# DM545/DM871 Linear and Integer Programming

# Lecture 3 The Simplex Method

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# Pool on Take-Home Tests

• Test 1: Wednesday, March 1

• Test 2: Monday, April 3

# Pool on schedule for Section H1

• Monday, 8:15-10?

Outline

## 1. Simplex Method

Standard Form
Basic Feasible Solutions
Algorithm
Tableaux and Dictionaries

Outline Simplex Method

## 1. Simplex Method

Standard Form Basic Feasible Solutions Algorithm Tableaux and Dictionarie

# A Numerical Example

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

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

$$x_j \geq 0, \ j = 1, \dots, n$$

$$\begin{array}{lll} \max & 6x_1 \; + \; 8x_2 \\ & 5x_1 \; + \; 10x_2 \; \leq \; 60 \\ & 4x_1 \; + \; 4x_2 \; \leq \; 40 \\ & x_1, x_2 \; \geq \; 0 \end{array}$$

$$\begin{array}{c} \max \ \mathbf{c}^T \mathbf{x} \\ A\mathbf{x} \, \leq \, \mathbf{b} \\ \mathbf{x} \, \geq \, \mathbf{0} \end{array}$$

$$x \in \mathbb{R}^n, c \in \mathbb{R}^n, A \in \mathbb{R}^{m \times n}, b \in \mathbb{R}^m$$

$$\max \quad \begin{bmatrix} 6 & 8 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$
$$\begin{bmatrix} 5 & 10 \\ 4 & 4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} \leq \begin{bmatrix} 60 \\ 40 \end{bmatrix}$$
$$x_1, x_2 > 0$$

Outline Simplex Method

# Simplex Method Standard Form Basic Feasible Solution Algorithm

Tableaux and Dictionaries

## Standard Form

#### Every LP problem can be converted in the standard form:

$$\begin{array}{ccc}
\text{max } c^T x \\
Ax \le b \\
x \in \mathbb{R}^n
\end{array}$$

$$c \in \mathbb{R}^n, A \in \mathbb{R}^{m \times n}, b \in \mathbb{R}^m$$

- if equations, then put two constraints,
   ax ≤ b and ax ≥ b
- if  $ax \ge b$  then  $-ax \le -b$
- if min  $c^T x$  then  $-\max(-c^T x)$

#### and then be put in equational standard form:

$$\begin{aligned} \max \ \mathbf{c}^T \mathbf{x} \\ A \mathbf{x} &= \mathbf{b} \\ \mathbf{x} &\geq \mathbf{0} \\ \\ \mathbf{x} &\in \mathbb{IR}^n, \mathbf{c} \in \mathbb{IR}^n, A \in \mathbb{IR}^{m \times n}, \mathbf{b} \in \mathbb{IR}^m \end{aligned}$$

- 1. "=" constraints
- 2.  $\times \ge 0$  nonnegativity constraints
- 3.  $(b \ge 0)$
- 4. max

В

## Transformation to Std Form

Every LP problem can be transformed in eq. std. form

1. introduce slack variables (or surplus)

$$5x_1 + 10x_2 + x_3 = 60$$
  
 $4x_1 + 4x_2 + x_4 = 40$ 

2. if 
$$x_1 \ge 0$$
 then  $x_1 = x_1' - x_1''$   
 $x_1' \ge 0$   
 $x_1'' \ge 0$ 

- 3.  $(b \ge 0)$
- 4.  $\min c^T x \equiv -\max(-c^T x)$

LP in  $m \times n$  converted into LP with at most (m + 2n) variables and m equations (n # original variables, m # constraints)

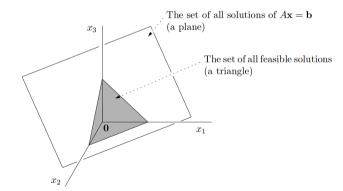
# Geometry of LP in Eq. Std. Form

$$\max\{c^Tx\mid Ax=b, x\geq 0\}$$

In  $\mathbb{R}^3$ :

#### From linear algebra:

- the set of solutions of Ax = b is an affine space (hyperplane not passing through the origin).
- $x \ge 0$  nonegative orthant (octant in  $\mathbb{R}^3$ )



- Ax = b is a system of equations that we can solve by Gaussian elimination
- Elementary row operations of  $\begin{bmatrix} A & b \end{bmatrix}$  do not affect set of feasible solutions
  - multiplying all entries in some row of  $\begin{bmatrix} A & b \end{bmatrix}$  by a nonzero real number  $\lambda$
  - ullet replacing the ith row of  $\begin{bmatrix} A \mid b \end{bmatrix}$  by the sum of the ith row and jth row for some  $i \neq j$
- Let n' be the number of vars in eq. std. form.

we assume 
$$n' \geq m$$
 and  $rank([A \mid b]) = rank(A) = m$ 

ie, rows of A are linearly independent otherwise, remove linear dependent rows

Outline Simplex Method

# 1. Simplex Method

Standard Form

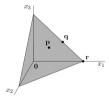
Basic Feasible Solutions

Algorithm

Tableaux and Dictionaries

# **Basic Feasible Solutions**

Basic feasible solutions are the vertices of the feasible region:



#### More formally:

Let  $B = \{1 \dots m\}$ ,  $N = \{m+1 \dots n+m=n'\}$  be subsets partitioning the columns of A:  $A_B$  be made of columns of A indexed by B:

#### **Definition**

 $x \in \mathbb{R}^n$  is a basic feasible solution of the linear program  $\max\{c^Tx \mid Ax = b, x \geq 0\}$  for an index set B if:

- $x_j = 0 \ \forall j \notin B$
- the square matrix  $A_B$  is nonsingular, ie, all columns indexed by B are lin. indep.
- $x_B = A_B^{-1}b$  is nonnegative, ie,  $x_B \ge 0$  (feasibility)

We call  $x_j$  for  $j \in B$  basic variables and remaining variables nonbasic variables.

#### Theorem

A basic feasible solution is uniquely determined by the set B.

#### Proof:

$$Ax = A_B \times_B + A_N \times_N = b$$
$$\times_B + A_B^{-1} A_N \times_N = A_B^{-1} b$$
$$\times_B = A_B^{-1} b$$

 $A_B$  is nonsingular hence one solution

Note: we call B a (feasible) basis

#### **Definition**

A basic feasible solution of a linear program with n variables is a feasible solution for which some n linearly independent constraints hold with equality.

Extreme points and basic feasible solutions are geometric and algebraic manifestations of the same concept:

#### Theorem

Let P be a (convex) polyhedron from LP in eq. std. form. For a point  $v \in P$  the following are equivalent:

- (i) v is an extreme point (vertex) of P
- (ii) v is a basic feasible solution of LP

Proof: see text book [MG] sec. 4.4.

#### Theorem

Let  $LP = \max\{c^Tx \mid Ax = b, x \ge 0\}$  be feasible and bounded, then an optimal solution is a basic feasible solution.

Proof. consequence of previous theorem and fundamental theorem of linear programming

A similar theorem is valid for arbitrary linear programs (not in eq. form)

However, an optimal solution does not need to be basic:

$$\max x_1 + x_2$$
 subject to  $x_1 + x_2 \le 1$ 

- Idea for solution method:
- examine all basic solutions.
- There are finitely many:  $\binom{m+n}{m}$ .
- However, if n = m then  $\binom{2m}{m} \approx 4^m$ .

Outline Simplex Method

# 1. Simplex Method

Standard Form Basic Feasible Solutions

## Algorithm

Tableaux and Dictionaries

# Simplex Method

max 
$$z = \begin{bmatrix} 6 & 8 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$\begin{bmatrix} 5 & 10 & 1 & 0 \\ 4 & 4 & 0 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} 60 \\ 40 \end{bmatrix}$$

$$x_1, x_2, x_3, x_4 > 0$$

Canonical eq. std. form: one decision variable is isolated in each constraint with coefficient 1 and does not appear in the other constraints nor in the obj. func. and b terms are positive

It gives immediately a basic feasible solution:

$$x_1 = 0, x_2 = 0, x_3 = 60, x_4 = 40$$

Is it optimal? Look at signs in  $z \rightsquigarrow$  if positive then an increase would improve.

Let's try to increase a promising variable, ie,  $x_1$ , one with positive coefficient in z

$$5x_1 + x_3 = 60$$

$$x_1 = \frac{60}{5} - \frac{x_3}{5}$$

$$x_3 = 60 - 5x_1 \ge 0$$

If  $x_1 > 12$  then  $x_3 < 0$ 

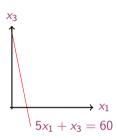
$$4x_1 + x_4 = 40$$

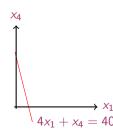
$$x_1 = \frac{40}{4} - \frac{x_4}{4}$$

$$x_4 = 40 - 4x_1 \ge 0$$

If  $x_1 > 10$  then  $x_4 < 0$ 

we can take the minimum of the two  $\rightsquigarrow x_1$  increased to 10  $x_1$  enters the basis and  $x_4$  leaves it.





# **Dictionary Form**

Hence, we increase  $x_1$  to 10 and consequently set  $x_4 = 0$ That is,  $x_1$  enters the basis and  $x_4$  leaves it.

$$x_3 = 60 - 5x_1 - 10x_2$$

$$x_4 = 40 - 4x_1 - 4x_2$$

$$z = + 6x_1 + 8x_2$$

$$x_3 = 10 - 5x_2 + 5/4x_4$$
  
 $x_1 = 10 - x_2 - 1/4x_4$   
 $z = 60 + 2x_2 - 6/4x_4$ 

# Simplex Tableau

#### First simplex tableau:

we want to reach this new tableau

#### Pivot operation:

1. Choose pivot:

column: one s with positive coefficient in obj. func.

row: ratio between coefficient b and pivot column: choose the one with smallest

ratio:

$$\theta = \min_{i} \left\{ \frac{b_i}{a_{is}} : a_{is} > 0 \right\},$$
  $\theta$  increase value of entering var.

2. elementary row operations to update the tableau

- $x_4$  leaves the basis,  $x_1$  enters the basis
  - Divide pivot row by pivot
  - Send to zero the coefficient in the pivot column of the first row
  - Send to zero the coefficient of the pivot column in the third (cost) row

From the last row we read:  $2x_2 - 3/2x_4 - z = -60$ , that is:  $z = 60 + 2x_2 - 3/2x_4$ . Since  $x_2$  and  $x_4$  are nonbasic we have z = 60 and  $x_1 = 10$ ,  $x_2 = 0$ ,  $x_3 = 10$ ,  $x_4 = 0$ .

• Done? No! Let x2 enter the basis

#### Definition (Reduced costs)

We call reduced costs the coefficients in the objective function of the nonbasic variables,  $\bar{c}_N$ 

## Proposition (Optimality Condition)

The basic feasible solution is optimal when the reduced costs in the corresponding simplex tableau are nonpositive, ie, such that:

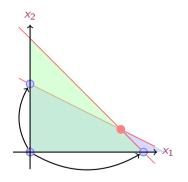
$$\bar{c}_N \leq 0$$

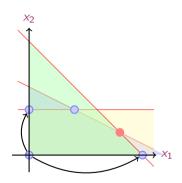
Proof: Let  $z_0$  be the obj value when  $\bar{c}_N \leq 0$ .

For any other feasible solution  $\tilde{x}$  we have:

$$\tilde{\mathbf{x}}_N \geq \mathbf{0}$$
 and  $\mathbf{c}^T \tilde{\mathbf{x}} = z_0 + \bar{\mathbf{c}}_N^T \tilde{\mathbf{x}}_N \leq z_0$ 

# **Graphical Representation**





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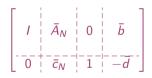
Tableaux and Dictionaries

# Tableaux and Dictionaries

$$\max \sum_{j=1}^n c_j x_j$$
 
$$\sum_{j=1}^n a_{ij} x_j \le b_i, \ i=1,\ldots,m$$
 
$$x_j \ge 0, \ j=1,\ldots,n$$

$$x_{n+i} = b_i - \sum_{j=1}^{n} a_{ij} x_j, \quad i = 1, ..., m$$
  
 $z = \sum_{j=1}^{n} c_j x_j$ 

#### Tableau



## Dictionary

$$x_r = \bar{b}_r - \sum_{s \notin B} \bar{a}_{rs} x_s, \quad r \in B$$
$$z = \bar{d} + \sum_{s \notin B} \bar{c}_s x_s$$

pivot operations in dictionary form: choose col s with r.c. > 0 choose row with  $\min\{-\bar{b}_i/\bar{a}_{is} \mid a_{is} < 0, i = 1, \ldots, m\}$  update: express entering variable and substitute in other rows

# Example

$$\begin{array}{lll} \max & 6x_1 \ + \ 8x_2 \\ & 5x_1 \ + \ 10x_2 \ \leq \ 60 \\ & 4x_1 \ + \ 4x_2 \ \leq \ 40 \\ & x_1, x_2 \ \geq \ 0 \end{array}$$

#### After 2 iterations:

$$x_3 = 60 - 5x_1 - 10x_2$$
  
 $x_4 = 40 - 4x_1 - 4x_2$   
 $z = + 6x_1 + 8x_2$ 

Simplex Method

# Summary

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Tableaux and Dictionaries