

CSL 356: Analysis and Design of Algorithms

Ragesh Jaiswal
CSE, IIT Delhi

Topics

- Greedy Algorithms
- Divide and Conquer
- Dynamic Programming
- Network Flow
- Computational intractability
- Other topics: Linear Programming

Linear Programming

Linear Programming: Introduction

- A large class of optimization problems in which the constraints and optimization criterion are linear functions.
- A *Linear Programming*(**LP**) problem consists of assigning real values to variables such that these variables
 1. (**Linear constraints**) satisfy a set of *linear* equalities or inequalities, and
 2. (**Objective function**) maximize or minimize a given *linear* objective function.

Linear Programming: Introduction

- Example: A cottage industry makes two kinds of products P_1 and P_2 . The daily demand for P_1 is 100 and the daily demand for P_2 is 200. The total amount of items that the industry can produce in a day is 250. The industry makes profit of Rs. 1 per unit item of type P_1 and Rs. 5 per unit item of type P_2 . How many items of P_1 and P_2 should the industry produce to make maximum amount of profit?
- Let x_1 be a variable denoting the amount of P_1 items produced by the industry and x_2 the amount of P_2 items.
- The goal is to maximize the *linear objective function*:

$$1 \cdot x_1 + 5 \cdot x_2$$

under the *linear constraints*:

$$x_1 \geq 0, x_2 \geq 0, x_1 \leq 100, x_2 \leq 200, x_1 + x_2 \leq 250$$

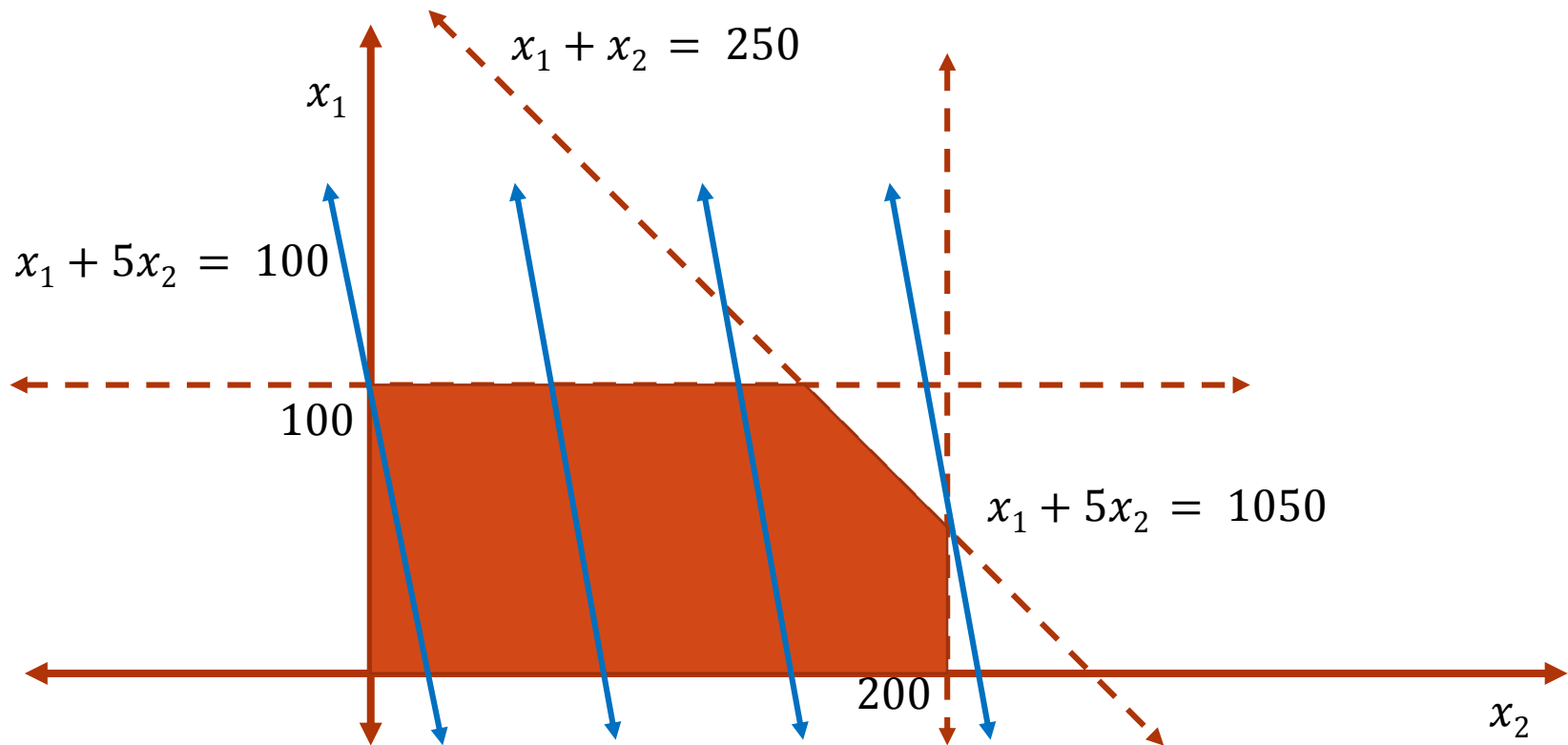
Linear Programming: Introduction

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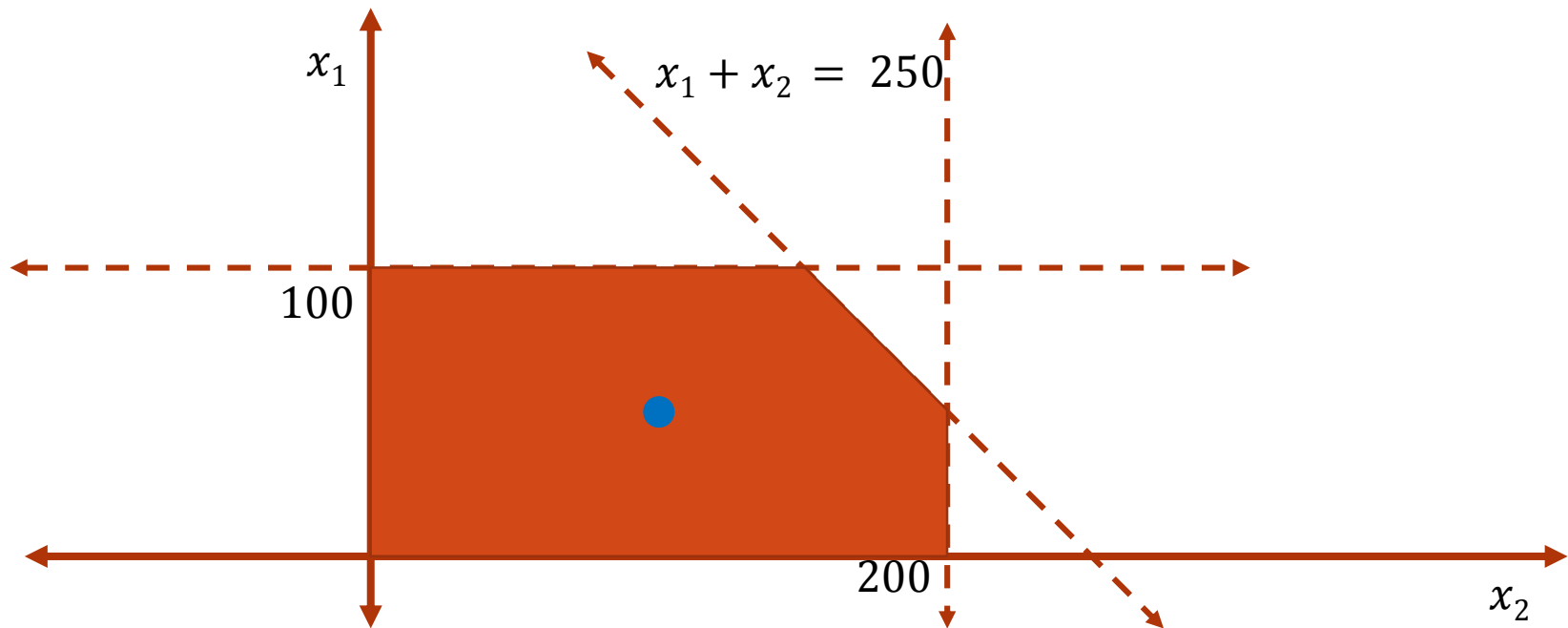
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Linear Programming: Introduction

- Given a Linear Programming problem, we will use the following definitions:
 - Feasible solution: An assignment to the variables that satisfy all the linear constraints.
 - Example: $x_1 = 50, x_2 = 100$ is a feasible solution.



Linear Programming: Introduction

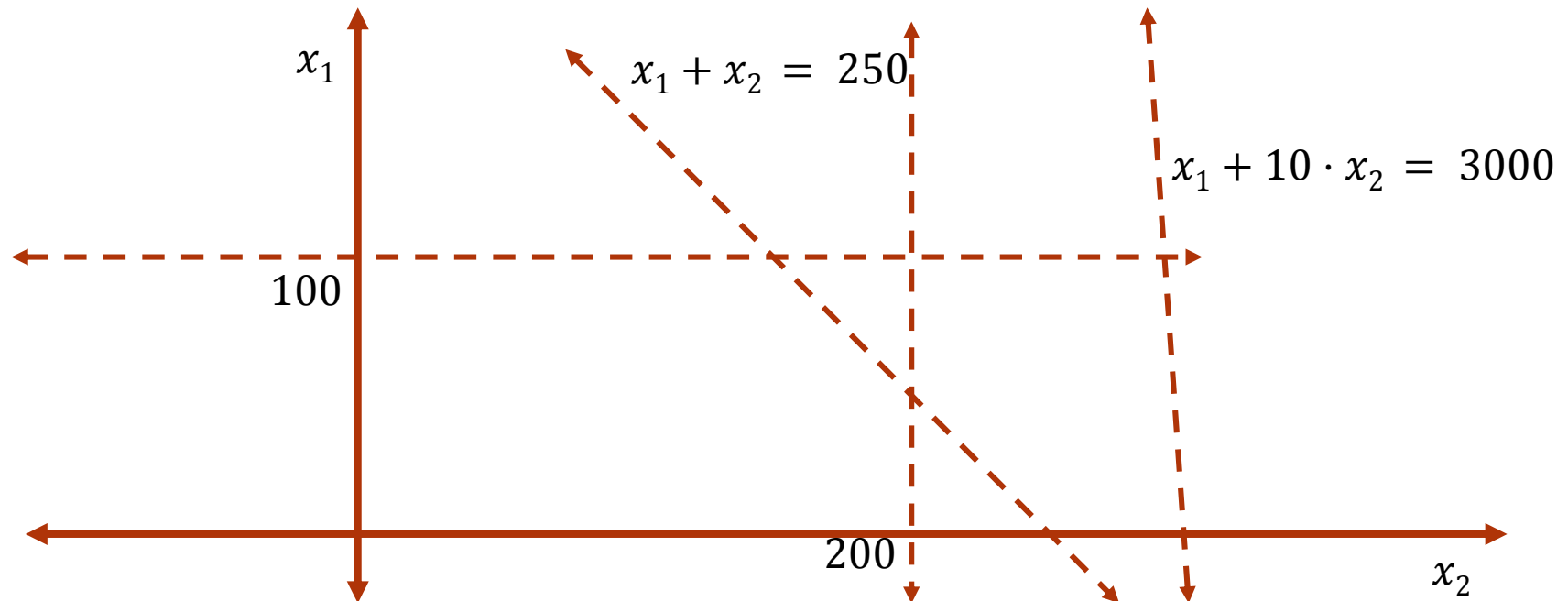
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$$x_1 + x_2 \leq 250, x_1 + 10 \cdot x_2 \geq 3000$$

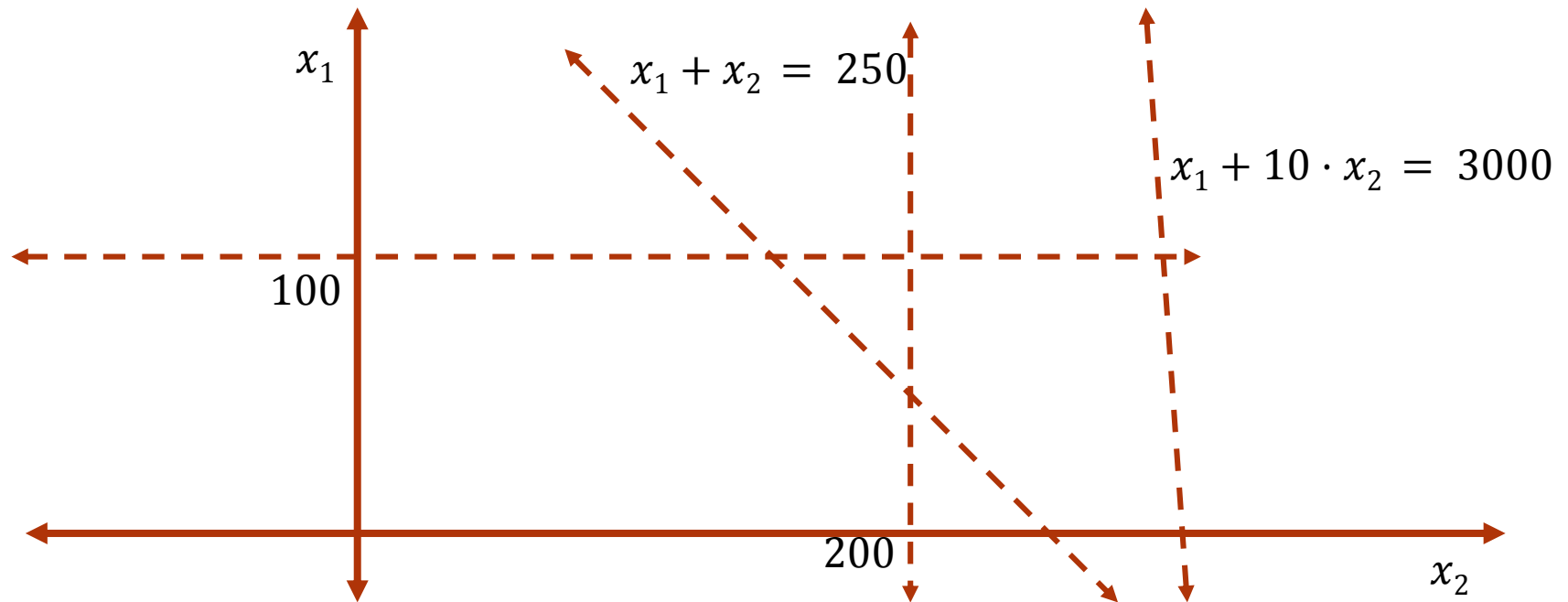
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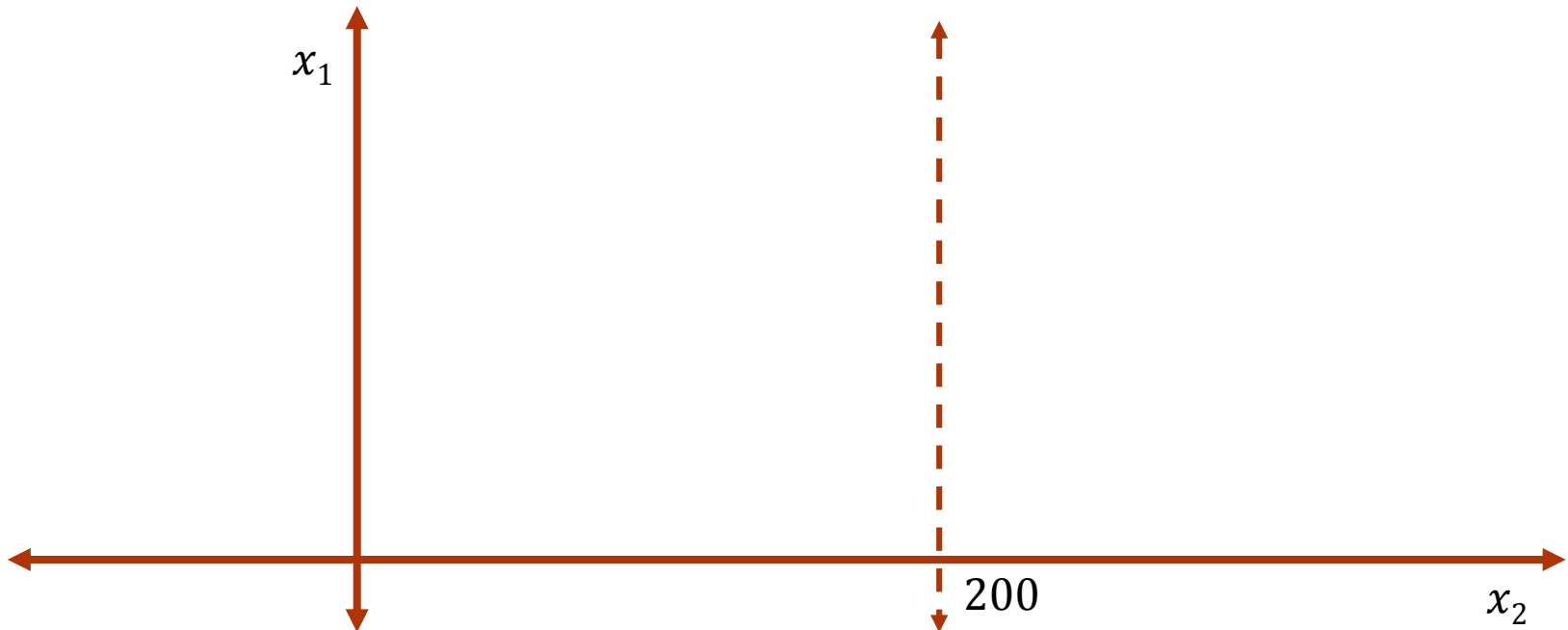
Linear Programming: Introduction

- Infeasible LP: A linear program is said to be infeasible if there are no feasible solutions.



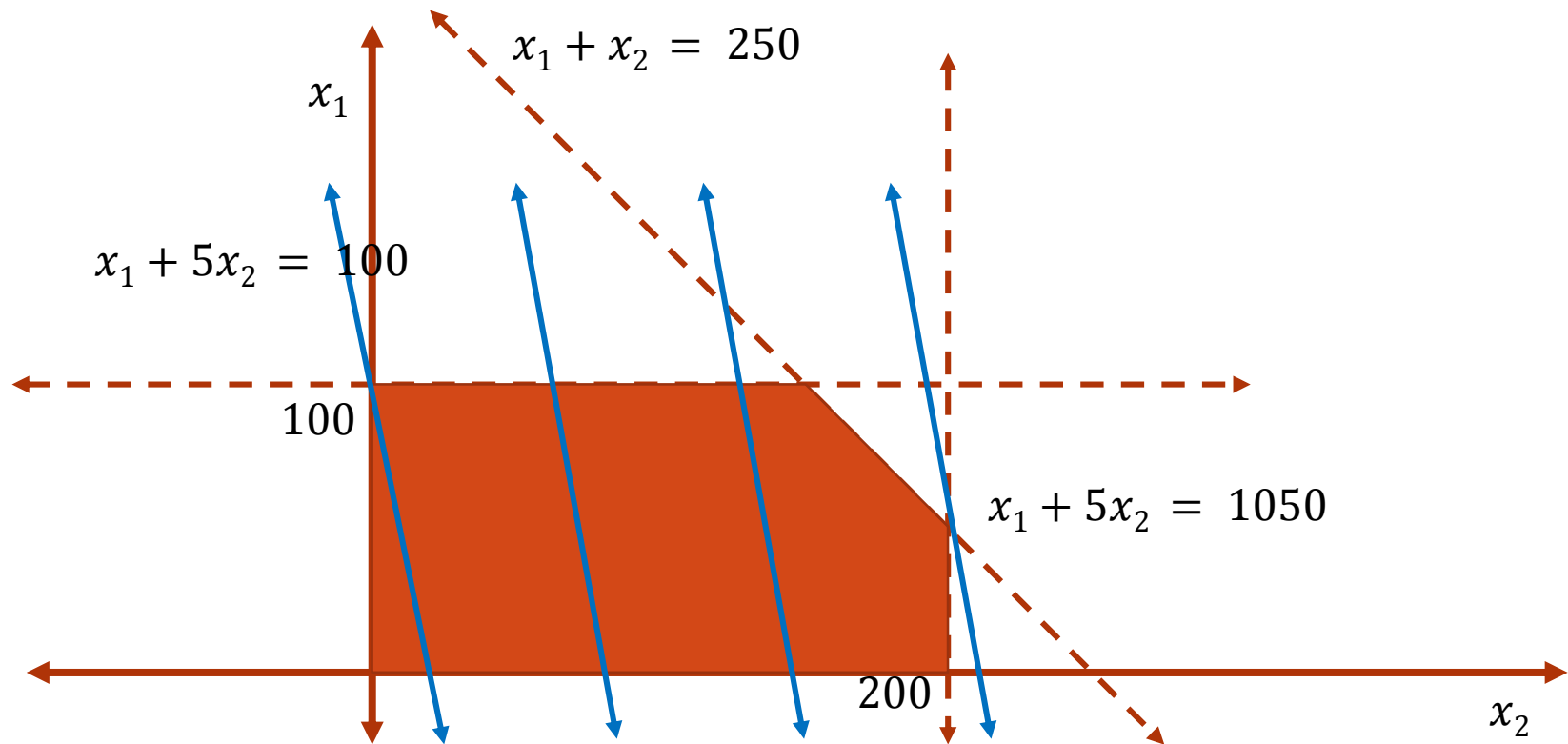
Linear Programming: Introduction

- Unbounded LP: A linear program is said to be unbounded if it is possible to achieve arbitrarily high values of the objective function.
 - Example: Maximize $(x_1 + 5 \cdot x_2)$
subject to $x_1 \geq 0, x_2 \geq 0, x_2 \leq 200$.



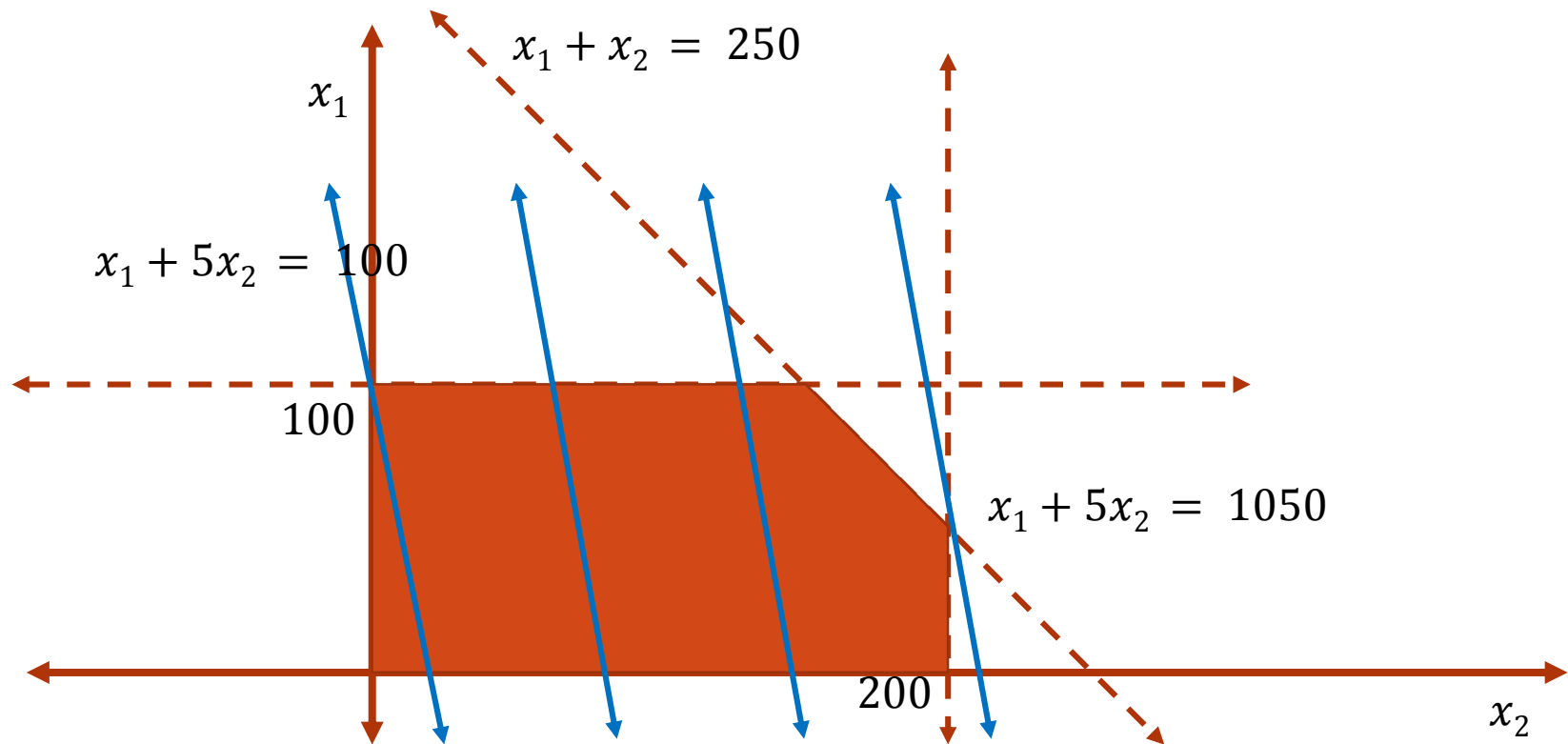
Linear Programming: Introduction

- Claim: For any linear program that is not infeasible and unbounded, the objective function value is maximized at one of the *vertices* of the feasible region.



Linear Programming: Introduction

- Naïve idea for solving an LP:
 - Try all possible vertex of the feasible region and return the one that maximizes the objective function.

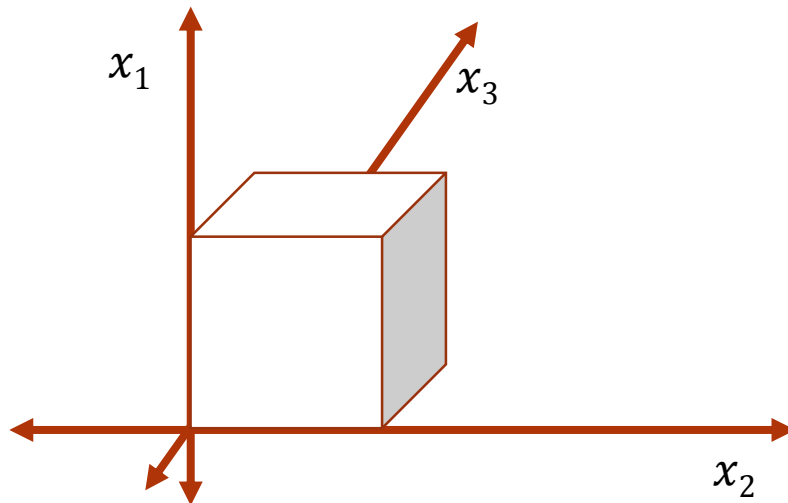


Linear Programming: Introduction

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- Naïve idea for solving an LP:
 - Try all possible vertex of the feasible region and return the one that maximizes the objective function.
 - Suppose the LP has n variables and $m = O(n)$ constraints. How many vertices can the feasible region have in worst case?
 - Exponentially many! Consider the LP: maximize $(x_1 + x_2 + \dots + x_n)$ subject to $0 \leq x_1, x_2, \dots, x_n \leq 1$.

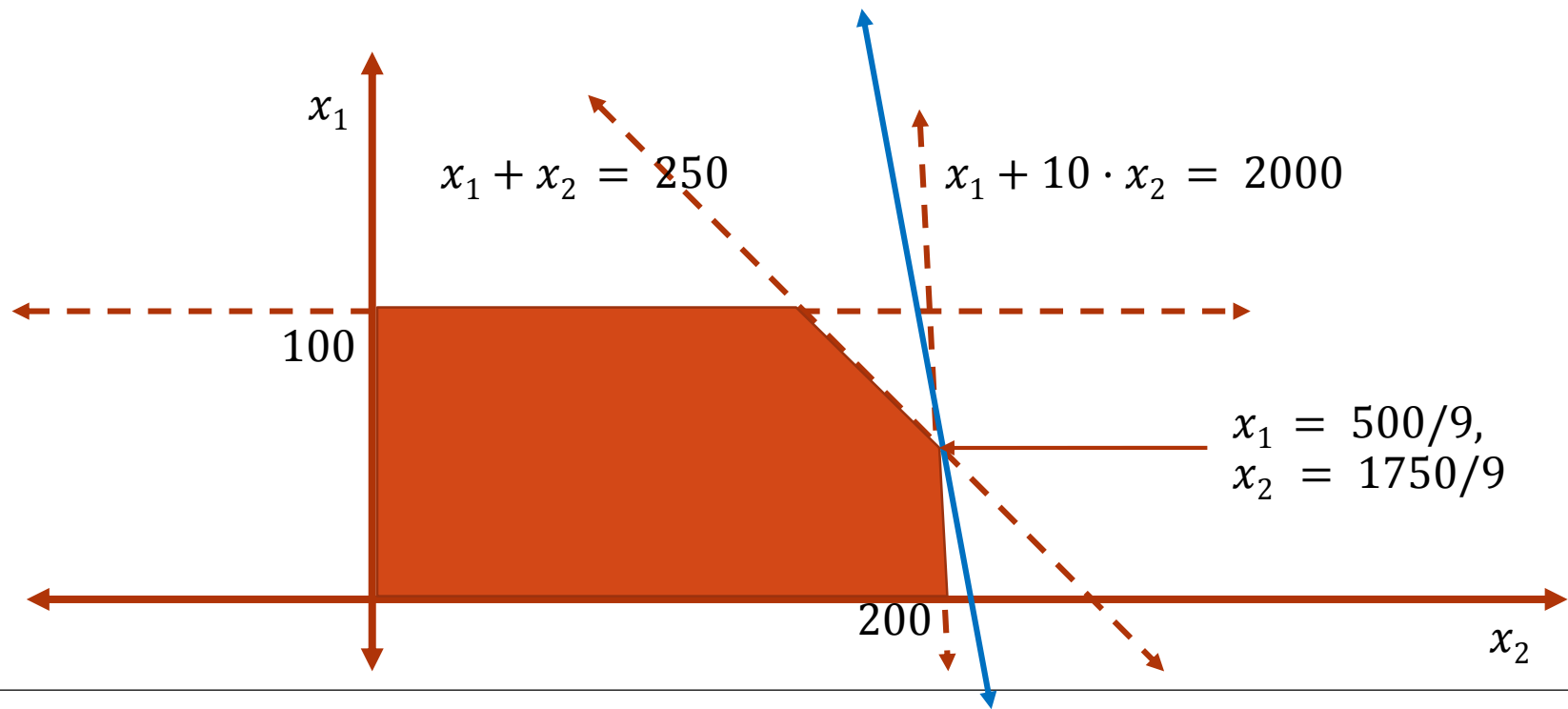


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 - The optimal solution may assign real numbers to some variables even though all of the constraints of objective function involve integers.
 - Suppose in addition to the linear constraint, we add another constraint that all the variables should be integers. Such linear programs are called Integer Linear Programs (ILP).
 - Integer Linear Program(ILP): Consists of
 - Linear objective function
 - Linear constraints.
 - All variables should be integers.
- Decision-ILP: Given the above and an integer k , determine if there is an integer assignment to the variables such that the objective function value is at least k .

Linear Programming: Introduction

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 - Proof:
 - Claim 1: Decision-ILP is in **NP**.
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 - Proof idea: Given a 3-SAT formula, we construct an instance of Decision-ILP.
For each clause (e.g., $(x_1 \vee x_2' \vee x_3)$) we create a linear constraint (e.g., $x_1 + 1 - x_2 + x_3 \geq 1$). We further consider constraints $0 \leq x_1, \dots, x_n \leq 1$ and that all variables are integers.

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- Formulating problems as an ILP is a standard way of solving many combinatorial problems.
- Example: Maximum Independent set.
 - Consider a $0 - 1$ variable for each vertex, 1 denoting inclusion. For each edge (x, y) , there is a constraint that $x + y \leq 1$.

Linear Programming

Solving problems by formulating as Linear Programs

Linear Programming: Applications

- We saw how some combinatorial problems can be formulated as an **Integer** Linear Programming (ILP) problem.
- Unfortunately, ILP is hard.
- A number of problems can be formulated as a Linear Programming problem and we know there is a polynomial time algorithm for LP.
- Some interesting applications:
 - Shortest $s - t$ path in a directed graph with non-negative weights.
 - Maximum flow in a network graph.

Linear Programming: Applications

- Problem (Maximum $s - t$ flow): Given a network graph $G = (V, E)$ with special source s and sink t , find the maximum value of an $s - t$ flow in the graph.
- Let $m = |E|$. We use m variables, one for each edge.
- For an edge (u, v) , we will use variable f_{uv} to denote the flow along the edge (u, v) .

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- We construct the following LP given G .

- Maximize $\sum_{(s,v) \in E} f_{sv}$

- Subject to,

- $f_{uv} \leq c(u, v)$, for all (u, v) in E .

- $\sum_{(v,u) \in E} f_{vu} = \sum_{(u,v) \in E} f_{uv}$, for all u in $V - \{s, t\}$.

- $f_{uv} \geq 0$.

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- We construct the following LP given G .
 - Maximize d_t ,
 - subject to:
 - For all edges $(u, v) \in E$, $d_v \leq d_u + w(u, v)$.
 - $d_s = 0$.

End
