# Linear Programming

#### Definitions

Variables -- the goal is to find values for these

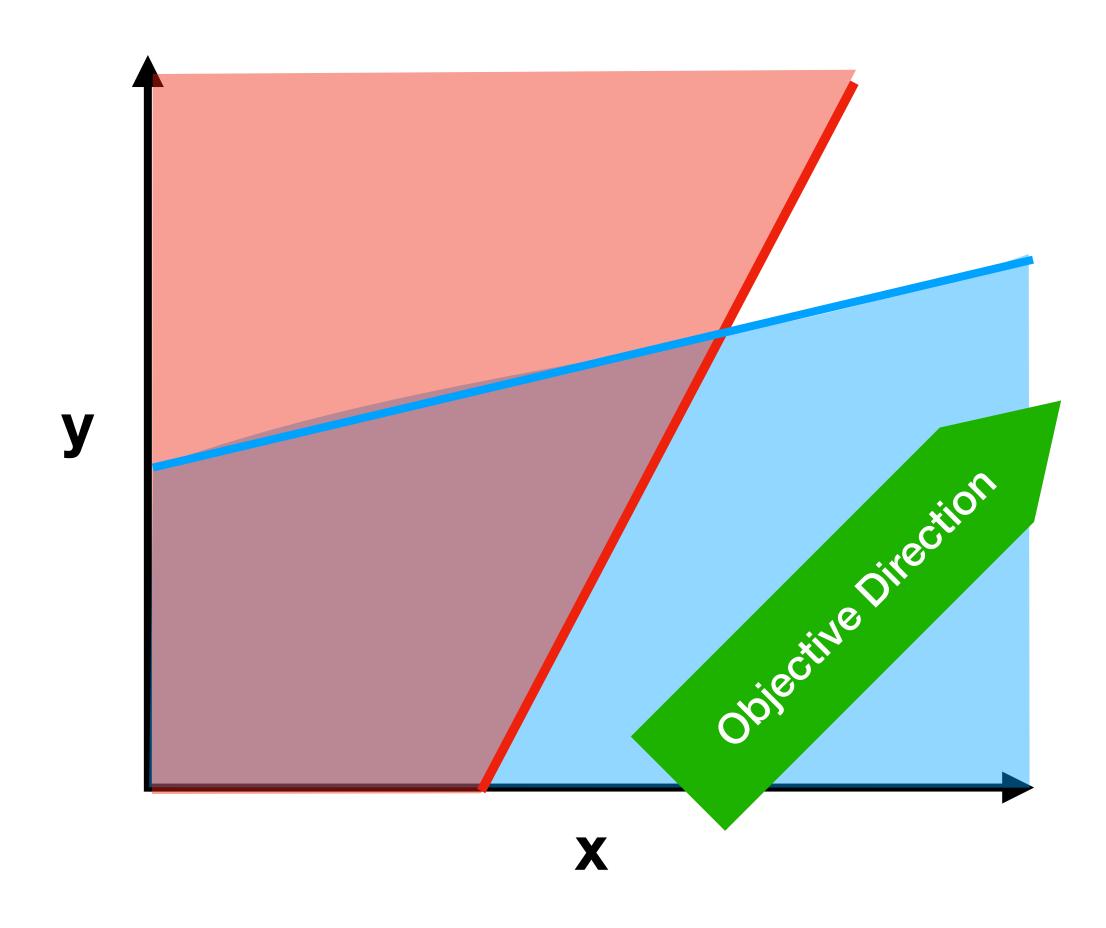
**Objective Function** -- a linear equation over the variables which will be maximized or minimized

**Constraints** -- linear inequalities that define what values of the variables are valid

## Example

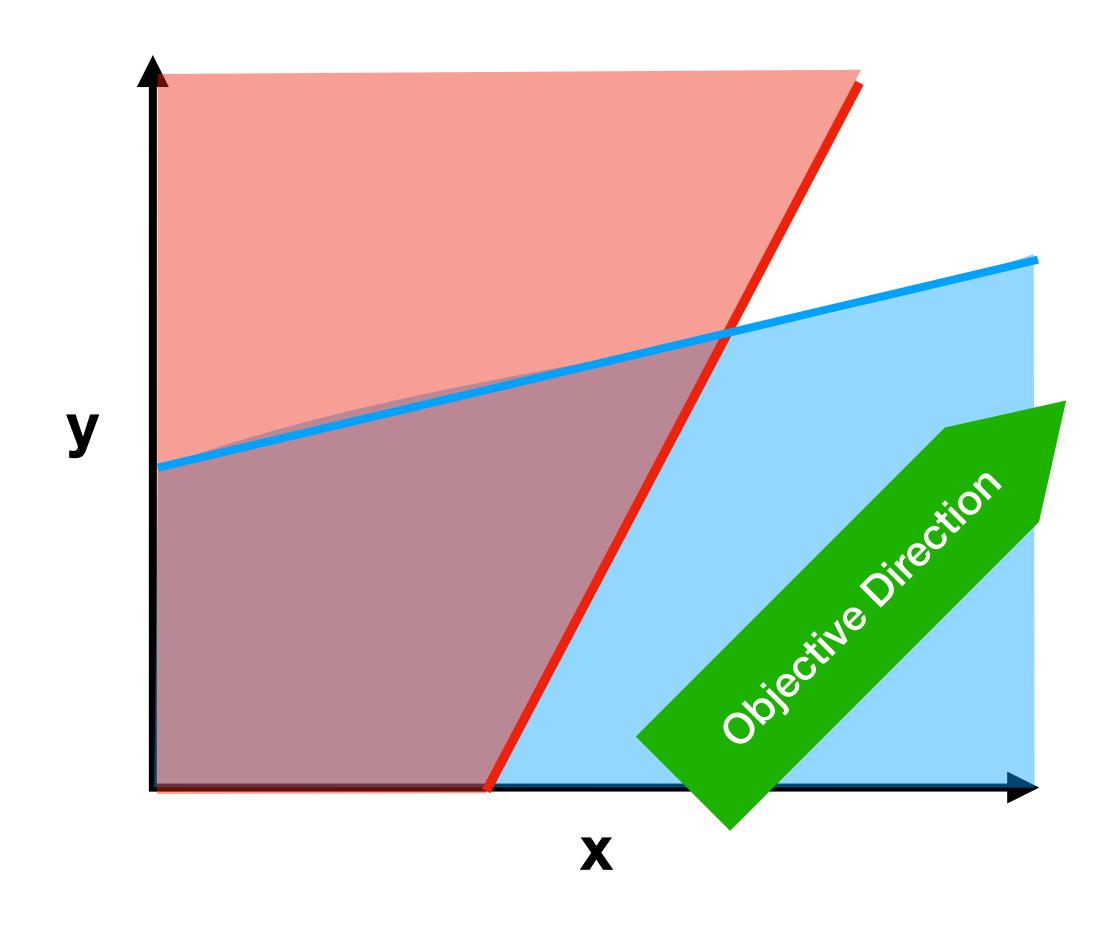
$$y - 3x > -4$$

$$3y - x < 6$$



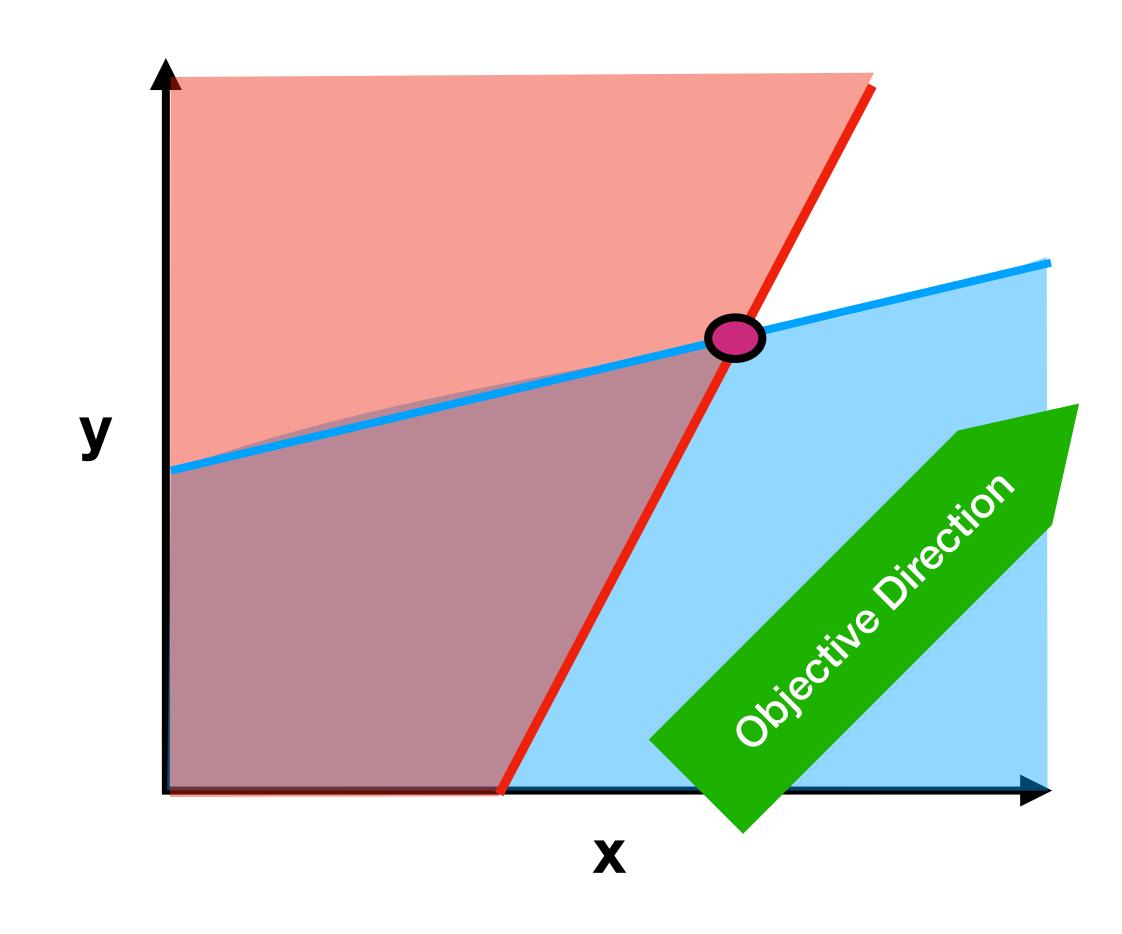
#### Example

$$x=9/4 = 2.25$$
  
y=11/4 = 2.75



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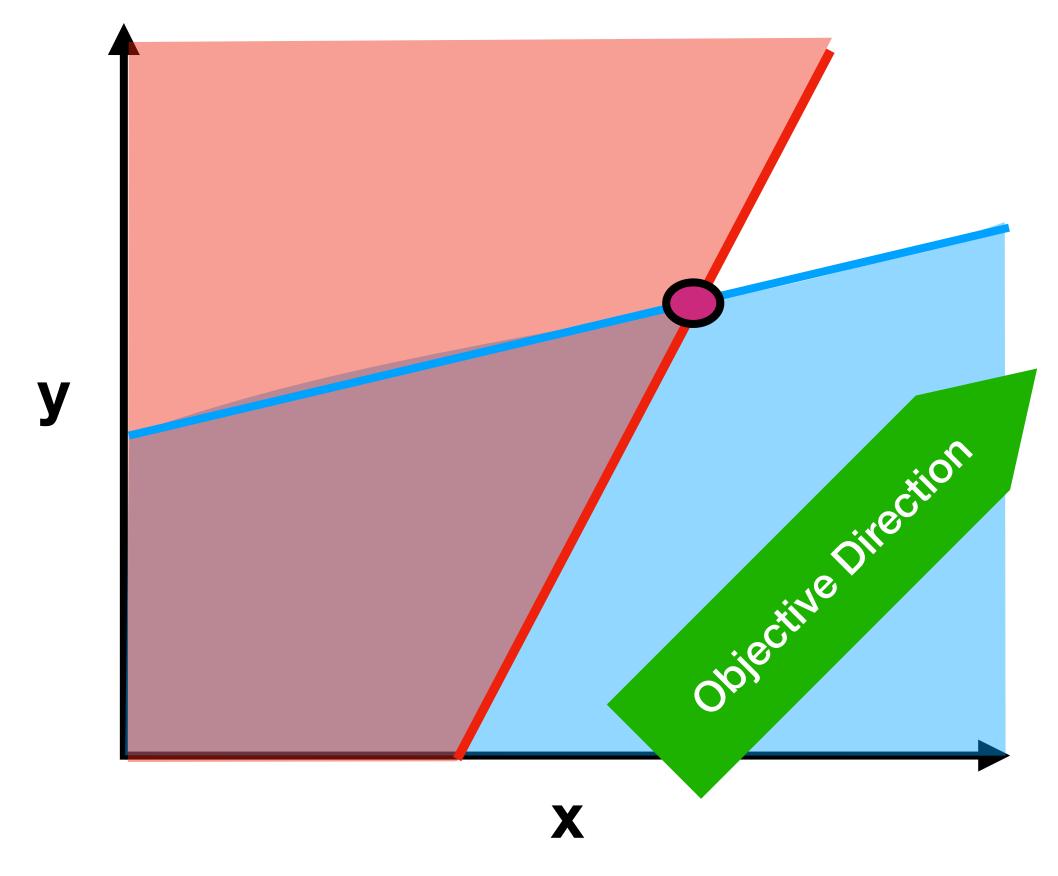


## Integers

Same idea, but the variables have to be integer values.

$$y - 3x > -4$$
  
3 y - x < 6  
x,y  $\in \mathbb{Z}$ 

$$x=9/4 = 2.25$$
  
y=11/4 = 2.75

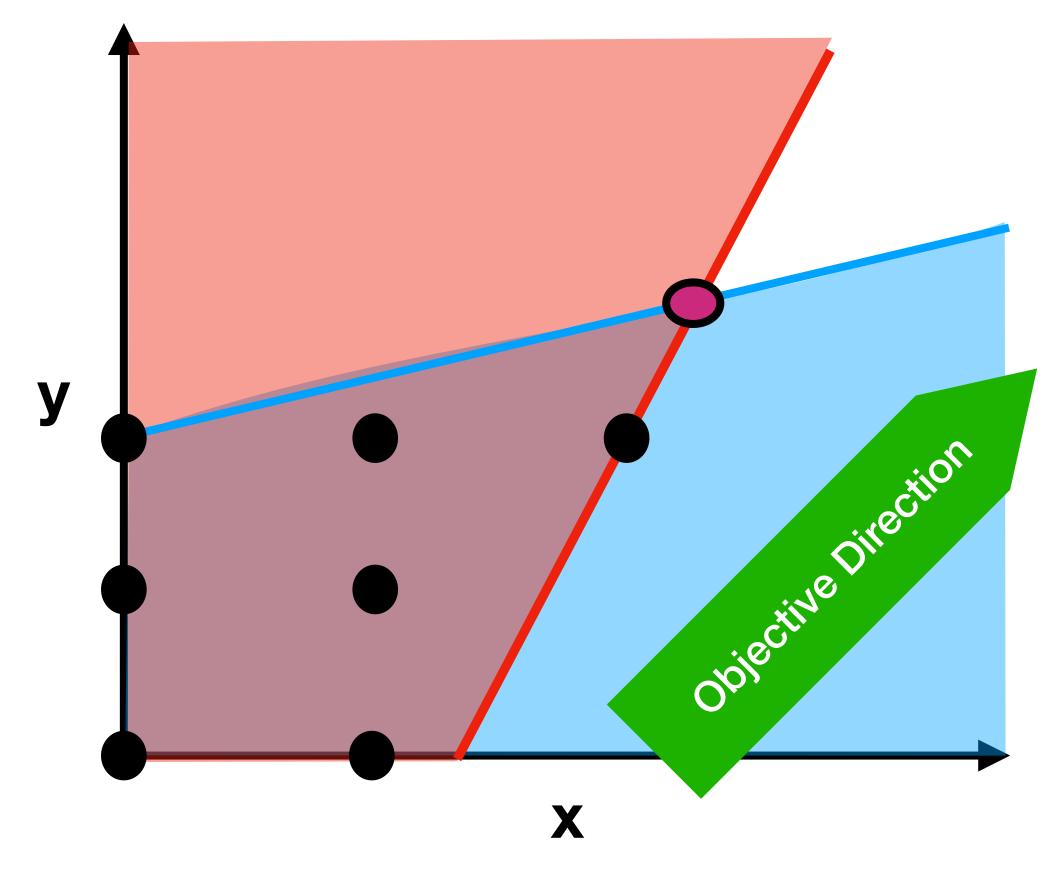


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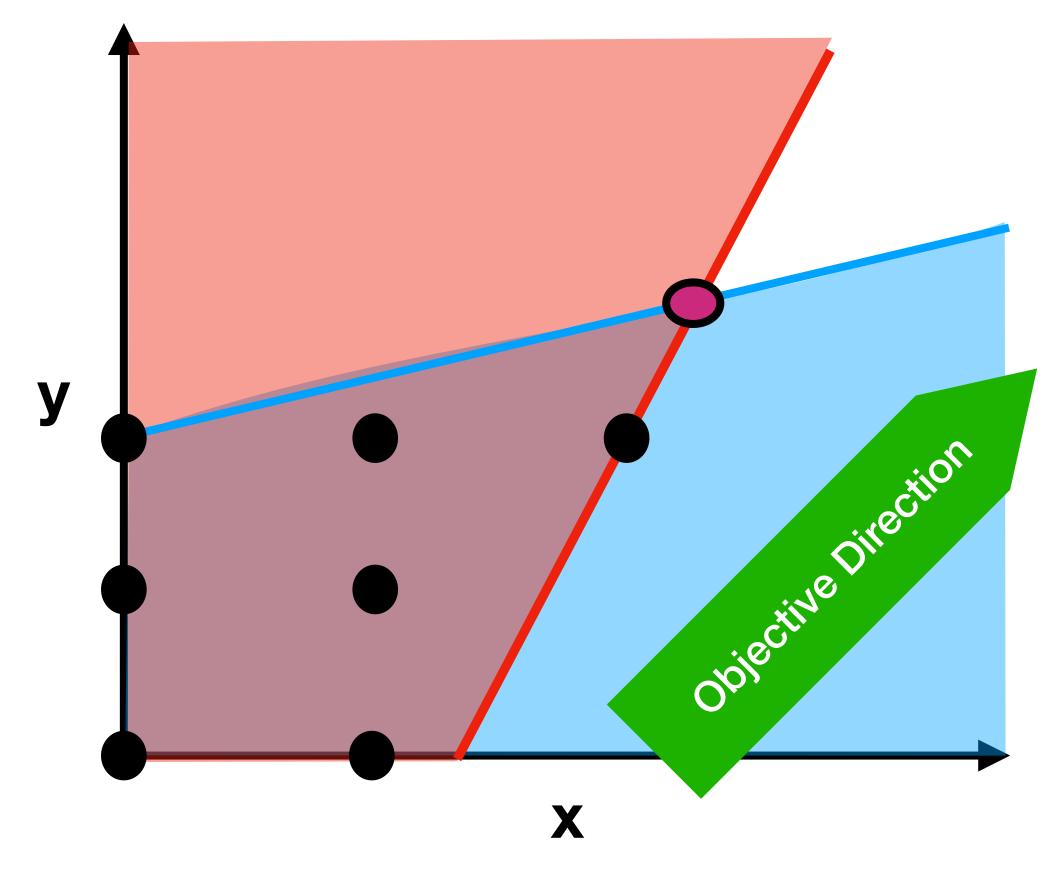


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Same idea, but the variables have to be integer values.

$$y - 3x > -4$$
  
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$$x=9/4 = 2125$$
  
 $y=11/4 = 2.55$ 



# Solving (Integer) Linear Programs

TL;DR there are programs available to do this efficiently the details aren't important.

Solving an LP is actually polynomial time solvable

• ILPs is NP-Hard

Major solvers will solve both problems

- CPLEX (by IBM, closed source)
- GUROBI (closed source)
- COIN-OR (open source)

#### Where is LP used?

- Transcript Assembly
- Parameter Advising (don't know why I think this is important)
- Phylogeny
- Computational Auctions
- Business Workflow Optimization

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