Primal-Dual Algorithm II Math 482, Lecture 30

Misha Lavrov

April 20, 2020

The four linear programs

The four linear programs in the primal-dual method:

$$(\mathbf{P}) \begin{cases} \underset{\mathbf{x} \in \mathbb{R}^{n}}{\text{subject to }} \mathbf{A}_{\mathbf{x}} = \mathbf{b} \\ \mathbf{x} \ge \mathbf{0} \end{cases} (\mathbf{RP}) \begin{cases} \underset{\mathbf{x} \in \mathbb{R}^{n}, \mathbf{y} \in \mathbb{R}^{m}}{\text{subject to }} y_{1} + \dots + y_{m} \\ \underset{\mathbf{subject to }}{\text{subject to }} A_{J}\mathbf{x}_{J} + I\mathbf{y} = \mathbf{b} \\ \mathbf{x}, \mathbf{y} \ge \mathbf{0} \end{cases} \\ (\mathbf{D}) \begin{cases} \underset{\mathbf{u} \in \mathbb{R}^{m}}{\text{subject to }} \mathbf{u}^{\mathsf{T}}\mathbf{b} \\ \underset{\mathbf{subject to }}{\text{subject to }} \mathbf{u}^{\mathsf{T}}A \le \mathbf{c}^{\mathsf{T}} \end{cases} (\mathbf{DRP}) \begin{cases} \underset{\mathbf{v} \in \mathbb{R}^{m}}{\text{subject to }} \mathbf{v}^{\mathsf{T}}\mathbf{b} \\ \underset{\mathbf{v} \in \mathbb{R}^{m}}{\text{subject to }} \mathbf{v}^{\mathsf{T}}A_{J} \le \mathbf{0}^{\mathsf{T}} \\ (\mathbf{v}_{1}, \dots, v_{m} \le 1) \end{cases} \end{cases}$$

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When we have the optimal solution to (RP), how do we find the optimal solution v to (DRP) (the augmenting direction)?

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Here's what we have to figure out:

- When we have the optimal solution to (RP), how do we find the optimal solution v to (DRP) (the augmenting direction)?
- **②** What is the benefit from considering (RP) instead of (DRP)?

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Residual costs and dual solutions

Recall the formula:

$$r_i = c_i - \mathbf{c}_{\mathcal{B}}^{\mathsf{T}} A_{\mathcal{B}}^{-1} A_i = c_i - \mathbf{u}^{\mathsf{T}} A_i.$$

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Reduced cost of y_i is the slack in " $v_i \leq 1$ " which is $1 - v_i$.

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The old version and the new version

Previously, an iteration looked like:

- Given a feasible solution u to (D), check tightness of constraints to write down (DRP).
- **②** Solve (**DRP**) (in some way) and find an optimal direction \mathbf{v} .
- Augment along v to get a better solution u + tv to (D); repeat.

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- Given a feasible solution u to (D), check tightness of constraints to write down (RP).
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Now:

- Given a feasible solution u to (D), check tightness of constraints to write down (RP).
- Solve (RP) with the simplex method and use reduced costs of y to find v.
- O Augment along **v** just as before.

Benefits of using (**RP**) 000000

Example from previous lecture

$$(\mathbf{P}) \begin{cases} \min & 2x_1 + 2x_2 + x_3 \\ \text{s. t.} & 2x_1 + x_2 - 4x_3 = 3 \\ & 4x_1 - x_2 + x_3 = 3 \\ & x_1, x_2, x_3 \ge 0 \end{cases}$$
$$(\mathbf{D}) \begin{cases} \max & 3u_1 + 3u_2 \\ \text{s. t.} & 2u_1 + 4u_2 \le 2 \\ & u_1 - u_2 \le 2 \\ & -4u_1 + u_2 \le 1 \end{cases}$$

Going from (RP) to (DRP) $\circ \circ \circ \circ \circ$

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|-----|---|--------|--|
| | $\left(x_1, x_2, x_3 \ge 0 \right)$ | | $x_1, y_1, y_2 \ge 0$ |
| (D) | $\begin{cases} \max & 3u_1 + 3u_2 \\ \text{s. t.} & 2u_1 + 4u_2 \leq 2 \\ & u_1 - u_2 \leq 2 \\ & -4u_1 + u_2 \leq 1 \end{cases}$ | (DRP) | $\begin{cases} \max & 3v_1 + 3v_2 \\ \text{s. t.} & 2v_1 + 4v_2 \leq 0 \\ & v_1, v_2 \leq 1 \end{cases}$ |

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Solving (**RP**) in this example

Put (**RP**) into the tableau:

| | x_1 | y_1 | <i>y</i> ₂ | |
|-----------------------|-------|-------|-----------------------|---|
| <i>y</i> 1 | 2 | 1 | 0 | 3 |
| <i>y</i> ₂ | 4 | 0 | 1 | 3 |
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Pivot on x_1 , replacing y_2 , to optimize:

| | x_1 | <i>y</i> ₁ | <i>y</i> ₂ | |
|--------|-----------------|-----------------------|-----------------------|------|
| y | 1 0 | 1 | -1/2 | 3/2 |
| X | ₁ 1 | 0 | $^{1/4}$ | 3/4 |
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Optimal direction: $\mathbf{v} = (1, 1) - (0, \frac{3}{2}) = (1, -\frac{1}{2}).$

Benefits of using (RP) •00000

Key observation about the primal-dual method

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To prove the lemma, we need to show: if an optimal solution to (\mathbf{RP}) has $x_i > 0$, then x_i won't disappear from (\mathbf{RP}) in the next iteration.

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To use the lemma for good: use the previous optimal tableau to start solving (\mathbf{RP}) in the next iteration.

Proof of lemma

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- Since $2u_1 + 4u_2 = 2$ and $2v_1 + 4v_2 = 0$, we know that

$$2(u_1 + tv_1) + 4(u_2 + tv_2) = (2u_1 + 4u_2) + t(2v_1 + 4v_2) = 2.$$

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$$2(u_1 + tv_1) + 4(u_2 + tv_2) = (2u_1 + 4u_2) + t(2v_1 + 4v_2) = 2.$$

O This constraint remains tight, so x_1 remains in (**RP**).

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The initial tableau of (**RP**), written the old way:

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Written the new way:

Going from (RP) to (DRP) 0000

Benefits of using (RP) 000000

From one iteration of (**RP**) to the next

Suppose we solve this tableau to optimality:

| | x_1 | x 2 | x 3 | y_1 | <i>y</i> ₂ | |
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| <i>y</i> ₁ | 0 | 3/2 | - ⁹ /2 | 1 | -1/2 | 3/2 |
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Going from (RP) to (DRP) 0000

Benefits of using (RP) 000000

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As before:

• We find $\mathbf{v} = (1,1) - (0,\frac{3}{2}) = (1,-\frac{1}{2}).$

Going from (RP) to (DRP) 0000

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- We find $\mathbf{v} = (1,1) (0,\frac{3}{2}) = (1,-\frac{1}{2}).$
- We augment **u** to **u** + t**v** for the largest t that keeps this feasible.
- In this case, the constraint $u_1 u_2 \le 2$ means we stop at $t = \frac{2}{3}$, getting $\mathbf{u} + \frac{2}{3}\mathbf{v} = (\frac{5}{3}, -\frac{1}{3})$ as our next point.

Benefits of using (RP) 000000

From one iteration of (RP) to the next

At $\mathbf{u} = (\frac{5}{3}, -\frac{1}{3})$, $2u_1 + 4u_2 \le 2$ is still tight, but so is $u_1 - u_2 \le 2$.

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| | x_1 | <i>x</i> ₂ | x 3 | y_1 | <i>y</i> ₂ | |
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| <i>y</i> ₁ | 0 | 3/2 | -9/2 | 1 | -1/2 | 3/2 |
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For the next iteration of (\mathbf{RP}) , we solve this tableau to optimality.

Going from (RP) to (DRP) 0000

Benefits of using (**RP**) 00000●

Ending the primal-dual algorithm

Our final tableau in the second iteration of (**RP**):

| | x_1 | <i>x</i> ₂ | x 3 | <i>y</i> 1 | <i>y</i> ₂ | |
|-----------------------|-------|-----------------------|------------|------------|-----------------------|---|
| <i>x</i> ₂ | 0 | 1 | -3 | 2/3 | -1/3 | 1 |
| <i>x</i> ₁ | 1 | 0 | -1/2 | $^{1/6}$ | 1/6 | 1 |
| $-z_{rp}$ | 0 | 0 | 0 | 1 | 1 | 0 |

Going from (RP) to (DRP) 0000

Benefits of using (**RP**) 00000●

Ending the primal-dual algorithm

Our final tableau in the second iteration of (**RP**):

| | x_1 | <i>x</i> ₂ | x 3 | y_1 | <i>y</i> ₂ | |
|-----------------------|-------|-----------------------|------------|----------|-----------------------|---|
| <i>x</i> ₂ | 0 | 1 | -3 | 2/3 | -1/3 | 1 |
| <i>x</i> ₁ | 1 | 0 | -1/2 | $^{1/6}$ | 1/6 | 1 |
| $-z_{rp}$ | 0 | 0 | 0 | 1 | 1 | 0 |

Benefits of using (RP)

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Ending the primal-dual algorithm

Our final tableau in the second iteration of (**RP**):

| | x_1 | <i>x</i> ₂ | x 3 | <i>y</i> 1 | <i>y</i> ₂ | |
|-----------------------|-------|-----------------------|------------|------------|-----------------------|---|
| <i>x</i> ₂ | 0 | 1 | -3 | 2/3 | -1/3 | 1 |
| <i>x</i> ₁ | 1 | 0 | -1/2 | $^{1/6}$ | 1/6 | 1 |
| $-z_{rp}$ | 0 | 0 | 0 | 1 | 1 | 0 |

This indicates that we've reached an optimal solution!

• The reduced costs of y_1, y_2 are both 1. So $\mathbf{v} = (0, 0)$, and we won't augment any further: our $\mathbf{u} = (\frac{5}{3}, -\frac{1}{3})$ is optimal.

Benefits of using (RP)

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Ending the primal-dual algorithm

Our final tableau in the second iteration of (**RP**):

| | x_1 | <i>x</i> ₂ | x 3 | <i>y</i> 1 | <i>y</i> ₂ | |
|-----------------------|-------|-----------------------|------------|------------|-----------------------|---|
| <i>x</i> ₂ | 0 | 1 | -3 | 2/3 | -1/3 | 1 |
| <i>x</i> ₁ | 1 | 0 | -1/2 | $^{1/6}$ | 1/6 | 1 |
| $-z_{rp}$ | 0 | 0 | 0 | 1 | 1 | 0 |

- The reduced costs of y₁, y₂ are both 1. So v = (0,0), and we won't augment any further: our u = (⁵/₃, -¹/₃) is optimal.
- In this tableau, we've found a solution **x** to (**P**) which has $x_j = 0$ whenever the j^{th} constraint of (**D**) is slack.

Benefits of using (RP)

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Ending the primal-dual algorithm

Our final tableau in the second iteration of (**RP**):

| | x_1 | <i>x</i> ₂ | x 3 | <i>y</i> 1 | <i>y</i> ₂ | |
|-----------------------|-------|-----------------------|------------|------------|-----------------------|---|
| <i>x</i> ₂ | 0 | 1 | -3 | 2/3 | -1/3 | 1 |
| <i>x</i> ₁ | 1 | 0 | -1/2 | $^{1/6}$ | 1/6 | 1 |
| $-z_{rp}$ | 0 | 0 | 0 | 1 | 1 | 0 |

- The reduced costs of y_1, y_2 are both 1. So $\mathbf{v} = (0, 0)$, and we won't augment any further: our $\mathbf{u} = (\frac{5}{3}, -\frac{1}{3})$ is optimal.
- In this tableau, we've found a solution \mathbf{x} to (\mathbf{P}) which has $x_j = 0$ whenever the j^{th} constraint of (\mathbf{D}) is slack. (Here, the third constraint $-4u_1 + u_2 \le 1$ is slack, and $x_3 = 0$.)

Benefits of using (RP)

Ending the primal-dual algorithm

Our final tableau in the second iteration of (**RP**):

| | x_1 | <i>x</i> ₂ | x 3 | y_1 | <i>Y</i> 2 | |
|-----------------------|-------|-----------------------|------------|----------|------------|---|
| <i>x</i> ₂ | 0 | 1 | -3 | 2/3 | -1/3 | 1 |
| x_1 | 1 | 0 | -1/2 | $^{1/6}$ | 1/6 | 1 |
| $-z_{rp}$ | 0 | 0 | 0 | 1 | 1 | 0 |

- The reduced costs of y_1, y_2 are both 1. So $\mathbf{v} = (0, 0)$, and we won't augment any further: our $\mathbf{u} = (\frac{5}{3}, -\frac{1}{3})$ is optimal.
- In this tableau, we've found a solution \mathbf{x} to (**P**) which has $x_j = 0$ whenever the j^{th} constraint of (**D**) is slack. (Here, the third constraint $-4u_1 + u_2 \le 1$ is slack, and $x_3 = 0$.) By complementary slackness, $\mathbf{x} = (1, 1, 0)$ is optimal for (**P**).