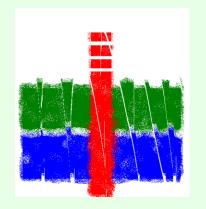
# Linear programming, integer linear programming, mixed integer linear programming

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### Example linear program

 We make reproductions of two paintings





maximize 3x + 2y subject to

$$4x + 2y \le 16$$
$$x + 2y \le 8$$

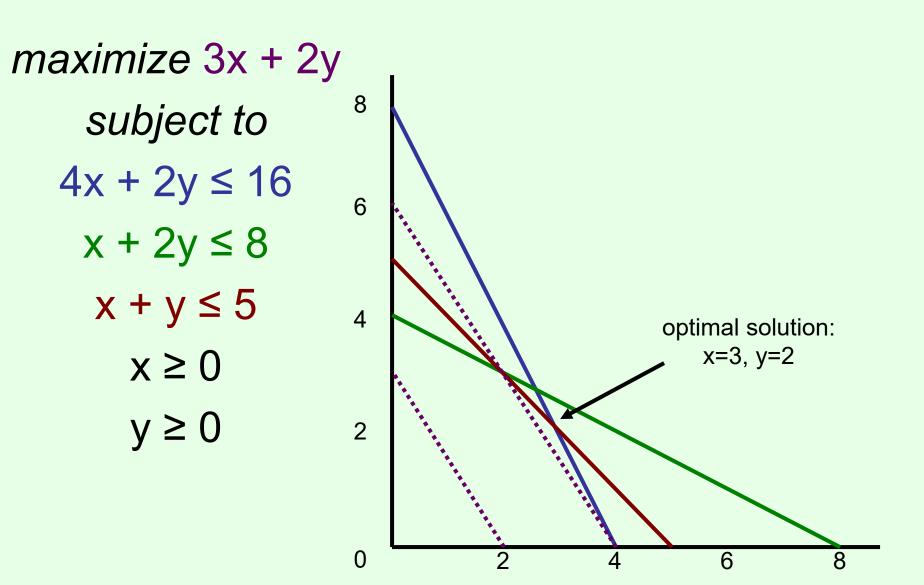
 $x + y \le 5$ 

 $x \ge 0$ 

y ≥ 0

- Painting 1 sells for \$30, painting 2 sells for \$20
- Painting 1 requires 4 units of blue, 1 green, 1 red
- Painting 2 requires 2 blue, 2 green, 1 red
- We have 16 units blue, 8 green, 5 red

### Solving the linear program graphically



# Proving optimality

$$4x + 2y \le 16$$

$$x + 2y \le 8$$

$$x + y \le 5$$

$$x \ge 0$$

$$y \ge 0$$

Recall: optimal solution:

$$x=3, y=2$$

Solution value = 9+4 = 13

How do we prove this is optimal (without the picture)?

### Proving optimality...

maximize 3x + 2y subject to

$$4x + 2y \le 16$$
$$x + 2y \le 8$$

$$x + y \le 5$$

$$x \ge 0$$

$$y \ge 0$$

We can rewrite the blue constraint as

$$2x + y \le 8$$

If we add the red constraint

$$x + y \le 5$$

we get

$$3x + 2y \le 13$$

Matching upper bound!

(Really, we added .5 times the blue constraint to 1 times the red constraint)

#### Linear combinations of constraints

```
maximize 3x + 2y
    subject to
  4x + 2y \le 16
    x + 2y \le 8
     x + y \le 5
       x \ge 0
       y ≥ 0
```

```
b(4x + 2y \le 16) +
  g(x + 2y \le 8) +
   r(x + y \le 5) =
 (4b + g + r)x +
  (2b + 2g + r)y \le
   16b + 8g + 5r
4b + g + r  must
   be at least 3
2b + 2g + r must
   be at least 2
   Given this,
  minimize 16b +
      8q + 5r
```

# Using LP for getting the best upper bound on an LP

maximize 
$$3x + 2y$$
 minimize  $16b + 8g + 5r$   
subject to subject to  
 $4x + 2y \le 16$   $4b + g + r \ge 3$   
 $x + 2y \le 8$   $2b + 2g + r \ge 2$   
 $x + y \le 5$   $b \ge 0$   
 $x \ge 0$   $g \ge 0$   
 $y \ge 0$   $r \ge 0$ 

the dual of the original program

 Duality theorem: any linear program has the same optimal value as its dual!

#### Modified LP

```
maximize 3x + 2y
    subject to
  4x + 2y \le 15:
    x + 2y \le 8
     x + y \le 5
       x \ge 0
       y ≥ 0
```

Half paintings?

# Integer (linear) program

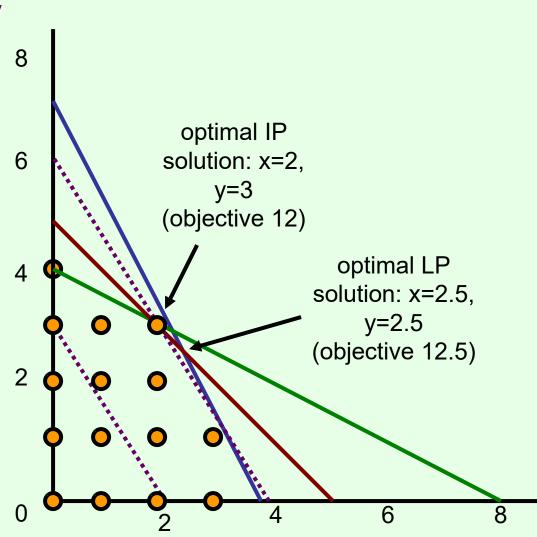
maximize 3x + 2y subject to 4x + 2y ≤ 15

$$x + 2y \le 8$$

$$x + y \le 5$$

 $x \ge 0$ , integer

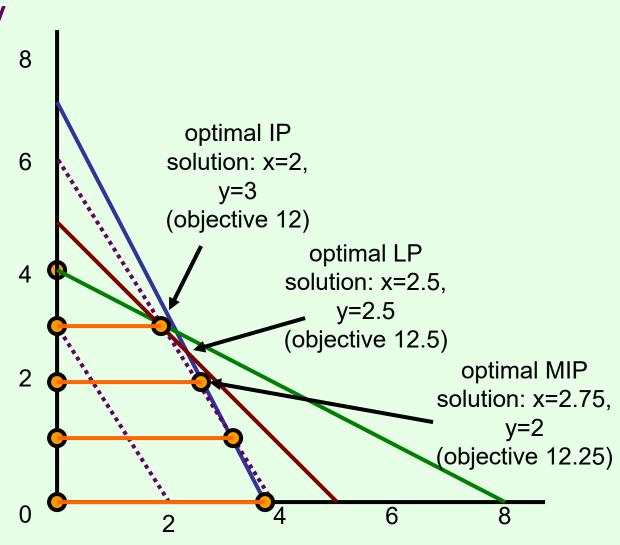
 $y \ge 0$ , integer



# Mixed integer (linear) program

maximize 3x + 2ysubject to  $4x + 2y \le 15$  $x + 2y \le 8$  $x + y \le 5$  $x \ge 0$ 

 $y \ge 0$ , integer



# Exercise in modeling: knapsack-type problem

- We arrive in a room full of precious objects
- Can carry only 30kg out of the room
- Can carry only 20 liters out of the room
- Want to maximize our total value
- Unit of object A: 16kg, 3 liters, sells for \$11
  - There are 3 units available
- Unit of object B: 4kg, 4 liters, sells for \$4
  - There are 4 units available
- Unit of object C: 6kg, 3 liters, sells for \$9
  - Only 1 unit available
- What should we take?

# The *general* version of this knapsack IP

```
maximize \Sigma_{j} p_{j} x_{j}
subject to \Sigma_{j} w_{j} x_{j} \leq W
\Sigma_{j} v_{j} x_{j} \leq V
(for all j) x_{j} \leq a_{j}
(for all j) x_{i} \geq 0, x_{i} integer
```

# Exercise in modeling: cell phones (set cover)

- We want to have a working phone in every continent (besides Antarctica)
- ... but we want to have as few phones as possible
- Phone A works in NA, SA, Af
- Phone B works in E, Af, As
- Phone C works in NA, Au, E
- Phone D works in SA, As, E
- Phone E works in Af, As, Au
- Phone F works in NA, E

### Exercise in modeling: hot-dog stands

- We have two hot-dog stands to be placed in somewhere along the beach
- We know where the people that like hot dogs are, how far they are willing to walk
- Where do we put our stands to maximize #hot dogs sold? (price is fixed)

location: 1 #customers: 2 willing to walk: 4

location: 4 #customers: 1

location: 7 #customers: 3 willing to walk: 2 willing to walk: 3

location: 9 #customers: 4

location: 15 #customers: 3

willing to walk: 3 willing to walk: 2