

Revised Simplex Method

Original simplex method calculates and stores all numbers in the tableau – many are not needed.

→ Revised Simplex Method (more efficient for computing)

Used in all commercially available packages. (e.g. IBM MPSX, CDC APEX III)

$$\begin{array}{ll} \text{Max} & Z = \underline{c} \underline{x} \\ \text{subject to} & \underline{A} \underline{x} \leq \underline{b} \\ & \underline{x} \geq \underline{0} \end{array}$$

Initially constraints become (standard form):

$$\left[\underline{A} \quad \underline{I} \right] \begin{bmatrix} \underline{x} \\ \underline{x}_s \end{bmatrix} = \begin{bmatrix} \underline{b} \end{bmatrix}$$

$$\underline{x}_s = \text{slack variables}$$

Basis matrix: columns relating to basic variables.

$$\underline{B} = \begin{pmatrix} \mathbf{B}_{11} & \dots & \mathbf{B}_{1m} \\ \ddots & \cdot & \cdot & \cdot & \ddots \\ \ddots & \cdot & \cdot & \cdot & \ddots \\ \cdot & \cdot & \cdot & \cdot & \cdot \\ \mathbf{B}_{m1} & \dots & \mathbf{B}_{mm} \end{pmatrix}$$

(Initially $\underline{B} = \underline{I}$)

Basic variable values: $\underline{x}_B = \begin{pmatrix} \mathbf{x}_{B1} \\ \ddots \\ \ddots \\ \ddots \\ \mathbf{x}_{Bm} \end{pmatrix}$

At any iteration non-basic variables = 0

Therefore $\underline{B} \underline{x}_B = \underline{b}$
 $\underline{x}_B = \underline{B}^{-1} \underline{b}$ $\underline{B}^{-1} \rightarrow$ inverse matrix.

At any iteration, given the original \underline{b} vector and the inverse matrix, \underline{x}_B (current R.H.S.) can be calculated.

$Z = \underline{c}_B \underline{x}_B$ where $\underline{c}_B =$ objective coefficients of basic variables

Step in the Revised Simplex Method

1. Determine entering variable, X_j , with associated vector \underline{P}_j .

- compute $\underline{Y} = \underline{c}_B \underline{B}^{-1}$
- compute $z_j - c_j = \underline{Y} \underline{P}_j - c_j$ for all non-basic variables.

Choose largest negative value (maximisation).

If none, stop.

2. Determine leaving variable, X_r , with associated vector \underline{P}_r .

- compute $\underline{x}_B = \underline{B}^{-1} \underline{b}$ (current R.H.S.)
- compute current constraint coefficients of entering variable:

$$\underline{\alpha}^j = \underline{B}^{-1} \underline{P}_j$$

X_r is associated with

$$\theta = \min_k \{ (\underline{x}_B)_k / \alpha_k^j, \alpha_k^j > 0 \}$$

(minimum ratio rule)

3. Determine next basis i.e. calculate \underline{B}^{-1}

Go to step 1.

Example:

$$\text{Max } Z = 3X_1 + 5X_2$$

$$\text{s.t. } X_1 \leq 4$$

$$2X_2 \leq 12$$

$$3X_1 + 2X_2 \leq 18$$

$$X_1, X_2 \geq 0$$

Standard form of constraints:-

$$X_1 + S_1 = 4$$

$$2X_2 + S_2 = 12$$

$$3X_1 + 2X_2 + S_3 = 18$$

$$X_1, X_2, S_1, S_2, S_3 \geq 0$$

$$\underline{x}_B = \underline{B}^{-1} \underline{b} = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 4 \\ 12 \\ 18 \end{pmatrix} = \begin{pmatrix} 4 \\ 12 \\ 18 \end{pmatrix}$$

$$\underline{c}_B = \begin{bmatrix} 0 & 0 & 0 \end{bmatrix}$$

$$Z = 0 \quad 0 \quad 0 \quad \begin{pmatrix} 4 \\ 12 \\ 18 \end{pmatrix} = 0$$

First iteration

Step 1

Determine entering variable, X_j , with associated vector \underline{P}_j .

- compute $\underline{Y} = \underline{c}_B \underline{B}^{-1}$
- compute $z_j - c_j = \underline{Y} \underline{P}_j - c_j$ for all non-basic variables.

$$\underline{Y} = \begin{bmatrix} 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \end{bmatrix}$$

$$z_1 - c_1 = \begin{bmatrix} 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \\ 3 \end{bmatrix} - 3 = -3$$

and similarly for $z_2 - c_2 = -5$

Therefore X_2 is entering variable.

Step 2

Determine leaving variable, X_r , with associated vector \underline{P}_r .

- compute $\underline{x}_B = \underline{B}^{-1}\underline{b}$ (current R.H.S.)
- compute current constraint coefficients of entering variable:

$$\underline{\alpha}^j = \underline{B}^{-1}\underline{P}_j$$

X_r is associated with

$$\theta = \underset{k}{\text{Min}} \{ (\underline{x}_B)_k / \alpha_{k}^j, \alpha_{k}^j > 0 \}$$

$$\underline{x}_B = \begin{pmatrix} 4 \\ 12 \\ 18 \end{pmatrix} \qquad \underline{\alpha}^2 = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 0 \\ 2 \\ 2 \end{pmatrix} = \begin{pmatrix} 0 \\ 2 \\ 2 \end{pmatrix}$$

$$\begin{aligned} \theta &= \text{Min} \{ -, 12/2, 18/2 \} \\ &= 12/2 \end{aligned}$$

therefore S_2 leaves the basis.

Step 3

Determine new \underline{B}^{-1}

$$\underline{B} = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 2 & 0 \\ 0 & 2 & 1 \end{pmatrix} \quad \underline{B}^{-1} = \begin{pmatrix} 1 & 0 & 0 \\ 0 & \frac{1}{2} & 0 \\ 0 & -1 & 1 \end{pmatrix}$$

Solution after one iteration:

$$\begin{aligned} \underline{x}_B &= \underline{B}^{-1} \underline{b} \\ &= \begin{pmatrix} 1 & 0 & 0 \\ 0 & \frac{1}{2} & 0 \\ 0 & -1 & 1 \end{pmatrix} \begin{pmatrix} 4 \\ 12 \\ 18 \end{pmatrix} = \begin{pmatrix} 4 \\ 6 \\ 6 \end{pmatrix} \end{aligned}$$

Go to step 1

Step 1 (second iteration)

Compute $\underline{Y} = \underline{c}_B \underline{B}^{-1}$

$$\underline{Y} = \begin{bmatrix} 0 & 5 & 0 \end{bmatrix} \begin{pmatrix} 1 & 0 & 0 \\ 0 & \frac{1}{2} & 0 \\ 0 & -1 & 1 \end{pmatrix} = \begin{bmatrix} 0 & 5/2 & 0 \end{bmatrix}$$

- compute $z_j - c_j = \underline{Y} \underline{P}_j - c_j$ for all non-basic variables (X_1 and S_2):-

$$X_1: z_1 - c_1 = \begin{bmatrix} 0 & 5/2 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \\ 3 \end{bmatrix} - 3 = -3$$

$$S_2: z_4 - c_4 = \begin{bmatrix} 0 & 5/2 & 0 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} - 0 = 5/2$$

Therefore X_1 enters the basis.

Step 2

Determine leaving variable.

$$\underline{x}_B = \begin{bmatrix} 4 \\ 6 \\ 6 \end{bmatrix} \quad \underline{\alpha}^1 = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1/2 & 0 \\ 0 & -1 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \\ 3 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 3 \end{bmatrix}$$

$$\theta = \text{Min} \{ 4/1, - , 6/3 \} \\ = 6/3$$

therefore S_3 leaves the basis.

Step 3

Determine new \underline{B}^{-1}

$$\underline{B} = \begin{pmatrix} 1 & 0 & 1 \\ 0 & 2 & 0 \\ 0 & 2 & 3 \end{pmatrix} \quad \underline{B}^{-1} = \begin{pmatrix} 1 & 1/3 & -1/3 \\ 0 & 1/2 & 0 \\ 0 & -1/3 & 1/3 \end{pmatrix}$$

Solution after two iterations:

$$\begin{aligned} \underline{x}_B &= \underline{B}^{-1} \underline{b} \\ &= \begin{pmatrix} 1 & 1/3 & -1/3 \\ 0 & 1/2 & 0 \\ 0 & -1/3 & 1/3 \end{pmatrix} \begin{pmatrix} 4 \\ 12 \\ 18 \end{pmatrix} = \begin{pmatrix} 2 \\ 6 \\ 2 \end{pmatrix} \end{aligned}$$

Go to step 1

Step 1

- compute $\underline{Y} = \underline{c}_B \underline{B}^{-1}$

$$\underline{Y} = \begin{bmatrix} 0 & 5 & 3 \end{bmatrix} \underline{B}^{-1} = \begin{bmatrix} 0 & 3/2 & 1 \end{bmatrix}$$

- compute $z_j - c_j = \underline{Y} \underline{P}_j - c_j$ for all non-basic variables (S_2 and S_3):-

$$S_2: z_4 - c_4 = \begin{bmatrix} 0 & 3/2 & 1 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} - 0 = 3/2$$

$$S_3: z_5 - c_5 = \begin{bmatrix} 0 & 3/2 & 1 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} - 0 = 1$$

No negatives. Therefore stop.

Optimal solution:

$$S_1^* = 2$$

$$X_2^* = 6$$

$$X_1^* = 2$$

$$Z^* = \underline{c}_B \underline{x}_B = \begin{bmatrix} 0 & 5 & 3 \end{bmatrix} \begin{bmatrix} 2 \\ 6 \\ 2 \end{bmatrix} = 36$$