

C&O 355

Lecture 9

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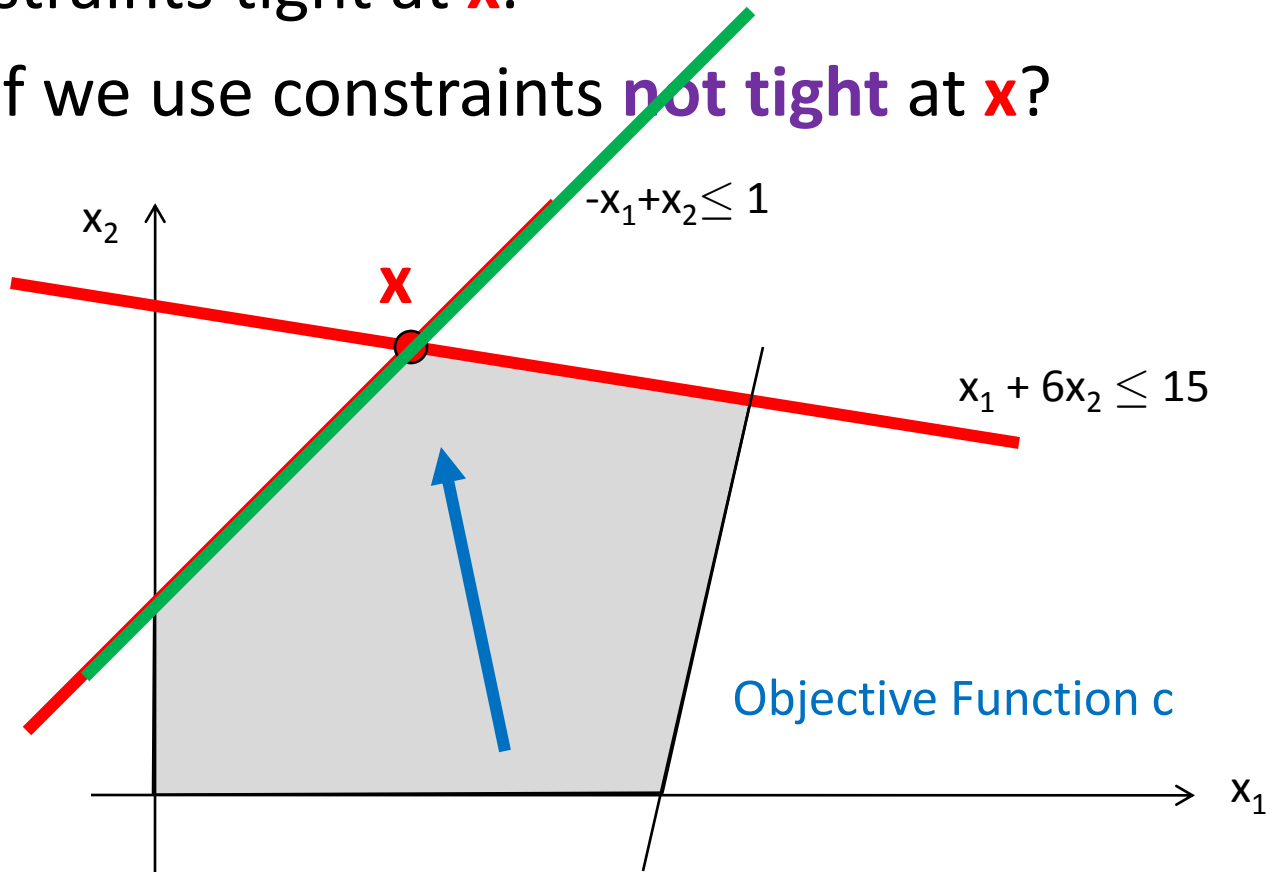
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Outline

- Complementary Slackness
- “Crash Course” in Computational Complexity
- Review of Geometry & Linear Algebra
- Ellipsoids

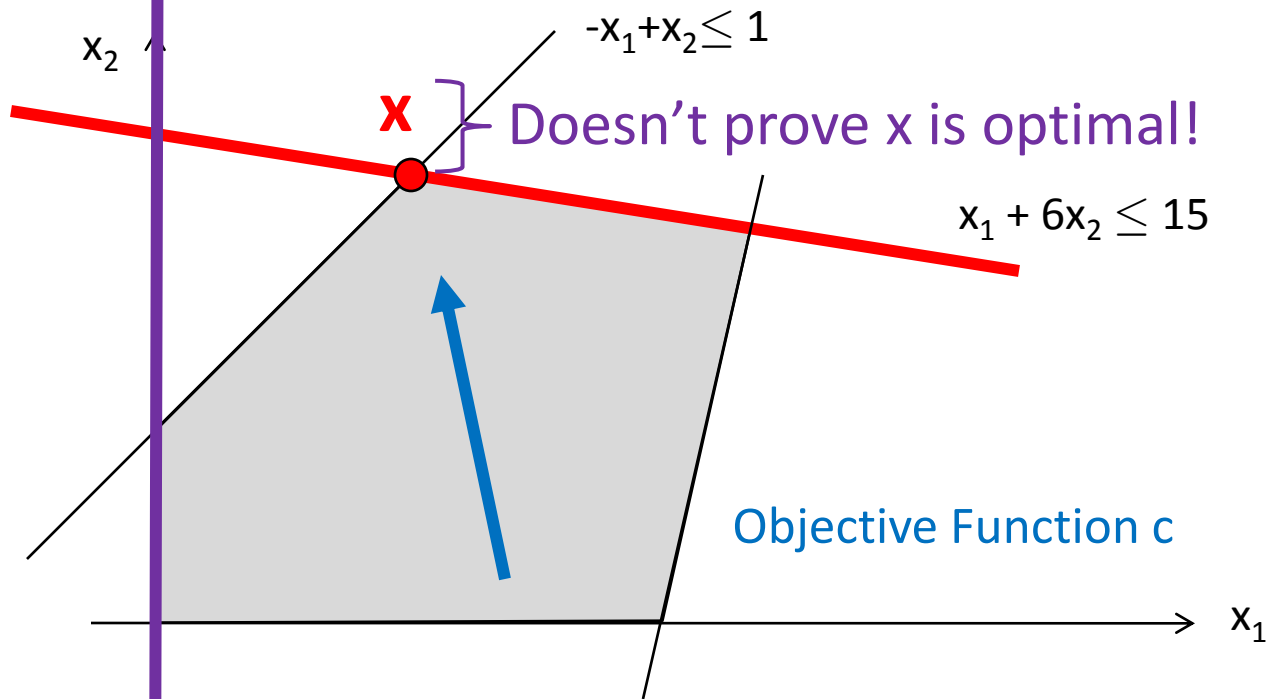
Duality: Geometric View

- We can “generate” a new constraint aligned with c by taking a **conic combination** (non-negative linear combination) of constraints tight at x .
- What if we use constraints **not tight** at x ?



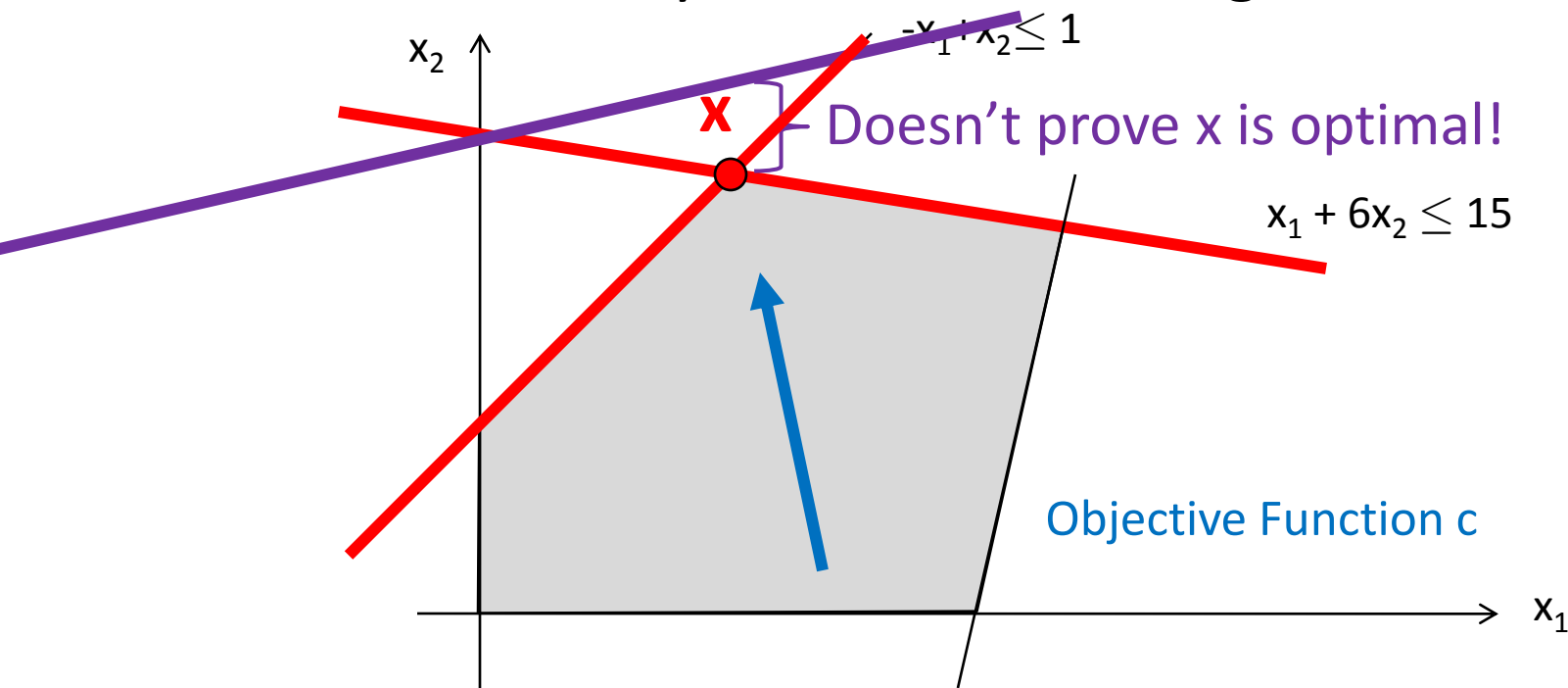
Duality: Geometric View

- We can “generate” a new constraint aligned with c by taking a conic combination (non-negative linear combination) of constraints tight at x .
- What if we use constraints **not tight** at x ?



Duality: Geometric View

- What if we use constraints **not tight** at **x**?
- This linear combination is a **feasible** dual solution, but **not an optimal** dual solution
- **Complementary Slackness:** To get an **optimal** dual solution, must only use constraints tight at **x**.



Weak Duality

Primal LP

$$\begin{array}{ll}\max & c^T x \\ \text{s.t.} & Ax \leq b\end{array}$$

Dual LP

$$\begin{array}{ll}\min & b^T y \\ \text{s.t.} & A^T y = c \\ & y \geq 0\end{array}$$

Theorem: “Weak Duality Theorem”

If x feasible for Primal and y feasible for Dual then $c^T x \leq b^T y$.

Proof: $c^T x = (A^T y)^T x = y^T A x \leq y^T b$. ■

Since $y \geq 0$ and $Ax \leq b$

Weak Duality

Primal LP

$$\begin{aligned} \max \quad & \sum_{j=1}^n c_j x_j \\ \text{s.t.} \quad & \sum_{j=1}^n A_{i,j} x_j \leq b_i \quad \forall i = 1, \dots, m \end{aligned}$$

Dual LP

$$\begin{aligned} \min \quad & \sum_{i=1}^m b_i y_i \\ \text{s.t.} \quad & \sum_{i=1}^m A_{i,j} y_i = c_j \quad \forall j = 1, \dots, n \\ & y \geq 0 \end{aligned}$$

Theorem: “Weak Duality Theorem”

If x feasible for Primal and y feasible for Dual then $c^T x \leq b^T y$.

Proof:

$$\sum_{j=1}^n c_j x_j = \sum_{j=1}^n \left(\sum_{i=1}^m A_{i,j} y_i \right) x_j = \sum_{i=1}^m \left(\sum_{j=1}^n A_{i,j} x_j \right) y_i \leq \sum_{i=1}^m b_i y_i$$

When does equality hold here? 

Corollary:

If x and y both feasible and $c^T x = b^T y$ then x and y are both optimal.

Weak Duality

Primal LP

$$\begin{aligned} \max \quad & \sum_{j=1}^n c_j x_j \\ \text{s.t.} \quad & \sum_{j=1}^n A_{i,j} x_j \leq b_i \quad \forall i = 1, \dots, m \end{aligned}$$

Dual LP

$$\begin{aligned} \min \quad & \sum_{i=1}^m b_i y_i \\ \text{s.t.} \quad & \sum_{i=1}^m A_{i,j} y_i = c_j \quad \forall j = 1, \dots, n \\ & y \geq 0 \end{aligned}$$

Theorem: “Weak Duality Theorem”

If x feasible for Primal and y feasible for Dual then $c^T x \leq b^T y$.

Proof:

$$\sum_{j=1}^n c_j x_j = \sum_{j=1}^n \left(\sum_{i=1}^m A_{i,j} y_i \right) x_j = \sum_{i=1}^m \left(\sum_{j=1}^n A_{i,j} x_j \right) y_i \leq \sum_{i=1}^m b_i y_i$$

When does equality hold here? 

Equality holds for i^{th} term if either $y_i = 0$ or $\sum_{j=1}^n A_{i,j} x_j = b_i$

Weak Duality

Primal LP

$$\begin{aligned} \max \quad & \sum_{j=1}^n c_j x_j \\ \text{s.t.} \quad & \sum_{j=1}^n A_{i,j} x_j \leq b_i \quad \forall i = 1, \dots, m \end{aligned}$$

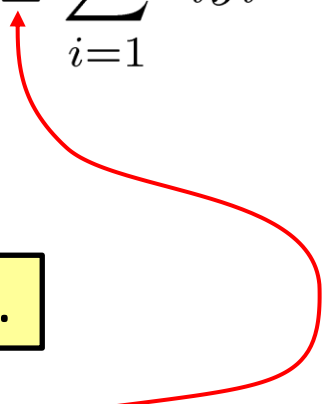
Dual LP

$$\begin{aligned} \min \quad & \sum_{i=1}^m b_i y_i \\ \text{s.t.} \quad & \sum_{i=1}^m A_{i,j} y_i = c_j \quad \forall j = 1, \dots, n \\ & y \geq 0 \end{aligned}$$

Theorem: “Weak Duality Theorem”

If x feasible for Primal and y feasible for Dual then $c^T x \leq b^T y$.

Proof:

$$\sum_{j=1}^n c_j x_j = \sum_{j=1}^n \left(\sum_{i=1}^m A_{i,j} y_i \right) x_j = \sum_{i=1}^m \left(\sum_{j=1}^n A_{i,j} x_j \right) y_i \leq \sum_{i=1}^m b_i y_i$$


Theorem: “Complementary Slackness”

Suppose x feasible for Primal, y feasible for dual, and

for every i , either $y_i = 0$ or $\sum_{j=1}^n A_{i,j} x_j = b_i$.

Then x and y are both optimal.

Proof: Equality holds [here](#). ■

General Complementary Slackness Conditions

Let x be feasible for primal and y be feasible for dual.

| | Primal | Dual |
|------------------------------|--|---|
| Objective | $\max c^T x$ | $\min b^T y$ |
| Variables | x_1, \dots, x_n | y_1, \dots, y_m |
| Constraint matrix | A | A^T |
| Right-hand vector | b | c |
| Constraints versus Variables | i^{th} constraint: \leq | $y_i \geq 0$ |
| | i^{th} constraint: \geq | $y_i \leq 0$ |
| | i^{th} constraint: $=$ | y_i unrestricted |
| | $x_j \geq 0$ $x_j \leq 0$ x_j unrestricted | j^{th} constraint: \geq j^{th} constraint: \leq j^{th} constraint: $=$ |

for all i ,
equality holds either
for primal or dual

and

for all j ,
equality holds either
for primal or dual

\Leftrightarrow

x and y are
both optimal

Example

- Primal LP
$$\begin{array}{lll} \min & 5x_1 + 6x_2 - x_3 \\ \text{s.t.} & x_1 + x_2 & = 3 \\ & x_1 + 2x_2 + 3x_3 & \leq 8 \\ & 4x_2 + 5x_3 & \geq 2 \\ & x_2, x_3 & \geq 0 \end{array}$$

- **Challenge:** What is the dual?
- What are CS conditions?



- **Claim:** Optimal primal solution is $(3, 0, 5/3)$.
Can you prove it?

Example

Primal LP

$$\begin{array}{ll}
 \min & 5x_1 + 6x_2 - x_3 \\
 \text{s.t.} & x_1 + x_2 = 3 \\
 & x_1 + 2x_2 + 3x_3 \leq 8 \\
 & 4x_2 + 5x_3 \geq 2 \\
 & x_2, x_3 \geq 0
 \end{array}$$

Dual LP

$$\begin{array}{ll}
 \max & 3y_1 + 8y_2 + 2y_3 \\
 \text{s.t.} & y_1 + y_2 = 5 \\
 & y_1 + 2y_2 + 4y_3 \leq 6 \\
 & 3y_2 + 5y_3 \leq -1 \\
 & y_2 \leq 0 \\
 & y_3 \geq 0
 \end{array}$$

- CS conditions:

- Either $x_1 + 2x_2 + 3x_3 = 8$ or $y_2 = 0$
- Either $4x_2 + 5x_3 = 2$ or $y_3 = 0$
- Either $y_1 + 2y_2 + 4y_3 = 6$ or $x_2 = 0$
- Either $3y_2 + 5y_3 = -1$ or $x_3 = 0$

- $x = (3, 0, 5/3) \Rightarrow y$ must satisfy:

- $y_1 + y_2 = 5$
 $y_3 = 0$
 $y_2 + 5y_3 = -1$

$$\Rightarrow y = (16/3, -1/3, 0)$$

Complementary Slackness Summary

- Gives “**optimality conditions**” that must be satisfied by optimal primal and dual solutions
- (Sometimes) gives useful way to compute optimum dual from optimum primal
 - More about this in Assignment 3
- Extremely useful in “**primal-dual algorithms**”.
Much more of this in
 - C&O 351: Network Flows
 - C&O 450/650: Combinatorial Optimization
 - C&O 754: Approximation Algorithms

We've now finished C&O 350!



- Actually, they will cover 2 topics that we won't
 - **Revised Simplex Method:** A faster implementation of the algorithm we described
 - **Sensitivity Analysis:** If we change c or b , how does optimum solution change?

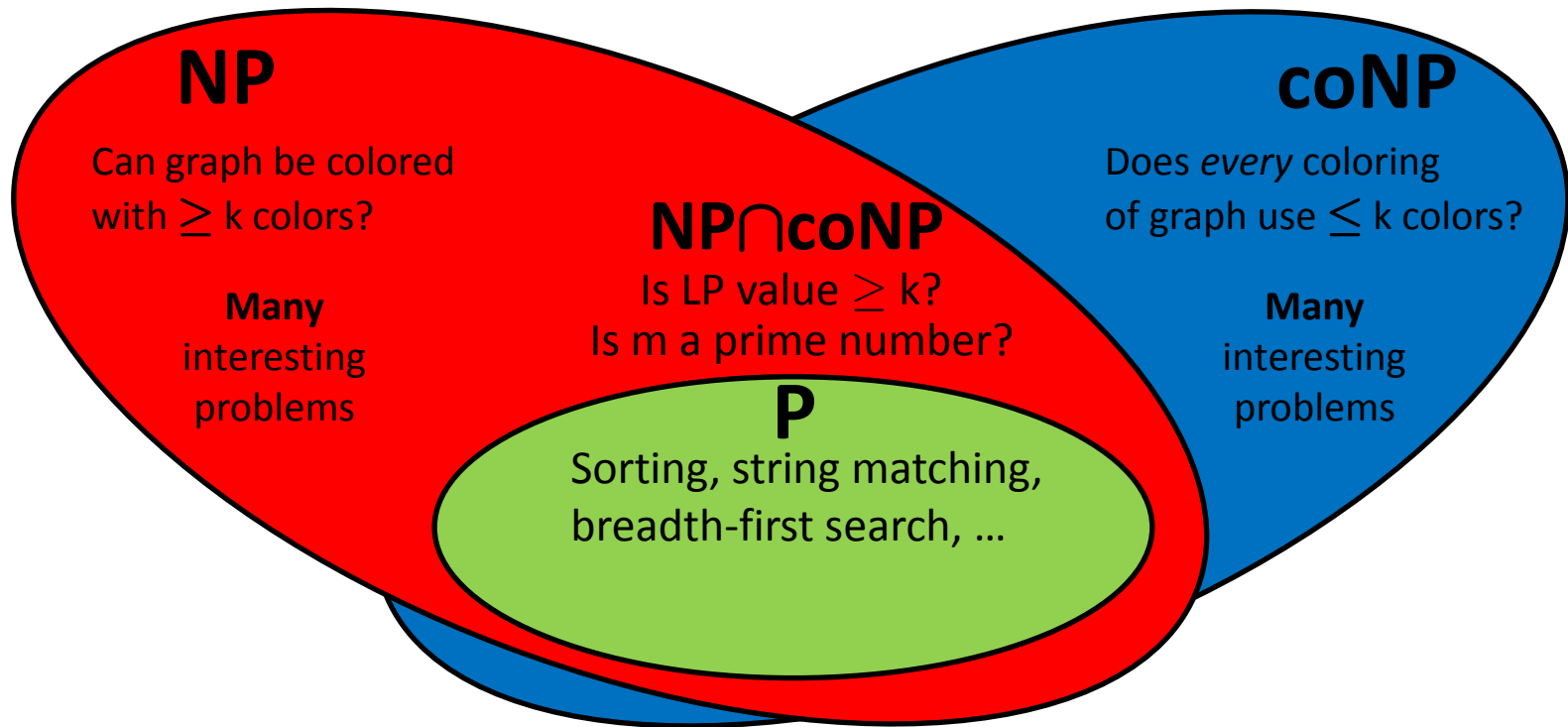
Computational Complexity

- Field that seeks to understand **how efficiently** computational problems can be solved
 - See CS 360, 365, 466, 764...
- What does **“efficiently”** mean?
 - If problem input has size **n**, how much time to compute solution? (as a function of **n**)
 - Problem can be solved **“efficiently”** if it can be solved in time $\leq n^c$, for some constant **c**.
 - **P = class of problems that can be solved efficiently.**

Computational Complexity

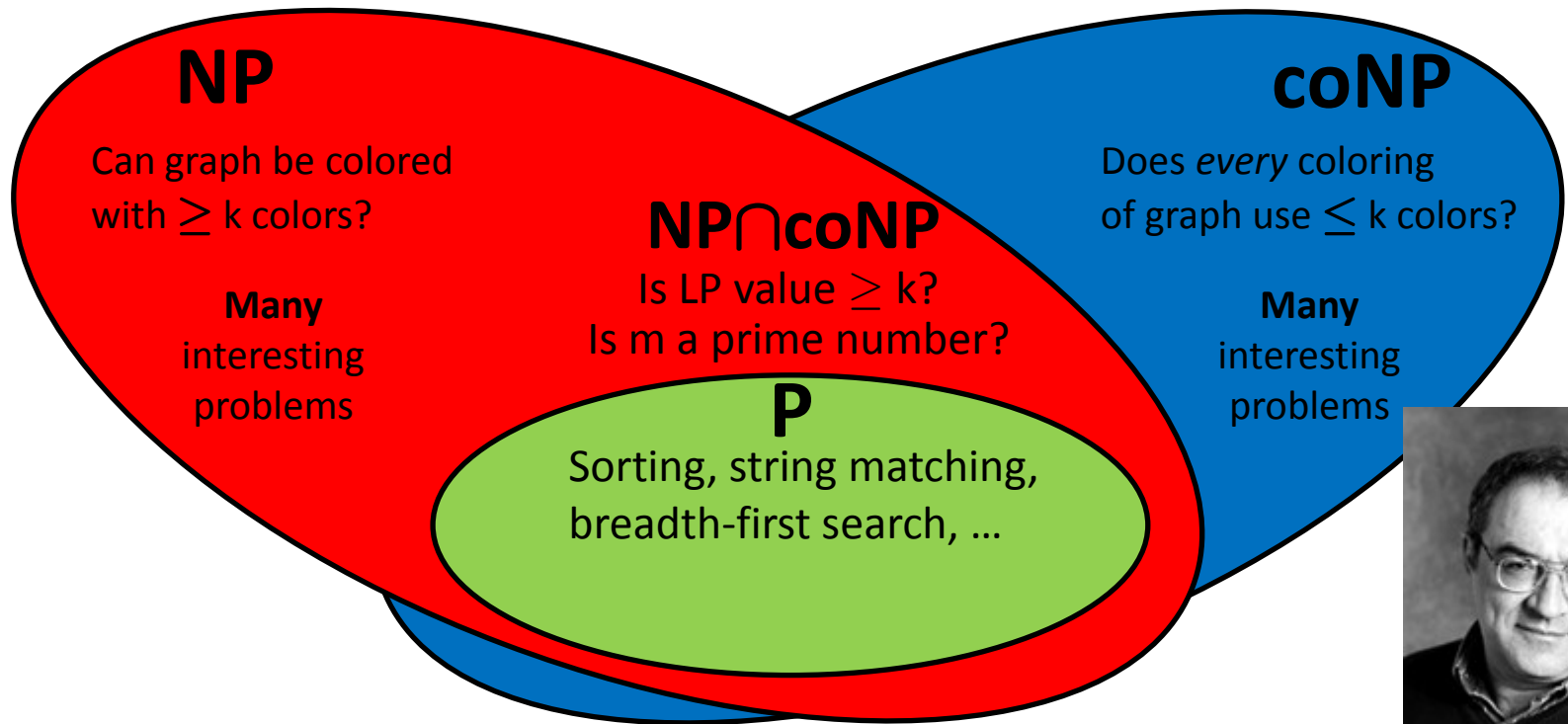
- **P = class of problems that can be solved efficiently**
i.e., solved in time $\leq n^c$, for some constant **c**, where **n**=input size.
- Related topic: **certificates**
 - Instead of studying efficiency, study **how easily can you certify the answer?**
 - **NP = class of problems for which you can efficiently certify that “answer is yes”**
 - **coNP = class of problems for which you can efficiently certify that “answer is no”**
- Linear Programs
 - **Can certify that optimal value is large** (by giving primal solution x)
 - **Can certify that optimal value is small** (by giving dual solution y)

Computational Complexity



- **Open Problem:** Is $P=NP$?
 - Probably not
 - One of the [7 most important problems in mathematics](#)
 - You win \$1,000,000 if you solve it.

Computational Complexity



[Leonid Khachiyan](#)

- **Open Problem:** Is $P = NP \cap coNP$?
 - Maybe... for most problems in $NP \cap coNP$, they are also in P .
 - “Is m a prime number?”. Proven in P in 2002. “Primes in P ”
 - “Is LP value $\geq k$?”. Proven in P in 1979. “Ellipsoid method”

Review

- Basics of Euclidean geometry
 - Euclidean norm, unit ball, affine maps, volume
- Positive Semi-Definite Matrices
 - Square roots
- Ellipsoids
- Rank-1 Updates
- Covering Hemispheres by Ellipsoids

2D Example

Define $T(x) = Ax + b$ where $A = \begin{pmatrix} 3 & 2 \\ 0 & 1 \end{pmatrix}$ and $b = \begin{pmatrix} 1 \\ 1 \end{pmatrix}$.

```
implicitplot([x^2+y^2=1,(x-1)^2-4*(x-1)*(y-1)+13*(y-1)^2=9], x=-5..5, y=-5..5,  
numpoints=10000, color=[red,blue]);
```

