

# Revised Simplex Method

- Streamlined versions of the simplex method for computer implementations do not follow the original simplex algorithm (algebraic or tabular form)
- *The Revised Simplex Algorithm* explicitly uses matrix manipulations
  - it computes and stores only the following information required for each iteration,
    - the coefficients of the non-basic variables in Equation 0,
    - the coefficients of the entering variable in the other equations,
    - the RHS of all the equations.

## Standard form of LP

$$\begin{aligned} \text{Max } Z &= c_1x_1 + c_2x_2 + \dots + c_nx_n \\ \text{S.t. } a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n &\leq b_1 \\ a_{21}x_1 + a_{22}x_2 + \dots + a_{2n}x_n &\leq b_2 \\ &\vdots \\ a_{m1}x_1 + a_{m2}x_2 + \dots + a_{mn}x_n &\leq b_m \\ \text{and } x_j &\geq 0, \text{ for } j = 1, 2, \dots, n \end{aligned}$$

## Augmented form of LP

$$\begin{aligned} \text{Max } Z &= c_1x_1 + c_2x_2 + \dots + c_nx_n \\ \text{S.t. } a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n + x_{n+1} &= b_1 \\ a_{21}x_1 + a_{22}x_2 + \dots + a_{2n}x_n + x_{n+2} &= b_2 \\ &\vdots \\ a_{m1}x_1 + a_{m2}x_2 + \dots + a_{mn}x_n + x_{n+m} &= b_m \\ \text{and } x_j &\geq 0, \text{ for } j = 1, 2, \dots, n, n+1, \dots, n+m \end{aligned}$$

## Matrix form of Standard form of LP

$$\text{Max } Z = \mathbf{c}\mathbf{x}$$

$$\text{S.t. } \mathbf{A}\mathbf{x} \leq \mathbf{b}$$

$$\mathbf{x} \geq \mathbf{0}$$

Where,

$$\mathbf{c}_{1 \times n} = [c_1 \quad c_2 \quad \cdots \quad c_n]$$

$$\mathbf{A}_{m \times n} = \begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \cdots & a_{mn} \end{bmatrix}$$

$$\mathbf{b}_{m \times 1} = \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_m \end{bmatrix}$$

$$\mathbf{x}_{n \times 1} = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix}$$

$$\mathbf{I}_{m \times m} = \begin{bmatrix} 1 & 0 & \cdots & 0 \\ 0 & 1 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \cdots & 1 \end{bmatrix}$$

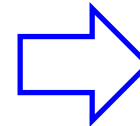
$$\mathbf{x}_{s(1 \times m)} = \begin{bmatrix} x_{n+1} \\ x_{n+2} \\ \vdots \\ x_{n+m} \end{bmatrix}$$

## Matrix form of Augmented form of LP

$$\text{Max } Z = \mathbf{c}\mathbf{x}$$

$$\text{S.t. } \mathbf{A}\mathbf{x} + \mathbf{I}\mathbf{x}_s = \mathbf{b}$$

$$\mathbf{x}, \mathbf{x}_s \geq \mathbf{0}$$



$$\text{Max } Z = \mathbf{c}\mathbf{x} + \mathbf{0}\mathbf{x}_s$$

$$\text{S.t. } [\mathbf{A} \quad \mathbf{I}] \begin{bmatrix} \mathbf{x} \\ \mathbf{x}_s \end{bmatrix} = \mathbf{b}$$

$$\begin{bmatrix} \mathbf{x} \\ \mathbf{x}_s \end{bmatrix} \geq \mathbf{0}$$

# LP problem in matrix Form

## Tech edge Comp Problem

$$\text{Max } Z = 50x_1 + 40x_2$$

S.t.

$$3x_1 + 5x_2 \leq 150$$

$$x_2 \leq 20$$

$$8x_1 + 5x_2 \leq 300$$

$$x_1, x_2 \geq 0$$

## In Augmented Form

$$\text{Max } Z = 50x_1 + 40x_2$$

S.t.

$$3x_1 + 5x_2 + x_3 = 150$$

$$x_2 + x_4 = 20$$

$$8x_1 + 5x_2 + x_5 = 300$$

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

## Matrix Form

$$\text{Max } Z = \mathbf{c}\mathbf{x} + \mathbf{0}\mathbf{x}_s$$

$$[\mathbf{A} \quad \mathbf{I}] \begin{bmatrix} \mathbf{x} \\ \mathbf{x}_s \end{bmatrix} = \mathbf{b} \quad \begin{bmatrix} \mathbf{x} \\ \mathbf{x}_s \end{bmatrix} \geq \mathbf{0}$$

$$\mathbf{c} = [50 \quad 40]$$

$$[\mathbf{A} \quad \mathbf{I}] = \begin{bmatrix} 3 & 5 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 \\ 8 & 5 & 0 & 0 & 1 \end{bmatrix}$$

$$\mathbf{b} = \begin{bmatrix} 150 \\ 20 \\ 300 \end{bmatrix}$$

$$\mathbf{x} = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

$$\mathbf{x}_s = \begin{bmatrix} x_3 \\ x_4 \\ x_5 \end{bmatrix}$$

## Solving for a basic feasible solution (for the given basic and nonbasic variables)

$$\begin{aligned}
 \text{Max } Z &= \mathbf{c}\mathbf{x} + \mathbf{0}\mathbf{x}_s \\
 \text{S.t } & \begin{bmatrix} \mathbf{A} & \mathbf{I} \end{bmatrix} \begin{bmatrix} \mathbf{x} \\ \mathbf{x}_s \end{bmatrix} = \mathbf{b} \\
 & \begin{bmatrix} \mathbf{x} \\ \mathbf{x}_s \end{bmatrix} \geq \mathbf{0}
 \end{aligned}
 \quad \Rightarrow \quad
 \begin{aligned}
 \text{Max } Z &= \begin{bmatrix} \mathbf{c}_B & \mathbf{c}_N \end{bmatrix} \begin{bmatrix} \mathbf{x}_B \\ \mathbf{x}_N \end{bmatrix} \\
 \text{S.t } & \begin{bmatrix} \mathbf{B} & \mathbf{N} \end{bmatrix} \begin{bmatrix} \mathbf{x}_B \\ \mathbf{x}_N \end{bmatrix} = \mathbf{b} \\
 & \begin{bmatrix} \mathbf{x}_B \\ \mathbf{x}_N \end{bmatrix} \geq \mathbf{0}
 \end{aligned}$$

Where

$\mathbf{x}_{B(m \times 1)}$ : vector of basic variables obtained by eliminating

the nonbasic variables from  $\begin{bmatrix} \mathbf{x} \\ \mathbf{x}_s \end{bmatrix}$ , where the first row in  $\mathbf{x}_B$

is the basic variable corresponding to the 1st functional constraint, and so on

$\mathbf{B}_{m \times m}$ : the basis matrix obtained by eliminating the columns corresponding to coefficients of nonbasic variables from  $[\mathbf{A} \ \mathbf{I}]$ , where the 1st column in  $\mathbf{B}$  is the column corresponding to the 1st basic variable in  $\mathbf{x}_B$ , and so on

### Solution key

- Total number of variables =  $m + n$
- Number of basic variables =  $m$                       number of nonbasic variables =  $n$
- Set all nonbasic variables to zero
- results in  $m$  equations in  $m$  unknowns (basic variables)

$$\mathbf{B}\mathbf{x}_B + \mathbf{N}\mathbf{x}_N = \mathbf{b} \quad \Rightarrow \quad \mathbf{B}^{-1}\mathbf{B}\mathbf{x}_B + \mathbf{B}^{-1}\mathbf{N}\mathbf{x}_N = \mathbf{B}^{-1}\mathbf{b} \quad (\text{where, } \mathbf{B} \text{ is nonsingular so that } \mathbf{B}^{-1} \text{ exists})$$

$$\Rightarrow \quad \boxed{\mathbf{x}_B = \mathbf{B}^{-1}\mathbf{b}} \quad (\text{Since, } \mathbf{x}_N = \mathbf{0})$$

The value of objective function,  $Z = \mathbf{c}_B\mathbf{x}_B = \mathbf{c}_B\mathbf{B}^{-1}\mathbf{b}$