

**Lecture 10:  $Ax \leq b$  as a convex combination of its extreme points**Lecturer: *Sundar Vishwanathan*  
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In this lecture, we complete the proof of a theorem stating that all points in the set  $Ax \leq \mathbf{b}$  can be expressed as a convex combination of its extreme points. We then prove that a linear function on such a set is maximized at an extreme point, and show how that is used to construct the Simplex algorithm.

**THEOREM 1** *Let  $p_1, p_2, p_3, \dots, p_t$  be the extreme points of the convex set  $S = \{x : Ax \leq \mathbf{b}\}$ . Then every point in  $S$  can be represented as  $\sum_{i=1}^t \lambda_i p_i$ , where  $\sum_{i=1}^t \lambda_i = 1$  and  $0 \leq \lambda_i \leq 1$*

**PROOF:** Proof is by induction on the dimension.

Consider  $p \in S$ . Join  $p_1$  to  $p$  and extend to meet  $q$  on the boundary. For the point  $q$ , we must then have

$$A_1 q = b_1 \quad (1)$$

$$A'' q < \mathbf{b}'' \quad (2)$$

(where  $A''$  is the rest of  $A$ ), because  $q$  is on the boundary, and  $A_1 q > b_1$  outside the feasible region (having crossed the hyperplane). From the first equality, we solve for one variable, say  $x_n$  and replace it throughout in  $A''$ . This allows us to construct a new convex set  $S' = \{x : Cx \leq \mathbf{d}\}$ , in *one less dimension*.

By the induction hypothesis,  $q$  can be written as a convex combination of extreme points in this object,  $S'$ . Hence,

$$p = \beta p_1 + (1 - \beta) q \quad (3)$$

$$= \beta p_1 + (1 - \beta) \sum_{i=1}^{t'} \gamma_i q_i \quad (4)$$

This however is in terms of the extreme points  $q_1, q_2, q_3, \dots, q_{t'}$  of  $S'$ . We show that the extreme points of  $S'$  are also extreme points of  $S$ . Suppose they were not. Let  $p'$  be an extreme point of  $S'$  but not of  $S$ . Then  $\exists p'_1, p'_2 \in S$  such that  $p' = \lambda p'_1 + (1 - \lambda) p'_2$ . By construction of points in  $S'$ ,

$$b_1 = A_1 p' \quad (5)$$

$$= \lambda A_1 p'_1 + (1 - \lambda) A_1 p'_2 \quad (6)$$

But since we have  $A_1 p'_1 \leq b_1$  and  $A_1 p'_2 \leq b_1$  (both  $p_1$  and  $p_2$  are in  $S$ ), we must have the equality holding in both for the above equality (6) to be true. Therefore  $p'_1$  and  $p'_2$  must also be in  $S'$ .  $p'$  can not then be extreme in  $S'$ , as it is the convex combination of two points in the same set.

For the base case, take the dimension to be 0. This completes the proof.  $\square$

The following theorem will put the last step in place to construct an algorithm for solving LP problems.

**THEOREM 2** *A linear function on  $S = \{x : Ax \leq \mathbf{b}\}$  is maximized at an extreme point.*

**PROOF:** Let a linear function  $f$  attain its maximum at point  $p$ , where  $p = \sum_{i=1}^t \lambda_i p_i$  (This is a valid

assumption by the previous theorem). Then  $f(p) = \sum_{i=1}^t \lambda_i f(p_i)$ . If all of the  $f(p_i)$ 's were lesser than  $f(p)$ , their convex combination cannot sum to  $f(p)$ . Therefore for at least one  $i$ ,  $f(p_i) = f(p)$ .  $\square$

After having proved this, we have a finite algorithm at our disposal now. An extreme point is an intersection of  $n$  linearly independent hyperplanes. We just need to pick all combinations of  $n$  rows from  $A$  ( $\binom{m}{n}$  in number), solve for  $x_0$  in  $Ax_0 = \mathbf{b}'$  using Gaussian Elimination, **verify** that the solution indeed satisfies all other inequalities, and then calculate  $c^T x$ .

The verification part is important, as the  $n$  hyperplanes we choose may end up defining an infeasible point. An example is 2-D is shown in Figure 1.

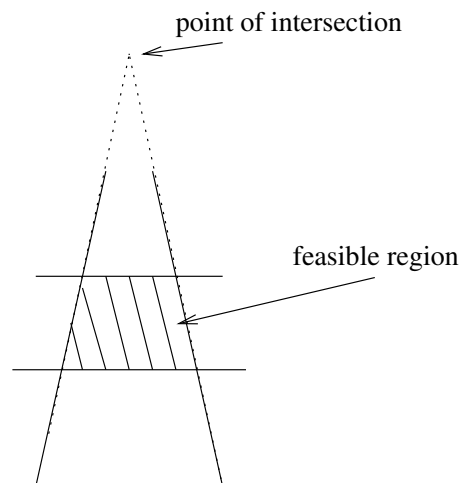


Figure 1: Why we need to verify

A rather simple formulation of the algorithm could then be:

Start at an extreme point.

While a neighbour of higher cost exists, move to it.

Intuitively, this would work, as by a previous result a local maximum in such a problem is also a global maximum. A more formal description of the Simplex algorithm and proof of its correctness is done in subsequent lectures.

Questions raised at this juncture are:

1. How do we start the process? It is pointless to obtain all extreme points and then pick one from among them.
2. How do we move to a neighbour?
3. Why are we guaranteed that the optimal is attained when we stop?