

Math 407

Today: Complimentary Slackness

$$(P) \max c^T x \text{ s.t. } Ax \leq b$$

$$(D) \min b^T y \text{ s.t. } A^T y = c, y \geq 0$$

Benefits of LP Duality

1) In practice, complexity of solving (P) depends on m (# equations). If $m > n - m$, it may be much faster to solve (D).

2) Gives concise certificate for optimality, (feasibly x^*, y^* s.t. $c^T x^* = b^T y^*$)

Another way to check optimality:

Complimentary Slackness

Useful fact: If $\lambda_1, \dots, \lambda_n \geq 0$ and $\lambda_1 + \dots + \lambda_n = 0$, then $\lambda_1 = 0, \dots, \lambda_n = 0$

If x is feasible for (P), y feasible for (D) then

$$0 \leq b_i - a_i^T x, \quad y_i \geq 0, \quad \text{and} \quad \sum_{i=1}^m y_i a_i^T x = c^T x$$

$$\Rightarrow b^T y - c^T x = \sum_{i=1}^m y_i (b_i - a_i^T x) \quad \text{each term} \geq 0$$

Then $c^T x = b^T y \iff y_i (b_i - a_i^T x) = 0$ for all $i = 1, \dots, m$

Thm (Complimentary Slackness) For the LPs

$$(P) \max c^T x \text{ s.t. } Ax \leq b$$

$$(D) \min b^T y \text{ s.t. } A^T y = c, y \geq 0,$$

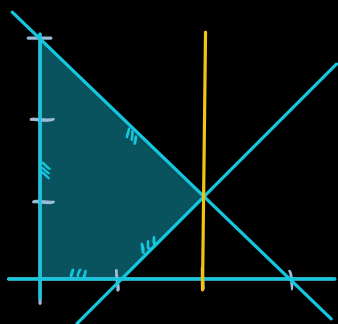
if x is feasible for (P) and y is feasible for (D), then x and y are optimal (for (P) and (D) resp.)

$$\Leftrightarrow c^T x = b^T y$$

$$\Leftrightarrow y_i (b_i - a_i^T x) = 0 \text{ for all } i=1, \dots, m.$$

Ex 1: (P) $\max x_1$ s.t. $-x_1 \leq 0, -x_2 \leq 0, x_1 + x_2 \leq 3, x_1 - x_2 \leq 1$
 $a_1^T x \leq b_1, a_2^T x \leq b_2, a_3^T x \leq b_3, a_4^T x \leq b_4$

(D) $\min 3y_3 + y_4$ s.t. $-y_1 + y_3 + y_4 = 1$
 $-y_2 + y_3 - y_4 = 0, \begin{pmatrix} y_1 \\ y_2 \\ y_3 \\ y_4 \end{pmatrix} \geq 0$



Opt sol for (P): $x^* = \begin{pmatrix} 2 \\ 1 \end{pmatrix}$

Which ineq. $a_i^T x \leq b_i$ do not hold with "=" at x^* ?

$$\left. \begin{array}{l} a_1^T x^* < b_1 \\ a_2^T x^* < b_2 \\ a_3^T x^* = b_3 \\ a_4^T x^* = b_4 \end{array} \right\}$$

$\rightarrow y$ is optimal for (D)

$$\Leftrightarrow y \text{ is feasible for (D) } \left(\sum_{i=1}^m y_i a_i^T = c, y \geq 0 \right) \text{ and } y_1 = y_2 = 0$$

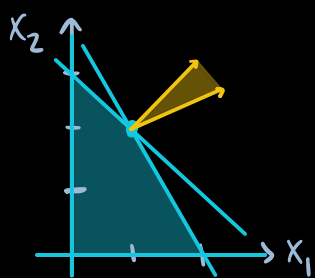
$$\Leftrightarrow y_1 = y_2 = 0, y_3 + y_4 = 1, y_3 \geq 0 \\ y_3 - y_4 = 0, y_4 \geq 0$$

$$\Leftrightarrow y_1 = y_2 = 0, y_3 = y_4 = 1/2 \leftarrow \text{unique sol to these linear equations!}$$

Why not $y^T = (1, 0, 1, 1)$?

$$b^T y - c^T x^* = \underbrace{y_1}_{>0} \underbrace{(b_1 - a_1^T x^*)}_{>0} + \underbrace{y_2}_{=0} (b_2 - a_2^T x^*) + \underbrace{y_3^*}_{=0} (b_3 - a_3^T x^*) + \underbrace{y_4}_{=0} (b_4 - a_4^T x^*) > 0$$

Geometry of Complimentary Slackness

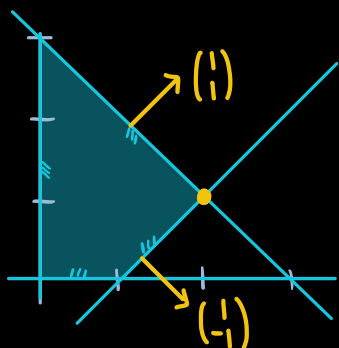


If x^* is an optimal solution of (P), the best upper bound only uses inequalities that are tight at x^* .

Cor: If v is a vertex of $P = \{x \in \mathbb{R}^n : Ax \leq b\}$ then the maximum of $c^T x$ over P is attained at v if and only if c is a nonnegative combination of the vectors a_i with $a_i^T v = b_i$.

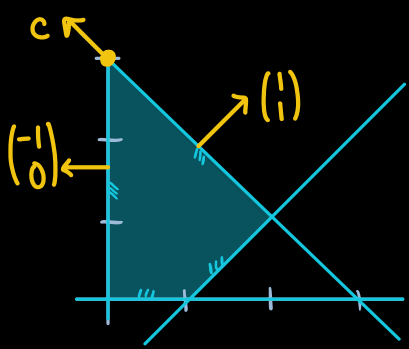
(Proof) x^* achieves $\max c^T x$ s.t. $a_i^T x \leq b_i$ for $i=1, \dots, m$
 $\Leftrightarrow \exists y^* \geq 0$ s.t. $\sum_{i=1}^m y_i^* a_i^T = c^T$
 with $y_i^* = 0$ for i s.t. $a_i^T x^* < b_i$.

Ex: (P) $\max c_1 x_1 + c_2 x_2$ s.t. $-x_1 \leq 0, -x_2 \leq 0, x_1 + x_2 \leq 3, x_1 - x_2 \leq 1$
 $a_1^T x \leq b_1, a_2^T x \leq b_2, a_3^T x \leq b_3, a_4^T x \leq b_4$



Comp. Slackness: max achieved at $x = (2, 1)$

$$\Leftrightarrow c = y_3 \begin{pmatrix} 1 \\ 1 \end{pmatrix} + y_4 \begin{pmatrix} -1 \\ 1 \end{pmatrix} \text{ for some } y_3 \geq 0, y_4 \geq 0$$



Q: For which c is the max achieved at $v = \begin{pmatrix} 0 \\ 3 \end{pmatrix}$?

$$a_1^T v = b_1$$

$$a_2^T v < b_2$$

$$a_3^T v = b_3$$

$$a_4^T v < b_4$$

$$A: c = \gamma_1 \begin{pmatrix} -1 \\ 0 \end{pmatrix} + \gamma_3 \begin{pmatrix} 1 \\ 1 \end{pmatrix}$$

for some $\gamma_1 \geq 0, \gamma_3 \geq 0$

Eg. For $c = \begin{pmatrix} -1 \\ 1 \end{pmatrix}$, max $c^T x$ achieved at $\begin{pmatrix} 0 \\ 3 \end{pmatrix}$.

$$\Rightarrow c = \gamma_1 \begin{pmatrix} -1 \\ 0 \end{pmatrix} + \gamma_3 \begin{pmatrix} 1 \\ 1 \end{pmatrix} \quad \left[\begin{array}{l} -1 = -\gamma_1 + \gamma_3 \\ 1 = 0 + \gamma_3 \end{array} \right] \quad \text{unique sol: } \gamma_1 = 2, \gamma_3 = 1$$

$$\Rightarrow \text{optimal sol for (D): } \gamma^* = \begin{pmatrix} 2 \\ 0 \\ 1 \\ 0 \end{pmatrix}$$