

Randomised Algorithms

Lecture 6: Linear Programming: Introduction

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Lent 2023



UNIVERSITY OF
CAMBRIDGE

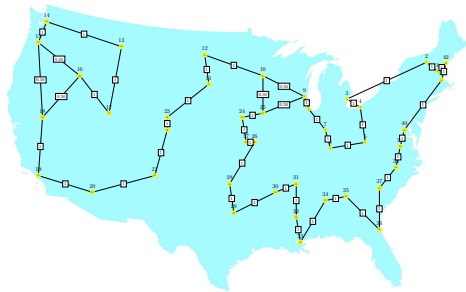
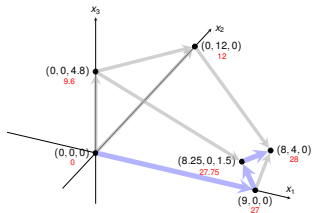
Outline

Introduction

A Simple Example of a Linear Program

Formulating Problems as Linear Programs

Standard and Slack Forms



- linear programming is a powerful tool in optimisation
- inspired more sophisticated techniques such as quadratic optimisation, convex optimisation, integer programming and semi-definite programming
- we will later use the connection between linear and integer programming to tackle several problems (Vertex-Cover, Set-Cover, TSP, satisfiability)

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What are Linear Programs?

Linear Programming (informal definition)

- maximise or minimise an objective, given limited resources (competing constraint)
- constraints are specified as (in)equalities
- objective function and constraints are **linear**

A Simple Example of a Linear Optimisation Problem

- Laptop

A Simple Example of a Linear Optimisation Problem

- Laptop
 - selling price to retailer: 1,000 GBP

A Simple Example of a Linear Optimisation Problem



- Laptop
 - selling price to retailer: 1,000 GBP
 - glass: 4 units

A Simple Example of a Linear Optimisation Problem



- Laptop

- selling price to retailer: 1,000 GBP
- glass: 4 units
- copper: 2 units

A Simple Example of a Linear Optimisation Problem



■ Laptop

- selling price to retailer: 1,000 GBP
- glass: 4 units
- copper: 2 units
- rare-earth elements: 1 unit

A Simple Example of a Linear Optimisation Problem



- Laptop
 - selling price to retailer: 1,000 GBP
 - glass: 4 units
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- Smartphone

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A Simple Example of a Linear Optimisation Problem



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■ Smartphone

- selling price to retailer: 1,000 GBP
- glass: 1 unit

A Simple Example of a Linear Optimisation Problem

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- copper: 1 unit
- rare-earth elements: 2 units

- You have a **daily supply** of:

A Simple Example of a Linear Optimisation Problem

▪ Laptop

- selling price to retailer: 1,000 GBP
- glass: 4 units
- copper: 2 units
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▪ Smartphone

- selling price to retailer: 1,000 GBP
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- copper: 1 unit
- rare-earth elements: 2 units



▪ You have a daily supply of:

- glass: 20 units

A Simple Example of a Linear Optimisation Problem

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- copper: 2 units
- rare-earth elements: 1 unit



■ Smartphone

- selling price to retailer: 1,000 GBP
- glass: 1 unit
- copper: 1 unit
- rare-earth elements: 2 units



■ You have a daily supply of:

- glass: 20 units
- copper: 10 units



A Simple Example of a Linear Optimisation Problem

■ Laptop

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- copper: 2 units
- rare-earth elements: 1 unit



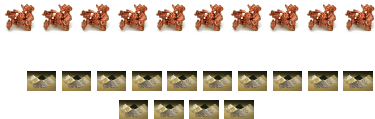
■ Smartphone

- selling price to retailer: 1,000 GBP
- glass: 1 unit
- copper: 1 unit
- rare-earth elements: 2 units



■ You have a daily supply of:

- glass: 20 units
- copper: 10 units
- rare-earth elements: 14 units



A Simple Example of a Linear Optimisation Problem

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■ Smartphone

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■ You have a daily supply of:

- glass: 20 units
- copper: 10 units
- rare-earth elements: 14 units
- (and enough of everything else...)



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▪ You have a daily supply of:

- glass: 20 units
- copper: 10 units
- rare-earth elements: 14 units
- (and enough of everything else...)



How to maximise your daily earnings?

The Linear Program

Linear Program for the Production Problem

$$\begin{array}{llllll} \text{maximise} & x_1 & + & x_2 & & \\ \text{subject to} & & & & & \\ & 4x_1 & + & x_2 & \leq & 20 \\ & 2x_1 & + & x_2 & \leq & 10 \\ & x_1 & + & 2x_2 & \leq & 14 \\ & x_1, x_2 & & & \geq & 0 \end{array}$$

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The solution of this linear program yields the optimal production schedule.

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Formal Definition of Linear Program

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- Given a_1, a_2, \dots, a_n and a set of variables x_1, x_2, \dots, x_n , a **linear function** f is defined by

$$f(x_1, x_2, \dots, x_n) = a_1x_1 + a_2x_2 + \dots + a_nx_n.$$

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- Linear Equality:** $f(x_1, x_2, \dots, x_n) = b$
- Linear Inequality:** $f(x_1, x_2, \dots, x_n) \begin{matrix} \geq \\ \leq \end{matrix} b$

The Linear Program

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Linear Constraints

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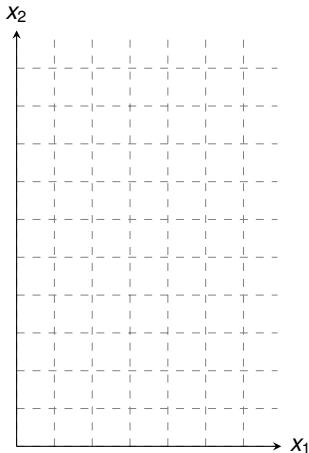
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- Linear-Programming Problem:** either minimise or maximise a linear function subject to a set of linear constraints

Linear Constraints

Finding the Optimal Production Schedule

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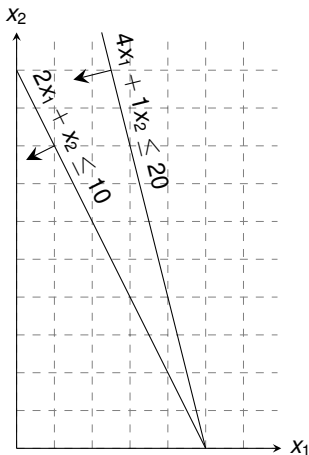
Any setting of x_1 and x_2 satisfying all constraints is a feasible solution



Finding the Optimal Production Schedule

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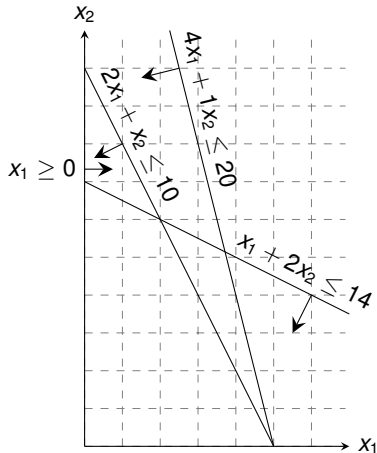


Finding the Optimal Production Schedule

maximise $x_1 + x_2$
subject to

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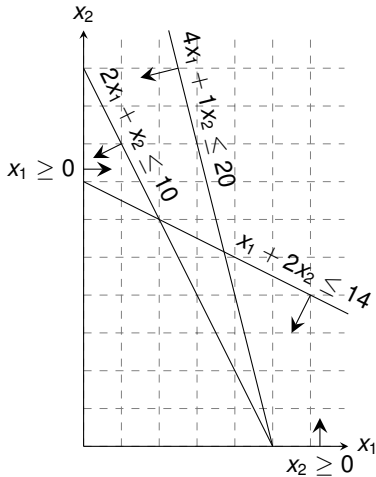


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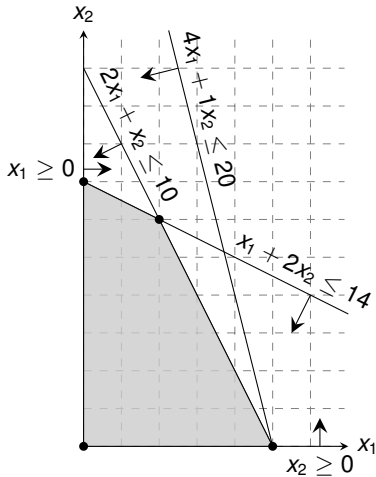


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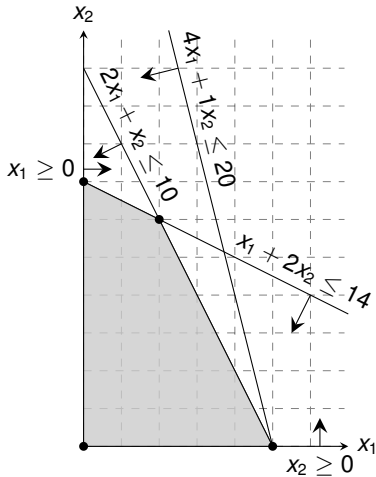
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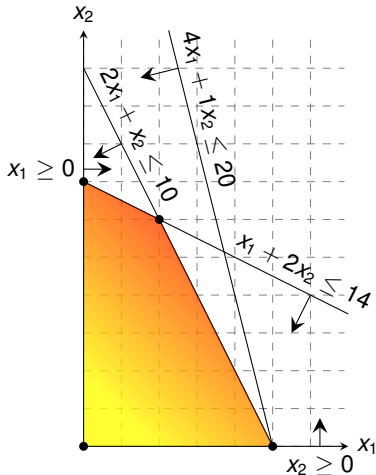
Graphical Procedure: Move the line $x_1 + x_2 = z$ as far as possible.



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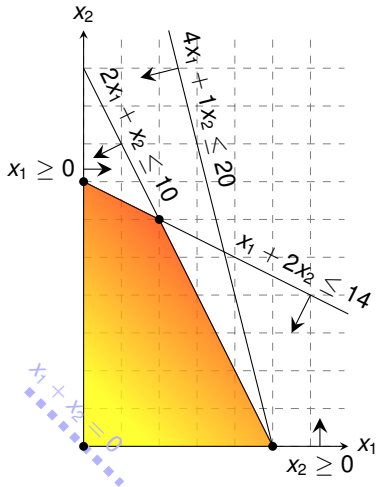


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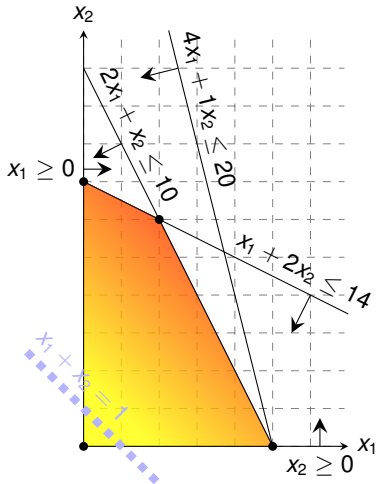


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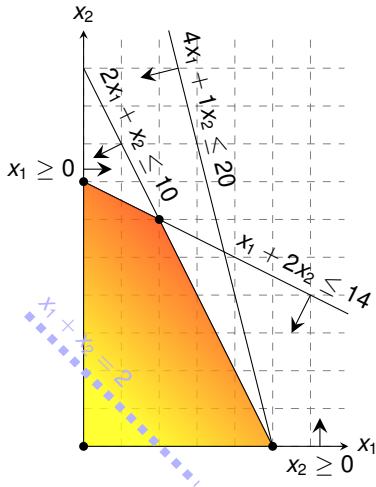


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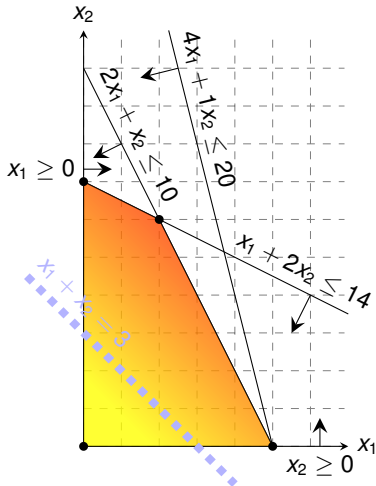
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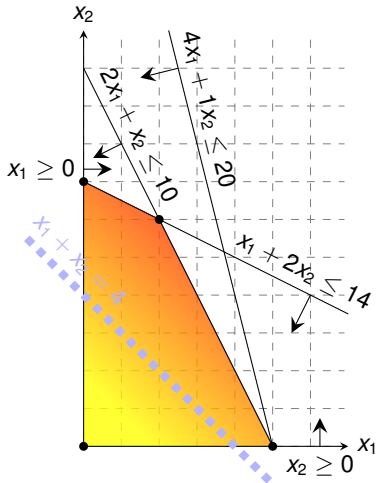
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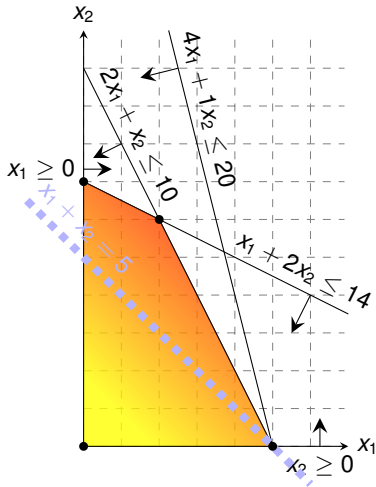
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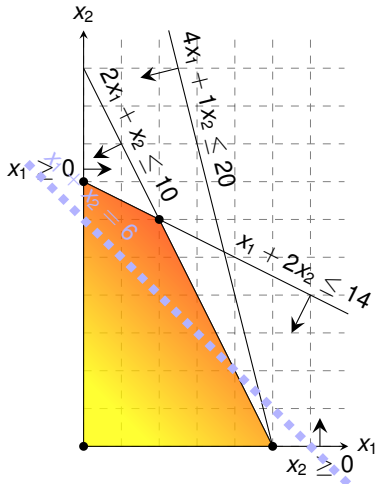


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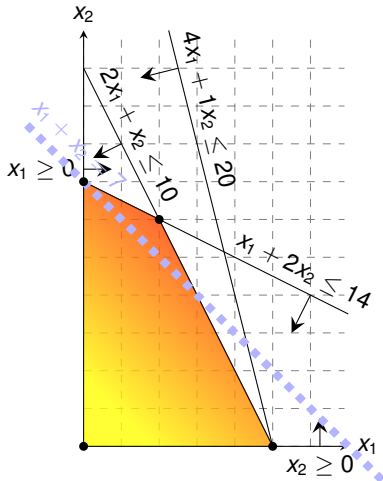


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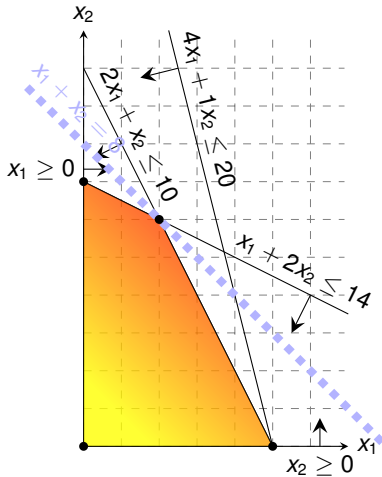
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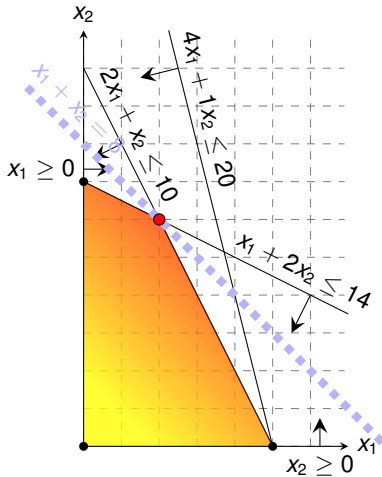
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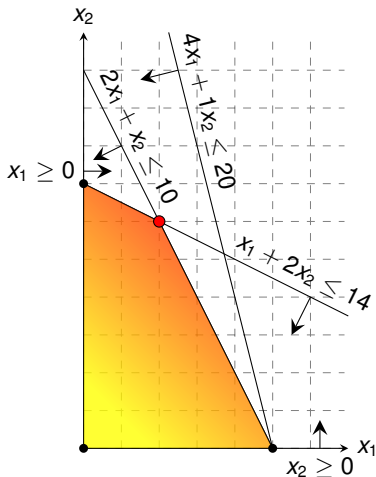
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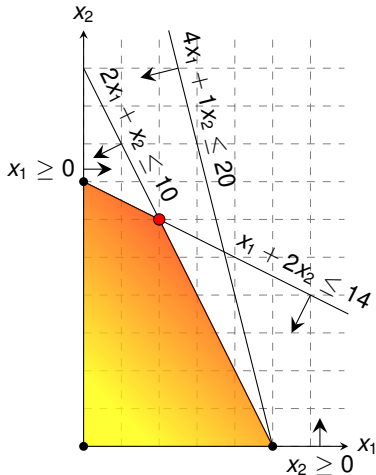


Question: Which aspect did we ignore in the formulation of the linear program?

Finding the Optimal Production Schedule

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While the same approach also works for higher-dimensions, we need to take a more systematic and algebraic procedure.

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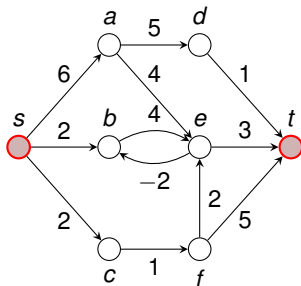
Formulating Problems as Linear Programs

Standard and Slack Forms

Shortest Paths

Single-Pair Shortest Path Problem

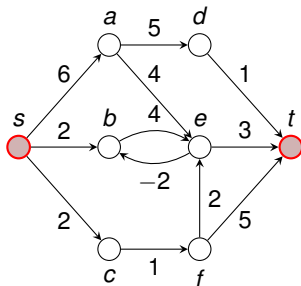
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- **Goal:** Find a path of **minimum weight** from s to t in G

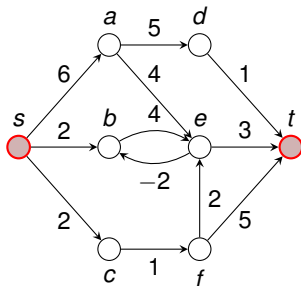


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- **Goal:** Find a path of **minimum weight** from s to t in G

$p = (v_0 = s, v_1, \dots, v_k = t)$ such that $w(p) = \sum_{i=1}^k w(v_{i-1}, v_i)$ is **minimised**.

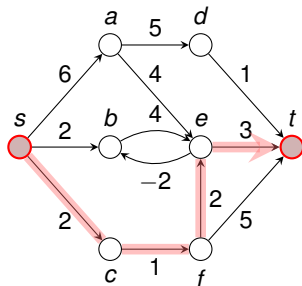


Shortest Paths

Single-Pair Shortest Path Problem

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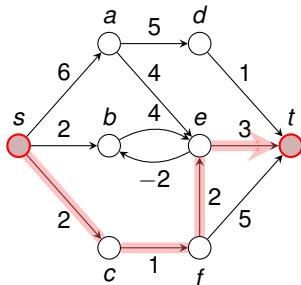


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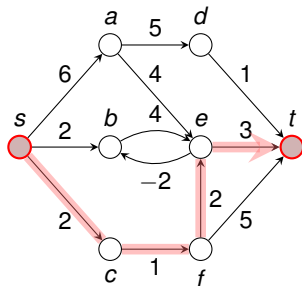
Exercise: How can we translate the SPSP problem into a linear program?

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Shortest Paths as LP

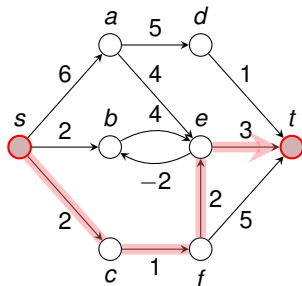
subject to

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Shortest Paths as LP

subject to

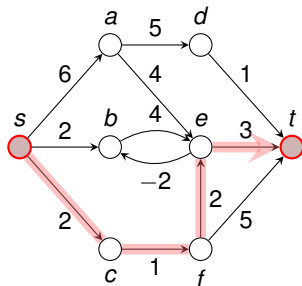
$$\begin{aligned} d_v &\leq d_u + w(u, v) && \text{for each edge } (u, v) \in E, \\ d_s &= 0. \end{aligned}$$

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Shortest Paths as LP

maximise d_t

subject to

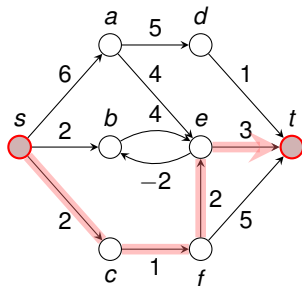
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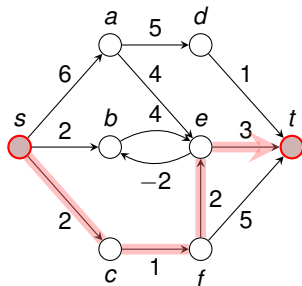
this is a **maximisation** problem!

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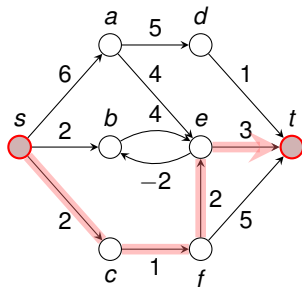
Recall: When BELLMAN-FORD terminates, all these inequalities are satisfied.

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Recall: When BELLMAN-FORD terminates, all these inequalities are satisfied.

Solution \bar{d} satisfies $\bar{d}_v = \min_{u: (u,v) \in E} \{\bar{d}_u + w(u, v)\}$

Maximum Flow

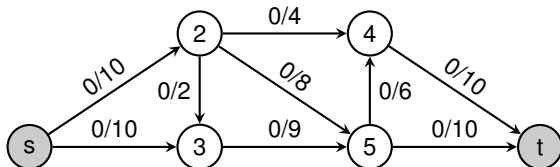
Maximum Flow Problem

- **Given:** directed graph $G = (V, E)$ with edge capacities $c : E \rightarrow \mathbb{R}^+$ (recall $c(u, v) = 0$ if $(u, v) \notin E$), pair of vertices $s, t \in V$

Maximum Flow

Maximum Flow Problem

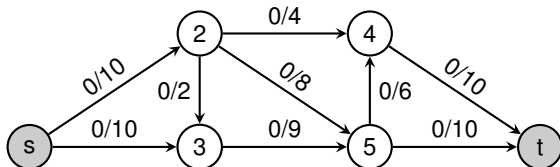
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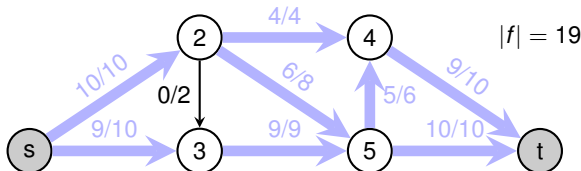
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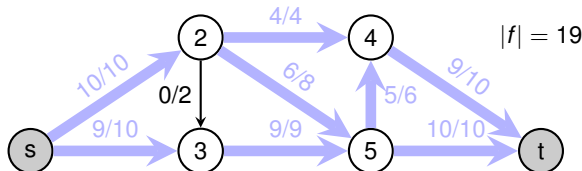
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Maximum Flow as LP

maximise
subject to

$$\sum_{v \in V} f_{sv} - \sum_{v \in V} f_{vs}$$

$$\begin{aligned} f_{uv} &\leq c(u, v) && \text{for each } u, v \in V, \\ \sum_{v \in V} f_{vu} &= \sum_{v \in V} f_{uv} && \text{for each } u \in V \setminus \{s, t\}, \\ f_{uv} &\geq 0 && \text{for each } u, v \in V. \end{aligned}$$

Minimum-Cost Flow

Extension of the Maximum Flow Problem

Minimum-Cost-Flow Problem



Minimum-Cost Flow

Extension of the Maximum Flow Problem

Minimum-Cost-Flow Problem

- **Given:** directed graph $G = (V, E)$ with capacities $c : E \rightarrow \mathbb{R}^+$, pair of vertices $s, t \in V$, **cost function** $a : E \rightarrow \mathbb{R}^+$, **flow demand of d units**

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Extension of the Maximum Flow Problem

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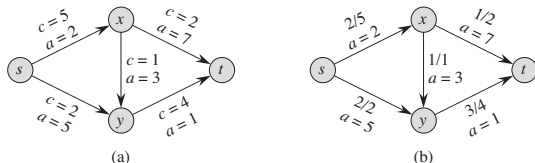


Figure 29.3 (a) An example of a minimum-cost-flow problem. We denote the capacities by c and the costs by a . Vertex s is the source and vertex t is the sink, and we wish to send 4 units of flow from s to t . (b) A solution to the minimum-cost flow problem in which 4 units of flow are sent from s to t . For each edge, the flow and capacity are written as flow/capacity.

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Optimal Solution with total cost:

$$\sum_{(u,v) \in E} a(u,v)f_{uv} = (2 \cdot 2) + (5 \cdot 2) + (3 \cdot 1) + (7 \cdot 1) + (1 \cdot 3) = 27$$

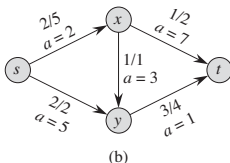
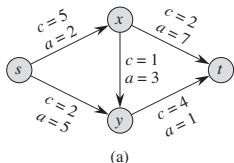


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Minimum Cost Flow as a LP

Minimum Cost Flow as LP

minimise $\sum_{(u,v) \in E} a(u,v) f_{uv}$

subject to

$$\begin{aligned} f_{uv} &\leq c(u,v) && \text{for } u, v \in V, \\ \sum_{v \in V} f_{vu} - \sum_{v \in V} f_{uv} &= 0 && \text{for } u \in V \setminus \{s, t\}, \\ \sum_{v \in V} f_{sv} - \sum_{v \in V} f_{vs} &= d, \\ f_{uv} &\geq 0 && \text{for } u, v \in V. \end{aligned}$$

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Real power of Linear Programming comes from the ability to solve **new problems!**

Outline

Introduction

A Simple Example of a Linear Program

Formulating Problems as Linear Programs

Standard and Slack Forms

Standard and Slack Forms

Standard Form

maximise $\sum_{j=1}^n c_j x_j$

subject to

$$\sum_{j=1}^n a_{ij} x_j \leq b_i \quad \text{for } i = 1, 2, \dots, m$$

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Standard and Slack Forms

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subject to

$n + m$ constraints

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Non-Negativity Constraints

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Non-Negativity Constraints

Standard Form (Matrix-Vector-Notation)

maximise $c^T x$ Inner product of two vectors

subject to

$$\begin{array}{l} Ax \leq b \\ x \geq 0 \end{array} \quad \text{Matrix-vector product}$$

Converting Linear Programs into Standard Form

Reasons for a LP not being in standard form:

1. The objective might be a **minimisation** rather than **maximisation**.
2. There might be variables without **nonnegativity constraints**.
3. There might be **equality constraints**.
4. There might be **inequality constraints** (with \geq instead of \leq).

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Equivalence: a correspondence (not necessarily a bijection) between solutions.

Converting into Standard Form (1/5)

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$$\text{minimise } -2x_1 + 3x_2$$

subject to

$$x_1 + x_2 = 7$$

$$x_1 - 2x_2 \leq 4$$

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Negate objective function

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Replace x_2 by two non-negative variables x_2' and x_2''

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Replace x_2 by two non-negative variables x_2' and x_2''

maximise
subject to

$$2x_1 - 3x_2' + 3x_2''$$

$$x_1 + x_2' - x_2'' = 7$$

$$x_1 - 2x_2' + 2x_2'' \leq 4$$

$$x_1, x_2', x_2'' \geq 0$$

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↓ Replace each equality
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Negate respective inequalities.



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Negate respective inequalities.

maximise
subject to

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Converting into Standard Form (5/5)

Rename variable names (for consistency).

maximise
subject to

$$\begin{array}{rcccccc} 2x_1 & - & 3x_2 & + & 3x_3 & & \\ & & & & & & \\ x_1 & + & x_2 & - & x_3 & \leq & 7 \\ -x_1 & - & x_2 & + & x_3 & \leq & -7 \\ x_1 & - & 2x_2 & + & 2x_3 & \leq & 4 \\ & & & & & \geq & 0 \\ & & x_1, x_2, x_3 & & & & \end{array}$$

Converting Standard Form into Slack Form (1/3)

Goal: Convert *standard form* into *slack form*, where all constraints except for the non-negativity constraints are equalities.

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- Denote slack variable of the i -th inequality by x_{n+i}

Converting Standard Form into Slack Form (2/3)

$$\begin{array}{ll} \text{maximise} & 2x_1 - 3x_2 + 3x_3 \\ \text{subject to} & \\ & x_1 + x_2 - x_3 \leq 7 \\ & -x_1 - x_2 + x_3 \leq -7 \\ & x_1 - 2x_2 + 2x_3 \leq 4 \\ & x_1, x_2, x_3 \geq 0 \end{array}$$

Converting Standard Form into Slack Form (2/3)

maximise
subject to

$$\begin{array}{rcccccc} 2x_1 & - & 3x_2 & + & 3x_3 & & \\ x_1 & + & x_2 & - & x_3 & \leq & 7 \\ -x_1 & - & x_2 & + & x_3 & \leq & -7 \\ x_1 & - & 2x_2 & + & 2x_3 & \leq & 4 \\ & & & & & \geq & 0 \end{array}$$

x_1, x_2, x_3



Introduce slack variables

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x_1, x_2, x_3

Introduce slack variables

subject to

$$x_4 = 7 - x_1 - x_2 + x_3$$

Converting Standard Form into Slack Form (2/3)

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$$\begin{array}{rcccccc} 2x_1 & - & 3x_2 & + & 3x_3 & & \\ x_1 & + & x_2 & - & x_3 & \leq & 7 \\ -x_1 & - & x_2 & + & x_3 & \leq & -7 \\ x_1 & - & 2x_2 & + & 2x_3 & \leq & 4 \\ & & & & & \geq & 0 \end{array}$$

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$$\begin{array}{rccccccccc} x_4 & = & 7 & - & x_1 & - & x_2 & + & x_3 \\ x_5 & = & -7 & + & x_1 & + & x_2 & - & x_3 \end{array}$$

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$x_1, x_2, x_3, x_4, x_5, x_6$

Converting Standard Form into Slack Form (2/3)

maximise
subject to

$$2x_1 - 3x_2 + 3x_3$$

$$\begin{array}{rcccccc} x_1 & + & x_2 & - & x_3 & \leq & 7 \\ -x_1 & - & x_2 & + & x_3 & \leq & -7 \\ x_1 & - & 2x_2 & + & 2x_3 & \leq & 4 \\ & & & & & \geq & 0 \end{array}$$

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$x_1, x_2, x_3, x_4, x_5, x_6$

Converting Standard Form into Slack Form (3/3)

$$\begin{array}{l} \text{maximise} \\ \text{subject to} \end{array} \quad \begin{array}{r} 2x_1 - 3x_2 + 3x_3 \\ x_4 = 7 - x_1 - x_2 + x_3 \\ x_5 = -7 + x_1 + x_2 - x_3 \\ x_6 = 4 - x_1 + 2x_2 - 2x_3 \\ x_1, x_2, x_3, x_4, x_5, x_6 \geq 0 \end{array}$$

Converting Standard Form into Slack Form (3/3)

maximise
subject to

$$2x_1 - 3x_2 + 3x_3$$

$$x_4 = 7 - x_1 - x_2 + x_3$$

$$x_5 = -7 + x_1 + x_2 - x_3$$

$$x_6 = 4 - x_1 + 2x_2 - 2x_3$$

$$x_1, x_2, x_3, x_4, x_5, x_6 \geq 0$$



Use variable z to denote objective function
and omit the nonnegativity constraints.

Converting Standard Form into Slack Form (3/3)

maximise
subject to

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This is called **slack form**.

Basic and Non-Basic Variables

$$\begin{array}{rclclclcl} Z & = & & & 2x_1 & - & 3x_2 & + & 3x_3 \\ x_4 & = & 7 & - & x_1 & - & x_2 & + & x_3 \\ x_5 & = & -7 & + & x_1 & + & x_2 & - & x_3 \\ x_6 & = & 4 & - & x_1 & + & 2x_2 & - & 2x_3 \end{array}$$

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Basic Variables: $B = \{4, 5, 6\}$

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Slack Form (Formal Definition)

Slack form is given by a tuple (N, B, A, b, c, v) so that

$$z = v + \sum_{j \in N} c_j x_j$$

$$x_i = b_i - \sum_{j \in N} a_{ij} x_j \quad \text{for } i \in B,$$

and all variables are non-negative.

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Variables/Coefficients on the right hand side are indexed by B and N .

Slack Form (Example)

$$\begin{aligned}z &= 28 - \frac{x_3}{6} - \frac{x_5}{6} - \frac{2x_6}{3} \\x_1 &= 8 + \frac{x_3}{6} + \frac{x_5}{6} - \frac{x_6}{3} \\x_2 &= 4 - \frac{8x_3}{3} - \frac{2x_5}{3} + \frac{x_6}{3} \\x_4 &= 18 - \frac{x_3}{2} + \frac{x_5}{2}\end{aligned}$$

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Slack Form Notation



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- $B = \{1, 2, 4\}$, $N = \{3, 5, 6\}$

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$$A = \begin{pmatrix} a_{13} & a_{15} & a_{16} \\ a_{23} & a_{25} & a_{26} \\ a_{43} & a_{45} & a_{46} \end{pmatrix} = \begin{pmatrix} -1/6 & -1/6 & 1/3 \\ 8/3 & 2/3 & -1/3 \\ 1/2 & -1/2 & 0 \end{pmatrix}$$

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- $v = 28$