

Lesson 21. Geometry and Algebra of “Corner Points”, cont.

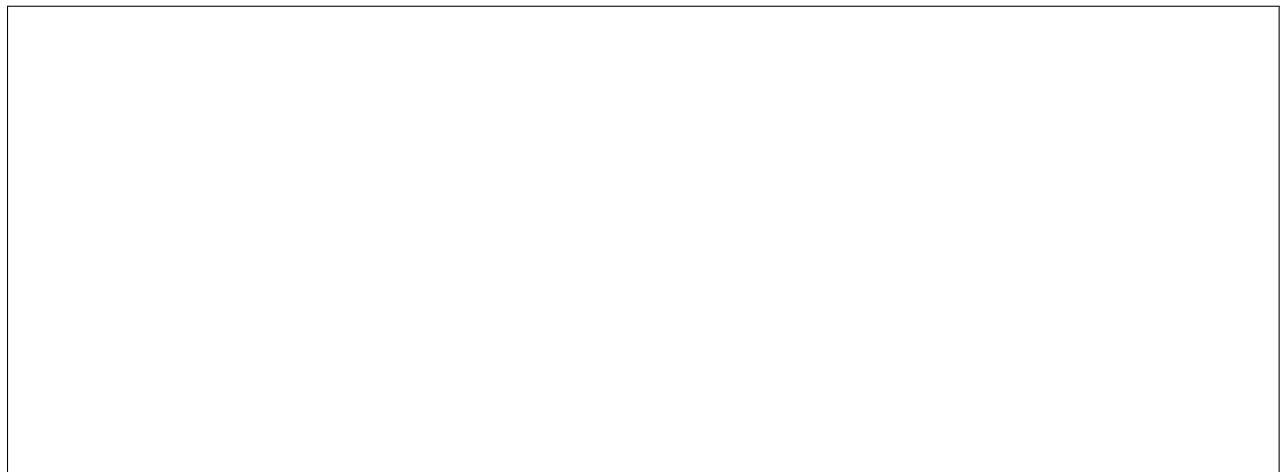
1 Warm up and overview

- Last time: “corner points” of the feasible region of an LP
- A **polyhedron** is a set of vectors \mathbf{x} that satisfy a finite collection of linear constraints
 - Feasible region of an LP \Leftrightarrow polyhedron
- Given a polyhedron S , an **extreme point** is a solution $\mathbf{x} \in S$ for which any line segment through \mathbf{x} has an endpoint outside of S
- A collection of constraints defining a polyhedron are **linearly independent** if the LHS coefficient matrix of these constraints has full row rank
- Given a polyhedron S with n decision variables, \mathbf{x} is a **basic solution** if
 - (a) it satisfies all equality constraints
 - (b) at least n constraints are active at \mathbf{x} and are linearly independent
- \mathbf{x} is a **basic feasible solution** if it is a basic solution and satisfies all constraints of S
- “**Corner points**” = **extreme points** = **basic feasible solutions**

Example 1. Consider the polyhedron S defined below.

$$S = \left\{ \mathbf{x} = (x_1, x_2) \in \mathbb{R}^2 : \begin{array}{ll} x_1 + 3x_2 \leq 4 & (1) \\ x_1 \geq 0 & (2) \\ x_2 \geq 0 & (3) \end{array} \right\}$$

- Verify that constraints (1) and (3) are linearly independent.
- Compute the basic solution \mathbf{x} active at constraints (1) and (3).
- Is \mathbf{x} a basic feasible solution? Why?



- Today: When are extreme points adjacent? Is there always an optimal solution to an LP that is an extreme point?

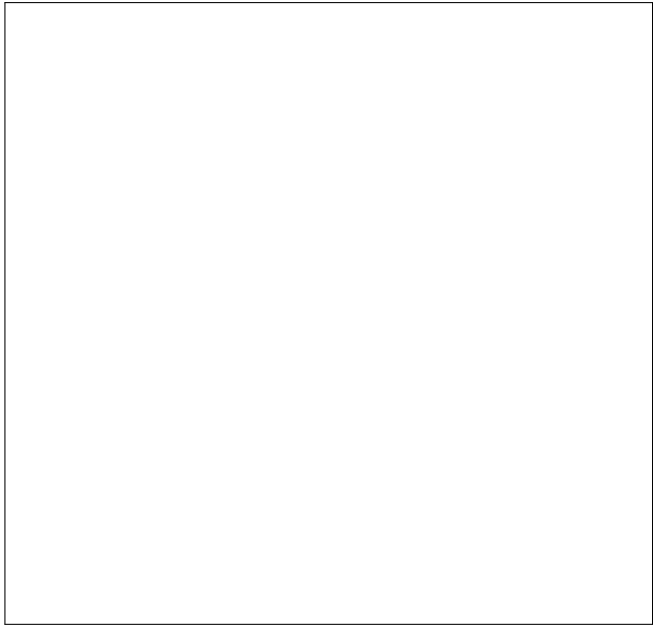
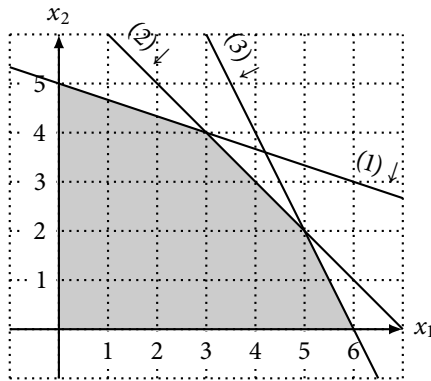
2 Adjacency

- An **edge** of a polyhedron S with n decision variables is the set of solutions in S that are active at $(n - 1)$ linearly independent constraints

Example 2. Consider the polyhedron and its graph below.

- How many linearly independent constraints need to be active for an edge of this polyhedron?
- Describe the edge associated with constraint (2).

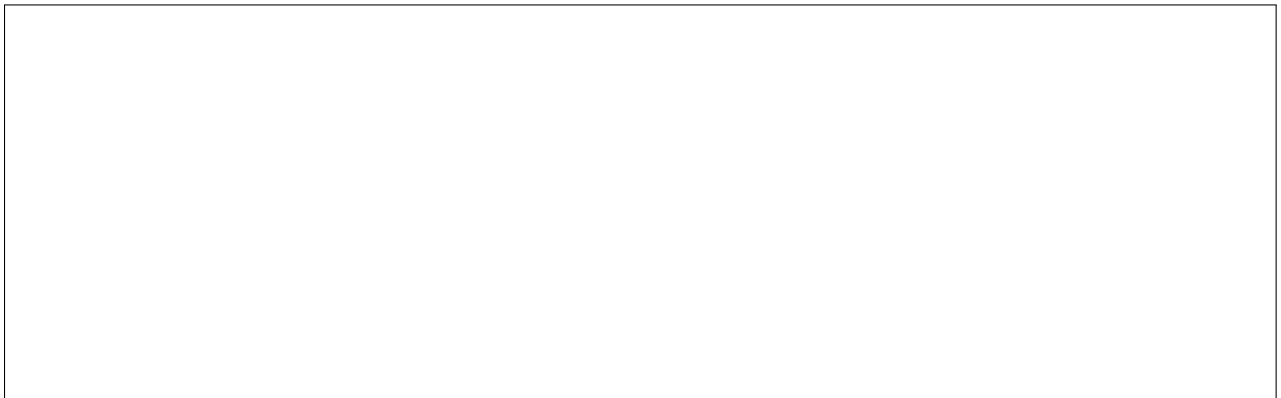
$$S = \left\{ \mathbf{x} = (x_1, x_2) \in \mathbb{R}^2 : \begin{array}{ll} x_1 + 3x_2 \leq 15 & (1) \\ x_1 + x_2 \leq 7 & (2) \\ 2x_1 + x_2 \leq 12 & (3) \\ x_1 \geq 0 & (4) \\ x_2 \geq 0 & (5) \end{array} \right\}$$



- Two extreme points of a polyhedron S with n decision variables are **adjacent** there are $(n - 1)$ common linearly independent constraints at active both extreme points
 - Equivalently, two extreme points are adjacent if the line segment joining them is an edge of S

Example 3. Consider the polyhedron in Example 2.

- Verify that $(3, 4)$ and $(5, 2)$ are adjacent extreme points.
- Verify that $(0, 5)$ and $(6, 0)$ are not adjacent extreme points.



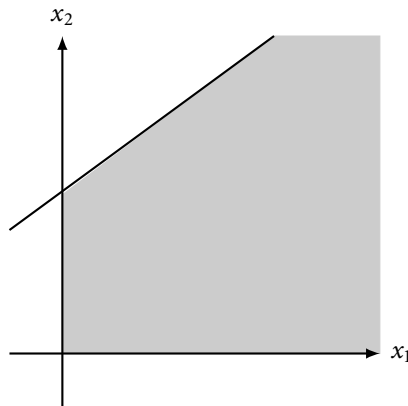
- We can move between adjacent extreme points by “swapping” active linearly independent constraints

3 Extreme points are good enough: the fundamental theorem of linear programming

Big Theorem. Let S be a polyhedron with at least 1 extreme point. Consider the LP that maximizes a linear function $\mathbf{c}^T \mathbf{x}$ over $\mathbf{x} \in S$. Then this LP is unbounded, or attains its optimal value at some extreme point of S .

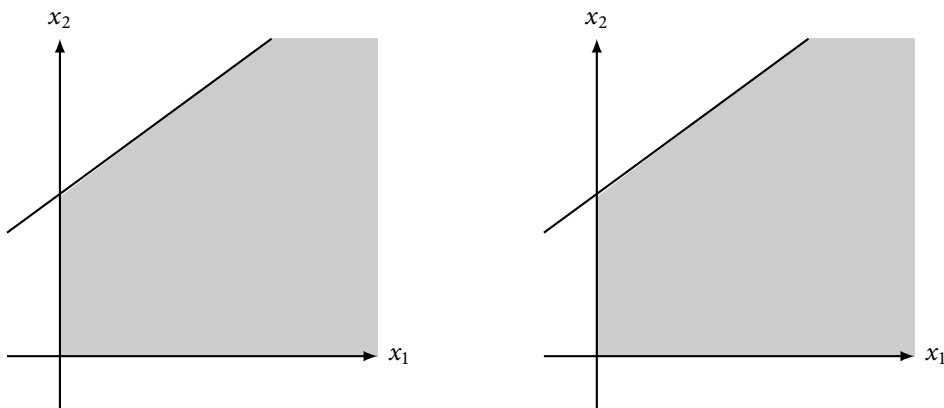
“Proof” by picture.

- Assume the LP has finite optimal value
- The optimal value must be attained at the boundary of the polyhedron, otherwise:



⇒ The optimal value is attained at an extreme point or “in the middle of a boundary”

- If the optimal value is attained “in the middle of a boundary”, there must be multiple optimal solutions, including an extreme point



⇒ The optimal value is always attained at an extreme point

□

- **For LPs, we only need to consider extreme points as potential optimal solutions**
- It is still possible for an optimal solution to an LP to not be an extreme point
- If this is the case, there must be another optimal solution that is an extreme point

4 Food for thought

- Last time, we saw that a polyhedron may have no extreme points
- We need to be a little careful with these conclusions – what if the Big Theorem doesn't apply?
- Next time: we will learn how to convert any LP into an equivalent LP that has at least 1 extreme point, so we don't have to be (so) careful