

Artificial problem

$$\begin{cases} \min z = \sum_{i=1}^m y_i \\ Ax + Iy = b \\ x, y \geq 0 \end{cases}$$

$y \in \mathbb{R}^m \rightarrow$ must all go to 0 so
 $\min z = 0$

If opt $w^* = 0$, then $y_1^* \dots y_m^* = 0$, then x^* is a feasible solution of the original problem

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$$\begin{cases} \min z = x_1 + x_3 \\ x_1 + 2x_2 + x_4 = 5 \\ x_2 + 2x_3 = 6 \\ x_1, x_2, x_3, x_4 \geq 0 \end{cases}$$

$\sum y_i$

| | x_1 | x_2 | x_3 | x_4 | y_1 | y_2 |
|---------|-------|-------|-------|-------|-------|-------|
| $w =$ | 0 | 0 | 0 | 0 | 1 | 1 |
| $y_1 =$ | 5 | 1 | 2 | 0 | 1 | 0 |
| $y_2 =$ | 6 | 0 | 1 | 2 | 0 | 1 |

$b \geq 0$

1) $Ax + Iy = b \rightarrow \theta_i^T x + y_i = b_i$

$$w = \sum_{i=1}^m (b_i - \theta_i^T x)$$

2) mini-pivot over the y_i values to bring the artificial cost to 0

$$3) \begin{bmatrix} \text{new} \\ \text{row } 0 \end{bmatrix} \leftarrow \begin{bmatrix} \text{original} \\ \text{row } 0 \end{bmatrix} - \sum_{i=1}^m [\text{row } i]$$

Finding the first basis

We can create an artificial problem to help us find the first basis

$$\begin{cases} \min w = \sum_{i=1}^m Y_i \\ Ax + IY = b \\ x, Y \geq 0 \end{cases}$$

by applying the simplex method

Whenever we find $w^* = 0$, $Y_1^*, \dots, Y_m^* = 0$, so we found a feasible solution \rightarrow we can use this as the initial problem

Ex)

$$\begin{cases} \min z = x_1 + x_3 \\ x_1 + 2x_2 + x_4 = 5 \\ x_2 + 2x_3 = 6 \\ x_1, x_2, x_3, x_4 \geq 0 \end{cases}$$

Canonical ($w = \sum Y_i =$)
tableau
 \rightarrow

| | x_1 | x_2 | x_3 | x_4 | Y_1 | Y_2 |
|-----------|-------|-------|-------|-------|-------|-------|
| $(Y_1 =)$ | 0 | 0 | 0 | 0 | 1 | 1 |
| $(Y_2 =)$ | 5 | 1 | 2 | 0 | 1 | 0 |
| | 6 | 0 | 1 | 2 | 0 | 1 |

Since Y_1, Y_2 belong to the basis, we want their costs to be 0

We can achieve that by $\begin{bmatrix} \text{new row} \\ 0 \end{bmatrix} = \begin{bmatrix} \text{old row} \\ 0 \end{bmatrix} - \sum_{i=1}^m [\text{row } i]$

| | | | | | | |
|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 | 1 | 1 |
| 5 | 1 | 2 | 0 | 1 | 1 | 0 |
| 6 | 0 | 1 | 2 | 0 | 0 | 1 |

(3)
⇒

| | | | | | | |
|-----|----|----|----|----|---|---|
| -11 | -1 | -3 | -2 | -1 | 0 | 0 |
| 5 | 1 | 2 | 0 | 1 | 1 | 0 |
| 6 | 0 | 1 | 2 | 0 | 0 | 1 |

simplex method

$-w$

| | | | | | | | |
|---------|-------|--------|---|---|--------|--------|-------|
| | 0 | 0 | 0 | 0 | 0 | 1 | 1 |
| $x_1 =$ | $5/2$ | $1/2$ | 1 | 0 | $1/2$ | $1/2$ | 0 |
| $x_3 =$ | $3/4$ | $-1/4$ | 0 | 1 | $-1/4$ | $-1/4$ | $1/2$ |

\downarrow
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$$w^* = 0 \Rightarrow y_1^*, y_2^* = 0$$

non-basic

$$x^* = \begin{bmatrix} 0 \\ 5/2 \\ 3/4 \\ 0 \end{bmatrix} \rightarrow \text{feasible for the original problem}$$

Phase II:

must be 0 to have a canonical form

| | | | | |
|-------|--------|---|---|--------|
| 0 | 1 | 0 | 1 | 0 |
| $5/2$ | $1/2$ | 1 | 0 | $1/2$ |
| $3/4$ | $-1/4$ | 0 | 1 | $-1/4$ |

→ original obj function

→ pivot operation over x_3

| | | | | |
|--------|--------|---|---|--------|
| $-3/4$ | $5/4$ | 0 | 0 | $1/4$ |
| $5/2$ | $1/2$ | 1 | 0 | $1/2$ |
| $3/4$ | $-1/4$ | 0 | 1 | $-1/4$ |

→ simplex method

Particular cases of "phase I":

1) $w^* < 0 \Rightarrow$ The (original) problem is *unfeasible*

2) $w^* = 0$ with y_i basic for some i

\hookrightarrow If $\exists \bar{a}_{th} \neq 0$ then I make a pivot operation on it
(divide the whole row by it)

else that row is *redundant* : it can simply be removed
since it's a linear combination
of two other rows

(ES)

$$\left\{ \begin{array}{l} \min z = x_1 + x_3 \\ x_1 + 2x_2 \leq -5 \\ x_2 + 2x_3 = 6 \\ x_1, x_2, x_3 \geq 0 \end{array} \right. \Rightarrow \left\{ \begin{array}{l} \min z = x_1 + x_3 \\ x_1 + 2x_2 + x_4 = -5 \Rightarrow \text{impossible} \\ x_2 + 2x_3 = 6 \\ x_1, x_2, x_3, x_4 \geq 0 \end{array} \right. \quad (\text{assume we don't reduce})$$

$$\begin{array}{c|cccc|cc} & x_1 & x_2 & x_3 & x_4 & y_1 & y_2 \\ \hline -w = -11 & 1 & 1 & -2 & 1 & 0 & 0 \\ y_1 = +5 & -1 & -2 & 0 & -1 & 1 & 0 \\ y_2 = 6 & 0 & 1 & 2 & 0 & 0 & 1 \end{array}$$

→ canonical form
I can start phase II

" x_3 enters the basis"

" y_2 leaves the basis"

$$\begin{array}{c|cccc|cc} & x_1 & x_2 & x_3 & x_4 & y_1 & y_2 \\ \hline -w = -5 & 1 & 2 & 0 & 1 & 0 & 1 \\ y_1 = 5 & -1 & -2 & 0 & -1 & 1 & 0 \\ x_3 = 3 & 0 & 1/2 & 1 & 0 & 0 & 1/2 \end{array}$$

→ optimal: $w = 5$



Unfeasible

ES)

$$\begin{cases} \min z = x_1 + x_2 + 10x_3 \\ x_2 + 4x_3 = 2 \\ -2x_1 + x_2 - 6x_3 = 2 \\ x_1, x_2, x_3 \geq 0 \end{cases}$$

$$\begin{array}{c|ccc|cc} & x_1 & x_2 & x_3 & y_1 & y_2 \\ -w = & -4 & 2 & -2 & 2 & 0 \\ y_1 = & 2 & 0 & 1 & 4 & 1 & 0 \\ y_2 = & 2 & -2 & 1 & -6 & 0 & 1 \end{array}$$

" x_2 enters the basis"

" y_2 leaves the basis"

phase I

$$\begin{array}{c|ccc|cc} & x_1 & x_2 & x_3 & y_1 & y_2 \\ -w = & 0 & 2 & 0 & 10 & 2 & 0 \\ x_2 = & 2 & 0 & 1 & 4 & 1 & 0 \\ y_2 = & 0 & -2 & 0 & -10 & -1 & 1 \end{array}$$

y_2 is basic

pivot operation

$$\begin{array}{c|ccc|cc} & x_1 & x_2 & x_3 & y_1 & y_2 \\ & 2 & 0 & 1 & 4 & 1 & 0 \\ & 2 & 0 & 1 & 4 & 1 & 0 \\ & 0 & 1 & 0 & 5 & 1/2 & 1/2 \end{array}$$

we can now remove y_1, y_2

phase II

change obj. f.

$$\begin{array}{c|ccc} & 1 & 1 & 10 \\ 2 & 0 & 1 & 4 \\ 0 & 1 & 0 & 5 \end{array}$$

\Rightarrow

$$\begin{array}{c|ccc} -2 & 0 & 0 & 1 \\ 2 & 0 & 1 & 4 \\ 0 & 1 & 0 & 5 \end{array}$$

Canonical form and $\bar{c}_p \geq 0$

\Downarrow

Optimal solution

simplex method

pivot on these to get the costs to 0