

# Graph Theory and Optimization

## Introduction on Linear Programming

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Thank you to F. Giroire for his slides

# Outline

- 1 Motivations
- 2 Linear Programmes
- 3 First examples
- 4 Solving Methods: Graphical method, simplex...

# Motivation

Why linear programming is a very important tool?

- A **lot of problems** can be formulated as linear programmes, and
- There exist **efficient methods** to solve them
- or at least give **good approximations**.
  
- Solve **difficult problems**: e.g. original example given by Dantzig (1947). Best assignment of 70 people to 70 tasks.

→ **Magic algorithmic box.**

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# What is a linear programme?

- **Optimization problem** consisting in
  - **maximizing** (or minimizing) a **linear objective function**
  - of  $n$  decision variables
  - subject to a **set of constraints** expressed by **linear equations or inequalities**.
- Originally, military context: "**programme**"="resource planning".  
Now "programme"="problem"
- Terminology due to George B. Dantzig, inventor of the Simplex Algorithm (1947)

# Terminology

 $x_1, x_2$ Decision variables (generally:  $\in \mathbb{R}$ )

max  $350x_1 + 300x_2$   
subject to

Objective function (linear!!)

$$x_1 + x_2 \leq 200$$

Constraints (linear!!)

$$9x_1 + 6x_2 \leq 1566$$

$$12x_1 + 16x_2 \leq 2880$$

$$x_1, x_2 \geq 0$$

# Terminology

 $x_1, x_2$ 

Decision variables

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subject to

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In linear programme: **objective function + constraints are all linear**

Typically (not always): **variables are non-negative**

If variables are integer: system called **Integer Programme (IP)**

# Terminology

Linear programmes can be written under the **standard form**:

$$\begin{aligned}
 &\text{Maximize} && \sum_{j=1}^n c_j x_j \\
 &\text{Subject to:} && \sum_{j=1}^n a_{ij} x_j \leq b_i && \text{for all } 1 \leq i \leq m \\
 &&& x_j \geq 0 && \text{for all } 1 \leq j \leq n.
 \end{aligned}$$

- the problem is a **maximization**;
- all constraints are **inequalities** (and not equations);
- all variables are **non-negative**.



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## Example 1: a resource allocation problem

A company produces copper cable of 5 and 10 mm of diameter on a single production line with the following constraints:

- The available copper allows to produces 21 meters of cable of 5 mm diameter per week. Moreover, one meter of 10 mm diameter copper consumes 4 times more copper than a meter of 5 mm diameter copper.
- Due to demand, the weekly production of 5 mm cable is limited to 15 meters and the production of 10 mm cable should not exceed 40% of the total production.
- Cable are respectively sold 50 and 200 euros the meter.

What should the company produce in order to maximize its weekly revenue?

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## Example 1: a resource allocation problem

Define two **decision variables**:

- $x_1$ : the number of meters of 5 mm cables produced every week
- $x_2$ : the number of meters of 10 mm cables produced every week

The revenue associated to a production  $(x_1, x_2)$  is

$$z = 50x_1 + 200x_2.$$

The capacity of production cannot be exceeded

$$x_1 + 4x_2 \leq 21.$$

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## Example 1: a resource allocation problem

The demand constraints have to be satisfied

$$x_2 \leq \frac{4}{10}(x_1 + x_2)$$

$$x_1 \leq 15$$

Negative quantities cannot be produced

$$x_1 \geq 0, x_2 \geq 0.$$

**Exercise:** Write the above programme in standard form

## Example 1: a resource allocation problem

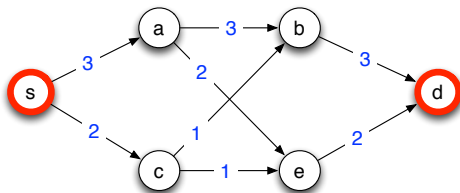
**The model:** To maximize the sell revenue, determine the solutions of the following linear programme  $x_1$  and  $x_2$ :

$$\begin{aligned} \max \quad & z = 50x_1 + 200x_2 \\ \text{subject to} \quad & \\ & x_1 + 4x_2 \leq 21 \\ & -4x_1 + 6x_2 \leq 0 \\ & x_1 \leq 15 \\ & x_1, x_2 \geq 0 \end{aligned}$$



## Example 2: Maximum flow (Reminder on the Problem)

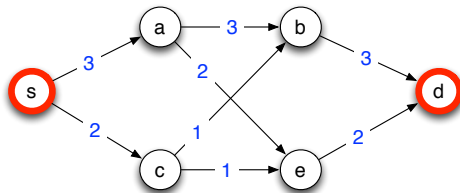
Directed graph:  $D = (V, A)$ , **source**  $s \in V$ , **destination**  $d \in V$ , **capacity**  $c : A \rightarrow \mathbb{R}^+$ .  
 $N^-(s) = \emptyset$  and  $N^+(d) = \emptyset$



flow  $f : A \rightarrow \mathbb{R}^+$  such that :

- **capacity constraint:**  $\forall a \in A, f(a) \leq c(a)$
- **conservation constraint:**  $\forall v \in V \setminus \{s, d\}, \sum_{w \in N^-(v)} f(wv) = \sum_{w \in N^+(v)} f(vw)$
- **value of flow:**  $v(f) = \sum_{w \in N^+(s)} f(sw)$ .

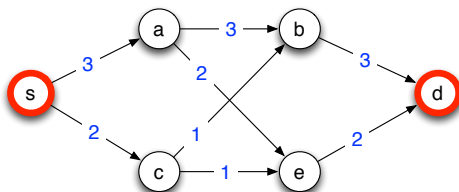
## Example 2: Maximum flow (on an example)



**Exercise:** Give a LP computing a maximum flow in the above graph

*hint: variables correspond to the expected solution*

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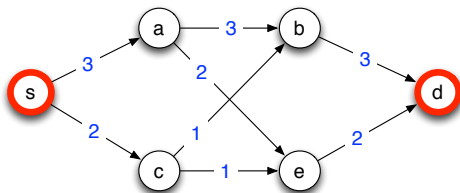
**Exercise:** Give a LP computing a maximum flow in the above graph

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**Solution:** flow  $f : A \rightarrow \mathbb{R}^+$

Variables:  $f_x \in \mathbb{R}^+$  for each  $x \in A$

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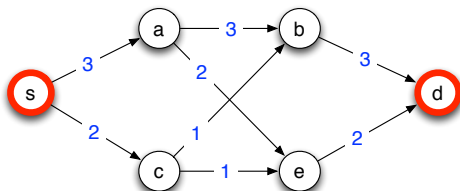
**Solution:** flow  $f : A \rightarrow \mathbb{R}^+$

**Objective:** maximize the flow leaving  $s$   
subject to:

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Max.  $f_{sa} + f_{sc}$

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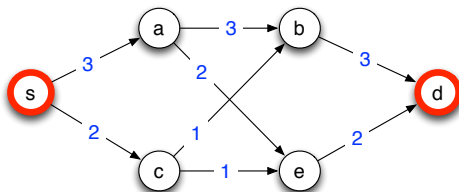
**Objective:** maximize the flow leaving  $s$

Max.  $f_{sa} + f_{sc}$

subject to:

**Capacity constraints:**  $f_{sa} \leq 3; f_{sc} \leq 2; f_{ab} \leq 3; f_{ae} \leq 2; f_{cb} \leq 1; f_{ce} \leq 1; f_{bd} \leq 3; f_{ed} \leq 2.$

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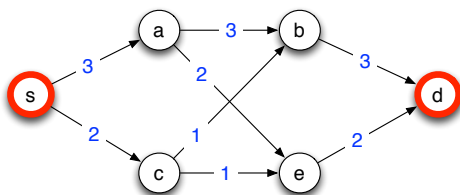
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subject to:

**Capacity constraints:**  $f_{sa} \leq 3$ ;  $f_{sc} \leq 2$ ;  $f_{ab} \leq 3$ ;  $f_{ae} \leq 2$ ;  $f_{cb} \leq 1$ ;  $f_{ce} \leq 1$ ;  $f_{bd} \leq 3$ ;  $f_{ed} \leq 2$ .

**Conservation constraints:**  $f_{sa} = f_{ab} + f_{ae}$ ;  $f_{sc} = f_{cb} + f_{ce}$ ;  $f_{ae} + f_{ce} = f_{ed}$  and  $f_{ab} + f_{cb} = f_{bd}$ .

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**Variables domain:**

$f_x \geq 0$  for any  $x \in A$

## Example 2: Maximum flow

$D = (V, A)$  be a graph with capacity  $c : A \rightarrow \mathbb{R}^+$ , and  $s, t \in V$ .

**Problem:** Compute a maximum flow from  $s$  to  $t$ .

**Solution:**  $f : A \rightarrow \mathbb{R}^+$

**Objective function:** maximize value of the flow

$\Rightarrow$  variables  $f_a$ , for each  $a \in A$

$$\sum_{u \in N^+(s)} f(su)$$

**Constraints:**

- capacity constraints:
- flow conservation:

$$f(a) \leq c(a) \text{ for each } a \in A$$

$$\sum_{u \in N^+(v)} f(vu) = \sum_{u \in N^-(v)} f(uv), \forall v \in V \setminus \{s, t\}$$



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 & \sum_{u \in N^+(v)} f(vu) = \sum_{u \in N^-(v)} f(uv) \quad \text{for all } v \in V \setminus \{s, t\} \\
 & f(a) \geq 0 \quad \text{for all } a \in A
 \end{array}$$

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# Solving Difficult Problems

- **Difficulty:** Large number of solutions.
  - Choose the best solution among  $2^n$  or  $n!$  possibilities: all solutions cannot be enumerated.
  - Complexity of studied problems: often NP-complete.  
but Polynomial-time solvable when variables are real !!
- **Solving methods:**
  - Optimal solutions:
    - Graphical method (2 variables only).
    - Simplex method. exponential-time, work well in practice
    - interior point method polynomial-time
    - Ellipsoid polynomial-time
  - Approximations:
    - Theory of duality (assert the quality of a solution).
    - Approximation algorithms.

# Graphical Method

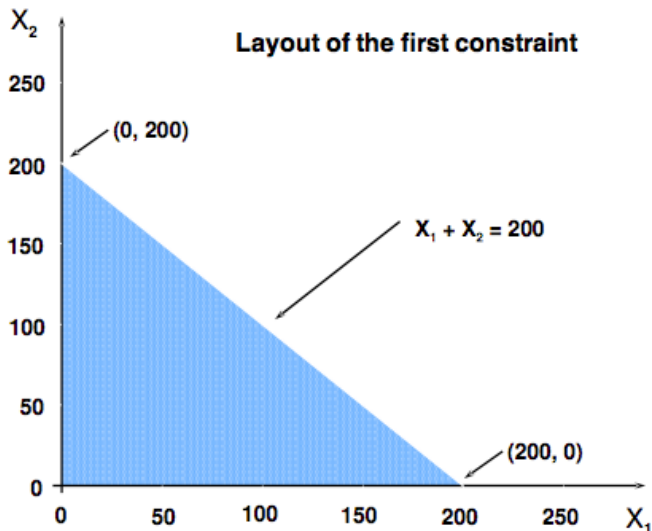
- The constraints of a linear programme define a **zone of solutions**.
- The best point of the zone corresponds to the optimal solution.
- For **problem with 2 variables**, easy to draw the zone of solutions and to **find the optimal solution graphically**.

# Graphical Method

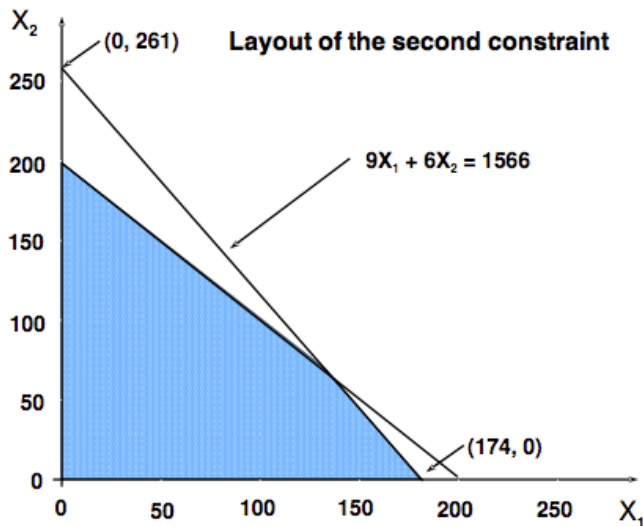
Example:

$$\begin{aligned} \max \quad & 350x_1 + 300x_2 \\ \text{subject to} \quad & \\ & x_1 + x_2 \leq 200 \\ & 9x_1 + 6x_2 \leq 1566 \\ & 12x_1 + 16x_2 \leq 2880 \\ & x_1, x_2 \geq 0 \end{aligned}$$

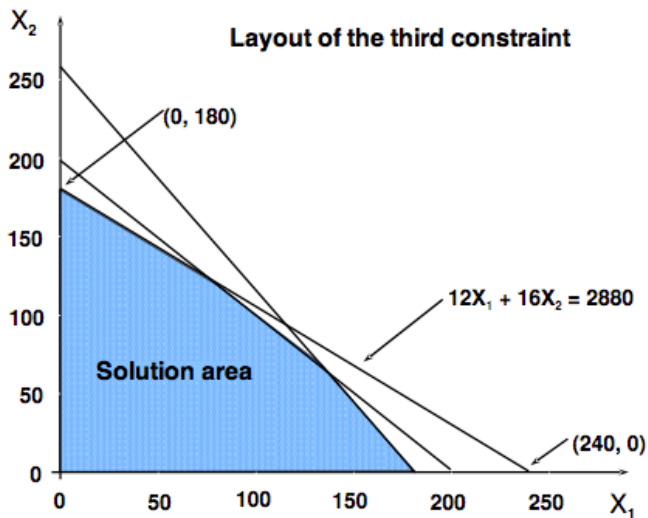
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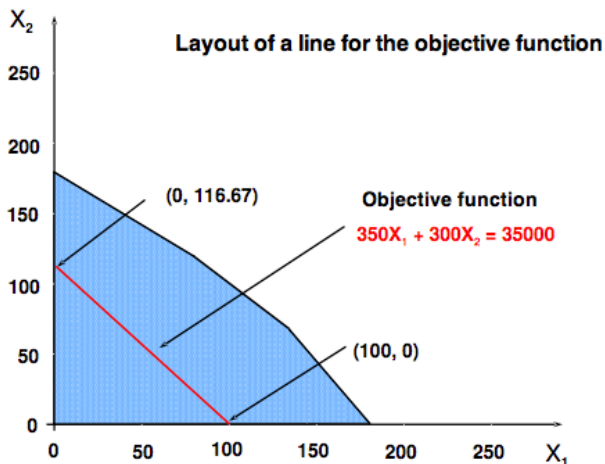


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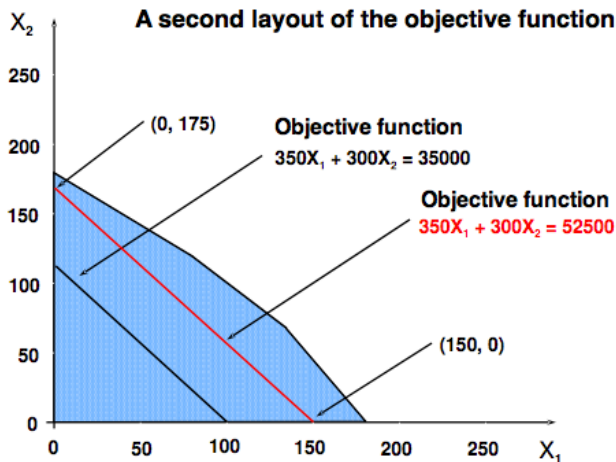




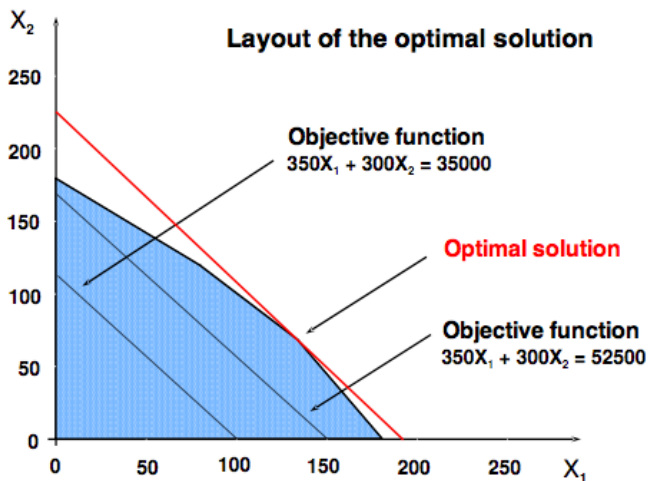
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## Computation of the optimal solution

The optimal solution is at the intersection of the constraints:

$$x_1 + x_2 = 200$$

$$9x_1 + 6x_2 = 1566$$

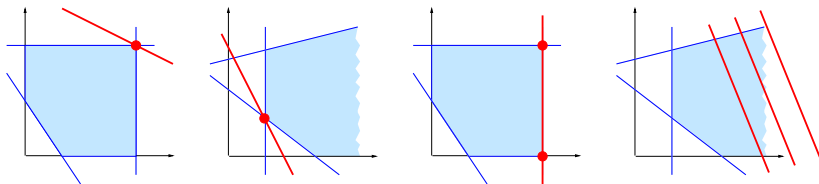
We get:

$$x_1 = 122$$

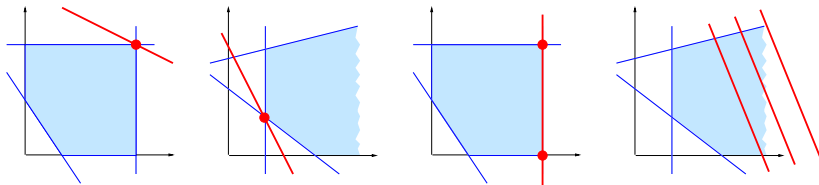
$$x_2 = 78$$

$$\text{Objective} = 66100.$$

# Optimal Solutions: Different Cases



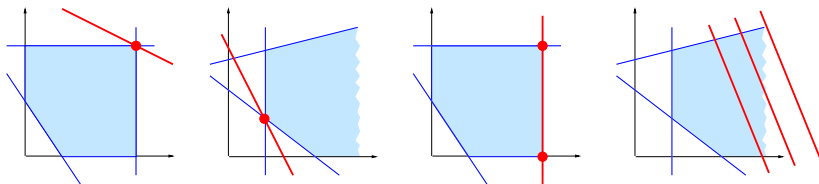
## Optimal Solutions: Different Cases



Three different possible cases:

- a single optimal solution,
- an infinite number of optimal solutions, or
- no optimal solutions.

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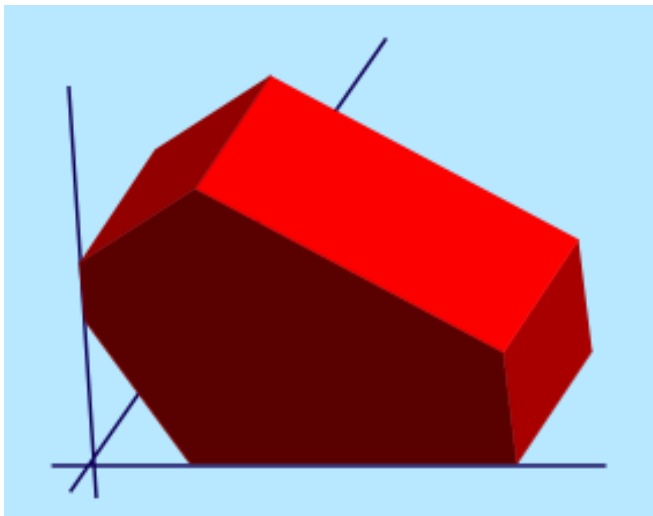


Three different possible cases:

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- no optimal solutions.

If an optimal solution exists, **there is always a corner point optimal solution!**

# Solving Linear Programmes





# Solving Linear Programmes

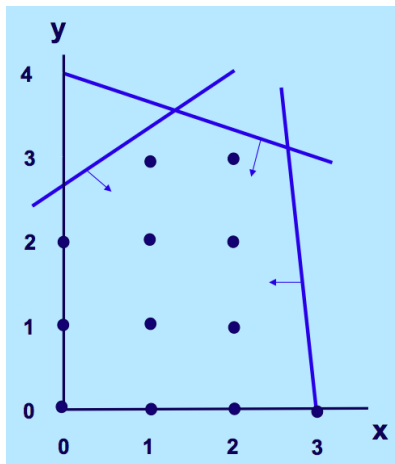
- The constraints of an LP give rise to a geometrical shape: a **convex polyhedron**.
- If we can determine all the **corner points** of the polyhedron, then we calculate the objective function at these points and take the best one as our optimal solution.
- The **Simplex Method** intelligently moves from corner to corner until it can prove that it has found the optimal solution.

# Solving Linear Programmes

- Geometric method impossible in higher dimensions
- Algebraical methods:
  - **Simplex method** (George B. Dantzig 1949): skim through the feasible solution polytope.  
Similar to a "Gaussian elimination".  
Very good in practice, but can take an exponential time.
  - **Polynomial methods** exist:
    - Leonid Khachiyan 1979: ellipsoid method. But more theoretical than practical.
    - Narendra Karmarkar 1984: a new interior method. Can be used in practice.

## But Integer Programming (IP) is different!

- Feasible region: a set of discrete points.
- Corner point solution not assured.
- **No "efficient" way to solve an IP.**
- Solving it as an LP provides a **relaxation** and a **bound on the solution**.



## Summary: To be remembered

- What is a **linear programme**.
- The **graphical method** of resolution.
- **Linear programs can be solved efficiently** (polynomial).
- **Integer programs are a lot harder** (in general no known polynomial algorithms).  
In this case, we look for **approximate solutions**.