

Lecture Notes 3: Duality

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1 Introduction

In this lecture we will present the dual concept, Farkas's Lema and their relation to the field of game theory.

2 Duality

The general case:

primal	dual
$a_i x = b_i$	$y_i \leq 0$
$a_i x \geq b_i$	$y_i \geq 0$
$x_j \leq 0$	$y^t A_j = c_j$
$x_j \geq 0$	$y^t A_j \leq c_j$
$\min c^t x$	$\max y^t b$

(A_j describes column j, a_j describes row j)

Claim: If $x \in \text{Primal}$ and $y \in \text{Dual}$ then $c^t x \geq y^t b$

Proof: $\min c^t x, Ax = b, A'x \geq b'$ where A is of size $l \times n$ and A' is of size $(m - l) \times n$. In addition $x_1, \dots, x_k \geq 0$ and $x_{k+1}, \dots, x_n \leq 0$. We have:

$$\begin{aligned}
 c^t x &= \sum_{j=1}^k c_j x_j + \sum_{j=k+1}^n c_j x_j \geq \sum_{j=1}^k y^t A_j x_j + \sum_{j=k+1}^n y^t A_j x_j \\
 &= y^t Ax = \sum_{i=1}^m y_i a_i x \geq \sum_{i=1}^l y_i b_i + \sum_{i=l+1}^m y_i b_i = y^t b
 \end{aligned}$$

Claim: If x is an optimal solution to the primal system then there exists an optimal solution to the dual system y s.t. $c^t x = y^t b$.

Proof: The proof is given only for LPS ($Ax=b, x \geq 0, \min c^t x$). We solve using the Simplex algorithm and find an optimal solution. For this solution:

Let B denote the base, $x = A_B^{-1} b$, particularly $c^t - c_B^t A_B^{-1} A \geq 0$ and equals $c_B^t A_B^{-1} b$ (Actually, we showed that $c_N^t - c_B^t A_B^{-1} A_N \geq 0$ but this immediately implies that $c^t - c_B^t A_B^{-1} A \geq 0$). We claim that $y^t = c_B^t A_B^{-1}$ is an optimal solution to the dual system and $c^t - y^t A \geq 0$,

$y^t b = c^t x$. In addition the dual system of LPS is valid. meaning:

$$\max y^t b, y^t A \leq c_j, y \begin{matrix} \leq \\ > \end{matrix} 0.$$

This optimal solution is also equal to the optimal solution to the primal system and therefore it is optimal and feasible.

Remarks:

- (1) - Proof for non LPS is done using reduction.
- (2) - dual of dual is primal.

Possible Cases:

- (1) - Both dual and primal are feasible, both have an optimum and therefore the optimum values are equal.
- (2) - One is empty and the other is unbounded.
- (3) - Neither is feasible.

Claim: Complementary Slackness

For optimal solutions:

$$y_i(a_i x - b_i) = 0; (c_j - y_i A_j)x_j = 0.$$

Proof:

Recall the proof for the weaker claim. For optimal solutions the inequalities becomes equalities:

$$\begin{aligned} c^t x &= \sum_{j=1}^k c_j x_j + \sum_{j=k+1}^n c_j x_j = \sum_{j=1}^k y^t A_j x_j + \sum_{j=k+1}^n y^t A_j x_j \\ &= y^t A x = \sum_{i=1}^m y_i a_i x = \sum_{i=1}^l y_i b_i + \sum_{i=l+1}^m y_i b_i = y^t b. \end{aligned}$$

and the claim is immediately derived.

3 Financial Meaning for Dual Variables (Production Problems)

Assuming all constraints are positive. A factory which manufactures furniture from base materials. we have the following data:

	table	chair	couch
wood	8	3	1
metal	2	1	5
fabric	0	2	8

The Dual Case:

$$\begin{aligned} \text{Objective function: } & \max 80x_1 + 30x_2 + 200x_3 \\ c^T &= (100 \ 90 \ 84) \\ x_1, x_2, x_3 &\geq 0 \end{aligned}$$

The Primal Case:

$$G \leq u_1(8x_1 + 3x_2 + x_3) + u_2(2x_1 + x_2 + 5x_3) + u_3(2x_2 + 8x_3) \leq 100u_1 + 90u_2 + 84u_3$$

Question: Would purchasing more from a certain material significantly increase profits? We look for changes in the objective function. We increase the quantities of products u_1, u_2, u_3 by $\epsilon_1, \epsilon_2, \epsilon_3$ respectively. We have: $\Delta G = \epsilon_1 \cdot u_1 + \epsilon_2 \cdot u_2 + \epsilon_3 \cdot u_3$

4 Farkas's Lemma:

Let $b, a_1, \dots, a_n \in \mathbb{R}^m$ therefore exists $\lambda_i \geq 0$ s.t.:

$$b = \sum \lambda_i a_i \Leftrightarrow (\forall y \text{ if } \forall i \ y a_i \geq 0 \Rightarrow y b \geq 0)$$

Proof:

(\Rightarrow) Assuming that there exist $\lambda_i \geq 0$ s.t. $b = \sum \lambda_i a_i$. We have

$$y b = y \sum \lambda_i a_i = \sum \lambda_i y a_i \geq 0.$$

(\Leftarrow) Assuming that $\forall y$ if $y a_i \geq 0 \Rightarrow y b \geq 0$. Define a matrix $A=(a_1, \dots, a_n)$. We solve:

$$\begin{aligned} A\lambda &= b \\ \lambda &\geq 0 \\ \max 0 \cdot \lambda &\equiv 0 \end{aligned}$$

Now, looking at the dual system and checking what is the primal system:

$$\begin{aligned} \min y_t b \\ y_t A &\geq 0 \\ y &\begin{matrix} \leq \\ \geq \end{matrix} 0 \end{aligned}$$

According to the assumption, the objective function ≥ 0 . The solution $y = 0$ is feasible and equals 0 and therefore is optimal. We conclude that there exists a feasible solution for the dual system.

5 A reduction from the problem of finding an optimal solution to the problem of finding a feasible solution:

We show that if there exists a black box which solves the feasibility problem for a linear programming system then we can also find an optimum for the system.

Given a linear programming system and objective function $\min c^t x$. we add the dual $y^t A \leq c$ and the constraint $c^t x = y^t b$ and get a new system.

Claim:

There is a feasible solution to the new system \Leftrightarrow There is an optimal solution to the original system. Moreover, each solution to the new system gives an optimal solution to the original system.

6 Application: Game Theory, Zero-Sum Games:

Two players are playing a zero-sum game. Player I chooses a column and player II chooses a row (In the general form the size of the matrix can be any $m \times n$). a_{ij} represents the amount that player II pays player I if player I chooses j and player II chooses i .

For Example:

The table below describes the chances of each player choosing their respective column/row. Each element a_{ij} equals the amount player II has to pay player I.

II/I	q	1-q
p	4	-1
1-p	1	2

For the above example Player I can guarantee making a profit of at least 1 by choosing the column 1. Let $\alpha = \max_j \min_i a_{ij}$

Player II can guarantee losing less than 2 by choosing the second row. Let $\beta = \min_i \max_j a_{ij}$

Another strategy that each player can take is choosing i (player I) and j (player II) with different probabilities, to ensure maximum (player I) or minimum (player II) payment. Let q be the probability player I chooses the first column and $1-q$ the probability she chooses the second column. Accordingly, let p be the probability player II chooses the first row and $1-p$ the probability she chooses the second row. The expected payoff for player I will be:
Player II chooses first row :

$$4q - (1-q) = 5q - 1$$

Player II chooses second row :

$$q + 2(1-q) = 2 - q$$

We choose q by the equation:

$$5q - 1 = 2 - q \Rightarrow q = 0.5$$

If player I chooses a column with probability 0.5 he guarantees himself at least 1.5 (the expectation value) regardless of player II's choice .

We calculate Player II's strategy in the same way:

Player I chooses first column :

$$4p+1-p = 1+3p$$

Player I chooses second Column :

$$-p+2(1-p) = 2-3p$$

We choose p by the equation:

$$1+3p = 2-3p \Rightarrow p = \frac{1}{6}$$

If player II choosea rows 1,2 with probability $\frac{1}{6}, \frac{5}{6}$ respectfully, he guarantees himself maximum pay of 1.5 (the expectation value) regardless of player I's choice.

Consider a general case where we have a matrix A . player I's variables are x_1, \dots, x_n where x_i is the probability of choosing column i. Player II's variables are y_1, \dots, y_m where y_j is the probability of choosing row j.

For player I:

$$\begin{aligned} \max \alpha \\ Ax &\geq \alpha \cdot e_m \\ x &\geq 0 \\ e_n^t \cdot x &= 1 \\ \alpha &\underset{>}{\leq} 0 \end{aligned}$$

For player II:

$$\begin{aligned} \min \beta \\ y^t A &\leq \beta \cdot e_n^t \\ y &\geq 0 \\ e_m^t \cdot y &= 1 \\ \beta &\underset{>}{\leq} 0 \end{aligned}$$

We show that one is dual to the other:

$$\begin{aligned} \min (-\alpha) \\ Ax - \alpha \cdot e_m &\geq 0 \\ -e_n^t \cdot x &= -1 \\ x &\geq 0 \end{aligned}$$

$$\begin{aligned} \max (-\beta) \\ y^t A - \beta e_n^t &\leq 0 \\ -e_m^t \cdot y &= -1 \\ y &\geq 0 \end{aligned}$$

This can be easily seen by looking at the Matrix:

$$(c/b) \quad (0 \quad 0 \quad 0 \quad 0 \quad 0 \quad 0) \quad -1$$

$$\begin{pmatrix} 0 \\ \cdot \\ \cdot \\ \cdot \\ \cdot \\ 0 \end{pmatrix} \begin{pmatrix} & & & & & \\ & & & & & \\ & & A & & & \\ & & & & & \\ & & & & & \\ & & & & & \end{pmatrix} \begin{pmatrix} -1 \\ \cdot \\ \cdot \\ \cdot \\ \cdot \\ -1 \end{pmatrix}$$

$$(-1) \quad (-1 \quad -1 \quad -1 \quad -1 \quad -1) \quad 0$$

and both the primal and the dual are feasible.