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- Suppose we want to solve $\min\{c^T x \mid Ax \ge b; x \ge 0\}$, where $x \in \mathbb{R}^d$ and we have *m* constraints.
- ▶ In the worst-case Simplex runs in time roughly $\mathcal{O}(m(m+d)\binom{m+d}{m}) \approx (m+d)^m$. (slightly better bounds on the running time exist, but will not be discussed here).
- ▶ If *d* is much smaller than *m* one can do a lot better.
- ▶ In the following we develop an algorithm with running time $O(d! \cdot m)$, i.e., linear in m.

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Setting:

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We assume an LP of the form

min	$c^T x$		
s.t.	Ax	\geq	b
	X	\geq	0

• We assume that the LP is **bounded**.

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Computing a Lower Bound	
Let <i>s</i> denote the smallest common multiple of all denominators of entries in <i>A</i> , <i>b</i> .	
Multiply entries in A, b by s to obtain integral entries. This does not change the feasible region.	
Add slack variables to A ; denote the resulting matrix with $ar{A}$.	
If <i>B</i> is an optimal basis then x_B with $\bar{A}_B x_B = \bar{b}$, gives an optimal assignment to the basis variables (non-basic variables are 0).	

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Proof:

Define

$$X_{i} = \begin{pmatrix} | & | & | & | & | \\ e_{1} \cdots e_{i-1} & \mathbf{x} & e_{i+1} \cdots & e_{n} \\ | & | & | & | & | \end{pmatrix}$$

Note that expanding along the *i*-th column gives that $det(X_i) = x_i$.

Further, we have

$$MX_{i} = \begin{pmatrix} | & | & | & | & | \\ Me_{1} \cdots Me_{i-1} & Mx & Me_{i+1} \cdots Me_{n} \\ | & | & | & | \end{pmatrix} = M_{i}$$

Hence,

$$x_i = \det(X_i) = \frac{\det(M_i)}{\det(M_i)}$$

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Ensuring Conditions

Given a standard minimization LP

min	$c^T x$		
s.t.	Ax	\geq	b
	X	\geq	0

how can we obtain an LP of the required form?

Compute a lower bound on c^Tx for any basic feasible solution. Add the constraint c^Tx ≥ -dZ(m! · Z^m) - 1. Note that this constraint is superfluous unless the LP is unbounded.

In the following we use \mathcal{H} to denote the set of all constraints apart from the constraint $c^T x \ge -dZ(m! \cdot Z^m) - 1$.

We give a routine SeidelLP(\mathcal{H} , d) that is given a set \mathcal{H} of explicit, non-degenerate constraints over d variables, and minimizes $c^T x$ over all feasible points.

In addition it obeys the implicit constraint $c^T x \ge -(dZ)(m! \cdot Z^m) - 1.$





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Note that for the case d = 1, the asymptotic bound $O(\max\{m, 1\})$ is valid also for the case m = 0.

- If d = 1 we can solve the 1-dimensional problem in time $O(\max\{m, 1\})$.
- If d > 1 and m = 0 we take time O(d) to return d-dimensional vector x.
- ► The first recursive call takes time T(m 1, d) for the call plus O(d) for checking whether the solution fulfills h.
- ▶ If we are unlucky and \hat{x}^* does not fulfill h we need time $\mathcal{O}(d(m+1)) = \mathcal{O}(dm)$ to eliminate x_{ℓ} . Then we make a recursive call that takes time T(m-1, d-1).
- The probability of being unlucky is at most d/m as there are at most d constraints whose removal will decrease the objective function
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Let *C* be the largest constant in the \mathcal{O} -notations.

We show $T(m, d) \le Cf(d) \max\{1, m\}.$

d = 1:

 $T(m, 1) \le C \max\{1, m\} \le Cf(1) \max\{1, m\}$ for $f(1) \ge 1$

d > 1; m = 0:

 $T(0,d) \le \mathcal{O}(d) \le Cd \le Cf(d) \max\{1,m\} \text{ for } f(d) \ge d$

d > 1; m = 1:

T(1,d) = O(d) + T(0,d) + d(O(d) + T(0,d-1)) $\leq Cd + Cd + Cd^{2} + dCf(d-1)$ $\leq Cf(d) \max\{1,m\} \text{ for } f(d) \geq 3d^{2} + df(d-1)$

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d > 1; m > 1: (by induction hypothesis statm. true for $d' < d, m' \ge 0$; and for d' = d, m' < m)

$$T(m,d) = \mathcal{O}(d) + T(m-1,d) + \frac{d}{m} \Big(\mathcal{O}(dm) + T(m-1,d-1) \Big)$$

$$\leq Cd + Cf(d)(m-1) + Cd^2 + \frac{d}{m}Cf(d-1)(m-1)$$

$$\leq 2Cd^2 + Cf(d)(m-1) + dCf(d-1)$$

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 $\leq Cf(d)m$

if $f(d) \ge df(d-1) + 2d^2$.

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8 Seidels LP-algorithm • Define $f(1) = 3 \cdot 1^2$ and $f(d) = df(d-1) + 3d^2$ for d > 1. Then $f(d) = 3d^2 + df(d-1)$ $= 3d^{2} + d\left[3(d-1)^{2} + (d-1)f(d-2)\right]$ $= 3d^{2} + d\left[3(d-1)^{2} + (d-1)\left[3(d-2)^{2} + (d-2)f(d-3)\right]\right]$ $= 3d^{2} + 3d(d-1)^{2} + 3d(d-1)(d-2)^{2} + \dots$ $+ 3d(d-1)(d-2) \cdot \ldots \cdot 4 \cdot 3 \cdot 2 \cdot 1^{2}$ $= 3d! \left(\frac{d^2}{d!} + \frac{(d-1)^2}{(d-1)!} + \frac{(d-2)^2}{(d-2)!} + \dots \right)$ $= \mathcal{O}(d!)$ since $\sum_{i\geq 1} \frac{i^2}{i!}$ is a constant. $\sum_{i>1} \frac{i^2}{i!} = \sum_{i>0} \frac{i+1}{i!} = e + \sum_{i>1} \frac{i}{i!} = 2e$ 8 Seidels LP-algorithm 11. May. 2018 ||||||||| Harald Räcke 166/166

