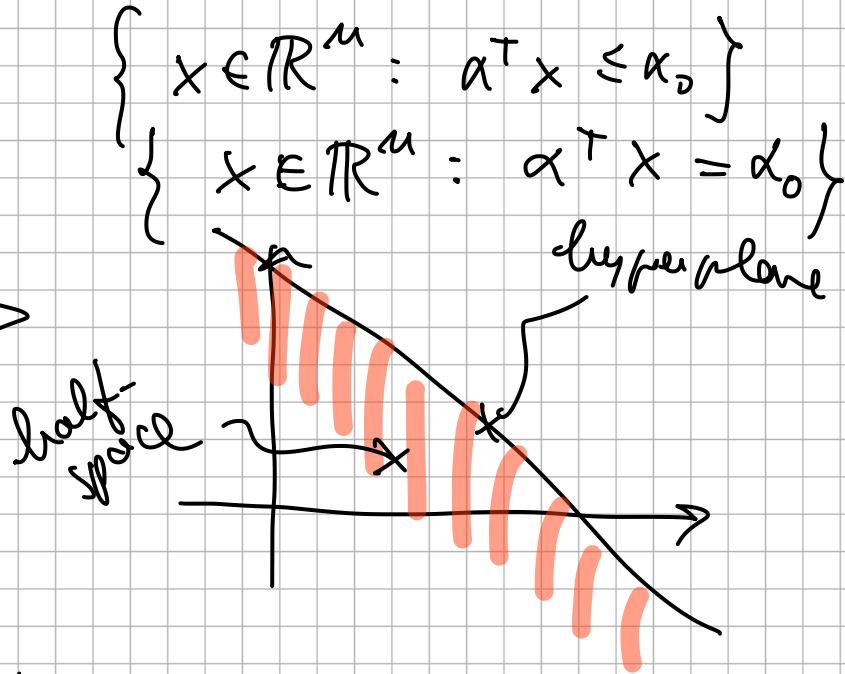
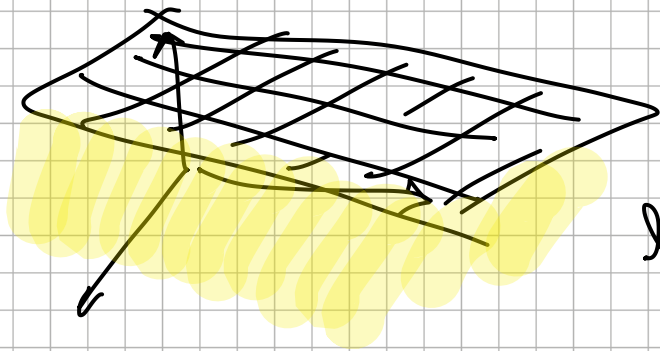


# LP GEOMETRY

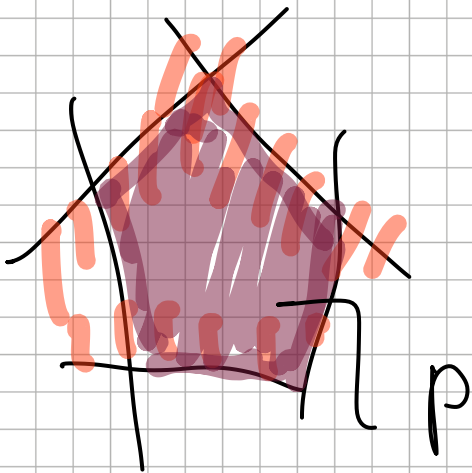
Def:

- HALF-SPACE
- HYPERPLANE

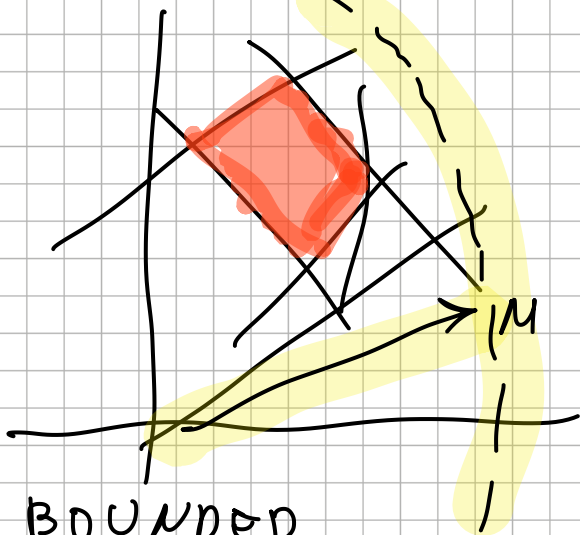


- POLYHEDRON

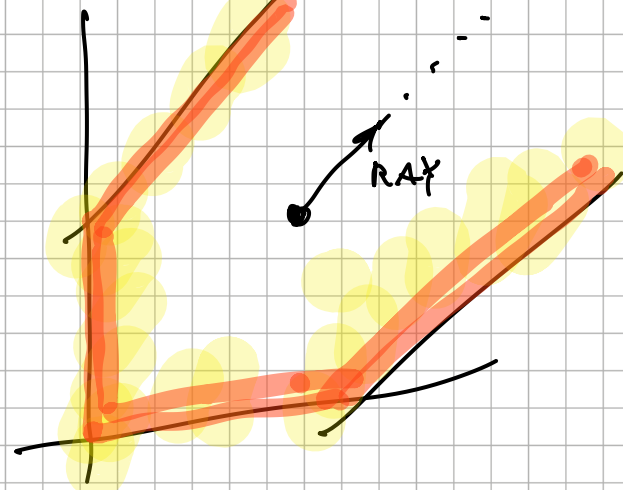
$\cap$  finite n. of half-spaces & hyperplanes



NOT  
A  
POLYHEDRON!  
"∞ n. of..."



BOUNDED  
POLYHEDRON  $\equiv$   
POLYTOPE



UNBOUNDED  
POLYHEDRON

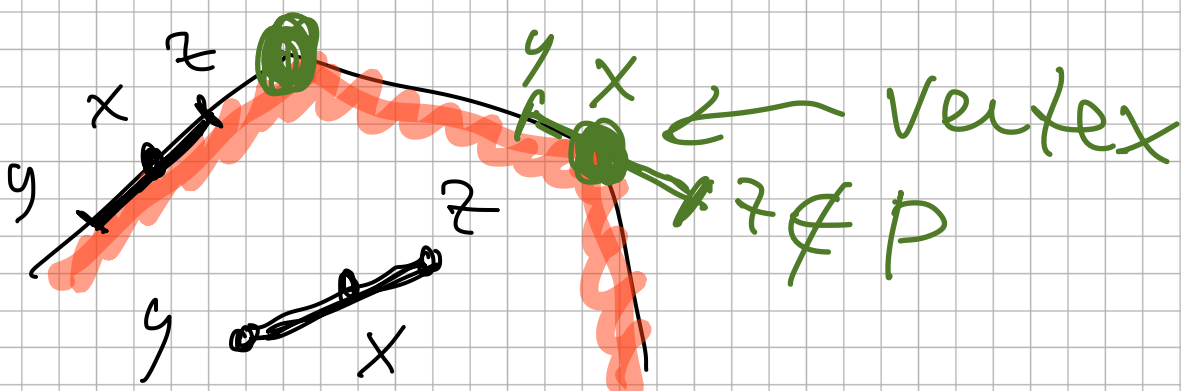
(POLITOPPO, in Italian)

**VERTEX**

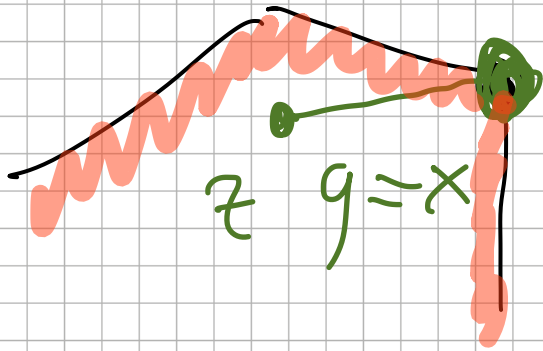
A point  $x \in P$  is a **VERTEX** (or **EXTREME POINT**) of  $P$  iff it **CANNOT** be obtained as the **STRICT** convex combination of two **distinct** points in  $P$ , i.e.,  $\nexists y, z \in P$ ,

$y \neq z$ , and  $\lambda \in ]0, 1[$ :

$$x = \lambda y + (1 - \lambda) z$$

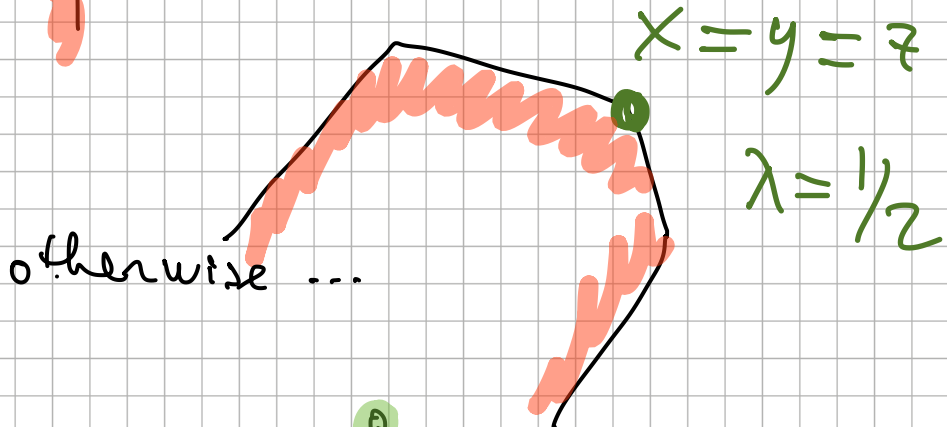


•  $\lambda \in \{0, 1\}$  NOT allowed!

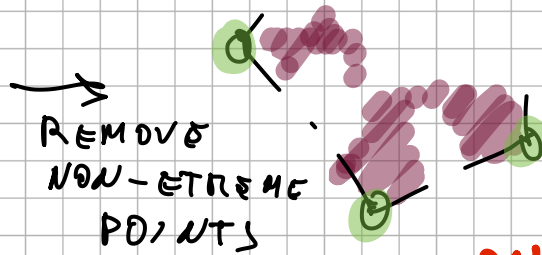
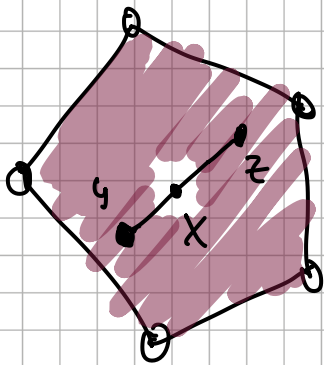


$$\lambda = 1$$

•  $y \neq z$



otherwise ...



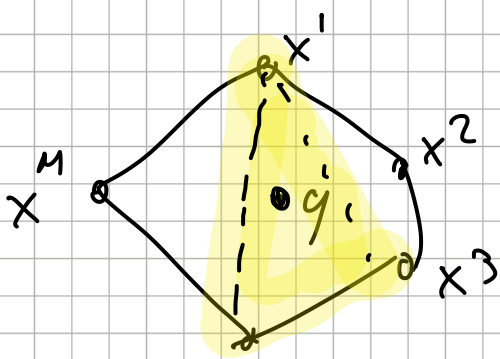
ONLY THE VERTICES REMAIN!

$$x = \lambda y + (1-\lambda)z$$

$$c^T x = \lambda c^T y + (1-\lambda) c^T z$$

$$c^T x > c^T y \text{ if } c^T y < c^T z \text{ etc.}$$

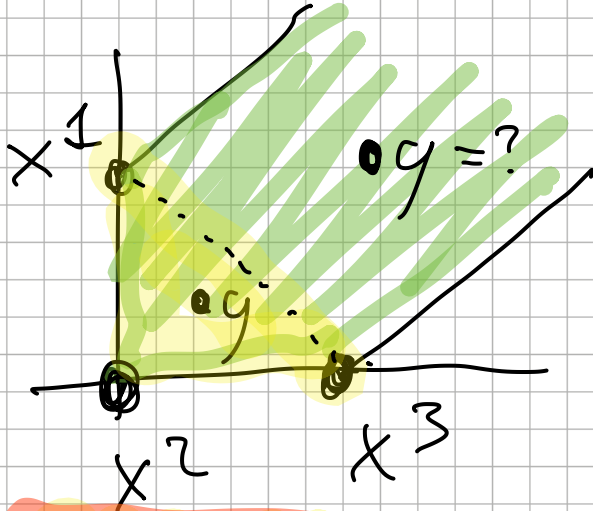
**OBSERVATION:** If  $P$  is bounded, then every  $y \in P$  can be expressed as the convex combination of the vertices  $x^1, x^2, \dots, x^M$  of  $P$   $\Leftrightarrow$   
 $\exists \lambda_1, \dots, \lambda_M \geq 0, \sum_{i=1}^M \lambda_i = 1$  :



$$y = \sum_{i=1}^M \lambda_i x^i$$

"The MINKOWSKI - WEYL theorem"

Unbounded case : it does not apply !!



### THEOREM

If  $P \neq \emptyset$  is the feasible set of LP problem

$$\min \{ c^T x : x \in P \}$$

and  $P$  is BOUNDED, then there exists at least one optimal solution that coincides with a vertex.

Proof: Let  $x^1, x^2, \dots, x^k$  be the vertices of  $P$ , and  $y$  be any point in  $P$ .  $\Rightarrow \exists \lambda_1, \dots, \lambda_k \geq 0, \sum_i \lambda_i = 1$  :

$$y = \sum_i \lambda_i x^i$$

$$c^T y = c^T \left( \underbrace{\sum_i \lambda_i x^i}_y \right) = \sum_i \lambda_i \underbrace{c^T x^i}_{\geq z^*}$$

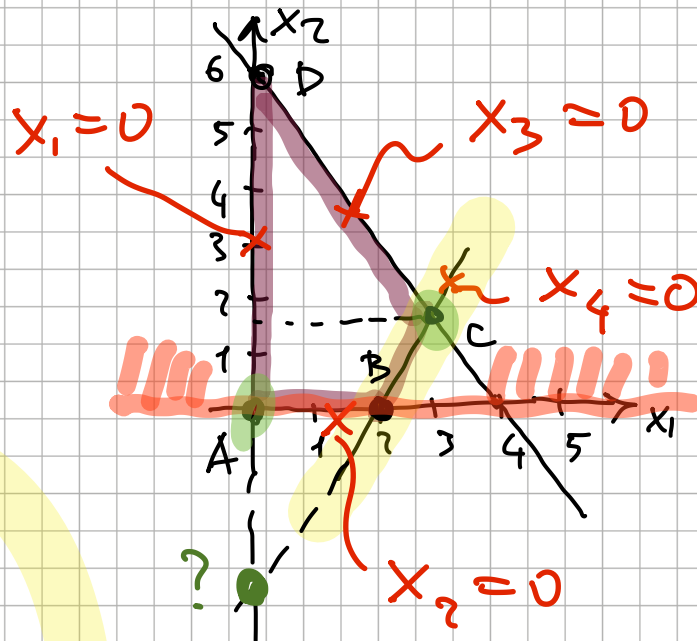
$$\geq z^* \left( \sum_i \lambda_i \right) = z^*$$

where  $z^* := \min \{ c^T x^i : i=1, \dots, k \}$  □

HOW TO COMPUTE (THE ACTUAL COORDINATES OF) THE VERTICES?

# Example

minimize  $-x_1 - x_2$   
 $6x_1 + 4x_2 + x_3 = 24$   
 $3x_1 - 7x_2 + x_4 = 6$   
 $x_1, x_2, x_3, x_4 \geq 0$



$x_3 = x_2 = 0 \Rightarrow A$

$x_1 = x_4 = 0 \Rightarrow B$

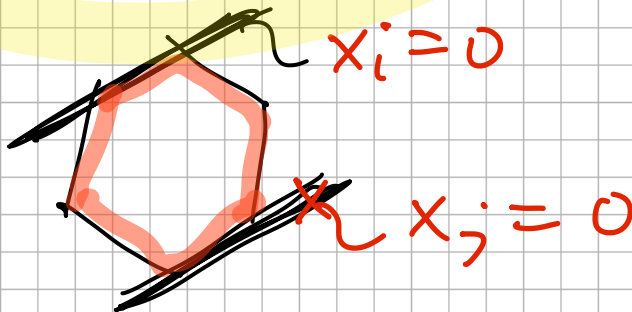
$x_1 = x_3 = 0 \Rightarrow C$

$x_2 = x_4 = 0 \Rightarrow D$

$x_1 = x_3 = 0 \Rightarrow ?$

NOT FEASIBLE BECAUSE

$x_2 < 0$



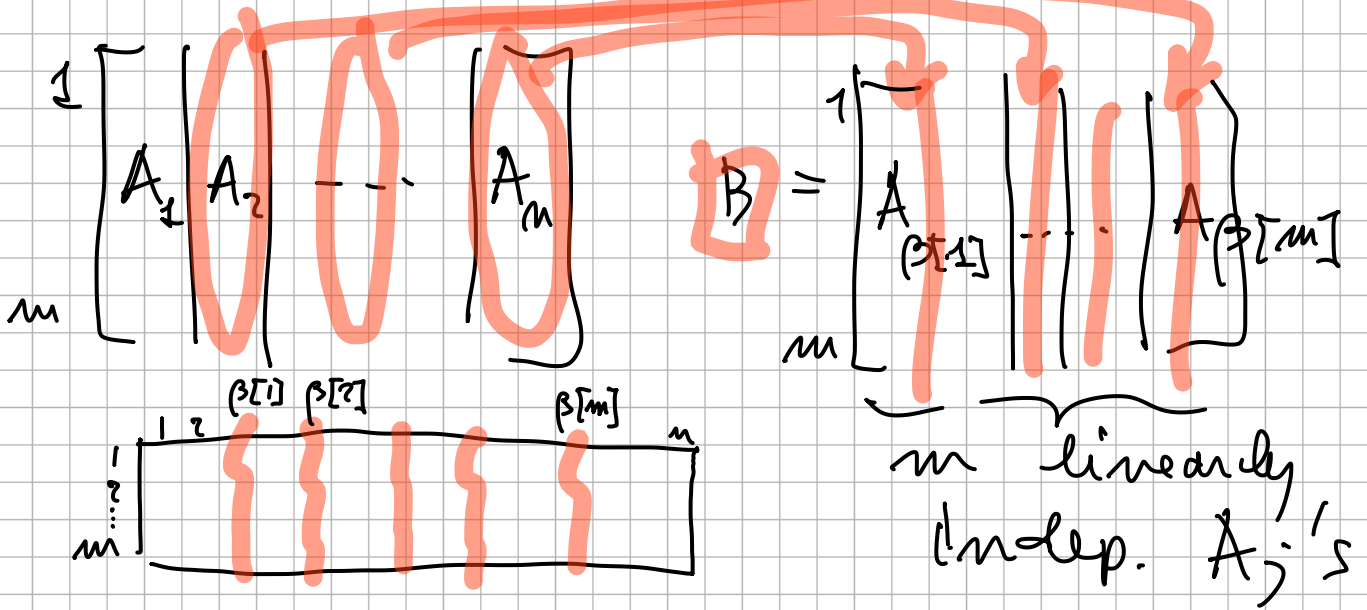
$\Rightarrow$  DEGENERATE CASE TO BE AVOIDED!

IN GENERAL

$Ax = b, x \geq 0$

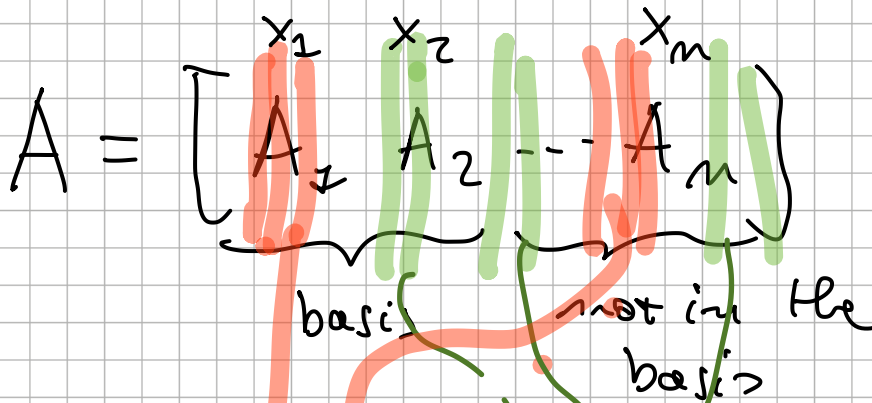
where  $A$  is  $m \times n$  matrix,  $m \leq n$ , of full row rank, i.e.,  $\text{rank}(A) = m$

Def : BASIS of A :

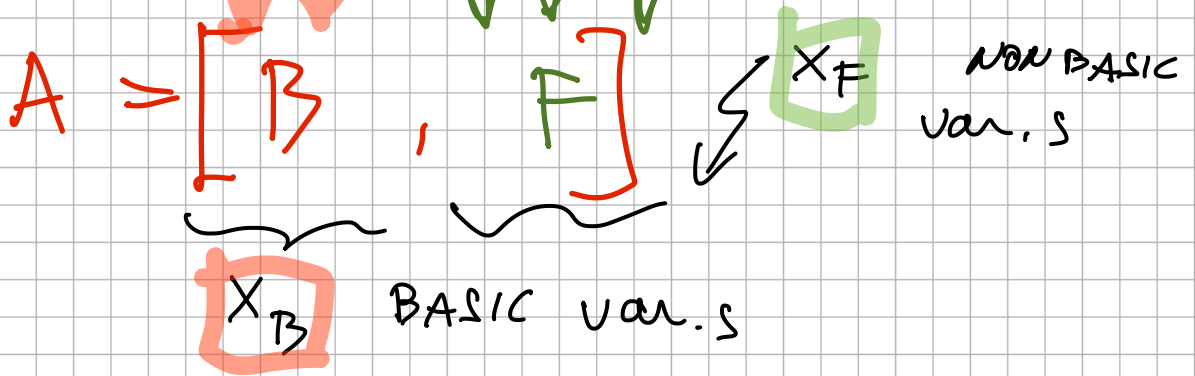


" $B$   $m \times m$  NONSINGULAR matrix"

" $\det(B) \neq 0$ "



$$Ax = A_1 x_1 + \dots + A_m x_m$$



$$A x = \begin{bmatrix} B & F \end{bmatrix} \begin{bmatrix} x_B \\ x_F \end{bmatrix} =$$

$$= B x_B + F x_F = b \Rightarrow$$

$$B^{-1} * [B x_B = b - F x_F]$$

$$x_B = B^{-1} b - B^{-1} F x_F \quad (*)$$

"equivalent to  $Ax=b$  but in  
CANONICAL FORM w.r.t.  $B$ "

$x_F \rightarrow$  compute  $x_B$  by  $(*)$

$$\Rightarrow \begin{bmatrix} x_B \\ x_F \end{bmatrix} \text{ solution of } Ax=b$$

m. of non basic var.  $\rightarrow$

$n-m$

"There are  $\infty$   
feasible sol.s of the  
system  $Ax=b$ "





$$x_F = 0$$

 $\Rightarrow$ 

$$x_B = B^{-1}b$$

Sol.  $\begin{bmatrix} x_B = B^{-1}b \\ x_F = 0 \end{bmatrix}$  is called

- **BASIC SOL.** w.r.t. the chosen  $B$
- **FEASIBLE BASIC SOL** when  $B^{-1}b \geq 0$

there are  $\frac{n!}{m!(n-m)!} = \binom{n}{m}$  possible choices for the  $m$  col.s!

**NAIVE PROCEDURE** (enumerate all possible  $B$ ).

$$B = \begin{bmatrix} | & | & | & | \end{bmatrix} \rightarrow \text{check } \det(B) \neq 0$$

$$\rightarrow \text{check } B^{-1}b \geq 0$$

$$\rightarrow \text{evaluate } c^T \begin{bmatrix} x_B = B^{-1}b \\ x_F = 0 \end{bmatrix}$$

$\rightarrow$  take the **MINIMUM**

large n. of combinations!