

Charne's Penalty Method:

(This method is also known
as Big M-method)

If in a starting simplex tableau, we don't have an identity sub-matrix (i.e. an obvious starting BFS), then we introduce artificial variables to have a starting BFS. This is known as artificial variable technique. There are two methods to find the starting BFS and solve the problem – the Big-M method and two-phase method. Today we will discuss about the Big- M method.

Suppose a constraint equation i does not have a slack variable. i.e. there is no i th unit vector column in the LHS of the constraint equations. (This happens for example when the i th constraint in the original LPP is either \geq or $=$.) Then we augment the equation with an artificial variable R_i to form the i th unit vector column. However as the artificial variable is an extra variable to the given LPP,

we use a mechanism in which the optimization process automatically attempts to drive out these variables to zero level. This is achieved by giving a large penalty to the coefficient of the artificial variable in the objective function as follows:

Artificial variable objective coefficient

= - M in a maximization problem,

= M in a minimization problem

where M is a very large positive number.

Consider the LPP:

Minimize $z = 2x_1 + x_2$

Subject to the constraints

$$3x_1 + x_2 \geq 9$$

$$x_1 + x_2 \geq 6$$

$$x_1, x_2 \geq 0$$

Putting this in the standard form, the LPP is:

Minimize $z = 2x_1 + x_2$

Subject to the constraints

$$3x_1 + x_2 - s_1 = 9$$

$$x_1 + x_2 - s_2 = 6$$

$$x_1, x_2, s_1, s_2 \geq 0$$

Here s_1, s_2 are surplus variables.

Note that we do not have a 2 by 2 identity submatrix in the LHS.

Introducing the artificial variables, R_1 , R_2 , the LPP is modified as follows:

Minimize $z = 2x_1 + x_2 + MR_1 + MR_2$

Subject to the constraints

$$3x_1 + x_2 - s_1 + R_1 = 9$$

$$x_1 + x_2 - s_2 + R_2 = 6$$

$$x_1, x_2, s_1, s_2, R_1, R_2 \geq 0$$

Note that we now have a 2 by 2 identity submatrix in the coefficient matrix of the constraint equations.

Now we solve the above LPP by the Simplex method. Express the objective function z in terms of the artificial variables and the non-basic variables. In Max. type problems we select the most negative element. In Min. type problem we select the most positive element. Other steps remain same.

Basic	z	x1	x2	s1	s2	R1	R2	Sol.
z	1	$-2+4M \downarrow$ -2	$-1+2M$ -1	$-M$ \emptyset	$-M$ \emptyset	0 -M	0 -M	$15M$ \emptyset
$\leftarrow R1$	0	3	1	-1	0	1	0	9
R2	0	1	1	0	-1	0	1	6
z	1	0	$-1/3+ \downarrow$ $2M/3$	$-2/3+$ $M/3$	$-M$	$2/3-$ $4M/3$	0	$6+3M$
x1	0	1	$1/3$	$-1/3$	0	$1/3$	0	3
$\leftarrow R2$	0	0	$2/3$	$1/3$	-1	$-1/3$	1	3
z	1	0	0	$-1/2$	$-1/2$	$1/2-M$	$1/2-M$	$15/2$
x1	0	1	0	$-1/2$	$1/2$	$1/2$	$-1/2$	$3/2$
x2	0	0	1	$1/2$	$-3/2$	$-1/2$	$3/2$	$9/2$

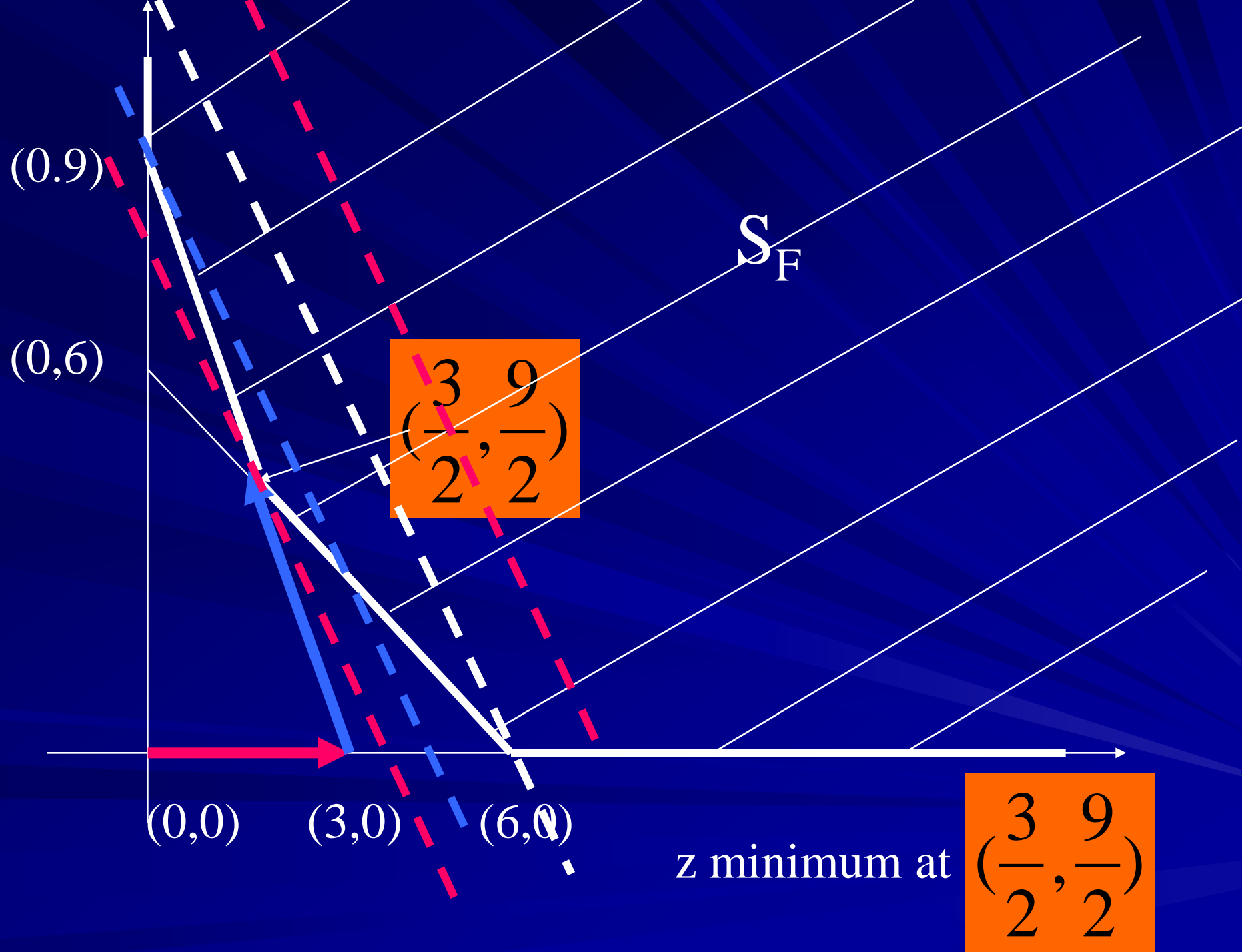
Note that we have obtained the optimal solution to the given problem as :

$$x_1 = \frac{3}{2}, \quad x_2 = \frac{9}{2}$$

Minimum value is

$$z = \frac{15}{2}$$

We also find the optimal solution by Graphical Method.



Maximize $z = 2x_1 + 3x_2 - 5x_3$

Subject to the constraints

$$x_1 + x_2 + x_3 = 7$$

$$2x_1 - 5x_2 + x_3 \geq 10$$

$$x_1, x_2, x_3 \geq 0$$





Introducing surplus and artificial variables, s_2 , R_1 and R_2 , the LPP is modified as follows:
Maximize

$$z = 2x_1 + 3x_2 - 5x_3 - MR_1 - MR_2$$

Subject to the constraints

$$\begin{aligned}x_1 + x_2 + x_3 + R_1 &= 7 \\2x_1 - 5x_2 + x_3 - s_2 + R_2 &= 10 \\x_1, x_2, x_3, s_2, R_1, R_2 &\geq 0\end{aligned}$$

Now we solve the above LPP by the Simplex method.

Basic	z	x1	x2	x3	s2	R1	R2	Sol.
		$-2-3M$ 	$-3+4M$	$5-2M$	M	0	0	$-17M$
z	1	-2	-3	5	0	M	M	0
R1	0	1	1	1	0	1	0	7
 R2	0	<div>2</div>	-5	1	-1	0	1	10
z	1	0	$-8 - 7M/2$ 	$6 - M/2$	$-1 - M/2$	0	$1 + 3M/2$	$10 - 2M$
 R1	0	0	<div>7/2</div>	1/2	1/2	1	-1/2	2
x1	0	1	-5/2	1/2	-1/2	0	1/2	5
z	1	0	0	50/7	1/7	$16/7 + M$	$-1/7 + M$	102/7
x2	0	0	1	1/7	1/7	2/7	-1/7	4/7
x1	0	1	0	6/7	-1/7	5/7	1/7	45/7

The Maximum value of

$$z = 102/7$$

where $x_1 = 45/7, x_2 = 4/7, x_3 = 0$.

Remarks

- If in any iteration, there is a tie for entering variable between an artificial variable and other variable (decision, surplus or slack), we must prefer the non-artificial variable to enter the basis.
- If in any iteration, there is a tie for leaving variable between an artificial variable and other variable (decision, surplus or slack), we must prefer the *artificial* variable to leave the basis.

- If in the final optimal tableau, an artificial variable is present in the basis at a non-zero level, this means our original problem has *no feasible solution*.

Maximize: $z = 5x_1 + 6x_2$

Subject to the constraints

$$-2x_1 + 3x_2 = 3$$

$$x_1 + 2x_2 \leq 5$$

$$6x_1 + 7x_2 \leq 3$$

$$x_1, x_2 \geq 0$$

Introducing slack and artificial variables, s_2 , s_3 , and R_1 , the LPP is modified as follows:

Maximize $z = 5x_1 + 6x_2 - MR_1$




Subject to the constraints

$$-2x_1 + 3x_2 + R_1 = 3$$

$$x_1 + 2x_2 + s_2 = 5$$

$$6x_1 + 7x_2 + s_3 = 3$$

$$x_1, x_2, R_1, s_2, s_3 \geq 0$$

Basic	z	x1	x2	R1	s2	s3	Sol	
		$-5+2M$	$-6-3M$ 	0	0	0	$-3M$	
z	1	-5	-6	M	0	0	0	
R1	0	-2	3	1	0	0	3	
s2	0	1	2	0	1	0	5	
 s3	0	6	<div style="border: 2px solid orange; padding: 2px;">7</div>	0	0	1	3	
z	1	$1/7+$	0	0	0	$6/7+$	$18/7-$	
		$32M/7$				$3M/7$	$12M/7$	
R1	0	$-32/7$	0	1	0	$-3/7$	$12/7$	
s2	0	$-12/7$	0	0	1	$-2/7$	$29/7$	
x2	0	$6/7$	1	0	0	$1/7$	$3/7$	

This is the optimal tableau. As R_1 is not zero, there is NO feasible solution

Minimize $z = 4x_1 + 6x_2$

Subject to the constraints

$$-2x_1 + 3x_2 = 3$$

$$4x_1 + 5x_2 \geq 10$$

$$4x_1 + 8x_2 \geq 5$$

$$x_1, x_2 \geq 0$$

Introducing the surplus and artificial variables, R_1, R_2 , the LPP is modified as follows:

Minimize $z = 4x_1 + 6x_2 + M R_1 + M R_2 + M R_3$

Subject to the constraints

$$-2x_1 + 3x_2 + R_1 = 3$$



$$4x_1 + 5x_2 - s_2 + R_2 = 10$$

$$4x_1 + 8x_2 - s_3 + R_3 = 5$$

$$x_1, x_2, s_2, s_3, R_1, R_2, R_3 \geq 0$$

Basic	z	x1	x2	s2	s3	R1	R2	R3	Sol.
		$-4+6M$	$-6+16M$	$-M$	$-M$	0	0	0	$18M$
z	1	-4	-6	0	0	-M	-M	-M	0
R1	0	-2	3	0	0	1	0	0	3
R2	0	4	5	-1	0	0	1	0	10
R3	0	4	8	0	-1	0	0	1	5
z	0	$-1-2M$	0	$-M$	$-3/4$	0	0	$3/4$	$15/4$
					$+M$			$-2M$	$+8M$
R1	0	$-7/2$	0	0	$3/8$	1	0	$-3/8$	$9/8$
R2	0	$3/2$	0	-1	$5/8$	0	1	$-5/8$	$55/8$
x2	0	$1/2$	1	0	$-1/8$	0	0	$1/8$	$5/8$

Basic	z	x1	x2	s2	s3	R1	R2	R3	Sol.
z	1	-1-2M	0	-M	-3/4 +M	0	0	3/4 -2M	15/4 +8M
R1	0	-7/2	0	0	3/8	1	0	-3/8	9/8
R2	0	3/2	0	-1	5/8	0	1	-5/8	55/8
x2	0	1/2	1	0	-1/8	0	0	1/8	5/8
z	1	-8 + 22M/3	0	-M	0	2 -8M/3	0	-M	6 +5M
s3	0	-28/3	0	0	1	8/3	0	-1	3
R2	0	22/3	0	-1	0	-5/3	1	0	5
x2	0	-2/3	1	0	0	1/3	0	0	1

Basic	z	x1	x2	s2	s3	R1	R2	R3	Sol.
z	1	-8 +  22M/3	0	-M	0	2 -8M/3	0	-M	6 +5M
s3	0	-28/3	0	0	1	8/3	0	-1	3
R2 	0	<div>22/3</div>	0	-1	0	-5/3	1	0	5
x2	0	-2/3	1	0	0	1/3	0	0	1
z	1	0	0	-6/11	0	2/11	12/11 - M	-M -M	<div>126 11</div>
s3	0	0	0	-14/11	1	6/11	14/11	-1	<div>103 11</div>
x1	0	1	0	-3/22	0	-5/22	3/22	0	<div>15 22</div>
x2	0	0	1	-1/11	0	2/11	1/11	0	<div>16 11</div>

This is the optimal Tableau.

The Optimal solution is:

$$x_1 = \frac{15}{22}, \quad x_2 = \frac{16}{11}$$

$$\text{Min } z = \frac{126}{11}$$