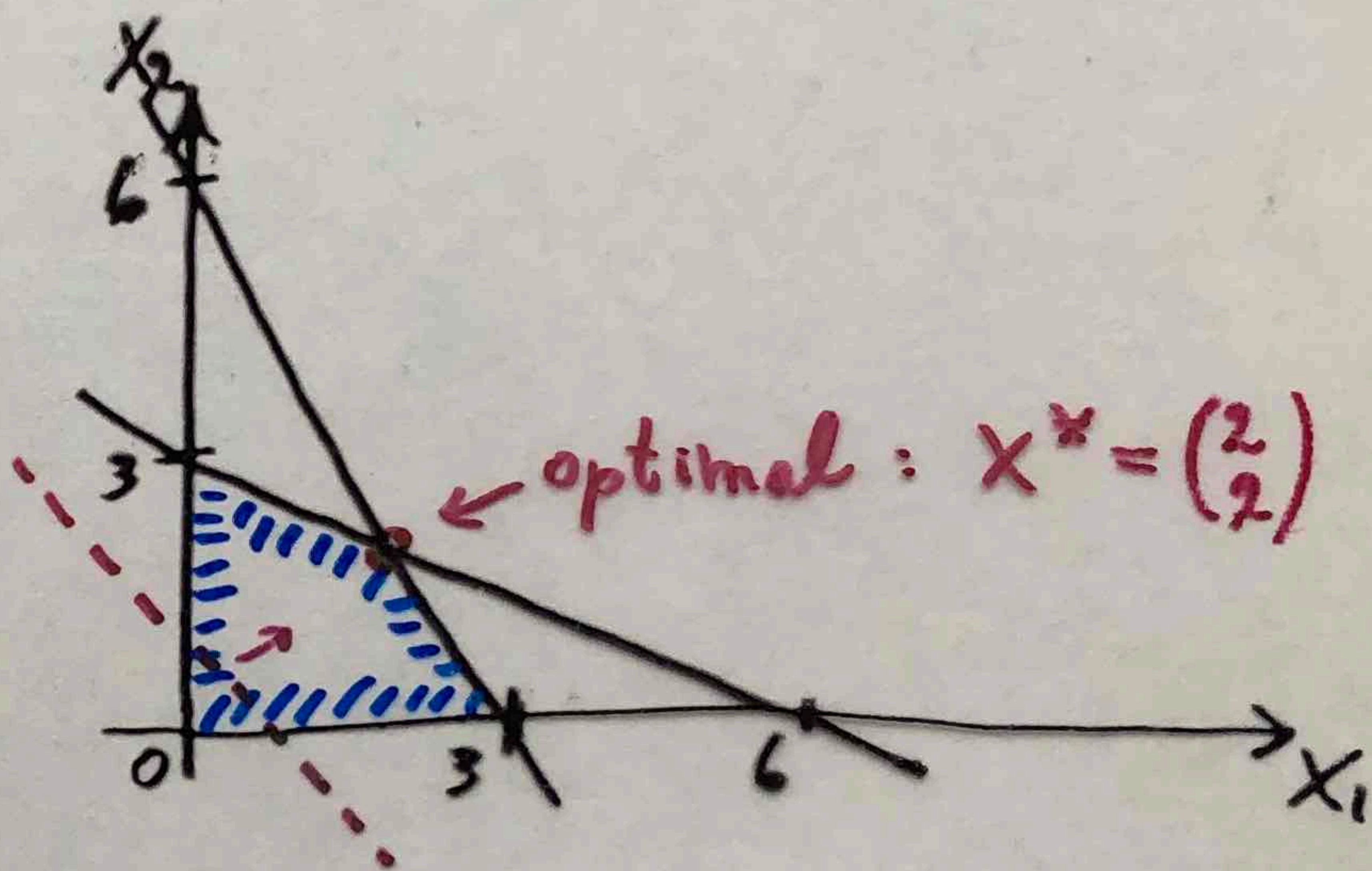


Towards the Simplex Method

- "Simplex" is in top ten algorithms having "the greatest influence on the development and practice of science and engineering in the 20th century".
(Journal of Computing in Science & Engineering)

- Recall the example:

$$\begin{aligned} \max \quad & X_1 + X_2 \\ \text{s.t.} \quad & 2X_1 + 4X_2 \leq 12 \\ & 2X_1 + X_2 \leq 6 \\ & X_1, X_2 \geq 0 \end{aligned}$$



- Intersection points of constraint boundaries are important; characterize them.
- Definition: Let $AX \leq b$ be a p by n system of linear inequalities (can include $x \geq 0$). Then a sol-n \bar{x} is called a Corner Point Feasible Solution (CPF) if
 - $A\bar{x} \leq b$ (\bar{x} is feasible)
 - n or more inequality constraints are satisfied at equality.
- Examples: $\begin{pmatrix} 0 \\ 0 \end{pmatrix}$, $\begin{pmatrix} 3 \\ 0 \end{pmatrix}$, $\begin{pmatrix} 0 \\ 3 \end{pmatrix}$, $\begin{pmatrix} 2 \\ 2 \end{pmatrix}$ are CPF sol-ns.

- 2
- Def-n: Extreme point of $\{x: Ax \leq b\} = S$ is a point in the set that does not lie on any line segment joining two other points of S .
 - Extreme points and CPF's are the same in LP.
-

- Def-n: Two CPF's are adjacent to each other if they share $n-1$ constraint boundaries.

Ex.: $\begin{pmatrix} 0 \\ 0 \end{pmatrix}$ and $\begin{pmatrix} 0 \\ 3 \end{pmatrix}$ are adjacent in our ex.

- Def-n: The line segment connecting two adjacent CPF's is called an edge.

Some solution concepts for Simplex

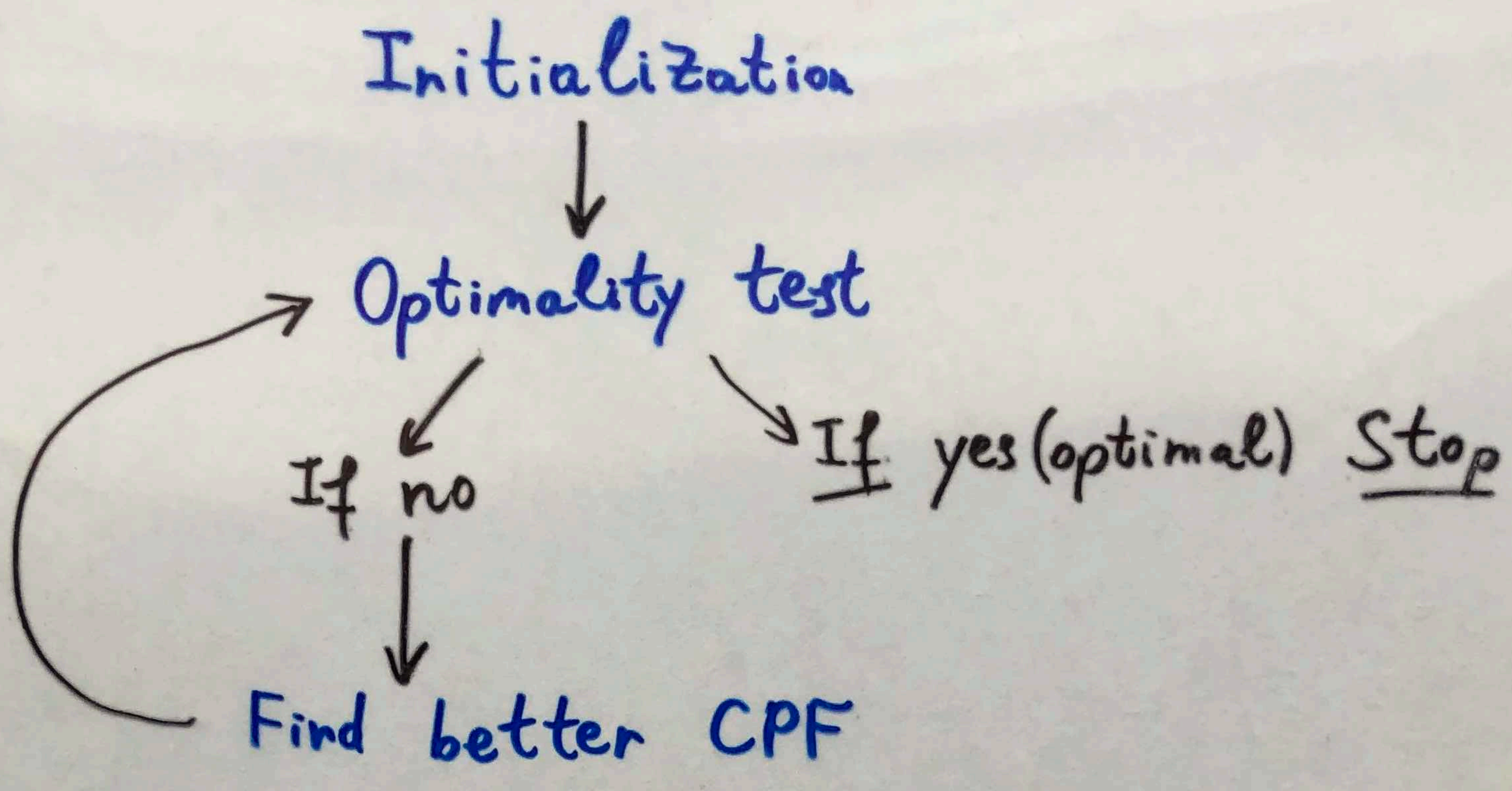
- If an LP has an optimal sol-n then there is a CPF which is optimal.

Thus, look for an optimal CPF.

- If a CPF has no adjacent CPF solutions that are better (in terms of obj. f-n) then it must be an optimal sol-n.

otherwise move to a better adjacent CPF.

The structure of Simplex



How to realize this algebraically?

Idea: Introduce another description of CPF which is easy to manipulate algebraically.

- Add slack variables x_3 :

$$\begin{cases} Ax \leq b \\ x \geq 0 \end{cases} \rightarrow \begin{cases} Ax + x_3 = b \\ x \geq 0, x_3 \geq 0 \end{cases} \rightarrow \text{augmented system}$$

Advantages: Equality system, easy to treat
Disadvantage: # of variables increased by m

Example:

$$\begin{array}{l} 2x_1 + x_2 \leq 6 \\ 2x_1 + 4x_2 \leq 12 \\ x_1, x_2 \geq 0 \end{array} \rightarrow \begin{array}{l} 2x_1 + x_2 + x_3 = 6 \\ 2x_1 + 4x_2 + x_4 = 12 \\ x_1, x_2, x_3, x_4 \geq 0 \end{array}$$

original variables: $\bar{x} = \begin{pmatrix} x_1 \\ x_2 \end{pmatrix}$ slack variables: $\bar{x}_3 = \begin{pmatrix} x_3 \\ x_4 \end{pmatrix}$

$$\begin{cases} Ax \leq b \\ x \geq 0 \end{cases} \leftrightarrow \begin{cases} Ax + X_3 = b \\ x \geq 0, X_3 \geq 0 \end{cases} \leftrightarrow \begin{cases} [A \ I] \begin{bmatrix} x \\ X_3 \end{bmatrix} = b \\ \begin{bmatrix} x \\ X_3 \end{bmatrix} \geq 0 \end{cases}$$

• Want to solve $[A \ I] \begin{bmatrix} x \\ X_3 \end{bmatrix} = b$

• A has size $m \times n \rightarrow [A \ I]$ has size $m \times (n+m)$

\rightarrow we have n degrees of freedom \rightarrow
set n variables to 0 and solve the rest

Example: $2x_1 + x_2 + x_3 = 6$
 $2x_1 + 4x_2 + x_4 = 12$

$m=2, n+m=4 \rightarrow 2$ degrees of freedom

\rightarrow set 2 variables to 0

▼ set $x_1 = x_2 = 0$; solve $x_3 = 6$; $x_4 = 12$

get solution $\begin{bmatrix} x \\ X_3 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 6 \\ 12 \end{bmatrix}$ or $x = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$

▼ set $x_3 = x_4 = 0$; solve $2x_1 + x_2 = 6$; $2x_1 + 4x_2 = 12$

get solution $\begin{bmatrix} x \\ X_3 \end{bmatrix} = \begin{bmatrix} 2 \\ 2 \\ 0 \\ 0 \end{bmatrix}$ or $x = \begin{bmatrix} 2 \\ 2 \end{bmatrix}$

was the optimal CPF

▼ set $x_1 = x_3 = 0$; solve $x_2 = 6$;
 $4x_2 + x_4 = 12$;

get $\begin{bmatrix} x \\ x_3 \end{bmatrix} = \begin{bmatrix} 0 \\ 6 \\ 0 \\ -12 \end{bmatrix}$ or $x = \begin{bmatrix} 0 \\ 6 \end{bmatrix}$

was not feasible

• When does this work? What if the resulting system is singular?

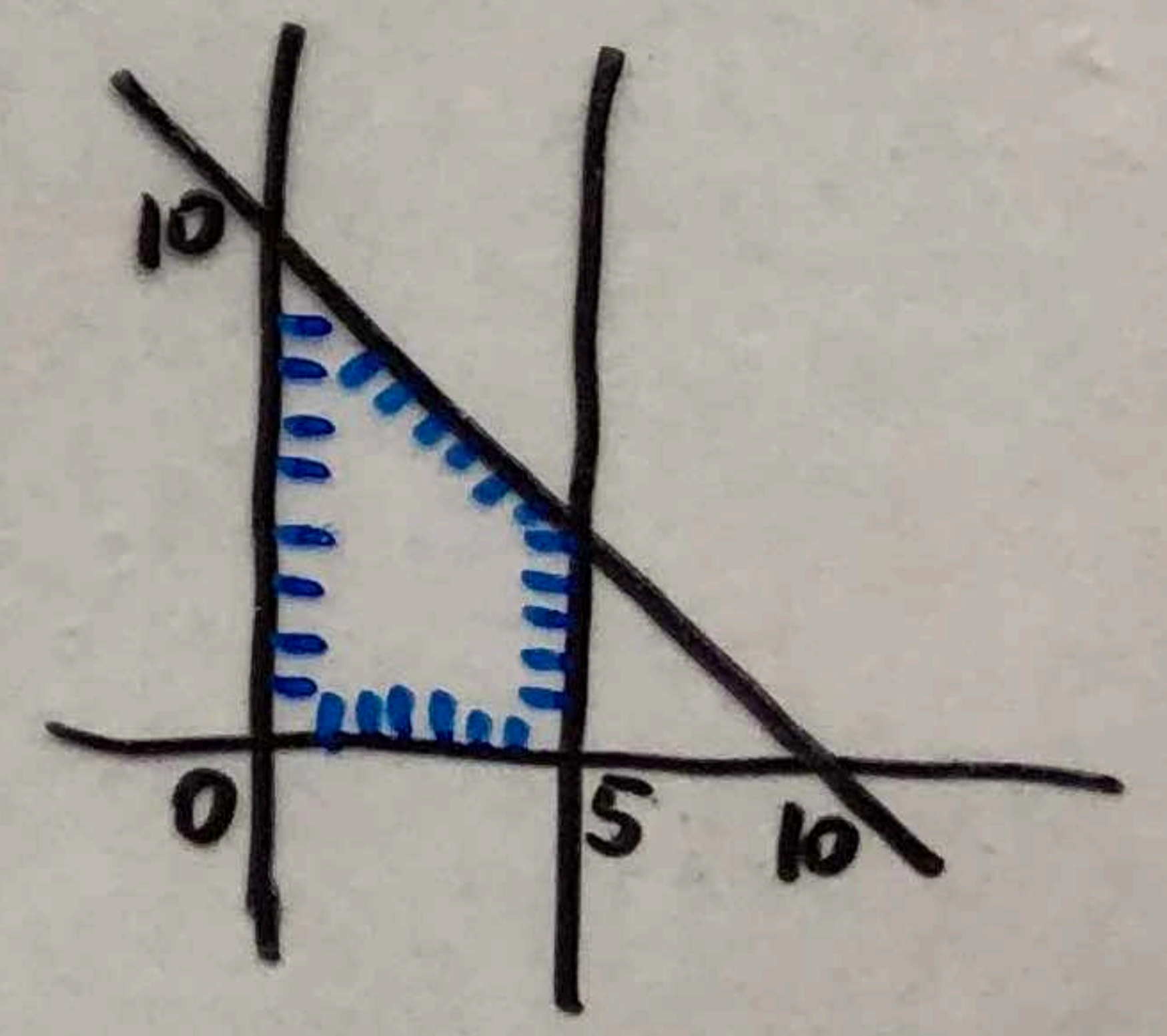
Example: $\begin{cases} x_1 \leq 5 \\ x_1 + x_2 \leq 10 \\ x_1, x_2 \geq 0 \end{cases} \rightarrow \begin{cases} x_1 + x_3 = 5 \\ x_1 + x_2 + x_4 = 10 \\ x_1, x_2, x_3, x_4 \geq 0 \end{cases}$

▼ set $x_1 = x_3 = 0$;

Resulting system:

$$\begin{pmatrix} 0 & 0 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} x_2 \\ x_4 \end{pmatrix} = \begin{pmatrix} 5 \\ 10 \end{pmatrix}$$

singular \rightarrow no sol-n
(parallel lines don't intersect)



Basic solutions

Def-n: Given a system of linear equalities
 $Ax=b$, where $A \in \mathbb{R}^{p \times q}$, $q > p$,
 a solution $\bar{x} \in \mathbb{R}^q$ is called basic solution if

i) $A\bar{x}=b$

ii) $q-p$ variables are set to 0

(denote these variables \bar{x}_N and call them nonbasic variables)

iii) the columns corresponding to remaining p variables are linearly independent (denote these variables \bar{x}_B and call them basic variables).

• Thus, $\bar{x} = (\bar{x}_B, \bar{x}_N) = (\bar{x}_B, \bar{0})$

• In our case, the system was

$$[A \ I] \begin{bmatrix} x \\ x_s \end{bmatrix} = b$$

where $[A \ I] \in \mathbb{R}^{m \times (n+m)}$

Thus, the number of nonbasic variables is

$$(n+m) - m = n;$$

the basic
 m